

The GameMaster's Apprentice: **Adventure Guide: Demon Hunters**

Author: Nathan Rockwood
Graphic Designer: Max Johnson

Special Thanks

This project was backed on Kickstarter by more than 360 supporters. Without their help, The GameMaster's Apprentice would never have been more than a pet project in my own home games.

Thanks so much!

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INTRODUCTION

What is an Adventure Guide?

An Adventure Guide is a collection of tips for designing and/or running a role playing game, in a given genre, and using The GameMaster's Apprentice deck of cards. These guides should be helpful whether you are using the base, genre-neutral deck or any of the genre-specific decks, and (up to a point) can even be used without the deck of cards, though that defeats the true purpose of the guide: to provide enough inspiration and enough examples that, once you've exhausted the possibilities presented here, you'll have an easy time creating your own story seeds using just the cards.

How to use this guide

The first section in this guide is a very brief suggestion, meant to be used to either modify the Mission Creation guidelines in the *Demon Hunters: A Comedy of Terrors* core book or to assist in general-purpose adventure building for that game, even if you don't follow the Mission Creation strategies it provides.

Next, the guide goes over advice on generating mission premises. This consists primarily of tables that work both by themselves and with the deck, and which are aimed at the conventions of Demon Hunters games.

Wrapping it up after that are two sections meant to help tweak the use of the deck to generate characters and random events, and then an example of creating very genre-specific tools for your game--in this case, modifying the Featured Creature of the base game into a more unique Monster of the Week.

These tools can be used independently or in concert, during prep or during play; I recommend reviewing them all briefly before you start, and then you can decide how you will get the most benefit out of them!

MISSION CREATION: GENRE CORES

The *Demon Hunters: A Comedy of Terrors* book explains Mission Creation in great detail. This section is meant to help keep your goals focused, whether or not you use those guidelines. If you do use the Mission Creation charts, I suggest tackling this part first; if not, then just keep it in mind while crafting missions to send your Chapter on!

A Core is a central principle of the genre; naturally, a given game will be likely to touch on more than one genre convention, but selecting a single Core when planning out a mission is meant to help you focus on choosing other elements that will work well together. The theory here is that stating your target up front will make it easier to achieve. If you find the Cores to be too broad for your tastes, select the most relevant and refine it; reword it or replace it with a more specific version.

Here are three Cores that cover a significant majority of stories of comedic supernatural horror and mayhem; you can add to the list or modify what you see here, as need be:

To drive back the dark: This Core is at the heart of stories where the protagonists are taking an active role in their encounters with the horrific: they chose this fight, and there is a chance (perhaps a small one, but a chance nonetheless) that they can defeat their foes. The Chapters engaging in stories like this are likely (but not required) to be presented as the heroes in a fairly clear-cut fashion, and moral ambiguity is likely to be low or mostly comedic.

To survive the night: This Core covers many different types of horror story: slashers, haunted houses, cabins in the woods, creepy hotels, zombie apocalypses, ghost hunts gone wrong, investigators who are doomed, etc. The common element is that the Chapter is in over their heads and/or surprised with the situation, and are thus likely to be unprepared and failing to work as a team, at least at first. The tension this brings often (not always, but often) leads to intra-party conflict, or works well when there are potentially traitors in the midst of the characters, be they PCs or NPCs. If the players desire such conflict, that can easily be incorporated; the same goes for high levels of moral ambiguity, as the characters' values are tested by their difficulties. Comedy is still present, but more as 'relief' than it is in the other Cores.

To earn that promotion: This Core is typical of stories focused on the confrontation of darkness for personal gain, power, or promotion; the protagonists may be anti-heros who don't take the philanthropic angle of the Brotherhood's mission seriously, or simply be stuck at Omega rank and seeking a Chapter upgrade so they can engage real threats. These stories may well force the characters into tough moral dilemmas at least occasionally (do they try primarily to survive and look good, or do they risk it all to save one more person?).

Once you have a Core selected, you always know what kind of story you are trying to create. When one baddie falls, the next one should be easier to come up with; if the current foe proves too difficult to defeat right now, you know what kind of tasks must be accomplished while the Chapter builds up power.

ADVENTURE PREMISES

If you are ignoring the core book's Mission Creation tables, but still want a brief jolt of inspiration, this might be a suitable alternative method (and is geared to work especially well with the GameMaster's Apprentice deck). The premise of a story is the back cover of the module, the elevator pitch for the game, or the message you send a friend to try and hook them into making a character. It doesn't tell you everything about the entire story, but it gives you a place to start.

Following these tips, you'll be creating fill-in-the-blank style adventure premises that will hopefully inspire further ideas. If you are going to make any firm decisions about the specific style and tone of game you want, you should make them before you start rolling; after that, if you wind up with an option that doesn't feel like it fits your concept, choose again!

To use these randomizer lists the way I do, follow these steps.

Fill in the Blanks

Start with this sentence, treating the underlined portions as blanks to fill in:

The Questgiver asks you to complete this task because reasons.

If any parts of that sentence are already decided for you (or by you), fill them in first, and then skip the associated steps below; if you know the Questgiver is going to be the character's boss, there isn't a reason to randomize it. Also, before you start rolling, review these tables and replace the options you don't like with ones that fit your style.

Also, if any non-randomized part of that sentence doesn't fit (for example, in a game about surviving a haunted house, you may be **forced** rather than **asked** to survive, etc), change or reinterpret it as you see fit.

The Questgiver

Who is sending you on this quest? For a more statistically likely game (where most of the Missions come from the Brotherhood in some way), use the Difficulty Selector to randomize; for a game more likely to involve missions from other sources, just use a d10, and keep in mind that the 'questgiver' might actually be the first victim or warning sign of the Featured Creature. (Note! If there are several ideas listed in square brackets ([Secret society/Guild/Mages]), then pick or randomize from that sub-list.)

Roll	Questgiver
1	A tremendously powerful [political/religious/corporate] leader
2	The high council or board of directors of [a secret society/a religion/a company]
3	The [wealthy patron/mob boss/supernatural creature] that once did you a favor
4	The local [police chief/mayor/bartender/historical society nut]
5	Your Brotherhood [trainer/old Chapter leader/commander/Cipher]
6	A [family member/friend/old flame/frenemy] of a Chapter member
7	A young [medium/"ghost chaser"/scholar/priest] in over their head
8	A [shadowy figure/old wanderer/note sent over to you] at the bar
9	A world-famous [celebrity/journalist/non-Brotherhood "Hunter"]
10	A major [celestial/demonic/fae/mythical/supernatural] being

The Task

Here we have a more interesting table. The first column is aimed at games that center around defeating a relatively straightforward foe or situation; the second is meant to supply stories of investigation and discovery, seeking the truth at any cost; and the last is for games about protecting something or someone. These tables have no particular weight towards the middle, since they are already broken down into three segments; just use a normal d10 after you've picked your preferred column.

However, a note on tasks; when building a premise with one of these, you may need to consider that the Questgiver or Reasons may not literally ask the characters for help, or be the reason they continue in the scenario. If 'A world-famous celebrity' asks the characters to 'escape a [prison/sadistic game/house],' the celebrity may be the villain who has lured the PCs into a trap for their own amusement.... likewise, perhaps 'you were promised promotion' as a reward for coming to this celebrity dinner party at a creepy mansion, but that may not materialize in the end....

Roll	Kill It With Fire	Figure It Out	Save Them
1	destroy a [dark artifact/ source of evil/unholy place]	identify and hunt [a monster/a person/a force] terrorizing people	free a [spirit/ghost/ creature/person] from a curse or horrible fate
2	escape a [prison/sadistic game/dungeon dimension]	investigate a [murder/theft /break in/disappearance]	heal a sick or wounded [friend/family member/traveler]
3	survive a period of time at [the island/the house/the cabin/the ruins]	identify the traitorous [enemy agent/former friend/person of power] in your midst	come to the aid of a powerful or legendary [being/person/ force/organization]
4	murder the crap out of a [madman/monster/force/ organization]	find the answer to a seemingly impossible [riddle/question/problem]	prove someone innocent of crimes that may have been caused by a [madman/ monster/force/organization]
5	stop the rise of [an ancient evil/a new dark force/a fallen champion of light]	find a retired [Brotherhood agent/ professor/ researcher]	help the Chapter survive by [fortifying/supplying/ defending] their home
6	temporarily ally with evil terrible to fight a worse [madman/monster/force/org]	pretend to align with the [madman/monster/force/ organization]	cover up the evidence of a [supernatural event/ monster/SCIENCE! project]
7	evade or hide from an unstoppable [madman/ monster/force/organization]	scout and learn about [an unknown area/an abandoned structure/a ghost ship or town]	learn to use and control vital new [supernatural/psychic/ divine/demonic] powers
8	deal with a horde of [monsters/cultists/demons] that threaten lives and secrecy	discover the source of inexplicable happenings in a [home/town/wilderness]	train a new [field accountant/green recruit/ media liaison]
9	lead an invasion against a [dark temple/hell dimension/factory farm of evil]	identify the true villain behind crime blamed on an innocent [madman/monster/ force/organization]	create or reinforce a believable cover story for activities by [yourselves/a friend/an ally]
10	punch a big bad [madman/ monster/force/organization] in the junk, but leave them alive	clear your name in the face of charges of [murder/ espionage/being a dumbass]	play babysitter to a Brotherhood [asset/paper pusher/witness]

Reasons

Why must you complete this task? What drives you? Unless some reason has already presented itself (and it might well have, either because you knew it ahead of time or because the task you picked suggests one to you), roll on this table to find out. Like the Questgiver table, this one is weighted to have more 'reasonable' (i.e. Brotherhood-directive-related) motivations grouped in the middle, so use the Difficulty Selector if that appeals to you.

Roll	Reasons
1	you are the only ones who can [complete this task/know The Truth/survive the challenge].
2	a [lover/friend/mentor/dependent] of yours will suffer a terrible fate otherwise.
3	you [have nothing better to do/lost a bet/drew the short straw].
4	you need [beer money/street cred/to beat the office pool].
5	your [sanity/soul/life] hangs in the balance.
6	your [mentor/Chapter leader/Brotherhood high-ups] told you to.
7	you must, as this is [a personal trial/a chance for redemption].
8	you must, to prevent [the Chapter from falling apart/the deaths of innocents/greater losses].
9	you are compelled to by a [curse/debt/oath/duty outside the Brotherhood].
10	you must, to prevent [unleashing terror/plague/famine/the end of the world].

Premise Tag Symbols

These can be used in the creation of any Demon Hunters adventure, using the premise system or not; consider this an example of how to create a tag symbol table for your own games.

After filling in the blanks in the premise, draw one card and look at the three tag symbols that result; if at all possible, find a way to apply their meanings to your game. Only redraw if you can't fit two of the three into your concept; if just one seems to be an outlier, just ignore that one.

Tower	A hell dimension, cyclopean ruin, prison, dark temple, remote island, cabin in the woods, or similar location. Hard to get in and/or out.	Moon	Recent events leave loyalties confused and uncertain. Who is 'good' and who is 'evil' may be in question; suspicion abounds, and betrayal may follow.
Crown	The rich and famous are involved; someone with a lot of money or power of another sort may be implicated, or otherwise crucial to the story. But are they clueless mortals, or are they supernat celebuitantes?	Sword	Physical violence is a primary concern, either immediately before or after the story starts; that may be normal, but this is more than usual. Everything is going to blow up, etc. Someone, PC or otherwise, is attacked or injured.
Heart	Their very souls are threatened. Whether someone made an unwise bargain, or is endangered through no fault of their own, the outcome could be an eternal damnation or two...	Shield	The characters must protect someone or something vulnerable; there is an express danger to the subject. They may have been threatened directly, or might represent an obvious casualty if the PCs fail.
Skull	The undead are involved, but they could be friends or foes--is someone important to the Chapter back from the dead? Or is someone formerly alive suddenly less-so?	Target	Mental violence is a primary concern; sanity and the difference between illusion and reality will be a focus. Either immediately before or after the start of the story, someone experiences mental trauma.
Sun	Agents of one or more divine powers are going to put in an appearance. They may be helpful, or they might be here to enforce some arbitrary rules that make your life a living heaven-on-earth.	Wand	Amazing happenings of magic or <i>SCIENCE!</i> take place; they might be the catalyst, or merely set-dressing, to the main events, but they are more bizarre than usual.

CHARACTERS

You can already randomize characters with the deck, but to tweak them for a Demon Hunters game, here are two suggestions.

Professions

Before you draw for any other components of the character, consider giving them a random profession; this could be the mortal job a Demon Hunter uses for cover, the actual profession of a random bystander, or even the mortal equivalent of a job a low-level demon is forced to perform in Hell.

This table is weighted with more statistically common professions towards the middle, so draw for the Difficulty Selector instead of rolling a d10 if you want the randomization to be more “realistic.”

Roll	Professions
1	Being In Charge (politician, military commander, organization’s leader)
2	Weird-collar (<i>SCIENTIST!</i> , wizard, controller of eldritch forces)
3	White-collar (doctor, teacher, accountant, lawyer)
4	Blue-collar (mechanic, engineer, electrician, mason, plumber)
5	Annoying brat (rich kid, frat boy, urban legend junkie, former child actor)
6	Explorer (hiker, photographer, researcher, ‘urban explorer’)
7	Vehicle operator (pilot, sailor, driver)
8	Criminal (thief, con-man, hit man, sham psychic)
9	Occult specialist (medium, priest, professional skeptic)
10	Experienced monster hunter (Brotherhood Agent, freelancer, gentleman adventurer)

Character Tag Symbols

As with anything else, you can modify characters by drawing one card and applying the Tag Symbols; here is an example table to get you started. When you draw, try to fit at least two of the results into your NPC!

Tower	The NPC is tough, mentally or physically (or both). They are a survivor; which is good, because they will need to be...	Moon	The NPC is cursed. It might be an arcane spell, a terrible disease, or even a contract hit, but disaster looms on their horizon.
Crown	Unfortunately for you, the NPC is more important than you are (at least in their own eyes), and so they will a dick to anyone who doesn't treat them with 'respect' (which they believe means obedience).	Sword	The NPC has surprisingly pronounced ability in physical conflict, either through training or experience; they may have scars (physical and/or mental) as a result.
Heart	The NPC is, or at least appears, trustworthy and loyal. Like a dog. Try not to kick them too hard or often.	Shield	The NPC is hiding a secret, either big or small, that has at least a little bearing on the story. Characters are likely to spot this, but may not be able to divine the secret.
Skull	The NPC is sick, either physically or mentally. They could be in danger of dying, and they could also pose a threat to the group--or it could be nothing.	Target	The NPC has an agenda that they want the characters' help to fulfill... though the characters may not be aware of it at first, and it may or may not align with their own goals in the end.
Sun	The NPC is blessed in some way; it might be a literal divine blessing, or it might be a more mundane gift, but it could be the difference between life, death, and being pursued by those who want to abuse their ability.	Wand	The NPC has experience, real or merely professed, in dealing with the supernatural and/or <i>SCIENTIFIC!</i> If they actually know what they are talking about, they might be helpful.

ENCOUNTERS

Here are two tools to help keep things moving if you need a quick random encounter. They can be used separately or together.

Premade Combos

If you draw for a random event, but get a combination of Noun + Verb that doesn't make any sense (or if you just want to start your game with some pre-made suggestions), roll on this table!

Because it only provides a Noun and Verb, you can also then draw an Adjective to further modify the encounter, extending the table below from 10 results to 1200.

Roll	Verb, Noun, and Suggestions
1	SCIENCE!/SCIENCE!: Something incredible happens to something incredible. The group's Cipher is struck by lightning and becomes a real boy; a mad scientist's experiment works as expected, etc.
2	Prevent/Murder: Straightforward, at least by itself--the group stumbles on to a murder in progress and interrupts it! However, adding an adjective can make this one much more interesting...
3	Allow/Tool: If there is a tool, jack-wipe, or dick of some kind competing with the group (a rival chapter leader with too much mousse in his hair, etc.), something hands a victory to that jerk.
4	Humiliate/Council: Oops; that vamp you staked was here to negotiate a peaceful surrender. Or, perhaps, the group's lycanthrope isn't completely potty trained. Somehow, the group embarrasses the Brotherhood, and is left facing the consequences.
5	Dismember/Ninja: Purple Ninja say: "HA ha HA HA ho HA ho---OH!" when thrown into the blades of the helicopter. The Ninja shows up and is instantly dismembered, be it by monster or misfortune.
6	Observe/Secret: Was that a demon on the phone with your supposed ally, or really just their Uncle Phil, like they said? You have seen too much, and they might know it!
7	Decrease/Dream: Can't have any personal goals achieved on company time, now, can we? A character experiences a personal setback, probably because of some arbitrary Brotherhood regs.
8	Condemn/Truth: The truth isn't believed; perhaps when the Chapter makes their report on their latest mission, it is rejected or revised. Is someone higher up the chain trying to hide something?
9	Isolate/Lookout: A rare example of fortune favoring the bold/stupid! The Chapter stumbles on a lone scout or lookout for the enemy, and successfully captures them.
10	Rearrange/Goal: Suddenly, things aren't as simple as you'd thought they were. Before killing the demon, you will have to both break the protective spell that keeps him safe, and also serve his summoner with Form 235(ii)A in triplicate.

Encounter Tag Symbols

This sample tag symbol table is geared towards modifying events and encounters. These can be used with any encounter (random or not) with suggestions appropriate for the genre. Try to find applications for at least two of the results.

Tower	The encounter introduces a new location; it could be a place to travel to, or a new but local area (such as a hidden room)--or, in situations where it might make sense, it could even be an alternate dimension.	Moon	The encounter is fraught with ill fortune and the forces of darkness; bad luck strikes, either in the form of accident or evil intent.
Crown	The encounter has higher stakes than previously expected--its importance increases, and bigger bads are involved. This could mean a better reward or a more brutal punishment.	Sword	FIGHT! Whether or not it seemed likely before, the encounter will include a fight of some kind. It might be physical, arcane, mental, or social, but it's going to be a big one.
Heart	The encounter is personal for one or more characters; emotions run high, grudges boil over, hearts break. It could have been intentionally brought to this point, or it may have been an accident, but either way, people aren't thinking clearly.	Shield	The encounter involves a defense or protection on the part of the PCs, of themselves or someone/something else. They might have to hold off an attack, hide someone from their pursuers, or do something else along those lines.
Skull	The vampire just killed the dumbass, or is about to. The encounter includes the real possibility of death--or, if it already did, that threat is enhanced: death becomes more likely, or someone is brought to the brink of death and the PCs must save them.	Target	The encounter introduces a new goal. It could be an entirely new, unrelated task, or it might be the discover of a new step that must be undertaken in the course of the mission.
Sun	The encounter includes some element of 'divine protection,' though that could be literal or metaphorical; a guardian angel steps in to save the day, or a Guardian Angel steps in to save the day, for example.	Wand	Something inexplicable happens. But I mean really, really inexplicable; the kind of thing that even the Brotherhood would have trouble explaining. Whether it is due to magic, <i>SCIENCE!</i> , or something even stranger, the weird factor is turned up to 11.

MONSTER OF THE WEEK

The mission is prepped and you're ready to go. Your new Chapter of recruits is set for their final training simulation. The orange powder of the cheese curls glows dimly (and somewhat disturbingly) beneath the buzzing fluorescent lights of the basement command center.

But when you hand them the mission brief, they all groan.

"Another mummy?"

Fix your GMing with this one weird trick that doctors HATE!

It happens to even the most experienced field agents. *You* know that *each* mummy, *every* vampire, *all* of the werewolves you've ever had to put down--in a suitably humane fashion--were unique, special individuals. Precious snowflakes, if you will. But the standard Brotherhood simulations just don't reflect that, and the recruits quickly grow bored.

In other training simulations, for other organizations, you might be expected to apply 'common sense' to help liven things up. Unfortunately, the Lords of Darkness rarely operate in ways that make any sense at all, much less the common variety. After applying the resources of three Ciphers and a heavily-drugged CIA analyst to the task, the Brotherhood has developed the carefully tuned protocols below to let you alter standard Featured Creatures to more closely match those likely to be encountered in the field.

Protocol 1: Fast and Dirty

Not all training simulations are planned in advance. As the agent in charge of mission prep, you can use Protocol 1 to quickly crank up the excitement of an otherwise bog-standard creature, monster, villain... or even ally. Use this Protocol on the fly, or when you don't think the subject is likely to survive long enough to monologue about its backstory.

How-To: Simply roll 1d20 once on the Advantage table and once on the Disadvantage table. Apply both the results to the creature, and if they don't make sense (either in combination or because of the situation) just remember what Wolf says about lemons.

Protocol B: Slow and Still Dirty

The central target of a successful mission is likely to be subjected to extensive psychological profiling and/or a few minutes' online Stalker-Booking by the group's Cipher. To prepare for these situations, use Protocol B when planning the mission; it can give you a deeper insight into the minds of those the Brotherhood comes up against. On the other hand, overuse of Protocol B has been known to cause actual moral degradation of the agents in charge of training; if you start to become paranoid or suspicious (more than normal for a Brotherhood Agent--for example, suspecting members of a high-ranking Chapter of being traitors), consult Herr Doktor.

How-To: After selecting the Featured Creature, roll once each on the Background and Motivation tables. The results should provide a starting point for determining the creature's goals and likely victims. The Chapter investigating or hunting the creature may not need to know this information, but it could be helpful in identifying where it may strike next, or even where it lairs. If the result has text in square brackets that gives more than one option, [pick one option from within the brackets/roll randomly to decide/come up with something new/do whatever seems best].

Then roll once each on the Advantage and Disadvantage tables. These descriptors will greatly influence the creature's habits, strategies, and personal style, and may be critical in determining the best approach when confronting it in head-on conflict.

Unlike Protocol 1, Protocol B assumes you can take some time to think about the consequences these results will have on the greater mission. The results of the original Mission generation rolls, especially, may be influenced by the nature of the creature involved.

If you just can't make it work, a single reroll on one of the tables is permissible, but if you find yourself wanting to reroll completely, you probably already have some specifics in mind. In that case, forget the dice and go with your instincts. After all, the Brotherhood didn't hire you to follow *rules*!

Table 1: Background

Special Note: This table tells you where the creature came from, or at least how it came to be on the scene. Some of the backgrounds may imply or pair well with certain motivations from Table 2, but even then, roll for it. The motivations provided by the background may not be the same ones that drive them to evil. For example, one indicates a creature that may have a need to feed; this could be incidental to the fact that they are also cursed, bored, or trying to take over the world.

Roll	Background	Roll	Background
1	Was summoned or called upon accidentally by a [vacationing honeymooner/tourist/frat boy/sorority girl].	11	A disbelieving student at a [highschool/college] performs the required ritual to turn themselves into the [featured creature].
2	No, really, the [Featured Creature] is just Old Man [Wilikers/Jenkins/Harrison] in a mask.	12	Was raised as an innocent, law-abiding [Featured Creature] hiding amongst normals.
3	Was a Brotherhood or allied Mad Scientist until an experiment went wrong, leaving them a [Featured Creature].	13	Turned into [Featured Creature] by an ancient artifact in a [museum/dig/antique shop/old mansion].
4	This [Featured Creature] [awakens/feeds] every X number of years, and no one except a crackpot [FBI/Brotherhood] agent has noticed the pattern.	14	A nutjob [family/clan/cult] has been [worshipping/feeding] the [Featured Creature] for years, but has finally [lost control/died out/attracted the Brotherhood's attention].
5	While working for [Other Interested Parties] as a mortal or bystander, was turned into a [Featured Creature] by a superior.	15	A [ship/plane/car/camper] lost in the [Bermuda Triangle/Santa Cruz Mystery Spot] has reappeared...with the [Featured Creature].
6	Recently learned an old family secret when they discovered they were ACTUALLY a [Featured Creature].	16	The [Featured Creature] was created from scratch for generic nefarious purposes by [The Order/Other Interested Parties].
7	The [Featured Creature] was a harmless [normal pest/supernatural pest/family pet] until they [got locked in the radioactive room/stepped into the Science! field/drank the contaminated water].	17	A [reality tv crew/wildlife expert/cryptozoologist] looking for a story accidentally riled up the [Featured Creature], and stands to [make a lot of money/alarm the mortals] if the Brotherhood can't interfere.
8	Was prophesied to be [awoken/released/born] at a pre-ordained time, when a [Featured Creature] would be required for dramatically appropriate havoc.	18	In order to ensure his eventual return, an ancient [Featured Creature] laid a curse upon his bloodline, and is now possessing a descendent and reenacting his past.
9	A very specific urban legend has taken such hold of a town or city that the [Featured Creature] simply [came into being/took up the mantle of the legend].	19	The [Featured Creature] is the scion of a famous, powerful, and retired [Featured Creature], and may want to live up to or surpass his ancestor's legend.
10	Old Man [Wilikers/Jenkins/Harrison] decided that this time, no meddling kids or pesky dog would stand in his way, and called in the real [Featured Creature] after he was arrested.	20	The [Featured Creature] was already captured by a Brotherhood chapter, but has since escaped, and knows all their usual tricks.

Table 2: Motivation

Special Note: If the monster isn't a monster, why kill it? Just invite it out for beer and pretzels. But in a training simulation, if all the recruits have to do is get Timmy the Werewolf sloshed, the only skill they'll be honing is Craft Fake ID. This table should help you decide exactly *why* the ghoul wanted to chew on that guy's femur, and to what end the demon took over the minigolf attendant.

Roll	Motivation	Roll	Motivation
1	Does not even know they are evil/causing harm; they are tragically innocent, but go Hyde on the town because of a specific trigger.	11	Is the subject of a curse passed down from their family or creator (if a curse made them a monster already, this is a SECOND curse that causes more mayhem!).
2	Was brainwashed by the [Big Picture Villain] into evil.	12	Is possessed by a joy-riding force, such as a demonic or ghostly presence.
3	Wants revenge against the [Big Picture Villain].	13	Hates all life, views mortals as insects, etc, etc, new world order, whine, whine.
4	Wants revenge against a former employer or ally.	14	Is engaged in a grudge match with another supernatural, but is causing lots of collateral damage.
5	Wants revenge against the Brotherhood.	15	Got bored with normal life, and is just amusing themselves.
6	Just wants to be loved.	16	Killing/etc to bring more [Featured Creatures] into existence.
7	Is the hero the city deserves, just not the one it wants, needs, or can survive.	17	Killing/etc for survival.
8	Is essentially a spoiled child throwing a tantrum.	18	Is on a power trip, enjoying their abilities.
9	Is doing what is necessary to Save the World From Itself.	19	Is a good, old-fashioned member of a evil organization, doing what they do best.
10	The world is a mess, and they just need to... rule it.	20	Roll twice more and attempt to combine results, rerolling any further 20s.

Table 3: Advantage

Roll	Advantage	Roll	Advantage
1	Psychic: They can sense you coming! When they aren't bilking rich widowers, these supernats are hard to catch.	11	Angelic: Sometimes the fruit falls far from the tree, rolls further away, and then festers slowly in a deep hole.
2	Ninja: Spotted Eagle Striiiiiiiike! You may not see them coming, but you sure do <i>feel</i> them. Especially if they also have syphilis.	12	Pirate: <i>Fabulously</i> hard-drinking, and probably carrying a parrot. Their goals might also be rather obvious.
3	Cybernetic: They had the technology. This baddie might even be someone the Brotherhood put out of action once before.	13	Undead: Dead, but not gone. Whether or not the Brotherhood put them down before, they're gonna have to try again.
4	Socialite: A vampire (or other supernat) of the new school: Pretty, fauning, and all-too-well-liked by the masses.	14	Invulnerable: Well, almost. But finding out what can kill them may be a problem! The CIPHER's research capabilities may be tested.
5	Hacker: How about a nice game of thermonuclear war? You can't trust any tech when this one's around, even your CIPHER...	15	Famous: Thanks to their PR guy or just an internet sex-tape, the mortals know this one by name. The mobs just want autographs.
6	Genius: You've fallen prey to one of the classic blunders--never go in against a [Monster of the Week] when <i>death</i> is on the line!	16	Well-Connected: You'd never have guessed a troll knew the Mayor so well, or that the Mayor would send police to help them out.
7	BAMF! If it bites you, next full moon you'll turn into Samuel L. Jackson. Hard to kill, brutal in a fight, and wise-cracking to boot.	17	Wealthy: They rely on their cash--and the crazy stuff their cash can buy--to deal with the Brotherhood. James Bond would be proud.
8	New-Age: They're all, like, so <i>in tune</i> , right? Right! These supernats may be behind the new eco-terrorist movement, Green PETA.	18	Twin: There are two of them. This is never as fun as it sounds, but some Demon Hunters just swing that way.
9	Zealous: They don't know the meaning of the words "Indoor voice!" Whatever their goals are, they are completely unshakeable.	19	Occult: They might look like a <i>Harvey Potter and the Call of Cthulhu</i> extra, but they can back up their wand-waving with face-melting.
10	Diabolical: Speak of the devil... Fire, brimstone, and infernal allies abound.	20	Shapeshifting: Not all Lycanthropes turn into socially-acceptable werebeasts...

Table 4: Disadvantage

Roll	Disadvantage	Roll	Disadvantage
1	Redneck: If they aren't drunk, they probably have a shotgun. Also, they are both prejudiced and the subject of prejudice.	11	Nyctophobic: What goes <i>Nonononoplease justletmedie!</i> in the night? Real phobias are serious, but vamps with this issue are <i>funny</i> .
2	Stoner: Like, like, like, where're the Chees-toes? Behind the Mountain Doom?	12	Timid: Keeping a low profile often serves a supernat well, but there are extremes...
3	Fanboy/girl: They probably carry a Lightsab...er, Psionic Spiritbla... <i>sigh</i> . A copyrighted weapon. They are <i>the</i> #1 Fan.	13	Clumsy: They can't run, they can't hide, and they can't chew gum and walk at the same time, either.
4	Angry: Who <i>you</i> looking at? Monsters usually cause problems, but this one <i>has</i> problems.	14	Sparkly: Vampires? Unicorns? Who can tell the difference any more?.
5	Dudebro: Dude! Bro! It's Spring Break! Time to crash parties and impress mortal chicks by crushing <i>entire kegs</i> with our foreheads!	15	Avaricious: At long last, someone with a pure, clean motive, no more demonic than that which drives a good, honest capitalist.
6	Melodramatic. The world is a mess, and they just need to... <i>rule</i> it. And no one has shown them the Evil Overlord list.	16	Servile: If there was ever a group of henchmen born and bred, these are them. Hells, they're like lemmings. But who do they serve?
7	Poseur: They aren't <i>evil</i> , so much as an <i>artist</i> . If only people understood them... then they might go do some <i>wrong</i> in this cold world...	17	Escapee: This baddie has a record with the mortals--it won't be <i>just</i> the Demon Hunters after them.
8	Gullible: They may be a supernat, but they still haven't figured out the score--and they tend to be easy to convince of new 'truths.'	18	Smarmy: The ones who mouth off during a fight are ten times as annoying as the rest. At least they don't usually have many friends.
9	Conspiracy-nut: The truth is out there! Way, waaaaay out there! These nutters probably believe in all sorts of insane things. Like <i>aliens!</i>	19	Syphilitic: The Golden Fang's recent glitter-makeup campaign has spread this particular malady to both mortals and supernats.
10	Weird-Magnet: Demon Hunters aren't the only ones plagued by unknowable forces. Ever fought a wendigo cursed with theme music?	20	Vegan: Werewolves don't go vegan without good reason. Curses, blood pressure, aversions to social norms, etc.