Field Investigator:

Bedroom: _____

You will not see a Murkmare. You can find what they leave behind.

Do this in the morning, before anyone tidies up.

fold here — *fold back so the words are on the outside*

The six signs (tick what you find)

- ☐ Cold toes
- ☐ Knotted hair
- ☐ Crumpled clothes
- ☐ A crust in each eye
- ☐ A wet pillow
- ☐ Something you tasted and would rather forget

From further afield

- ☐ Bark creases on your cheek (the Slow Clan)
- ☐ Damp sheets that smell of seaweed (the Fog-Walkers)
- ☐ One sock missing (the Leaners)
- ☐ Sneezing at breakfast (the Wanderers)

Evidence (use your magnifying glass)

- ☐ Grey fluff by the wardrobe
- ☐ A thread that is not yours
- ☐ Very small bare footprints in the dust

Verdict: _____ signs. I have / have not been visited.

The rules

1. Never wake anyone to check.
2. Only use a red light at night. They do not mind red.
3. Do not try to catch one.
4. Put everything back where you found it, except the evidence.

Evidence: FLUFF

Found by: _____

Where: _____

Date: _____

Grey, pressed, not yet felt.

Evidence: THREAD

Found by: _____

Where: _____

Date: _____

Check your plait first.



Evidence: SOCK (ONE)

Found by: _____

Where: _____

Date: _____

If you find the other one, keep it.



Print, cut, and stick on any small envelope. A folded piece of paper will do.