

KEEPER AGENDA

- Make the world seem real
- Play to see what happens
- Make hunters' lives dangerous & scary

PRINCIPLES

- Put horror in everyday situations
- Address the hunters, not the players
- Use the Keeper moves, without names
- Be a fan of the hunters
- Build a coherent mythology in play
- Nothing is safe
- Name everyone they meet, make them seem like normal folks
- Ask questions and build on the answers
- Sometimes give them exactly what they earned, rather than all they wanted
- What's happening off-screen?
- Don't always decide what happens
- Everything is a threat

ALWAYS SAY...

- What the principles demand
- What the rules demand
- What your preparation demands
- What honesty demands

BASIC KEEPER MOVES

- Separate them
- Reveal future badness
- Reveal off-screen badness
- Inflict harm, as established
- Make them investigate
- Make them acquire stuff
- Tell the possible consequences and ask if they want to go ahead
- Turn their move back on them
- Offer an opportunity, & maybe a cost
- Take away some of the hunters' stuff
- Put someone in trouble
- Make a threat move, from one of your mystery or arc threats
- After every move, ask what they do next

HARM MOVES

Every time anyone gets hurt, use one.

0-harm or more:

- Momentarily inhibited
- Drop something
- Take -1 forward

1-harm or more:

- Fall down
- Take -1 ongoing
- Pass out
- Intense pain

Unstable wounds:

- +1 harm

8-harm or more:

- Dying or dead.

MONSTER MOVES

- Hint at its presence
- Display its full might
- Appear suddenly
- Attack with great force and fury
- Seize someone or something
- Attack with stealth and calculation
- Order underlings to do terrible acts
- Destroy something
- Escape, no matter how well contained
- Give chase
- Return to home ground
- Boast and gloat, maybe revealing a secret
- Return from seeming destruction
- Use an unnatural power

MINION MOVES

- A burst of sudden, uncontrolled violence
- Make a coordinated attack
- Capture someone, or steal something
- Reveal a secret
- Deliver someone or something to the master
- Give chase
- Make a threat or demand for the master
- Run away
- Use an unnatural power
- Display a hint of conscience or humanity
- Disobey the master, in some petty way

BYSTANDER MOVES

- Go off alone
- Argue with the hunters
- Get in the way
- Reveal something
- Confess their fears
- Freak out in terror
- Try to help the hunters
- Try to protect people
- Display inability or incompetence
- Seek help or comfort

LOCATION MOVES

- Present a hazard
- Reveal something
- Hide something
- Close a way
- Open a way
- Reshape itself
- Trap someone
- Offer a guide
- Present a guardian
- Something doesn't work properly
- Create a particular feeling

HUNTER BASIC MOVES

- Act Under Pressure (Cool)
- Help Out (Cool)
- Investigate A Mystery (Sharp)
- Kick Some Ass (Tough)
- Manipulate Someone (Charm)
- Protect Someone (Tough)
- Read A Bad Situation (Sharp)
- Use Magic (Weird)

END OF SESSION EXPERIENCE

1-2 "yes": 1 mark; 3-4 "yes": 2 marks

- Did they conclude the current mystery?
- Did they save someone from certain death (or worse)?
- Did we learn something new and important about the world?
- Did we learn something new and important about one of the hunters?

MYSTERY CREATION

1. BASIC CONCEPT

- A cool monster from urban legend or folklore.
- A loose end from a previous mystery.
- A problem from one of your arcs.
- Take a plot from somewhere else and change some details.
- A place you know that would make a good place for a monster to lurk.
- Is there something the hunters want to check out?
- Return of a monster, bystander, or location from a previous mystery.

2. HOOK

The clue that caught the hunters' attention.

3. THREATS

Create your monsters, minions, bystanders and locations.

4. COUNTDOWN

What would happen if the hunters never came here? Break it into six key events:

1. Day
2. Shadows
3. Dusk
4. Sunset
5. Nightfall
6. Midnight

CREATING THREATS

Pick a type and then create the details listed underneath.

MONSTERS (MOTIVATION)

- Beast (to run wild, destroying and killing)
- Breeder (to give birth to, bring forth, or create evil)
- Collector (to steal specific sorts of things)
- Destroyer (to bring about the end of the world)
- Devourer (to consume people)
- Executioner (to punish the guilty)
- Parasite (to infest, control and devour)
- Queen (to possess and control)
- Sorcerer (to usurp unnatural power)
- Tempter (to tempt people into evil deeds)
- Torturer (to hurt and terrify)
- Trickster (to create chaos)

Name, how it looks, what does it want to achieve?

POWERS: What supernatural abilities does it have?

Weakness: What is the monster vulnerable to?

ATTACKS: Description, how much harm it does (usually 3 to 5), range, other tags.

ARMOUR: Normally 1- or 2-armour.

HARM CAPACITY: Normally 8-12 harm to kill it.

Any custom moves for the monster (e.g. for its powers)?

BYSTANDERS (MOTIVATION)

- Busybody (to interfere in other people's plans)
- Detective (to rule out explanations)
- Gossip (to pass on rumours)
- Helper (to join the hunt)
- Innocent (to do the right thing)
- Official (to be suspicious)
- Skeptic (to deny supernatural explanations)
- Victim (to put themselves in danger)
- Witness (to reveal information)

Name the bystander.

What do they know about the situation?

What do they do?

What do they look like?

What do they want from the hunters?

Any custom moves for this bystander?

LOCATIONS (MOTIVATION)

- Crossroads (to bring people, and things, together)
- Deathtrap (to harm intruders)
- Den (to harbour monsters)
- Fortress (to deny entry)
- Hellgate (to create evil)
- Hub (to reveal information)
- Lab (to create weirdness)
- Maze (to confuse and separate)
- Prison (to constrain and prevent exit)
- Wilds (to contain hidden things)

Name the location.

What is it like? Optionally, draw a map.

Any custom moves for this location?

MINIONS (MOTIVATION)

- Assassin (to kill the hunters)
- Brute (to intimidate and attack)
- Cultist (to save their own skin at any cost)
- Guardian (to bar a way or protect something)
- Right hand (to back up the monster)
- Plague (to swarm and destroy)
- Renfield (to push victims towards the monster)
- Scout (to stalk, watch, and report)
- Thief (to steal and deliver to the monster)
- Traitor (to betray people)

What is it called? What does it look like?

How loyal to the master is it?

POWERS: What supernatural abilities does it have?

Weakness: Is this minion especially vulnerable to anything?

ATTACKS: Description, how much harm (usually 2-4), range, other tags

ARMOUR: Normally 0- to 1-armour.

HARM CAPACITY: Normally 5-10 harm to kill it.

Any custom moves for this minion (e.g. for its powers)?

CUSTOM MOVES

- What's the basic concept for the move?
- When is it triggered?
- What effect does it have?