

A dark, atmospheric photograph of a two-lane road winding through a dense forest. The road is wet and reflects the surrounding trees. The sky is overcast and filled with heavy, dark clouds. Superimposed on the center of the image is a large, stylized title. The word "Leerie" is written in red, with horizontal red lines above and below it, suggesting it has been crossed out. To the right of a thin vertical gap, the word "TOWN" is written in brown, outlined in green. The overall mood is mysterious and somber.

~~Leerie~~ TOWN

Gustavo Coelho

~~Little~~ eerie TOWN

Written by **Gustavo Coelho**

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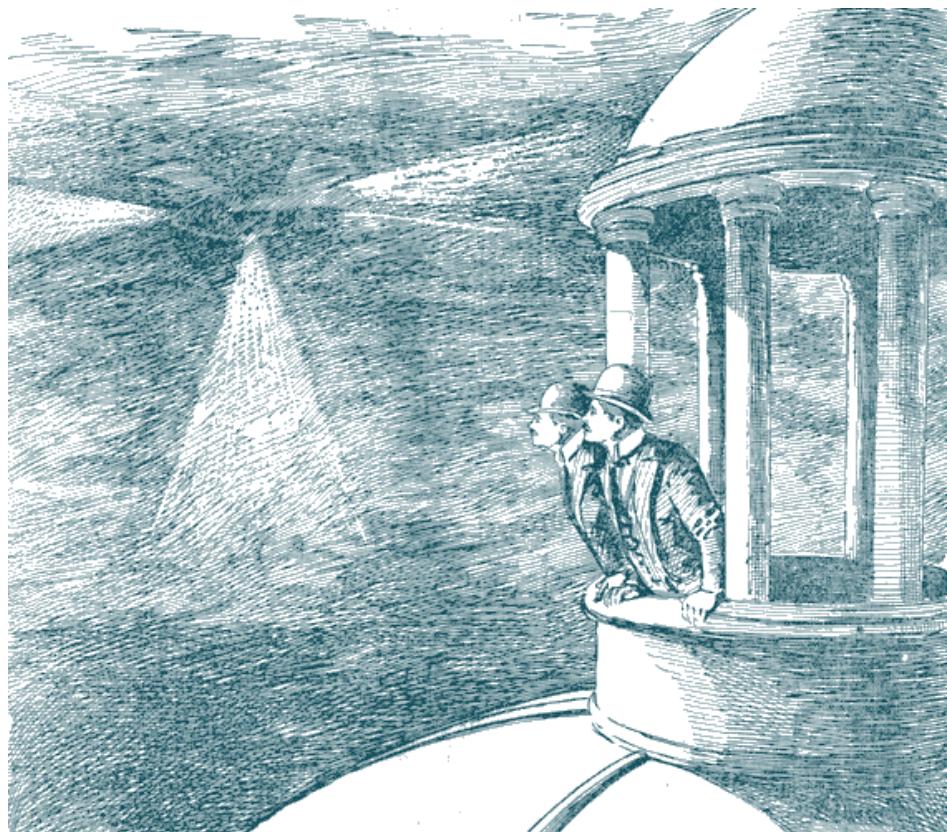
Introduction

“The truth is out there, but so are lies.”

- Dana Scully

This is a supplement for **Little Town**, a solo investigation RPG inspired by **Twin Peaks**. Though it may seem it is inspired by **Eerie, Indiana**, this supplement aims to bring weird **X-Files**-style elements into the game.

Besides providing alternative rules and random tables, **Eerie Town** also includes instructions on how to play cooperatively. To use it, you must have – obviously – a copy of **Little Town**, available on both [itch.io](#) and [DriveThruRPG](#).



The Scenario

“Sorry, nobody down here but the FBI’s most unwanted.”

– Fox Mulder

The Town

There is a **Town** where urban legends are real, and all conspiracy theories are proven to be true.

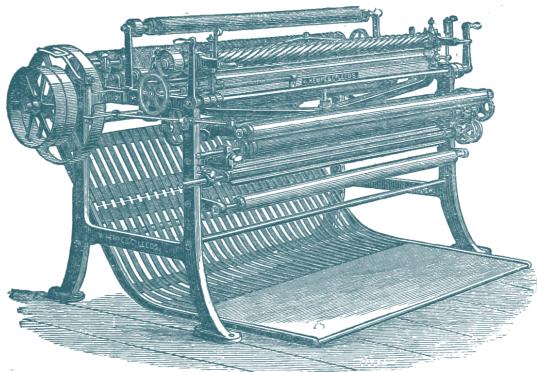
To know where your **Investigation** will take place, you can pick an existing **Town** (fictional or not), create one, or roll/choose on the table below:

1d6	Town
1	Known for its quirky culture and dense forests, this Town is supposedly a hotspot for paranormal and supernatural activity.
2	This Town is renowned for its extensive range of paranormal phenomena, including UFOs, cryptids, and strange lights.
3	With a rich voodoo tradition, and haunted history, this Town is said to offer a perfect blend of mysticism and paranormal occurrences.
4	As the site of an infamous industrial disaster, this Town is rumored to house unnatural anomalies, and mutated creatures.
5	This Town is the site of one of the most famous UFO incidents, and is supposedly ripe with extraterrestrial encounters, and mysterious disappearances.
6	With its remote and enigmatic landscapes, this Town is rumored to harbor secret government experiments, unidentified creatures, and unexplained natural anomalies.

The Case

To find out what was the latest weird thing to happen in the **Town**, roll/choose on the table below:

2d6	Case
2	Burnt humanoid bodies were found in a boxcar buried on the outskirts of the Town .
3	Suddenly, the townsfolk became extremely aggressive and violent.
4	You have no recollection of how or why you ended up in this Town .
5	An explosion has occurred.
6	One person has disappeared.
7	One person has been murdered.
8	One person was kidnapped.
9	A Location was set on fire.
10	An unknown person with amnesia and wearing strange clothes has appeared in the Town .
11	The townsfolk started getting sick / dying all of a sudden.
12	A body was found trapped inside a wall of a Location .



The Investigator

"So, of course, no one believes me. I'm a... I'm an annoyance to my superiors, a joke to my peers. They call me 'Spooky'."

- Fox Mulder

Archetype

Here are some alternative **Archetypes** to roll/choose for your **Investigator**:

1d6	Archetype
1	Federal Agent: an unconventional federal agent who's in charge of investigating strange cases involving paranormal phenomena. Items: gun, badge and flashlight.
2	Computer Hacker: a tech-savvy individual well-versed in infiltrating secure systems, retrieving classified information and uncovering digital secrets. Items: laptop, signal jammer and set of electronic lock-bypass devices.
3 - 4	Paperboy: you've seen some strange things on your paper route, and you know this Town is the center of weirdness for the entire planet. Items: bicycle, walkie-talkie, flashlight and swiss army knife.
5	Conspiracy Theorist: an eccentric individual who has spent years researching and collecting information about government cover-ups, secret organizations, and hidden agendas. Items: notebook, survival manual and tin foil hat.
6	Military: a military officer who oversees a top-secret facility dedicated to the study of paranormal activity. Items: access keycards, secure communication device and briefcase with hidden compartments

Alternative Rules

"If we fail to anticipate the unforeseen or expect the unexpected in a universe of infinite possibilities, we may find ourselves at the mercy of anyone or anything that cannot be programmed, categorized or easily referenced."

- Fox Mulder

Special Moves

Leave Without a Trace

When you try to flee from a **Location** surrounded by military officers, roll **2d6 + Agility**:

- 10+ You manage to escape.
- 7 - 9 You manage to escape, but with a setback. Choose a consequence below:
 - You end up getting hurt. Mark one **Wound**.
 - You end up taking too long. Increase the **Time Limit** by one.
- 6 They close in on you, and you cannot escape. Roll "**Jailbreak**".

Hot Pursuit

When you try to chase someone, roll **2d6 + Agility**:

- 10+ You close the distance between you and your target, and you manage to catch them.
- 7 - 9 You close the distance between you and your target, and you manage to catch them, but a complication arises. Choose one from the list below:
 - You end up getting hurt. Mark one **Wound**.
 - The person will start to have a **Hostile Attitude** towards you.
- 6 You lose sight of your target, and you lose their track.

Jailbreak

When you find yourself behind bars, roll **2d6 + Presence**:

- 12+ Someone exerts their influence, and you are quickly freed from prison.
- 10 - Someone exerts their influence, and you are freed from prison after a couple of days. Increase the **Time Limit** by two.
- 7 - 9 Someone exerts their influence, and you are freed from prison on the condition that you quit the **Investigation**.
- 6 Someone tries to exert their influence, but their intervention backfires and you remain in prison.

Close Encounter

When you recollect memories of an alien abduction, roll **1d6** and refer to the table below:

1d6	Abduction Memory
1	You remember witnessing the abduction of a relative or dear one. They were never seen again. Mark one Instability .
2 - 3	You remember witnessing the abduction of a relative or dear one.
4 - 5	You remember being abducted. Mark one Instability .
6	You remember being abducted, and you find an implant in your body. Mark one Instability .



Cooperative Play

Little Town was created to be played solo, with the player in the role of, for instance, an eccentric FBI agent trying to solve a murder case. However, there are many mysteries that can be solved by, for example, an open-minded FBI agent and their skeptic partner, or two kids from a seemingly ordinary town.

As a *GM-less* game, **Little Town** is easily adaptable to be played cooperatively, with two or more players sharing tasks that are usually performed by GMs, and contributing to create a story together.

Safety Tools

Little Town is an investigation game that deals with themes that may be uncomfortable to some players. So, the first thing to do is to ensure everyone has a safe, comfortable, and enjoyable experience.

There are many safety tools that can be used to establish a positive and respectful gaming environment, and here are some of them:

Session Zero

A pre-game session where players discuss their preferences, boundaries, and the overall tone of the game, to ensure everyone is on the same page.

Lines and Veils, by Ron Edwards

Players establish “lines” (topics or themes that are completely off-limits and won’t be explored in the game) and “veils” (topics that can be present in the game but won’t be described in detail). This helps avoid triggering or uncomfortable situations.

X-Card, by John Stavropoulos

The X-card is a physical or virtual token that players can use to stop the game if something makes them uncomfortable. When the X-card is played, players skip over or modify the content that caused discomfort without needing to explain why.

Script Change, by Beau Jágr Sheldon

This tool allows players to modify or rewind scenes to ensure everyone's comfort. It includes options like "Pause" (to discuss a scene), "Fast Forward" (to skip over uncomfortable content), and "Rewind" (to redo a scene).

Open Table Policy

Allowing players to join or leave the game at any time, without questions asked, to ensure they have agency over their participation.

Setting the Stage

After establishing the **Security Tool**, players must define the **Scenario**. For this step, it is advised that whoever rolled (or chose) the **Town** is not the same person who will roll (or choose) the **Case**.

Details about the **Town** can and should be flashed out, in order to add depth to the setting, but it is worth considering saving discussions about the **Case** for the actual gameplay, in order to preserve the element of surprise.

Character Creation

Everyone should create an **Investigator**, giving them a name, rolling (or choosing) an **Archetype**, assigning modifiers to their **Attributes**, and so forth. When finished, each player introduces their character to other players, announcing their name, describing their appearance, and even providing some sort of background, without revealing their secret(s).

Once every **Investigator** is introduced, players can (and should) describe their characters' connections to one another, in order to add depth and even uncover more interesting details. However, it is important to remember that all these connections must be discussed between players so that no one feels uncomfortable about it.

Answering Questions

There will be times when questions that are usually directed to the GM will arise, like those below:

- The twin brothers left the bedroom window open?
- What did the kid with braces hear the dogs talking about?
- Are the garbage collectors gone?

To answer simple questions, such as those whose answer is limited to **Yes** or **No**, the player rolls against their **Luck** in a solo **Little Town** game. In a cooperative game, this mechanic remains unaltered, with each player rolling against their **Luck** to get an answer.

To answer complex questions, like the ones that cannot be answered with **Yes** or **No**, the player can roll an **Action+Theme** pair and interpret the meaning. In a solo game, this is done by a single person, but in a cooperative game there are some alternatives:

- Another player rolls an **Action+Theme** pair, but whoever asked the question is responsible to come up with the meaning.
- Another player rolls an **Action+Theme** and is responsible to figure out the meaning.

Once a question has been answered, it is important that the player leave it to another player to ask the next question, and that they keep taking turns as long as they feel it is necessary to get more details on some aspect of a **Scene**.

Finally, players can freely answer each other's questions, without resorting to random rolls because, let's not forget, a cooperative game is a conversation between players.

Time Limit

The **Time Limit** is an abstraction of how close the **Investigator** is to solving the **Case**. In a solo **Little Town** game, the player evaluates whether this number has changed (increased or decreased) at the end of a **Scene**. In a cooperative game, the decision to raise or lower the **Time Limit** must be made by all players.

Handling Events

There are many random events that affect the **Investigator**, as exemplified below:

- You realize you are being followed.
- You are harassed by a person who apparently has nothing to do with the **Case**.
- You hear a gunshot and then realize the bullet just grazed your ear. Mark one **Instability**.

To handle such prompts, the players can ask themselves: does this apply to everyone or just a single **Investigator**?

As a general rule, the following criteria may be adopted:

- **Single Events** may be shared by all **Investigators**;
- **Anomalies** are usually witnessed by a single **Investigator**;
- **Dangers** may affect all **Investigators**.

Clues

All **Clues** found are shared by the **Investigators**. If there's a chance that a **Clue** could be found in a **Location** and a player fails an “**Investigate**” roll, other players may try again after a “**Push Your Luck**” move.

If a **Clue** is found in a **Location**, no one can roll “**Investigate**” to try to find more **Clues**.

Combat

Little Town doesn't focus on combat, but it can happen. If more than one **Investigator** is engaged in a fight, each player chooses their target and everyone rolls individually.

Damage in response to a failed or partially-successful attack is dealt in the usual way, to the **Investigator** who missed or exposed themselves to a counterattack.

Scenes

As in a regular **Little Town** game, the **Investigation** will be broken into **Scenes**, but in a cooperative game players will take turns bringing elements to each **Scene**.

So whenever a new **Scene** starts, do the following:

1. One player rolls/choose a **Location**;
2. Another player lays down **Elements** that catch the **Investigators'** attention;
3. One player rolls the **Scene Event**;
4. If needed, another player makes the subsequent roll (**Random Event** or **Investigation Progress**), or draws a **Danger** card;
5. One player adds an additional detail, by drawing an **Anomaly** or **Single Event** card, for example;
6. If needed, another player rolls an **NPC**¹.

The main idea is that players keep piling on details until a **Scene** is set. Once it's done, all **Investigators** get into action to try to bring the **Investigation** closer to a solution.

Ending the Game

The game ends when the **Time Limit** reaches 12, or when a player thinks they've got a solution to the **Investigation**. If the latter is true, all players should discuss the solution, but the player that came up with it will be the one to roll “**Case Closed**”.

¹ It may be interesting that, whenever a player rolls an **NPC**, they are responsible for roleplaying that **NPC** throughout the game.

Cards

“Sometimes the only sane answer to an insane world is insanity.”

- Fox Mulder

◆ Single Events

A	You recall an alien abduction. Roll “ Close Encounter ”.
2	A loud droning sound can be heard coming from the sky.
3	Strange lights are seen in the sky or on the outskirts of the Town (in the middle of the forest, desert, mountains, etc.).
4	An envelope with strange photographs is left to you. Treat this as a Clue .
5	Someone slips into your pocket a map to a place on the outskirts of the Town (in the middle of the forest, desert, mountains, etc.).
6	Someone approaches you with the printed copy of a coded message, in which you can only identify your name.
7	Someone you talked to starts denying everything they said before.
8	You are harassed by a person who apparently has nothing to do with the Case .
9	You get the news that an informant has been killed / disappeared.
10	Someone close asks you to stop the Investigation for your own sake.
J	You are approached by a stranger who claims to know you. You emphasize that you don't know them, but they detail a traumatic event that you had forgotten about, and are now starting to remember. Roll an Action+Theme pair to find out which event this was.
Q	The government issues a statement denying everything (the Case and/or all you've discovered so far).
K	A strange monolith emerged from beneath the Earth in the middle of the Town .

♣ Anomalies

These are events that resolve themselves instantly, in a matter of seconds. Whenever an **Anomaly** happens, mark one **Instability**.

A	You see a four foot tall owl. No one else seems to have seen it.
2	All electric and electronic devices start to malfunction simultaneously.
3	Non-flying animals start falling from the sky.
4	You experience a sudden change in gravity, which causes you and everything else to start hovering in mid-air.
5	You hear someone screaming for help and calling your name. When you look around, you find yourself alone.
6	You see at a glance someone who has disappeared years ago. When you look again, you can't find anyone where they were.
7	A stranger shows up and starts to talk to you in a cryptical way. No one else at the Scene saw them. Roll an Action and/or a Theme for the cryptic message.
8	You see a person shapeshifting and transforming into someone completely different. No one else seems to have noticed.
9	You find yourself alone in a place where, a moment before, there were other people. A stranger approaches you and hands you an object without saying anything. Roll 1d6 : if you get a number between 1 and 5, roll an Item ; if the number is 6, draw a Clue card.
10	Suddenly your mind is flooded with unexplained images, as something or someone tries to contact you telepathically. Roll an Action+Theme pair to get an idea of what they are trying to say.
J	You feel a tap on the back of your head. Before you turn around, you have a vision of your own death.
Q	While going from a Location to another you are engulfed by a bright light. It only lasts a few seconds, but you realize that hours have passed.
K	Suddenly, you find yourself in a white room surrounded by humanoid figures. You can't move or see their faces, and then you wake up in your own bed.

♠ Dangers

A	You receive an anonymous threat. Mark one Instability , return this card to the pile and shuffle.
2	You realize you are being followed. Return this card to the pile and shuffle.
3	You are accused of a crime you did not commit. Treat this situation as a secondary Case .
4	You are knocked unconscious by a blow to the back of your head. Mark one Wound and increase the Time Limit by one.
5	You are attacked by a stranger who immediately flees. Mark one Wound and, if you want to try to catch them, roll “ Hot Pursuit ” with disadvantage. Return this card to the pile and shuffle.
6	You are approached by federal agents who demand you to cease the Investigation . Return this card to the pile and shuffle.
7	You find your home / office / hotel room broken into and ransacked. Return this card to the pile and shuffle.
8	1d6 Clues that you have collected are stolen / destroyed. Return this card to the pile and shuffle.
9	You hear a gunshot and then realize the bullet just grazed your ear. Mark one Instability .
10	Military officers raid the Location you’re currently investigating. Roll “ Leave Without a Trace ” to avoid getting caught, return this card to the pile and shuffle.
J	You are arrested by alleged government agents and taken into custody to an unknown facility. Mark two Instabilities and increase the Time Limit by two.
Q	You receive news that someone close to you has been taken by people identifying themselves as law enforcement officers. Mark two Instabilities .
K	You are abducted. Mark three Instabilities and increase the Time Limit by 1d6 .

♥ Clues

Almost all of the following **Clue** cards have two options. When you draw a card with two prompts, consider the first option as the **Clue** found on the **Scene** and return it to the pile; when you draw this card again, consider its second option as the **Clue** found on the **Scene** and discard it right away.

A	No Clues found. Return this card to the pile and shuffle.
2	A: A magazine clipping outlining strange weather events around the Town B: An old newspaper article about some missing time cases
3	A: A peculiar odor (burnt engine oil, ozone, etc.) B: Mysterious radio signals / interferences
4	A: Traces (footprints, tire tracks, etc.)* B: Unexpected readings (electromagnetic fluctuations, elevated radiation levels, anomalous energy patterns, etc.)
5	A: A key B: The blueprint of a building
6	A: Stained clothes (grease, blood, etc.) B: A pair of shattered eyeglasses
7	A: Residues (translucent substances, ashes, chemical agent, etc.) B: Unusual soil samples containing materials not found in the area
8	A: A stopped clock B: A charred video camera
9	A: A torn piece of a police report listing some people missing B: A politician / government official's visiting card
10	A: Cassette tapes / VHS tapes / floppy disks B: Classified documents
J	A: Detailed sketches depicting strange humanoid figures B: A manuscript filled with unknown symbols and markings
Q	A: A diary detailing a recurring nightmare of being taken B: A diary detailing unsettling encounters with strange beings
K	A small and unidentified device of advanced technology emitting faint energy signals.

* Except fingerprints

Alternative Random Tables

"If coincidences are coincidences, why do they seem so contrived?"
– Fox Mulder

Theme

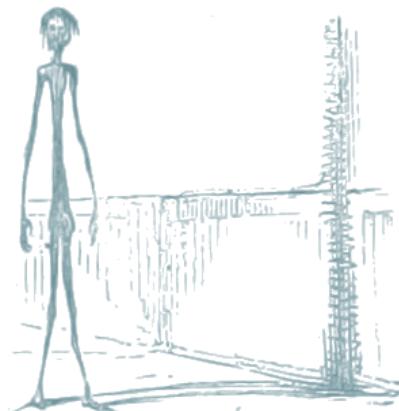
Here is an alternative **Theme** table to use when answering **Open Questions**:

11	Activity	31	Experiment	51	Phenomenon
12	Alien	32	Fear	52	Place
13	Anomaly	33	Forbidden	53	Power
14	Confidence	34	Government	54	Reality
15	Conspiracy	35	Hoax	55	Reason
16	Contact	36	Intrigue	56	Science
21	Danger	41	Invasion	61	Secret
22	Death	42	Knowledge	62	Shadow
23	Deception	43	Lie	63	Silence
24	Decoy	44	Misfortune	64	Truth
25	Domain	45	Need	65	Vision
26	Duty	46	Omen	66	Warning

Random Event

Random Events exist to derail the story a bit.

2d6	Random Event
2	Draw a Danger card.
3	An unwanted truth is revealed. Roll an Action+Theme pair to find out what it was.
4	A <i>bad</i> thing happens. Roll an Action+Theme pair.
5	A Hostile NPC is introduced.
6	Draw an Anomaly card.
7	A Neutral NPC is introduced.
8	Draw a Single Event card.
9	A Helpful NPC is introduced.
10	A <i>neutral</i> thing happens. Roll an Action+Theme pair.
11	A long-sought truth is revealed. Roll an Action+Theme pair to find out what it was.
12	A <i>good</i> thing happens. Roll an Action+Theme pair.



Investigation Progress

Investigation Progress events exist to get the main plot moving.

2d6	Investigation Progress
2 - 3	Draw a Danger card.
4	You get in touch with an Unfriendly NPC that may know something about the Case . If you wish, roll “ Interrogate ”.
5 - 6	You notice someone talking about the Case . Roll “ Defy Danger ” to try to eavesdrop: if you succeed, roll a Rumor .
7	There is nothing to favor the Investigation at this Location .
8 - 9	There might be a Clue in this Location . If you wish, roll “ Investigate ”.
10	You get in touch with a Neutral NPC that may know something about the Case . If you wish, roll “ Interrogate ”.
11 - 12	You see a suspect at the Location . If you wish (and need) to follow them, roll “ On Someone’s Tail ”.

Location

To randomly choose a **Location**, roll two dice: the first one for the column and the second one for the table row.

d6	1 – 2	3 – 4	5 – 6
1	Abandoned Mill	Main Square	Hotel
2	Coffeeshop	A Witness’s House	Convenience Store
3	Cemetery	A Suspect’s House	Old Warehouses
4	School	A Victim’s House	City Hall
5	Police Department	Hospital	Sewers / Tunnels
6	Diner	Bookstore	Town Outskirts

NPC Archetype

d6	1 – 2	3 – 4	5 – 6
1	Air Force military	Postman	Hotel receptionist
2	Barista	Common citizen	Convenience Store clerk
3	Cemetery guard	Shady citizen	Criminal on parole
4	Student	The victim's parent	The most eccentric person in the Town
5	Someone from the police force	Hospital receptionist	Drug dealer
6	Diner employee	Bookstore owner	Federal Agent



Rumor*

2d6	Rumor
2	A large object fell from the sky and is now hidden in a heavily guarded facility on the outskirts of the Town .
3	The most important people in the Town are actually shape-shifting humanoids.
4	Bright objects were seen crossing the sky.
5	Mutilated animals were found on the outskirts of the Town ; all of them bore bloodless excisions.
6	Strange and complex patterns have appeared in the fields on the outskirts of the Town .
7	Strange sounds and lights were witnessed in the Abandoned Mill.
8	The birds in the Town are actually robots that the government uses to keep an eye on everyone.
9	Government officials are using a secret facility somewhere in the Town to conduct covert research.
10	A convoy of military trucks was seen driving through the Town .
11	Men dressed in black suits who claim to be government agents were seen around the Town looking for an inconspicuous citizen.
12	Small humanoids with bulbous heads and green skin have been spotted around the Town .

* When a **Rumor** is rolled for the second time, it becomes true.

Adjectives

If you want/need to randomly choose an **Adjective**, roll two dice: the first one for the column and the second one for the table row.

d6	1 – 2	3 – 4	5 – 6
1	Abnormal	Intriguing	Uncanny
2	Cryptic	Mysterious	Unexplained
3	Curious	Otherworldly	Unclear
4	Disturbing	Paranormal	Unconventional
5	Eerie	Spooky	Unnatural
6	Extraordinary	Strange	Unsettling

Item

Roll a **d66** when you want/need to pick an **Item** randomly.

11	Chain	31	Knife	51	Shovel
12	Gun	32	First aid kit	52	Crowbar
13	Clothes	33	Camcorder	53	Compass
14	Lock	34	Food	54	Mirror
15	Cup / Mug	35	Hammer	55	Bicycle
16	Oil	36	Photograph	56	Clock
21	Rope	41	Lamp	61	Painting
22	Radio	42	Basket	62	Remedy / Medicine
23	Suitcase	43	Candles	63	Shoe
24	Chisel	44	Canister	64	Journal
25	Alcohol	45	Barrel	65	Book
26	Toolbox	46	Glasses	66	Implant

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