

Monster of the Week Slayer's Survival Kit EHP0073

Role Playing Supplement

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The Ten-Second Pitch

Slayer's Survival Kit adds new playbooks, gear, and more for players of *Monster of the Week*.

Target Market

- Fans of *Monster of the Week*, particularly those looking for additional moves and new character types to play
- Fans of urban fantasy and sci-fi monster series like *Stranger Things*, *Warehouse 13*, *Hellboy*, *Lockwood & Co.*, or *Welcome to Nightvale*
- Fans of the "Amnesty" series from the popular podcast *The Adventure Zone*
- Gamers looking to bring either a fringe science or folklore fantasy angle to the characters they play

Up-Sells & Cross-Sells

- *Monster of the Week* [EHP0060]
- *Tome of Mysteries* [EHP0063]
- *Hunter's Journal* [EHP0072]
- *Apocalypse Keys* [EHP0059] which uses the same engine and has a *Hellboy* theme.
- Urban fantasy and sci-fi books, comics, and shows

Selling Points

- 9 new hunter playbooks: The Action Scientist, The Celebrity, The Changeling, The Covenant, The Envoy, The Forged, The Host, The Interface, and The Visitor
- 9 Team playbooks which unify the party thematically: The Artifact Collectors, The Coven, The Escaped Experiments, and more
- Additional Weird moves put more supernatural power in hunters' hands
- More gear, more contacts, and additional rules for Big Magic add plenty of new tools to their arsenal
- Guidance and optional mechanics help players add depth to their hunters' stories
- Altogether 240 pages of character creation options, group mechanics, gear, and more!

UPGRADE YOUR ARSENAL

The odds seem overwhelming. Cryptids lurk in the shadows, conspiracies unfold their twisted webs, and alien operatives walk among us. You are a hunter, armed with grit, canny instincts, and determination. But is that enough?

It's time to supercharge your abilities with the *Slayer's Survival Kit*! Packed with new playbooks, teams, Weird moves, and more, your hunters will be ready to tackle the toughest foes in this expansion for the bestselling *Monster of the Week* roleplaying game.

Dive into adventure as the **Action Scientist**, **Changeling**, or **Covenant**. A total of **nine new hunter archetypes** span genres from fantastical folklore to paranormal fringe science and visiting aliens.

New Team playbooks like the **Artifact Collectors**, **Escaped Experiments**, and **Coven** will unify your group around a common theme and grant your hunters access to new moves, special contacts, and custom gear. Beware, hunter: You'll also attract dedicated threats and mysteries.

Expand your arsenal of options with **new Weird moves** and **alternate rules** for using Big Magic. **Arcane tools**, **bionics**, and **cursed magic items** help you get the job done, while covert organizations provide the kind of support that won't fit in the back of your van.

And if you still need more, there's plenty of fresh advice on **how to build** new playbooks, teams, and Weird moves to make your *Monster of the Week* game uniquely your own.

The Slayer's Survival Kit.

Plug in, power up, and stand fast in the face of danger!

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