



Gale's Landing

Printable cards, case folders, maps, and sheets

Player cards	Action, signal, and table cards. Print one set of action and signal cards per player.
Session cards	Best moment and More of this for the check-in, plus blank countdown clocks.
Character name cards	Lay each one on the table when the heroes meet that person.
Evidence cards	For the Lighthouse Mystery's town meeting. Hand them out as they're found.
Campaign clue cards	GM only until found. Hand each one over when the heroes discover it.
Case folder labels	Tape to four folders for Ada's case board.
Watch cards	GM only: for the finale.
Maps	Whisper Island, Saltmarsh Cove, the Harbor Inn, and the town.
Character sheet	One per player.

Cut along the dashed lines. Index-card stock or heavy paper works best.

ACTION

**Look**

I search, examine, or keep watch.

Usually Clever

ACTION

**Sneak**

I move quietly, hide, or follow someone.

Usually Clever

ACTION

**Bold**

I climb, run, push, grab, or face something scary.

Usually Brave

ACTION

**Talk**

I talk with someone: ask, convince, or comfort.

Usually Kind

ACTION

**Fix**

I open, repair, build, or use my gear.

Usually Clever

ACTION

**Help**

I help a teammate. +1 die for them.

Uses their stat

ACTION

**Ask**

I want to know more. Tell me, or give me choices.

No roll

ACTION

**Wait**

I hold back and see what happens, or pass.

No roll

SIGNAL + Yes	SIGNAL + No
SIGNAL + Not sure Give me a second.	TABLE + Pause Let's take a break. No reason needed.
TABLE + Skip Fade this moment out and move on.	OPTION +
OPTION +	OPTION +

TABLE



Best moment

Put a token on your favorite moment from today.

TABLE



More of this

Put a token on something you'd like more of.

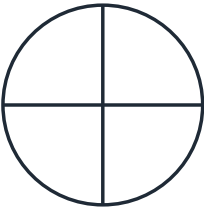
TABLE



Countdown

What's coming?

Fill a slice as time runs short.



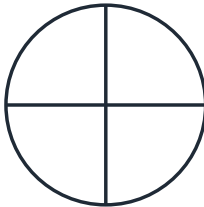
TABLE



Countdown

What's coming?

Fill a slice as time runs short.



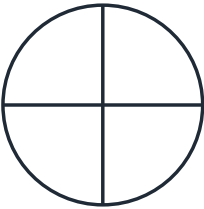
TABLE



Countdown

What's coming?

Fill a slice as time runs short.



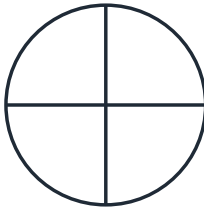
TABLE



Countdown

What's coming?

Fill a slice as time runs short.



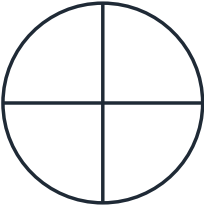
TABLE



Countdown

What's coming?

Fill a slice as time runs short.



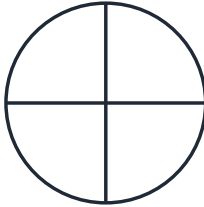
TABLE



Countdown

What's coming?

Fill a slice as time runs short.



CHARACTER



Ada Finch

Owner of Finch's Books & Tea. Head of the historical society.

CHARACTER



Jess Alvarez

Works at her family's bait shop. Always has her camera.

CHARACTER



Captain Roy Tibbs

Runs the harbor ferry. Tells tall tales.

CHARACTER



Gideon Shale

Owner of Shale's Curiosities, the new antique shop.

CHARACTER



Eliza Marsh

Keeper of Gray Rock Light, 1926.

CHARACTER



Victoria Thorne

Head of Thorne Coastal Development.

CHARACTER



Dunk Pike

A handyman. Muddy boots, tired eyes.

CHARACTER



Mabel Crane

Town clerk. Keeper of the meeting house keys.

CHARACTER



Ozzie Brandt

The town librarian. Grumpy, but kind underneath.

CHARACTER



Kyle Brandt

Works the library front desk. Ozzie's nephew.

CHARACTER



Josiah Pell

Bell-ringer of the Old Meeting House, 1826.

CHARACTER



Pearl Okafor

Owner of the Harbor Inn.

CHARACTER



Lenny Shaw

Lobsterman. Saw the beast first.

CHARACTER



Barnacle

A young harbor seal.

CHARACTER



Wade Corbett

A loud stranger with a fishing boat.

CHARACTER



Jolene Corbett

A quiet stranger. Wade's sister.

CHARACTER



Brock Steele

Host of the Spectral Seekers ghost-hunting show.

CHARACTER



Kenzie Vale

Camera operator for the Spectral Seekers.

CHARACTER



Prof. Alistair Fenn

A retired stage magician staying at the inn.

EVIDENCE



Old Newspaper

Gazette, October 1926: "Keeper Marsh Accused! Relief Fund Vanishes from Lighthouse." Cornelius Thorne is the witness.

+1 Town Trust

EVIDENCE



Jess's Photos

A red lantern on the north cliffs at night, and a big man with a shovel.

+1 Town Trust

EVIDENCE



Brass Key

An old key with a paper tag: "Lantern Room."

Opens the lantern room

EVIDENCE



Torn Page

"Oct. 14, 1926. Mr. Thorne came ashore at 11 o'clock and asked to see the safe."

+1 Town Trust

EVIDENCE



Dunk's Word

Dunk will tell the town that Victoria paid him to dig, and to pretend to be the ghost.

+1 Town Trust

EVIDENCE



Victoria's Slip

"My great-grandfather did what he had to." She said it in front of witnesses.

+1 Town Trust

EVIDENCE



Eliza's Logbook

Her own record of the storm night: Thorne's visit, the open safe, and a heavy sea chest.

+2 Town Trust

EVIDENCE



The Deed

1926: Whisper Island and its light belong "to the people of Gale's Landing, forever."

+2 Town Trust

EVIDENCE



Thorne's Sea Chest

Marked T.C.S. Inside: the lost relief fund, in bills and gold.

+2 Town Trust

EVIDENCE



Posters

The real story of Eliza Marsh, hung all over town.

+1 Town Trust

CAMPAIGN CLUE



The First Watch

An iron plate under the great lens: "THE FIRST WATCH: THE LIGHT. 1726," beside a star inside a circle.

The Lighthouse Mystery

CAMPAIGN CLUE



Eliza's Storm Entry

"The fog came in with the storm, and it spoke. It called me by my mother's name. I kept the lamp lit, as Mother Gale taught."

The Lighthouse Mystery

CAMPAIGN CLUE



The Gray Coat

A dawn photo: a man in a long gray coat on the island, pressing paper against the tower wall.

The Lighthouse Mystery

CAMPAIGN CLUE



The Second Watch

Cast into the bell: "THE SECOND WATCH. RING OUT THE GRAY. 1726."

The Midnight Bell

CAMPAIGN CLUE



Josiah's Warning

Chalk on the belfry wall, in old-fashioned writing: "100 YEARS. IT COMES AGAIN."

The Midnight Bell

CAMPAIGN CLUE



The Sleepwalkers' Word

Every sleepwalker murmurs the same name as they walk toward the cove: "Tommy."

The Midnight Bell

CAMPAIGN CLUE



The Third Watch

Carved on the sunken stone: a light, a bell, a stone, and a flame around a wave. "WHEN ALL FOUR SLEEP, THE GRAY WAKES."

The Beast of Saltmarsh Cove

CAMPAIGN CLUE



The Lost Constance

1826: a silver fog swallowed the schooner Constance. No one could remember her crew's names afterward.

The Beast of Saltmarsh Cove

CAMPAIGN CLUE



The Buyer

The poachers were paid \$500 for rubbings of the stone by "a quiet man in a gray coat."

The Beast of Saltmarsh Cove

CAMPAIGN CLUE



The Fourth Watch

The iron fireback in the inn's hearth: "THE FOURTH WATCH: THE HEARTH. NEVER LET IT DIE."

The Whispering Inn

CAMPAIGN CLUE



Grandmother's Journal

1926: "We kept the fire, and the light, and the bell, and the stone. Next time it will be the Hunter's Moon."

The Whispering Inn

CAMPAIGN CLUE



The Unstaged Footage

3:04 a.m.: a man in a gray coat on the empty street, staring at the inn as fog curls around his feet.

The Whispering Inn



CASE FILE · WHISPER ISLAND

The Lighthouse Mystery

Lights on the island, where the lamp has been dark for fifty years.



CASE FILE · THE OLD MEETING HOUSE

The Midnight Bell

A bell with no clapper rings every midnight.



CASE FILE · SALTMARSH COVE

The Beast of Saltmarsh Cove

Something big, with glowing green eyes, is in the water.



CASE FILE · THE HARBOR INN

The Whispering Inn

Whispers in the walls. A pale lady in the hall.

WATCH

+

The Light

The lighthouse on Whisper Island.

Allies here:

Strength

Starts at 3, +1 if restored in its mystery

WATCH

+

The Bell

The Old Meeting House.

Allies here:

Strength

Starts at 3, +1 if restored in its mystery

WATCH

+

The Stone

Under the water in Saltmarsh Cove.

Allies here:

Strength

Starts at 3, +1 if restored in its mystery

WATCH

+

The Hearth

The great fireplace at the Harbor Inn.

Allies here:

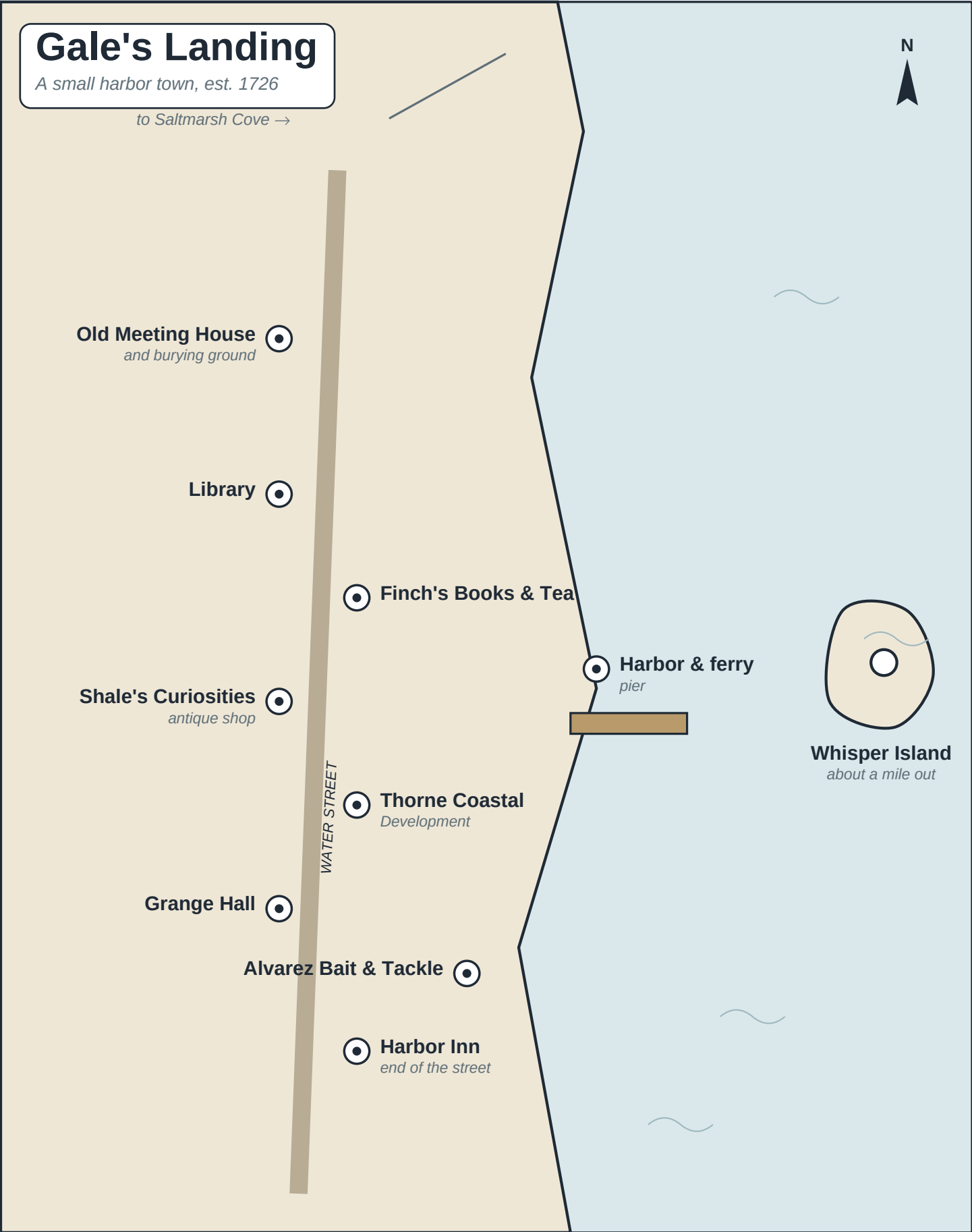
Strength

Starts at 3, +1 if restored in its mystery

The Gray Clock

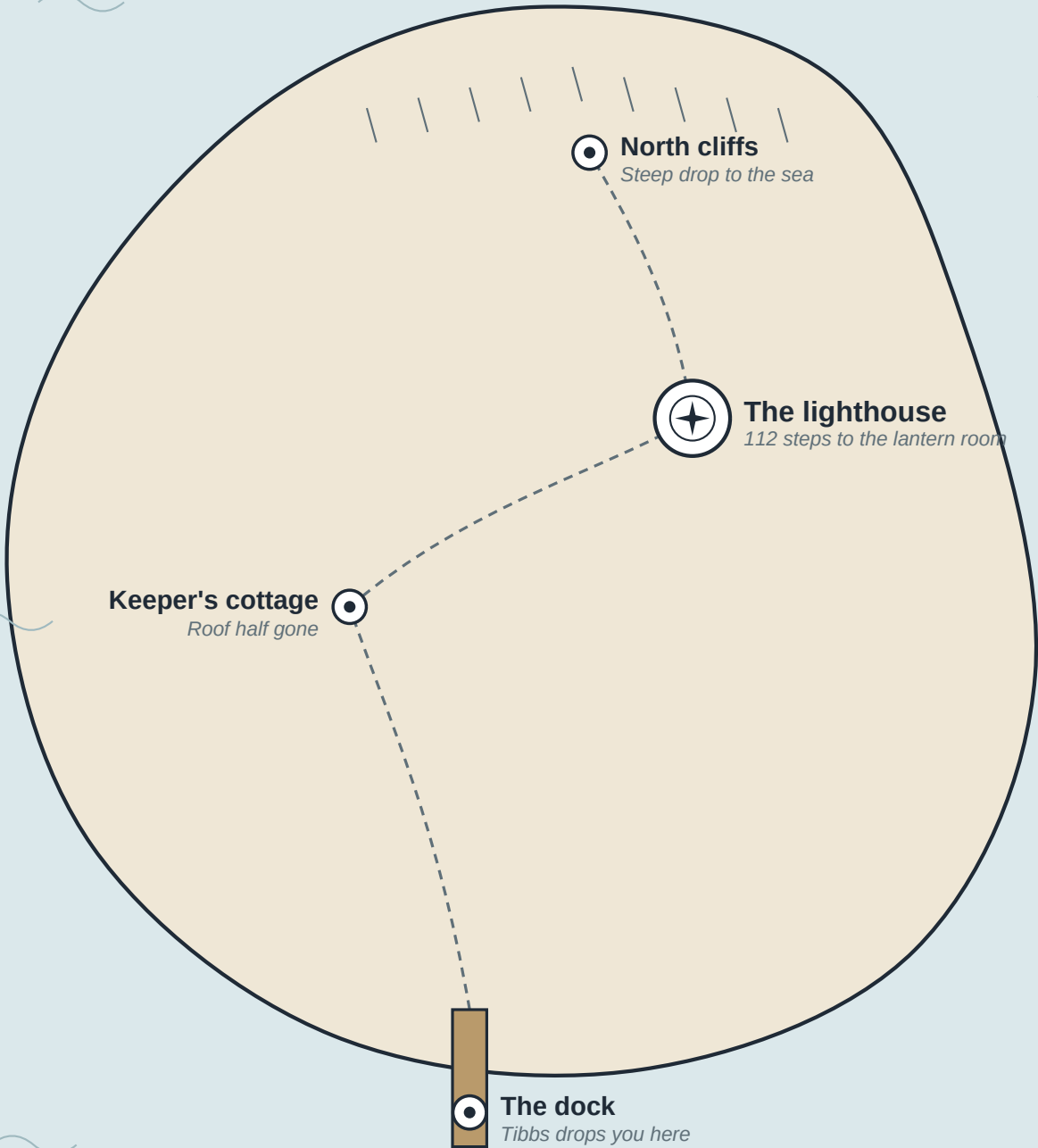
Fill one segment each scene and on each "Not yet." When all eight are full, dawn comes.

A circular diagram representing a clock face, divided into eight segments numbered 1 through 8. The center features a compass rose with a star pointing upwards. The segments are arranged in a circle, with 1 at the top right, 2 at the top, 3 at the top left, 4 at the left, 5 at the bottom left, 6 at the bottom, 7 at the bottom right, and 8 at the right. The center of the circle contains a small circle with a four-pointed star inside it.



Whisper Island

Gray Rock Light, 15 minutes by boat from the harbor





The Harbor Inn

Built in the 1720s. Three floors, one great hearth, a lot of creaky boards.

Second floor: guest rooms

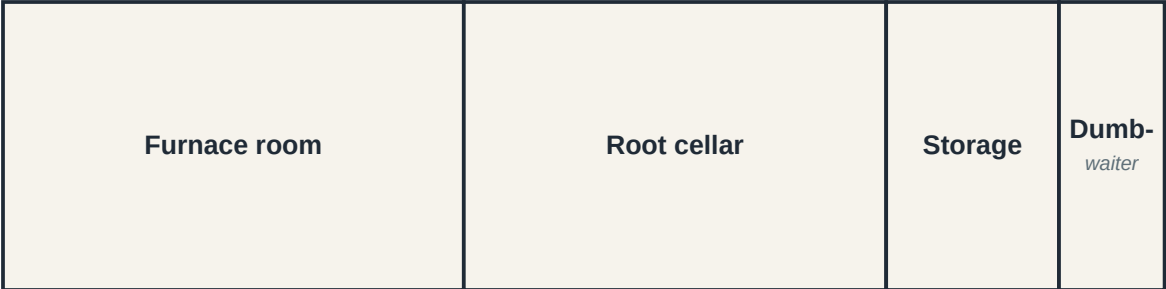


Ground floor



Front door, facing Water Street

Cellar



Hero



Name

Role

Seeker · Defender · Listener · Tinkerer · Wanderer

Stats

Brave 1 2 3 4

Clever 1 2 3 4

Kind 1 2 3 4

Special move

☐ used this session

Nerve

☐ ☐ ☐ ☐ ☐ (start with 4)

Courage

☐ ☐ ☐ ☐ ☐ (up to 5)

Why I'm in Gale's Landing

My promise

Keepsake

☐ it mattered

Companion

Gear

Flashlight, notebook and pencil, phone, backpack, plus:

A drawing of my hero

On the back: your prologue secret, and anything you've written down.