

# Playing The Cerberus

Vigilant, relentless, judgmental, and perpetually in-between. In ancient times, Cerberus was a three-headed dog who guarded the gates of the underworld, making sure the dead didn't escape and the living didn't enter. Now, things are a little more complicated: they guard a hazy boundary between two worlds, trying to ensure that everyone remains in the place that they deserve to be. Think Jughead, from the first season of *Riverdale*: caught between the world of Southside gangs and the so-called innocence of Riverdale proper. Add in a dash of *Gossip Girl*, or even *Pretty Little Liars*.

The two stat choices for The Cerberus let you choose between being harsh and exacting (Cold 2 & Volatile 1) or brooding and bitter (Dark 2 & Cold 1).

*Watch Dog* requires some narrative choices at the outset of the game. Talk to the MC about it, and figure out which world the rest of the main characters belong to.

Many of the Cerberus' moves revolve around Conditions. *Arbiter* also works with the Conditions you give yourself through your backstory and your sex move. *Doomed Outsider* subverts the downside to being given Conditions, which changes the impact of a 7-9 result on *Shutting Someone Down*.

**Serpents at Your Back** is me being cute and clever. See, Cerberus was often depicted with writhing serpents upon its back. Jughead donned a Southside Serpents jacket during his slow descent into darkest self. You'll have to figure out what this particular gang option means in your setting.

The "disrupted by a virtuous hero" clause in the Darkest Self is a reference to the twelfth labour of Hercules, and to Archie trying to win Jughead back.

## Credits

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*This is a Skin for Monsterhearts 2, designed for William L. Check out the game at [buriedwithoutceremony.com](http://buriedwithoutceremony.com)*



## The Cerberus

*It used to be simple: there was a river of fire, another of pain, and you kept watch at the gate. It was obvious who was doomed. Your claws were sharp, your eyes able to peer in every direction simultaneously.*

*The threshold was unbroken for a very long time. If only it could have stayed that way: the wretched in one place, the innocent somewhere else. You still guard the threshold. You always will. It's just the world that's changed.*

## Identity

**Name:** Alethea, Alison, Dan, Forsythe, Hayden, Lexi, Penelope, Trey, Trinity, Ward

**Look:** trailer trash, loner, burly, fiery, well-groomed

**Eyes:** discerning eyes, sunken eyes, judgy eyes, cruel eyes, puppy eyes

**Origin:** wrong side of the tracks, wrong side of the River Styx, begat by ancient monsters, visions, watched a lot of noir as a kid

## Your Backstory

Someone managed to slip past you, a damned and wicked soul hiding among the pure. You've tracked them down. Gain two Strings on them.

You don't fit in. Give yourself a Condition.

## Strings

## Darkest Self

You do your best to be a good boy, but you come from a very bad place. Let's face it: you're a mangy, unloveable beast from hell. You were born to snarl and to bite. Anyone who's gotten close to you needs to be driven away, violently if necessary. You must return to the shadows, dragging the damned back down there with you. You escape your Darkest Self when disrupted by a virtuous hero, or when the power of true love tempers your resolve.

## Harm



## Experience



- Add +1 to one of your stats.
- Take another Cerberus move.
- Take another Cerberus move.
- Take a move from any Skin.
- Take a move from any Skin.
- You have **Serpents at Your Back**.

## Conditions

Hot -1      Cold 2      Volatile 1      Dark -1

Hot -1      Cold 1      Volatile -1      Dark 2

## Cerberus Moves

You get *Watch Dog*, and choose one more:

### ● *Watch Dog*

You exist in the liminal space between two communities: one is resplendent with light, the other is damned to the shadows. It is your duty to guard the boundary.

Mark experience whenever you weed out someone on the wrong side of the divide and put them in their place.

### ○ *Arbiter*

When you give someone a Condition, mark experience.

### ○ *Dig Deeper*

When you *Gaze Into the Abyss* by snooping around for dirt on someone, add 1 to your roll. On a 10 up, the owner of that character will tell you a secret, and you can choose to give them a Condition to reflect what you've learned.

### ○ *Loyal*

Whoever currently has the most Strings on you is your Master. When you take action to protect or help your Master, add 1 to your roll and they gain a String on you.

When you become your Darkest Self, your current Master loses all Strings on you.

### ○ *Bark, Then Bite*

When you take advantage of a Condition that you gave to someone, it adds 2 to your roll instead of 1.

### ○ *Doomed Outsider*

When trying to drive others away from you, or escape their care, you can take advantage of your own Conditions to add to your roll.

### ○ *Hot Take*

When you discover an injustice that has long been hidden or covered up, add 1 to your rolls to bring it to light and to justice as immediately as possible.

## Sex Move

When you have sex with someone, tell them why you don't belong in their world. If they agree, give yourself a Condition to reflect. If they disagree, you gain a String on them.