

REFERENCE

The Day Move

When you *do something risky or face something you fear*, name what you're afraid will happen if you fail or lose your nerve, then roll with an appropriate ability.

On a 10+, you do what you intended or you hold steady; describe what it looks like.

On a 7-9, the Keeper will tell you how your actions would leave you vulnerable, and you can choose to back down or go through with it. If you go through with it, the Keeper describes what it looks like.

On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

The Night Move

When you *do something risky or face something you fear*, name what you're afraid will happen if you fail or lose your nerve. The Keeper will tell you how it is worse than you fear. You can choose to back down or go through with it. If you go through with it, roll with an appropriate ability.

On a 10+, you do what you intended or you hold steady; describe what it looks like.

On a 7-9, you do what you intended or you hold steady, but there is a complication or cost; the Keeper describes what it looks like.

On a 12+, you do what you intended or you hold steady, and the Keeper will tell you some extra benefit or advantage you receive. Describe what it looks like.

The Cozy Move

When you *have an intimate moment with another Maven while one of you is engaged in your cozy activity*, you may each clear an appropriate Condition. If it's your cozy activity, you can also stumble on a Clue relevant to the active mystery. Tell the Keeper what it is. The Clue cannot conclusively solve the mystery by itself.

The Gold Crown Mysteries Move

Once per mystery, *when any Maven says "This reminds me of something that happened to Amanda Delacourt!"*, work with the other players to describe how something that is happening in the situation reminds the Mavens of an event from one of the Gold Crown Mysteries. At a minimum, you must provide the following information:

- The name of the Gold Crown Mystery in question (no repeats, please!).
- The problem or situation Amanda found herself in that is similar to what the Mavens are experiencing.
- How Amanda eventually overcame the problem or resolved the situation.

Then, take a 12+ to a single relevant roll OR state a fact about the current situation that the Keeper must incorporate.

Note: *Generally-speaking, this move can only be used once per mystery, per group.*

The Occult Move

When you *engage in an activity related to the supernatural or the occult for the first time*, imagine what your actions would look like as a move. Say what triggers the move and roll with Sensitivity.

On a hit, it works; work with the Keeper to write the move—it is now a move all Mavens can use for the rest of the game and your roll stands.

On a 7-9, you must also mark the Crown of the Void.

On a miss, it's not something the Mavens can ever do and you also mark the Crown of the Void.

Note: *The Keeper can require you to have a strong fictional justification for doing so before attempting to trigger this move.*

The Meddling Move

When you *search for a clue, conduct research, or otherwise gather information*, describe how you're doing so and roll with an appropriate ability.

On a hit, you find a Clue. The Keeper will tell you what it is.

On a 7-9, there's a complication—either with the Clue itself, or a complication you encounter while searching. The Keeper will tell you what the complication is.

On a 12+, you also find a Void Clue OR you learn something about the Dark Conspiracy in Brindlewood Bay (Keeper's choice).

Theorize

When the Mavens *have an open, freewheeling discussion about the solution to a mystery once they have gathered a number of Clues equal to at least half the mystery's Complexity (rounded up)*—and reach a consensus—roll plus the number of Clues incorporated into the theory or otherwise explained away, minus the mystery's Complexity.

On a 10+, it's the correct solution. The Keeper will present an opportunity to take down the culprit or otherwise save the day.

On a 7-9, it's the correct solution, but the Keeper will either add an unwelcome complication to the solution itself, or present a complicated or dangerous opportunity to take down the culprit or save the day.

On a 6-, the solution is incorrect, and the Keeper reacts.

On a 12+, a person involved in the Dark Conspiracy of Brindlewood Bay also reveals themselves to the Mavens.

Note: *It doesn't matter who rolls Theorize when the time comes. Additionally, Theorize cannot be taken with advantage or disadvantage, nor is it subject to the effects of other moves. The success tier can be increased by putting on a Crown, but only if every Maven does so.*

MAVEN MOVES

*No two Mavens can have the same Maven move at the start. Additionally, no two Mavens can have **Dale Cooper** and **Fox Mulder** at the same time, though a single Maven can acquire both during the course of the game.*

D.A. Daracus

Once per mystery, if you and/or any number of your fellow Mavens would suffer physical harm, you can describe how that physical harm is just narrowly avoided.

Frank Columbo

Something about you causes the elite of society to not take you too seriously. What is it? Once per mystery, when you do the Meddling Move in a place occupied by the rich and famous, you find an additional Clue, even on a miss.

Dale Cooper

Add 1 to your Sensitivity (max 3). At the beginning of each session, the Keeper will give you a Void Clue in the form of a strange, unsettling dream you experience. No two Mavens can have this move at the same time.

Sonny Crockett

You have a very stylish wardrobe—people say “Wow!” whenever they see you around town. Describe your Style in a little more detail and then add Stylish Wardrobe to your Cozy Little Place. When you use it to get an advantage on a die roll, leave it unmarked.

Frank Dowling

You have a strong religious background. Describe it. When you use this move, describe how your faith is helping you resist the Void. Then, unmark every box on The Crown of the Void. You are still Obsessed with the Void if you unmark the Pomegranate Kernel. You may only use this move once.

Tom Hanson

You can easily pass for someone much younger. If you're in a situation or environment where being younger is a benefit, your rolls are made with advantage.

Milton Hardcastle

You have an additional End of Session question that is always marked: “Did you inflict extrajudicial punishment on a wrongdoer?”

Jonathan Hart

You used to live a globetrotting, jet set life, and you still have a touch of glamor about you that will never fade. Add 1 to your Presence (max 3).

Angus MacGyver

When you improvise in a situation using whatever is at hand, ask the other players and Keeper to name three objects you find in the environment. So long as you can give a plausible explanation for how these three objects together are helpful in the current situation, you get an automatic 12+ on a single associated die roll. This move can be used once per mystery.

Thomas Magnum

You are a secret personal friend of Robin Masterson, the mysterious author of The Gold Crown Mysteries. You have access to Robin's resources whenever you are outside Brindlewood Bay: her homes, her vehicles, and even her checking account. Additionally, the Mavens always get both benefits of the Gold Crown Mysteries Move instead of having to choose.

Fox Mulder

Someone connected to the Dark Conspiracy is helping you behind the scenes. Tell the Keeper that the thresholds for each layer of the Dark Conspiracy are reduced by 1. Once per mystery, after at least one Void Clue has been encountered, you can have a secret meeting with this informant, who is always shrouded in darkness or otherwise disguised. You need only describe what the scene looks like—the location, the physical environment, how the mysterious person arrives on the scene, etc. The actual conversation happens off-screen. Then, you can declare that a Void Clue encountered during the mystery is now a regular Clue. The informant will only fully reveal themselves during the Void Mystery, at which point you can have normal scenes with them. No two Mavens can have this move at the same time.

Michael Knight

You have a trusty mode of transportation—an oversized sedan, a motorbike, or an old truck—that has gotten you out of more than one sticky situation. Give it a name and add it to your Cozy Little Place. When you use it to get an advantage on a die roll, leave it unmarked.

Rick & A.J.

You have a sibling who is your polar opposite in terms of fashion sense and personality. Describe them to the Keeper and name them. You can always request a scene with your sibling. You can also call on them for help, in which case you take advantage on any die rolls associated with actions they assist you with. However, that help always comes at a cost.

R. Quincy

You have a medical background; describe it. Then add a Medical Bag to your Cozy Little Place. When you use it to get an advantage on a die roll, leave it unmarked.

Jim Rockford

At the beginning of each session, the Keeper will narrate an answering machine message you received. The message is always from the same unknown person, and they will ask you to do some particular task, seemingly unrelated to the mystery. If you complete the task in the same session it was assigned, mark XP. The messages and tasks will get increasingly strange and disturbing the more marks you have on The Crown of the Void. No two Mavens can ever have this move at the same time.

Scarecrow

At the beginning of each session, a stranger presses something into your hand or leaves something in a place where you find it. The Keeper will tell you what it is. It functions as a Clue, but isn't attached to any particular mystery—you can use it in the present mystery or save it for the future.

Colt Seavers

Once per mystery, you can take a 12+ on a single roll related to a wild or daring physical feat.

Gordon Shumway

You have a feline friend with whom you share a strong bond. This extraordinary kitty can do tricks and follow simple commands. Name your precocious puss and add them to your Cozy Little Place. When you use the cat to get an advantage on a roll, leave it unmarked.

Remington Steele

You're very talented at passing yourself off as someone you are not. If there is a piece of identification or a disguise that would help you with your ruse, you have it. Say what it is and add it to your Cozy Little Place.

ALTERNATE MAVEN MOVES

No two Mavens can have the same Maven move at the start. Additionally, a number of moves can only ever be taken by one Maven. Finally, **Robert Langdon** and **Clarice Starling** cannot be in the same game.

Auguste Dupin

The first time you enter a Location, you can ask the Keeper, "What is about to happen?" They will answer truthfully, though not necessarily completely. If your Reason is 2 or higher, you can also ask, "Why is it about to happen?" The Keeper will answer truthfully, though not necessarily completely.

Father Drown

Once per mystery, you can narrate a flashback from the perspective of the unknown killer. Nothing in the flashback is necessarily true, but when you're done, ask the other Mavens to define a Clue based on what you narrated. The Clue cannot conclusively solve the mystery by itself.

Encyclopedia Drown

Once per mystery, you can introduce a piece of real-world trivia about something in a scene. That trivia is a Clue.

Nancy Drew

You know that Robin Masterson hasn't written an Amanda Delacourt book in years and that her name is used as a pseudonym by dozens of secret ghost writers because you are one of those secret ghost writers. So long as you keep the secret, the Mavens always get both benefits of the Gold Crown Mysteries Move instead of having to choose. If you ever reveal the secret to anyone, you get a second use of the Gold Crown Mysteries Move during the mystery in which you reveal it, but take the Condition: Marked by the Robin Masterson Network, and you no longer have access to this move. No two Mavens can have this move at the same time.

Tintin

You have a canine companion with whom you share a strong bond. This incredible pup can understand what you say with near-perfect comprehension. Name them and add them to your Cozy Little Place. They gain the power of speech once Layer 5 of the Dark Conspiracy is unlocked, but only you can understand them. No two Mavens can have this move at the same time.

Hercule Poirot

Increase your Reason by 1 (max 3).

Jane Marple

During the day, you can enter any place you wish, and move about freely once you're inside so long as you don't do anything actively hostile to any people who might be there.

Sherlock Holmes

The first time you encounter a Suspect, you can declare something about them based solely on their appearance. This information is absolutely true, but it is not a Clue, nor can it conclusively solve the mystery.

Robert Langdon

Once per mystery, you can change a physical object that is a Clue into a Void Clue by describing secret markings, unusual patterns, or otherwise strange, occult details that are on it. If you have unlocked Layer Three of the Dark Conspiracy, tell the Keeper that the thresholds for each remaining layer are reduced by one Void Clue. No two Mavens can have this move at the same time. This move and the Clarice Starling move cannot be in the same game.

Philip Marlowe

Once per mystery, so long as no other Maven is in the scene, you can do a first person narration of your arrival in a Location or your first encounter with a Suspect. Whatever you narrate is true, but it cannot conclusively solve the mystery. No two Mavens can have this move at the same time.

Mma Precious Ramotswe

You have two additional cozy activities; pick them from the list on your character sheet or write your own. Additionally, once per mystery, so long as you are engaged in one of your cozy activities, you can trigger the Cozy Move with a resident of Brindlewood Bay who is not a Maven. Finally, during the Cozy Move with another Maven, whichever Maven is doing their cozy activity can stumble on a Clue as normal OR clear another appropriate Condition.

Sam Spade

Something about you makes you seem like you have a bit of an edge. What is it? During the night, you can enter any place you wish, and move about freely once you're inside so long as you don't do anything actively hostile to any people who might be there.

Phoenix Wright

Whenever you find a Clue that is an object, you can physically manipulate the object to uncover a further secret about it—a hidden detail, a secret compartment, a scrawled message, etc. This extra detail is added to the Clue; it cannot cause the Clue to conclusively solve the mystery by itself.

Frank & Joe

Once per mystery, when you would suffer grave physical harm, describe how you are knocked unconscious instead. Take the Condition: A Little Rattled. You always wake up in the perfect place to continue the investigation.

Cadfael

You are a highly skilled herbalist and have an additional cozy activity: Herbalism. If there is an herbal tincture or decoction that would be helpful in a situation, you can take the time to make it. If you do, add it to your Cozy Little Place.

Clarice Starling

This move has no function until you solve a mystery and put a Suspect behind bars as a result. Thereafter, you can name an imprisoned Suspect your Consultant. Once per mystery, you can go to the prison the Consultant is being held in and ask them about that mystery. This triggers the Meddling Move as it would when questioning any other character, but the Consultant's answers and behavior are affected by your most recent mark on the Crown of the Void:

- No marks: The Consultant is mocking or insulting.
- A Shadow in the Garden: The Consultant claims to see malevolent spirits all around you.
- The Chariot: The Consultant reveals a Void Clue, even on a miss (but no extra effect on a 12+).
- The Pallid Mask: The Consultant also reveals the name of a character who will be killed if you don't do something to help them.
- The Pomegranate Kernel: The Consultant will also profess their love for you. If you reciprocate their love, clear Obsessed with the Void and lose access to this move. If you reject their love, take the Condition: Marked by (Name of Consultant) and lose access to this move. The Consultant will eventually escape and come after you.

No two Mavens can have this move at the same time. This move and the Robert Langdon move cannot be in the same game.

V.I. Warshawski

Increase your Vitality by 1 (max 3).

Nero Wolfe

Your Cozy Little Place is anything but. Add the following to it: Gourmet Pantry, Orchidarium, Full Bar, Private Elevator, House Boy (name him). No two Mavens can have this move at the same time.

The Dark Conspiracy

Use this sheet to track the history, motivations, and actions of the Midwives of the Fragrant Void.

The First Void Clue...

...is always the Midwives' first appearance in the story.

It should be brief—perhaps the Mavens catch a glimpse of hooded, robed figures—and you should emphasize their masks, which are smooth and white, like the faces of marble statues in a Greek temple.

Layer One: The Midwives Scene

This layer is unlocked after the Mavens discover the FIRST Void Clue.

At the end of the session of play in which the first Void Clue is encountered, narrate a scene showing a group of hooded figures standing on a beach at night. The moon is high in the sky, causing their Greek statue masks to glow white as they reflect the moonlight. They begin chanting strange words, first under their breath, and then louder. The scene ends with a large, shadowy shape rising from the ocean, silhouetted by the moon.

Between sessions, write down some details about the Child of Persephone you think the Midwives are trying to summon. What will it do when summoned?

Note any characters who reveal themselves to be connected to the Dark Conspiracy.

Layer Two: The History of Brindlewood Bay

This layer is unlocked after the Mavens discover THREE Void Clues. You may reveal these details (in any order) as the result of a 12+ on the Meddling Move, or as a new Keeper reaction you now have access to: **Reveal the town history.**

- In the summer of 1877, the crew of the whaler *Deep Reaver* set out from Brindlewood Bay. They returned with the strangest whale anyone had ever seen. It had tentacle-like legs and rows of oily, black eyes. They sold its parts all over the world, and the proceeds were used to turn Brindlewood Bay into what it is today.
- In the spring of 1942, wreckage from a Nazi U-boat washed ashore at Brindlewood Bay. The U-boat appeared to have been torn to pieces—literally ripped apart—and some of the interior bulkheads had strange, occult symbols scrawled all over them. No bodies ever turned up, but there was one reported survivor: a Nazi submariner whose mind was shattered and who committed suicide by repeatedly slamming his head into a wall shortly after being detained. The U.S. government gathered the pieces of the wreckage before it could become a major story in the papers.
- In 1967, during the Summer of Love, a hippie commune sprung up just outside Brindlewood Bay. The members of the commune largely kept to themselves, only occasionally coming into town for supplies. The people of Brindlewood Bay began to hear rumors that the commune was engaging in Satanic rituals and other dark, orgiastic magic. When a young boy, George Maplethorpe, went missing, the commune was blamed. A young Wyman Dalrymple, future sheriff of Brindlewood County, lead a citizens' march to the commune in response. Once there, violence broke out. No one can say for certain what happened to the hippies, but none have been heard from since, and their facilities were burned to the ground. Little George Maplethorpe was never found.
- In the fall of 1992, a group of anti-government separatists called the Sons of Freedom had a standoff against federal agents at the Sons' compound deep in the woods outside Brindlewood Bay. The standoff lasted for six days, during which time federal agents claimed to witness all manner of strange things coming from the compound: bizarre lights, chanting, barnyard animal noises, and more.

Some agents report having hallucinations during the standoff, and even glimpsing monstrous forms in the surrounding woods. On the sixth night, a wild chanting followed by terrible screams went up from the compound, and then silence. When agents entered the compound, they found an abattoir—the floors, walls, and ceilings soaked in blood, and pieces of the Sons strewn all over.

- New Year's Eve, 2011: Brindlewood Bay was the convergence point for numerous doomsday prophets who believed the world would end in 2012. A massive "End of All Things" party was held in and around town, and the next day, most of the revelers went back to wherever they came from. A few, however, remained...

Between sessions, write down the name of a character you'd like to see return during the Void Mystery.

Take some time to revise your idea about the Child of Persephone and why the Midwives are trying to summon it.

Note any new characters who reveal themselves to be connected to the Dark Conspiracy.

The Dark Conspiracy

Layer Three: The Existence of the Midwives of the Fragrant Void

This layer is unlocked after the Mavens discover FIVE Void Clues. You may reveal these details, in order, as the result of a 12+ on *The Meddling Move*, or as a new Keeper reaction you now have access to: **Reveal the Midwives**.

- The Mavens hear the words “The Midwives of the Fragrant Void” for the first time.
- The leader of the Midwives makes themselves known to the Murder Mavens, though they may not necessarily reveal their position in or affiliation with the cult. Write the name of this character on the line below.

Leader of the Midwives:

- The Murder Mavens stumble onto direct, physical evidence of the existence of the cult, perhaps the remnants of a recently-performed ritual.
- A character the Mavens believed was an ally or friend is revealed to be a member of the Midwives.

Between sessions, revise your idea about what the Midwives are trying to accomplish.

Note any new characters who reveal themselves to be connected to the Dark Conspiracy.

Layer Four: Direct Action Against the Murder Mavens

This layer is unlocked after the Mavens discover TEN Void Clues. The Midwives can now take direct action against the Murder Mavens. You have a new Keeper reaction available to you: **Magic of the Midwives**.

Sendings

The Midwives can perform rituals that allow them to magically assault their enemies. Whenever they do so, cut away from the current scene and narrate a scene in which we see the Midwives performing their ritual, and then cut to a scene showing the calamitous effects of their sorcery.

Servitors

The Midwives can summon low-level supernatural entities to do their bidding. What do these creatures look like? What kinds of powers do they have? How can they be stopped?

Between sessions, make one final revision about the Child of Persephone and the Midwives’ plan.

Layer Five: The Void Mystery

This layer is unlocked after the Mavens discover FIFTEEN Void Clues.

You may now create the Void Mystery following the guidelines in the rules. You may present the Void Mystery once the current mystery is resolved. After the conclusion of the Void Mystery, give each player a chance to narrate an epilogue for their Maven. This game of **BRINDLEWOOD PAT** is now complete. We hope you enjoyed your stay in this picturesque, coastal town.

Mystery Tracker

Mystery Name: _____

Resolution: _____

Mystery Name: _____

Resolution: _____

Mystery Name: _____

Resolution: _____

Mystery Name: _____

Resolution: _____

Mystery Name: _____

Resolution: _____

Mystery Name: _____

Resolution: _____
