



This is a special Threat that remains in the possession of the player of The Legacy. When the player of The Legacy gives the sheet to the Keeper, the Keeper introduces the Threat during the next Dusk phase, even if there are already three or more active Threats. The Keeper can fill in any sections left blank.

Direct the following to the Legacy: *You've done it. After all these years you've tracked the Beast down to [a place informed by the answer to Section 6]. You watch from a distance as it disappears into a (pick one: broken door frame/bank of fog/darkened alleyway/something else).*

You know the Beast won't be alone, but will you be? How easy it would be to slaughter the thing now and get it over with. "Cold blood is made warm by the thrill of the kill," that's what your mother always said. But maybe she was wrong? Maybe a slower hand is needed? Either way, make your move soon.

Questions & Opportunities ?

WHAT MAKES THE BEAST MOST VULNERABLE? (Complexity: 4)

Resolve the Threat by using the Beast's weakness to physically destroy it.

WHAT CURSE BINDS THE BEAST TO THE LEGACY? (Complexity: 6)

Resolve the Threat by lifting the curse, returning the Beast to its home.

SPECIAL RULE: After this Threat is resolved, ask the Legacy to frame an intimate scene with a fellow hunter in which the Legacy ponders if they can ever truly be free from their namesake. The other hunter can grant that freedom by affirming the Legacy's growth and comforting them. If they do, the Legacy may describe how they retire from monster hunting and go on to live a normal life. They are now retired from play. If the other hunter does not believe they've changed, or the Legacy chooses to stay in the business, continue play as normal.

Clues 🔍

- ☐ A family portrait with the Legacy blotted out.
- ☐ A silver ring with sigils etched on the band.
- ☐ An album of photos, all of which are eerie nature shots.
- ☐ Severely disfigured human handprints.
- ☐ A pile of warm white ash that smells of foul chemicals.
- ☐ A message that reads "HELP" written in (pick one: arsenic-laden paint/pig blood/dried mud/something else).
- ☐ An intricate symbol etched into the ground, freshly ruined.
- ☐ A Side Character who has been intimate with the Legacy turns up dead.
- ☐ The sound of beautiful singing, untraceable.
- ☐ A bucket of sap placed in a manner of offering.
- ☐ A family crest bearing the name "Brunswick."
- ☐ An impossibly dark room, where no light enters.
- ☐ A collection of animal teeth, kept in a dusty jar.
- ☐ The hunters suddenly taste iron in their mouths.
- ☐ A horde of silver items kept safely in a crate.
- ☐ A cleric's robe, torn to shreds.
- ☐ A Clue from another Threat sheet.
- ☐ A pair of gloves made from animal hair.
- ☐ A letter detailing a sordid business transaction.
- ☐ A letter addressed to the Legacy, written in admonition.

Reward 🏆

- ☐ If the Beast was slain, ask the Legacy to name a body part of the creature to display in the Hargrave House trophy room. If the Beast was dealt with peacefully, the Legacy can name a memento that reminds them of their family and add it to their Personal Quarters.

The Beast ⚡

1. WHAT IS THE BEAST CALLED?

2. WHAT TYPE OF CREATURE IS IT? HOW DOES IT DIFFER FROM OTHER CREATURES OF ITS TYPE?

3. DOES IT HAVE SERVANTS OR OTHER MINIONS? IF SO, DETAIL THEM BELOW.

4. NAME A SIDE CHARACTER CONNECTED TO THE BEAST (AN EXISTING ONE OR MAKE UP YOUR OWN). WHAT IS THE NATURE OF THAT CONNECTION?

5. WHAT HERETOFORE UNKNOWN POWERS DOES THE BEAST HAVE?

6. WHAT TYPE OF BUILDING OR PLACE IS THE BEAST'S LAIR?
