

THE PEDDLER'S REVENGE SHEET

THE FIRST ELDRITCH INSIGHT...

...is always an appearance by the Peddler.

It should be brief—the Scouts are conducting their investigation when they notice the Peddler is standing nearby, watching them. He smiles pleasantly and raises a hand in greeting, then disappears before he can be approached.

1. THE END OF EPISODE SCENE

Unlocked after the Scouts discover the **FIRST** Eldritch Insight.

At the end of the episode in which the first Eldritch Insight is discovered, narrate a scene showing the Peddler performing a ritual with various Trinkets laid out before him. Eldritch energy emanating from his hands is absorbed by the Trinkets, changing their surfaces to reflect some long-forgotten iconography. The scene ends with the Peddler meticulously arranging the Trinkets in his battered travelling case, polishing each with a cloth, before sealing the lid. He then lifts a ferry ticket from his pocket, and smiles.

Between episodes, write down how you think the Peddler plans to enact his final revenge against Clawfoot and the Watcher in the lines below.

2. THE TRAGEDY OF BENEDICT LARCH

Unlocked after the Scouts discover **THREE** Eldritch Insights.

The following details can now be revealed whenever you wish—and in any order—as a Navigator reaction:

- * **14th Century:** *Though the specific date has been lost to time, historians agree that the small hamlet of Clawfoot (later renamed Shingleford) was founded somewhere in this time period. Surrounded by forests teeming with wildlife and placed near plentiful fishing grounds on the estuary, the settlement swiftly grows.*
- * **Autumn, 1658:** *A travelling merchant named Benedict Larch arrives in Shingleford. Immediately drawn to the region's charm, and weary of the open road, Benedict sets up shop on the outskirts of town. His name is still visible in Shingleford's citizenship records to this day, alongside his listed profession: Peddler.*
- * **Autumn, into Winter, 1658:** *While on one of his routine walks through the dense forests surrounding his home, Benedict encounters the Watcher. The two share a conversation that leads to many lengthier ones—eventually building a friendship over the passing months.*

- * **Spring, 1659:** *Benedict learns how to brew a powerful healing remedy from the Watcher, using rare herbs exclusive to the area. These miraculous tinctures gain a faithful following among the people of Shingleford, and Benedict's renown as a healer and merchant continues to grow.*
- * **Winter, 1664 into Spring, 1665:** *Returning from a trip to trade with the city beyond the mountains, Benedict brings word of a plague that has been spreading through the region like wildfire. Almost everyone in Shingleford assumes that their distance from the worst outbreaks ensures their safety.*
- * **Summer, 1665:** *The plague reaches the rural outskirts of Shingleford. Those not struck down by the affliction seek shelter within the town. Alarmed, the council of elders put quarantines in place—but it's too late. Shortly after, Shingleford is overwhelmed. Many townsfolk look to Benedict and accuse him of bringing death to their doorsteps. The fact that his remedies have no effect doesn't help.*
- * **The Curse, Part One:** *Ravaged by the plague, only a handful of Shingleford's citizens are still healthy—including Benedict and his closest friend, the local physician John Warren. With John's family barely clinging to life, he desperately begs Benedict for help in finding a cure. Tired of the furious glares from his neighbours and the anguished moans of the afflicted, Benedict risks sounding like a madman—or worse, a witch—and tells the townsfolk about the Watcher.*
- * **The Curse, Part Two:** *While not entirely sold on Benedict's ramblings of a creature with magical healing powers, the townsfolk—clinging to any glimmer of hope—agree to follow him into the woods. Benedict leads them to a glade where he and the Watcher meet and calls out to his friend. Despite begging for aid again and again, no response comes from the still and silent woods.*
- * **The Curse, Part Three:** *Fuelled by anger and fear, the townsfolk fall upon Benedict with their fists, boots and knives, leaving him to die upon the forest floor. With his last breath, Benedict screams a curse upon all who live and all who shall ever step foot in Shingleford; above all, he curses his "friend" who abandoned him when he needed them most. As he dies, tendrils of eldritch power rise to surround his body and conceal his shallow grave.*

Between episodes, write down the names of one or two Side Characters you'd like to see return during The Grave Curse.

Take some time to revise your ideas for the Peddler's plan. Take into consideration how the above Side Characters might be approached by the Peddler, and the roles they might play.

3. THE ELDRITCH BLIGHT

Unlocked after the Scouts discover **SIX** Eldritch Insights.

Pose the following question to the Scouts, immediately, when this layer is unlocked: *How do you know, at this exact moment, that the Watcher is in danger?*

The next time the Scouts are at the clubhouse, describe the Watcher as being gripped by a mysterious sickness—it should have some eldritch properties, bringing the noble creature to the brink of death.

At the end of the episode in which this layer is unlocked, narrate a short scene in which the Peddler appears before three Side Characters the Scouts have met before, bewitching them into serving his will. Note them down below as Servants of the Peddler. You may now use the following Navigator reaction, in addition to the others, until the start of Layer Four: *Have a Servant secretly sabotage the efforts of the Scouts.*

SERVANTS OF THE PEDDLER

Additionally, you may now use the Darken the Scene prompts on the Riverbank Stops.

4. THE CLUBHOUSE ATTACK

Unlocked after the Scouts discover **EIGHT** Eldritch Insights.

At the start of the next Beginning of Episode, suspend any countdowns that might be happening on other Curses for a single episode. The Clubhouse Attack is now the only active Curse, and it lasts until the End of Episode.

Narrate a scene where the Watcher, having worsened, rouses from their blighted stupor long enough to warn the Scouts of imminent danger. They have until sunset (approximately one or two scenes per player) to prepare a defence, as something wicked this way comes...

Question: How can we defend the clubhouse from the Peddler's eldritch forces? (Complexity: 8)

Opportunity: Break the Curse by repelling the attack and removing the Peddler's blight, thus releasing the Watcher and the Servants from their affliction.

Let the Scouts know that investigating this Curse means finding ways to defend the Clubhouse—and the Watcher—from the Peddler and his Servants, who want to end their meddling for good! Clues can be any of the following (and be used more than once):

- * A good spot for an ambush.
- * A good place for a lookout.
- * A good spot for a trap.
- * The Scout writes their own idea for how a clubhouse ghost could help.
- * Materials to build a barricade.
- * A Side Character volunteers to help you.
- * A Side Character reveals a talent for hand-to-hand combat.
- * A Side Character reveals a working knowledge of eldritch and supernatural forces.
- * An Eerie with a particularly useful trait.
- * Instructions for performing a cleansing ritual.

No matter the result of Answer a Question, the Peddler will attack the clubhouse with everything he's got. On a **10+**, the Opportunity can be pursued in a straightforward and decisive way; have the Scouts narrate their great success, and only trigger another move if part of their plan is particularly risky. On a **7–9**, the fight is much tougher, and should trigger more moves to be successful. **On a miss**, the clubhouse is destroyed and the Watcher is captured; the Scouts will have to make a few tough Eldritch Moves to escape.

After the Attack is resolved, make one final revision to your idea about how the Peddler will enact his final revenge. Take into consideration everything that has happened in the story up to this point.

5. THE GRAVE CURSE

Unlocked after the Scouts discover **TEN** Eldritch Insights.

You can now present *The Grave Curse* following the guidelines in the rulebook and your notes from this sheet. Stop presenting new Curses and have the Scouts focus on breaking all currently active Curses. After *The Grave Curse* has been broken, and the Peddler's fate decided, ask each player to narrate a final montage for their Scout, showing their life in a Clawfoot free of Curses. It could involve the locations they've visited, the characters they've met, the cryptids they've befriended, their life at home, etc. It could be just about anything, as long as it's uplifting!

THE GRAVE CURSE

PRESENTING THE CURSE

“Scouts, you have all done incredible work in defending Clawfoot. Through your actions the Peddler has stretched himself thin, and is much weaker than I’d ever imagined—enough that the time has finally come to put an end to his eldritch machinations.

“As you’ve already learned, I have a somewhat storied past with the Peddler—formerly my friend, the man named Benedict Larch. In all our time spent together those many years ago, I never thought he could be capable of such malice and destruction. Despite my fears and failures to intercede in his hour of need, I have long questioned if this vendetta is truly of Benedict’s own will, or if he is controlled by something... other. The eldritch roots of this place run deep, and there are far worse, unknowable things capable of manipulating an ailing heart to wicked ends. Or, perhaps, this is simply what comes of one friend betraying another...”

“The Eeries, through their own investigations, have informed me of an ancient ritual that was once used to quiet the restless undead. I am confident this is our only hope. We must locate Benedict’s remains and perform this ritual to remove the eldritch power gripping his soul. Be careful, as he will certainly not go down without a fight. Not only does his mastery over the shadows make him a dangerous adversary, but they have hidden the place his remains are interred from my sight and memory. The answer, then, must lie within the history of Shingleford itself! Seek out those who search for knowledge in all forms, piece together this puzzle from the tattered pages history has left behind, and free Benedict’s soul from its torment. What awaits him after that, I do not know...”

QUESTIONS AND OPPORTUNITIES

Is Benedict solely responsible for the Curse, or is something eldritch manipulating his pain for its own ends? (Complexity: 2)

Unlock the next Question.

Where is Benedict Larch’s final resting place? (Complexity: 4)

Break the Curse by confronting Benedict at the place his mortal body rests, performing a ritual to remove his corrupting powers—OR—free his soul from whatever eldritch force is using him. After breaking the Curse, decide the Peddler’s Fate (see below).

THE SASH OF THE BETRAYED

Each Scout narrates a flashback to a time they felt betrayed by someone close to them. How did you react when you found out? Do you still hold a grudge?

BENEDICT LARCH (HE/HIM), THE PEDDLER

You know his appearance well by now. Unsettlingly tall. A toothsome, ever-present smile. That battered leather travelling case with its strange and unnerving insignia, never leaving his side. Every so often a tentacle of deep viridian will lazily slip from his fine clothing. He has spent the last several decades amassing enough eldritch energy to enact his final revenge against the community that wronged him, and now his moment has arrived. There are no pieces left on the board to play. It is time. Clawfoot—Shingleford, the Scouts and their friends, the Watcher, all of it—will end.

Quote: *“Hello, River Scouts. It’s lovely to finally have the time for a proper chat, seeing as you’ve all been quite busy interfering with my plans. I’m afraid this will be the last time we see one another, and if you don’t surrender, it will also be the last time you see anyone.”*

Write down the idea you developed on The Peddler’s Revenge sheet for Benedict’s plan below, taking note of where he might focus his attention and what he needs to succeed.

TENDRILS

THE TRAVELLING CASE

A very old valise with tarnished silver buckles, made of several mismatched patches of strange leather that seem to expand and contract as if breathing. The front is sewn with an insignia that glows a bright, malevolent purple whenever Benedict reaches inside.

DOMINION OVER SHADOW

The eldritch power that flows through Benedict has allowed him to master the most elusive of old magicks: shadow. With this mastery, he can do any of the following:

- * *Melt into any shadow he stands in, instantly reforming in another place of darkness.*
- * *Cause any visible shadows to grow or shrink as he pleases.*
- * *Animate and detach his own shadow to become physical, with perfect control over its actions (without his shadow, however, Benedict cannot use the other magicks).*

AN EMERGENT THREAT: _____

Create a Tendril, using your notes from The Peddler's Revenge sheet as inspiration. What features and abilities does it have? How might it be a problem for the Scouts?

MOMENTS

- * *For a moment, it looks as though your shadow is the shape of someone you hurt in the past. Who is it?*
- * *A beloved Side Character is revealed to be a Servant of the Peddler. They've been feeding him information about the Scouts this whole time!*
- * *All the water in Clawfoot suddenly stands perfectly still as the ground rumbles, then quickly returns to normal.*

Create three additional Moments that showcase the ultimate themes of your story, as well as the tone of your table.

- * _____
- * _____
- * _____

LOCATIONS**THE OLD SHINGLEFORD HISTORICAL VILLAGE & MUSEUM**

Replicas of 17th Century dwellings surround a modern farmhouse, with an ornate signpost by the front porch simply reading: MUSEUM. Amongst the village buildings are a blacksmith, a weaver's cottage, and an apothecary. Inside the museum, miniaturised recreations of historical events are on display.

Paint the Scene: *Looking around, how can you tell that the people who visit this place have a burning passion for their shared history?*

A RUINED HOMESTEAD

The desiccated remains of an old log cabin, swallowed up by the treeline. The east-facing wall and roofing are gone, but lush and beautiful flowers blossom where they once stood. Inside: small wooden figurines sit in disarray upon a crumbling shelf, shards of ceramic litter the floor, and what remains of a table holds the leather backing of a volume whose pages have long since rotted to nothing.

Paint the Scene: *What old knick-knacks can still be found in the ruin? What emotions do they stir?*

THE CURSED CLEARING

A clearing in the forest, half-an-hour's walk from the ruined homestead. Gnarled and blackened trees, long dead, line the edges—their thorned branches stretch towards the centre.

The ground here is like cement, with cracks that faintly glow a purple hue and hiss softly.

Paint the Scene: *The forest has been desperately fighting back against whatever blight influences this clearing, but is growing tired. How can you tell?*

BENEDICT LARCH'S RESTING PLACE

Detail this Location after the Scouts answer the second Question.

Paint the Scene: *This place is awash with eldritch ripples of memory. What do you see that reflects the emotions—anger, sorrow, fear—of Benedict's tragic end?*

A Familiar Location: _____

Choose a Location from a previous Curse or Riverbank Stop that the Scouts were fond of. Create three descriptive features that subtly emphasise its new, uncanny atmosphere.

Paint the Scene: *What about this place seems different from the last time you were here? Why does it fill you with dread?*

SIDE CHARACTERS**BENJAMIN LARCH (HE/HIM),****AN ASPIRING ENTREPRENEUR**

One of the tallest people in Shingleford. Mesh baseball cap, rugby shirt, and cargo pants. Square, purple wristwatch. Benjamin Larch is Benedict's only living descendant. While he grew up in Shingleford, he left after becoming an adult—around ten years ago. Benjamin recently bought a home in town and has moved back, in hope of establishing his own grocery store.

Quote: *"I left because I felt suffocated. I moved out to the city, and after a few years of being miserable, I did some serious reflecting and realised that I was the one stifling myself the entire time."*

JACK WARREN (HE/HIM), A NURSING STUDENT

Fit and well-toned. Red t-shirt, blue jeans, and sneakers. A ponytail of red hair sways just above his lower back as he walks. Jack Warren is the only local descendant of John Warren, though he admittedly knows little of the family's history. He has lived in Shingleford since birth, and purchased his own home a decade prior after the rest of the Warrens left the valley. Jack, now in his early thirties, still loves the town as he always has.

Quote: *"The rest of my family left because of all the 'bad blood' here, whatever that means. As far as I can tell, the Warrens of Shingleford have only ever helped people. It's not like we had beef with anyone."*

**HONOUR LEITZ-HARLAND (THEY/HE),
A MUSEUM CURATOR**

Tweed suit jacket. Blue bowtie. A big, white, bushy moustache. The Harlands are the oldest lineage in Shingleford, having been here for over four centuries—a fact that Honour takes great pride in. Because of this admiration for the past, Honour both funds and curates the Old Shingleford Historical Village & Museum alongside his spouse, Aline.

Quote: *"Us Harlands have been here since Shingleford was just a small village named Clawfoot, and the valley of Clawfoot stood nameless. On my family's name, we'll stay in the town we love for generations to come!"*

**ALINE LEITZ-HARLAND (SHE/THEY),
AN EXPERT ON OLD SHINGLEFORD**

Well-defined smile lines and a beautiful complexion. Pink jacket, furred at the edges, with a white chemise and gold silk petticoat. High-heeled mules. Aline is the local authority on Shingleford's history, having studied it ever since she was a young child reading at the library. She takes a particular interest in historical fashion, wearing a different decade's style each week. She helps her spouse, Honour, with managing the Old Shingleford Historical Village & Museum.

Quote: *"Oh, it warms my heart so much to see you youngsters take an interest in the town's roots! Come, I'll give you the tour and tell you all about our lovely Shingleford!"*

**PIP DUFOUR (THEY/THEM),
A TEENAGE DETECTIVE**

Lanky. Bright-orange cropped bomber jacket, yellow tank-top, and multi-coloured sneakers. Keen eyes and mischievous smirk. Pip has always been inquisitive, and incredibly clever. A fan of mystery and crime novels since childhood, they have begun taking on "cases" for the local youths. The increased strangeness happening around Clawfoot has been of chief interest to them.

Quote: *"Pip Dufour, private investigator, at your service! If you have something you need found, or a question answered, you've come to the right teen!"*

BEAU GOLD (HE/HIM), A QUARTERBACK

Remarkably tall and bulky. Green, short-sleeved shirt and orange basketball shorts. Calm eyes, and a soft smile. Beau is the quarterback for Stonewater High's gridiron football team, and is staying in Shingleford for a few weeks with his family on vacation. He spends a lot of time in the woods, exploring and getting exercise. Beau ran into Pip during one of his outings and has been asking around about them since.

Quote: *"Hey, you guys seem pretty cool. You wouldn't happen to know Pip, would you? I wanted to ask them if they wanted to hang out or something this week."*

RECURRING SIDE CHARACTERS

Describe one or two Side Characters you noted on The Peddler's Revenge sheet, or others of your choosing. What are they doing? What do they want?

CLUES

- A single word, formed from a patch of fungus: **HELP**.
- A very old manuscript, detailing ways a cryptid's body parts could be used as goods; the Watcher's are provided as an example.
- A Side Character has had recurring nightmares about terrifying, tentacled monsters.
- A heavily-damaged page from Benedict Larch's ledger of sales, only one fragment remains legible: "For the Thing in the Depths—tears from an orphaned creature, and a sprig from a lightning-struck oak."
- A wooden cross, covered in something interesting (choose one: purple lichen, insect nests, freshly-bloomed flowers, something else).
- Stories that, for years after the plague had left Shingleford, townsfolk were constantly deceiving and betraying each other.
- A landscape painting from the 1600s depicts a suspiciously bumpy mound next to the river's shallows.
- A thin, purple smog surrounds a natural archway of two curved trees.
- A Side Character is being regularly attacked by their own shadow.
- Three dolls, encircling something interesting (choose one: a pile of bleached rodent bones, six lit black candles, the rusted blade of a sickle, something else).

THE TRADITIONALIST'S CURSE

PRESENTING THE CURSE

“My intrepid Scouts, the Eeries have come with saddening news... Someone entrusted to fill your schools with light, happiness, and learning has been handed a Trinket. Her name is Ms. Shirley Izbat—the principal of Shingleford Elementary. Already rooted in her old and ineffective ways, the Trinket feeds on this stubbornness and emboldens her with even more ambition and determination than usual. Beyond imbuing her with some of its eldritch power, the Trinket also causes those exposed to it to agree with any of her ideas.”

Pose the following to the Scout with the highest Smart, or one of your choosing:

You are familiar with Ms. Izbat. You successfully stood up with the student council last year to oppose her attempt at overturning a ruling that protected a student right. What was it? How did you convince the School Board to keep the ruling?

“I have asked the Eeries to come up with some leads for you all to look into, and they’ve come back to me with this: the School Board will be in town for a meeting to be held in the front office of Shingleford Elementary at the end of the week. Summer school is in session, so you may be able to talk to some students or other faculty about the matter. I suggest searching the school library for useful information, as well as the teachers’ lounge in case there is anything Shirley has hidden beyond the reach of students.”

Pose the following to the Scout with the highest Attuned, or one of your choosing:

A detail in the story tells you that, whatever form it takes, the Trinket only has power for as long as Shirley remains principal. What is this detail?

“Ms. Izbat is very stubborn and set in her ways. She won’t be convinced, no matter how hard you may try. Her skills in managing the administrative duties of public education has prevented the School Board from removing her, but that must change if the young minds of Clawfoot are to remain safe. Be careful not to fall under the sway of this Trinket. Who knows what Shirley could try and convince you to do?”

QUESTIONS & OPPORTUNITIES

What form does the Trinket take?

(Complexity: 2) Unlock the next Question.

How can we convince the School Board to remove Shirley? (Complexity: 6)

Break the Curse by meeting with the School Board and convincing them to remove Shirley from power, thus destroying the Trinket.

THE SASH OF SOLIDARITY

Each Scout narrates a flashback to a time they stood up for someone who was being hurt or bullied.

SHIRLEY IZBAT (SHE/HER), THE CURSEKEEPER

Late 60s. Frilled green blouse, long socks, and high heels. Never leaves home without applying her signature scent, *La Parfum du Pied*. The principal of Shingleford Elementary, Shirley is obsessed with the idea of everything being as it was “back in the day.” It was this strong need for stagnation that drew the Peddler’s malevolent gaze. Empowered by her Trinket, she has been rallying up support to roll back several progressive rulings on students’ rights, and plans to make the next school year a nightmare for anyone who dares oppose her status quo.

Quote: *“All of you kids running about with your phones, taking self-os, and playing your little games on Instant Gram. When I was your age we had to hire someone to photograph us. We’d have to play outside, and actually talk with each other!”*

SPECIAL RULE:

Scouts exposed to Shirley’s Trinket gain the Misfortune: *Shirley She Has a Point*.

If the River Scouts ignore Shirley...

If the Scouts ignore Shirley, she will begin growing her network of supporters and make a run for Superintendent of Clawfoot schools. If she still goes unchecked, she’ll get the position after exposing the Board to her Trinket, which will cause them to blindly support anything she suggests.

TENDRILS

MEDDLING

Shirley will attempt a number of tactics to get in the Scouts’ way. While the Curse is active, you have a new Navigator reaction: **Have Shirley Meddle in the Investigation**. Use the soft version of a reaction before you use the hard version. This list is not exhaustive—come up with your own to fit the story as needed.

* **Tattle-Tale**

Soft: Shirley tells a Scout’s parental figure about their recent activities.

Hard: Shirley tells their parental figure an upsetting lie.

* **Authority**

Soft: Shirley bribes someone into slowing down the Scouts’ investigations.

Hard: Shirley intimidates someone into doing something nasty to hinder a Scout.

* **Detention**

Soft: Shirley has the Scouts locked in an empty classroom.

Hard: Shirley exposes a Scout to her Trinket.

HENCH MANNINGS (HE/HIM),

THE VICE PRINCIPAL

Corduroy pants and a light blue button-down shirt. Hair slicked back with far too much gel. Socks with sandals. Mr. Mannings is the vice principal of Shingleford Elementary and a total yes-man to Shirley, following her orders without question. Since he really doesn't do much around the school, he can often be found wandering the halls and keeping an eye out for troublemakers.

Quote: "You kids run along now! Leave the grown-up stuff to us, okay?"

MOMENTS

- * *Black and white flyers have been stapled to telephone poles around town, admonishing the school system for "Coddling Our Children."*
- * *Someone gets a phone call from a stern-voiced woman, attempting to convince them to sign a petition that would ban students from bringing cellphones to school.*
- * *An oppressive rainstorm begins as the Scouts approach Shingleford Elementary.*
- * *An opossum saves its sibling from a hungry owl.*
- * *A picket line of people protesting changing to unisex bathrooms is disrupted by silly-string and confetti cannons.*
- * *An adult breaks up a scuffle between two kids, one clearly older than the other.*
- * *Someone offers a homeless person a hot meal and a night's stay in a hotel.*

LOCATIONS

SHINGLEFORD ELEMENTARY

An old building, renovated countless times over the years. Colour-coded corridors and bright, fun decorations stand in contrast to the otherwise daunting architecture. The echo of your footsteps fills the mostly-empty halls. School is out for the summer, but some kids are still here to raise their grades.

Paint the Scene: *A bulletin board in the entryway lists a number of strange and archaic rules for students to follow. What are they, and how do the students subtly protest them?*

THE FRONT OFFICE

A new hardwood desk sits atop the old, scratchy, and coarse grey carpeting. A weathered couch that has been in this room for generations. Chipped and rusty green filing cabinets, the labels all written out in the same blurry handwriting.

Paint the Scene: *What about the room tells us that the only way something gets updated in this school is if it's falling apart?*

THE TEACHERS' LOUNGE

Clean tile with cushioned armchairs and sofas. A flat-screen television hanging in a corner. A coffee machine and fridge stocked with drinks and snacks. A union-regulated inventory sheet hangs on the wall.

Paint the Scene: *This room is one of the few victories the teachers' union has been able to achieve under Shirley's administration. What detritus from other failed plans can still be found here?*

THE SCHOOL LIBRARY

Pleasantly quiet, like a peaceful summer's day. Rows upon rows of bookcases, the subject matter ranging from news articles to fantasy fiction epics. A number of shelves sit empty and barren, save for a sign that reads: "Removed by the request of the Dutiful but Unhappy Mothers Brigade".

Paint the Scene: *As you enter the library, how can you tell the librarian has been diligently fighting against misinformation?*

THE NURSE'S OFFICE

A small room with light-blue wallpaper on the upper half of the walls and clean, white tile on the lower half. Inset ceiling lights give the room a dim-but-comfortable ambience. A small CD player is looping a collection of river soundscapes.

Paint the Scene: *How do you know the school nurse truly cares for the students who are sent here?*

CLASSROOMS

The classrooms in Shingleford all have an identical floor plan, though each teacher chooses the arrangement and general look themselves. The desks are all quite old, save for the occasional replacement. Most of the classrooms have yet to make the switch to whiteboards, still using chalk and slate.

Paint the Scene (ask for each new classroom): *How has the teacher of this particular classroom attempted to make the space feel fresh and less daunting?*

SIDE CHARACTERS

SHAWN WILLOUGHBY (HE/HIM),

A SUMMER TEACHER

Poorly-buttoned floral shirt, khaki cargo shorts, and sneakers that definitely need to be replaced. Total dad bod. An awe-inspiring handlebar moustache. Mr. Willoughby is a substitute summer school teacher with a masters degree in general studies and a gruff but kind demeanour.

Quote: "Hrmph, you kids sure you wanna be here right now? I mean, it's summertime, shouldn't ya be playin' hacky sack or somethin'?"

**NETTA FISCHER (SHE/HER),
THE SCHOOL NURSE**

Brightly coloured floral dress and yellow high-heels. Hair in twin braids. Always smells like apples and cinnamon. Netta is one of Shingleford's best-liked residents, and is a very skilled but retired nurse practitioner who now works for Shingleford Elementary.

Quote: "Oh, hey there sugar! Is everything okay? You're a little old to be here, aren't you?"

**RUPINDER DAWNSING (SHE/HER),
THE SCHOOL LIBRARIAN**

Hair tied up in a bun. A colourful and flowing dress, with modest flats on her feet. A smile that fills your heart with warmth. Rupinder is a retired investigative journalist with a passion for spreading knowledge to the young.

Quote: "When someone tells you something and says it's a fact, it's our responsibility to check for ourselves and come to our own conclusions—especially if it's told by someone with power."

**TONI MERTENS (THEY/THEM),
A KINDLY JANITOR**

Denim coveralls, brown loafers, and leather gloves. Name tag that reads "Hello, my name is Toni". Toni Mertens is something of a local legend in Shingleford. No one has ever seen them when they're not working, and they're seemingly forever bouncing from job-to-job.

Quote: "Keep it up, kiddo. You're doing a great thing—never stop fighting for what you think is right."

SUMMER SCHOOL STUDENTS

There are a few kids still at the school for the summer to catch up to their classmates. Some names, if you need them: *Sammy, Julian, Derrick, Anne, Janette, Lucille, Maron*

CLUES

- Records of students' grades declining since Shirley has been principal.
- An empty bottle of ink, left somewhere unusual.
- An empty bottle of *Le Parfum du Pied*; made out of an unusual material.
- An incriminating letter in Shirley's handwriting.
- Rumours of foul play during Shirley's interviewing process.
- Footage of Shirley demeaning school staff for their "unimportant priorities".
- A discarded stack of student complaints against Shirley.
- The broken nib for an expensive fountain pen, left somewhere unusual.
- A voided check in Shirley's name, written to a member of the School Board.
- Students who stand up to Shirley are put in detention more often than others.
- The faint scent of *Le Parfum du Pied* lingers on a shakily written 'admission of guilt' in an imitation of a Scout's handwriting.
- Within Shirley's tenure, twice as many incidents of bullying have been reported; none of them actually make it to the Board.
- Shirley has a hairpin that she has been wearing every day; made out of an unusual material.
- Footage of Shirley, participating in a protest against the introduction of guidelines and regulations for better inclusivity within public schools.
- A furiously penned letter from a parent, stating that Shirley had caused their child to break down sobbing profusely after a particularly cruel chastising.
- Rumours of Shirley doing something else in her office, instead of working (choose one: drinking alcohol, painting her nails, watching a movie, something else).
- Shirley has been focusing her anger over minor infractions on a particular crowd (choose one: students, teachers, janitors, someone else).
- Shirley's hidden stash of something interesting (choose one: propaganda fliers, forged signatures, alcohol, something else).
- Shirley has been doing something with confiscated bags (choose one: reading private journals, removing junk food, slipping controversial pamphlets inside, something else).
- Stories of Shirley doing something with confiscated phones (choose one: going through text messages, looking at students' web history, uninstalling games and social apps, something else).

ELDRITCH INSIGHTS

- A book has been vandalised with drawings of strange, geometric symbols.
- A Scout catches themselves singing an eerily familiar tune, but can't recreate it if they try.
- A malevolent aura.
- The Peddler, seen just out of the corner of a Scout's eye. He disappears when they attempt to focus on him.
- Shirley and the members of her staff all share an unusual feature (choose one: bulging eyes, bruised fingernails, pointed teeth, something else).

THE COLDSTEEL CURSE

PRESENTING THE CURSE

“Scouts, an urgent matter requires your attention. If you haven’t already heard, a spate of vandalism and petty burglaries have been plaguing Shingleford in recent days. The people are saying that the docks have suffered the most because of this. In addition, the Tranquility ferry has ceased operations due to an unseasonably heavy fog, and now the First Bank and other central businesses are reporting break-ins.

“Much of this vandalism seems to be directed towards some of the townsfolk, with messages left behind saying things like, “You know what you did,” or, “You will pay.” While the police are blaming bored teenagers, the Eeries have come to me with reports of something most peculiar—the McGally & Son Fish and Tackle shop is aglow with eldritch energy!”

Pose the following to a Scout of your choosing: You know some people who live and work around the docks. Who are they? What unusual things have they described around the Fish and Tackle shop lately?

“Its current owner, Taylor McGally, has been telling anyone who will listen about a mysterious note that was slipped under his door. The Eeries tell me that it promised retribution on several locals, including Taylor, and was apparently signed by a “Captain Coldsteel,” a name I vaguely recall. Though the details escape me, I remember that he was a feared pirate who lived and died in this area many centuries ago.”

Pose the following to a Scout with the highest Smart, or one of your choosing: You’ve actually read about Captain Coldsteel before! While the specifics are unknown, historians have suggested he may have several direct descendants still living in the area. What detail about the dockside troubles leads you to believe that the Peddler could be manipulating one of these descendants to seek revenge?

“I do not know what vengeance he seeks to claim, but perhaps discovering what brought his ghost to haunt the streets of Shingleford is a good place to start. As always, question the townsfolk and visit any noteworthy places in the area. Good luck, Scouts.”

QUESTIONS & OPPORTUNITIES

Is the ghost of Captain Coldsteel bound to McGally’s, or was he summoned by a vengeful descendant? (Complexity: 2)
Unlock the next appropriate Question.

If the Captain is bound to McGally’s, how can we get his spirit to move on? (Complexity: 4)
Break the Curse by performing a quieting ritual.

If the Captain was summoned by a vengeful descendant, who is it, and what is their goal? (Complexity: 4)
Break the Curse by confronting the descendant and convincing them to stop, or by

overpowering them. Then, destroy the Trinket that summons Captain Coldsteel.

NAVIGATOR NOTE:

Unless the Scouts include it as part of their answer, you will need to determine the appearance of the descendant’s Trinket. Have it take whatever form you think best suits their identity, as long as the Scouts can destroy it through reasonably achievable means.

THE SASH OF GLORY

Each Scout narrates a flashback to a time when they dressed up as their heroes and played pretend.

CAPTAIN COLDSTEEL

A tall, imposing man with a thick blonde beard and matted, unkempt hair. He wears a long, dark, and tattered frock coat caked in grave dirt. His eyes are aglow with an eldritch green light, and the exposed patches of ethereal flesh are grey and mottled with decay. Wherever the Captain goes, a mist follows to shroud his presence. He rarely appears in person, but when he does, it’s always with a pair of fearsomely sharp cutlasses and an old-fashioned pistol, which he uses with deadly accuracy. Captain Coldsteel relishes in looting, spreading terror, and—above all else—revenge.

Quote: *“Ye haven’t heard of me, ye say? A pity, but I can’t say I’m surprised... Not many folk crossed my path and lived to tell the tale. Any last words?”*

IF THE RIVER SCOUTS IGNORE CAPTAIN COLDSTEEL...

The phantom captain and his crew will continue to wreak havoc on the docks. The fog will become freezing and overwhelm the neighbourhood, driving locals into their homes and scaring the tourists away. Cannonfire will leave many places a pockmarked ruin. Left unchecked, the pirates will eventually spread their chaos as far as Stonewater.

TENDRILS

THE FOG

An unseasonal fog has descended over Shingleford, reducing visibility and stirring unease. The shroud itself is largely harmless, but its presence raises the risk of accidents happening. Any actions taken in the fog that would trigger the Scout Move may instead trigger the Eldritch Move, at the Navigator’s discretion.

GHOST PIRATES

Scarred and fearsome with an assortment of hooks and eye patches. A skeletal parrot that squawks and shrieks. First appearing as a spectral ship on the horizon, Captain Coldsteel's crew will soon drift ashore to commit acts of wanton chaos. In addition to targeting seemingly random people, the thunderous report of their ethereal cannons will threaten to rain debris and choking smoke on the docks. Some names, if you need them: *Garrick "Whipper" Tyde, Delilah "Hook-Nail" Huckabee, Gerrard "Chef" Craven, Silvia "Sharkribs" Cleaver, Nash "Scurvy" Garside, Joseline "Kraken" Whitevein, Kendrick "Butcher" Thorne*

THEFTS

What started as small, unremarkable break-ins and some petty attempts at theft have escalated in recent days: delivery vans robbed in transit, shops pilfered of select wares, and pockets picked without a trace. Whether these thefts are committed by Captain Coldsteel's crew, or someone else entirely, may be determined during the course of play.

MOMENTS

- * *The light from a small fishing boat bobs and weaves, barely cutting through the soupy fog.*
- * *A flock of birds take off into the sky, wheeling and swooping as one.*
- * *A mangy dog digs in a patch of earth, clasping something in its jaws before bolting off.*
- * *A haggard couple walks past, bickering about the best way to calm their screaming infant.*
- * *Chilling fog swirls around the feet of tourists and sailors alike, causing them to hasten their steps towards the safety of indoors.*
- * *Freshly applied graffiti gleams on a dilapidated alley wall: "TOURISTS GO HOME!"*

LOCATIONS

THE DOCKS

A large and sprawling area at the southern point of Shingleford. The Tranquility and many other small fishing vessels have their berths here. Nearby streets are lined with busy shops that sell fishing supplies, tourist knick-knacks, food, and drinks.

Paint the Scene: *The smell of salt is rich in the air, as locals and old fisherfolk mingle with tourists along the crowded marina. How does the hustle-and-bustle of this neighbourhood make you feel?*

MCGALLY & SON FISH AND TACKLE

A bright and cheery shop on the docks, painted in pastels and smelling of salt. Inside, six well-spaced aisles are packed with a multitude of colourful plastic storage bins containing various wares. A small back room behind the counter doubles as Taylor's office.

Paint the Scene: *With the floundering fish trade, what products or services are helping to keep the shop afloat?*

SPECIAL RULE:

Due to the nexus of eldritch power centred here, the first Scout to make a roll with Attuned while in the shop gains the Misfortune: *Eldritch Echoes*.

THE FIRST BANK

Right in the centre of town, with a set of clean steps leading up to its glass-panelled entryway. Every inch of this large building has intricate designs etched into the stonework, with an airy and light foyer displaying old-fashioned wooden fixtures throughout. Bored cashiers sit behind modern, bullet-proof screens, with inoffensive muzak playing from small speakers.

Paint the Scene: *There has always been talk of strange artefacts secretly being stored in the vaults here. What particular rumours are your favourite, and do you believe them?*

THE FORTUNA LOUNGE

The most popular bar on the eastern end of the docks is a large building, painted in various shades of blue. The swinging sign by the front entrance features a large silver fish, arching above foamy waves with a leather coin purse in its mouth. The inside is light and airy, with rough but clean wooden tables, bookcases, a fireplace, comfortable armchairs, and a bar that takes up the entirety of the back wall.

Paint the Scene: *How can you tell this place is a love letter to the "good old days"?*

THE RAVEN

In contrast to the modern and welcoming Fortuna Lounge, the Raven seems to have taken its design aesthetic from Medieval England. An open fire takes up most of the main room, which is crammed full with rickety tables and wobbly chairs. The lighting could be described as "intimate", but "dingy" would be more accurate.

Paint the Scene: *Something about the decor of this pub sets you on edge and makes your skin crawl. What is it, and why?*

THE TRANQUILITY

The ferry which transports tourists up and down the Clawfoot Estuary is a medium-sized vessel, with its name painted in golden lettering. The deck consists of a small smoking area and a much larger leisure section, with loungers set out when the weather's nice. Belowdecks is

a bar, a small café, and a cramped play area where children can let loose under the watchful eye of a parent.

Paint the Scene: *What is your favourite memory of riding on the Tranquillity? How has the ferry changed since then?*

SIDE CHARACTERS

**TAYLOR MCGALLY (HE/HIM),
OWNER OF THE FISH AND TACKLE SHOP**

A cheerful fellow in his mid-sixties, though tall and strong for his age. Short, flyaway brown hair. Wearing a baggy slogan t-shirt, board shorts, and a pair of round glasses which constantly slip down his nose. Taylor is well-known and well-liked throughout town, especially around these parts. As an ex-fisherman himself, he regularly chats with the workers on the docks when not in his shop, reliving the glory days.

Quote: *“In my Pop’s day we used to just sell specialised fishing gear. When I took over we diversified! There’s a lot more money in the tourist trade than fishing, sadly.”*

**AMBER WAKELOW (SHE/HER),
A DELIVERY DRIVER**

Alarming vibrant hats, easily spotted in a crowd. Drives the bright orange delivery van everyone sees around Shingleford. An elaborate cigarette holder, which she uses to chain-smoke. With her larger-than-life exuberance and ability to talk without a filter, Amber is a polarising figure in town—if she doesn’t like you, she makes it very clear. Currently, she’s dawdling around the docks after her van was broken into. It’s in urgent need of attention, but she’s currently not speaking to the local mechanic, who also happens to be her best friend.

Quote: *“Oh, I tell you it was the strangest thing! Completely vanished—nothing left! I’m partial to a drop of gin now and again, but to steal fifty bottles? Fuming, I am!”*

GINNY CROFT (SHE/HER), A WRITER

A mane of dark red hair on a tiny frame. Wears rectangular glasses with one of the arms taped back on. Usually buried nose-deep in a book. Not much is known about Ginny, as she’s relatively new to the area and doesn’t seem too keen on chatting with the locals. As far as anyone can gather, she’s come for some peace and quiet so she can write a book about the nautical history of the Clawfoot Estuary, but the exact details are being kept very close to her chest. She’s often spotted reading at the Fortuna Lounge, or trying to interrogate harried fisherfolk about old wives’ tales.

Quote: *“It’s fascinating, the history of this place. I can’t believe nobody’s thought to write a book about it!”*

**DEREK VANDERMAN (HE/HIM),
A POLICE DEPUTY**

The physique of a former athlete, now bulking into late middle-age. A scowling and brooding type, who takes his job very seriously. Deputy Vanderman has made it clear

to many people around Shingleford that he’s unhappy with being a deputy, and not the chief. When he’s not at the station, staring at a desk photo of his old varsity team, he likes to prop up The Raven bar with a pint of dark ale. Although he’s a man of few words, he can always be relied upon to regale those around him with stories of his glory years.

Quote: *“Chief Bowcuff’s got her work cut out with all this nonsense going on. ‘Course, she won’t listen to a word I say. Probably hasn’t even read my report...”*

**MAX FORTUNA (HE/HIM),
THE DOCKS SUPERINTENDENT**

Val Fortuna’s twin brother, though more tan than his sibling and speaks with a slow and steady drawl. Greying hair, short and hidden under a ratty baseball cap. He wears old and comfortable clothes that are suitable for long days working outside. Unlike Val, Max is quiet and thoughtful, content to let his brother do the socialising. He tends to stick around the docks, organising the workers and his beloved boats. His easy going demeanour hides a keen intellect, and he usually gives the impression of knowing a lot more than he lets on.

Quote: *“Strange stories? Sure... I’m a fisherman, I’ve heard plenty, especially from Val. You’ll have to outdo yourself to convince me, kid.”*

**VAL FORTUNA (HE/THEY),
AN OWNER AND BARKEEP**

Max Fortuna’s twin brother. Long hair, usually worn loose or in a messy bun. Wears a flowing long-sleeved shirt, and either a pink or purple boa. Although Val is Max’s identical twin, the two could not be less alike. He is loud and occasionally obnoxious, but always ready with a smile and a story—or five. Nearly everyone in town loves Val, with the notorious exception of Deputy Derek Vanderman, who has never forgiven him for landing a bigger fish during the annual Hook, Line & Sinker Festival.

Quote: *“Being a barman’s the only thing that’s ever suited me. I like stories, both hearing ‘em and telling ‘em. The spookier and weirder, the better!”*

**JACK FRANCIS (THEY/HE),
AN APPRENTICE FISHERMAN**

Early twenties with a wiry physique. An impressive collection of tattoos visible, given their relative youth. Usually dressed in a pair of stained overalls. Jack works as an assistant on the docks, and is the apprentice to Max Fortuna. The two are very close, and Jack hopes to take over his boat when the older man retires. Jack seems ready with a smile and a friendly greeting to most, but they’re known to have problems with authority—in particular, with Deputy Vanderman. Most days they can be found hauling crates on the docks and surrounded by younger kids, some of which are their siblings.

Quote: *“Doing okay? Weather looks a bit off, doesn’t it? I’d better get these sorted before the rain comes in, or Max’ll have my hide.”*

ADAM BLYTHE (HE/HIM), A BANK MANAGER

Appears to have the carefully curated look of what most people picture when asked to imagine a middle-aged bank manager. Dark suit, neatly pressed and spotless. Thinning hair, slicked back, and an impeccable pencil moustache.

Mr. Blythe is the perfectly pleasant, if a little bland, manager of the First Bank of Shingleford. He likes to stroll around his place of business, chatting with the more valued customers and keeping an eagle eye on his employees.

Quote: “It’s utterly shameful to have things like this happen in our little town. I’ve made my concerns very clear to the police, but they will insist on dragging their heels.”

CLUES

- Books about the maritime history of Clawfoot have gone missing from the library.
- Hushed conversations about the unseasonal weather affecting the tourist trade.
- Various boats along the docks have been broken into and stripped of parts.
- Strange slash marks have been found on trees surrounding Shingleford.
- Deep bootprints; found in an unusual location.
- A scrap of old parchment, its lettering faded to the point of almost total illegibility.
- Sea shanties can be heard at night, echoing from some unidentified source.
- A Side Character steps outside to find that their tires have been slashed.
- A Side Character shares a story about their dog digging up old coins while out for a walk.
- The label for a bottle of whiskey from a well-known local distillery; found in an unusual location.
- Patches of disturbed earth all around Shingleford and the surrounding woods.
- A particular type of place has been repeatedly vandalised (choose one: bars, shops, historical monuments, something else).
- Strange bird calls overheard in the area, belonging to exotic species not native to Clawfoot.
- A tattered notebook, its pages roughly torn out and scribbled over.
- Stories of a mysterious, spectral ship appearing on the horizon. It always vanishes before reaching the harbour.
- A group of oddly-dressed people, fighting in the streets at night. They vanish when approached.
- A recent increase in Shingleford’s rat population, particularly around the docks.
- An echoing crack like the boom of nearby thunder—or a pistol shot.

- A bloody handprint.
- A Side Character admitted to the hospital with cuts and gashes they don’t remember getting.

ELDRITCH INSIGHTS

- Bootprints, left behind with a frigid and slimy residue.
- An empty, corked bottle washes up on the shore; opening it releases whispers in an unknown language.
- An antique pistol, smoke continuously emitting from the barrel.
- A golden medallion, freezing to the touch and addressed to one of the Scouts.
- An old wooden music box with a pair of dancing figurines inside, one of which resembles the Peddler.

REWARDS

- Captain Coldsteel’s cutlass; add it to your Clubhouse Collection.
- An old pirate map; add it to your Clubhouse collection.
- A ship in a bottle that, when opened, conjures a ghostly sailor to find the nearest place of safety; add it to your Clubhouse Collection.
- A merit badge from the Curse; ask another Scout what it is and add it to your Clubhouse Collection.
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ADDITIONAL NOTES

THE WHISPERING CURSE

PRESENTING THE CURSE

Shingleford—rather, all of Clawfoot—seems a little ‘off’ lately. Generally this is a pleasant place to live, with folk getting along quite well. Recently, however, things have changed. An unpleasant atmosphere is brewing...

Pose the following to a Scout of your choosing: There’s been some drama in your personal life, in the form of a sudden and bitter feud between some of your family members. Who’s involved? What was the cause of the dispute?

“As you know, or I’m sure suspect, it is usually not my preference to get too involved in human affairs; it’s confusing and messy and doesn’t often make a lot of sense to me. The Eeries are different, tending to revel in drama and gossip. But even they have become concerned for some of the townsfolk. People throw dirty looks at each other. Some seem exhausted or run-down, and a fair few others haven’t been seen in public for days. I have a suspicion as to what may be happening. More accurately, I suspect what the Peddler may have brought to Shingleford. If I’m correct, these events bear the hallmarks of the Glut—a tiresome yet dangerous creature of eldritch power that thrives on paranoia, fear, and negative energy. Normally without a form of its own, the Glut acts as a parasite; it forcibly bonds to whomever is so unfortunate as to become its Cursekeeper. In this case, I suspect that to be the recipient of a Trinket.

“The Glut, now acting through its host, can take on the appearance of others. It sows rumours and gossip everywhere it goes, feeding on the ensuing chaos. While its mimicry is virtually indistinguishable from the real person, if you look hard enough, there will always be something wrong.”

Pose the following to the same Scout: You realise something as the Watcher explains the nature of this threat. How do you know that the Glut was responsible for your family’s recent feud? What, in hindsight, was wrong with how one of them looked?

“We’re lucky, my friends. The Glut is still relatively weak and looking for a foothold, but we must not hesitate to act. If given the chance, it will quickly become much stronger and more powerful. At present, the most troubling behaviour has been coming from a small part of Shingleford, southwest of town centre. It seems likely that our unwilling Cursekeeper either lives or works in that area, so it would be a good place to start. We need to find the Cursekeeper and understand the nature of their Trinket, while also looking for a way to lessen the Glut’s control over them. Regardless, the first step will be to draw its attention away from the townsfolk...”

QUESTIONS & OPPORTUNITIES

How can we draw the Glut’s attention to us? (Complexity: 2) Unlock the next Question. Each Scout gains the Misfortune: *Who Goes There?* The Glut and certain Tendrils will take special interest in the Scouts with this Misfortune. This Misfortune can only be cleared by answering the next Question.

Who is the Glut’s Cursekeeper, and what form does their Trinket take? (Complexity: 2) Unlock the next Question.

What is the Glut’s weakness? (Complexity: 4) Break the Curse by confronting the Cursekeeper and exploiting this vulnerability, holding off the Glut long enough to destroy their Trinket—thus driving away the entity for good.

THE SASH OF SELF

Each Scout narrates a time when they overcame feelings of insecurity.

THE GLUT

An eldritch parasite that relishes in the destruction of interpersonal relationships. Originally without a physical form, it was bound to a Trinket in such a way that it will parasitically bond with its recipient. This host body, an unwilling Cursekeeper, acts as both a food source and means of spreading the Glut’s influences. The identity of this person will be revealed during play (see Questions).

Acting through the Cursekeeper, the Glut can take on the appearance of anyone, mimicking their aspects (mannerisms, physicality, voice, etc) almost exactly. It will then spread rumours to start conflict with those around them, preying on deep-seated insecurities and fears. Once satisfied, it moves on, leaving the impersonated victim to deal with any consequences from the confused, angry, and suspicious people left in the Glut’s wake. It can also appear as a nearly invisible and free-floating mist, drifting down darkened streets and able to pass through most surfaces.

Quote: “Hey Zoë, I just got a strange text from Robin. She says you’ve been going around bad-mouthing her? Why would she say something like that?”

If the Scouts ignore the Glut...

The Glut will continue to imitate others. Gradually, its sphere of influence will spread, and its insatiable malice will drive the townsfolk beyond just verbal sparring and glares. With the rise of physical altercations, the risk of bodily harm dramatically increases as furious and terrified residents begin targeting each other beneath a dark miasma of paranoia. Eventually, what remains of the Cursekeeper will be completely consumed. Without a host body the Glut’s reign of terror will stop—that is, until its Trinket falls into the hands of another...

TENDRILS

WHISPERS

The Glut is capable of sending out waves of psychic energy, the distance of which will increase as it gains more power. These waves take the form of barely-audible whispers, giving those afflicted the distinct sensation that they are being talked about behind their back. The longer this carries on, the more unstable and reactive some townsfolk may become.

VOLATILE RESIDENTS

The longer this Curse remains active, townspeople (including Side Characters from other active Curses) will gradually become more difficult to deal with. Some may start physical altercations while others retreat into themselves, making the task of getting information from them more challenging. As the Curse progresses, encounters with volatile residents may carry real risk for the Scouts.

SHADOWS

Dangerous servants of the Glut that have begun to drift around town. Unlike their master, they do not imitate the appearance of others, instead presenting themselves with human facsimiles that may fool at a quick glance, but don't stand up to deeper scrutiny. As such, these disguises are usually not as effective as those of the Glut. Anyone who comes into physical contact with a Shadow is stripped of all confidence and sense of identity, leaving them lost and vulnerable. Though very few in number at the start of this Curse, more will appear as the Glut's grip tightens on the community and mounting fears reach their peak.

MOMENTS

- * *When passing an alley, you notice two people huddled in the shadows and lit by the glow of their cigarettes. They are having an intense, whispered conversation.*
- * *At a playpark, a young girl tiptoes carefully along the wooden balance beam, arms outspread. She frowns in deep concentration.*
- * *Sounds of an argument drift out of an open window above you, punctuated by the slamming of a door.*
- * *A cat pads along the top of a fence, then springs onto a nearby shed roof before licking at its paws.*
- * *Birds hop and gather near a bench where an elderly man sits, reading a book and occasionally throwing crumbs.*
- * *A lady in a straw hat stands in her front garden, sprinkling water over carefully cultivated flowers.*

LOCATIONS

SHINGLEFORD THEATRE

One of the older buildings in Shingleford, not too far from the town centre. Sculpted columns frame the large

double doors leading to the main foyer. The interior is a little dated, with patchy carpet and peeling floral wallpaper. Between the small bar and ticket desk, drama classes for the summer are being advertised.

Paint the Scene: *Looking across the collection of photos from past performances, each production seems to feature something that's slightly out of place. What is it?*

COMMUNITY CENTRE

A large building popular with local families, its facilities include a kitchen, arts and crafts room, and a small study. A wooden notice board stands by the front entrance, covered in papers: advertisements, flyers for missing pets, and various childrens' drawings. The rear garden also has a small play area.

Paint the Scene: *There has always been something unsettling about the community centre, even if it goes largely unnoticed. What "incidents" have been rumoured to occur here in the past? Do you believe the stories?*

SHINGLEFORD CEMETERY

Nestled beside a small church is the graveyard, surrounded by an iron fence and entered by way of a stone arch. Stone benches are scattered about, bordering the gravel paths between graves. An ancient willow tree stands at the far end, its drooping boughs providing an oasis of shade on sunny days.

Paint the Scene: *The dates on the graves stretch back to the days of Shingleford's founding. What epitaphs catch your eye? What were these memorialised residents known for?*

BELLE BOUTIQUE

A small store located in the commercial part of Shingleford, selling high-end clothes for the more fashion conscious residents of town. The window box outside always boasts elegant and colourful flowers. Inside, the floors are highly polished, the changing rooms have full-length mirrors and padded stools, and the racks are filled with well-made dresses, elegant blouses, and elaborate hats.

Paint the Scene: *Despite appearances, the boutique is having serious money troubles. What do you see that confirms this?*

HANLAN'S CORNER STORE

A good-sized grocery, with a wide range of wares available for purchase. The aisles are narrow, with 'sale' stickers in green and yellow on most products. Security cameras can be seen in the corners, and a small monitor is placed behind the counter to keep watch for shoplifters.

Paint the Scene: *Hanlan's used to be very busy before a large supermarket opened on the outskirts of town. What attempts at attracting new customers has the store been employing? Why haven't they worked?*

ABANDONED BUILDING SITE

Just on the border of Shingleford. Signs advertising some kind of future development, but for months it has been

nothing more than a mess of half-built walls and dug trenches with rusting pipes. Caution tape has been strung haphazardly about, and an ancient security camera is situated at the entrance.

Paint the Scene: *How do you know this area is a popular hang-out spot for local teens?*

SIDE CHARACTERS

MAIA STARWING (SHE/HER), AN ACTRESS

A beautiful young woman in her early thirties. Curled red hair, worn loose. Fashion straight out of the '40s. Maria Starwing—formerly Stokes, until she changed it for the stage—usually takes the lead role in all local theatre productions. She also coaches the drama club, fostering her future co-stars and ensemble performers. Maria is fiercely ambitious, forthright, and has made no secret of the fact that she'll do anything to be a star.

Quote: *“The theatre is a calling, almost a siren song. The applause, the lights, memorising lines, putting on a costume—I love it all.”*

JOSHUA PHILBERT (HE/HIM), A SECURITY GUARD

Tall and burly. Shaved head. Small tattoo of a clover, just behind his right ear. Cheerful and popular, Joshua tends to go wherever he's needed all about the Clawfoot area. One of his current roles is working as a security guard at the abandoned building site in Shingleford, attempting to deter local teenagers from causing mischief. He recently celebrated his forty-fifth birthday with drinks, followed by a show at the Shingleford theatre.

Quote: *“You got something you wanna keep secure, I'm your guy. A misspent youth has given me an eye for troublemakers!”*

JUSTINE GERBER (SHE/HER), A PASTOR

Mid-seventies. Smart tweed suit. Long white hair in an elaborate, plaited bun at the base of her neck. Looking after the church and its congregation has been Justine's priority since she took up the position forty years ago. While she's slowed down considerably in recent years, she still leads the service every Sunday and takes a keen interest in other events throughout the week. She's fiercely protective of the ancient church building and its surrounding cemetery, and has asked Joshua Phillbert to keep an eye on the property when she's not around.

Quote: *“I've been looking after this church for most of my life. I may not be as young as I was, but at least I can keep the graves in order.”*

BELLA CRUZ (SHE/THEY), A STORE OWNER

Tall and statuesque, with mid-length dark hair cut in a severe style. Dramatic winged eyeliner. Always dressed in the latest fashions. Bella is loud, brash, and runs her boutique with an iron fist (her junior staff seem to be mildly terrified of her). Her exact age is ambiguous and,

if asked, she'll give a different number every time. It's well-known in town that Bella has been in an on-and-off relationship with Maia Starwing for a good few months. At the moment, it seems to be very much off.

Quote: *“Anybody can wear high-fashion and call it good. It takes someone spectacular to wear it well.”*

JESSIE HANLAN (THEY/THEM), ANOTHER STORE OWNER

Quiet and attentive. Bright green hair, spiralling out in tight ringlets, giving them the appearance of perpetually conducting electricity. Jessie inherited Hanlan's Corner Store from their parents and takes fierce pride in running and maintaining it. They can be seen in near-constant motion: restocking shelves, keeping an eye on the store cameras, and ringing up customers. While taciturn, their observant nature might make them a potential goldmine of gossip.

Quote: *“Sorry, but I've got a million-and-one things to do this morning. Feel free to browse, though. Give me a holler if you need something.”*

RAFFY (HE/HIM), A BUSKER

Somewhere in his early twenties, though difficult to place. Notable shock of white-blond hair, and a large port-wine stain running from the curve of his jaw to his neck. A trusty guitar slung on his back. He can regularly be seen patrolling the streets around town. Raffy has a colourful past, and has spent many hours shut in one of Shingleford's few police cells—however, he's generally polite and seems to be turning over a new leaf.

Quote: *“It's not a bad life. I've got my tunes and my freedom, most of the time. What else do you need?”*

CLUES

- Fragments of broken glass found somewhere unusual.
- Shadows appearing where they shouldn't, seeming to ignore the laws of science.
- A crude, anonymous note pinned somewhere public. It details every bad trait about a member of the community.
- Pop-ups for an online gossip site that cannot be closed.
- Mirrors that have been vandalised with black paint.
- Stories of the police responding to an increase in domestic disturbances.
- Pages from a magazine, torn and balled up: “How to Build Your Confidence!”
- Growing concerns about the rise of insecurity in the local Youth Group.
- Offensive graffiti has been scrawled on buildings around town.
- A pair of Side Characters argue loudly in the street, while sullen onlookers scowl.
- A trophy case, its glass shattered and contents vandalised.

THE BIG TOP CURSE

PRESENTING THE CURSE

The circus has come to Shingleford! Barny Direlight's Big Top Animalia is set to put on its premiere performance in the coming days, drawing families and community members with the promise of spectacle and delight.

Pose the following to a Scout of your

choosing: One of your family members joined Barny's circus as a clown the last time it came through. Who are they? What was your relationship like, and how has it changed?

"This would be a lovely occasion, were it not for the Peddler's involvement. I have been told that the Big Top's ringmaster and proprietor, Barnacus Direlight himself, has recently made a deal with the Peddler for one of his accursed Trinkets! A brave Eerie snuck into the circus grounds to learn more, and what it saw was troubling indeed. Barny paid a visit to the lion tamer, a man named Julius, and used the Trinket to merge the performer with his lions, transforming them into a wicked manticore! The Trinket glowed as a strange purple fog appeared to envelop the creature, and it vanished.

"I believe that Barny plans to combine the other caretakers with their respective animals, turning them all into beasts from your ancient myths and legends. He seems to have some power over these creatures, but—knowing the Peddler—I fear this control may be short-lived."

Pose the following to the Scout with the highest Attuned, or one of your choosing:

Indeed, a detail in the Watcher's story tells you that Barny's control over the creatures is only temporary. What is this detail?

"A group of mythical monsters running amok through Shingleford would spell disaster! Please, find a way to restore these poor hybrids to their original forms, and make sure this cannot happen again."

QUESTIONS & OPPORTUNITIES

How can we reverse the transformation(s)?
(Complexity: 6) Break the Curse by first restoring any hybrids to their original forms, and then destroying the Trinket.

THE SASH OF THE SHOWMAN

Each Scout narrates a flashback to a time they were the centre of attention.

BARNY DIRELIGHT (HE/HIM), THE CURSEKEEPER

Purple overcoat with golden trim. Wire-rimmed glasses and a crushed velvet waistcoat. Everything on his person is perfectly clean and exactly as he wants it to be. Barnacus "Barny" Direlight is the Big Top Animalia's owner

and ringmaster. An entirely business-oriented man, he has little to no concern for the wellbeing of his performers and staff, only that his circus be completely unforgettable and one-of-a-kind, regardless of the cost. Barny is very adept at hiding this, however, and so everyone under his employ has only kind things to say about him. He spends most of his time in his trailer, contemplating how to best use the Trinket given to him by the Peddler.

Quote: "Sorry kiddos, I'm really busy planning the big show and I don't have time for you. Scram!"

If the Scouts ignore Barny...

Barny will continue to transform his performers into mythological hybrids for his menagerie (see Tendrils). After this Curse has been active for four episodes, the circus will be ready to perform. You can track this with the checkboxes below. At the start of the fifth episode, inform the Scouts that people they care about (family, friends, guardians, etc.) have received tickets to the big show and will be attending. This will occur before the End of Episode.

During the show's climax, the Trinket will sever Barny's control over the monstrous performers and they will wreak havoc in the audience. If the Scouts have answered the Question before this occurs, they can still break the Curse while trying to protect the audience. If they haven't answered the Question, the Curse ceases to be active and can no longer be broken. Barny is torn apart by the hybrids, and several attendees are injured—or worse—before the creatures escape. The hybrids will become an ongoing danger for the rest of the series, roaming the creek and continuing to pose a threat to the people of Clawfoot.



TENDRILS

THE ROSE OF TRANSMUTATION

Barny's Trinket takes the form of a beautiful, pure-white rose that he wears on the lapel of his overcoat. It conjures a thick purple smog when used, out of which steps a hybrid of Barny's choosing. The smog does not dissipate after the creature is summoned, instead becoming a stream that tethers the creature to the Trinket, keeping it under Barny's command. Barny can summon and control as many creatures as are available for the Navigator to use.

BARNY'S MYTHOLOGIC MENAGERIE

During each End of Episode while this Curse is active, choose an unmarked hybrid from the list below and narrate a scene in which Barny secretly transforms that performer; this Side Character is no longer available for the Scouts to interact with normally, but is now available for the Navigator to use as an active threat in future episodes.

- The Manticore (Julius Farworn)**
A monstrous beast with Julius' head, bearing three rows of razor-sharp teeth. The body of a mighty lion. A scorpion's tail, whipping and tipped with a deadly stinger. It seeks food and dominion over others.
- The Draconope (Harsha Patil)**
A serpent the size of a car, with Harsha's head and kaleidoscopic scales along its body. Powerful constrictive force. A voice that sounds soothing and agreeable. It seeks to entrance others, then constrict and consume them.
- The Uridimmu (Arden Bakhuizen)**
A huge, bipedal hound with the head of Arden. Two canine forelimbs that end in humanoid hands. A tiara made of light. It seeks vengeance and companionship.
- The Harpy (Miyo Kawaguchi)**
A human-sized bird with Miyo's head and feathers of green, red, and purple. Human arms that end in three dangerous talons. Massive wingspan. It seeks a nest, and then prey to carry off and feed on.
- The Centaur (Laetitia Ruggles)**
A horse with Laetitia's upper body attached at the neck, still wearing their white shirt. Struggles to differentiate between its human nature and animalistic urges, leading to erratic and unpredictable behaviour. It seeks community and safety.

MOMENTS

- * *A butterfly emerges from its cocoon into the shining sun.*
- * *Loud, materialistic complaining is overheard nearby: someone isn't happy about the cheap gift they got for their wedding.*
- * *A group of inebriated passersby momentarily break out into a half-hearted song and dance, before stumbling away.*
- * *An advertisement for the next thrilling episode of Grigori the Monster Slayer, featuring the titular hero's long-awaited showdown with the Manticore King.*
- * *Someone regards the two-month sobriety token in their hands with self-assured hope, while a friend pats them on the back and offers congratulations.*
- * *A rehearsal between two performers becomes an impromptu and friendly competition.*
- * *The sky darkens as storm clouds form overhead, atmospheric pressure rising, and yet no rain falls.*

LOCATIONS

BARNY DIRELIGHT'S BIG TOP ANIMALIA

An enormous striped tent, held up by six two-storey posts staked into the ground. Ribbons and flags wave in the wind, advertising the various animal acts and clown shows. Inside, rows upon rows of portable bleachers—enough for over two hundred patrons—surround three performance rings and a large open space.

Paint the Scene: *Barny is constantly changing the circus to fit his next big idea for making it world-famous. What renovations have been made to emphasise his latest idea? What remnants of failed enterprises are still visible?*

THE CIRCUS CARAVAN

Pickup trucks and other long-haul vehicles dot the grounds. A cluster of a few dozen trailers sit behind the Big Top, stylized to look like train cars. A gathering area, complete with communal seating and a fire pit, has been set up at its centre.

Paint the Scene: *Looking around, the caravan looks incredibly homey and well-lived in. How can you tell the cosy vibes are less than genuine?*

BARNY'S TRAILER

Large and brightly painted; set apart from the rest of the caravan. The swirling and conflicting colours feel as though the trailer itself can't make up its mind on how it should look. Inside, a chaotic and vast array of clutter—odds and ends and junk, all vying for space.

Paint the Scene: *What do you see here that suggests Barny is not only incredibly greedy, but deeply unhappy with how expensive his circus has become?*

THE ANIMAL TRAILERS

Separate trailers for each of the animal acts, the train-car styling on the outside including painted renditions of their respective animals. The interiors are outfitted as comfortably as they can be, and the habitats are well kept. Small living quarters for the trainer are attached to each. Trailers belonging to the transformed hybrids are empty.

Paint the Scene (each time the Scouts enter a new trailer): *What about this trailer gives the impression that the animals and their caretakers are happy together?*

Paint the Scene (when a Scout first enters a hybrid's trailer): *How can you tell that something feral and dangerous was captured here?*

THE BREAK TRAILER

Big block letters, spelling out L-O-U-N-G-E, are displayed above the doorway. Modern amenities, such as coffee machines and a television fill the area alongside some remarkably comfy seating options. The cabinets and minifridge are fully stocked with high-quality snacks and drinks.

Paint the Scene: *How do we know that almost everything in the trailer was actually bought and set up by the performers?*

SIDE CHARACTERS

HARSHA PATIL (HE/THEY),

THE SNAKE HANDLER

Wiry and agile. Blue-and-white vertical striped polo beneath denim overalls, and goggles on his forehead. A unique, hand-crafted wind instrument made from

antelope horn. Harsha's act involves playing his instrument, as Lila—his beloved and enormous pet Indian python—rhythmically coils around him.

Quote: "Ever since I was little I've loved snakes—they just get it. I've handled and cared for almost every kind of snake there is, and I've yet to be harmed by a single one."

ARDEN BAKHUIZEN (THEY/THEM), THE HOUNDMASTER

Very well-defined calf and forearm muscles. Blue-and-white horizontal striped polo beneath denim overalls, and a beret. Clothing is deliberately torn and ragged as part of their performance. Arden's act involves running Bumblebee, their large Tibetan mastiff, through an agility course while riding on her back.

Quote: "Bumblebee and I have been together since we were both pups. We've always been there for each other."

MIYO KAWAGUCHI (SHE/HER), THE BIRDKEEPER

Inquisitive and compassionate eyes. Blue-and-white blazer over her plain-white polo, with a conductor's cap and diagonally striped black-and-white tie. A gilded birdcage has been adapted to fit comfortably around her head. Miyo's act involves directing her two Eclectus parrots, Nickel and Dime, to fly through the crowd and collect ticket stubs from crew members seated within.

Quote: "Nickel and Dime don't go for the actual customers because of something that happened during one of our first shows... Some kids tried to grab Nickel out of the air, and I can't let that happen again."

LAETITIA RUGGLES (THEY/THEM), THE HORSE WHISPERER

An incredibly calming demeanour. Blue boiler suit over a white long-sleeved shirt, weathered work boots, and a belt filled with rubber tools. Voluminous, curly hair and a bright blue bow. Laetitia's act involves them reciting poetry as they ride atop their horse, Edward Hoofpaws, while it performs a dance routine.

Quote: "I'm honestly not sure how I came up with the idea to teach a horse to dance, but boy am I glad I did! Just look at Edward move!"

GROUPER (HE/HIM), THE BOSS CLOWNFISH

Stout-bodied. A ruddy, white-speckled wetsuit with a fabric dorsal fin sewn to the back. Makeup designed to leave his mouth looking much larger than it really is. Grouper (real name, Cooper Jiminez) is in charge of the other clownfish. His act involves chasing the smaller clownfish around the stage and throwing pies at them, until it becomes an all-out fight.

Quote: "It's been smellin' real fishy around here, and it ain't 'cuz of us clowns."

THE SCHOOL OF CLOWNFISH

Clowns in fish costumes that arrive via a fishbowl-shaped clown car. In addition to adding some levity to the show, the clownfish also help take care of the more menial

duties around the circus. Some names, if you need them: *Puddles, Splish, Finn, Splash, Bubbles, Murky, Nessie, Moby, Selkie, Guppy*

CLUES

- Rehearsals for an act that depicts an ancient water ritual.
- A story about a man who stole a jewel so he could soar through the air, only for it to turn him into a housefly.
- A drinking bird figurine; watching it spit water into a basin has a soothing effect.
- A crumpled note from an animal rights charity, thanking a Side Character for their recent donation.
- A series of odd and esoteric symbols etched into the ground.
- A Side Character becomes evasive when the lion tamer comes up in conversation.
- A pamphlet for a free, soul-cleansing ritual: "Rid yourself of the green demon."
- A note, written somewhere unusual: "Give your soul, free your spirit."
- An ad for guided pet meditation.
- Peculiar animal prints found in an unusual place.
- A Scout begins to dream of performing in the circus.
- An excerpt from an old newspaper article, featuring an interview with Barny about his circus: "That tree is very important to me. It was the spot of my first ever performance."
- A list of strange ingredients: the last page of a book, a foxglove picked at midnight, and the wings of a dead insect.
- An overdue library book: *The Art of the Incantation, a Practical Guide to Verbalising Your Latent Magical Talent*.
- A cardboard box, filled with circus performers' personal information; halfway emptied into a paper shredder.
- A copy of the circus' performance contract. It includes a rightful separation clause that heavily favours performers in the event of disfigurement or appearance-altering injury due to the direct actions of Barny.
- Recipe for Manticore poison, requiring (choose one: a sprig from an elder tree, sap from the stem of a dandelion, a shredded hemlock leaf, something else).
- Quotes for the leasing and development costs involved in building a permanent circus installation next to a particular site (choose one: a strange rock outcropping in the forest, a frog breeding pool near the river, an old and gnarled oak near the clubhouse, something else).
- A Side Character's eyes roll into the back of their head and they begin to do something unusual (choose one: chant in an unknown tongue, frantically write down strange symbols, perform an entrancing dance, something else).

THE CURSE OF THE DELVE

PRESENTING THE CURSE

“The Eeries have found something that could use our attention. As I’m sure you know, tourist season is upon us, and the Peddler has already targeted one of these poor bystanders to burden with an accursed Trinket! Strangely enough, this Trinket has remained inert—or at least appeared as such—for a good number of days. The Cursekeeper, if you can call him that, is a man named Ross Davis. He is an avid climber and caving enthusiast who came to see our very own Devil’s Delve.”

Pose the following to the Scout with the highest Cool, or one of your choosing: You’re familiar with the Delve, an advanced cave system recommended only for experienced cavers. Who do you know that regularly visits the Delve? What stories of its challenges have they told you?

“At first I thought the Eeries had to be mistaken. Given the lack of any developments, it seemed that this Ross Davis was innocent and not truly in possession of any Trinket. It wasn’t until he entered the cave that things took a turn for the worse.

“The Eeries tried to follow, but quickly lost track of him in that subterranean labyrinth. They retreated to the safety of the surface, and I am glad for it. Ross, however, spent many days down there, during which we do not know what happened—only that he didn’t return with the Trinket. Since then, many strange sounds have emerged from the Delve, accompanied by warped and unusual creatures. Even more concerning, the area around Devil’s Delve has begun to steadily change in a manner similar to the cave itself. This leads us to believe that the effect is spreading. The park authorities have closed off and locked the Delve, but that mustn’t halt your investigations. Be careful not to fall afoul of the law, but please do not dally. You must stop this eldritch infestation from overtaking Clawfoot!”

Pose the following to the Scout with the highest Smart, or one of your choosing: You remember seeing an interview with Ross on the local news, filmed at his camper parked out front of the Delve’s entrance. What about that interview makes you think the Peddler’s target wasn’t Ross, but the cave itself?

QUESTIONS & OPPORTUNITIES

How can we enter the Delve without getting in trouble? (Complexity: 2) Gain access to the following Locations: the Rib Cage and the Gut.

Where is the hidden passage in the Gut, and how can we open it? (Complexity: 2; locked until the Scouts reach the Gut and answer its Paint the Scene question) Gain access to the Soul.

What is the Trinket, and how can it be removed without causing harm? (Complexity: 4; locked until the Scouts reach the Soul) Break the Curse by extracting the Trinket from the Delve.

THE SASH OF THE EXPEDITION

Each Scout narrates a flashback to the first time they bravely ventured into the unknown.

DEVIL’S DELVE

Simply called “the Delve.” This local cave system has developed a reputation amongst the cavers of Clawfoot as a challenging and dangerous experience, albeit a highly fulfilling one. Its reputation has only strengthened after the Trinket became active, causing walls to shift and strange beasts to be birthed from its depths. While the Scouts are inside, the Navigator has access to a new reaction: **Delve Shift**.

DELVE SHIFT

- * *When you want the effects of the Trinket to manifest and alter the Delve, choose one or make up your own:*
- * *The route used to enter this part of the Delve disappears, reappearing later.*
- * *A hole begins to open up beneath a Scout.*
- * *A pathway shifts ahead, sending the Scouts back the way they came.*
- * *A section of cave wall shifts to reveal a Delve Beast!*
- * *A series of rapid shifts, causing the ground to quake as rubble falls from above.*
- * *The ceiling shifts, dropping a Side Character to the ground in front of the Scouts.*

If the Scouts ignore the Delve...

The Trinket’s corrupting power will grow to encompass even more of the area surrounding the Delve. It will eventually spread to Stonewater, then Shingleford, and then the rest of Clawfoot. Left unchecked, it may spread to areas beyond the creek—perhaps even the rest of the world.

TENDRILS

DELVE BEASTS

The Trinket has not only caused the Delve itself to shift, but the creatures within as well. These monsters have been listed in order of danger for the Navigator’s reference, from least to greatest.

- * **Wolleon:** *A large, bipedal lizard that changes colour to match its surroundings. Two slender arms with zygodactyl digits. Prehensile tail. A pouch for protecting young. A pair of independently mobile eyes.*
- * **Climbersbane:** *Large swarms of tiny, sedentary, and venomous insects. They house themselves in small,*

naturally-formed rock crevices. They are covered in spines that can inject a potent sedative in an unwary climber, oftentimes leading to catastrophic injury by way of falling.

- * **Rat-King:** A four-headed rodent the size of a dog, each with its own crown of bone spurs. Incredibly aggressive. They use their teeth, heads, and large claws to shred prey. Enters a frenzy at the sight or smell of cheese.
- * **Cave Elk:** A bear-sized monstrosity with the body and skull of an elk. Two abnormally strong, eerily human arms protruding from their neck. Surprisingly quiet, it will stalk its prey for hours. Its shriek can mimic human speech, and will use the voice of its prey in an attempt to lure them—or their companions—away.

MOMENTS

- * A beautiful song echoes deep within the darkest reaches of the Delve.
- * A Delve Beast walks directly up to a Scout, stopping to sniff the air before eventually moving along.
- * Somewhere in the deep, a scream for help.
- * Chromatic fireflies flit through the air, coating the space in beautiful rainbow hues.
- * The lights suddenly go out—all of them. The Scouts are left in the impenetrable deep-blue of true and total darkness.
- * A gust of wind blows from a nearby passage, soft enough to sound like laughter.

LOCATIONS

The Scouts start with access to the following Locations

ROSS' CAMPER

A single-person camper van, parked in front of the entrance to the Devil's Delve. A portable grill toppled on its side. The recently burned remains of Ross' caving equipment.

Paint the scene: *What about the scene tells you that Ross is devastated he can no longer go caving?*

THE MAW

A large, yawning opening in the side of the hill. Stalactites reminiscent of fangs. Stones and boulders piled around support beams. Further exploration is blocked off by a chain-link fence and locked gate, the tunnel at the far end barely visible in the light.

Paint the scene: *What here is calling out to you, begging you to explore the Delve?*

These Locations are only unlocked after answering the first Question. They must be travelled in the order they are presented.

THE RIB CAGE

The tunnel from the Maw leads to this cavern of massive stalagmites and rushing water. A large, raised race-track-esque formation that goes beyond sight. There is a boxcar in shockingly good condition here.

Paint the Scene: *Does the sight of this seemingly natural, incredibly dangerous racing course excite or terrify you, and why?*

THE GUT

A perfectly rectangular entryway from the end of the track from the Rib Cage. Islands of stone surrounded by strange, glowing water. The sound of claws digging, coming from a small house carved into the centre.

Paint the scene: *This is the recorded end point of the cave system. What makes you think there might be a hidden passage in the Gut, leading deeper?*

SPECIAL RULE: If a Scout comes into contact with the water, they take the **Misfortune: Change is Coming**.

The final Location is only unlocked after answering the second Question.

THE SOUL

Perfectly spherical, with walls of polished obsidian. The Trinket is here, fully encased in volcanic glass atop a massive stone pillar, thrumming with malevolent energy. At the edges of the purple light, shadows dance and Delve Beasts play.

Paint the scene: *How can we tell the myriad Beasts are forced to remain in the shadows while within the Soul?*

SPECIAL RULE: If a Scout has the **Misfortune: Change is Coming** and steps into the light of the Trinket, they must clear **Change is Coming** and make the **Eldritch Move** to avoid becoming a monster temporarily in its thrall.

SIDE CHARACTERS

ROSS DAVIS (HE/THEY),

A TERRIFIED EX-CAVER

A green button-up and khaki cargo shorts, both unwashed for several days. Athletic and toned. Eyes that look through you, rather than at you. This is Ross' first visit to Clawfoot, and most certainly his last. He was recently lost within the Devil's Delve for several days and only recently came back out. Whatever he saw down there put him off caving for good. He doesn't even remember his interaction with the Peddler.

Quote: "Don't tell me anything you learn down there. I don't want to know. Not anymore."

NEVADA MARIN (THEY/THEM),**A CONCERNED PARK RANGER**

Wide-brimmed hat, tilted down; concealing a very well-defined facial structure. A khaki polo tucked into green cargo pants. Park ranger jacket with a patch on the sleeve, tied around their waist. Nevada spent a lot of time coming to the caves when they were small, until their father was caught in a cave-in. They took this job in the hopes of preventing a tragedy like the one that befell them. While it's their duty to make sure nobody enters the Delve during this time, they might be convinced to help put a stop to the corruption before it spreads.

Quote: "Sorry guys, but I need to ask you all to move along. Technically this whole spot is about to become a restricted area. It's just not safe to be near the Delve right now, okay? Let alone go in. Besides, I have serious doubts any of you are certified."

HARVEY LEE (HE/HIM), A SCEPTICAL CAMPER

Tall with a beer gut. Floral button-up, black cargo shorts, and blue Crocs over long white socks. A very hearty laugh. Harvey (Harv to his friends) is a middle-aged man with a passion for grilling and relaxing in the great outdoors. He's heard some strange stories about Clawfoot and the Delve, but he thinks they're all highly exaggerated.

Quote: "I don't buy it. I mean, moving walls and fairytale monsters? I know Clawfoot is a little weird, but come on now! Folks need to spend less time on the internet, and just kick back with mother nature. Any of you kids want a hot dog?"

JUDITH CLAWS (SHE/THEY),**A CONFIDENT TOURIST**

A puffy designer parka, designer steel-toed boots, and a designer waterskin. Routine pilates physique. Teeth far too white to be real. Judith is a wealthy tourist. She likes to visit Clawfoot when vacationing from her busy job as a prosecutor in the big city. Since she can't get in, she's been taking lots of selfies near the entrance of the Delve to post online.

Quote: "Oh please, Ross is just a boy too big for his own boots that got a little scared and came crying back out. He's got nothing compared to my prowess."

THEODORE HEGEMON (HE/HIM),**A DISPLACED CAVER**

Bright red spelunking suit, protective helmet with headlamp, and beige leather gloves. Healthy physique. A small backpack with the name 'TED' embroidered on it. Ted is a professional caver who was mapping a network beyond the mountain range, only to wind up in Devil's Delve. He will be quite distressed upon learning this.

Quote: "Hey, can you help me? I must've gotten turned around after that last squeeze. I'm looking for a hole I found here a few months back that had a good bit of airflow to it. You know what they say, if it blows it goes!"

HOXLOTCH (THEY/SHE/HE), A MOLE-PERSON

A very fuzzy and mole-like body, a star-shaped nose, and large claws for digging. As tall as an average human adult. Ragged orange overalls, impressively old. Hoxlotch has lived in Devil's Delve long before the Trinket started causing problems. They would very much like the Trinket to not be causing problems any more.

Quote: "Yes yes yes! Hoxlotch lives here. Hoxlotch made their home here, but the no-no-no bad thing came down! Is messing up Hoxlotch's lovely home!"

TRAMBLE THE TRAVELER (ANY),**A STRANGE MERCHANT**

Roughly the size of a small child, one eye always following you. Clothing that matches neither in colour, style, nor time period. A dusty, pinkish bumbag. Tramble is a wandering trader with odd and valuable wares, all of which are stored in their seemingly bottomless bumbag. When opened, it billows out a large cloud of dust. Any number of non-living objects can be stored within, so long as they can pass through the opening. Tramble has no use for the "silly numbered papers" of the surface, instead conducting business through barter. They can appear and vanish as if from thin air.

Quote: "Grrrrreeting, small fellows! Would you carrrrrrre to perrrrrruse my warrrrres?"

SPECIAL RULE: During this Curse, Scouts may trade items from their Clubhouse Collection with Tramble in exchange for Clues.

CLUES

SPECIAL RULE: Some of these Clues can be added to a Scout's Clubhouse Collection. They may be kept as items after the Curse has been broken, but only if they were not used to Answer a Question.

- A pair of wire-cutters. Add it to your Clubhouse Collection.
- Sheet music, carved into an unusual place.
- The distant sounds of a climbing pick, echoing throughout the cave.
- A small purple toad that recites Shakespeare in its croaky voice. Add it to your Clubhouse Collection.
- A large and powerful magnet; badly rusted. Add it to your Clubhouse Collection.
- A spell of opening; incomplete.
- A noticeable draft coming from an otherwise solid wall.
- The broken-off handle of an expensive survival knife.
- Witty Willy, a battery-powered talking sea bass. Add it to your Clubhouse Collection.
- The impossible words of an eldritch chant. Add it to your Clubhouse Collection, and take the Misfortune: Change is Coming.

- A weather-damaged, first edition copy of *Lucy the Lockpick*—a children’s novel, recalled due to the shockingly thorough depictions and guidance for bypassing locks.
- An old fable, telling the tale of Clawfoot’s first people and how they made deals with the region’s cryptids.
- A small dress, made from the scavenged remains of what was once a fully-functioning diver’s suit.
- A small stone, meticulously engraved with spiral patterns. Add it to your Clubhouse Collection.
- A stone tablet, carved with a biblical verse: “Whoever believes in me, as the Scripture has said, ‘Out of his heart will flow rivers of living water.’” Add it to your Clubhouse Collection.
- A plastic keycard; half-eaten.
- Whispering heard from behind a nearby rock formation.
- A muddy, hand-written receipt for a recent caving purchase (choose one: handheld lantern, antique headlamp, box of flares, something else).
- A cry of pain from a Delve Beast. Moments later, something falls in front of you (choose one: an antler-pickaxe, a lizard-skin hat, a crown of rat-teeth, something else). Add it to your Clubhouse Collection.
- A box containing useful items (choose one: bobby pins, firecrackers, charms, something else). Add it to your Clubhouse Collection.

ELDRITCH INSIGHTS

- A large ball of darkness slowly moves through a Location, before disappearing.
- Two eyes and a large smile briefly appear in the shadows, before passing through a solid surface.
- Suddenly, you are covered in purple energy.
- A fist-sized ball of swirling purple-and-green energy that weeps gently when held. Add it to your Clubhouse Collection.
- An object crackling with arcane energy (choose one: smooth obsidian sphere, heavy-duty torch, tourism pamphlet, something else). Add it to your Clubhouse Collection.

REWARDS

- An orphaned Wolleon hatchling has imprinted on you; name it, and add it to your Clubhouse Collection.
- Nevada Marin becomes a recurring Side Character; you get 1 additional Clue on the Snoop Move when you consult them about park services or the wilderness of Clawfoot.

- Hoxlotch becomes a recurring Side Character; you get 1 additional Clue on the Snoop Move when you consult them about the subterranean world.
- Special Move: **Tramble’s In Town** (only available if the Scouts met Tramble the Traveler).
- A merit badge from the Curse; ask another Scout what it is and add it to your Clubhouse Collection.
- A merit badge from the Curse; ask another Scout what it is and add it to your Clubhouse Collection.

SPECIAL MOVE: TRAMBLE’S IN TOWN

Once per Curse, a Scout can declare the sudden appearance of Tramble and their shop. If they do, the other players (including the Navigator) must answer the following question: *What wares does Tramble currently have on display?*

When you strike up a bargain with Tramble the Traveler, roll with Smooth. **On a hit**, Tramble will exchange one of the previously described wares for their pick of your belongings. Choose two items from your Clubhouse Collection—Tramble will take whichever is most interesting to them (Navigator’s choice); remove it from your sheet. The Navigator will decide which of Tramble’s wares is exchanged; add it to your Clubhouse Collection.

- * **On a 10+**, you get final say over the deal; in addition to choosing which of Tramble’s wares is exchanged (instead of the Navigator), you may pick any item from your Clubhouse Collection as the trade-off.
- * **On a triumph**, as above, but Tramble greatly enjoyed the interaction! They will give you an additional item of the Navigator’s choosing; add it to your Clubhouse Collection.

ADDITIONAL NOTES

THE CURSE OF LILYPAD COVE

PRESENTING THE CURSE

“Years ago, a small town named Lilypad Cove was established downriver. This town burgeoned with possibility and promise, its residents happy, and growth steadily assured—until one day, without giving a reason, everyone packed up their things and left. Since then, many Eeries and animals alike have made Lilypad Cove their home, alongside the nature that has slowly been reclaiming it. Recently, however, Lilypad Cove has become restless. A shifting has occurred, and the town is now being repopulated by Echoes—wayward memories of its former residents. What’s more, strange energies have gathered over the dilapidated buildings, making them appear as ghostly versions of what they looked like in their heyday.”

Pose the following to the Scouts: You remember hearing some very intriguing gossip about why Lilypad Cove was abandoned. What was it? Do you believe the rumours?

“The Eeries living in Lilypad Cove have also noticed that these manifested memories seem to be imperfect, twisting into strange and unfamiliar versions of themselves the longer they persist. I have no reason to believe the Peddler to be the cause of this, but he certainly has taken an interest in the phenomenon.

“I ask you to get to the bottom of this and, if you can, bring peace to Lilypad Cove. The places in town with the most activity thus far have been the shuttle station, town square, grocery store, spiritualist shop, and the public park. Please be careful during your investigations, for the unstable nature of Lilypad Cove could prove to be more dangerous than anticipated. Furthermore, I’ve been told the amount of mental energy within has attracted creatures that feed on decaying memories. Good luck, Scouts.”

Pose the following to the Scout with the highest Smooth, or one of your choice: One of your friends told you that they explored the abandoned Lilypad Cove last summer. What detail in their story makes you now think that the reason for this memory phenomenon, and what caused the town’s abandonment, could be the same?

QUESTIONS & OPPORTUNITIES

Why was Lilypad Cove abandoned? (Complexity: 6) Break the Curse by empathising with the town and performing a quieting ritual.

THE SASH OF MEMORY

Each Scout narrates a flashback showing their most treasured memory.

LILYPAD COVE

A light-blue energy coats the broken and overgrown asphalt, making the ground feel freshly paved. Sparkling translucence fills holes and seemingly repairs the damage to buildings. A shimmering green mist, coating the damp and ragged detritus, causes objects to look almost new when viewed in the right light. Lilypad Cove is a small town in Clawfoot that has lain abandoned for years, the memory of which has recently brought it back to some sort of life. While the town itself isn’t hostile, the illusive and ever-changing nature of the area can be dangerous.

SPECIAL RULE: When the Scouts first arrive in Lilypad Cove, ask them the following:

Paint the Scene: *As you look around Lilypad Cove, what scenes of daily life do you see? How can you tell these are the memories of the town’s former residents?*

From then on, you may present any of these Paint the Scene prompts to the Scouts as you see fit:

- * **Paint the Scene:** *This part of the town seems to be unaffected, its buildings and homes rotting away uninterrupted. What here is working diligently and calmly to help this place along to its final destination?*
- * **Paint the Scene:** *Lilypad Cove is quiet, the only pervading sounds being those of nature. How are the Echoes of the townsfolk enjoying the serenity?*
- * **Paint the Scene:** *An air of unease creeps into the town as memories begin to shift and change focus. What bad memories are dredged up from Lilypad Cove’s past?*

If the Scouts ignore Lilypad Cove...

It will continue to repeat the memories of its former residents with less and less accuracy, eventually creating new people and areas altogether. The Peddler will use his Trinkets to manipulate the now unrecognisable town into manifesting fully in our reality, along with its false memories.

TENDRILS

FADING MEMORIES

There’s one problem with a town made of memories: memory is a fickle thing. While the Curse is active, you have a new Navigator reaction: **Change the Landscape of Lilypad Cove.** Use the soft version of a reaction before you use the hard version.

* **Memory Flicker**

Soft: *An Echo forgets what they were doing and returns to their regular business.*

Hard: *A Location temporarily returns to its abandoned state, and any Echoes disperse.*

* False Memory

Soft: An Echo is swapped for another, mid-interaction.

Hard: Something in the scene temporarily ceases to exist.

* Misremembrance

Soft: A Location the Scouts have previously explored is now subtly different. Ask the Scouts what they think it is.

Hard: A Location the Scouts have previously explored is now unsettlingly different. Ask the Scouts what stands out, and each one present takes the Misfortune: Unnerved.

MEMORY WORMS

Creatures that exist only in the realm of memory have begun to stake a claim in Lilypad Cove. Memory Worms look like one-and-a-half metre long, translucent worms that float off the ground. Even though they feed on the memories of decaying things—siphoning the energy towards them in a chromatic beam—they also drain a small amount from living things nearby, leaving them feeling groggy. Any Scout within arm's reach of a Memory Worm takes the Misfortune: *Sapped*.

MOMENTS

- * *Ants trail over a fungal colony that has grown from the side of a building.*
- * *Two Echoes bump into each other, dropping the items they hold. As they pick up their things and go their separate ways, they turn back and bump into each other again.*
- * *An Echo blinks during conversation. Their eyes are a different colour when they open again.*
- * *A bird dives down, scooping an insect from the rotting wood it was busy eating.*
- * *A cool breeze whistles softly through holes in the buildings.*
- * *The weather changes rapidly from sunny, raining, hailing, snowing, and then back to sunny.*

LOCATIONS

FROG SHUTTLE STATION

A small building with a moss-covered, concrete frog statue atop its roof, and a rusting bus sitting idly in the lot. Everything inside is covered in foliage and fungus, the doors all fallen or rotted away—though furniture from its heyday manifests in shimmering energy. The station remembers the rumble of shuttle engines, and the thousands of footsteps.

Paint the Scene: *Looking around in the damp air of the station, how can you tell that the people who came to Lilypad Cove were often very different by the time they left?*

LOTUS SQUARE

A lotus flower shaped fountain, dried up for years, is flowing with bright blue and sparkling energy. Small businesses crowd the edges of the large circular pavilion, their signs decomposing and their roofs collapsed. Lotus Square remembers being the flower atop the foundation of the town, and the whimsical, peaceful locale where people gathered.

Paint the Scene: *A small patch of land near the square has been set aside as a cemetery for the town's pets. How do you know that, even after the residents had moved on, the town continued to care for these dearly departed companions?*

LILYPAD HALL

Grand architecture, now weathered and faded, with vines of ivy grasping at its many pillars. The spacious interior is filled with flora and signs of fauna; shattered glass twinkling on the ground beneath an enormous skylight, and stacks of old filing cabinets are filled with a liquid blue energy. Lilypad Hall remembers being the seat of government, as well as the place where many public events were held.

Paint the Scene: *Nature has all but fully reclaimed the interior of Lilypad Hall. What scenes of natural beauty are on display?*

GROCERY BOSS

Brick exterior, with a green awning over the front. Rows of rotting wooden shelves, overgrown with mould and moss, are filled with glistening and alien foods made from a purple energy. Advertisements for all-natural foodstuffs—most of which litter the ground in various stages of decay. Grocery Boss remembers its many customers during the daytime, and the nights Jeffrey Williams spent haggling with suppliers to get the best quality food for his community.

Paint the Scene: *This building was leased out many times before it became the Grocery Boss. What have previous owners left behind that the grocery has incorporated?*

MOONLIGHT SUPPLY

Deep blue and purple paint that has somehow refused to fade or chip. A hanging sign in perfect condition, depicting an Eerie cradled in the crescent moon. The empty interior still smells of incense, the stone holders full of crystals, and a poster on the wall says: "No Phone Calls Inside". Moonlight Supply remembers being a sleepy store, one that was only visited a handful of times a day—but when those visits occurred, it could feel the goodness and faith of those within.

Paint the Scene: *As you look around the store, what tells you the owner took a great deal of pride in how cosy it felt?*

LILYPAD COVE PARK

An open space surrounding the cove, once filled with grass—now overgrown and reclaimed by nature. A translucent jungle gym towers over the decaying playground. In the cove itself: frogs hop from lilypad to

lilypad, eating insects below and above the water. The park remembers familial gatherings in its pavilions, the joy of children in its fields, and the love of community.

Paint the Scene: *What in the decaying park shows you that it is at peace with its fate?*

SIDE CHARACTERS – ECHOES OF LILYPAD COVE

NAVIGATOR NOTE: The Side Characters in this Curse are all Echoes—memories of Lilypad Cove’s former residents. They are somewhat translucent and cannot be touched or harmed by any mundane means. Each tends to repeat the things they said and did most often when they lived in the town.

ARIF DEMIRCI (HE/THEY), A SHUTTLE DRIVER

Tall and wide. A light-green, ironed polo shirt tucked into tan slacks. Frog hat. Arif Demirci was the shuttle driver for Lilypad Cove, having got the job when he was just eighteen. He was incredibly jovial and had a great deal of pride in his job, finding fulfilment in bringing new people to the town he held so dear.

Quote: *“Thanks for choosing the Frog Shuttle! I just know you’re gonna love our little town.”*

GONZALO LOCKE (THEY/HE), A JAZZ MUSICIAN

Black denim suspenders, a white t-shirt, and some very nice looking shoes. A jawline that could cut steel. Silver saxophone strapped across their body. Gonzalo Locke was a sax player who spent their freetime busking at the town square, saving up for a move to Shingleford. They were charismatic and quite talented. While they had experience with a number of instruments, they ultimately decided to stick with the saxophone.

Quote: *“When you’re listening to the radio, keep your ears open for Gonzalo Locke. I’ll be on the air soon enough, I assure you!”*

WYNNE CAMPBELL (SHE/THEY),

A TOWN HALL SECRETARY

Black blazer over a white blouse, high heels, and flat-black trousers. Eyes that have seen everything. Bright green lipstick. Wynne Campbell was the secretary at Lilypad Hall. A charming and open person by nature, she was highly adept at organisation and ensured that the town’s information was easily found and readable.

Quote: *“Have you filed your 105-C yet? Be sure to get that done before August, dearie.”*

JEFFERY WILLIAMS (HE/HIM), A STORE CLERK

Bright floral shirt and black slacks. Hand-embroidered name tag sewn into his shirt, reading: “Jeff the Grocery Boss”. A very hairy man. Jeffery Williams had a love for

eating right and helping others stay healthy. He grew much of his own stock, and paid his employees a living wage. He was incredibly passionate about helping his community.

Quote: *“Welcome to Grocery Boss! The name’s Jeff. If you need help findin’ anythin’ at all, just gimme a holler!”*

ABITHA PORTALE (SHE/HER), A SPIRITUALIST

Flowing orange blouse, long-sleeved with an equally flowy skirt. Greying hair and a face filled with smile wrinkles. A large, pointed leather hat with a wide brim. Abitha Portale was the owner of Moonlight Supply, Lilypad Cove’s spiritualism store. She spent much of her time making incense and protective jewellery by hand, as well as caring for the local Eeries when they were injured or sick. Surprisingly enough, she seems fully aware of the fact that she is only a memory of the real Abitha.

Quote: *“Ah! Hello! Sorry, I always get so startled when the bell rings. Not many people come by these days.”*

GREGORY HARLOWE (HE/THEY),

A SINGLE FATHER

A wrinkled and stained video game graphic tee, ripped jeans, and worn shoes. Bushy eyebrows and a full beard. An over-packed bag of childcare supplies. Gregory Harlowe worked in Stonewater but lived in Lilypad Cove with his son, Thomas. He would take Thomas to the park every day after work, listening to the sounds of the cove while his son played.

Quote: *“Tommy! Be careful, kiddo. We don’t wanna have to go home early!”*

THOMAS HARLOWE (HE/HIM), A CURIOUS CHILD

Chunky cargo shorts and an orange tee. Quite big for a seven-year-old. Really cool light-up sneakers. Thomas Harlowe was a young boy living in Lilypad Cove with his father, Gregory. Every day his dad would drop him off at the Frog Shuttle station, which took all of Lilypad Cove’s kids to their schools in Shingleford or Stonewater. He looked forward to spending time with his dad at the park when he got back from school.

Quote: *“Hi! I’m Thomas but everyone just calls me Tommy. What’s your name? Do you like cars? What about dinosaurs?”*

RESIDENTS OF LILYPAD COVE

People of all shapes, sizes, ethnicity, and age lived in Lilypad Cove. They mill about the town with smiling faces, going through the motions of remembered habits and routines from their time as residents. Some names and memories, if you need them: Kurt Bramsh (*remembers working with his friends at the pizza store*), Macy Grenalt (*remembers sitting in the coffee shops to read*), Carol Yateley (*remembers going out on weekends to dance*), Kendrick Imdal (*remembers enjoying some of the best food they’d had*), Jacinda Ansaldi (*remembers sitting by the cove and fishing in the river*).

THE SQUATCHERS' CURSE

PRESENTING THE CURSE

NAVIGATOR NOTE: This Curse can only be played after the Scouts have unlocked Layer Three of The Peddler's Revenge.

"I have troubling news: the Peddler has seen fit to target the Eeries themselves! He recently sold three of his Trinkets to some out-of-towners, a group of self-described cryptid hunters called 'Squatchers.' They were seen making the exchange a week ago, outside the 'Great Game!' hunting and fishing supply store in Stonewater. Since then, these Squatchers have set out to hunt Eeries!"

Pose the following to the Scout with the highest Athletic, or one of your choosing:

What is your experience with hunting? How do you view those that engage in it as a hobby, and why?

"I have been told their base of operations is somewhere within Oleander's Wood, which itself is home to the Burrow—a cluster of ancient tunnels that many Eeries call home. These Eeries have been trying their best to assist with this matter, but it's simply too dangerous. I would be wary of sending you altogether, were it not for a most unusual visitor... The patron-protector of the Burrow, the Lady of the Wood—whom I have only rarely encountered myself. You may yet meet her, but in case your paths fail to cross, I shall pass on what she learned of the hunters:

*"First is **Ernest**, bearing colourful hooks upon his head. He watches from afar through glass enhancing, hiding in his nest—a place of the tranquillity he lacks.*

*"Next is **Clive**, wearing the hunt itself as vestments. They stalk through the trees with implements of old, no peril beyond their prepared grasp—or so they think.*

*"And last is **Delilah**, carrying scars in more than appearance. She carves a path of pain, searching desperately for one quarry above all—the focus of her burning obsession."*

Pose the following to Scout of your choice:

You recently crossed paths with one of the Squatchers. Who was it, and what were the circumstances of the encounter? How do you know none of them can be reasoned with?

"I think the path ahead is clear, my Scouts. Never before have three Cursekeepers worked together, let alone towards the same cause. In the interest of helping our friends, please see that these Squatchers are stripped of their cruel abilities. You must make Oleander's Wood safe once more!"

QUESTIONS & OPPORTUNITIES

What spot does Ernest find the most peaceful? (Complexity: 2) Find Ernest and then destroy his Trinket, thus removing its Dream Snatchers from play.

What is the one thing Clive forgot to pack?

(Complexity: 2) Lure Clive out into the open and then destroy their Trinket, thus removing its Emotion Amplifiers from play.

What type of cryptid is Delilah obsessed with finding? (Complexity: 2) Lure Delilah to you and then destroy her Trinket, thus removing its Ether Snares from play.

SPECIAL RULE: All three Trinkets must be destroyed for this Curse to be considered broken.

THE SASH OF HELPLESSNESS

Each Scout narrates a flashback to a time they felt helpless or trapped in the face of insurmountable odds.

THE SQUATCHERS

Hunting the most dangerous game.

ERNEST SHUCKER (HE/HIM).

A middle-aged man with a bucket-hat covered in fishing lures. He prefers to hunt patiently, watching through the scope of a rifle. His Trinket takes the form of a whittling knife, which allows him to carve Dream Amplifiers

Quote: "Hunting has been a tradition in my family for generations. From stone spears to table knives, when it comes to the tools needed to take down an animal, us Shuckers are experts. In my opinion, though, to use anything but a firearm is just crude and uncivilised."

CLIVE WORCESTER (THEY/THEM).

Androgynous in appearance, they wear a many-pocketed vest filled with miscellaneous equipment. They hunt stealthily with a bow and arrow. Their Trinket takes the form of a bait box filled with dirt, which grows into Emotion Amplifiers when sprinkled on the ground

Quote: "A great hunter is always prepared for anything. I've got all the gear a hunter could ever need, from fishing lures to bear spray. The real trick is moving softly enough that you don't give away your position. It's important to stalk your prey until that final moment presents itself. You wish you were this organised."

DELILAH KRYMER (SHE/HER).

A young woman with broad shoulders and a savage scar over her left eye. She hunts fast and loose with her trusty break-action shotgun. Her Trinket takes the form of a trap setter tool, which wrenches Ether Snares into existence

Quote: "People say I'm too intense, that running full tilt towards a wild boar while screaming the battle cry your mum taught you is nothing but a surefire way of getting killed. Well, they're right about one thing—I'm as intense as a firestorm in the Sahara. That was some of the best boar I've ever eaten."

SPECIAL RULE: The Squatchers have the ability to make unique traps. These traps may not work as intended on regular animals or people, but are incredibly effective against supernatural creatures—especially Eeries. While this Curse is active, you have a new Navigator reaction: **Trinket Traps** (see below). Use the soft version of a reaction before you use the hard version.

If the Scouts ignore the Squatchers...

The population of Eeries in Oleander's Wood will dwindle, until the last of them has been hunted down. Without the abundance of smaller prey to focus on, the Squatchers move to capture other cryptids in the area, starting with Mother Ira. Eventually, they will set their sights on the Watcher. With no cryptids left to spread their strangeness, the region's magic will wither and die.

TRINKET TRAPS

DREAM SNATCHERS (ERNEST)

Small wooden dolls, nailed to trees through their open mouths. These passive creations serve to drain Eeries of their energy the longer one remains in the warded area, eventually releasing a fatiguing wave that affects other living things when the Eerie finally succumbs. Anything that falls asleep within fifty feet of a Dream Snatcher suffers debilitating nightmares.

- * **Soft:** A Scout finds themselves in a copse of trees that have all been rigged with Dream Snatchers.
- * **Hard:** An Eerie wanders within range of a Dream Snatcher while a Scout is nearby. The Eerie immediately falls asleep, and the Scout takes the Misfortune: *Ethereal Exhaustion*.

EMOTION AMPLIFIERS (CLIVE)

Small circles of strange stones and fungus, baited with saucers of cream. When the saucers have been disturbed, the circle emits a soft hum that amplifies the emotions of whatever is within, as well as alerting the Squatchers to the site. Highly effective at rendering Eeries immobile through sheer overstimulation.

- * **Soft:** A Scout accidentally kicks over a saucer and activates the Emotion Amplifier; a Squatcher is on their way, right now.
- * **Hard:** A Scout happens across an overstimulated Eerie caught in an Emotion Amplifier, and a Squatcher is mere moments from arriving.

ETHER SNARES (DELILAH)

Padded bear traps hidden in the underbrush, softly glowing with otherworldly light. Acts as a normal—albeit less pointy—bear trap when stepped in by mundane

creatures. When an Eerie steps in one, however, the glow intensifies and coalesces into sharp tendrils of eldritch energy that root the Eerie in place. They will not release an Eerie unless commanded by a Squatcher, or if the Trinket is destroyed.

- * **Soft:** A Scout steps in an Ether Snare and takes the Misfortune: *Numb Foot*.
- * **Hard:** A Scout finds an Eerie caught in an Ether Snare, wounded and struggling. There is nothing they can do. This may necessitate them making the Eldritch Move to cope with their inability to help.

MOMENTS

- * An Eerie cries out in sadness and frustration as it tries, and fails, to free one of its siblings from an otherworldly trap.
- * Sudden and complete silence, lasting for a full minute.
- * Shadows move at the corners of your vision.
- * Geese pass overhead in a perfect arrow formation.
- * An overwhelming sensation of hopelessness, bearing down on you.
- * A Scout finds themselves separated from the crew. The Peddler's laughter echoes in their mind.

LOCATIONS

GREAT GAME!

Stonewater's premier fishing and hunting shop, owned and operated by Jorji Krash. A small counter at the front with a single cash register, surrounded by towering walls of supply. Tinny speakers playing hits from the 50s.

Paint the Scene: Looking around, how do you know the owner cherishes every moment of human interaction the store affords him?

OLEANDER'S WOOD

The fresh, clean air filling your lungs. Birdsong and the skittering of critters, their source lost amidst the dense vegetation. The heady smell of sap and fresh rainfall.

Paint the Scene: Beyond the quiet and peace, what makes you feel like someone—or something—is watching you?

THE SQUATCH HOUSE

A small clearing of felled trees. A simple log cabin. A drastically curved doorway made from purple wood that hurts to look at. The distinct absence of any sounds of nature.

Direct the following to any Scouts who enter the clearing for the first time: As you step into the clearing, the air grows stiff and your breath quickens. What makes you certain something is waiting for you to approach the cabin? Why does that fill you with dread?

SPECIAL RULE: The Scouts may either turn back or press on despite their fear. If they press on, they must make the Eldritch Move.

THE BURROW

A spot in Oleander's Wood that is pocked with holes resembling rabbit tunnels. Nearby, a small tent and folding chair. If you listen closely: a soft, gentle, and calming melody rises up out of the ground as wind passes through the tunnels.

Paint the Scene: *How do you know, despite its mundane appearance, that these tunnels are home to a large family of Eeries?*

THE DEEP WOOD

The trees of Oleander's Wood grow more closely knit. Light that once broke the darkness is slowly choked by the thick canopy. The sounds of the forest are louder here, as animals roam more comfortably.

Paint the Scene: *Do you feel at peace walking through the Deep Wood, or a profound sense of loneliness, and why?*

WEIRDWOOD GROVE

A small glade of otherworldly flora and fauna, the ground spongy and purple underfoot. Trees that no one has seen before, despite their gnarled and mossy forms easily towering over any others. The canopy has completely disappeared, bathing the grove in pure moonlight at all hours from an impossible night sky.

Paint the Scene: *What strange and beautiful creatures do you see roaming in the grove? Why must they never be discovered?*

SIDE CHARACTERS

JORJI KRASCH (HE/HIM), A STORE OWNER

Black-and-white tracksuit. Pudgy physique. A heart-warming, friendly smile. Jorji has been living in Stonewater ever since he fell in love with the area while visiting fifteen years ago. He is very knowledgeable about fishing and hunting, and has a great deal of respect for nature. He encourages his customers to eat anything they hunt, even offering free preparation and cooking classes on the weekends to facilitate this.

Quote: *"Hi there! It's not so often that young folk like you come to my humble shop. What can old Jorji do for you?"*

ALBERTA RUTHERFORD (SHE/HER), A PARK RANGER

Tall and wide. Beige vest and a forest-green button-up. A park service badge, proudly embroidered on each article of clothing. Alberta is gruff, blunt, and concise—though by no means rude. She says only as much as necessary, nothing more.

Quote: *"Yup."*

BEATRICE COBB (SHE/THEY), AN OUTSIDER

Short and slight. Handwoven trousers and shirt. Wields a pristine and immaculately kept penknife. Beatrice has been living in the wilderness for the majority of her adult life, having always felt a deep connection to the outdoors—and a deep distaste for modern living. She can often be found foraging, hunting, or otherwise occupying herself within Oleander's Wood.

Quote: *"My heart has always called out to nature. Who am I to deny that longing?"*

MOTHER IRA (SHE/THEY/IT), AN EERIE CARETAKER

A wispy collection of gossamer fabrics, loosely tied together in the vague impression of an unsettlingly tall and thin human. A crown of glass encircling where the head seems to be. She speaks not with a voice, but on the wind itself. Sometimes called 'the Lady of the Wood,' Mother Ira is the caretaker of all creatures within the forest, though she has a particular fierceness when it comes to the Eeries' safety. She is kind, gentle, and wholly otherworldly; not even the Watcher knows who—or what—she is.

Quote: *"...thank you for your help..."*

THE EERIES OF THE BURROW

Everyone from Shingleford to Stonewater knows a tale or two about the tunnel-hoppers. These creatures, resembling a cross between meerkats and moles, dwell within the myriad tunnels beneath Oleander's Wood. It is said that they bring good luck to any who see them, as their tunnelling habits naturally till the earth into incredibly fertile farmland. According to another legend, carrying around the severed foot of a captured tunnel-hopper supposedly brings you enough luck to rival even the most prolific gamblers.

CLUES

- One of the Squatchers was seen burying something beneath a bridge.
- A Squatcher has been seen coming in and out of Squatch House with unusual frequency.
- A song about gaining power.
- A cameo locket, marred with claw-marks.
- Fresh flowers placed at the foot of a mouldy wooden cross.
- A plastic tackle box, fiercely protected under heavy chains and a padlock.
- A flyer for 'Creepy Carol's Creature Feature'.
- A Squatcher, talking with strange men in black suits and sunglasses.
- A shady receipt for 'monster hormones.'
- A photo of a young child features an Eerie in the background.

- In the late hours of the night, a Squatcher has been known to walk through Oleander's Wood while performing an ominous dirge.
- A letter to a popular radio personality, discussing the possibility of being a guest star on their broadcast.
- A Squatcher's hunting record shows they've made trophies of every legal game animal on the continent.
- A detailed research paper, proposing that cryptids are the next step in human evolution.
- A story about how one of the Squatchers used to live in Shingleford as a child. Before moving away, they would talk about playing with their 'imaginary friend' every day after school.
- A pendant of something unusual (choose one: a silver cage, a collection of fungus, a wooden doll, something else).
- The business card for a well-known individual in the cryptozoology community.
- A Squatcher's personal journal, detailing the different countries they've hunted in.
- A mock-up of a potential business plan, specialising in cryptids.
- An out-of-focus and grainy Polaroid of a famous cryptid, stained with a kiss-mark in black lipstick.

ELDRITCH INSIGHTS

- Recurring nightmares of being outcast from your closest circle of friends.
- A Side Character speaks gibberish and something peculiar escapes from their mouth.
- Your eyes glow a brilliant, terrifying purple as you feel a swell of rage.
- An Eerie who has withdrawn from the others after being afflicted by an eldritch sickness, afraid of it spreading to their family.
- A Scout feels the weight of countless eyes staring down at them.

REWARDS

- A Trinket Trap that retains a small amount of residual energy; add it to your Clubhouse Collection.
- A tunnel-hopper that's taken a liking to you; give it a name, and then add it to your Clubhouse Collection.
- Special Move: **Mother Knows Best** (see below).
- Jorji Krasch becomes a recurring Side Character; you get 1 additional Clue on the Snoop Move when you consult him about Clawfoot's natural wildlife. Additionally, you gain access to a special Riverboat Stop: **Fishing with Jorji** (see below).

- A merit badge from the Curse; ask another Scout what it is and add it to your Clubhouse Collection.
- A merit badge from the Curse; ask another Scout what it is and add it to your Clubhouse Collection.

SPECIAL MOVE: MOTHER KNOWS BEST

When the Navigator narrates a Scout's failure as the result of a missed roll, you may mark a box below and narrate how Mother Ira shows up in the scene to offer her assistance. Then, treat the result as if you had rolled a hit. After she helps you a third time, Mother Ira will wordlessly say a heartfelt goodbye to your group before disappearing. The Scouts share this track.



RIVERBOAT STOP: FISHING WITH JORJI

Once a week, Jorji hosts anyone interested in fishing on his trawler—'Great Name'. The boat itself is weathered and at least a decade old, but Jorji puts a lot of time into making sure she's seaworthy.

Paint the Scene (choose one for each player to answer):

- * *What stories of past fishing trips does Jorji regale you with?*
- * *What's the weather forecast for this fishing trip, and how has Jorji prepared for it?*
- * **What has Jorji most recently repaired, replaced, or repainted on the Great Name?**
- * *What does Jorji prepare in the trawler's kitchen for everyone to snack on?*

Darken the Scene (Locked until Layer Three of the Peddler's Revenge):

- * **What part of the Great Name are you worried might give out on this trip?**
- * **What do you think you see in the water's depths?**
- * **Why is nobody else out on the water today?**
- * *When Jorji guts the day's catch, what seems odd about some of the fish?*

Recall a Memory (choose one for the group):

- * *What was the last trip you took with your family into the wilderness?*
- * *When did you take solace in being alone in the woods?*
- * *What's the weirdest thing you've seen in the wilds?*
- * *During a dark time in your past, which animal did you turn to for comfort?*

