

Stuffed Fables™





THE BIG GIRL BED

3

3-1

The bookkeeper reads the following:

Mommy and Daddy exchanged nervous glances as they watched their little girl climb into her new big girl bed. It was a beautiful bed of purple and blue, with a fancy headboard, and the little girl had fallen in love with it the moment she first saw it. They had brought it home in a big box, and Daddy spent the afternoon in the garage assembling it. She had napped in it a couple times already, but this was the first night it would replace her crib. Mommy cried a little that day when Daddy took the crib apart. The little girl felt strangely sad too when she watched Daddy pack the crib away in the attic. But she was a big girl now, and this was a big girl's bed.

Her parents tucked her in, and Daddy stroked her hair while Mommy, with a lump in her throat, sang a sweet bedtime song. When they tiptoed away, they left the bedroom door cracked open, and inside the room everything grew still. The little girl's breathing slowed. The kitty clock on the wall tick-tocked.

Tick-tock...

One by one, all of the lights in the house went out, and soon Mommy and Daddy were in bed.

Tick-tock...

Theadora Stuffins sat up in the new big girl bed, and giving a stretch, marveled at her surroundings. What had happened to the crib? She rubbed her glass eyes and leaned over to make sure the little girl slept soundly.

"Where are we, Thea?" asked a droopy voice. "Where did all the bars go?" Lumpy the stuffed elephant looked around with anxious concern.

"I don't know, Lump," said Theadora. "It was like this when I woke up."

"I'm scared," Lumpy whispered. Flops landed between the two of them with a giggle, her long ears flying all around.

"I like it!" Flops declared. "It's nice and bouncy."

"Flops!" hissed Theadora. "Knock off all the jumping. You know better!"

"So it has happened at last," said Stitch. They turned to see the frayed old-timer hobble towards them. Stitch had already served under the girl's mother during her Growing Years. He had a limp, and mismatched button eyes, but the others dearly loved the wise old doll.

"What has happened, Mr. Stitch?" asked Theadora.

"This is it," said Stitch. "This is what we signed up for. Before now we were merely companions, our young charge protected by the magic of her crib. But tonight she sleeps in a big girl bed, and so at last our service begins in true. He will come for her, and we will protect her."

"Who will come, Mr. Stitch?"

"Crepitus. The Nightmare King. He will send his minions for this sweet child and only we will be able to protect her." The very thought of it made the old doll puff up his chest in pride.

"Crepitus," wondered Theadora. "I didn't think he was real."

"Could we pay someone else to do it?" whispered Lumpy. "Much safer that way."

"I think it might be wise," Stitch suggested, "to split up and search the house for provisions. Thea?"

"I trust your advice on this, Mr. Stitch," said Theadora. "Let's do it."

Gather the discovery cards for this story and without looking at them, place them in a face down stack near the play area.

Note: In this story Piggie and Lionel are not available for a player to choose as her stuffy. (You've not yet met them.)

Go to page 5, section 5-1.

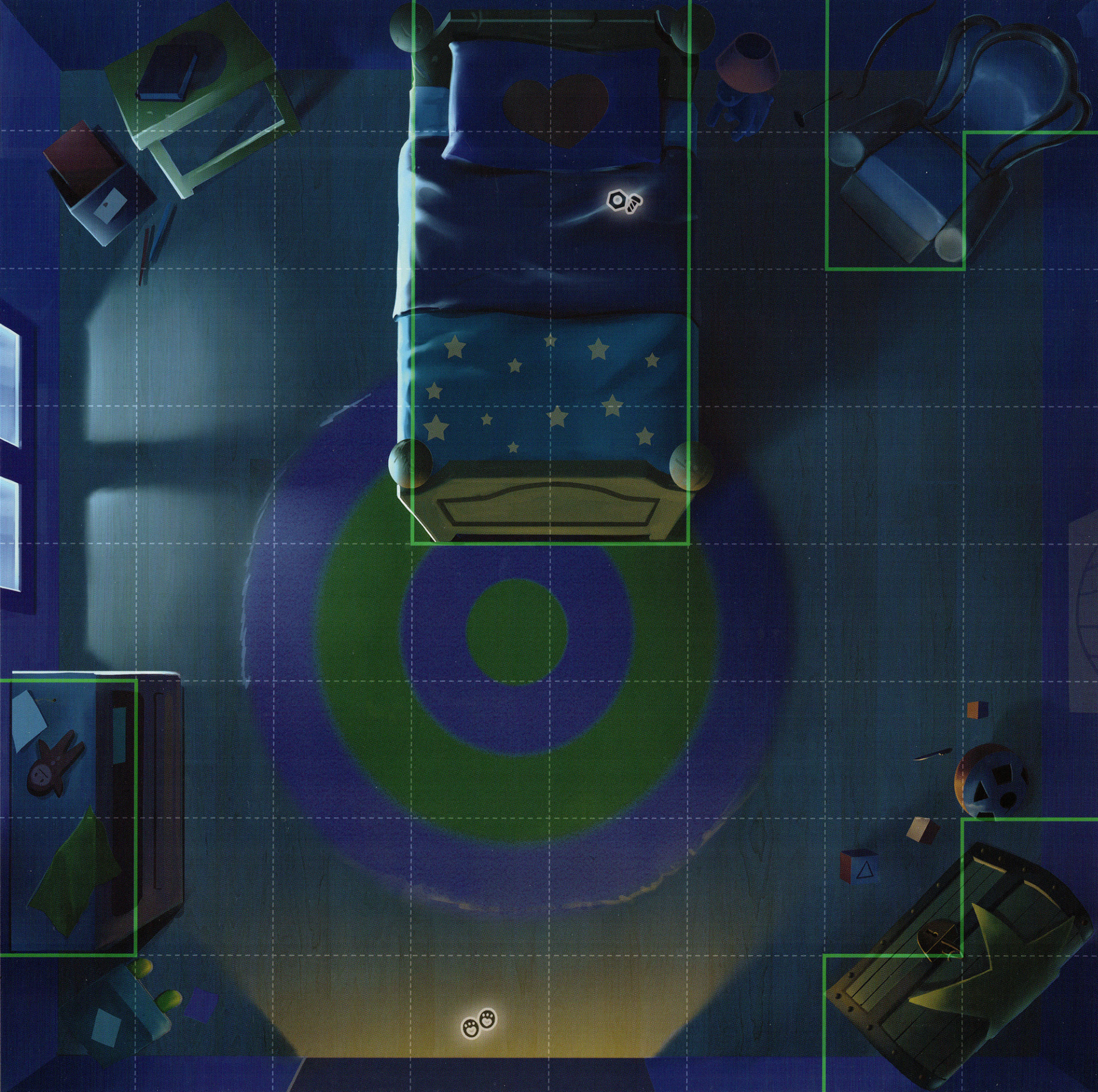
STITCH'S FABLE: THE CONTENTED CATERPILLAR

A little green caterpillar loved eating upon his green leaf so much, that when his friends all began to change into chrysalises, he declined saying, "I don't care for change and so will just sit here eating my green leaf."

But when his friends became butterflies and flew away, the little caterpillar grew lonely. And when the butterflies returned several days later, they each had an amazing story to tell about their adventures in the wide world.

"I see now what I have missed by avoiding change," said the caterpillar sadly. "I have loved my leaf, but I have missed out on even greater happiness."





THE CRAWLING DREAD

5-1

The bookkeeper reads the following:

One by one, the stuffies slid off the bed and tip-toed out of the room, being careful not to make a sound. But as they moved through the dark house, an ominous purple glow began to form underneath the big girl bed, and from out of that glow came long, spidery legs...

GEAR UP

Each player looks through the item deck for a weapon card of her choice with the keyword: Kitchen or Study and equips it.

Go to section 5-2.

5-2

Freshly provisioned, the stuffies returned to the little girl's bedroom, but as they pushed the door open, a frightening scene was revealed to them! Scuttling around the room were minions with a multitude of spidery legs. And yet these were no spiders! Their bodies were as large as house cats, and they made their home in the heads of old baby dolls.

"The crawlies have come early!" gasped Stitch.

"Look at that light!" exclaimed Theadora, pointing at the eerie purple glow. "They're coming from under the bed!"

SETUP

Grab a number of crawly figures and their cards equal to the number of stuffies in play. Place any 1 crawly on the space on the bed marked with  and place the other crawlies on spaces adjacent to that crawly. Place the crawly cards face up in a column next to the sideboard. Each player places her stuffy figure on or adjacent to the spaces marked with .

Starting with the bookkeeper and proceeding to the left, players will take turns until all the crawlies have been defeated or all the stuffies have collapsed. (Learn Core Rule: 'Player Turn' on page 8 of the rulebook or scan the QR code.)

If, at the end of any player turn, the threat track has a number of dice on it equal to the number of crawlies still in play, the crawlies will take a turn. (Learn Core Rule: 'Minion Turn' on page 12 of the rulebook or scan the QR code.)

When all the minions have been defeated: Each stuffy gains 1 heart. (Learn Core Rule: 'Hearts' on page 13 of the rulebook or scan the QR code.)



Go to section 5-3.

5-3

The crawlies fought back, but only halfheartedly, appearing to be more interested in stealing random items throughout the bedroom.

"Don't let them take a single thing!" declared Theadora, but two crawlies slipped back under the bed carrying a comb and a single sock. The stuffies fought bravely, but they could not keep odds and ends from being smuggled into the purple glow. Flops saw a crawly dragging away the little girl's beloved baby blanket. It was too much to bear.

"Oh no you don't!" she cried and dove forward, grabbing a corner of the blanket. But the crawly vanished under the bed, and suddenly Flops found herself sliding across the floor at a dangerous pace. Stitch grabbed hold of Flops's legs, and Thea and Lumpy threw themselves on top of the bunny. Together all four were able to hold onto the blanket, each other, and one of the big girl bed's feet.

"Well done, stuffies!" called Stitch. "Now pull it back!" They slowly began to reel the blanket back out of the glow.

"It's working!" Theadora exclaimed. "We're doing it!" But then there was a great tug, as if some unseen force from within the glow was working against them, and just like that, Lumpy lost his grip on the bed.

He only had time to whisper, "Oh no!" before all four of them were yanked into the purple unknown below the bed. And with that, the light vanished. The bedroom was dark and silent once again, and up on the big girl bed, the sweet little girl held herself and shivered as she slept.

Go to page 7, section 7-1.



If you ever feel confused about where to go, find the  symbol in the sidebar of the page you are on for a little guidance. While reading a section in the Storybook, if you come to a  symbol, know that it is there to remind you that the compass section can serve as your guide should you be feeling lost.



Note: The only reason to be reading this section is if a stuffy has collapsed and a Restless card has been revealed. See 'Sleep Cards' on page 13 of the rulebook for more information.

The stuffies and crawlies suddenly freeze in their spots as the girl murmurs in her sleep, and turns her head from side to side.

Place a worried status card on any stuffy on, or within 3 spaces of, the bed. Remove 1 crawly that is on or within 3 spaces of the bed.



THE PLACE THAT LIES BEYOND

7-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

They plummeted through dirty, hazy air, screaming as the ground rushed up to meet them. Theadora hit first, quickly followed by Flops and Stitch.

"My poor head," moaned Flops, seconds before Lumpy landed right on top of her, the squeaker in his leg giving out a shrill toot. "Get off!" she called from underneath him.

"So sorry," Lumpy said, and he rolled away. "Where – where are we?" he asked in terror.

The stuffies all looked around at the strange landscape. They appeared to have landed on a giant mound of toys that stretched up into the sky. Past the mound was barren land covered with countless more heaps of toys that reached for the dirty brown sky above. Here and there, crawlies scuttled through the waste, picking at choice parts. Farther in the distance, the stuffies could see a huge factory belching oily smoke into the sky, and large machines on spiked treads that rumbled over the landscape, probing with their cruel pincer arms.

"It's terrible," whispered Flops.

"I've heard of this place before," said Stitch sadly. "It is called the Fall. A world between worlds, filled with toys that are now lost."

"But... who would lose their toys?" asked Lumpy, and tears began to form in his eyes.

"We have to figure out a way to get home to our little girl," said Theadora.

"Wait! I hear something," hissed Flops, her long ears pricked up in alert. "Behind us!" The stuffies turned around, and sure enough, they could make out a train not too far away on the ground below. Battered stuffed animals and dolls toiled by the train. Their backs were bent by large sacks. They shuffled up to the train one by one, and a large mechanical arm would reach down, and lift the bags off their backs, and toss them onto a train car. The train gave a great belch of black smoke, and slowly began to grind forward. Several crawlies ran up to the train with some last minute additions, and Theadora, with her sharp eyes, recognized an object carried by a crawly.

"The blanket!" she cried. "They're putting our girl's blanket on that train!"

"There's no time to lose!" barked Stitch. "We'd better hoofit down this pile if we're going to catch that train!"

Reveal a sleep card. (Learn Core Rule: 'Sleep Cards' on page 13 of the rulebook or scan the QR code.)



SETUP

Each player places her stuffy figure on or adjacent to the space marked with ☹️. Place the train token on the tracks in the bottom right corner of the map.

Place ☹️ on the indicated spaces.



(Learn Core Rule: 'Reading a Map' on page 6 of the rulebook or scan the QR code.)

SPECIAL RULES

Difficult Terrain: When moving on the heap of toys, a stuffy loses 1 stuffing for each non-green die used to move. stuffies on the train tracks and minions are unaffected by this rule.

All Aboard: It requires using a red die to move onto the train. If at any time, all stuffies are on the train token, turn to page 11, section 11-1. 🎲

7-2

You try to pull the red wagon free.



Perform a red/strength skill test, difficulty: 5. (Learn Core Rule: 'Skill Test' on page 9 of the rulebook or scan the QR code.)

PASS: *You manage to pull the red wagon out. Retrieve the Red Wagon item card from the discovery stack and place it nearby. The stuffies hop in the wagon and try to catch that train by riding down the hill to where the train rounds the bend. Gain 1 heart. Go to page 9, section 9-1 (even if there are minions in play).*

FAIL: *Trying to dislodge the wagon causes an avalanche of toy parts to fall on you. Digging you free costs time. Reveal a sleep card. 🎲*

7-3

You watch in dismay as the train lumbers away, clickity-clacking down the misshapen tracks.

SETUP

Remove the train token from play. Any stuffies on the train must be placed on the track in any of the 4 spaces the train had occupied. Generate a random encounter. (Learn Core Rule: 'Generating an Encounter' on page 7 of the rulebook or scan the QR code.)



Get to the train. If all stuffies are on the train, see All Aboard in section 7-1. If the train has left, explore the 🕒 symbols for other ways forward.



First Surge: Go to section 7-3.

Additional Surges: Reveal a sleep card.



You approached the strangers who had helped load the train. One of them, an old, beat-up hippopotamus with a droopy face, noticed you, and so you approached her with a friendly smile.

"Hello friend," you said. "May I inquire what it is that you do here?"

"We are the Lost," the hippo replied, almost afraid to speak to you. "We toil for the dark one in the fortress, collecting supplies for his factory-fortress."

"That sounds awful!" you declared. "Why don't you quit?"

"Lord Crepitus destroys all those who refuse his orders," the hippo replied.

The train blew its horn and you said, "I'm sorry, but we have to catch that train. Thank you for your help."

"The train goes to Squalor," offered the hippo. "If you can't catch it, you'll have to pass through Bramblebum."

You can travel to Bramblebum at the end of any player's turn as long as there are no minions in play. Go to page 13, section 13-1.



"What about that over there?" asked Flops, pointing to an old red wagon that protruded from the mound. "That might get us down quicker. It might break our necks too, but it sure looks like a lot of fun!"

If the train has left and you would like to chase it in the red wagon, go to section 7-2. 🎲



Back in her bedroom, the tiny child shivered and curled up for warmth. Back at the Heaps, the ground lurches, setting off an avalanche of toys!

All stuffies not on train track spaces lose 1 stuffing.

THE THRILL RIDE

9



9-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

There was no time to empty all the toys from the wagon. They quickly climbed in except Lumpy who pushed from the rear. It was difficult work, but Lumpy gave a determined trumpet, and suddenly the wagon began to roll. Lumpy barely clambered aboard before the wagon began to shoot down the mound. It bounced as it struck all manner of strange shapes in the garbage, and the stuffies began to scream.

"How will we stop this thing?" Lumpy shrieked.

"I don't think you'll like the answer," Flops replied.

"Aim for that ramp!" shouted Theadora, pointing down at a toboggan that protruded from the base of the heap. "If we can hit it just right, we might be able to catch that train."

SETUP

Place the red wagon token on the space marked with **START**. Each player places her stuffy figure in the wagon on a spot of her choice, then begin taking turns normally.

SPECIAL RULES

-  When a player draws 1 or more black dice, she must roll them, and place them on the threat track. These represent hazards to avoid.
-  A stuffy can attempt to spot hazards on its turn by choosing a black die on the threat track and rolling 1 or more of their yellow dice. If the roll is equal to or higher than the chosen die, discard that die from the threat track.
-  If you pass a skill test on this page, add any purple dice used in that test to the group task track to represent your increasing speed. These dice make steering harder, but will help the final test.
-  A stuffy can attempt to slow the wagon on their turn by choosing a die on the group task track and rolling 1 or more of their red dice. If the roll is equal to or higher than the chosen die, discard that die from the group task track.

Moving the Wagon: Once per turn, during the 'perform actions' step a player must move the wagon downhill one space, and go to the entry listed for that space (this move does not require a die).

Special Difficulty: Excepting the test in section 9-6, add 1 to the difficulty of each test on this page for each die on the threat and group task tracks.

9-2

The wagon gains in speed. Looking ahead, you realize the jump is going to be incredibly dangerous.

Perform a yellow/perception -OR- a green/agility skill test, difficulty: 2+.

YELLOW PASS: "Hang on!" you shouted, as you aim the wagon toward the safest path.

GREEN PASS: Quick reflexes helped you steer around some dangerous obstacles.

FAIL: Fear paralyzes you. Place a scared status card on this stuffy.

9-3

A pile of toys blocked your path, and you realized a collision was unavoidable!

Perform a blue/resistance -OR- green/agility skill test, difficulty: 3+.

BLUE PASS: You grabbed a toddler push toy and extended it out in front of you. It acted as a battering ram, smashing the toy pile out of your path. Draw a card from the item deck.

GREEN PASS: You ducked in time as you crashed through the pile. Toys went flying everywhere, and the wagon continues careening down the heap. This stuffy gains 1 heart.

FAIL: You smashed into the toy pile and a jagged piece of plastic whipped through the screaming passengers. Each stuffy receives 2 damage.

9-4

A giant machine burst up from the pile, sending the wagon sliding to the left. The machine's engine roared and black smoke began to roll out of giant exhaust pipes that the wagon was about to pass next to. Incoming!

Perform a yellow/perception -OR- a green/agility skill test, difficulty: 4+.

YELLOW PASS: You veered the wagon off to the side, just as flames spewed forth from the pipes. The fire licked the side of the wagon, but no one aboard was hurt thanks to your precise timing. You gain a heart.

GREEN PASS: You grab the fabric of your companions and dive for cover, as flames burst from the pipes, covering the wagon in orange fire. Luckily, everyone avoided the worst of it. Place a courageous status card on this stuffy.

FAIL: You called out too late. Everyone tried to get low, but the machine sent a burst of fire that enveloped the wagon. Place a scorched status card on this stuffy, and any other stuffy on that same side of the wagon.

9-5

You spied the broken, jagged handle of a hockey stick, and the wagon was about to pass right under it!

Perform a red/strength -OR- blue/resistance skill test, difficulty: 5+.

RED PASS: You grab hold of a bowling pin and give a mighty swing. The stick explodes into splinters. Remove all status cards from all stuffies.

BLUE PASS: You seized an old game board and used it as a shield. Gain a heart.

FAIL: The splintered hockey stick tore through the passengers. This stuffy and any other stuffy on that same side of the wagon receive 2 damage.

9-6

There are times when one can only hope for luck. The red wagon hit the ramp, and you call upon the child to protect you all as you rocket towards an unknown fate.

Perform a purple/luck skill test, difficulty: 6. Subtract 1 from the difficulty for each die (regardless of the die's result) on the group task track.

PASS: Stuffies and dolls looked up in shocked awe as your wagon flew overhead.

"Who in the world is that?" said a broken-down doll.

"A wagon of darn fools, that's for sure," said a patched-up bear.

Your wagon smashed into a pile of toys on a train car, and everyone went flying.

But Theadora couldn't help but grin as the stuffies zipped away on the speeding train. Discard the Red Wagon item card. Go to page 11, section 11-1.

FAIL: The wagon smashed into the side of the train sending the stuffies flying. They lay at the foot of the heap, nursing sore heads.

"Well, bother," Theadora groaned.

Each stuffy receives 2 damage. Go to page 13, section 13-1.



STOP THAT TRAIN!

11-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

"There's no one in the cars behind us," said Theadora upon her return. "The blanket must be up ahead. All I found were more broken toys."

"This is a foul place," spat Flops. "The sooner we get that blanket back and get out of here, the better."

"Agreed," said Stitch, "So let's move up the line and find the car with our little girl's blanket."

The group began to move their way up the train cars and it didn't take long before they spotted the crawly with the blanket. But the crawly was passing the blanket off to yet another minion, this one much larger and far more menacing. Its torso had a gaping, heart-shaped hole from which rose a thin, black vapor.

"What on earth is that?" whispered Lumpy.

"I don't know," said Stitch, "but we didn't come all this way to give up on the blanket!"

SETUP

Generate an encounter of the dark heart leader and a number of crawlies equal to the number of players minus 1. Place each crawly on or adjacent to the space marked with . Place the dark heart on the space marked with .

Each player places her stuffy figure on or adjacent to the space marked with .

SPECIAL RULES

Dark Heart Movement: When activating the dark heart, do not move it.

Dark Heart Threat: When placing a threat die on the threat track, roll it.

If the number result matches 1 other die on the track: The train passes beneath a dangerous low hazard. The stuffies must drop onto their bellies to avoid damage. Stuffies with 4 or more stuffing lose 1 stuffing.

If the number result matches 2 other dice: The dark heart uncouples the train! Go to section 11-2.

Catching the Dark Heart: The dark heart has the baby blanket and your only chance of getting it back is by getting up close and personal. If a stuffy on the dark heart's train car successfully defeats the dark heart, go to section 11-3. If the dark heart is defeated any other way, go to section 11-4.

11-2

The stuffies pressed the attack, stumbling over loose toys. Flops leaped ahead and grabbed a corner of the baby blanket, but it was too late. The train cars separated and the blanket ripped leaving the stuffies with just a small patch of the fabric. The loose train cars slowly came to an awkward, bumpy halt in the middle of a strange and foreign wilderness.

"Oh, I don't like this at all," squealed Lumpy. "We're lost and it's cold and dark."

"Don't worry about that," Theadora said sternly. "Think of our poor little girl, who is also in the dark and who is also feeling cold."

Retrieve the Patch item card from the discovery stack and equip it to a stuffy. Go to page 13, section 13-1

11-3

You leaped over the gap between the cars, weapon at the ready.

"Why does Crepusus want that blanket?" Lumpy demanded. But the dark-hearted minion only snarled in anger, the blanket still clutched in its vile claws. The stuffies pressed the attack and now surrounded, the monster tried to make its escape by diving off the moving train! But just as the minion leaped, you reached out and grabbed the blanket! The monster vanished off the side of the train.

Retrieve the Red Blanket item card and the Patch item card from the discovery stack. Equip the blanket to a stuffy. Add the Patch item card to the item deck, then shuffle the deck. Go to section 11-4.

11-4

Shuddering like some coughing, choking beast, the train came to a halt outside a small, ramshackle settlement.

"Well this place is... nice?" Flops suggested. A large sign near the tracks said SQUALOR.

"It would seem they named this place honestly," Theadora replied.

"I'm totally buying a summer home here," Flops continued.

"Shush," urged Stitch. "Let's try to find some help. Politely."

Go to page 15, section 15-1.



You must complete your encounter with the dark heart. See the special rules in section 11-1.



The train trip afforded the stuffies the chance to better observe the strange new world they found themselves in. The unhealthy color of the sky never really changed with the scenery, though far out on the uneven horizon, something like a sunrise turned the sky violet. Soon the heaped garbage piles were far off in the distance, and trees begin to streak past. The winding tracks led the train deep into a forest of twisting trees that bore little resemblance to what they were used to back home. The forest closed in around the train, trees reaching across the track to form a sort of tunnel.

Suddenly the trees opened up as the train crossed a trestle of metal over a winding river some distance below. Down on the river they spied a handful of strangers riding a simple raft of wood. "Now that looks fun." Gain 1 heart.



Mpff! Get off ma face!" a muffled voice cried out beneath you. You jerked your foot back in fear and toppled over, discovering you'd stepped on the face of a rocking horse half buried in junk.

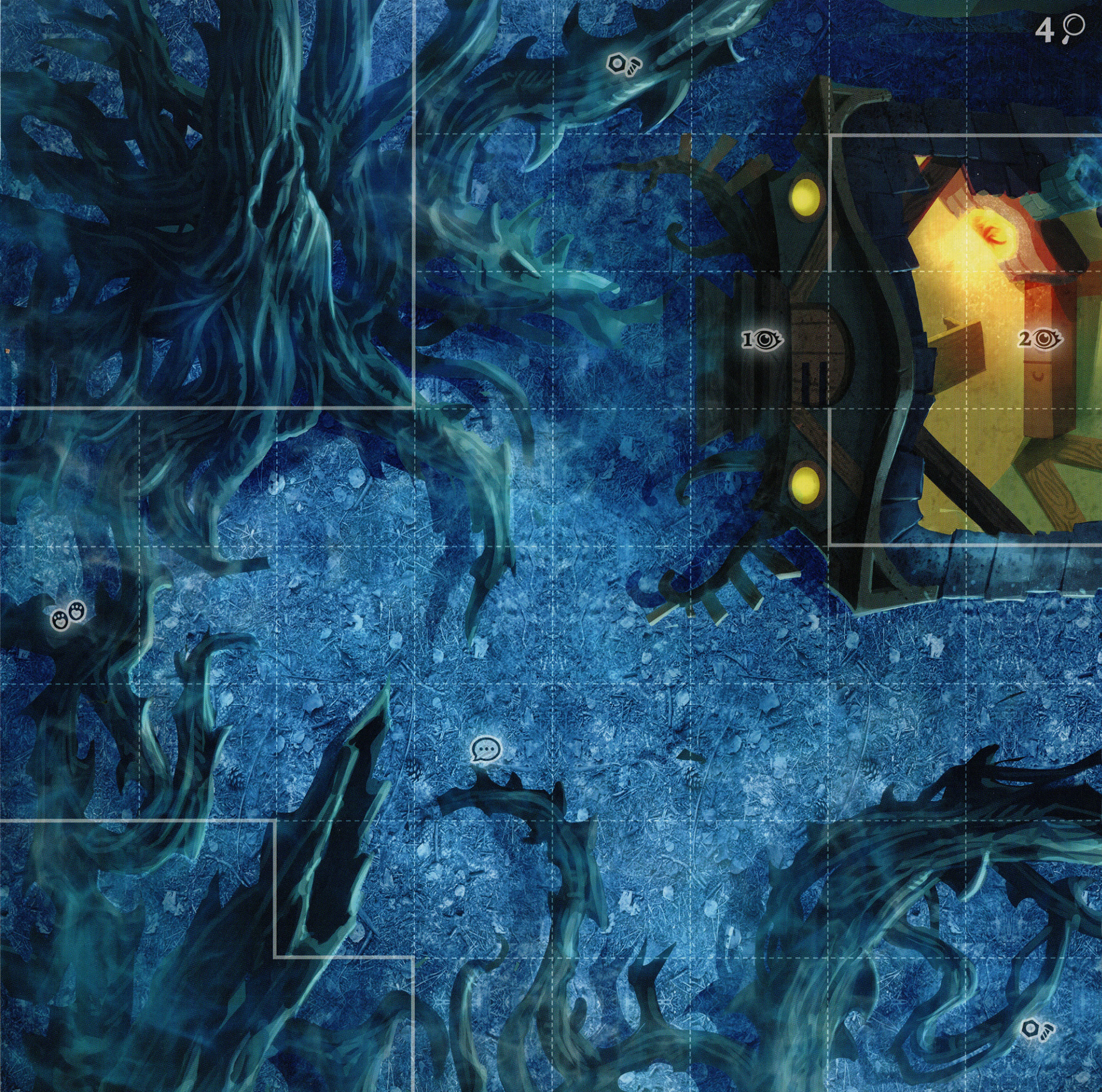
"Bless my buttons!" you exclaimed. "I am terribly sorry to have trod on your face like that."

"Don't give it a second thought," said the rocking horse. "I'm rather hidden, aren't I?"

"Come," you said, waving the others over. "Let's dig this poor fellow out."

"I wouldn't bother," the rocking horse replied with a defeated sigh. "I'm missing one of my rockers. It's the reason my little girl forgot about me."

Place a scared status card on your stuffy. If you have an item with the Fix or Dig keyword, you can help this toy. If you help the toy, gain 1 heart.



BRAMBLEBUM

13-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

They stared into the dark, tangled forest that stood before them, strange and primordial. No one relished the idea of entering that foreboding place. From somewhere in the depths they heard the echo of strange voices.

And so they set off into the trees, following a path. It wasn't long before the mysterious voices drew near, and the stuffies grew worried.

"We should hide in the trees," Flops warned the others but they weren't sure. Time, after all, was running short.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place  tokens on the indicated spaces.

Put the Walls/Barriers environment card into play.

Add the door token to the barrier at .

Choose 1 of the following: If you set up an ambush, go to section 13-2. - **OR-** If you press on, go to section 13-3.

13-2

The stuffies hid in the trees and prepared for a fight. They soon spied dark shapes moving up the forest path. But they were not the enemies they expected! It was a ragtag group of toys, and they appeared to be dragging wounded comrades along with them.

One of the travelers said, "Hurry. If we can't escape, all is lost!" Far in the distance came a loathsome howl, making the travelers shiver with fright.

"We're too tired," another traveler insisted. "We'll never make it like this." The weary band pressed together, prepared to meet whatever foul force approached them.

If your party does not have the Red Wagon, reveal a sleep card. Whether you have it or not, go to section 13-4.

13-3

They sprinted down the trail, hacking away at the thorny branches that seemed to reach out. After a half hour of this, they stumbled upon a small hut hidden within a tangled thicket. It was a strange home, and oddly misshapen, but it had a wholesome look to it.

In the distance came a haunting howl. .

13-4

The travelers cried out in shock as Stitch and company dropped from the trees.

"We'll help you escape!" Lumpy called. Working together they lifted the wounded and urged the strangers to hurry with them down the path. The travelers managed to keep pace despite their severe injuries.

Any stuffy can give a stuffing to the injured. Those who do, gain 1 heart. .

13-5

Another howl sounded, only now much closer. Thea pounded on the door.

From inside the hut, a grumpy voice was heard, "Go away!"

"Please," begged Thea, "We have friends in need!"

"What's the password?" the voice asked.

"Password?" Thea yelled incredulously. "I'd wager it isn't 'charity.' Our lives are in danger out here!"

A small hatch opened near the bottom of the door, and a painted face on a withered corn husk looked up at you angrily. "Password!" she demanded.

Persuading the doll to let you in requires a yellow/perception group task, difficulty 13. (If you haven't already, Learn Core Rule: 'Group Task' on page 9 of the rulebook or scan the QR code.)



PASS: Remove the door token. Go to section 13-7.

13-6

"You have all made me proud," said Stitch. "If we would like to return home to the child, all we need to do is stand in a circle and hold paws before reciting the words Marietta taught us."

If the Waking card has been revealed, go to page 96, section 96-2. Otherwise go to section 96-1.

13-7

"Gah! Fine already!" grumped the doll. She slammed the hatch shut and there was the sound of numerous bolts and latches being undone. Finally, the door swung wide and she allowed everyone inside. It was cluttered with old furniture and various curios and instruments of study. Books were piled everywhere.

If you stopped to set an ambush along the way, add 2  tokens to the hut on any spaces you choose. .



Pass the group task (found at ) to get into the hut and explore .



Surge: Generate an encounter of a number of mongrels equal to the number of stuffies in play.



They found what looks like a child's play house, though it appeared broken-down and disjointed. Upon inspection, the door proved to be locked as well as surprisingly sturdy. Go to section 13-5.



"My name is Marietta," the old corn husk doll said. She sat in a chair and patted a tiny toy mouse that happily twitched its nose. Marietta wasn't unfriendly, but you could tell from her posture that she didn't quite trust you. She reached out a husk hand and ran it over your fabric. "Yes, you're much too fresh."

"We're not from around here," you told her.

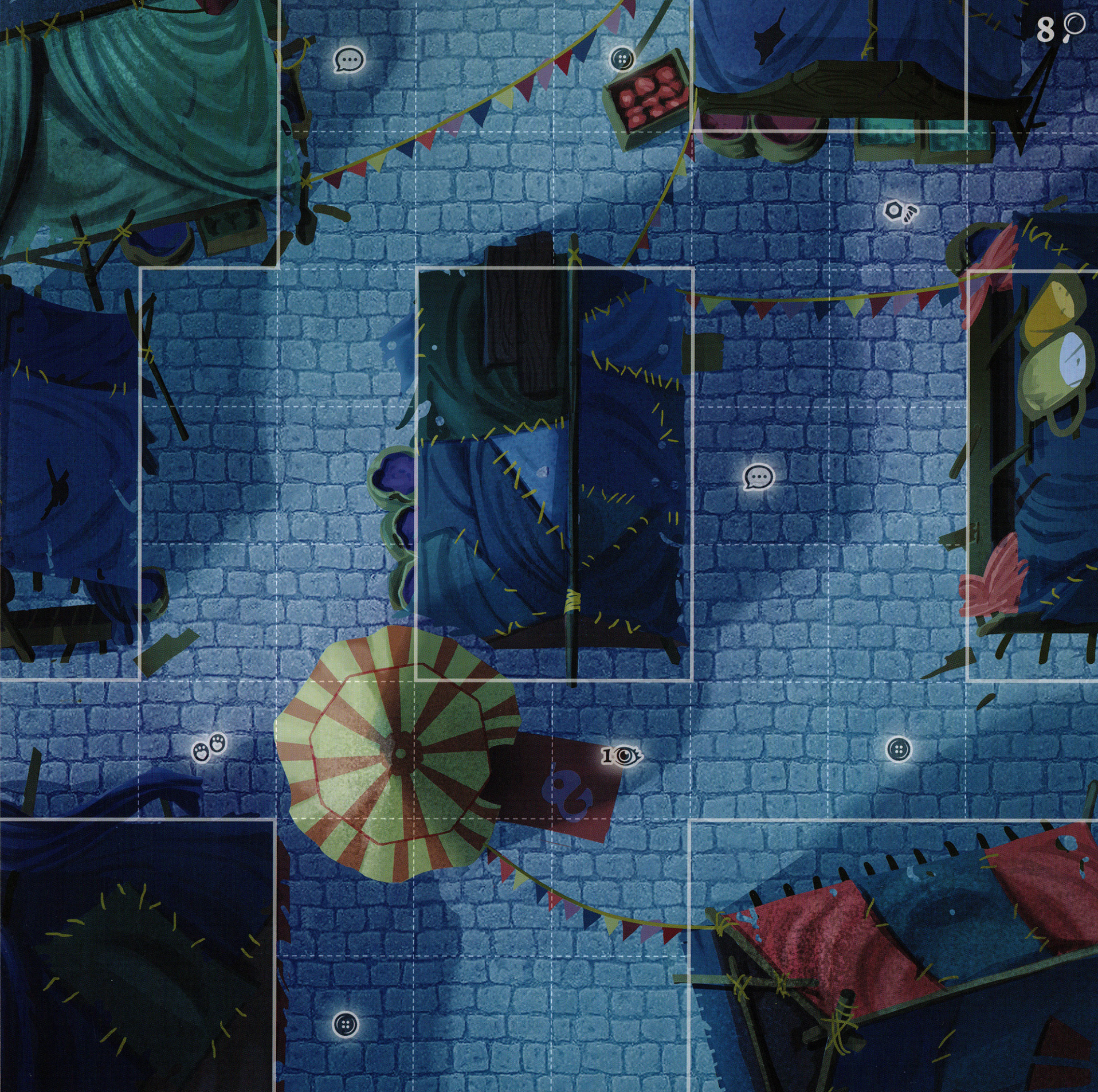
"Well that much is obvious, you.... oh." Her black painted eyes went wide. "You fell?" You nodded. "Peculiar events," she muttered.

"We're desperate to get home," you told her. "Can you help us?"

"I can help, but it won't be easy," said Marietta. "Inside each of you is a small plastic heart, set there by the Great Manufacturer. Your hearts were all emptied upon entering this other world, and they must be refilled if you wish to leave. You must perform good deeds. That said, I must warn you - you must not be discovered by the dark one who controls this realm. He is quick to anger, and driven by a strange power. If he feels you have tampered with his creation, he will hunt down the child you are bound to, and he will make them pay for your trespass." Marietta taught you a secret rhyme that is powerful and will see you safely home. If the stuffies have the Red Blanket (or bought the Green Blanket in Squalor), go to section 13-6. Otherwise, read on:

"We have another problem," you confessed to Marietta. "Our child's blanket was stolen by crawlies." She nodded her head sagely at this.

"Go to Squalor," she said, pointing north. "Most items wind up in their markets eventually." When there are no minions in play, go to page 15, section 15-1.



SCAVENGER HUNT

15-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The town of Squalor was a chaotic maze of ramshackle buildings and random alleyways. Dominating the view was the terrible black fortress that loomed far in the distance, chimneys and smokestacks lining its towers, walls, and buttresses. It was not an unhappy place per se, but the toys, dolls, and stuffies that lived there, walked around as if on the defensive, and all seemed keen on keeping to themselves.

The stuffies spent some time around a dilapidated train yard, watching the citizens of Squalor come and go. Lumpy noticed that many of the residents were gathering around a cluttered marketplace.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place  tokens on the indicated spaces.

Put the Walls/Barriers environment card into play. .

15-2

The pavilion was dimly lit inside. A small, round table stood in the center, and on it sat a polished black orb. Lamunda observed your entry.

"Oh my!" she exclaimed as you drew close to her. "You are a long way from home, are you not? Very well. Sit down trespassers, and let old Lamunda tell you what you need to know."

Choose 1 of the following: If you ask Lamunda about finding the baby blanket, go to section 15-3. **-OR-** If you have the Red Blanket, but just need to find out how to get back home, go to section 15-4.

15-3

"Lamunda, you find us in desperate need," you begged. "Our child's blanket has been stolen. Where can we find it in this strange land?"

Lamunda waved her wooden hands over the orb.

"Yes, I can see the blanket," she said. "It sits in the marketplace – but alas! Its fate is uncertain and Crepitus may have it already."

"Why would he want our child's blanket?" you asked.

"He detects the presence of a token of childhood that has not been discarded like everything else. It is saturated by the child's love for it, and by your love for the child. He can feel that something is amiss in his realm, and even now he hunts it. He hunts you."

Place an objective token on any vendor . Upon visiting that vendor, read .

15-4

"Lamunda, you find us in desperate need," you begged. "We must return this blanket to our child. How can we escape this strange land?"

"Ah, yes," the old puppet said. "The exit you seek dwells within the Bramblebum. You shall find it lurking in a strange little house." And with that you leave Lamunda's pavilion.

Gain 1 heart. Go to section 15-5

15-5

There was a commotion in the market and several townsfolk pointed in the party's direction. It would seem they might have stood out a little too much. The doors to Shanty's flew open, and an overlarge stuffy emerged, accompanied by two crawlies.

"I WANT THAT BLANKET!" the big one bellowed. "You give it to Knuckle, and maybe I don't tear your arms off!"

SETUP

Retrieve the Knuckle boss card from the discovery stack. Generate an encounter of Knuckle and 2 crawlies. (Learn Core Rule: 'Encountering a Boss' on page 7 of the rulebook or scan the QR code.)



SPECIAL RULES

Greedy Knuckle: On his turn, Knuckle will move toward the stuffy with the blanket. If Knuckle steals and escapes with the blanket, go to section 15-6. If Knuckle was defeated or escapes without the blanket, go to section 15-7.

15-6

Knuckle left the crowded market, your little girl's blanket in his overlarge paw. With time running short you had no choice but to buy a similar blanket in the marketplace, deciding that keeping your girl warm was more important than having the right blanket.

Go to a vendor, and trade a button or item card for the Green Blanket from the item deck. Then go to section 15-7.

15-7

If you have already visited Marietta in the Bramblebum forest, go to section 15-8. If you have not visited Marietta, go to section 15-9.

15-8

"You have all made me proud," said Stitch. "It's high time we return home to the child. All we need to do is stand in a circle and hold paws before reciting the words Marietta taught us."

If the Waking card has been revealed, go to page 96, section 96-2. Otherwise go to section 96-1.

15-9

With the blanket in their possession, they headed out to Bramblebum in search of Marietta.

Go to page 13, section 13-1.



Explore the  symbol. If Knuckle is in play, see the special rules in section 15-5.



Surge: Reveal a sleep card.



You spot a striped pavilion. A nearby sign declares, **LAZY LAMUNDA – THE MOSTLY ACCURATE FORTUNE TELLER.**



If you have a button or an item card you'd like to trade for a reading, discard it and go to section 15-2.



You found a merchant with a small market stall. You don't find anything interesting among the wares, but just when you turned to leave, you spotted something. Was it? Indeed! Your little girl's blanket sat folded neatly among the other items.

If your party has the Patch item card, you receive the blanket! If not you'll need to pass a yellow group task, difficulty 12. Only adjacent stuffies can participate. (If you haven't already, Learn Core Rule: 'Group Task' on page 9 of the rulebook)

PASS: You've obtained the blanket!

Upon obtaining the blanket, retrieve the Red Blanket card from the discovery stack, equip it to one of the stuffies, then go to section 15-5.

96-1

The bookkeeper reads the following:

A tiny rift opened in the sky above, and a thin ray of golden light beamed down upon the stuffies. It burst into an expanding dome of blinding energy, enveloping the stuffies entirely. And then, in a flash, the light and the golden ray were gone. And so too were the stuffies.

Back in the little girl's bedroom, the stuffies emerged from underneath the bed.

"Quickly!" whispered Stitch. "It is almost dawn!"

"I need a day off," sighed Theadora as she scaled the bed.

"I need a million days off," said Flops.

"I'm never leaving this bed," declared Lumpy. "There's scary stuff out there."

"I'm very proud of you all," Stitch said. "You acted bravely. I could not be more delighted to serve with such honorable stuffies!" But Lumpy sat up with a puzzled look on his face.

"What about Crepitus?" he asked. "You told us we could ask you when we got home, Mr. Stitch." Stitch sat up and cleared his throat.

"There is a myth about Crepitus," said the older stuffy. "It says Crepitus and his brother are two halves of the Moon. The myth says that Crepitus grew jealous of his brother, for his brother was beautiful silver, and a champion of dreams, loved by everyone. The myth also says that Crepitus let his anger change him. He felt he lived in his brother's shadow, and so became a thing made of shadows. He is a champion of nightmares."

"What would a brother of the Moon want with abandoned toys?" Theadora asked.

"I cannot say," answered Stitch. "In the meantime, we will--"

"PARENTS!" hissed Lumpy. He leaped into a corner of the bed with Flops and Stitch, and Theadora dove into the little girl's arms, just as the doorknob turned.

Mommy walked into the bedroom, humming a gentle wake-up song. She opened the curtains and let sweet sunlight fall into every corner of the room. But when she turned, she saw her daughter's blankie lying on the floor. It was covered in a variety of stains and one corner had been completely ripped off, and Mommy just stood there, looked at her daughter, looked back at the blanket, and all she could say was, "What?"

96-2

The bookkeeper reads the following:

A tiny rift opened in the sky above, and a thin ray of golden light beamed down upon the stuffies. It burst into an expanding dome of blinding energy, enveloping the stuffies entirely. And then, in a flash, the light and the golden ray were gone. And so too were the stuffies.

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"I'm very proud of you all," Stitch said. "You acted bravely. I could not be more delighted to serve with such honorable stuffies!" But Lumpy sat up with a puzzled look on his face.

"What about Crepitus?" he asked. "You told us we could ask you when we got home, Mr. Stitch." Stitch sat up and cleared his throat, but no sooner had he opened his mouth to speak, than the little girl opened her eyes, and the stuffies all fell limp. Lumpy slid off the bed.

"Mommy!" screamed the little girl, rubbing her eyes. Less than a minute later, her mother opened the door.

"Hi, big girl," Mommy said. "Everything okay?" And she noticed the stained, torn blanket lying on the floor. "Goodness, what happened? Did you not sleep well?" The little girl shook her head.

"I miss my crib," she moaned.

"Oh, I'm sorry, sweetie," said Mommy. "You'll get used to the new bed soon, I promise."

"Couldn't sleep," the little girl insisted. "I had bad dreams. All night." Mommy sat down on the edge of the bed and used her fingers to brush down her daughter's wild bed head.

"We'll try it again tonight. Why, I bet you'll sleep wonderfully!"

TALKING POINTS

Our life experiences transform us, but it is up to us to enjoy, learn from, and guide our personal growth.

Do you ever resist changes in your own life? Why?

If you were a parent, what changes in your child's life do you think you would find the most dreadful? The most joyful?



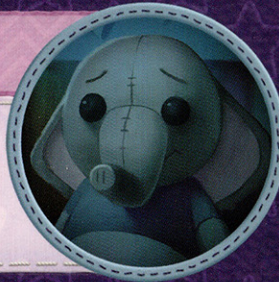


THEADORA

Theadora (or Thea) is special because she does so much to ease her little girl's fears at night. The girl has selected Thea to be the one she snuggles when she slumbers, which is a terrific honor that Thea does not take for granted.

LUMPY

Lumpy listens to the little girl when she is blue. He is an excellent listener and the girl often whispers secrets into his elephant ears. Some might find that stressful, but Lumpy believes that when you speak about your fears, they have less power over you.



FLOPS

When the little girl is feeling silly and playful, she turns to Flops. The bunny's ears are so long and flouncy that a toss of them can send the girl into fits of giggles. Flops is also quick to laugh, and seeks to find humor in every situation.



LIONEL

The little girl has no idea how she acquired Lionel, but she loves him for his bravery and fierce determination. He is everything she wishes she was in the face of fear. When others get scared, Lionel relishes the chance to show his grit.



STITCH

Stitch is an heirloomer, a handmade sock doll passed down a couple generations. In the little girl's eyes, Stitch is a lot like her grandpa – kind, wise, and able to grouch while giving you a wink at the same time.



PIGGLE

Piggle is an energetic piggy full of enthusiasm. In the little girl's mind, Piggle is youthful and optimistic, eager to belong to something special. Trapped in the Fall, Piggle grew frustrated with the Lost. When the little girl's stuffies came along, Piggle knew they were her chance to make a difference.



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