

KEEPER QUICK REFERENCE - Core Responsibilities

KEEPER AGENDA:

- **Make the world seem real.**
- **Play to see what happens.**
- **Make the hunters' lives dangerous and scary.**

WHAT YOU DO:

- Before each session, create a **mystery**: a monster, a situation, and a countdown.
- During play, **portray the world**: NPCs, monsters, locations, and consequences.
- React to the hunters' choices — don't plan outcomes, let the story emerge.
- Use hunter backstories, goals, and in-game events to shape future mysteries.
- Be a fan of the hunters — spotlight their drama, danger, and heroism.

MYSTERY ELEMENTS:

- **Concept**: What's happening and why?
- **Hook**: What draws the hunters in?
- **Monster**: Type, powers, attacks, weakness.
- **Minions**: Allies or servants of the monster.
- **Bystanders**: Victims, witnesses, skeptics, helpers.
- **Locations**: Places that shape the mystery.
- **Countdown**: What happens if the hunters don't intervene

MYSTERY COUNTDOWN TEMPLATE:

1. **Start** — The monster begins its plan.
2. **Grim Portents** — Signs of danger escalate.
3. **Threat Escalates** — Monster harms or manipulates someone.
4. **Crisis Point** — Innocents are in serious danger.
5. **Doom Approaches** — Monster's goal is nearly achieved.
6. **Apocalypse** — Monster succeeds unless stopped.

KEEPER QUICK REFERENCE - Principles & Moves

KEEPER PRINCIPLES:

- Put horror in everyday situations.
- Address yourself to the hunters, not the players.
- Use Keeper moves, never name them.
- Be a fan of the hunters.
- Build a coherent mythology as you play.
- Nothing is safe — kill bystanders, burn buildings, slay monsters.
- Name everyone they meet; make them feel real.
- Ask questions and build on the answers.
- Give hunters what they earned, not always what they want.
- Think about what's happening off-screen.
- Don't always decide what happens — let the dice and fiction guide you.
- Everything is a threat.

KEEPER MOVES:

- Separate them.
- Capture someone.
- Inflict harm (as established).
- Take away something they care about.
- Present a threat.
- Announce off-screen badness.
- Reveal future trouble.
- Show signs of a monster, minion, or bad situation.
- Offer an opportunity (with or without cost).
- Activate a bystander, minion, or location move.
- Use a monster's power or custom move.
- Make them investigate or act under pressure.

KEEPER QUICK REFERENCE - Extended Move List

MONSTER THREAT MOVES:

- Monsters get fourteen moves:
- Hint at its presence
- Display its full might
- Appear suddenly
- Attack with great force and fury
- Seize someone or something
- Attack with stealth and calculation
- Order underlings to do terrible acts
- Destroy something
- Escape, no matter how well contained it is
- Give chase
- Return to home ground
- Boast and gloat, maybe revealing a secret
- Return from seeming destruction

BYSTANDER THREAT MOVES:

- Go off alone
- Argue with the hunters
- Get in the way
- Reveal something
- Confess their fears
- Freak out in terror
- Try to help the hunters
- Try to protect people
- Display inability or incompetence
- Seek help or comfort

LOCATION THREAT MOVES:

MINION THREAT MOVES:

- Minions get eleven moves:
 - A burst of sudden, uncontrolled violence
 - Make a coordinated attack
 - Capture someone, or steal something
 - Reveal a secret
 - Deliver someone or something to the master
 - Give chase
 - Make a threat or demand on behalf of the master
 - Run away
 - Use an unnatural power
 - Display a hint of conscience or humanity
 - Disobey the master, in some petty way
- Present a hazard
 - Reveal something
 - Hide something
 - Close a way
 - Open a way
 - Reshape itself
 - Trap someone
 - Offer a guide
 - Present a guardian
 - Something doesn't work properly
 - Create a particular feeling