Basalt Bracken

# The Killer Moves at Night

## PRINTABLE CASE FILES AND EXTRAS

The book contains everything you need to play. These pages are extras: clean maps and a spare card for playing the hunt again, a harder way to replay it, a newspaper from the city, and one more case.

Contents and printing tips: page 2.

# Contents


**Page 3** Working map, Map A

**Page 4** Working map, Map B (closed segments crossed out)
A big X on a dotted line marks a closed segment, as on the book's working maps. The city map (book page 43) uses a circled X.

**Page 5** Investigator's Card with the Raid Register and Letter Grid

**Page 6** Expert Mode: five rules for a harder replay

**Page 7** Expert Mode: score card and ranks

**Page 8** The Grimsallow Gazette, front page

**Page 9** The Grimsallow Gazette, page two

**Page 10** Night 21, a bonus case: the file

**Page 11** Night 21: nights 1 and 2

**Page 12** Night 21: nights 3 and 4

**Page 13** Night 21: case card

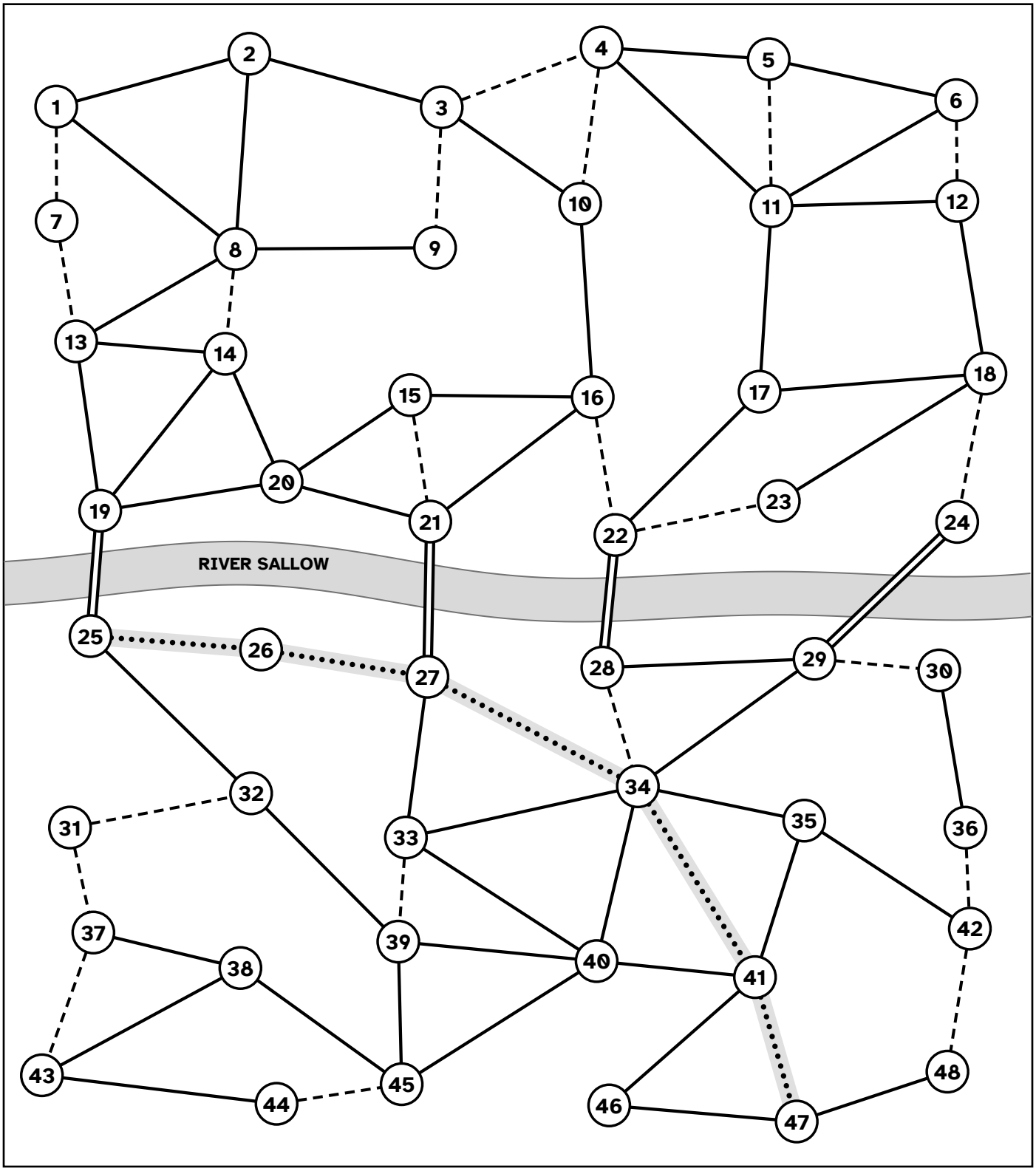
**Page 14** Night 21: hints

**Page 15** Night 21: solution (read it last)


## How to Print

Print at **100% scale** (actual size): turn off "fit to page" and "shrink to fit." Black and white is fine; nothing here needs color. This file is sized for US Letter (8.5 × 11 in). **Print single-sided**, so no page you need ends up on the back of another. For a replay you only need pages 3–5. The Gazette (pages 8–9) is there for atmosphere and uses the most ink; skip it if you are saving ink. Print as many copies as you like for your own play.

**WORKING MAP · MAP A · PAGE 3** Act _____ Night _____ Limit _____ segments



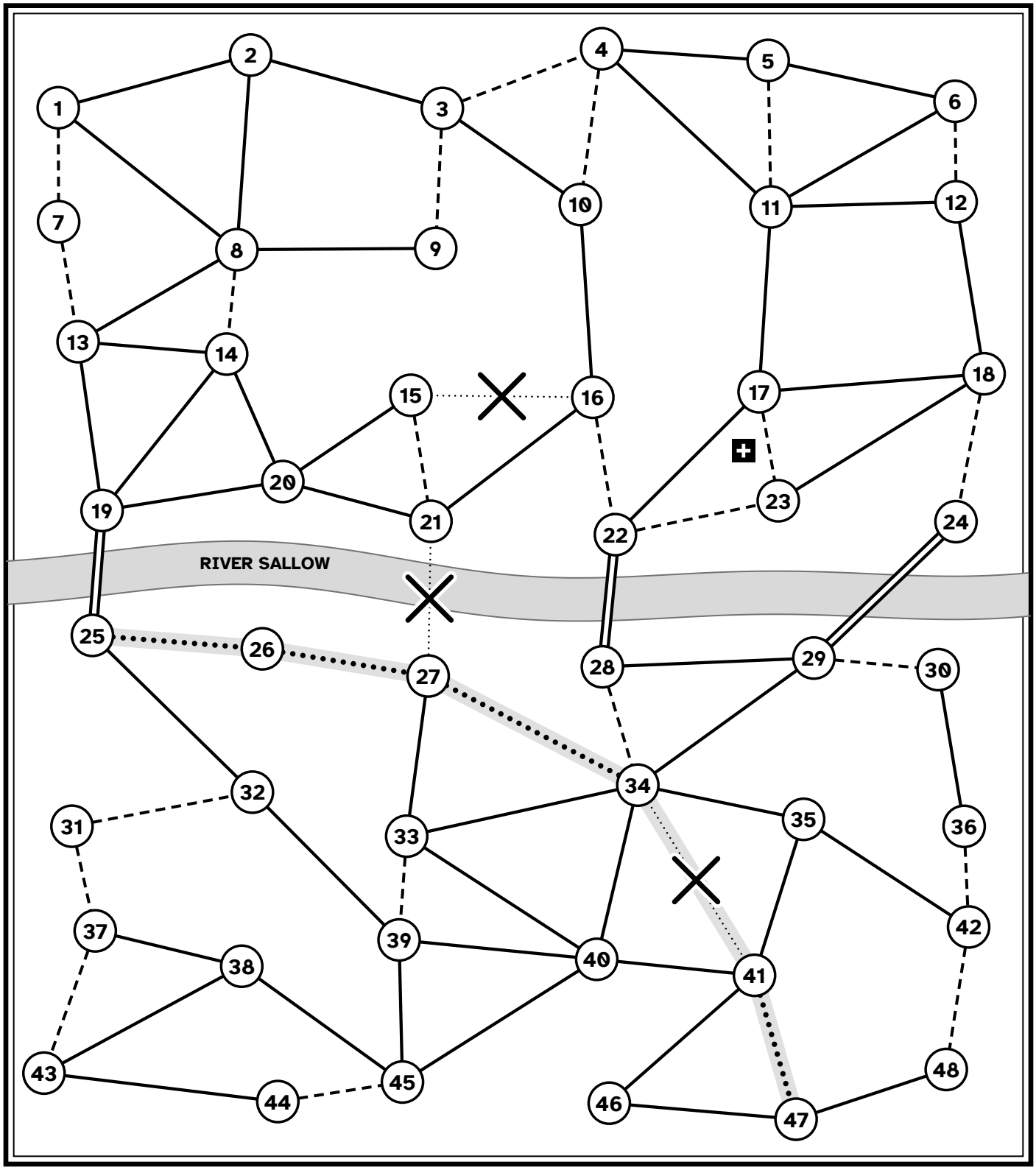

**KEY** Street · Alley · Bridge · Canal · 12 district number

Neighboring districts = joined by one segment. Every route counts segments, never distance on the page.

Shade every district that can still be the hideout. Cross out this act's crime scenes.

Act _____ Night _____ Limit _____ segments

**MAP B**




**KEY** Street · Alley · Bridge · Canal · (12) district number

Neighboring districts = joined by one segment. Every route counts segments, never distance on the page.

Crossed out = closed in Map B: bridge 21–27, canal 34–41, street 15–16. New in Map B: alley 17–23.

Shade every district that can still be the hideout. Cross out this act's crime scenes.

YOUR CASE FILE

# Investigator's Card

## VICTIMS AND PATROLS

| Act | Patrol: dawn after night | District | Caught? | Victims |
|---|---|---|---|---|
| I | | | | |
| II | | | | |
| III | | | | |
| | | | **Total** | |

Caught by your patrol after night 3? Then 2 victims (always one fewer than the night). Not caught by your patrol: 5 in Act I, 6 in Acts II and III.

## RAID REGISTER

| Act | District raided | Hit or miss |
|---|---|---|
| I | | |
| II | | |
| III | | |

If your patrol caught him, write "caught" here: the act counts as a hit.
Missed raids also count toward your ending.

## LETTER GRID

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| I | 1-1 | 1-2 | 1-3 | 1-4 | 1-5 | 1-6 | |
| II | 2-1 | 2-2 | 2-3 | 2-4 | 2-5 | 2-6 | 2-7 |
| III | 3-1 | 3-2 | 3-3 | 3-4 | 3-5 | 3-6 | 3-7 |

One letter per night: the first letter of the crime scene's district. 20 boxes, 20 letters.

## SUSPECTS (cross out a name when the letters rule it out)

- ☐ Nurse Rosalind Halcott
- ☐ Doctor Selina Lanhurst
- ☐ Captain Silas Norstead
- ☐ Sergeant Nell Tarrcott
- ☐ Constable Oriel Talham
- ☐ Judge Archibald Wenton

# Expert Mode

Expert Mode is for a second hunt through the book, once you know how the evidence works. Nothing in the book changes. You play the same pages in the same order, with five extra rules, and the book's endings stay exactly as they are. Expert Mode only adds a score and a rank, so you can compare one hunt with the next.



### 1. Sealed Help

Skip the training case. During the hunt, never open the Hints or the Solutions pages. Each look at either one is a **peek**.



### 2. One Clean Map per Act

Instead of the working maps in the book, shade on one clean copy of the working map from this file (page 3, or page 4 when a page sends you to Map B). Use one copy for the whole act and an eraser.



### 3. One Look at the Evidence

Read each report page once, then close the book on your finger and work on your clean map. Every second look at tonight's evidence, on the report page or on the book's working map, is a **peek**. Turning to the book's working map only for the Ledger table number, the Reckoning page, or the §B limit is not a peek.



### 4. The Night Clock

Give yourself 5 minutes for a night with a 3-segment limit and 7 minutes for a night with a limit of 4 segments or more: all of Act III and every longer §B night. Start the clock when you turn to the report page and stop it when you decide about the patrol or write down your raid. Each night that runs past its time counts as one **overtime**.



### 5. Bold Patrols

Each act's patrol must go out at the dawn after night 1, 2, or 3. If it has not gone out by then, it is lost for that act. Everything else about patrols and raids works as the book says.

Count the victims and the raids exactly as the book tells you. Keep score on the next page. Play Expert Mode only after you have finished the hunt once, because the rules assume you know how it works.

**BONUS · EXPERT MODE**

# Expert Score Card

**Score = 100 − 2 × victims − 20 × missed raids + 8 × catches − 2 × overtimes − 5 × peeks**

Victims and missed raids come straight from your Investigator's Card. A catch is an act that your patrol ended. Peeks and overtimes are on your honor.

| Hunt | Date | Victims | Missed raids | Catches | Overtimes | Peeks | Score | Rank |
|---|---|---|---|---|---|---|---|---|
| 1 | | | | | | | | |
| 2 | | | | | | | | |
| 3 | | | | | | | | |
| 4 | | | | | | | | |
| 5 | | | | | | | | |
| 6 | | | | | | | | |

**RANKS**

| | | |
|---|---|---|
| Chief Inspector | **100 or more** | The city will name a street after you, and then forget which one. |
| Inspector | **80 to 99** | Sharp, brave, and usually right. |
| Detective Sergeant | **60 to 79** | Every raid on the right door. A flawless hunt without lucky patrols lands here. |
| Constable | **40 to 59** | One bad night, or a run of slow ones. |
| Night Watchman | **below 40** | You saw what passed, and you will see more next time. |

How the ranks were set: a computer program played all 448 combinations of patrols and raids in the book, and then 100,000 simulated Expert hunts. A flawless hunt in which no patrol catches him scores 66, a solid Detective Sergeant. Chief Inspector needs no missed raid and at least two catches. Two catches are always enough when one comes at the first dawn of its act, or both by the second dawn, and three catches always are; later catches get there only with few victims. It is rare even for a perfect reader. One missed raid keeps you below Chief Inspector. Two or more missed raids keep you at the rank of Constable or lower.

WEATHER: Fog, then more fog.

# The Grimsallow Gazette

LAMPS LIT AT a quarter to five.

**FOG SEASON EDITION · EVENING · PRICE ONE PENNY**

## Fog Season Opens on the Sallow



*Lamplighters begin the evening round beside the Tollcut Canal.*

The River Sallow put on its winter coat on Tuesday night, a full week ahead of the almanac. By ten o'clock the fog stood shoulder high along the embankment, and by midnight the bridges had vanished altogether, so that a man on one bank could hear the bargemen on the other without seeing so much as a lantern. Old hands say it will not lift before the first frost.

The ferrymen have doubled their fares, the coal carts move at a walking pace, and the city has settled into its usual fog-season habits: shutters closed at dusk, a bell at every corner, and nobody quite sure whose footsteps are whose.

Grimsallow is a city built on water. The Sallow cuts it in two, and the Tollcut Canal runs its towpaths through the old industrial quarter, so half the city's trades depend on locks, barges, and the patience of lock keepers. Visitors complain that the place is a maze. Residents reply that it is a perfectly sensible maze, as long as you know which alleys go through and which only pretend to.

## A Night with the Lamplighters

Every evening at a quarter to five, the lamplighters leave the Lamp Office with ladders on their shoulders and long brass poles in their hands. Each man has his round, and each round has its order, learned by heart in the first week and never written down. A good lamplighter can light a street in the time it takes to read this column, and he will tell you without being asked which lamps sulk in the wet, which posts lean, and which landlords forget to lock their doors.

It is not a gentle trade. The ladders are heavy, the canal edges are slick, and the pay has not risen in a dozen winters. "We are the first men out and the last men home," one veteran told this paper. "If the city sleeps easy, it is because we were up a ladder."



*Barges wait at the lock for the fog to lift.*

## Notices

**LOST.** One umbrella, black, in the fog near Glassworks. The owner will know it by the dent.

**WANTED.** A steady boy for the Pumphouse engine room. Must not mind noise, heat, or the foreman.

## Around the Districts

**Glassworks.** The furnaces were relit on Monday after the autumn repairs. On a clear night their glow can be seen from the far bank. There have been no clear nights.

**Slatehouse.** The roofers' quarrel over the price of slate has ended with a handshake and, according to witnesses, a second handshake to be sure.

**Kilnfield.** The brickmakers complain that the fog keeps their stacks from drawing. The rest of the city complains about the smoke when they do.

**Pitchyard.** The boatyard's new tar boiler has been named Agnes by the workmen, for reasons they decline to explain.

**Pumphouse.** The great engine stopped for nine minutes on Wednesday night, and half the city woke at once, startled by the silence.

## The Night Watch

Grimsallow keeps a watchman in every district from dusk to dawn, each in a wooden box with a lamp, a rattle, and a stool that is never quite level. Their reports are short and, by long custom, honest. A watchman who saw no one says so, and the station takes him at his word.

"We do not guess," the senior watchman of Kilnfield told this paper. "We write down what passed, and what did not. The guessing is somebody else's job."



*A watchman's box, lit until dawn.*

## Notices

**NOTICE.** The Choral Society will meet on Thursday unless the fog forbids it, in which case it will meet on Thursday regardless.

## Talk of the Taprooms

The bargemen say a gray owl follows the night boats from lock to lock and never once lands. The bakers say the old chapel bells ring by themselves when the fog is thickest. And the children of the towpath swear that a lamplighter with no face walks the canal at three in the morning, lighting lamps that are already lit. This paper believes none of it and prints all of it.



*The River Sallow at midnight, seen from the embankment.*

### Lamps Gone Dark

As this edition went to press, word reached us that the brass burners have been taken from a row of street lamps in the night, and that the station clerk has opened a new file. He has written a single number on its cover: Night 21. Readers who wish to follow the case will find the file at the back of this bundle.

BRACKEN'S PATENT FOG LANTERN

Twice the light, half the soot. Sold by every respectable ironmonger.

MOTHER GRIMLEY'S LINCTUS

For fog chest, river throat, and canal cough. One spoonful at bedtime, two in a hard winter.

**BONUS CASE · PLAY IT BEFORE OR AFTER THE BOOK**

# Night 21: The Lamp Thief

The station clerk gives every night of a case a number of its own, and the hunt in the book fills twenty of them. This file is the twenty-first. The clerk wrote one number on the cover, Night 21, although the case took four nights to close.

It is a smaller matter, and nobody dies in it. Someone is taking the brass burners from the street lamps of Grimsallow, one district a night, and leaving whole streets in the dark. Worse, he has read the Gazette. He walks home the way the papers say the night walker does, from the scene to his hideout along the segments of the map, as if to show the station how little it knows.

Night 21 is a separate case with its own culprit and its own hideout. It uses the same rules, the same Map A, and the same Evidence Dictionary as the book (page 5 of the book). It changes nothing in the book and gives nothing away about it.



## In This Case

4 nights. His route home is at most 3 segments long. Use Map A.
Shade on the clean Map A on page 3: print one copy per night, or use one and an eraser.
No letters and no patrol ledger. One early warrant instead, and one raid after night 4.
Keep your notes on the case card, page 13.

### HOW EACH NIGHT WORKS

Each night, shade every district he could reach on a route that obeys the limit and all of tonight's evidence. From night 2 on, keep a district shaded only if it was shaded on every earlier night. Cross out each scene: he never hides where he has struck. After night 4, exactly one district is left.

### THE EARLY WARRANT

Once in this case, at the dawn after night 1, 2, or 3, you may send an early warrant to one shaded district. Play on to night 4 either way. The solution tells you whether it hit. If your warrant hit, the final raid does not change your result.

# Night 1: Norrow Goes Dark

**The dark district: 11 Norrow** — **Map A · Limit: 3 segments**

**WHAT THE NIGHT LEFT BEHIND**



**MUD**
He passed through 6 Ropewalk, or 18 Dunmarsh, or both.



**WATCHMAN**
He never set foot in 23 Sootfield.

Norrow wakes to black lamp posts. Every burner on the high street is gone, unscrewed as neatly as a watch repair, and the lamplighters stand around the market cross with nothing to light. The mud on a dropped sack comes from one of two places, and the night soil men argue about which. The Sootfield watchman swears his beat was empty all night.

Dawn after night 1: send your one early warrant now, or keep it. Case card, page 13.

# Night 2: The Rope Makers' Lamps

**The dark district: 6 Ropewalk** — **Map A · Limit: 3 segments**

**WHAT THE NIGHT LEFT BEHIND**



**DOG**
He passed through 12 Yarrowby.



**WATCHMAN**
He never set foot in 5 Alderwick.

Ropewalk is next. The rope makers find their lamps dark at the morning shift and a tracking dog that will not stop pulling toward Yarrowby, though it never once sits down there. The Alderwick watchman, awake and sober for once, saw nobody.

Dawn after night 2: send your one early warrant now, or keep it. Case card, page 13.

**CASE NOTES**

# Night 3: The Chapel Clock

**The dark district: 12 Yarrowby** — **Map A · Limit: 3 segments**

**WHAT THE NIGHT LEFT BEHIND**



**CLOCK**
His route home was at most 2 segments long.



**WATCHMAN**
He never set foot in 11 Norrow.

In Yarrowby the thief climbed the lamp beside the chapel and knocked the clock hand with his ladder, so it stopped. The sexton heard him come down and walk away, and the footsteps did not last long. The Norrow watchman, who walks the street up to the chapel, saw nobody all night.

Dawn after night 3: send your one early warrant now, or keep it. Case card, page 13.

# Night 4: The Dry Lock

**The dark district: 17 Lockside** — **Map A · Limit: 3 segments**

**WHAT THE NIGHT LEFT BEHIND**



**CLOCK**
His route home was at most 2 segments long.



**MUD**
He passed through 11 Norrow, or 18 Dunmarsh, or both.

The last lamps go dark in Lockside, where the old lock gates stand dry. The lock keeper found fresh lane mud on his gate, from Norrow or from Dunmarsh. A cabman waiting by the lock checked his watch: the thief was out of earshot almost at once.



**THE RAID · no warrant tonight**
After tonight, one district is left on your map. That is where you raid. Write it on the case card, page 13.

**CASE NOTES**

# Night 21 Case Card

| Night | The dark district | Districts still shaded after tonight | How many |
|---|---|---|---|
| 1 | | | |
| 2 | | | |
| 3 | | | |
| 4 | | | |



**EARLY WARRANT · once, at the dawn after night 1, 2, or 3 (optional)**

Dawn after night _____ District _____



**FINAL RAID · after night 4**

District raided _____ Hit or miss _____

**YOUR RESULT**

Count the districts he left dark. An early warrant that hits ends the case at that dawn: 1, 2, or 3 dark districts. Otherwise it is 4, and a warrant that missed adds 1 for the household you woke. A missed final raid: unsolved. If your warrant hit, the final raid does not change your result.

| 1 | 2 | 3 | 4 | 5 |
|---|---|---|---|---|
| Brilliant | Sharp | Steady | Solved | Solved, with an apology |

Dark districts: _____ Result: _____

When the raid is done, turn to page 15 for the solution. Stuck before that? Page 14 has a gentle and a stronger hint for every night.

**CASE NOTES**

# Hints

Read only the hint you need. The gentle hint shows where to look; the stronger hint tells you how many districts stay shaded.

## Night 1

**Gentle.** The mud puts 6 or 18 on the route, between the scene and the end. List the routes from 11 that pass through one of them, then strike every route that touches 23.

**Stronger.** 10 routes fit tonight. 6 districts are shaded after night 1.

## Night 2

**Gentle.** The dog puts 12 on the route but never at its end. 5 is out entirely, even as the hideout. Keep only districts shaded after night 1.

**Stronger.** 4 districts stay shaded after night 2.

## Night 3

**Gentle.** At most 2 segments from 12, and 11 is out entirely, even as the hideout. Short routes only: list the one-segment and two-segment routes from 12 that never touch 11.

**Stronger.** 3 districts stay shaded after night 3.

## Night 4

**Gentle.** At most 2 segments again, so 11 or 18 must be his first step out of 17, and then he went one segment further. Test only the districts still shaded.

**Stronger.** 7 routes fit tonight. One district is left. That is where you raid.

Still stuck? Every route that fits is listed in the solution on page 15.

# The Lamp Thief, Solved

## Night 1: Norrow Goes Dark

Scene: 11 Norrow. His true route: 11 – 17 – 18 – 24 (3 segments). 10 routes fit: 11–5–6–12; 11–6–5; 11–6–5–4; 11–6–12; 11–6–12–18; 11–12–6–5; 11–12–18–17; 11–12–18–24; 11–17–18–12; 11–17–18–24, ending at 4, 5, 12, 17, 18, and 24. Shaded after tonight: 4, 5, 12, 17, 18, and 24. An early warrant at this dawn: 1 chance in 6.

## Night 2: The Rope Makers' Lamps

Scene: 6 Ropewalk. His true route: 6 – 12 – 18 – 24 (3 segments). 8 routes fit: 6–11–12–18; 6–12–11; 6–12–11–4; 6–12–11–17; 6–12–18; 6–12–18–17; 6–12–18–23; 6–12–18–24, ending at 4, 11, 17, 18, 23, and 24. Shaded after tonight: 4, 17, 18, and 24. An early warrant at this dawn: 1 chance in 4.

## Night 3: The Chapel Clock

Scene: 12 Yarrowby. His true route: 12 – 18 – 24 (2 segments). 6 routes fit: 12–6; 12–6–5; 12–18; 12–18–17; 12–18–23; 12–18–24, ending at 5, 6, 17, 18, 23, and 24. Shaded after tonight: 17, 18, and 24. An early warrant at this dawn: 1 chance in 3.

## Night 4: The Dry Lock

Scene: 17 Lockside. His true route: 17 – 18 – 24 (2 segments). 7 routes fit: 17–11–4; 17–11–5; 17–11–6; 17–11–12; 17–18–12; 17–18–23; 17–18–24, ending at 4, 5, 6, 12, 23, and 24. Shaded after tonight: 24. No warrant tonight: this is the raid.

**The hideout: 24 Whistleby**

Behind the door in Whistleby: a cold room, a sack of brass burners, and a scrapbook of Gazette cuttings about the night walker. The thief is Tobias Fennick, a lamplighter dismissed in the spring, who wanted the station to look foolish. He knows nothing about the real case, and he says so loudly. By evening the burners are back on their posts.

Your result: an early warrant to 24 after night 1, 2, or 3 ended the case at that dawn. Any other warrant woke the wrong household (add 1). A final raid on 24 is a hit; any other district is a miss, and the case stays unsolved. If your warrant hit, the final raid does not change your result.