

## On the Grounds

#	1	2 Traces	3 Traces	4 Tracks	5 Noises	6 Encounter
1	-	hacked-up shrubbery	crushed vermin	deep boot-prints in the grass	stone grinding	Marble Knight
2	-	gnawed and burned furniture	small animal partially dissolved	scrapes and large claw marks	cracking sounds	Grotesque Spouter
3	-	stone arrow (50% broken)	child-size finger or toe made of stone	plants trampled by child-size feet	rocks tapping	Archer Cherubs (1d4)
4	-	1d3 shed feathers	torn silk vest or breaches or hat	trail of claw-prints	cawing almost-speech	Buzzard Dandies (1d6)
5	-	smothered bird	broken green egg shell in a nest	moulted leaf-like skin	rustling grass	Ivy Viper (1)
6	-	-	-	-	woman's voice humming	Ghost of Abelia Prem

## Inside the Manor

#	1	2 Traces	3 Traces	4 Tracks	5 Noises	6 Encounter
1	-	woodwork cleft by sword or axe	crushed vermin	dried-up muddy boot-prints	stone grinding	Marble Knight
2	-	stains on the floor	decomposing vegepygmy limb	-	-	Russet Mold
3	-	stone arrow stuck in wall	child-size finger or toe made of stone	sandy child-size foot-prints	rocks tapping	Archer Cherub (1d4)
4	-	strands of webbing hanging	animal partially cocooned and eaten	large spider web	chittering	Giant Spider
5	-	filthy chewed scraps of cloth	smearred faeces	foraging path along the wall	scuffling	Rat Swarm
6	-	-	-	-	woman's voice humming	Ghost of Abelia Prem

## Within the Stygian Garden

#	1	2 Traces	3 Traces	4 Tracks	5 Noises	6 Encounter
1	-	smashed stonework	crushed vermin	wet and muddy boot-prints	stone grinding	Marble Knight
2	-	chewed fruit remainders	large patch of guano	-	squeaks and flapping	Cave Bats (2d6)
3	-	stone arrow (50% broken)	child-size finger or toe made of stone	wet child-size foot-prints	rocks tapping	Archer Cherubs (1d4)
4	-	dark stains on the floor	bleached vermin skeleton	snotty droppings	-	Green Slime
5	-	giant lily pad out of water	fish bones	wet slimy trail	deep croak	Poisonous Toad (1)
6	-	-	-	-	woman's voice humming	Ghost of Abelia Prem