

# The Curse of the Whispering Isle

## Narrative Book

**WARNING:** This book contains spoilers for the story of this game. Do not read this book unless you are playing as Captain Jake Seagull.

### General Notes:

- Unless otherwise noted, Narratives are not to be read unless the current game meets the condition specified in the Condition column.
- Anything that is written in square brackets and bolded, “[ ]”, indicates an action or knowledge that Captain Jake should do or be aware of.

### Beach

#### Map Coordinates

Coordinate	Condition	Narrative
A1	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.
	GAME #3	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
A2	ALWAYS	The edge of the forest clearing. It's hard to say just how far this forest stretches to the north but you can see that the trees and foliage get pretty thick the further in it goes. You can only imagine the struggle of each plant as it stretched skyward to get as much sunlight as it could.
A3	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.
	GAME #1	You push on through a bit more and your persistence pays off. Hidden in a shallow rabbit hole is an item that should help you out on this adventure. Draw one Item Card.

	GAME #2	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
A4	ALWAYS	Trees as far as the eye can see. Any bit of ground that is not covered by the roots and trunk of these trees is covered with 2ft tall grass and dense shrubbery. This is the heart of the forest. It doesn't get much deeper and darker than this. Something good must be hidden here.
	IS PUZZLE CARD TILE	After rooting around in the shrubs and grass for a bit, you find a tree that has been carved in a very intricate and artistic way. You analyze the carving some more and realize that this could help you with one of your puzzles. You quickly make note of the carving and get ready to turn back. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	Suddenly, the deep forest makes way to a very small clearing. This clearing is about a 15ft foot radius of packed earth. Inside this clearing are 4 chests, one in the north, south, east and west. As you step into the clearing, all noise and chattering of the forest stops and the trees hang ominously above you. Do you loot the chests? You may loot each chest one at a time and stop at any point. Once you stop, you cannot investigate this area to find these chests again. <b>[Every chest is trapped except for one, but all chests contain an item. Roll the directional die secretly. That chest's direction is not trapped.]</b>
A5	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.
	GAME #1	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
	GAME #4	You push on through a bit more and your persistence pays off. Hidden in a shallow rabbit hole is an item that should help you out on this adventure. Draw one Item Card.
A6	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye
	GAME #2	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Treasure Card.
A7	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye
	GAME #3	You notice a gravesite just inside the treeline to the north. Curious, you investigate. There's no evidence of a grave except for the wooden cross stuck in the ground and a nearby object. If you like you may take the object. If you do, draw one Treasure Card.

A8	ALWAYS	Pristine white sand. A gem amongst the rough waters of the oceans. You dig your feet into the sand some more. The sands crumble away allowing your feet to sink in a bit, yet they remained sturdy when you were walking on it. You look to the nearby ship stuck in the sand. That poor crew. At least they had nice beaches to enjoy.
B1	ALWAYS	The edge of the forest clearing. It's hard to say just how far this forest stretches to the west but you can see that the trees and foliage get pretty thick the further in it goes. You can only imagine the struggle of each plant as it stretched skyward to get as much sunlight as it could.
B2	ALWAYS	The forest clearing centers upon what looks like the site for an ancient druidic ceremony. Tall circular stone pillars surround a series of stone platforms and steps. There appears to be some sort of altar on the main platform and spot for two or so ceremony leaders to stand. How this was brought or built here is beyond your comprehension but it is definitely a sight to behold.
	IS PUZZLE CARD TILE	Climbing the wide stone steps gives you a sense of wonderment as you take in the surroundings. Who else has climbed these steps and for what purpose? As you get to the altar, you notice that you recognize the carvings in the stone. Not that they tie to any sort of civilization you've researched, but they seem to relate to one of the island's puzzles you've been deciphering. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	You muster the courage to climb the steps to the altar aware that you are not the first (nor maybe the last) to do so. Your courage is rewarded as you find that the altar is holding what looks to be offerings by the people that used it. Draw two Treasure Cards.
B3	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.
	GAME #3	You push on through a bit more and your persistence pays off. Hidden in a shallow rabbit hole is an item that should help you out on this adventure. Draw one Item Card.
	GAME #4	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
B4	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye
	GAME #2	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Item Card.
	GAME #3	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Treasure Card.
B5	ALWAYS	Nothing overly special to note here. Like a few other parts of this

		area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye
	GAME #1	You notice a gravesite just inside the treeline to the north. Curious, you investigate. There's no evidence of a grave except for the wooden cross stuck in the ground and the nearby object. If you like you may take the object. If you do, draw one Treasure Card.
B6	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye
	GAME #1	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Item Card.
	GAME #4	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Treasure Card.
B7	ALWAYS	This poor ship was seemingly docked ashore at high tide then got left stranded at low tide. The nose of the ship sunk into the wet sand where it lays partially buried and some of the back of the ship has broken off where it was hanging above the ground. All things considered, the ship looks in decent condition and you're able to climb its ladder to get onto its deck.
	IF EXIT	<p>You climb aboard a populated deck still having crates and working materials aboard. Even its sail lies in a gloomy heap near the end of the ship. This must be Captain Jake Seagull's ship! You have a feeling you're on the right path to his treasure and breaking his curse.</p> <p>At this point, you may choose to advance to the next section of the game. If you do, Captain Jake will set up the next map. If you do not, continue to play as normal.</p>
	IF NOT EXIT	<p>The deck lies empty. Where there might have been hand cannons and sail ropes lie nothing. There's not even any evidence this ship had a steering wheel, let alone any sort of sail.</p> <p>The buried part of the ship begins at the captain's cabin. Opening the door reveals pretty much what you'd expect: a lot of sand and a lot of broken wood planks and objects. What caught you off guard was that the door was still rigged with a trap.</p> <p>Draw a Trap Card. If you are still on this map coordinate after resolving the trap, you may draw one Item Card for the object you found amongst the cabin rubble.</p>
B8	ALWAYS	Pristine white sand. A gem amongst the rough waters of the oceans. You dig your feet into the sand some more. The sands crumble away allowing your feet to sink in a bit, yet they remained sturdy when you were walking on it. You look to the nearby ship stuck in the sand. That poor crew. At least they had nice beaches to enjoy.

		You also notice some sand dunes in the region to the southwest.
C1	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.
	GAME #3	You push on through a bit more and your persistence pays off. Hidden in a shallow rabbit hole is an item that should help you out on this adventure. Draw one Item Card.
	GAME #4	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
C2	ALWAYS	This part of the forest is incredibly still and calm. The trees do an excellent job of blocking any sort of sea wind that might threaten this clearing in the forest. The view is sublime except for a broken wooden cart lying closer to the edge of the forest. It seems to have been here a while as grass and foliage have already started to grow in and around it.
	GAME #1	Investigating the cart allows you to find a broken crate with something sticking out of it. Reaching into the crate you find a bit of treasure. Draw one Treasure Card.
	GAME #4	Investigating the cart allows you to find a broken crate with something sticking out of it. Reaching into the crate you find a useful item. Draw one Item Card.
C3	ALWAYS	This large oak tree has quickly claimed its stake as the greatest tree in the forest. You can even see the other trees that have fallen or grown around it as it stands a beacon of the forest. You reach its trunk and discover some handholds running up the trunk towards its many thick branches. Could there be something man-made up there? It'd be a great lookout point...
	IS PUZZLE CARD TILE	You climb the handholds carefully and eventually arrive at a flat landing space where a makeshift treehouse has been built. The inside of the treehouse is empty save for a few wooden toys arranged on the floor in a peculiar way. Undeterred, you examine the arrangement further and gain some insight into one of the puzzles you were working on. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	You climb the handholds carefully but come to an obvious stalling point. The next handhold requires a full jump to get to. It's going to be tough. As you set your square to leap from the handhold you're on, one of them shifts suddenly activating a trap. Draw a Trap Card. If you are still on this map coordinate after resolving the trap card and you are not coated in Bile, you complete the leap and find a small cache of items at the top of the climb. Draw one Treasure and one Item card. If you encountered the Explosion or Bile trap, you fall to the ground in a heap, injured. In addition to the effects of the trap, you can only move 1 space when you take the Move action until you have been healed with a First Aid Kit.

C4	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye.
	GAME #4	You notice a gravesite just inside the treeline to the north. Curious, you investigate. There's no evidence of a grave except for the wooden cross stuck in the ground and the nearby object. If you like you may take the object. If you do, draw one Treasure Card.
C5	ALWAYS	The picturesque white sand is suddenly interrupted by a skull and crossbones partially buried in the sand. The sand moves around them with the wind and yet the bones remain no further buried. Curious you dig around the area to see if anything is buried.
	IS PUZZLE CARD TILE	You continue digging and unearth more bones. You feel like an archeologist uncovering the remains of a long lost humanoid on this earth. Being careful not to disturb them, you brush away more and realize that this was not a buried humanoid. These bones are arranged in a specific way. Studying them closer, you realize they pertain to one of the puzzles you are working on. Interesting way to conceal information... <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	You dig and dig and dig and dig. Nothing. Maybe the skull and crossbones were just a marker for something else? Maybe someone already came back to claim what they buried before. Who knows? Well, not you, that's for sure.
C6	ALWAYS	Pristine white sand. A gem amongst the rough waters of the oceans. You dig your feet into the sand some more. The sands crumble away allowing your feet to sink in a bit, yet they remained sturdy when you were walking on it. You look to the nearby ship stuck in the sand. That poor crew. At least they had nice beaches to enjoy. You also notice some taller sand dunes in the region to the east.
C7	ALWAYS	These dunes of sand must have been formed from the bizarre wind currents that make it here from the ocean. You can see 3 main peaks that all seem to shelter some central area in the region. Sure enough, after climbing a dune, you notice a secluded area of sand with what looks to be an intact sandcastle standing proudly in the center of the area. Other than that, it is just more of the pristine white sand this island provides.
	IS PUZZLE CARD TILE	<p>Upon closer inspection of the sandcastle, you see that it is pretty intricately made. The castle has a large outer wall with many towers and buildings inside. It must have taken hours to create this sculpture if not a couple of days, but how is it still standing? You notice there's no wind to blow it over, but the sand is also dry. It should just crumble on itself.</p> <p>As you admire the handiwork of the castle, you begin to notice patterns amongst its pathways, walls and buildings. Could that be related to one of the puzzles you were working on? <b>[Give one Puzzle Card to the player]</b></p>

	IS NOT PUZZLE CARD TILE	<p>The sandcastle is pretty ordinary. It has a few towers and walls made from a plastic bucket and a few pathways likely dug by the tip of someone's finger. It's cute, but how is it still standing? You notice there's no wind to blow it over, but the sand is also dry. It should just crumble on itself. Turns out, it does.</p> <p>You poke a tower and it crumbles revealing a small item in the sand. As you pick up the item, a large gust of wind comes out of nowhere and blows the whole thing over. Well, it was cute while it lasted. Draw one Treasure Card.</p>
C8	ALWAYS	The beautiful white sand moves gently with the wind yet lies stoically against the battering sea. The water is shallow here, but still a bit treacherous. Looks like it could knock you on your seat if you weren't careful.
	GAME #2	You see a glimmer in the sand. Quickly you rush to its location before the ocean can reclaim it. It's quite a nice little find! Draw one Treasure Card.
D1	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.
	GAME #2	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
D2	ALWAYS	<p>The path continues north splitting the forest in two. It looks like the trees and grass have battled the path to try to grow over it, but the path has remained firm and held its ground.</p> <p>As you travel along the path, you notice that there appear to be some stone blocks partially buried in the earth. You take some time to inspect them. Was this a structure at some point? Maybe a gate or a watchtower? What would have been protected here?</p>
	IS PUZZLE CARD TILE	<p>As you inspect the stone in the ground, you try to dislodge it, with great success. It was indeed buried partway in the ground, but the only thing it was protecting seems to be some sort of etching and pictures on its underside.</p> <p>You brush away the mud and dirt to get a better look. Sure enough, this should help you solve your puzzle. <b>[Give one Puzzle Card to the player]</b></p>
	IS NOT PUZZLE CARD TILE	<p>As you inspect the stone in the ground, it suddenly rotates with the movement of your hand, revealing a cache of hidden items. You fail to notice that it also triggered a trap until it is too late.</p> <p>Draw a Trap Card. If you are still in this map coordinate after resolving the trap, draw two Treasure Cards.</p>
D3	ALWAYS	A dense portion of the forest. It's hard to find your way through this section without losing your sense of direction so you decide to call off any more investigating.

	GAME #2	You push on through a bit more and your persistence pays off. Hidden in a shallow rabbit hole is an item that should help you out on this adventure. Draw one Item Card.
	GAME #3	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
	GAME #4	You explore some more but fail to notice a hidden natural tripwire set up by some unknown inhabitant. Draw one Trap Card.
D4	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye.
	GAME #1	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Item Card.
	GAME #2	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Treasure Card.
D5	ALWAYS	The beautiful white sand moves gently with the wind yet lies stoically against the battering sea. The water is shallow here, but still a bit treacherous. Looks like it could knock you on your seat if you weren't careful.
	GAME #1	You see a glimmer in the sand. Quickly you rush to its location before the ocean can reclaim it. It's quite a nice little find! Draw one Treasure Card.
D6	ALWAYS	The beautiful white sand moves gently with the wind yet lies stoically against the battering sea. The water is shallow here, but still a bit treacherous. Looks like it could knock you on your seat if you weren't careful. You hear the whipping of a flag in the breeze nearby but can't pinpoint where it is coming from.
	GAME #3	You see a glimmer in the sand. Quickly you rush to its location before the ocean can reclaim it. It's quite a nice little find! Draw one Treasure Card.
D7	ALWAYS	Before you lies the colours of Captain Jake Seagull flown proudly on an iron pole wedged deep into the sand. Despite the constant breeze and ocean spray from the waves crashing on the rocks nearby, this flag and its pole hold strong in the ground. With a bit of effort, you are able to pull the flagpole free.  Take the Captain Jake Seagull's Jolly Roger Item Card.
D8	ALWAYS	The beautiful white sand moves gently with the wind yet lies stoically against the battering sea. The water is shallow here, but still a bit treacherous. Looks like it could knock you on your seat if you weren't careful. You hear the whipping of a flag in the breeze nearby but can't pinpoint where it is coming from.
	GAME #4	You see a glimmer in the sand. Quickly you rush to its location

		before the ocean can reclaim it. It's quite a nice little find! Draw one Treasure Card.
E1	ALWAYS	Nothing overly special to note here. Like a few other parts of this area, the treeline of the island's dense forest meets with its lush grasses and white sand beaches giving a contrast quite pleasant to the eye.
	GAME #1	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Treasure Card.
	GAME #2	You notice a recently dug section of earth. Digging it back up reveals a small cache. Draw one Item Card.
E2	ALWAYS	This path appears well established despite the fact that there is little use of it in the past number of years. It has been marked wide enough for two people to walk shoulder-to-shoulder in such a way that the grass has dared not try to grow there again. The path leads north towards the forest opening and east and south towards the abandoned campsite near the beach. You notice the wooden wheel of a cart leaning up against a tree trunk in the northwest. There's no cart around, though. Odd.
E3	ALWAYS	This path appears well established despite the fact that there is little use of it in the past number of years. It has been marked wide enough for two people to walk shoulder-to-shoulder in such a way that the grass has dared not try to grow there again. The path leads west and north towards the forest opening and east and south towards the abandoned campsite near the beach.
	GAME #2	You notice a gravesite just inside the treeline to the north. Curious, you investigate. There's no evidence of a grave except for the wooden cross stuck in the ground and the nearby object. If you like, you may take the object. If you do, draw one Treasure Card.
E4	ALWAYS	This path appears well established despite the fact that there is little use of it in the past number of years. It has been marked wide enough for two people to walk shoulder-to-shoulder in such a way that the grass has dared not try to grow there again. The path leads west and north towards the forest opening and south towards the abandoned campsite near the beach.
E5	ALWAYS	Despite the ocean and beach continuing north to a bay-like section, all of the debris from the waves ended up here. Must be some crazy current under those waters. The debris here is mainly made up of wrecked rowboats and crates, as you see a bunch of broken planks and oars littering the beach.
	IS PUZZLE CARD TILE	Hiding amongst the debris is a crate that seems to have been sheltered from an overturned rowboat. How'd that happen? Oh well, there's some good stuff for the taking here. Draw one Treasure Card. You also notice a sheet of parchment inside the crate pinned to the treasure you found. This seems to be for some sort of puzzle. <b>[Give one Puzzle Card to the player]</b>

	IS NOT PUZZLE CARD TILE	Hiding amongst the debris is a crate that seems to have been sheltered from an overturned rowboat. How'd that happen? Oh well, there's some good stuff for the taking here. Draw one Treasure Card
E6	ALWAYS	A rather rocky section of the ocean to traverse. The waves cause your stomach all sorts of troubles but you manage to pull through. It's pretty hard to see through the water if there's anything under there.
	GAME #4	Despite the rocky journey of getting to this region, you happen upon a smoother section of the ocean and notice a small chest at the bottom of the ocean floor, some 8-10 feet down. Ever fearless, you dive beneath the depths and loot your treasure. Draw one Treasure Card.
E7	ALWAYS	What was maybe once a narrow peninsula on this island has eroded away to nothing more than a series of jagged wet rocks sticking out of the ocean. The ocean seems to have shown no mercy to this land as it continues to batter away and crash against it, causing large splashes of waves to jump over the rocks every now and then. The rocks here seem very slippery. You'll have to be careful of your footing.
	IS PUZZLE CARD TILE	In between a series of rocks, swirling and floating on a small area of water, you notice a glass bottle with a slip of parchment in it. You expertly traverse the rocks to grab the bottle. Unstopping it, you see that the parchment has some clues for a puzzle. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	<p>You notice something shimmering on one of the rocks in the distance. You try to get to it as carefully as possible, but suddenly a wave rises up and crashes into you causing you to slip and slide down a rock towards the water. You brace your leg against another rock to slow your fall and it works, but your foot gets stuck and your ankle gets twisted.</p> <p>You look towards the shimmer you saw earlier and curse as it was just the sun reflecting off the wet rock. Now you're stuck and have no reward for your efforts. You miss your next turn freeing your foot from the rocks.</p>
E8	ALWAYS	A rather rocky section of the ocean to traverse. The waves cause your stomach all sorts of troubles but you manage to pull through. It's pretty hard to see through the water if there's anything under there.
	GAME #2	Despite the rocky journey of getting to this region, you happen upon a smoother section of the ocean and notice a small chest at the bottom of the ocean floor, some 8-10 feet down. Ever fearless, you dive beneath the depths and loot your treasure. Draw one Treasure Card.
F1	ALWAYS	Despite the ocean meeting land here, there is very little beach width at this location. The grass seems to have found a line in the sand to grow to, as the waves also never seem to reach the grass. Land

		continues a little further west from this point then curves back north from the guidance of the ocean.
	GAME #4	A sparkle in the sand line catches your eye as the water rolls over it. You dig it up and find something pretty nice. Draw one Treasure Card.
F2	ALWAYS	A quiet grassy knoll offers a respite from the travelling you've done so far. Its lush grass and rolling hills are a welcoming sight to take a load off. Peeking over the edge of the cliff you see a ship that has quite obviously crashed into the cliff face. Looking at the water makes you wonder how that happened, as the ocean is quite calm over here, a far cry from the waves that brought you here on your rowboat.
F3	ALWAYS	<p>It seems this fort weathered many a storm (and maybe an onslaught or two) back in its prime, but since it has been abandoned, its upkeep has declined dramatically. Many portions of its outer wall have crumbled and fallen, a large section of the main barracks has caved in and even the big main gate facing the south has lost one of its great stone doors.</p> <p>You climb up on one of the battlements and take in the sight that soldiers of old would have seen. It's a wonder thinking of all the merchants, privateers and even pirates that must have sailed past these fort walls!</p>
	IS PUZZLE CARD TILE	<p>You find the mess hall after searching a while through the main buildings. The benches and tables soldiers of the past ate at still stand today but in varying degrees of degradation. Walking amongst the tables you notice etchings in the wood and it takes you back to primary school where even the brightest of students would carve their initials in their desk to give them some sort of immortality.</p> <p>As you chuckle amongst the etchings you stop and do a double-take on the last bench you passed: those aren't initials. Upon a closer inspection, you see what appears to be a clue to a puzzle. You make note of the etching and carry on. <b>[Give one Puzzle Card to the player]</b></p>
	IS NOT PUZZLE CARD TILE	<p>Amongst all the rubble you found the officer's quarters. Their main desk still stands despite being rotten and warped. You happen upon one of the locked and closed drawers.</p> <p>With the key nowhere to be found, you yank on the handle to force it open. The desk drawer opens, but doing so activated a trap.</p> <p>Draw a Trap Card. If you are still on this map coordinate after resolving the trap, draw two Treasure Cards.</p>
F4	ALWAYS	This abandoned campsite seems to be a crossroads of sorts for this isle. Three pathways lead away from it. One established path leading north out of the camp to the west looks like it eventually leads into the forest. Another established path leading south winds along the steep hill towards the lighthouse you passed on your way

		in. Finally, the third path, which looks to be more of a trail, leads west out of the camp up to the ruined fort. None of the paths look recently travelled. The campsite itself also seems to be not recently used. You can see the remains of the fire pit and depressions in the ground where weary travellers likely rested their heads
	IS PUZZLE CARD TILE	Nothing in the fire pit looks to be helpful until the wind blows some of the sand away revealing etchings on the stones used for the pit. They seem to be a clue to some sort of puzzle. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	Despite the campsite not being recently used, there appears to be a more recently dug and filled hole just outside the campsite. The grass looks lusher than its neighbours, so you dig around in the area and come upon the remains of a corpse. Just a harmless skeleton now, you reach down and pry away the object it is still grasping. Draw one Treasure Card.
F5	ALWAYS	<p>As your rowboat comes ashore of the Whispering Isle, you can't help but anticipate the adventure that awaits you. Captain Jake Seagull's final resting place (kind of), his treasure, and his story all bottled on this island! So cool.</p> <p>You look around at your landing place. It seems you aren't the first rowboat to come ashore. Looking to the north you see a bunch of scattered debris consisting of other rowboats and possibly some crates. You aren't sure if they're from other unlucky adventurers or if they just washed ashore from that shipwreck amongst the rocks you saw as you sailed in. Or maybe that shark fin in the water had something to do with it.</p> <p>You and your team get your rowboat brought far up onto the beach, away from the abuse of the waves. Getting back on solid ground is excellent on your body. Rowing to shore was quite treacherous as those waters were very rocky.</p> <p>As you let the rowboat fall into the sand, you hear a loud wooden thud. Moving the rowboat aside, you see that its nose hit a small chest partially buried in the white sands of the beach. Curious, you open the chest to find a piece of parchment with a note written on it.</p> <p><b>[Find and Give L01 and Read its Narrative]</b></p> <p>Shaken from the news of the curse you look up and see to your west that there appears to be a makeshift campsite in front of a ruined fort. Was there actually civilization here at one point? Hard to tell. Might be a good place to start looking for clues to help the Captain though.</p>
F6	ALWAYS	A rather rocky section of the ocean to traverse. The waves cause your stomach all sorts of troubles but you manage to pull through. It's pretty hard to see through the water if there's anything under there.
	GAME #3	Despite the rocky journey of getting here, you happen upon a

		smoother section of the ocean and notice a small chest at the bottom of the ocean floor, some 8-10 feet down. Ever fearless, you dive beneath the depths and loot your treasure. Draw one Treasure Card.
F7	ALWAYS	A rather rocky section of the ocean to traverse. The waves cause your stomach all sorts of troubles but you manage to pull through. It's pretty hard to see through the water if there's anything under there.
	GAME #1	Despite the rocky journey of getting here, you happen upon a smoother section of the ocean and notice a small chest at the bottom of the ocean floor, some 8-10 feet down. Ever fearless, you dive beneath the depths and loot your treasure. Draw one Treasure Card.
F8	ALWAYS	The rocks continue out into the ocean even this far away from land. It seems like the ocean current is trying to send everything towards these rocks. From the way the wrecked ship to the south looks, you can only imagine how helpless it would have felt once it finally succumbed to the current and the rocks.
G1	ALWAYS	The waters are surprisingly calm here for having a crashed ship nearby. There are not even that many rocks in this part. Makes you wonder how the ship actually crashed here.
	GAME #3	A small crate floats on these calms waters. You swim out to inspect it and inside find what must have been part of the crashed ship. Draw one Item Card.
G2	ALWAYS	You haven't the foggiest idea of how this ship ended up crashed here. The waters are calm and there are no rocks or dangerous debris nearby. It is then that you notice that the ship is actually blocking the opening to a small cave! From the outside, it looks like the ship lost its front to the jaggedness of the cliffs, but being up this close allows you to notice that it is mostly still intact.
	IS EXIT	As you climb aboard the ship, you realize that even though it seems to have been here a while, none of its cargo or supplies have moved. This must be Captain Jake Seagull's ship! You have a feeling you're on the right path to his treasure and breaking his curse.  At this point, you may choose to advance to the next section of the game. If you do, Captain Jake will set up the next map. If you do not, continue to play as normal.
	IS NOT EXIT	The ship's supplies seem to have been taken away, possibly further into the cave as you don't see anything floating in the water. The edge of the ship happens to buddy up next to a ledge inside the cave allowing you to explore further in. Excited about your discovery, you fail to notice the tripwire along the ledge.  Draw one Trap Card. If you are still on this map coordinate after resolving the trap, draw one Item Card and one Treasure Card for

		eventually finding the hidden cache of supplies.
G3	ALWAYS	The path continues to wind its way up the slope towards the lighthouse. You notice a broken wooden wheel from a cart along the path. That sucks. It would have been annoying to fix the cart on this slope.
G4	ALWAYS	A steep incline to the side of the travelled path leading to the lighthouse. This would be a great spot to lie down and stare at the night sky.
	GAME #3	It seems you weren't the only one to think so. Your foot incidentally kicks something and you reach down to find the object you struck. Draw one Treasure Card
G5	ALWAYS	You can see the slope get more pronounced leading south towards the lighthouse in the south. You're not sure who would have worked in the lighthouse, but you'd imagine they'd be pretty strong climbing this hill all the time. Unfortunately for you, this path seems barren of anything interesting. The rocks in the water over the cliff look way too treacherous for anything to be there and the hillside above is free of anything useful.
G6	ALWAYS	A rather rocky section of the ocean to traverse. The waves cause your stomach all sorts of troubles but you manage to pull through. It's pretty hard to see through the water if there's anything under there.
	GAME #2	IF GAME #2: Despite the rocky journey of getting here, you happen upon a smoother section of the ocean and notice a small chest at the bottom of the ocean floor, some 10-15 feet down. Ever fearless, you dive into the depths and loot the treasure. Draw one Treasure Card.
G7	ALWAYS	This beautiful coral reef is a natural wonder in its own right. It is quite dense and full of colour. You'd love to spend more time here amongst the plants and fish.
	IS PUZZLE CARD TILE	You don't find anything of note within the reef itself, but being amongst these colours for so long has given you a bit of insight into one of your puzzles. <b>[Give one Puzzle Card to the player]</b>
G8	ALWAYS	It's a sad sight to see. The way the waves are crashing against the rocks, this ship stood no chance. You carefully navigate the wet rocks and get closer to the ship to investigate it to see if this ship can be salvaged.
	IS EXIT	Wait a minute! While indeed a part of the ship has broken off, the rest of it looks like it has been purposely anchored against the rocks in a specific way. The beating of the waves has almost no effect on the ship and most of the ship's cargo and supplies are untouched. This must be Captain Jake Seagull's ship! You have a feeling you're on the right path to his treasure and breaking his curse.  At this point, you may choose to advance to the next section of the

		game. If you do, Captain Jake will set up the next map. If you do not, continue to play as normal.
	IS NOT EXIT	The part of the ship that remains has actually weathered the constant beating of the waves pretty well. You climb aboard the section and start to see if there's anything worth looting. Turns out, there is. Draw a Treasure Card and an Item Card.
H1	ALWAYS	The waters are surprisingly calm here for having a crashed ship nearby. There are not even that many rocks in this part. Makes you wonder how the ship actually crashed here.
	GAME #1	A small crate floats on these calms waters. You swim out to inspect it and inside find what must have been part of the crashed ship. Draw one Item Card.
H2	ALWAYS	The waters are surprisingly calm here for having a crashed ship nearby. There are not even that many rocks in this part. Makes you wonder how the ship actually crashed here.
	GAME #4	A small crate floats on these calms waters. You swim out to inspect it and inside find what must have been part of the crashed ship. Draw one Item Card.
H3	ALWAYS	The cliff overlooking the south side of the island. On calm days like this, the ocean would be very relaxing to watch. You smile to yourself as you take a couple of minutes to enjoy this empty patch of grass and view.
H4	ALWAYS	Thankfully the path has levelled a bit making it easier to walk on. Not much further from here to the lighthouse now. You look back down the hill and can see this beach and hill quite nicely. It's a great view.
H5	ALWAYS	<p>A usual beacon of hope to lost travellers, this lighthouse probably curses them to fall victim to the secrets of the Whispering Isle. If only they could realize, as you do now, that this lighthouse hasn't worked in a long time.</p> <p>The wood of its main door has rotted and warped causing it to gently bang against the frame when the wind picks up. The door foreshadows the rest of this structure as the inside is more or less empty save for the tattered remains of various shelving units and crates.</p> <p>Inspecting the light mechanism reveals that it probably could still work with a bit of love, but there is no evidence of any light source around.</p>
	IS PUZZLE CARD TILE	The whisper of the wind flows throughout the structure and beckons you to the top ledge overlooking the island. Up there you find a truly spectacular view! You're able to see everything on the island completely, including the forest entrance and clearing and the shipwrecks scattered about.

		As you take in the view, the wind swirls some more and leaves behind a small chest in front of you. Opening the chest, you silently thank Captain Jake for his help. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	Searching in the living area of the lighthouse you find a hidden alcove in the stone wall. Taking the stone brick out of the way, however, triggers the security measures in place.  Draw a Trap Card. If, after resolving the Trap Card, you remain on the Lighthouse square, draw one Item card and one Treasure card.
H6	ALWAYS	A rather rocky section of the ocean to traverse. The waves cause your stomach all sorts of troubles but you manage to pull through. It's pretty hard to see through the water if there's anything under there.
	GAME #1	Despite the rocky journey of getting here, you happen upon a smoother section of the ocean and notice a small chest at the bottom of the ocean floor, some 10-15 feet down. Ever fearless, you dive beneath the depths and loot your treasure. Draw one Treasure Card.
H7	ALWAYS	You swim up to the seemingly inanimate shark. It looks dead in the water, so you get closer. You suddenly realize that this is no creature at all: it is a mechanical construct meant as a defence for the island! Its body is made of metal and you can see the inner workings of its mechanisms through its slightly open mouth.
	IS PUZZLE CARD TILE	This mechanical shark hasn't worked in decades. A closer inspection of its mechanism reveals a lot of rust and corrosion on its hinges. You're not sure what or who controlled this shark or how it was controlled, but some of the markings and metal working inside the shark reveal a clue towards a puzzle you are working on. <b>[Give one Puzzle Card to the player]</b>
	IS NOT PUZZLE CARD TILE	This mechanical shark hasn't worked in decades. Clearly, the rough saltwater has affected its metal structure a lot.  As you reach in to get a closer look, a small beeping occurs and the shark suddenly roars to life. It makes one last attack before crumbling into a pile of scrap metal. Draw one Trap Card.
H8	ALWAYS	The rocks continue out into the ocean even this far away from land. It seems like the ocean current is even trying to send everything towards these rocks. From the way the wrecked ship to the north looks, you can only imagine how helpless it would have felt once it finally succumbed to the current and the rocks.

## Lock Card Narratives

Lock #	Condition	Narrative
L01	LOCKED	The note reads: <i>I am the great Captain Jake Sparrow and I need your help. My spirit has been cursed to roam this island for eternity. Only by returning me to my body will I be able to move on. Do this, and you shall have my treasure. But first, you must defeat the trap that cursed me and my crew, otherwise you, too, might be doomed to wander this island forever. You must find my ship. There's a secret to it, but what was its colour again? I think it was red, blue or green...</i>
	UNLOCKED	N/A
L02	LOCKED	<p>You want to dig around to really search the area, but stop, daring not to disturb the sanctity of the scene around you. Looking up you notice a parrot fly towards you and hover in front of you.</p> <p>"BWARRRRRK!! What does Polly want? What does Polly want?"</p> <p>"A cracker?" you ask.</p> <p>Polly lands on the ground in front of you and shakes its body in glee. "What does Polly want?"</p> <p>Hmmm, seems like Polly wants something different. Maybe the island will tell you.</p> <p><b>[Place Reminder Token on player's tile]</b></p>
	UNLOCKED	<p>"BWARRRRK!!!!" The bird bobs its body up and down in excitement.</p> <p>"Captain Jake! Captain Jake!" the bird exclaims before suddenly flying into you with full force knocking you off your feet.</p> <p>As you gather yourself and sit back up, the scene before you suddenly changes. You have no idea where the bird went, but the scene before you looks like you have teleported to a different time.</p>

		<b>[Read Scenery Card Narrative]</b>
L03	LOCKED	<p>Before you lies a light blue metal cube. Inspecting the cube, you see that this could probably fetch a very hefty price to a collector, but those thoughts are cast aside when you notice a combination lock on its side. If this cube is so valuable, it must protect something even more valuable.</p> <p>You look around on the box some more, eager to find some sort of clue as to its combination. Sadly, none can be found. Well, this is here for a reason. Some of the island's secrets must help with this cube.</p> <p><b>[Place Reminder Token on player's tile]</b></p>
	UNLOCKED	<p>As you turn the last number in place to the code you figured out, the top of the cube suddenly pops open and a blast of air rushes into the airlocked chamber. You peek inside and see the inside is dimly lit with a blue light, covered only by what appears to be a retractable handheld victorian spyglass. This definitely has value!</p> <p>Like any kid would, however, you pick the spyglass out, extend it to its full length (about a foot) and excitedly peer through. Before you is the scene you'd expect, but a few things catch your eye. You pull away from the spyglass to look at the scene, then look back through the spyglass. This looks like a recording of what this scene looked like a long time ago.</p> <p><b>[Read Scenery Card Narrative]</b></p>
L04	LOCKED	<p>Well, that's an odd contraption. You can only describe it as some sort of movie projector. It seems to have some film reels all ready to go and has a few buttons and a dial attached to its top.</p> <p>You press the play button. Nothing happens.</p> <p>You try to take the reels off to inspect them, but they are firmly secured to the projector.</p> <p>The other buttons look like standard buttons for the projector: Play, Rewind, Fast Forward, but you've never seen a dial mechanism like this, let alone on a projector.</p> <p>The dial is actually a smaller dial on top of a larger dial. Turning the larger dial also turns the smaller dial, but it seems like the smaller dial can be turned freely from its larger counterpart. Hmmmm, maybe the island can give you some help with the proper setting.</p> <p><b>[Place Reminder Token on player's tile]</b></p>
	UNLOCKED	<p>You set the dials to the code you figured out and press Play again. This time the projector whirs to life like it's been waiting a long time to do so.</p> <p>It runs very smoothly and the sound of the reels running is quite relaxing. You look out to where the projector points and you see the</p>

		<p>area you expect, but with a few different changes. It's almost like a vision of what this scene was like from a time long ago.</p> <p><b>[Read Scenery Card Narrative]</b></p>
L05	LOCKED	<p>A small typewriter lies before you bearing a model you've never heard of. The typewriter looks like an antique but appears to be in pristine condition.</p> <p>An engraving near the spacebar key indicates that this belonged to Captain Caesar. You rack your brain. You've never heard of a Captain Caesar before, but you have heard of the Roman Emperor. Weird.</p> <p>You start typing on it but find that it only accepts the first 3 keys you type. After that, the paper in the slot gets suddenly erased and moves back to the start position. Hmmm, maybe it wants a code.</p> <p>You type CJS. Nope. It's gonna be harder than that.</p> <p><b>[Place Reminder Token on player's tile]</b></p>
	UNLOCKED	<p>You type in the code and the paper fades away to nothing. The typewriter stirs to life, typing away on its own. The letters it is typing don't print out anywhere but occur in such a pattern that the clicking rhythm quickly puts you to sleep.</p> <p>You wake up, unsure how long you've been out. As you gather yourself and sit back up, the scene before you suddenly changes. The typewriter is gone, but the scene before you looks like you have been teleported to a different time.</p> <p><b>[Read Scenery Card Narrative]</b></p>

## Scenery Narratives

Scenery #	Narrative
S01	<p>You sit on the sand as this wave of memory pours into you. Other items have appeared in the sand and in the sky, and the weather has turned for the better. Bright blue sky, minimal clouds and even the waters have calmed. This scene....you'll never forget this for as long as you live.</p> <p><b>[Give the Scenery Card for the Beach.]</b></p>

# Curses

Scenery #	Narrative
C01	<p>With a dastardly smile, the skeleton eagerly dashes towards you. Too eagerly. Its speed causes it to trip on a rock just before it reaches you. It falls to the ground in front of you and crumbles to dust.</p>
C02	<p>You stop dead in your tracks as the skeleton approaches - though, not as dead as the skeleton. It halts its advance as if mimicking you, its unchanging grin mocking you.</p> <p>You cautiously take a step back and it steps forward. Curious, you step forward and it steps forward reaching a hand towards you. You scream as its menacing presence washes over you.</p> <p>The noise startles it, seemingly changing its expression to one of pain. It grabs its head where its ears would be, silently crumples to the ground and lies there motionless.</p>
C03	<p>You smile as the skeleton strolls towards you. Its face seems to have an expression of confusion as if it doesn't understand why you'd be smiling given that death is surely near. When it gets near you give a loud shout expecting it to fall lifeless, but nothing happens.</p> <p>The skull rattles as if laughing as it reaches towards you and grabs your pack, then the laugh halts suddenly and the skeleton unexpectedly freezes and abruptly disappears. You look in your pack to see what could have caused this and notice that one of your treasures is missing.</p> <p>Lose one random Treasure Card.</p>
C04	<p>The sound of rattling bones echoes around you as the skeleton chases after you. You panic and reach into your pack, pull out a treasure and throw it towards the approaching creature. The item bounces harmlessly off its rib cage, clangs to the ground and rolls off into the distance.</p> <p>The skeleton appears unphased by the impact but is distracted by the shiny object, abruptly turning to watch it disappear. The sharp turn causes it to stumble and fall to the ground, crumbling and scattering its bones everywhere.</p> <p>Lose one random Treasure Card.</p>
C05	<p>The skeleton swings its cutlass towards you. As quickly as you can, you grab the most accessible object on your person and hold it up to block the incoming blade. It shatters as comes into contact with the cold steel.</p> <p>As the pieces fall to the ground around, some of them find themselves lodged into the bones of the skeleton. Smoke rises from the points of impact and the bones begin to disintegrate taking your item with it.</p> <p>Lose one random Item Card. If you don't have an item, lose a random Treasure Card instead.</p>
C06	<p>You jump when you feel the cold touch of something grabbing your shoulder. Your eyes</p>

	<p>lock with the dark spaces where the creature's eyes should be and mentally scream as their menacing, black depths try to consume you.</p> <p>Instinctively, you try to push the creature away and cause it to lose its balance. Shiny objects fall to the ground when it grabs at your waist, tearing your treasure pouch. Then its bones clatter to the ground, splintering into a thousand pieces. As the debris settles, you look for the items that fell from your pouch, but they are nowhere to be found.</p> <p>Lose two random Treasure Cards.</p>
C07	<p>You feel great pain as a rock hits you in the head. You look towards the skeleton chasing you and see it angrily grabbing anything nearby and throwing it towards you.</p> <p>It bends down to grab more rocks but can't find any.</p> <p>It yells out in anger and rips its arm out of its socket and launches it towards you. The skeletal hand grabs your face and you flail around trying to get it off. Eventually, it goes limp and falls to the ground. The rest of the skeleton is also motionless.</p> <p>Lose two random Treasure Cards and one random Item Card. If you do not have an Item Card, lose another random Treasure Card instead.</p>
C08	<p>The skeleton raises its pistol and you duck for cover as a shot rings out, then three more, then silence. You peak over your barrier to see the skeleton slumped on the ground smoke rising from a hole in its skull.</p> <p>You feel like a great weight has been lifted seeing the sight, but as you get up you realize it's because there's a hole in your bag and all your treasure is gone.</p> <p>Lose all your Treasure Cards.</p>
C09	<p>The skeleton catches up to you with relative ease and grabs you by the legs. Holding you upside down it shakes you spilling the entire contents of your pack, then tosses you aside. It scoops up all the scattered objects and runs off into the distance.</p> <p>Lose all Treasure and Item Cards.</p>
C10	<p>An evil presence washes over you as the skeleton slowly approaches. You want to run but are frozen in fear. With each step the skeleton takes you fall further and further into despair. The edges of your vision go black and darkness engulfs you. Skeletal hands grab the sides of your face and you feel your connection to Captain Jake strengthening, but now it is one of hatred. You scream in pain as your skin begins to burn, disintegrating and revealing your skeletal form below.</p> <p>You look around and notice that the rest of your party seems to have fallen to the same fate and realize you now have one goal: Captain Jake must pay for what he did to us. He must suffer for eternity.</p> <p>Your story ends here. Game Over.</p>