

PAGE 1 - FOR THE PLAYERS

You are **Monster Slayers** of the Jackal Conclave. Recently you received a letter from your mentor, **Eran of Karlow**. The letter stated only that he needed your help, but when you arrived at the meetup spot there was no sign of him. There is something deeply **wrong** here.

WORK OUT WHAT'S GOING ON. FIND THE MONSTER.
SLAY IT.

MONSTER SLAYER CREATION

Your **name** is (a) of (b), the (c) (d).

- (a) the last 3 letters of your name + the first 2 letters of the last thing you drank
- (b) a town you passed through once
- (c) a colour you wear often
- (d) your second favourite animal

You have a **Faithful Horse**. Name your horse after your favourite fish.

STATS

You have two stats: **Hmm** and **Fvck**. You start the game with 6 points under each.

- **Hmm** is for things that make you go "hmm".
- **Fvck** is for things that make you go "FUCK".

Pick one Expertise:

- Being **Sensible**
- Being **Badass**
- Being **Sexy**

You have the following inventory:

- A **Silver Sword**, for fighting monsters
- A **Steel Sword**, for fighting men
- A **Crossbow** with **ARROWS**
- **ARMOUR**
- 3 **Potions**

You can do small feats of **magic**. Magic always uses your **Fvck** stat and always requires a roll.

HOW TO PLAY

When you do something with an uncertain outcome, choose whether the task you're trying to do falls under **Hmm** or **Fvck**, and roll 1d12. If it's equal to or under the relevant stat you succeed; say what happens and how you do it. If it's over the stat you fail, and the GM will describe a hindrance that arises.

On The Path

A hack of Grant Howitt's *Honey Heist*, by Cat Sith Press.
Inspired by *The Witcher* by Andrzej Sapkowski.
A 1-3 hour game, for 2-4 players plus GM
Requires 3d12 per player, paper and writing implements

You can add one additional d12 each time the roll meets one of the following conditions, and choose the lowest number from the pool:

- You're acting in relation to your **Expertise**
- You're consuming a **Potion**

CHANGING STATES

Wind's Howling: When a plan fails or you run into difficulty, move one point from **Hmm** to **Fuck**.

How Do You Like That Silver: When things go to plan, move one point from **Fuck** to **Hmm**.

You can voluntarily move one point from **Hmm** to **Fuck** by checking out your surroundings for clues, making a plan, or flashing back to prepping for battle.

You can voluntarily move one point from **Fuck** to **Hmm** by taking a break, likely to flirt with the nearest attractive person or play some cards.

THE END

Monster Slayers are the **Main Characters** and so cannot **Die**, but things can go **badly**.

If your **Hmm** stat ever reaches 12, you encounter a huge problem: you're badly injured, captured, or get fed up and go back to a tavern for the night.

If your **Fvck** stat ever reaches 12, you lose your temper and use your abilities to do something terrible.

MONSTER SLAYER PRINCIPLES

Monster Slayers should keep the following principles in mind during play:

- You must **investigate** to learn about your quarry.
- You were created to **slay monsters**.
- **Evil is evil**. Men can be monstrous, too.

On The Path

PAGE 2 - FOR THE GM

There is **evil** afoot. Some terrible thing stalks the land, claiming **innocent lives**. Commoners and Lords alike lock their doors tightly and pray to their gods to deliver them to safety. But it isn't gods who will **save them**. These people need a **professional**.

WHAT'S GOING ON HERE?

Below are tables you can use to generate an adventure for your session; you can roll to randomise, choose your favourite options, or make up your own story from scratch.

Combat tip: The Monster Slayers will use their **Hmm** and **Fuck** stats as normal during combat. Rather than tracking HP, allow a monster to be slain or subdued with 4-6 successful rolls while face-to-face, but remember that monsters can only be killed by silver or magic. Humans and mundane animals might die in 2-3 successful rolls.

THE SETTING

- 1 A sleepy little hamlet
- 2 The castle of a powerful noble
- 3 A well-to-do farm
- 4 A prosperous merchant city
- 5 An isolated island
- 6 An army outpost

THE CONTRACT IS FROM

- 1 A local Lord
- 2 The area's ruling Council
- 3 No name, just a scribbled note...
- 4 A desperate commoner
- 5 The owner of this piece of land
- 6 A mysterious woman who smells of lavender

THE MONSTER IS

- 1 Ravenous and bloodthirsty
- 2 Vengeful and fixated on a target
- 3 Wild and unpredictable
- 4 Lost and lashing out
- 5 Ancient and set on destruction
- 6 Cunning and wicked

THE MONSTER'S LAIR IS IN A (ROLL TWICE)

- | | |
|---------------|------------------|
| 1 Secluded | 1 Cabin |
| 2 Creepy | 2 Manor house |
| 3 Abandoned | 3 Cave system |
| 4 Bone-filled | 4 Mage's hideout |
| 5 Hilltop | 5 Grove |
| 6 Dark | 6 Bandit camp |

BUT THE MONSTER SLAYERS DON'T REALISE THE MONSTER

- 1 Was lured there on purpose
- 2 Is a person under a curse
- 3 Isn't real
- 4 Is actually two monsters
- 5 Just wants to find peace
- 6 Knows they're coming

WHAT HAPPENED TO ERAN?

- 1 He was killed trying to fulfil the contract
- 2 He's being held captive and needs to be rescued
- 3 He knew you could handle it, and is off doing something else
- 4 He's injured and in hiding (but with valuable information)
- 5 He's been changed by powerful magic
- 6 He's watching you - this is a test

GM PRINCIPLES

- Fill your world with **danger**, and let the Monster Slayers handle it.
- Leave **clues** and **hints** for them to follow.
- Make failures **interesting** and push the plot on.