

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.

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

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 **Fuck**. You start the game with 6 points under each.

- **Hmm** is for things that make you go "hmm".
- **Fuck** 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 **Fuck** 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 **Fuck**, 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.

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 **Fuck** 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.