

GOOD EVENING, MONSTER.

YOU'RE A MONSTER! LITERALLY.

IT IS HALLOWEEN NIGHT AND YOU AND YOUR MONSTER FRIENDS HAVE TO OUTLAST A GROUP OF MONSTER HUNTERS UNTIL MORNING. CAN YOU DO IT? LET'S FIND OUT!

1 **ROLL FOR MONSTER**
EACH PLAYER ROLLS FOR THEIR MONSTER TYPE.

DICE RESULT	MONSTER TYPE	SPOOKY SCARY POWER
1	VAMPIRE	"YOU'RE UNDER MY SPELL" ONCE PER ENCOUNTER, ENCHANT A HUMAN SO THEY MUST AGREE WITH YOU.
2	WEREWOLF	"BITE OVER BARK." ONCE PER ENCOUNTER, AUTOMATICALLY DESTROY SOMETHING IN YOUR WAY.
3	MUMMY	"THE CURSE IS TRUE!" ONCE PER ENCOUNTER, CHANGE SOMETHING ABOUT THE HUNTERS.
4	FRANKENSTEIN MONSTER	"HEART OF A HEALER. BODY OF A BRUISER." ONCE PER ENCOUNTER, PROTECT AN ALLY FROM HARM AND REDIRECT THAT HARM TO A HUNTER.
5	GHOST	"ALWAYS PRESENT, RARELY SEEN." ONCE PER ENCOUNTER, CHANGE A PREVIOUS SEEN SO THAT YOU WERE ACTUALLY THERE AND IN A GOOD SPOT TO DO SOME GOOD.
6	BANSHEE	"EVEN IN SPACE" ONCE PER ENCOUNTER, YOUR SCREAM CAN BE USED TO STOP THE HUNTERS IN THEIR TRACKS.

2 THEY MADE THE MONSTER STATS THE MONSTER STATS.

MONSTERS ARE BOTH SPOOKY AND SCARY. A POWERFUL DUO.

DURING THE GAME PLAYERS WILL USE EITHER THEIR SPOOKY SKILL, OR THEIR SCARY SKILL TO IMPACT AN ENCOUNTER SCENE.

SPOOKY SKILLS ARE THOSE THINGS THAT ARE RELATED TO THE SUPERNATURAL SIDE OF THE MONSTER (IMMORTAL VAMPIRE, CHANGING INTO A BAT. A BANSHEE FLYING AROUND ALL NIMBLY BIMBLY. A MUMMY SUMMONING A SANDSTORM TO STOP A BIPLANE. THAT SORT OF STUFF.)

SCARY SKILLS ARE THE SKILLS MORE RELATED TO THE HUMAN SIDE OF THE MONSTER. A VAMPIRE CHATTING UP A BARISTA. A FRANKENSTEIN'S MONSTER WALKING UP A FLIGHT OF STAIRS. ANYTHING THAT A REGULAR HUMAN COULD DO. FOR TRULY, WHAT IS SCARIER THAN HUMAN? PLAYERS HAVE 6 SKILL POINTS TO DISTRIBUTE AS THEY LIKE BETWEEN SPOOKY AND SCARY. ADD THE SKILL BONUS TO DICE ROLLS.

3 THE MEDDLING...

NOW IT IS TIME TO ROLL TO SEE WHICH HUNTER PARTY IS COMING AFTER THE MONSTERS.

DICE RESULT	HUNTER GROUP
1	LOCAL GROUP OF INQUISITIVE TEENAGE GHOUL BUSTERS
2	PROFESSIONAL EXORCISTS DRIVING A MUSCLE CAR
3	AN UNRULY MOB OF VILLAGERS CARRYING TORCHES!
4	GOVERNMENT AGENTS FROM DEPARTMENT X
5	RIVAL MONSTERS FROM ACROSS TOWN!
6	A REALITY TV CREW. ARE THEY SEARCHING FOR GHOST OR LOVE? WE ONLY KNOW FOR CERTAIN THEY AREN'T LOOKING FOR FRIENDS.

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GAME PLAY

YOU NOW KNOW WHO YOU ARE, YOUR SKILLS, AND WHO IS TRYING TO GET INTO YOUR HOUSE.

THE GAME IS PLAYED BY PLAYERS INTERACTING WITH ENCOUNTERS.

FOR EACH SUCCESSFUL ENCOUNTER, THE MONSTERS GAIN A BONUS FOR THE FINAL SHOWDOWN. WHEN THE MONSTERS FAIL THREE TOTAL ENCOUNTERS, THE SHOWDOWN BEGINS.

EACH PLAYER WILL ROLL FOR AN ENCOUNTER, DETERMINE THE STAKES OF THE ENCOUNTER (STATING WHAT WILL HAPPEN UPON SUCCESS AND FAILURE) THEN ROLL THEIR DICE. EACH ENCOUNTER HAS A SPOOKY OR SCARY TARGET NUMBER THAT HAS TO BE ROLLED AT OR ABOVE THE NUMBER TO BE SUCCESSFUL.

THE ONE RULE

PLAYERS WILL WORK TOGETHER TO BUILD A STORY ABOUT THIS WILD EVENING. TALK ABOUT THE ROOM THE ENCOUNTER IS HAPPENING IN, HOW THE MONSTERS GAIN OR LOSE ADVANTAGES IN THE ROOM. MAKE A STORY TOGETHER! DISCUSS THE SCENE FOR THE ENCOUNTER BEFORE ROLLING AND DO WHAT IS BEST FOR THE TALE TAKING PLACE.

PLAYERS HAVE THREE STORY TOKENS THAT CAN BE EMPLOYED AS NECESSARY TO IMPACT THE STORY, THE DICE RESULTS, OR WHATEVER THEY SEE FIT.

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STORY TOKENS

STORY TOKENS CAN BE USED WHENEVER DESIRED, BUT PLAYERS ONLY GET THREE OF THEM!

STORY TOKENS CAN BE USED TO:

- CHANGE THE SCENE. MAYBE THE ENCOUNTER NEEDS TO HAPPEN IN A DIFFERENT ROOM THAT CAN NARRATIVELY BE BETTER FOR THE MONSTER. CHANGE THE SCENE AND THEN DISCUSS WITH THE OTHER PLAYERS WHAT IMPACT THAT HAS.
- NARRATE THE OUTCOME OF THE ENCOUNTER INSTEAD OF ROLLING! OOOOO THE POWER.
- BRING ANOTHER PLAYER INTO THE SCENE FOR A +2 BONUS TO BOTH PLAYERS' ROLLS FOR THE ENCOUNTER.
- ESTABLISH A FLASHBACK THAT EXPLAINS HOW THEY ARE INCREDIBLY PREPARED FOR THIS MOMENT (AIMING FOR AS OUTLANDISH AS POSSIBLE) TO GAIN A +4 BONUS FOR THE ROUND.

ONCE THE THREE TOKENS ARE USED BY THE PLAYER, THEY'RE GONE THOUGH.

6 ENCOUNTERS

THIS TABLE SETS THE TYPE OF ENCOUNTER AND THE TARGET NUMBER FOR SPOOKY OR SCARY. ON A SUCCESS, THE PLAYER PICKS WHAT BONUS THEY GET AHEAD OF THE FINAL SHOWDOWN. ON A FAILURE, THE FAILURE CONDITION IS REALIZED OR A PREVIOUSLY AWARDED BONUS IS LOST. REMEMBER, ADD YOUR SKILL BONUS FROM STEP 2 TO THE 1D6 ROLL.

DICE RESULT	ENCOUNTER TYPE	SPOOKY TARGET	SCARY TARGET
1	HIDE	6	4
2	SNEEK	4	8
3	SCARE	5	5
4	TALK	6	4
5	RITUAL	7	7
6	FLEE	8	6

6 **END GAME**

WHEN THE PLAYERS REACH 10 TOTAL SUCCESSFUL ENCOUNTERS, THEY HAVE OUTLASTED THE HUNTERS! HUZZAH!

WHEN THE PLAYERS HIT 3 FAILED ENCOUNTERS THE FINAL SHOWDOWN IS TRIGGERED.

7 **FINAL SHOWDOWN**

THE MONSTERS HAVE FAILED TO KEEP THE HUNTERS AT BAY AND NOW THE GROUPS HAVE COME FACE TO FACE.

PLAYERS WILL DISCUSS HOW THEIR REWARDS FROM SUCCESSFUL ENCOUNTERS ARE TO BE USED IN THEIR FAVOR AND DETERMINE HOW THEIR FAILURES ARE GOING TO SERVE THE HUNTERS.

EACH PLAYER IS GOING TO ROLL AGAINST THE SHOWDOWN TABLE BELOW.

FOR EACH SUCCESS, THE PLAYERS GAIN ONE POINT.

FOR EACH FAILURE, THE PLAYERS LOSE 2 POINTS.

IF THE POINT TOTAL IS POSITIVE, THEY WIN THE SHOWDOWN. OTHERWISE, THE MONSTERS WERE MASHED AND THE PARTY COMES TO A CLOSE.

THANKS FOR PLAYING!

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THE SHOWDOWN TABLE

DURING THE SHOWDOWN, PICK IF YOUR CHARACTER WILL BE SPOOKY OR SCARY FOR THE FINAL FIGHT. ROLL THE DICE. SUCCESS, GAIN A POINT FOR THE MONSTERS. FAILURE, THE HUNTERS GET A POINT. MOST POINTS AT THE END OF ALL MONSTER ROLLS WINS THE DAY!

MONSTER TYPE	COOL ONE LINER	SPOOKY TARGET	SCARY TARGET
VAMPIRE	"THIS BITES."	7	8
WEREWOLF	"IT'S FULL <u>PAIN</u> TONIGHT"	6	7
MUMMY	"I HAVE A PYRAMID SCHEME TO DEFEAT YOU!"	8	6
FRANKENSTEIN MONSTER	"BY ANY NAME I'LL WIN!"	5	8
GHOST	"I HAVE UNFINISHED BUSINESS. DEFEATING YOU HUNTERS!"	8	4
BANSHEE	"SHOUT NOW OR FOREVER HOLD YOUR PEACE"	8	6