









Act 1a

**Find the cat**

*"My poor kitty, Fluffyskins. He hasn't come home." Mrs Tillywinger wrings her hands. "He goes to sleep in the old tree next door, and I can't climb it. Could you get him in please?" You could hardly turn down such a kindly request could you?*

Advance to Act 1b when The Old Tree location is revealed.

Illus: Peachay.com, Olan Caliskan

Act 2a

## Get him home!

*You brace yourself. Reaching through these branches promises scratches, and the claws you see glinting in the cat's nest promise worse. You start to roll your sleeves up, then think better of it.*

To scruff Fluffykins, investigators must engage him.

Advance when an investigator engaged with Fluffykins reaches Mrs Tillywinger's Kitchen.

— Spend 2 clues to exhaust an enemy engaged with you.

Illustration by [Illus.Francis.com](http://www.Illus.Francis.com)



Agenda 1a

**A**

**A Haunted Night**

*You hurry through the streets to Mrs Tillywinger's house, where she has promised a late supper and a night of gossip. You cannot shake the feeling you are being watched, and it is with a sense of relief you pile through the front door.*

*The kindly old lady looks quite upset...*

**D**

Illustration: Frank Metzger  
http://www.philly.com



Agenda 2a

(A)

## Save the Cat!

*There is a flutter of wings above you. Whatever was watching you, it is closing in. You haven't much time! You have to get Fluffykins out of the tree and back to the nice safe kitchen, if only he'd cooperate!*

Shuffle the (A) Nightgaunt, 3 Agents of Hastur, and the Discard pile back into the Encounter deck.

8

Illus: Phatboy.com, Boss Hamill

1 / 1 3

*The Old Tree is a huge pine, lit in amber from the streetlight outside. Inside a hole in the trunk, two amber eyes look at you. The cat is refusing to move.*

*Gritting your teeth you realise the truth: you're going to have to scruff him. Reaching through the dense pine branches will scratch you dreadfully, but the glint of teeth in the hole makes you suspect the cat will do worse.*

**Put Fluffykins into play at this location.**

**ACT 2B**

**You saved Fluffykins**

*"Oh! Thank you!" Mrs Tillywinger smuggles her cat tight as you shut the door behind him. The cast struggles free, gives you all a disgusted look and runs upstairs.*

*From outside the window you see dark shapes lifting away as the alien birds fall silent. Whatever haunted the night has left.*

*Mrs Tillywinger is producing a late supper that looks more like a three course meal, so perhaps this was not an entirely wasted evening as she settled down to gossip.*

Each investigator gains VP equal to the victory pile. In addition, pool the investigators' clues. Each investigator gains +1 VP for every 3 clues per investigator in the clue pool.

→R2

ENEMY

**Victory 2**

*A watcher without eyes...*

If Nighttgaunt Spy is unengaged and ready at the start of the enemy phases, it takes an additional move action towards Flurtykins before any other action.

Prey - Flurtykins

Hunter, Monster, Nighttgaunt

1 4 5

**Nighttgaunt Spy**

The dark shapes watching you sweep into the sky on wings like shadow and are gone. The cat gives you a disdainful glare as it jumps down and walks into the house.

The door opens. "My Fluffkins has just come home on his own. You can stop searching for him now." Mrs Tillywinger says. "I'm sure you did your best though. Would you like some tea?"

Each Investigator gains VP equal to the Victory pile, minus two.