

MOTW One Shot: Ardmont

Beginning Notes

Monster of The Week is a heavily improvised game, so each run of this one shot will probably be very different. Rely on your hunters to fill in the city through their own “knowledge” of their surroundings— it’s your job to provide the details and resulting NPCs, establish ambience, and operate the monster and minions. The “tags” and motivations you see throughout the one shot are ones laid out in the Monster of The Week handbook, and their uses and mechanics are explained fully there. Also, have fun!

The Mystery

People are disappearing from the city of Ardmont. But normally, there would be bodies, eventually. Especially for the amount of people going missing. There have been fifteen disappearances so far and *no* bodies. Even stranger, sometimes people show back up, act like nothing went wrong, and disappear again a few days later. Whatever is taking these people is either doing a really good job hiding the bodies— or something more sinister lurks beneath.

The Hook

The Hook is the way each player is introduced to the monster. This will be different for each game and is up to you, but I’ve provided the hooks I used for my hunter’s playbooks for inspiration.

The Professional: She’ll get a note on her door from her organization that gives her more information and calls her to headquarters. One of their own has gone missing.

The Wronged: Minion grips him, hand tears off on his cloak. Hand has the symbol from the Professional's organization. (Keeper note: It's the one who has gone missing)

The Divine: The first person he meets "knows" where the one he's supposed to protect is. When he goes with him, the minion attacks. A member of the Professional's organization witnesses him fighting it off.

The Monster

Legion: A Parasitic(motivation: to infest, control and devour) amalgam of humans connected by a single consciousness. Its hunger is never sated and is only interested in pulling as many humans in to satisfy its unnatural hunger and increase its psychic strength. It lives in the bowels of the city, moving through the sewers and subway system to reach new areas.

A creature that emerges every twenty five years, Legion is extremely difficult to permanently kill. If even a small amount of the "mother" survives, it does not fully die, instead hibernating for years in order to regrow and become powerful enough to psychically take over its first victim. This regeneration process takes about 25 years, hence the time between attacks.

Powers: Legion is able to speak directly into minds and link with them across great distances as long as its "skin" has come in contact with the target. After it has assumed full control (3 days of link or direct contact with the "mother" until life force is fully drained) it can use bodies as extensions of itself— though they always must return to the "mother" or suffer deterioration.

Weaknesses: Normal attacks using blunt weapons won't injure this creature, and slashing attacks will do only half damage, though they will weaken it. The only thing that can truly kill this thing is fire.

Attacks: a glancing attack using arms and legs (3 harm close/far) and a swallowing attack where, if the hunter gets too close, it will envelop them and take over their consciousness (4 harm close, until dying)

Stats: 11 harm, 1-armor.

(Note: if your party has a healer, you may want to up these stats. I gave Legion 14 harm since my party contained both a healer and a hunter that could attack ignoring armor. Remember, the killing blow *must* be exploiting Legion's weakness, and attacks that do not exploit its weaknesses are half harm.)

Minions, Bystanders, and Locations

Minions: The minions (Scouts and plagues: to swarm and infect, but also to watch and report) in this game are normal people who have been corrupted and polluted by Legion. They can speak in their own voices and assimilate naturally into the world for about three to seven days before their deterioration becomes too noticeable, at which point they must return to the mother. These minions can cause anywhere from 1 to 3 harm depending on if they decide to use weapons or their own hands. Their main attack is a bite, which establishes the beginnings of a psychic link to Legion. The link is not a disease, curse, or spirit, and cannot be banished by anything but destruction of Legion itself.

Hints for your players throughout: If a minion is not fully taken over, Legion can still see through their eyes. This is signified by a slight unfocusing of the eyes as the hunters talk to them

Nicholas Horne: a Victim (to put themselves in danger) member of the monster hunting organization in the city who keeps the books that contain knowledge of all past monsters that have plagued the city. He can give the hunters information about Legion, especially if they have a good

description of it. He has been contaminated by Legion but doesn't know it yet. The hunters will see his face in Legion during the final battle if they don't take him with them. He does, however, have the potential to still be "saved" if the hunters dispatch Legion quickly.

(If you don't have an organization in your game, he can be a monster obsessed friend or librarian with strange interests. Up to you!)

Melissa Lawson: A Helper (motivation: to aid the hunt) member of the monster hunting organization who keeps a stash of weaponry for the agents to use if they should need it. It's not so much an armory as a chest where she keeps everything, but she should have most of what any hunter may need.

(same as before. Could just be another hunter who is an NPC!)

Kit Pickett: A Gossip (motivation: to give information) who operates one of the subway rails. She claims to have seen Legion while operating the rail, and can provide a shaky, vague account of what happened. She can be one of the faces seen in Legion during the final battle.

The Countdown

This is what happens if the hunters act too slowly or if they were to fail to act at all. The names, day, shadows, etc., are merely symbolic and not to be used literally. The time between these occurrences is decided by the Keeper.

1. Day

People are going missing. One or more of the hunters experience an encounter with one of the minions.

2. Shadows

Attacks become more frequent and targeted. Legion knows who the hunters are and wants them dead.

3. Dusk

More people go missing. What was once an oddity is a media nightmare. People are afraid to leave their homes. One or more of the hunters begin blacking out.

4. Sunset

Nicholas goes missing.

5. Nightfall

A hunter goes missing.

6. Midnight

All the hunters are taken over by Legion. It continues to feed until it is so powerful the infrastructure of the city begins to collapse. The government bombs the entire city to contain Legion, and the world now knows that monsters are real.