

# SUPER COOL MONSTER HUNTING CLUB

YOU'RE A KID with an overactive imagination, or so they say. But you know the truth - that monsters lurk in every shadow. It's only the efforts of brave young warriors like yourself that keep them at bay. Arming yourself with things you find around the house, you step out into the darkness on All Hallow's Eve and get ready for the fight of your life.

## WHAT'S GOING ON?

There's something strange in the neigh-bour-hood. GM; roll or pick two problems from the list below, or make up your own.

1. A viral TikTok dance sensation takes hold
2. Cats and dogs going missing
3. Grades are down across the school
4. Household appliances start misbehaving
5. Kids wake up with sigils on their skin
6. Mysterious increase in car accidents
7. One of the kids' parents leaves town
8. Strange lights flicker over the woods
9. The new substitute teacher is really weird
10. The tap water tastes like medicine now

## WILD CONJECTURE

Players: what do you reckon? Each of you should argue their case for their favourite monster (roll or pick or make up one of your own). Feel free to establish further details about what's going on if you feel it makes your story more believable, and if you incorporate details that other players have established you might lend your argument more weight. GM: pay attention and note down what the players say.

1. Demons
2. Evil Robots
3. Fairies/Elves
4. Ghosts
5. Shapeshifters
6. Vampires
7. Witches
8. Zombies

## CHARACTER GENERATION

Each player should now spend five minutes to find three props in their house, or wherever it is they're playing the game. They need to find a **weapon**, some **protection**, and a **special item**.

**WEAPON IDEAS:** Potato masher mace, Tactical rolling pin, (Holy) Water pistol, Heavy book, NERF gun, Duelling spatula

**PROTECTION IDEAS:** Saucepan helmet, Bin lid shield, Blanket cape, Cardboard platemail, Cushion up yer jumper

**SPECIAL ITEM:** Magic Energy Drink Potion, 3D/X-Ray Glasses, (Extremely) Universal Remote, Action figure familiar

For each prop, work out what it's better at than other players' props. (For example: a rake polearm has reach; a tatty old blanket helps with camouflage; etc.)

## WHAT'S REALLY GOING ON, THOUGH?

Here's the thing: all the players are kind of right. Does one person think it's vampires and one person thinks it's ghosts? VAMPIRE GHOSTS. Elves and robots? TINY ELVES inside TOASTERS driving them around and SMASHING STUFF UP. Make sure that each player's favourite monster features somehow - even if it's just a little bit - so they get their chance to shine.

From here: write the adventure. You've got five minutes while the players rummage through your flat looking for cardboard tube katanas or whatever. Get to it!

## PLAYING THE GAME

It's a roleplaying game! You know how those work. The GM sets up some challenges and mysteries and you go romp and stomp around trying to overcome the challenges and solve the mysteries. Can the players fight back the darkness before their bedtimes?

Players: when you do something and the GM reckons something bad might happen to you because of it, the two of you play ROCK PAPER SCISSORS to figure out what occurs. The GM picks a spot on the DANGER SCALE to determine the stakes if you lose. Here it is: *\*drumroll please\**

### - DANGER SCALE! -

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**DISAPPEARED** - *You're taken by the Monster*  
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**INJURED** - *You're bleeding, or something's broken*  
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**HURT** - *You're winded, limping or dazed*  
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**DISARMED** - *You lose something important*  
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**OUTMANEUVERED** - *You're left in a bad situation*  
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**HUMILIATED** - *You embarrass yourself*  
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If you win at ROCK PAPER SCISSORS, you do the thing and the bad thing doesn't happen. If you lose at ROCK PAPER SCISSORS, the bad thing happens to you (and you don't do the thing, probably) - OR if you want, you can UP THE STAKES! If you do, you move one step up the danger scale and play ROCK PAPER SCISSORS again. You can't get higher than DISAPPEARED, so if you lose at that point, you're out of the game. But maybe the others can find you and rescue you?

When you take advantage of the thing your prop is especially good at, you can play ROCK PAPER SCISSORS two handed (the GM still just uses the one hand). If you beat the GM with either hand, you win. If you beat the GM with *both* hands, you succeed critically - if you lose with both hands, that's a critical failure.

## LOCATIONS:

1. Back alley
2. Empty house
3. Graveyard
4. Grown-ups party
5. Park (secret entrance)
6. Playground
7. School
8. Storm drains