



**ADVENTURE BOOK**



THE NEIGHBORHOOD..... 1



THE OLD MANOR .....7



THE FAIRGROUNDS ..... 13



THE HIGH SCHOOL ..... 19



THE FOREST ..... 25



THE MALL ..... 31



THE CEMETERY .....38



THE GOVERNMENT LAB ..... 44



THE BOSSES..... 50



## THE NEIGHBORHOOD

### 2. THE FOUNTAIN

"Rats!" Jayla points, eyes fixed on a mass of filthy black vermin streaming from a sewer grate in front of the house next door.

"They're going toward Dr. Eaves's place," Danny says in relief.

Unaware of your presence, the rodents shriek and scurry in concentric circles around the doctor's stone fountain.

"They're in perfect formation," notes Celia, kind of impressed.

"Let's just let Dr. Eaves deal with 'em," Danny declares, desperate to hide the trembling in his voice—but Jayla isn't having it.

"Dr. Eaves is out of town. I say we see what's so special about that fountain," she says moving toward the house.

Jack shrugs. "I don't see how wading through a horde of grimy rats could be a good idea, Jayla."

Taking a moment, Jayla ignores Jack's attitude to make her point. "Look at them. They're squealing and marching in a perfect circle around the fountain."

"So?" says Jack.

"So, what's in the fountain?" Jayla asks, her eyes gleaming.

- A) **Wade through the rats and discover what the rats are guarding in the fountain. Take 1 damage. Draw an Item card.**
- B) **Keep moving.**



### 3. THE STREET

"Does anybody else hear that voice?" whispers Jayla.

Dumbfounded, you look around. The suburban street is lined with plenty of cars but not another living soul.

"Everyone, just stop and listen," she insists.

Now you hear it.

Somewhere, between the distant hum of highway traffic and the calm of the neighborhood, there are recurring, muffled cries.

"Are they saying help?" Celia asks.

"Yes, and they're nearby." Danny squints in concentration, fully attuned to the sound of the voice. "Over there!" He points and breaks into a run. You follow him to the alley's entrance.

"They're around here somewhere, maybe in one of these tool sheds." Danny motions to the rows of backyards. "Let's split up."

"Ah, it'll take forever to search 'em all, just holler," Jack counters.

"No, that'll bring unwanted attention," Jayla stops him.

"I don't wanna split up," Celia says shaking her head.

**A) Search all the tool sheds and garages to find the source of the voice. Lose 1 time. Draw an Ally card.**

**B) Keep Moving.**

### 4. THE CORNER STORE

"I've never seen vines like this," Jayla says, her fingers running along thorny purple creepers constricting storm cellar doors behind the corner store.

"Bet they're poisonous," Celia warns.

"Yeah, those thorns look gnarly," Jack replies, kicking the thickest purple protrusions, causing it to tighten around the door handles.

"That isn't normal," Danny balks.

"None of this is, like how these vines only grow around the doors," Jayla says, stepping back. "I heard this lot used to be a cemetery."

"Maybe it still is," says Jack. "Did they ever find out what happened to the owner?"

Danny shakes his head. "Nah, he just vanished one night."

"Shhh!" Celia points to the cellar doors. From within, you hear a melancholy tune sung in a mournful voice.

"Is someone in there?!" Danny puts his ear closer to the door.

"Must've been in there a long time," reasons Jack. "These vines are impenetrable."

"No," replies Jayla. "I think they just grow really fast."

**A) Peel back the thorny vines to discover who is in the cellar. Take 1 damage. Draw an Ally card.**

**B) Keep moving.**



## 5. THE VACANT LOT

"This is perfect!" hoots Jack. "Because it's a vacant lot. Get it?" Jack glances around for validation as you climb agrassy mound in the center of Grimbley's Lot. "By definition: it'll be empty. A great place for a break."

"At least no one can sneak up on us." Celia shrugs, her eyes tracing the fence line.

Jack beams proudly at his friends, unaware that the sand behind him is slowly churning around a widening sinkhole.



"Uh, Jack," Jayla whispers, motioning to the gaping void. Jack turns in time to see the eyeless face of a man-sized, mega-worm raising its wretched figure from the hole.

"Oh, come on!" Jack shouts. The worm hisses back at the sound of his voice, its mouth a bottomless chamber of spiraling fangs.

Tentacles wriggle up from stretches of sand around the lot.

"We're surrounded," Danny says through gritted teeth.

The mega-worm slowly encircles you.

- A) **Jump from grass patch to grass patch to escape the giant worm. Lose 1 time.**
- B)   **Fight the Mega-Worm. Fail and take 1 damage.**

## 6. THE GARDEN

Jack is the last over the fence to Ms. Busby's garden. Dusting himself off, he gawks at her towering tomato plants. "This place must be two lots wide."

"Where's this shortcut? I only see vines and stalks," gripes Celia.

"Maybe that raised beam is the center," Danny suggests and points.

Jack shakes his head. "No, that's the perch for the scarecrow, but it's emp--" An abrupt rustling halts Jack as a scythe slashes through the stalks.



Staggering from the breach is the lanky, bulging frame of the scarecrow! Tattered overalls and soiled flannel barely contain its muddied hay and mold-infested straw as black button eyes gleam deadly indifference.

"Run for it!" Jayla screams.

You sprint thirty feet before hitting another vine-veiled fence, this time laced with barbed wire.

"Bogus!" Jack shrieks.

Behind you, the scarecrow lurches and hacks its way ever closer.

- A) **Scale the barbed wire fence and escape. Take 1 damage.**
- B)   **Fight the scarecrow. Fail and take 2 damage.**



## 7. THE ALLEY

The alley is lined with a long row of uncollected garbage bags. "Alleys give me the creeps," Celia says.

Danny rolls his eyes. "Oh grow up, Celia, you always—" Danny trails off upon seeing a worn teddy bear atop one of the bags. "It's Mister Grizzler!" You all exchange glances. Danny picks up the bear. "I had one when I was little."



"Cute doll, Danny, but we don't have time to mess around," Jayla insists.

"It's not a doll: it's an animatronic action-companion," Danny snaps back. With a wide grin, he takes a green cassette from Grizzler's overalls and inserts the deck in his back and holds him aloft. The bear opens its eyes—awash in an eerie emerald glow—and sizes you up.

"Doomed," Grizzler warns. His voice is flat and electric.

The bear springs steel claws and swats at Danny's face—forcing him to drop the action-companion. Danny groans as Mister Grizzler readies to pounce.

"You're all doomed."

- A)  **Wrestle the cassette from Mister Grizzler's back and deactivate him. Fail and take 1 damage.**
- B)  **Quickly rig up a trap to contain Mister Grizzler in a trash can. Fail and lose 1 time.**

## 8. THE NEIGHBOR'S HOUSE

"I'm gonna say hi," Jack insists.

Jayla shakes her head eyeing the man known as Shades McShane in his fringed white leather jacket carrying boxes from his parents' driveway to his van.

"We'll go together," she offers.

Shades graduated from Wode Ridge High five years ago and moved to the city to start a band. Last summer, his music video "Radion Rats" was on MTV. Nobody is surprised he wound up famous; there has always been something otherworldly about Shades—even before his dabbles in the occult.


"Can we have an autograph?" Jack blurts out.

Shades exhales sharply. "I don't do autographs, but if you help me load these boxes, you can keep 'em." He removes his signature glasses and holds them out to the kids.

Jayla protests, "Just the one pair?"

"These are rare glasses, Jayla," answers Shades. "They don't just see, they reveal."

Somehow, Jayla doesn't even wonder how he knows her name.

- A) **Help Shades move the boxes in exchange for a pair of glasses. Lose 1 time. Gain a .**
- B) **Keep moving.**



## 9. THE PLAYGROUND

"Why is the merry-go-round spinning?" Jack asks. Celia furrows her brow, compelled by its rhythmic squeaks.

"There's no one around, and it's not slowing down," Jayla notices.

You circle the whirling carousel mystified by a spiraling purple pattern beaming from its center. So entranced, you don't even notice you're sinking into the sand.

"It's so beautiful," Danny declares —unaware he's submerged past his ankles.

"I could watch it forever," Celia replies —the sand nearing her shins.

Jayla stares deep into the throbbing light. "Is something wrong?" she asks in a daze—sand approaching her knees.

"ACHOO!" Jack's pollen allergy might have just saved his life. "Excuse me, guys," he says, rubbing his nose and shaking his head, the trance now broken. Through panicked, bleary eyes, Jack sees you're all half consumed and fully enraptured.

It won't be long before the sand devours you!

- A) **Grab hold of the merry-go-round, using its momentum to pull everyone free. Take 1 damage.**
- B) **Smash the purple light to break the spell. Discard an Item card.**

## 10. THE ABANDONED HOUSE

Celia didn't even want to go inside the deserted house on Lucent Drive, and now you're lost on the second floor. The whole building smells like dead flowers, and there's nothing here but the remnants of a life long abandoned.

"I'm willing to admit coming here may have been a mistake," Jack admits.

"We should go," Jayla says.

Celia traces their footsteps backward, but finds they disappear into a wall. "This doesn't make sense, we just walked through here."

"That settles it," Jayla says, her eyes fixed on the rotted boards nailed across a window. "You think you can pull those boards off?" Danny nods and motions to Jack. They use a dusty lamp to pry away the withered boards.

Two stories below you is an overgrown yard littered with bald tires, broken bottles, and a rusted-out '58 Plymouth.

"It might be better to just find a way back downstairs," Celia says staring at the ground below.

- A) **Find your way out of the abandoned house. Lose 1 time.**
- B) **Jump from the window to the yard below. Take 1 damage.**



## 11. THE BASEBALL DIAMOND

"Move toward the foul lines!" Jack orders into the churning storm.

Celia clambers towards him as he reaches an arm into the vortex pulling her free. "Whatever this storm is, it's localized within the baseball diamond," Jack says.

"You shouldn't have removed home plate!" Celia yells.

Stepping into the diamond, Jack feels the wind swell as swirling dust devils dance around home base and wheeze through the chain-link fence. He struggles to stay upright, squinting through the gale-force winds. Someone's arm reaches out, and Jack clasps their hand and pulls them back over the foul line. It's Danny—a little worse for the wear but OK.

Suddenly, Jayla bursts from the whirlwind, bruised but still standing. "It's getting worse in there," she warns. "All the rocks, branches, and sand. It's a death trap, but someone needs to go in and shut it down." She holds home plate in the air and looks around. "Any volunteers?"

- A) Fight your way back through to replace home plate and shut down the storm. Take 1 damage.
- B) Let your ally go in and shut the storm down. Discard an Ally card.

## 12. THE WELL

"My mom told me to stay away from wells," Celia protests.

"Mine too, but these are extenuating circumstances," Jack says as you approach the old well in Bartleby's Park. With a series of hundred-year-old squeaks, the hand-winch somehow revolves and lowers its rotted bucket into the darkened depths. A dulled thud announces the end of its descent, and the winch stops.

"Didn't they fill this in?" Danny asks.

"Yeah, I thought so too," Jayla says. A distant rustling echoes up from the bottom of the well; the bucket's rope jostles before pulling taut. The well goes silent.

"This gives me the creeps," Celia protests. "Can we go?"

Jayla scoffs and gazes into the void. "Weird. It feels like someone's looking up at me."

Jack absently plucks the tightened rope. "Something's in that bucket that wasn't there before," he asserts.

Celia just shakes her head.

- A) Hand-winch the bucket up. Lose 1 time. Draw an Item card.
- B) Keep moving.







## THE OLD MANOR

### 2. THE GREAT HALL

The wooden floor creaks underneath your feet as you move through the great hall in the darkness. Giant pieces of furniture are covered in dust-riddled sheets.

“You smell that?” Jack asks, breathing in deeply through his nose. “Kind of reminds me of my uncle’s hunting lodge.”

“Yeah, it smells like the campfires we used to build in the backyard,” says Celia.

A flickering light splits the darkness. You notice a massive fireplace, six feet wide, with a small, crackling fire inside.

“Must be this,” says Danny, then looks around, puzzled. “I thought this place was abandoned, though.”

Spying the giant mantle above the fireplace, Celia ponders out loud, “If we were in some kind of twisted episode of Scooby-Doo, there would probably be some kind of secret compartment here.”

She runs her hand along the scrolled, meticulous carvings on the face of the mantle, pushing some of the cobwebs out of the way.

Jack clears his throat. “And if this was Scooby-Doo, we’d only be dealing with some bumbling villain wearing a ghost mask. Come on, we don’t have time for this.”

- A) **Search for the mantle’s secret compartment. Lose 1 time. Draw an Item card.**
- B) **Keep moving.**



### 3. THE CELLAR

A dank, musty smell wafts up the cellar stairs towards you. Celia winces and pinches her nose. "Oh, that's foul."

"Come on," Danny says, moving confidently down the stairs, "a little odor never hurt anybody, right?"

Reluctantly, you follow Danny down the steps. The air becomes humid and heavy as you descend. The cellar floor feels soft and slippery beneath your feet.

"I don't think this place has been cleaned in a while," remarks Celia, stepping gingerly to keep her balance.

"Geez, you don't have to be so careful," says Danny, resting his hand on a tall set of rusty, old iron shelves to maintain his balance.

Between some of the shelves, Danny notices a large crevice in the concrete wall. "Guys," he says, bending down to inspect the hole more closely, "it looks like there might be something inside this wall."

As he starts to reach inside the hole, Danny loses his balance and falls backwards. On instinct, he grabs the shelf to try and right himself, but as he does the bottom shelf pulls out of the wall causing all the shelves above it to come crashing down.

Jayla pulls Danny out of the way just before everything lands on him.

- A) **Work your way through the jagged, rusty debris to recover the item inside the wall. Take 1 damage. Draw an Item card.**
- B) **Keep moving.**

### 4. THE STABLES

"How do you know how to do that?" Jack asks, puzzled, as Jayla's hand smooths out the hair along the neck of a great Morgan horse.

"I don't know," Jayla says. "Animals have just always kind of taken to me." The horse nuzzles Jayla's neck, and she giggles.

Moonlight peeks in through the windows of the house's attached stable. You notice that all of the other horse stalls are empty except for several bales of hay that have apparently been put inside them for storage.

"I don't get it," says Danny, "why is this the only horse here?"

"I'm not sure, but someone must be around to take care of him," says Celia. "There's no way he'd be here, all domesticated, unless he was getting fed and groomed."

As if to agree, the horse snorts and nods her head.

"Well, why don't we try to find them?" asks Danny.

Jack wheels around to face Danny. "What? And get thrown out of here?"

"It's worth a shot, Jack," says Celia. "Maybe we'll be able to find our way around easier if we had someone who knows the layout of this place."

- A) **Look around for the person who takes care of the horse. Lose 1 time. Draw an Ally card.**
- B) **Keep moving.**



## 5. THE DINING ROOM

Jayla looks over the giant dining table, crumbling layers of dust covering the salt and pepper shakers and candlestick centerpieces that populate its center. "How would you ever be able to invite enough people to fill a table this size?" she asks.

Danny, at the opposite end of the mammoth table, yells back, "WHAT?!"

"Must take forever to pass the butter to someone," Jack says, perched on a high rung of a ladder. He's wiping dust off the glass doors of the dining room's china storage, built into the twenty-foot-high walls.

"Jack, get down!" Jayla cries, getting up from her chair. "That thing might break."

Jack laughs at Jayla's worried tone. "I'm fine," he says as he scans the rest of the cabinet. He pauses when he opens a drawer full of old papers. "You guys think there's anything helpful in here?" he asks holding up two handfuls of documents.

As papers slowly fall to the floor, Celia grabs a few out of the air. "There are old maps of property lines in here," she says with excitement.

"There are also ten-year-old grocery lists," Jayla says holding up an old, yellow notepad.

Jack tosses a bunch of papers into the air. "Hey, look! It's snowing," he says with glee.

Danny jiggles the ladder.

**A) Go through the documents to try and find something useful. Lose 1 time.**

Gain 1  token.

**B) Keep moving.**

## 6. THE SERVANTS' QUARTERS

"This must be where the servants slept and ate dinner and stuff," says Celia, walking through a narrow hallway.

"Servants? Really?" asks Jack. "Like on that show, Berkshire Estate?"

Everyone stops and looks at Jack, surprised. He holds his hands up defensively. "It's my mom's favorite TV show, you guys," he says.

From down the hallway, a cold stilted voice echoes your direction. "Will you be taking tea in your room, sir?"



You shudder at the sound and turn to see a tall, gaunt figure dressed in an ornate Victorian butler's uniform, moving steadily toward you. He carries a large brass teapot, massive amounts of steam pouring forth from its spout.

Jack, uncertain of what he's seeing, replies, "Ummm . . . no?"

The Butler's sunken eyes narrow as he scowls. "Very good, sir."

The Butler aims the teapot at you, and a jet of steaming hot liquid sprays forth in your direction.

**A) Run from the butler. Lose 1 time.**

**B)   Fight the butler. Fail and take 1 damage.**



## 7. THE GARAGE

"This is the biggest garage I've ever seen!" Jack walks towards the garage's dozen or so vehicles to take a closer look, a giddy smile on his face.

"Careful, Jack," calls Jayla, waving the air in front of her nose. "I smell gasoline, or oil, or . . . something."

"Of course," says Jack, pointing out a twin gasoline pump bay in the middle of the garage floor. "This place is stocked with its own supply. That's how these rich folks did it back then."

Danny leans over the hood of a Rolls Royce, admiring his reflection in the mirror-like paint. "Man," he says, walking in front of the car, "for being so old, these cars are in fantastic shape."

The car's headlights suddenly flash on. Danny holds up his hands to shield his eyes from the light, which fills the garage. One by one, you hear each car's engine start up and rev loudly. The vibrations shake the floor of the garage.

A car charges toward the garage door. All of you dive out of the way as it collides with the wall. The gas pumps in the middle of the room begin spraying petroleum all over.

Jack rushes towards the pumps, attempting to gain control of the hoses. "Get out of here, you guys!" he screams.

You frantically look for another exit, and you notice a window above a workbench, the pane of glass partially broken out.

- A) Run around, avoiding the cars, and escape through the garage door. Lose 1 time.
- B) Climb through the broken window. Take 1 damage.

## 8. THE ATTIC

Jack whistles as he walks around, hunched over to keep his head from hitting the exposed beams of the attic. "I thought there was enough dust downstairs to last a lifetime, but it looks like they've been storing it up here," he says, waving dust away from his face.

Stacks of boxes line the walls of the attic. Years of neglect have produced giant cobwebs over frames of artwork and tarp-covered furniture. With every step you take, the amount of dust on the floor somewhat softens your steps.

Celia walks past everyone toward a set of double doors on the far end of the attic. She opens them, and an evening breeze wafts through. "Anyone ever heard of an attic with a balcony?" she asks.

You follow her and look out over her shoulder. You notice the balcony has no railing and is only big enough to hold no more than two or three people. Looking down, you see nothing between you and the ground, at least forty feet below.

From behind you, you hear a loud CRASH! You whip around to see a floor lamp knocked to the floor by a giant, swirling cloud of dust, now standing between you and the attic entrance. The cloud fills the room as it moves toward you, growing larger and larger as it collects more dust from the attic floor.

- A) Climb down the side of the house to escape. Lose 1 time.
- B) Run through the dust cloud to get out of the attic. Take 1 damage.



## 9. THE BILLIARDS ROOM

Danny runs his hand along the felt rail of the pool table. "I wonder why these tables are different from one another," he says.

"Different games use different tables," says Celia.

"What are you talking about? Aren't these all pool tables?" Jack asks, blowing dust off the surface of the table in front of him.


"That's a pool table," replies Celia, motioning to where Jack is standing, then points to the other two tables. "That's a snooker table . . . that's a billiards table."

"How do you know that?" Danny asks.

Celia walks toward a case of antique cues affixed to the wall. She opens the case and softly runs her fingers over them. "I read a lot. You know what they used to call a cue stick back in the 1600s?" she asks, grabbing the thickest one.

Celia turns toward you, her face lit up with confidence. She wields the cue stick like a weapon, a glint in her eye.

"A mace."

A) Gain one .

## 10. THE MASTER BEDROOM

Beams of moonlight shine into the cavernous master bedroom. You walk slowly through the room in awe.

"Holy cow," Jayla exclaims, "this room alone is bigger than my first apartment!" She walks over to the double king canopy bed, hopping up on the edge of the mattress. Long, translucent sashes of white fabric hang from each pillar.

"It'd be a long walk to the bathroom in the middle of the night, that's for sure." Danny says from across the room.

Jayla stretches her arms wide. "Ooooh, I would kill to have a bed this big," she says as she falls back onto the mattress. As she lands, a cloud of dust bursts into the air, and she rolls off the mattress in a coughing fit.

Suddenly, the canopy sashes dart out, wrapping themselves around Jayla's backpack. She yelps and struggles as the sashes rummage through the pack.

Danny dashes over to help, but the canopy sashes grab him by the ankles, lift him into the air, and hold him upside down. They shake him violently, and the contents of his pockets empty out onto the bedroom floor.

A) Untie and rip through the sashes to escape. Lose 1 time.

B) Toss an item onto the bed to appease it. Discard 1 item card.



## 11. THE GARDEN

"Are these still producing?" Jack asks, walking by a row of grapevines.

"I don't know," says Jayla, "but I read that the owners of this place produced some of the best wine in this area. That was over 100 years ago, though."

Danny walks up next to Jack. "Oh, wait, here's a little one," he says, reaching for a tiny fruit hanging from the vine. He plucks it, pops it in his mouth, and bites down. He winces immediately.

"Sour?" asks Jack. Danny only nods, then feels something against his foot and looks down.

Multiple thorny vines have wrapped themselves around Danny's legs and locked him in place.

Danny screams and reaches out to Jack, who drops down and tries to untangle the vines.

Frantically, Jack cries out to Jayla, who rushes over to help.

- A) Carefully untangle Danny from the vines. Lose 1 time.
- B) Yank Danny out of the vines as quickly as possible. Take 1 damage.

## 12. THE KITCHEN

"Danny, what are you doing?" Jayla asks, annoyed.

"I'm starving!" Danny calls back from inside the giant, walk-in kitchen pantry. "I haven't eaten anything all day, and I thought there might be some food in here."

"Come on, buddy," says Jack, reaching into the pantry to pull Danny out. "Even if you found some food, I doubt it'd be edible." Danny exits the pantry, disappointment etched on his face.

A loud, quavering groan echoes through the kitchen. Startled, you look around, trying to locate the source of the sound.

Jack looks at Danny. "Wow, you must REALLY be hungry."

Danny looks around the kitchen, puzzled. "That's not me."

Another groan resonates through the room, shaking the floor and the cabinet doors. With a loud BANG!, the oven door slams open, revealing a fiery light inside. The groaning continues, and the oven grates on the range explode towards the ceiling with a series of flashes.

Celia turns to you, her face filled with fear, and yells, "Get down!"

A giant fireball explodes out of the open oven, filling the room and blocking the only way out. A giant flame steadily streams from the oven as you hide in the pantry.

- A) Wait for the oven to run out of gas. Lose one time.
- B) Call for help and get someone in the other room to turn the gas off from outside. Discard an Ally card.





## THE FAIRGROUNDS

### 2. THE FORTUNE TELLER

Celia suddenly stops walking, and it takes a moment for the group to notice.

“What’s the hold up?” asks Jayla, coming back to her friend. But Celia ignores her, eyes locked onto those of a dark figure in a glass box, a woman in shawls and jewels; an old animatronic, the kind that takes coins to print fortunes. Celia cannot help but to inch towards the box.

“Guys, help me here,” says Jayla, but they do not respond. She sees they have fallen under its spell as well, each walking forward. The animatronic begins to shift, hands passing over a deck of pictured cards.

“What is your fortune, my pretty?” asks the thing in a robotic voice. It repeats itself. “What is your fortune, my pretty?” A few dancing lights try to flicker on. “I can tell you your fate, my dear. Come closer. Come. Closer.”

Jayla looks at her three friends, each approaching, each trapped in the white-eyed gaze of the broken contraption. Jayla knows she has to snap them out of the spell.

- A) **Slap your friends until they snap out of the spell. Take 1 damage.**
- B) **Go grab something heavy to smash the glass and break the fortune teller. Lose 1 time.**



### 3. THE TENT OF MIRRORS

Moving quickly, the group weaves from tent to tent. There is a crack, an unknowable hum, and Jayla points to an entrance. "In here," she says. "Keep low."

They each slip between the folds of the tent, Celia last, her hand on Jack's shoulder. Her hand gives way in the darkness for just a moment, and she comes face to face with a stranger.

Celia screams, just for a moment, before clapping a hand over her mouth, the stranger doing the same. Only then she realizes it is a reflection in a mirror, warping her reflection. She turns around and finds another reflection, and then another. Soon she sees infinite terrified faces, infinite Celias, lost together and staring at themselves. They are all warped in some way. A maze of tall and short, fat and skinny, crooked and squeezed.

She hears Jayla call out for help, then Jack. Danny yells and bangs on glass and a crack appears in one of Celia's mirrors. She makes eye contact with herself over and over, and one reflection, one that is not moving, is facing away from her. She wants to get out more than anything because she knows she doesn't want to see herself turn around.

- A) Slowly make your way through the tent and escape. Lose 1 time.
- B) A friend loses it and smashes through the mirrors to get out. Discard an Ally card.

### 4. NEAR THE FERRIS WHEEL

"Still smells like funnel cake," Jack says. He still hasn't figured out how to use his quiet voice when he's sneaking around places he's not supposed to be.





With a soft "shhhh," Celia puts one finger over Jack's mouth and points at something moving in front of the old Ferris wheel.

Jack pushes her hand aside. "Ah, it's just the wind. Don't be a baby."

As the words leave Jack's mouth, an oversized, red shoe inches out from the shadows... and an overweight, disheveled clown slowly emerges. His face is stained with old makeup, and his clothes are covered in brown mud...or is that dried blood?

He's dragging a giant hammer with "TEST YOUR STRENGTH" written on the side, and he flips it up on his shoulder without any trouble at all. A wide, black-toothed smile stretches across his face, and the caked-on makeup cracks as it stretches.

The clown's shoes squeak as he dashes towards you.

- A)   Trick the clown into getting on the Ferris wheel. Fail and lose 2 time.
- B)   Fight the clown. Fail and take 2 damage.





## 5. THE HOUSE OF CURIOSITIES

Danny stops to stare at a wagon parked between two tents. Its door is slightly open, a dim light inside. He moves towards it.

"Are you... are you sure about this?" Celia asks, stumbling to fall behind him as he nears the wagon. Celia reads the damaged paint on the sign above them: *Dr. Latimer's House of Curiosities*. Danny doesn't, pushing the door open and going in.

She gulps and steps in to see a room of mysterious objects. Shriveled hands, brass gadgets, medical photographs, even jars of things that she imagines were once alive, all in cabinets around the walls with little signs that declare their strangeness. There is nobody else around, except for Jayla and Jack, who come in just steps behind her.

"This is so, so cool," says Danny. He taps a mummified creature, some sort of monkey, with a dusty pencil.

Celia studies the objects and drawings, the strange props and collectibles, as Jayla spins slowly, taking it all in. "You think we should look around?" she asks.

There is a small crash. Everyone spins to see Jack surrounded by loose teeth, spilled from an urn. He shrugs, sheepish.

"Maybe if we are quick," says Jayla with an eye roll.

- A) Look around to try to find something useful. Lose 1 time. Draw an Item card.
- B) Keep moving.

## 6. THE CAGE

The box catches Danny's attention. It is engraved, embossed with gold, and shut with a latch. What the rest of the group notices, however, is that it sits just inside the massive bars of a cage, like the kind that would contain a wolf or a lion. Balls, hoops, and toys covered in deep claw marks lay scattered on the dirt within.

"Look at that," says Danny. "It has got to be important."

Jack, frozen as the rest, barely sputters in response. "I don't think that's worth it."

"No really, I can just grab it." He focuses on the little bed of hay it sits in, just out of reach. Jayla, Celia, and Jack cannot take their eyes off of the red irises staring back at them from the shadowed corner of the cage.

"I'll be quick," says Danny. "Really quick."

A growling sound, both feral and choking, comes from the darkness, making Danny leap back with a start, finally seeing the problem at hand. The eyes don't move, but Danny is right; the box is within reach.

- A) Grab the box. Take 1 damage. Draw an Item card.
- B) Keep moving.



## 7. THE ESCAPE TANK

A small stage holds a glass tank full of dark water. It is covered in locks and chains.

"That's an escape tank, I think," says Celia. "Like Houdini would use on stage."

Jack walks towards it, distracted by his reflection. He ruffles his hair and spins around. "Imagine me doing some tricks like that," he says, striking a pose. "The Amazing Jack!"

A hand slaps the inside of the glass, making Jack yelp and hit the ground. The hand presses, then beats, against the glass, struggling. The water swirls and legs come into view, and the lid shakes against its locks. A face, barely visible, is just above the water's surface, struggling to breath.

"Someone's in there!" exclaims Celia, running forward, grabbing at the chains and latches.

"Not for long," says Jayla, brandishing an old pipe that was laying on the stage. "Stand back."

- A) Use the pipe to hit the lock until it opens. Lose 1 time. Draw an Ally card.
- B) Keep moving.

## 8. THE CAROUSEL

The carousel looks abandoned, the horses still and staring with dead eyes, but movement further within catches your attention. Jayla puts out an arm to stop the group. She says nothing, focusing on what lays within.

"Get closer," Danny says. He cannot help himself; he has to be the one to say it. He wants to be the first to jump OR for the others to see it that way.

As if summoned by his voice, the carousel lights flicker, and music begins to play. Not cheerful music, but something like a record pulling backwards against the needle. The horses' eyes glow and the whole thing turns, creaking out of its slumber to spin. Then spin faster. Then faster.

There is a shriek inside, one that Jayla hears over the horrible sound. Whatever was in the center of the vortex waves at them, begging.

"Wait Danny, what are you—" says Jayla as Danny runs forward to the edge of the machine. He looks back, with that look he has when his mind is set on something.

"Someone's in there."

- A) Jump onto the spinning carousel to rescue the person trapped there. Take 1 damage. Draw an Ally card.
- B) Keep moving.



## 9. THE BIG TOP

The group finds themselves in front of one of the largest tents, something they have somehow avoided so far. "That's it," says Jayla. "We either do it, or we don't."



She leads them single file into the darkness of a large space, one that once was littered with audience members and popcorn, stacked five rows tall in wooden stands. The center would have been a menagerie of beasts and tricks, two towers holding a death-defying tightrope overhead.

Instead, the place is empty and cobwebbed, except for the center ring. The first row of seats sit burnt, the ground blackened with soot, all around a metal pit set in the center filled with live coals.

"I think we should go," says Celia. "I don't like this."

However, Danny, Jayla, and Jack edge just a bit closer, just enough to see if anything useful lays in the half-burnt mess around the pit.

The coals move. A body, human to some degree, arcs its back and bends upward in the pit, skin cracked with rivers of burning red, it folds and stands, straightening up. It has no eyes. The being of embers opens its mouth and breathes in. Everyone else is frozen until it is almost too late, but Jayla knocks them down in time as fire streams from the creature's mouth.

- A)  Run for the exit amid the flames. Fail and take 1 damage.
- B)  Grab a bucket of water to pour on the ember monster. Fail and lose 1 time.

## 10. NEAR THE FUNHOUSE

Honk.

The group freezes and turns around to see nothing moving. Old tents, the smell of stale popcorn, signs and plush toys. An old lantern, cracked on the ground, and a wooden clown statue, posed by a sideshow game. "I don't like that one bit," says Jayla. She turns first to continue, then Danny, then Jack. Celia is still staring, and when she finally moves, it comes again.

Honk.

They all spin in unison, still to the same tattered carnival row. Their eyes struggle to see a shifting shadow, something horrible that would rush them. Nothing looks different. Nothing moves.



"The clown," says Celia. "The clown."

She doesn't have to explain; the statue had moved closer, now beside a cotton candy machine. But its face was looking at them. They were close enough to see the make-up peeling from its face. Under torn bits of cloth is the color of dark rot. It was, somehow, smiling wider.

"No, no, you're just seeing things," says Jack, not blinking, walking backwards. He trips on the guideline of a tent and the group looks at him as he tumbles into the dirt.

Honk. Honk. Honk.

It only takes a second. When they all look back, the clown is not alone. Now, there are three. They are so close that the kids can see the teeth in their grins.

- A)  Escape through the Funhouse. Fail and lose 2 time.
- B)  An Ally volunteers to keep a watch on the statues so they don't move. Discard an Ally card.




## 11. THE MECHANICAL BULL

What catches Celia's eye is the bag of tools on the ground. What Jayla sees is the mechanical bull, bent and funny above it. She remembers one when she was little, like one for kids, that she rode on once. She would keep climbing back on no matter how many times it threw her off. What mattered to her is that she wouldn't let it win.

Jack and Danny walk over to the bag, seemingly left by some tinkerer destined to never finish fixing the old thing. Jack gives a big smile and climbs on the back, grabbing the pommel.

"Giddy up!" he says, kicking his heels into the machine. To his surprise, it begins to groan, swerving him around and around, bumping him about while Jayla runs forward and tries to grab it. Danny leaps onto a dangling bit of rope and pulls to tame it, but it doesn't matter; the bull throws Jack to the ground, and Celia helps him up, taking the tools as well.

"That was way too loud," says Jayla. "No more joyrides. Let's get out of here."

A) Gain a .

## 12. THE RINGMASTER'S OFFICE

Jack peeks inside through the door that says *Staff Only*. "It's empty," he says to the others, each keeping watch. "Some sort of office. And finally a nice place to sit!"

Jayla sighs as she pushes past him. He is right, though, it is an office. It is also empty.

"I think someone in charge was in here," says Danny, kicking at papers strewn across the floor. "Didn't like to clean up after themselves."

Celia begins to push around the papers on a large wooden desk, picking up and putting down trinkets, photos, and staff logs. "I don't think they were the ones who made the mess, Danny."

"They sure didn't," says Jayla, a tinge of fear in her voice. The rest audibly hear her gulp. She has opened a small closet space. Buried in the costumes and files is a mummified body, face still touched with wisps of an enormous mustache, white and thinned. The arm they can see has a red sleeve with gold buttons.

Celia clears her throat as politely as she can and then seems stunned when they all look at her.

"A map," she says. "Or, at least one that isn't messed up."

A) Gain a  token.





## THE HIGH SCHOOL

### 2. CAFETERIA



"Maybe there's some of those chocolate chip cookies in the back!" Jack meanders around the cafeteria tables and into the kitchen.

"We're not here for cookies," Jayla calls after him, as you try to catch up. But when Jack gets through the door, he spots Mrs. Lee, the lunch lady, hunched over a huge, boiling pot in the dark.

"Mrs. Lee?" Jack says, just as you enter. Mrs. Lee pulls what looks like a dead bat out of her apron and drops it into the pot.

Plumes of green smoke rise from the concoction, and engulf Mrs. Lee. Her skin starts to peel off her body, revealing scaly flesh underneath. A large, crooked nose pushes out from under her face, ripping whatever skin was left. She parts her cracked lips into a wide smile to reveal jagged, yellow teeth.

She cackles and points a claw-like finger at Jack, magically pushing him against the wall.

- A)  Turn the huge pot over and escape. Fail and take 1 damage.
- B)  Talk to Mrs. Lee about how good her clam chowder is until she lets her guard down so you can escape. Fail and lose 1 time.



### 3. LIBRARY

You run through double doors into the library and lock them behind you.

"This town is nuts," Jack says, panting as he falls to the floor. Celia is already searching the shelves of books.

"Now's not the time for homework, Celia," Jayla says, helping Jack up.

"Maybe something in here can help us stop whatever's happening." Celia comes to a halt in the very small paranormal section. She pulls out a book called *The Cryptozoology Encyclopedia* and plops it onto a table.

You all make your way over to her. Celia opens the book and starts skimming the index.

"Aha!" she exclaims, and quickly flips to the center of the book. "Cryptid Identification and Weaknesses."

"What's a Cryptid?" Danny asks.

"It's a creature that hasn't been proven to be real, like Big Foot or a Yeti," Celia answers, already reading the chapter. "This could help us fight whatever comes at us next!"

A) Gain a  Resource.

### 4. POOL

"I don't think we're going to find anything in here," Celia says, her eyes analyzing every inch of the empty indoor swimming pool area. Danny plops onto the bleachers with a sigh.

Outside, the clouds give way to the moon, which is shining a strange, reddish tint. Its beams pour through the large windows directly into the pool, casting the red glow onto the water.

"Ugh, creepy," says Jayla.

"I don't know, I think it's kind of calming," Danny says, now laying down on the bench.

"Hey guys, look at me! I'm captain of the swim team." You look up to see Jack, standing on the high dive and making various muscle poses. The water begins to move and slosh beneath him.

"Get down now!" Jayla shouts, just as a large wave jumps from the pool towards Jack. A red, watery hand emerges and grabs him, pulling him off the board and into the deep end.

A) Run and find something in the equipment closet to use to rescue Jack from the pool. Lose 1 time.

B) Quickly use something in your backpack to rescue Jack. Discard an Item card.



## 5. SHOP CLASS

"This is not good for my allergies," Celia wheezes at the entrance to the shop classroom. She takes one look at the sawdust blanketing every workstation and says, "I'll wait here."

The rest of you scour the room for clues. "Doesn't look like anyone's been here for a while," Jayla observes, wiping some dust off a drill with her finger.

"Shop is lame; I'd rather be in gym," Danny says, picking up a handsaw.

"Yeah, so you can stare at Jessica," Jack taunts.

"That's not true, I don't even—ow!" Danny accidentally cuts his finger open on the saw. The blood drips down onto a workbench, mixing with the sawdust.

"Are you okay?" Jayla asks. But before Danny can answer, the dust begins to swirl around. Suddenly, all the electric tools whir to life and lift into the air, trapped in an invisible vortex. You're pushed into the center, dodging the sharp blades as they fly by.

- A) **Hide under the workbenches while Celia runs to turn the power off. Lose 1 time.**
- B) **Run through the vortex to escape. Take 1 damage.**

## 6. AUDITORIUM

"Woah, look at all this stuff." Danny crosses the stage and picks up a fake sword, a prop for the school play.

"Put that down, it's for my big scene." Jayla snatches the sword out of his hands.

"If we're even alive for opening night," Jack jokes, but there's fear behind his eyes.

Suddenly, a strange, operatic voice sings a sad tune that floats down from the rafters to the stage.


"Cut it out, Jayla," Jack says.

"It's not me!" Jayla turns around, clearly not singing. But the voice continues, and as it reaches a crescendo, the song turns into screeching.

Celia covers her ears with her hands. "What is that?"

You huddle together on the stage, looking around for the source. As the screeches grow louder, the room starts to vibrate.

Above you, several large sandbags hover and shake, the vibrations loosening their ropes. Just as you look up, the bags plummet towards you.

- A)  **Jump out of the way. Fail and take 2 damage.**
- B) **An ally pushes you out of the way but gets hit by the falling sandbags. Discard an ally.**



## 7. PRINCIPAL'S OFFICE

"We really shouldn't be in here," Celia whispers, as she closes the door to the principal's office.

"We shouldn't have been in a lot of places; why stop now?" Danny retorts, already looking through the filing cabinets. Jack turns over an hourglass on Principal Garcia's desk.

"Put that down." Jayla takes the hourglass out of his hands and carefully puts it back. Out of the corner of her eye, she sees a drawer slightly ajar on the inside of the desk. She quickly tries to open it, but something is caught inside.

"It's jammed," Jayla says.

"Will this help?" asks Danny as he pulls a screwdriver out of the cabinet.

Celia peers out the door's window and sees a shadow growing at the end of the hall, accompanied by heavy footsteps. "Hurry up, someone's coming," she whispers.

Danny runs over and hands the screwdriver to Jayla.

- A) Work the drawer open with the screwdriver. Lose 1 time. Draw an Item card.
- B) Keep moving.

## 8. SCIENCE LAB

"I don't think these are going to do us any good," Jayla says, picking up a glass beaker with a blue liquid inside.

"Shouldn't they clean these out? It seems like a liability," Celia mumbles to herself. She picks up a vial, this one containing a red liquid.

"I don't know why we all have to take chemistry. I'm never going to remember this stuff when I'm older," Jack says, as he idly turns a burner on and off.

"Stop messing with that, you could get hurt," Jayla snaps at Jack. He ignores her and continues playing.

"Looks like there's some extra tools in the back," Danny says as he starts to walk towards the closet.

But before he gets there, Jack's elbow slides into a beaker, knocking the purple liquid inside into the open flame. It spurts out and covers the floor in purple flames, blocking the closet.

- A) Run through the flames to look in the closet. Take 1 damage. Draw an Item card.
- B) Keep moving.





## 9. COMPUTER LAB

"Maybe Mr. Carlson has something useful in the computer lab we could... borrow," Celia says, her voice filled with affection for her favorite teacher.

"Wow, Celia suggesting we steal? This is a weird night," Jack jokes.

Celia's face blushes red. "I said borrow!" she huffs as she heads into the lab.

Inside are ten identical Apple II computers: beige boxes with tiny screens and hulking keyboards. At the front of the class, a series of ones and zeroes blanket a chalkboard; a lesson on binary code.

But, in the back of the room, one computer screen glows blue in the darkness. As you inch towards it, you see a figure slumped over the keyboard.

"H.. hello?" Jayla calls, the rest of you huddled behind her. No answer. The person seems to be asleep.

"Should we wake them up?" Danny asks. "It's kinda weird for them to be asleep in here."

Jack chuckles. "What are you talking about? You fall asleep in this class all the time."

- A) Wake the person up. Lose 1 time.  
Draw an Ally card.
- B) Keep moving.

## 10. BAND ROOM

"Help! Someone please help me!" A terrified cry echoes through the hallways.

"Who was that?" Danny asks. You look around as the voice screams again.

"I don't know, but we have to do something!" Jayla barrels down the hall towards the noise. Reluctantly, you all follow. As you get closer to the voice, you hear an ensemble of macabre music playing.

"I don't like this one bit," Jack says, as Jayla leads you into the band room. As you walk in, you can't believe your eyes. A marching band of ghosts is playing instruments made of bones.

Their phantasmic forms blow shrieking gusts into horns and woodwinds, creating a cacophonous sound. A ghoulish conductor keeps a tempo that no one seems to be following. A violinist shifts his glowing, red eyes in your direction.

"Help me, please!" You turn your attention to a shrouded figure in the corner of the room, trapped behind the undead drum section.

- A) Fight your way through the skeleton band to rescue the person. Take 1 damage. Draw an Ally card.
- B) Keep moving.



## 11. ART ROOM

"Do you hear that?" Celia whispers, as you move down the dark hallway of lockers. A low, mechanical hum floats through the air.


"Over there!" Jayla says, and ushers you into the art room, the door already cracked open slightly.


"Hello?" Jayla's voice echoes eerily over unfinished paintings of faceless subjects.

The whirring noise grows louder. Danny looks to the back of the room and sees a pottery wheel spinning on its own, with a block of clay in the center. "Here's the culprit," he says. "Don't worry, I got this."

But as Danny approaches, the clay starts to gurgle and grow. The block twists as if invisible hands are shaping it into a large, monstrous form. A mouth rips open at the face and releases a loud groan, overpowering the hum of the machine.

"Danny, look out!" Celia shouts, just as the golem lurches two long arms towards him.

A)  **Fight off the golem and escape. Fail and take 1 damage.**

B)  **Find something to harden the clay. Fail and lose 1 time.**

## 12. GYM

"Where are the baseball bats?" Danny asks, as you check the storage closet in the gym.

Behind you, the sound of a dribbling basketball echoes from the court.

"Jack, not now—" Jayla starts, but stops when she sees Jack playing with a jump rope.

You turn around to see a dark figure shooting a ball into the basket. A large "13" glares from the back of its hoodie.


"Oh! Hey, Jason!" Danny calls, recognizing the captain of the basketball team from his number.

The figure stops. It stretches out its arm and grabs the basketball with one hand... wait, not hand. A claw?

With one squeeze, the ball pops like a balloon. Slowly, it turns to reveal a snarling, hairy face. Saliva drips down its pointed teeth. It rears back on hind legs before releasing a piercing howl.

"Jason?" Danny gulps. But it's too late; the wolf creature charges at you.

A) **Run out of the gym as the creature scratches your back. Take 1 damage.**

B)  **Trick the creature and lock it in the closet. Fail and take 2 damage.**





## THE FOREST

### 2. THE CAVE

"Do you see that light? Is it a fire?" Celia points off the trail.

"Let's check it out. If it's a fire, we should report it," says Jayla.


A red glow shines through the trees. On the far side of a clearing is a cave with an even, red glow emanating from inside it.

"There's something in there!" Jack shouts.

A dark figure is silhouetted by the sinister glow. The figure becomes visible as it leaves the cave. It's thin and scaly with a long tale, sharp talons, and black, oval eyes. It is carrying a dead crow that it takes a bite out of.

Jayla holds a finger to her lips and crouches behind a tree.

The lizard-man stumbles a bit outside the cave and blinks in the grey light of the clearing. He perches on a rock and continues to gnaw on the dead crow, spitting out the feathers.

- A)  Distract the lizard creature and escape. Fail and Lose 2 time.
- B) Wait for the lizard creature to leave. Lose 1 time.



### 3. THE BRIDGE

"How deep do you think it is here?" Danny leans over the edge of the bridge that spans the river where the trail has met up with a gravel road. The grey, swollen river swirls fifteen feet below the bridge.

"I don't think we should find out. It's wet enough out here already," says Jayla while rubbing the railing where the mist has collected.



A scuffling sound comes from the far side of the bridge. A man emerges from the forest and limps onto the bridge. He is dressed in old, torn clothes and looks like he hasn't bathed in weeks. He is mumbling to himself.

"Uh, excuse me, sir...?" says Jayla as he shuffles closer. He doesn't seem to hear her.

"So...hungry...must eat." The man says. His eyes glow a dull red. His long fingernails are black and jagged.

He reaches out. "So...HUNGRY..."

He lunges at you!

- A)  Fight the deranged man. Fail and take 2 damage.
- B)  Jump off the bridge and escape. Take 1 damage.

### 4. THE SHACK

The trail ends at a rickety shack with a peaked tin roof on a grassy hillside. A thin tendrill of smoke rises from a makeshift chimney.

"Do you think that's the back door or the front door?" asks Jayla, eyeing the shack.



"Smells like someone's cooking," says Jack. He inhales deeply.

"I'm getting hungry, now that you mention it." Danny rubs his stomach. "I wish I'd packed snacks."

The door of the shack creaks open, and a large, burly man emerges. He is wearing a plaid shirt and carrying an axe over his shoulder. His red eyes burn above his thick, scraggly beard.

"Hey, you kids!" His voice is harsh and raspy. "You're just in time for dinner!" He lumbers forward, gripping his axe in both hands. "COME AND GET IT!"

He chases you down the muddy slope. At the bottom of the hill is a barbed wire fence blocking your escape.

- A)  Climb over the barbed wire fence. Fail and take 1 damage.
- B)  Trick the lumberjack into getting stuck on the barbed wire fence. Fail and lose 1 time.



## 5. THE MINE

"Hey, look at this!" Danny calls from the far side of the meadow.

Jayla looks annoyed. "I thought we said we're taking a break?"

"Yah, but this is really cool. We could take a break in here." Danny moves into the bushes.

"What's cool?" Jack asks, following Danny out of sight.

Celia looks at Jayla. "Boys..." She shrugs, and heads across the meadow.

Through the bushes there is an old mine entrance. The timbers are cracked and sagging under the weight of the hillside. Thirty feet inside the entrance, the way is blocked by a cave in. The rubble spills around old, dusty mining gear.


"I wonder if any of this stuff still works," murmurs Celia. She steps inside.



A dozen bats fly out and flit through the mist.

"Eek! I don't know if it's safe to go in there," says Jayla.

Thunder booms outside the mine entrance.

"Doesn't seem safe out there, either," replies Jack.

A) **Quickly dig around in the rubble to find something useful. Gain a .**

B) **Spend time digging around to find as much as you can. Lose 1 time. Gain a  and a .**

## 6. THE RIVER


The trail ends at a river. On the other side of the river, the trail continues deeper into the forest, but there is no bridge across. The water splashes and gurgles along the bank. The clouds overhead are getting darker and more menacing.


Jayla looks up and down the river. "I don't see any logs or rocks we can use to get across. Maybe if we go up the river we'll find something."

Danny glances at the sky. "I think we should cross here and get under the trees before it starts raining. What if there's not a way across? We'll be scrambling through wet bushes for nothing." He sticks his hand in the water. "It's not too cold."

Celia tosses a stick in the river. "What if we get swept away?"

Lightning lights up the clouds. A tree branch falls with a CRACK. Celia yelps. "Then again, maybe we should risk it."

A)  **Swim across the river. Fail and take 1 damage AND lose an item.**

B)  **Figure out a way to cross the river. Fail and lose 1 time AND lose an item.**



## 7. THE HILLTOP

The trees give way to an open hilltop.

"Look at this view." Jack gestures out over the forest. "I didn't think we'd come that far."

The forest spreads out for miles below. A haze in the distance implies the storm has already begun for part of the forest.

"It's kinda cold up here," says Celia, rubbing her arms. A single rain drop hits her glasses. "We won't be able to see anything if it starts raining."

A few more fat rain drops impact the trail, sending up tiny clouds of dust.

"Ouch! Ah! What hit me?" Danny rubs his head.

"Uh-oh," says Celia. Pea-sized hail begins to bounce down onto the trail.

"Get under the trees!" shouts Jayla.

The wind shifts, blowing hail at an angle underneath the tree branches.

"Ack! Maybe we should make a break for it and get off this hill," says Jack, moving further off the trail.

- A) Wait out the hail storm. Lose 1 time.
- B) Make a break for it through the hail and off the hilltop. Take 1 damage.

## 8. THE COYOTES

"This nature stuff isn't so bad." Danny tosses a stick into the woods. He bends down to pick up a rock. "At least the rain's stopped for now."

"Oh! Watch out!" Celia grabs Danny's arm as he raises it to toss the rock. "Do you hear that?"


You hear strange sounds up ahead. Around the bend a pack of coyotes surrounds a tree, yapping excitedly. Their eyes glow a dull red.

"What're they after?" asks Jack, nervously.

A screech sounds from overhead. A huge, white owl flies out of the tree, something the size of a cat clutched in its talons. The coyotes yip as they watch it fly past then focus their red eyes on you. They begin to growl, slowly advancing up the trail.

"I think it's time to run," Jayla whispers. "Maybe we should split up."

The closest coyote lunges forward, teeth bared.

- A)  Escape the pack of coyotes. Fail and take 1 damage.
- B) Your ally breaks from the group to lure the coyotes away. Discard an Ally card.



## 9. THE BEAR

The trail curves around a hill, then forks. One branch of the trail goes up the hill; the other path heads down. You take the trail that heads down.

"Hey!" Jayla points down the trail. "What's that?"

A large outcropping of rock forms a ledge that sticks out over the trail. Under the ledge is a bear hunched over a dead body, boots and coveralls visible from a distance. The bear looks up; its eyes and mouth glint red in the gloom.

"There's something underneath the body," whispers Celia.

Jayla starts moving back up the trail.

"That bear looks pretty hungry," says Jack, following. "Let's get out of here." He glances nervously over his shoulder towards the ledge.

"We can take the other trail and go around," replies Celia.

"If we wait for the bear to leave, we could check out the body," Danny responds. "I'm not scared."

Celia shivers.

- A) Wait for the bear to leave. Lose 1 time. Draw an Item card.
- B) Keep moving.

## 10. THE OLD CAR

At the bottom of a steep, rocky gulch is an old, rusted sedan. Thorny-looking brush has grown up around the car. The tires are gone, but the doors and windows are still intact.


"I bet there's something useful inside that old thing if we could just get down there and back up again," says Jack.

"I wonder how it got out here." Celia peers out over the edge of the gulch.

"I think there's some kind of house over there." Jayla points to the woods on the other side of the gulch, where the peak of a roof is visible. A crow caws harshly as it lands on a nearby branch; its beady red eyes glare menacingly. It flaps off in the direction of the house.

"I think we should check out the car. It's obviously abandoned," says Danny.

"We better hurry. If it starts to rain, we'll never get back up this cliff," replies Jack.

- A)  climb down the rocky slope and search the car. Draw an Item card. Fail and take 1 damage.
- B) Keep moving.



## 11. THE CABIN

The forest opens up on a large clearing. In the clearing are two structures: a boarded up log cabin and—"Bathrooms! Thank goodness." Celia rushes off toward a small concrete public restroom.

"What is this place?" asks Jack. He tries the door of the cabin. "It's locked."

"Looks historical," says Jayla. "There's a sign."

The sign outside the cabin states that the building is a historical site and lists visiting hours when a ranger is around for guided tours. There's also a note pinned up: "Hike out to the pavilion if you need help and no one's here. -Management"

"Where's the pavilion?" asks Danny.

"Right here." Jayla points to a map on the other side of the sign. "It's a mile up a side trail. It says the pavilion is at Lookout Point."

Mist starts to fall in the clearing.

"Who would be out there in this weather?" asks Jack.

**A) Hike to the pavilion. Lose 1 time.  
Draw an Ally card.**

**B) Keep moving.**

## 12. THE CROWS

"What's up with those birds?" Jack points at a flock of crows spiraling above the trees. Caws echo around the forest.

"There sure are a lot of them," says Danny.

In a clearing ahead, there are dozens of crows flapping wildly around a figure.

Celia gasps. "I think that's a person!"

The figure is hunched and stationary. Their arm waves wildly trying to clear away the crows. A crow darts in and snatches at the arm before flapping up to join the birds circling above.

"Ouch! Mmph! Gerroffme!" the figure yells and continues to flail.

Jayla steps out from under the trees and is immediately dive-bombed by a crow with beady red eyes. She jumps back to the tree line. "Should we try to help? We can't fight off all these birds."

"We don't have to. We just have to get them"—Jack points to the figure—"back under the trees where the birds can't fly so well."

**A) Run through the crows to rescue the person. Take 1 damage. Draw an Ally card.**

**B) Keep moving.**







## THE MALL

### 2. THE PET STORE

“Okay, so the pet store was a bad idea,” Jayla says assessing the damage.

All the terrariums, aquariums, and other -iums have been smashed. Fish flop around on the floor as spiders and snakes start to make the place their own. Jack rubs the back of his neck. “My bad, guys.”

“We have to get out of here,” Danny mouths. His hands shake a bit as he stares at the snakes.


“How dangerous are these?” Jayla asks Celia.

“Bet they’re super poisonous!” Danny says. “They’ll mess you up,”

“Venomous, not poisonous,” Celia says, “but yeah, they’ll mess you up.”

“So, now what?” Jack asks.

“Pick our way through the place carefully, or run like heck,” Jayla says.

- A)  Carefully work your way through the critters. Fail and lose 2 time.
- B) Run for it. Take 1 damage.



### 3. THE STYLE OUTLET

A mannequin flies out at Jayla, who leaps to the side, ready to fight. By the time Celia is done screaming, all they see is the broken plastic limbs scatter across the floor, and Jack laughing.

"This ain't funny," says Danny, kicking at the torso.

Jayla gives Jack a little shove as she moves past him. "We should spread out. We need to find the other exit."

"Guys, check this out," says Danny. He pulls a denim jacket off the rack, covered in stylized logos and patches. "They never have stuff this cool where my folks shop."

"Not cool like this," says Jayla, not noticing how distant his voice sounds. She runs her hands up and down a wall of sporty sneakers of every color.



"Wait, where are we going?" asks Celia to nobody in particular, her hands reaching for an array of new glasses frames, sleek and popular.

Jack laughs to himself as he keeps making faces at the mannequins, going deeper into the store, his eyelids drooping, feeling comfortable. He throws finger guns at the mannequin closest to him, the one just his height. It has his exact outfit too. It's posed just like him, thumbs up and pointing back at him.

As he moves closer, he bumps into a large vase, knocking it over. It shatters with a crash, and he suddenly remembers where he is.

"Jayla?" he shouts, just as the mannequin that looks like him grabs his wrist. He pushes it back, breaking it at the shoulder. He holds the loose arm up like a baseball bat and swings it hard, launching the head of his faceless, plastic twin across the store.

"Celia? Danny? Everyone? Follow the sound of my voice. I'm coming for you."

- A)  Find everyone and get out of the store. Fail and lose 1 time.
- B)  Find the fire alarm and pull it to disrupt the spell. Fail and lose 2 time.



#### 4. THE DOLLAR & MORE

You huddle down behind a set of planters in the middle of the mall. With the mall totally empty, it's quiet. Unnervingly quiet.

"I've got a bad feeling about this," Celia says.

"Quiet! They'll hear us," Jack says.

"Who?" Danny asks.

After a tense moment, Danny winces as an alarm goes off somewhere else in the mall. He looks over to the right and sees a Dollar & More store. "It's a distraction. Let's see what we can find in there!"

You look at him puzzled, but before anyone can say anything, he's already squeezing his way under the security gate in front of a store.

"Guess that decision is made for us," Jack says.

"Not necessarily," Jayla says. "He's not too hard to drag outta there."

- A) Search the store for something useful. Lose 1 time. Draw an Item card.
- B) Drag Danny out of there and keep moving.

#### 5. THE RADIO HUT

"I can't see anything but your butt!" Danny wails. "You'd better not fart on me!"

"It was your idea to take the air vents," Jack says through gritted teeth.

"It looked different in the movies," Danny says.

"Is it getting hotter in here?" Jayla asks and tugs at her overalls..

Celia puts her palm on the side of the vent. "I think someone..or something... is messing with the furnace."

"It's definitely getting hotter in here," Jayla says as she starts to crawl faster.

Looking ahead, Jack says, "There's a vent coming up. We can hop out there or keep going until we get into the Radio Hut. Just tell me what you want to do."

As you pause, sweat trickles down your nose, and your hands start to burn from the metal of the vent growing ever warmer.

- A) Stick it out until you get to the Radio Hut. Draw an Item card. Take 1 damage.
- B) Hop out at the vent, and keep moving.



## 6. THE BALL PIT

"You know I used to basically live in those things," says Danny, pointing at the ball pit. It takes him a moment to feel childish about saying it. Jayla notices his blushing.

"It's also basically all bacteria," says Celia, nervously clutching her own hands. "They never clean them."

You move closer to the ball pit, which sits quietly outside a closed Funny Bunnies fast food restaurant.

"Is that... a hand?" asks Celia, pointing to the middle of the sea of color.

Looking at the pit, you see one thing that is clearly not like the others, a single hand laying limply just above the surface.

"I... what the..." Jack says scratching his head.

As you glance at each other and then stare back at the pit, the hand twitches. You jump back with a gasp.

"Do we help them?" asks Jayla, not knowing what could lurk just beneath the surface of the pit.

"I don't know," Danny says. "I've heard those things are covered in bacteria."

**A) Get in the ball pit and pull the person out. Lose 1 time. Draw an Ally card.**

**B) Keep moving.**

## 7. SECURITY

As you wander through the labyrinth of back rooms and hallways that mall staff use to get around, you hear shouting from inside the security room.

You sneak up to the door and peer through the frosted glass.

"I think someone's stuck in the sin bin," Danny says.

"Maybe they're supposed to be there," Celia says with a shrug.

"And they're probably safe – I mean, it's a big, metal cage with a toilet," Jack says.

"I'd rather be free than safe," Jayla interjects. "We can at least take a minute and see if they want us to get them out."

**A) Talk to the person in the room. Lose 1 time. Draw an Ally card.**

**B) Keep moving.**



## 8. THE COMIC ZONE

Danny presses his face against the glass of the comic book store, making Jayla stop. "What are you doing, Danny?"

"It's a mint condition Captain Freeze number one," Danny says longingly. "I never thought I would see one in person." He keeps staring at it until he realizes Celia is standing right beside him staring in too. "Wait, what are you looking at?"

"I love Captain Freeze," Celia says. She nods up at the giant sculpture of him in the window, posing majestically, albeit covered in dust.

"I have every one of the new series," says Danny excitedly.

"I have the new Cold Detectives spinoff series!" says Celia, her voice rising above its usual pitch.

"How have we never talked about this?" says Danny, pointing at his watch. "I got the official club watch."

"Uh...guys..." says Jayla, backing away with Jack.

"I have it too," says Celia, pulling up her sweater sleeve. "My sister and I..."



"Guys!" yells Jack, now standing ready to fight.

"What?" Celia and Danny say in unison as they turn towards Jack.

The Captain Freeze sculpture had slowly moved, shaking loose its price tag of \$999.99, and looked down at the kids outside its window.

Its eyes glow a deep blue, and the plastic around its mouth cracks and splinters as it frowns.

"Look out!" screams Danny as he pushes Celia to run. The sculpture pulls its fist back, and, in a single strike, shatters the glass.

- A)  **Escape the Mr. Freeze sculpture. Fail and lose 1 time.**
- B)  **Fight the Mr. Freeze sculpture. Fail and take 1 damage.**



## 9. THE LASER TAG ARENA

"I would like to make it known that I think this is a bad idea," says Jayla as she pushes aside a black curtain.

"The blue team side lets out at the food court," says Danny. "Just gotta get through quick."

You tiptoe into the darkness but only make it a few steps before red lights begin to flicker on all around you. Flourescent lines mark walls and doors, soft glowing orbs light up inside targets, and a scoreboard flashes overhead.



Jack runs to the wall and grabs a tagger, flicking it on and aiming it down the hallway. He realizes they are all staring at him, and he mutters, almost embarrassed, "Just in case, you know?"

In silent agreement, you all arm yourselves and begin to make your way towards the blue glow of the other side of the arena.

"Do you hear that?" Jayla asks, pulling back against the edge of a corner.

You take cover, hearing the electric zips and zaps of laser taggers. Almost like the trick of an eye, shadowy shapes flit between the barriers and walls of the labyrinth, and laser lights begin to pepper the walls of where the group hides. Danny lets out a shrill "Ow!" as one of the lasers grazes his shoulder. In the red glow you don't see any damage, but he massages the area. "That hurt!"

Jayla quickly leaps out and fires her tagger, hitting two of the shapes, which disappear instantly. "Are you sure the food court is the way to go, Danny?"

- A)  Fight your way through to the other side. Fail and take 2 damage.
- B)  Escape back the way you came. Take 1 damage.

## 10. THE MOVIE THEATER

Jack sits down and kicks up his feet. The lights are on in the old theater, everything calm and peaceful. Celia can still smell popcorn, but there is a slight sticky sound as she walks. Gross.

Jayla heads towards the exit. "Come on," she says. "We have to move quickly."

Coming this summer...

Entirely on cue, the lights begin to dim, and the screen comes to life. A movie trailer begins to play. Spooked, Jack leaps to his feet and heads towards the exit, but hears Jayla yell out, "Door's locked."

"This one too," says Danny, pushing back at the way they came in.

"What?!" screams Jack. The volume of the trailer has only become louder.



... four friends against the world...

You clap your hands over your ears. The sound is deafening, bringing Danny and Jack to their knees. They scream but nobody can hear them.

... only to face a final evil...

Celia and Jayla make eye contact, each of their faces twisting in pain, lips moving but no sound making it across the seats. Celia points at the window above, the projection room. It takes Jayla all her will to understand what her friend is saying.

"Stop the movie!" Celia mouths.

- A)  Shut down the projector. Fail and take 1 damage.
- B)  Bust through the exit door. Fail and lose 1 time.



## 11. THE VENDING MACHINES

Jayla rummages through her pockets looking for change in front of the glowing bank of machines. As she gets out a bunch of coins, she notices you're looking at her. Celia, surprised that Jayla would slow down for anything. Danny, who assumed Jayla wouldn't bother with sugary energy drinks. And Jack, who can't believe he didn't think of it first.

"I'm thirsty," says Jayla, tapping the machine at the bottom of the window glass. You all see, amongst the brightly colored bottles, a single row of water and grunt, sigh, or shrug in understanding.

"I want something too," says Jack, pulling out a dollar bill. He goes straight for the snack machine, looking at chips, pretzels, and cookies. His eyes land on some chocolate, and he shoves in the bill, entering the letter-number code. After a moment, he smacks the machine. "Come on," he says. Danny joins him, pushing against it as well.

Instead of the chocolate falling, there is a grinding sound inside the machine. Everyone steps back and listens, waiting for something bad. Instead, there is just a heavy thunk. Jack pokes the flap on the machine open with the tip of his shoe.

"Wait what," he says. "Who put this in here?"

**A) Draw an Item card.**

## 12. THE ELEVATOR

"Get in," says Danny. "It's the fastest way there."

Celia and Jack both stand outside the glass elevator, thinking how terrible of an idea it is.

"He is right, you know," says Jayla. "Celia, you figured out that we had to get up there. At least one floor. To get around the locked stairs."


Celia nods and walks in, followed by Jack who asks, "Just one floor?"

"Well," says Danny, "a bit more than that."

He presses a button for three floors up. The door shuts with a ding, and the whole box begins to move slowly up. You look at the mall below, a mess of darkened stores and broken fluorescent lights. A maze of fear and hiding. What you came looking for could be hiding anywhere.

The elevator grinds to a halt, and Danny looks at the buttons confused. "I didn't press this floor." You wait patiently, wondering what's about to happen, but nothing does. Danny presses the buttons slowly, then faster, soon joined by Jayla. Floor buttons, open and close, emergency alarm, but nothing happens. There is a slight creaking, a crackling pop, and the lights behind the buttons go out altogether.

"I don't do well with tight spaces you guys," says Jayla, a slight panic in her voice that puts fear in her friends' hearts. "Either we pry open these doors and squeeze out, or we are stuck."

**A)  Find a way to open the doors. Fail and lose 1 time.**

**B) Use something in your backpack to pry the doors open. Discard an Item card.**





## THE CEMETERY

38

### 2. THE COFFIN

"Look you guys!" Celia says, pointing at something up ahead. You follow her finger and see a coffin resting on the grass.

Danny gets to it first. "It's nailed shut," he says. "I wonder what's inside!"

After a few strong tugs, he manages to get a corner of the coffin open a bit. But as he does, a strange, white smoke starts to pour out.

Jack coughs, and sputters. "Maybe it's not to keep us out. Maybe it's to keep something bad in."

The smoke gets thicker, and your lungs begin to burn.

"I don't care what's in there," Jayla says urgently. "We have to get away from here. This smoke is going to kill us. I can hardly breathe."

"I bet there's something we can use in here,"

Danny says defiantly, eyes burning and head spinning. "I can feel it." He begins wheezing. "I've almost got it open!"

- A) **Pry the coffin open. Take 1 damage. Draw an Item card.**
- B) **Keep moving.**





### 3. THE MAUSOLEUM

The small mausoleum is extremely old and worn. Next to its rusted, iron gate, and inscription is hard to make out, but Jayla squints and reads it aloud.

Enter thee to find thy prize,

But heed the ancient hex.

The first to cross the threshold dies,

And curséd is the next.

Stark silence follows. "I'll go in third," Jack volunteers.

Celia furrows her brow and looks the place over. "What if we could get in there without using the door?" she asks. "That would avoid crossing the threshold." She gestures at one of the structure's side walls that has a significant crack in it.

"I think we can break through that. It'll just take a little time," Danny says. As he finishes speaking, you hear a howl in the distance. Or maybe it's not so distant.

Jack's head turns in the direction of the sound. "I'm not sure we have the luxury of time to-night."

- A) Break into the mausoleum. Lose 1 time. Draw an Item card.
- B) Keep moving.

### 4. THE TOMBSTONE

"I normally wouldn't say anything, but I think we're lost," Jack states matter of factly. "I've definitely seen that tombstone before."

"Right, yeah, it's not like you to say anything," Jayla says sarcastically, still keeping watch for threats up ahead.

Jack nods in agreement. He apparently didn't catch the sarcasm. He stops suddenly, looking again at the tombstone.


"There's something wrong here," he says, his face turning pale. "It has the guy's name—John Withers—and has his birth date. But there's no death date."

As you walk up next to Jack to see for yourself, a deep, echoing voice bursts out in a warning. "You dare stand on my grave?" it bellows.

You quickly jump away from the tombstone as a cloud with an evil face rises from it.

"We didn't mean anything by it!" Jayla hollers. "We'll leave right away!"

"No!" is the booming answer. "I demand sacrifice."

- A)  Run from the spirit. Fail and lose 2 time.
- B) An ally splits off from the group to distract the spirit. Discard an Ally card.



## 5. THE GRAVE DIGGER

"This guy's definitely a serial killer," Jack whispers.

You watch as a mysterious figure up ahead digs furiously by lamplight. The man is tall and wearing a black rain poncho. Normally Jack's comments are overly dramatic. This time, you aren't so sure.

"Is anyone else looking at his shovel?" Danny asks.

"Yeah," responds Jayla simply. "It would definitely be useful for us."




Jack suddenly realizes what they are getting at. "Wait, what?" he says, mystified. "Are you guys seriously considering stealing from a homicidal lunatic?"

"There could be a perfectly good reason why he's out here," Danny says. "He could just be a normal guy. I think we should go talk to him."

Jack repeats his previous words, emphasizing every syllable. "Hom-i-ci-dal lun-a-tic!"

Too loud. The man's head whips around. He gazes at you for an agonizing second, face turning to a scowl.

Celia manages to speak, "I think it's time to get out of here."

A)  Distract the man while Danny grabs what he can. Gain  . Fail and lose 1 time and take 1 damage.

B) Keep moving.

## 6. THE SHALLOW GRAVE

"Celia, no offense, but I don't think now is the right time to be worrying about your math homework," Jack says.

Celia doesn't appreciate Jack's comment. "No offense, but you're probably the last person I should get schoolwork advice from."

"That's fair," Jack responds. He knows what he's about.

As Jayla steps on some recently disheveled dirt, she stops suddenly. "Shh! Listen."

It takes a second, but you hear it. A muffled... something. Screams?

Jayla puts her ear to the ground. After a moment, her face turns to shock, then dread. "I think someone's down there!"

Danny shakes his head in disbelief. "You mean buried alive? Like, right here?"

You copy Jayla's strategy and listen next to the ground. The screams are clearer. You think you hear the words help me, followed by a pounding noise.

A) Dig the person out. Lose 1 time. Draw an Ally card.

B) Keep moving.



## 7. THE ZOMBIE

Celia screams behind you.

“What is it?” Danny calls back.



“Something has my foot!” Celia shrieks. “Please come help!” You run to see a corpse’s hand protruding from the ground, a death grip on Celia’s ankle.

“Zombies—really?” yells Jack as he joins the rest of you in trying to free Celia from the corpse’s grasp.

More of the undead creature emerges from the ground. Its hideous, half-decomposed head snarls as the grass and dirt crumble around it. With surprising strength, it scrapes and claws with its free hand, pulling itself to the surface.

Celia’s foot comes loose. You fall backwards, reeling from the release. The zombie has now completely freed itself from its grave. It wobbles as it stands upright, but quickly gains its balance.

As it turns its gaze to you, you swear you see a grotesque half smile creep across its face.

- A)  Run from the zombie. Fail and lose 1 time.
- B)  Fight the zombie. Fail and take 1 damage.

## 8. NEAR THE WOODS

“That’s not funny, Jack.” Danny whips around to catch Jack in the act of tickling his neck with a leaf. “It’s going to take more than that to scare me.”



“You talk tough, but if we run into a ghost out here, you’ll be freaking out with the rest of us,” Jack shoots back.

“Ghosts aren’t real,” Celia chimes in. Then she says what she is thinking. “But if they were, I’m sure they’d go for the loudest ones first.”

The group chuckles in appreciation of Celia’s rare zinger. She gets a high five from Jayla as you keep moving forward.

“Jack, I thought I told you stop that!” Danny yells. He turns around, realizing now that Jack is nowhere near him. The two exchange frightened glances.

“Ghost!” screams Celia, pointing to a semi-transparent figure hovering just two feet from Danny. It reaches a hand towards his neck.

- A)  Figure out how to banish the ghost. Fail and lose 2 time.
- B)  The ghost possesses the body of an ally and runs off into the woods. Discard an Ally card.



## 9. SHARP AND POINTY TEETH

"Did anyone else hear that?" Jayla asks. She raises a hand to try to shush the group so she can listen. Her eyes squint in concentration.

Jack whispers so loud it defeats the purpose, "I can't hear anything."


"I thought for sure I heard something," Jayla insists. "And to be honest, it didn't sound very friendly."

Just as she is about to give up on it, something leaps out from the darkness. Jayla shines her flashlight on it as you all gasp in surprise.

It's a small, black cat. Celia sneezes and sniffls instinctively as she prepares for her allergies to act up.

Danny erupts in laughter. "Oh no, Jayla! We better watch out. This kitten looks pretty threatening. Protect your jugulars, everyone!"

Danny's laughter stops abruptly as the cat suddenly locks eyes with him. There is something...menacing about its gaze. Danny's expression turns to regret as the cat reveals its unusually large claws and lunges at Danny's throat.

- A)  Fight the evil cat. Fail and take 2 damage.
- B) Run away with the cat scratching at your heels. Take 1 damage.

## 10. THE TREES

"What in the world is this thing?" Jack shouts as he fends off a bird-like creature swooping psychotically at his head. Finally, one of his wild swings connects with its target, sending the animal to a hard impact against a tree. It falls to the ground, limp.


"That," Celia answers, "was a bat. But it's strange. Normally bats try to avoid people. They rarely attack."

"It's been that kind of night," Jayla muses.

Danny's eye catches movement in a tree up ahead. He strains his eyes to reveal a dreaded sight: an entire tree packed with hanging bats. However, they haven't noticed you. Yet.

Danny begins to silently point out the bat tree to everyone but is interrupted by Jayla. She is gesturing more urgently—and more broadly. You look beyond the first tree and lose your breath in fear.

Dozens of trees, packed full of bats.

- A)  Carefully and quietly move through the bats. Fail and take 2 damage.
- B) Backtrack and go around the bats. Lose 1 time.



## 11. THE OPEN GRAVE

Danny turns around and walks backwards to better explain his argument to Jack.

“All I’m saying is, if you watch the prequels back to back, you realize just how good the— whoa!” Danny shouts in surprise as his last step does not connect with the ground. He falls backward, helplessly, into an open grave.

Celia reaches the edge of the grave first and calls down to him. “Danny, are you ok?”


“I am definitely not ok!” cries Danny. “There’s a legit skeleton in here with me!”

“You’re fine, Danny,” Jayla says. “Grab my hand and we’ll pull you up.” She reaches down and is able to connect with Danny’s hand. The rest of you pull on Jayla to help her hoist him out.

The skeleton twitches.

“What, no!” Danny shrieks. “The skeleton has me! It’s holding onto my backpack!”

“We can’t pull you up,” Jayla strains. “Ditch the backpack!”

A)  **Fight off the skeleton. Fail and take 1 damage.**

B) **Drop the backpack. Discard an Item card.**

## 12. THE STRANGER

“Does anyone else hear whistling?” Jayla asks.

Jack puts his hand on her shoulder. “This place is getting in your head,” he says mournfully.

“No, I hear it too,” Celia says. “And there’s also some kind of scraping noise.”

As you keep walking, you see a shadowy figure leaning up against a large, barren tree. The whistling stops abruptly, but the scraping sound continues. Every now and again, something metallic in the person’s hand catches the light. It looks like the figure is carving something with a knife.

“You kids seen anything strange lately?” The man’s raspy voice calls out.

“That’s kinda all we’ve seen, sir,” Jack says. Jayla punches him immediately. “What?!” he says rubbing his arm.

The man stops carving and walks toward you. “Might need some of these then,” he says as he holds out two wooden stakes, freshly sharpened.

Danny grabs them. “Thank you?” he replies.

The man slowly puts a cigarette to his lips and lights it. “Take ‘er easy out here,” he says as he shuffles away.

“Does this mean there are vampires out here?!” Jack’s eyes dart around in all directions.

Celia sighs. “There’s no such thing as vampires,” she says matter of factly.

Danny stares at her. “Isn’t that what you said about ghosts and zombies and werewolves and—”

“Shut up, Danny.”

Gain  .

