

LONER: CTHULHU!

Version: 3

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Loner: Cthulhu!

Loner: Cthulhu! is a solo tabletop RPG adventure set in a world where cosmic horrors lurk beyond the veil of reality, waiting to drive mortals to madness with forbidden knowledge.

This minimalist Solo Role Playing Game is designed to explore the themes of cosmic horror, where investigators delve into mysteries that challenge their sanity and reveal humanity's place in an indifferent universe.

Introduction

Loner: Cthulhu! follows the following design principles:

1. **Portable:** to play you will need a few common (six-sided) dice and writing materials. Anything else is optional and not essential.
2. **Rules-Light:** the game relies on a few rules and only one solving mechanic, easy to learn and eventually to memorize.
3. **Tag-based:** characters and situations are defined only by qualitative descriptors and no quantitative characteristics.
4. **Emergent:** oracle-driven narrative with no predetermined paths; anything can be attempted.

With a focus on quick resolutions, **Loner: Cthulhu!** throws you headfirst into the heart of cosmic horror. Your character will be defined by thematic tags like *Scholarly*, *Occultist*, *Traumatized*, or *Ancient Bloodline*.

What is a Role Playing Game (RPG)?

A role-playing game (RPG) is a type of game in which players assume the roles of fictional characters and act out their actions and decisions within a narrative or imaginary setting. The outcome of these actions and decisions is often determined by a set of rules and game mechanics, such as dice rolls or statistical attributes of the characters. Players may also collaborate to create a shared story or narrative through their characters' actions and interactions.

What is a Solo RPG?

In a solo RPG a single player takes on the roles of one or more characters, while also simultaneously managing some elements of the game world. These games typically involve the use of a rule system and game mechanics to determine the outcome of actions taken by the player-controlled characters. Unlike a gamebook (such as the *Fighting Fantasy*, *Lone Wolf*, and *Tunnels & Trolls* series) a solo RPG is not a form of interactive, forked narrative in which outcomes are pre-determined and limited by the author's choices.

Through the interaction of player, oracle, tools, and prompts, the character's actions will build an **emergent narrative** within whose boundaries anything can be attempted, without predetermined limits.

Safety Tools

You will play alone, but be sure to play in an environment that is comfortable for you, without overexerting yourself,

and reserve the option to stop as soon as you feel uncomfortable for any reason, physical or emotional. Cosmic horror can involve disturbing themes of madness, body horror, and existential dread. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

Minimum Requirements

To play *Loner: Cthulhu!* you will need:

- **4 six sided dice** (also known as d6s): two pairs of different colors
- **Paper and writing tools:** at least a sheet of scrap paper and a pencil, but index cards or sticky notes are a fine addition
- **Character sheet:** you may use the provided sheet at the back or a simple index card.
- **Notebook:** *Loner: Cthulhu!* is not a solo journaling game, you can easily play it in the “theater of mind”. But you can keep track of your game if you feel the need!

The World of Cosmic Horror

In *Loner: Cthulhu!*, reality is far more fragile than most realize. Ancient entities older than human civilization slumber beneath the ocean, in distant dimensions, or between the spaces of our world. These Great Old Ones and Outer Gods represent forces so alien and powerful that mere contact with their influence can shatter human minds.

The game is set primarily in the 1920s, an era of intellectual awakening and social change, where brave investigators delve into mysteries that should remain buried. Whether they are academics, journalists, occultists, or ordinary people thrust into extraordinary circumstances, they all share one thing: an insatiable curiosity that leads them toward truths that humanity was never meant to know.

The Mythos

The cosmic entities that lurk beyond human understanding are collectively known as the Mythos. These beings exist outside conventional morality and physics, their very existence a testament to humanity's insignificant place in the universe. They are served by cults of mad worshippers, guarded by otherworldly creatures, and protected by books of forbidden lore.

Playable Themes

- **Forbidden Knowledge:** The pursuit of dangerous truths that come at a terrible cost
- **Cosmic Insignificance:** Confronting humanity's place in an indifferent universe
- **Creeping Madness:** The gradual erosion of sanity through exposure to otherworldly forces
- **Ancient Mysteries:** Uncovering secrets from prehistory that challenge accepted reality
- **Cult Infiltration:** Investigating secretive organizations that worship dark entities
- **Body Horror:** Confronting unnatural transformations and alien anatomies
- **Temporal Displacement:** Experiencing non-linear time and alternate realities
- **Family Curses:** Inherited connections to the Mythos through bloodline or artifact

Timeline

- **Pre-History:** The Great Old Ones rule the Earth before humanity's rise
- **Ancient Times:** First human contact with Mythos entities; creation of forbidden texts

- **Dark Ages:** Suppression of Mythos knowledge by religious institutions
- **Renaissance:** Rediscovery of ancient texts and renewed occult investigation
- **Industrial Revolution:** Scientific advancement begins to brush against cosmic truths
- **1890s-1900s:** Modern occultism and spiritualism movements gain popularity
- **1910s:** World War I reveals the fragility of civilization
- **1920s:** The present era - prohibition, jazz age, and rising investigative activity
- **Future:** Prophesied return of the Great Old Ones and end of human dominion

Characters

In the shadowed world of cosmic horror, characters are drawn from all walks of life. They might be professors of archaeology who uncover artifacts better left buried, journalists investigating strange disappearances, or occultists seeking power beyond mortal comprehension. What unites them is their willingness to peer into the abyss, often at great personal cost.

Everything is a Character

In *Loner: Cthulhu!* Non-Playing Characters (NPCs), Cultists, Entities, Organizations, and even relevant objects like cursed artifacts or haunted locations are characters too!

Your Protagonist is described by some fixed traits:

- **Name:** The name should be iconic and consistent with the tone and setting of the story.

- **Concept:** A concise description of the character's profession, background, and abilities. The best are adjective-name pairings, like "*Determined Reporter*" or "*Traumatized War Veteran*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Smart*" is not a skill, "*Lore Master*" is.
- **Frailty:** Something that could potentially get in the way of the character, either physically, mentally, or socially.
- **Gear** (x2): Particular equipment supplied to the character in coherence with the setting. Everyday items are taken for granted and do not fall under this trait.
- **Goal:** The long-term objective.
- **Motive:** What drives the pursuit of the goal.
- **Nemesis:** A person or organization that hinders the protagonist. It can emerge during the first game sessions, it may or may not be the direct antagonist of the story, ready to appear to make life even more difficult.
- **Luck:** The measure of a character's ability to avoid ill fortune or an inauspicious outcome. It applies only in Conflicts and automatically recharges when they end. Luck starts and caps at 6.
- **Sanity Track:** A three-step consequence track for mental stability. Begins clear. Cosmic horror exposure advances it through *Unsettled* (1 mark), *Disturbed* (2 marks), and finally *Broken* (3 marks: complete mental breakdown).

These **traits** are described by **tags**, descriptive words or phrases that can identify anything in the game world. Even the **details** of the environment in which the action moves and **conditions** (physical or mental) of the characters are tags.

They are qualitative representations. They are not quantitative measures.

Character Traits

You can use these traits to create a character on the fly, mix them, or just use them as inspiration.

Concepts

	1	2	3	4	5	6
1	Anti-quarian Scholar	Intrepid Reporter	Occult Detective	Traumatized Veteran	Curious Librarian	Wealthy Dilettante
2	Paranormal Doctor	Blasphemous Cultist	Reformed Criminal	Obsessed Artist	Mysterious Inheritor	Skeptical Scientist
3	Haunted Psychic	Forbidden Archaeologist	Defiant Priest	Struggling Writer	Desperate Parent	Ambitious Academic
4	Rogue Anthropologist	Disgraced Physician	Cunning Journalist	Tormented Dreamer	Secretive Collector	Brave Explorer
5	Mad Inventor	Enlightened Mystic	Doomed Descendant	Vigilant Watchman	Cynical Detective	Cursed Heir
6	Eso-teric	Unhinged Researcher	Protective Guardian	Guilty Survivor	Devoted Acolyte	Reluctant Hero

1	2	3	4	5	6
Translator					

Skills

	1	2	3	4	5	6
1	Ancient Languages	Occult Lore	Research	Investigation	Medical Knowledge	Archaeology
2	Photography	Lock Picking	Fast Talk	Intimidation	Persuasion	Stealth
3	First Aid	Library Use	Psychology	Anthropology	History	Listen
4	Spot Hidden	Firearms	Driving	Climbing	Swimming	Handwriting Analysis
5	Hypnosis	Theology	Natural World	Survival	Contacts	Streetwise
6	Dream Interpretation	Ritual Magic	Cryptography	Engineering	Art/Craft	Bargain

Frailties

	1	2	3	4	5	6
1	Nightmares	Phobia	Addiction	Paranoia	Depression	Anxiety
2	Obsession	Guilt	Trauma	Insomnia	Delusions	Compulsion
3	Arrogance	Recklessness	Cowardice	Greed	Envy	Wrath
4	Chronic Pain	Poor Eyesight	Hearing Loss	Weakness	Clumsiness	Illness
5	Social Outcast	Debt	Enemy	Obligation	Secret	Bad Reputation
6	Cursed	Haunted	Marked	Tainted	Doomed	Possessed

Gear

	1	2	3	4	5	6
1	Revolver	Camera	Medical Kit	Flashlight	Research Notes	Occult Tome
2	Magnifying Glass	Lockpicks	Disguise Kit	Recording Device	Typewriter	Ancient Artifact
3	Holy Symbol	Protective Ward	Ritual Com-	Poison	Explosives	Rare Book

	1	2	3	4	5	6
			po- nents			
4	Tele- scope	Auto- mobile	Map Collec- tion	Cipher Wheel	Labo- ratory Equip- ment	Per- sonal Li- brary
5	Heir- loom Weapon	Séance Equip- ment	Micro- scope	Safe Box	Con- tacts List	Identity Papers
6	Cursed Object	Pro- tective Charm	Emer- gency Fund	Hidden Shelter	Net- work Access	Backup Identity

Names

Female Names

	1	2	3	4	5	6
1	Ade- laide	Beat- rice	Cather- ine	Dorothy	Evelyn	Flo- rence
2	Grace	Helen	Iris	Josephine	Kather- ine	Lillian
3	Mar- garet	Nancy	Olivia	Pene- lope	Ruth	Stella
4	Theresa	Ursula	Vivian	Winifred	Yvonne	Zelda
5	Agatha	Cordelia	Evange- line	Imo- gen	Perse- phone	Tabitha
6	Lenore	Ophe- lia	Seraphina	Violet	Ros- alind	Min- erva

Male Names

	1	2	3	4	5	6
1	Albert	Benjamin	Charles	Daniel	Edmund	Francis
2	George	Henry	Isaac	James	Kenneth	Lawrence
3	Michael	Nicholas	Oliver	Patrick	Quentin	Robert
4	Samuel	Theodore	Ulysses	Victor	William	Xavier
5	Arthur	Cornelius	Edgar	Humphrey	Mortimer	Percival
6	Am-brose	Barnabas	Cedric	Dunstan	Erasmus	Fitzroy

Surnames

	1	2	3	4	5	6
1	Ashworth	Blackwood	Crowley	Danvers	Everett	Fairfax
2	Grimwald	Hawthorne	Inns-mouth	Jermyn	Kingsport	Lancaster
3	Marsh	Nightingale	Osborn	Pickman	Quatermass	Raven-croft
4	Stapledon	Thorndike	Usher	Vane	Whitmarsh	Yithian
5	Armitage	Billington	Curwen	Derby	Elwood	Gilman
6	Hathorne	Keziah	Lavinia	Malygris	Nodens	Olmstead

Nicknames

	1	2	3	4	5	6
1	The Scholar	Old Pete	Whispers	Doc	Professor	The Count
2	Mad Jack	Spooky	Bookworm	The Seer	Dreamer	Scribbles
3	Graveyard	Midnight	The Quiet One	Oracle	Vision	Phantom
4	Shadow	Raven	Spider	Serpent	Wolf	Crow
5	The Keeper	Chronicler	Wanderer	Pilgrim	Seeker	Finder
6	Cursed	Marked	Chosen	Touched	Blessed	Damned

Rules

Loner: Cthulhu! is a minimalist Solo Role Playing Game designed to be played with only one character (the Protagonist). You'll guide them through the story that will unravel during the game, asking closed questions to an Oracle which will help you overturn your expectations.

Every now and then you will be surprised with an unexpected twist!

Keep The Action In Motion

A game in *Loner: Cthulhu!* is a succession of scenes.

A scene is a unit of time in which a certain action takes place in pursuit of a certain short-term goal.

In *Loner: Cthulhu!* at each scene:

1. **Identify what you expect from the scene.** Compared to traits, goal, and motivation determine the Protagonist's action. What might be the reaction of the game world?
2. **Test your expectations.** When you are uncertain (or over-confident) about the reaction to your actions, ask the Oracle a closed question (answer is Yes or No), considering the tags involved to determine if there is an Advantage or Disadvantage.
3. **Interpret the result.** Is the Oracle's answer in line with your expectations? If not, in the context in which the scene takes place, how should an answer that subverts them be considered?

This sequence will come to you naturally after some practice. Use it as a guideline the first few times.

Consulting the Oracle

When you need to test your expectations you'll ask the Oracle a closed question.

You'll need 2d6 in one color (**Chance Dice**), and 2d6 in another (**Risk Dice**).

To resolve a closed question, roll one **Chance Die** and one **Risk Die**:

- If the Chance Die is highest, the answer is **Yes**.
- If the Risk Die is highest, the answer is **No**.
- If both are low (3 or less), add a **but...**
- If both are high (4 or more), add an **and...**
- If both are equal, the answer is **Yes, but...** Add a point to the **Twist Counter**.

Dice Value	Chance Die > Risk Die	Risk Die > Chance Die
Both < 4	Yes, but...	No, but...
Both > 3	Yes, and...	No, and...
Mis-matched	Yes	No
Equal	Yes, but... Add 1 to the Twist Counter	

Advantage and Disadvantage

If circumstances or positive tags grant an advantage, add a **Chance Die** to the roll. Otherwise, when hindrances or negative tag cause a disadvantage, add a **Risk Die**. In both cases keep only the higher die of the added type when you check the roll.

Consider tags **intuitively and not quantitatively**, using the context of the situation at play. It is important to keep the flow of play fast and not accounting for advantages and disadvantages numerically!

Twist Counter

The Twist Counter is a measure of the rising tension in the narrative. At the beginning is set to 0. Every time a double throw (dice are equal) happens, add 1 to the Counter. If the Counter is below three, consider the answer as “**Yes, but...**”. Otherwise a **Twist** happens and resets the Counter.

Roll 2d6 and consult the following Twist Table to determine what kind of twist happens.

D6	Subject	Action
1	A third party	Appears
2	The hero	Alters the location
3	An encounter	Helps the hero
4	A physical event	Hinders the hero
5	An emotional event	Changes the goal
6	An object	Ends the scene

Interpret the two-word sentence in the context of the current scene. Twists will keep the plot and events going in unexpected ways.

Sanity and Madness

The **Sanity Track** is a three-step consequence record for your character’s mental stability. Unlike Luck, it does not reset after conflicts. Advancing the track does not end your investigation; it transforms how you perceive and interact with the world.

Advancing the Sanity Track

When encountering cosmic horrors, forbidden knowledge, or traumatic events, ask the Oracle: “Do I maintain my composure?” Consider relevant tags like *Scholarly*, *Traumatized*, *Occult Lore*, etc.

Answer	Effect
Yes, and...	No change; gain Advantage on the next related Oracle roll
Yes	No change

Answer	Effect
Yes, but...	Advance one step; gain insight (Advantage on the next related Oracle roll)
No, but...	Advance one step; gain insight (Advantage on the next related Oracle roll)
No	Advance one step
No, and...	Advance two steps

Sanity Track States

Clear (no marks)

Your mind operates normally, allowing rational analysis and reliable interpretation of evidence. You see the world as most people do, which can be both a blessing and a limitation.

Unsettled (1 mark)

You begin to question accepted reality. Add the *Unsettled* condition tag. While you remain functional, doubt creeps into your interpretations. You may misread situations or second-guess obvious conclusions, but you also start noticing details that others miss.

Disturbed (2 marks)

Your grip on conventional reality loosens, but this isn't purely detrimental. Replace *Unsettled* with the *Disturbed* condition tag. Roll 1d6 for your current mental state, which provides both challenges and unique investigative capabilities. When the state grants Advantage, add a Chance Die to the relevant Oracle roll and keep the higher result; when it imposes a Challenge, add a Risk Die and keep the higher result:

1. **Hypervigilant** - Intense awareness of threats and deception
 - *Challenge*: See danger everywhere, even where none exists
 - *Advantage*: Gain Advantage on detecting surveillance, cult activity, or lies
2. **Obsessive Focus** - Fixated on a particular aspect of the mystery
 - *Challenge*: Difficulty engaging with topics outside your obsession
 - *Advantage*: Gain Advantage on research related to your fixation
3. **Altered Perception** - Reality appears different, but sometimes more truthfully
 - *Challenge*: Others dismiss your insights as delusional
 - *Advantage*: Sometimes perceive hidden truths that rational minds cannot grasp
4. **Compulsive Behavior** - Driven to perform specific actions or rituals
 - *Challenge*: Must follow compulsions even when inconvenient
 - *Advantage*: Compulsions sometimes lead toward crucial evidence
5. **Temporal Displacement** - Experience time and memory differently
 - *Challenge*: Confusion about chronology and sequence of events
 - *Advantage*: May recall or anticipate information in non-linear ways
6. **Emotional Detachment** - Feelings become distant and muted

- *Challenge*: Difficulty relating to others or recognizing social cues
- *Advantage*: Immunity to fear and intimidation, cold analytical thinking

Broken (3 marks)

The Sanity Track is full. The character suffers total mental collapse. The investigation ends for them, but they may survive with permanent changes. Roll 1d6:

1. **Catatonic Withdrawal** - Complete retreat from reality
2. **Fragmented Identity** - Personality splits into multiple aspects
3. **Prophetic Madness** - Speaks cosmic truths no one understands
4. **Selective Amnesia** - Forgets the investigation but retains other memories
5. **Compulsive Documentation** - Obsessively records everything in incomprehensible ways
6. **Protective Delusion** - Creates elaborate fantasy to shield from trauma

Recovering Sanity

Steps on the Sanity Track can be removed through meaningful recovery. Each opportunity must be grounded in the fiction: either a Quiet Scene with specific content, or a significant positive outcome from play.

Remove one step:

- A Quiet Scene spent in rest with people who accept what you have seen
- Helping ordinary people with problems that have nothing to do with the Mythos

- A moment of beauty, joy, or connection that reminds you what human life is worth
- Destroying evidence of cosmic horrors to shield others from the truth

Remove two steps:

- Dismantling a cult's operations and directly preventing harm to innocents
- Saving lives from an active Mythos threat
- Forming a lasting bond with someone who remains at your side despite knowing what you carry
- Creating something beautiful that affirms human worth

Permanent marks: If the track ever reaches *Broken*, the *Disturbed* condition tag cannot be fully removed. It can be lived with and sometimes turned to investigative advantage, but it is now part of who your character is.

Living with Altered Mental States

Using Altered Perspectives

When your mental state provides investigative advantages, describe how your changed perception reveals information that normal thinking would miss. The Oracle might provide different information based on your mental state.

Managing Challenges

When your mental state creates difficulties, work with the Oracle to determine how this affects your actions. These aren't meant to prevent investigation; they change how you approach it.

Integration

Over time, investigators learn to work with their altered mental states rather than fighting them. An investigator car-

rying the *Unsettled* or *Disturbed* tag isn't less capable; they have learned to navigate reality from a different perspective.

The Price of Truth

Each investigation leaves permanent marks on your psyche. Note whether your Sanity Track has ever reached *Broken*: that mark follows your investigator into every case that follows. The more you have seen, the harder it becomes to maintain conventional perspectives, but the more capable you become of perceiving cosmic truths.

Remember: Madness in cosmic horror isn't punishment; it's transformation. Your character doesn't become less capable of investigation; they become a different kind of investigator, one who sees reality from angles that stable minds cannot comprehend.

Mythos Entities

When encountering creatures from beyond human understanding, their very presence challenges sanity and reality.

Entity Encounter: Ask the Oracle "Do I maintain my composure?" and advance the Sanity Track as described above. Additionally, entities may have special abilities:

- **Reality Distortion:** Normal physics may not apply around the entity
- **Mind Reading:** The entity may know your thoughts and fears
- **Dimensional Travel:** The entity can appear anywhere without warning
- **Time Manipulation:** Past, present, and future may blur in the entity's presence
- **Possession:** The entity may attempt to control your actions

- **Transformation:** Prolonged contact may begin changing your character

Corruption and Taint

Extended exposure to Mythos influences leaves permanent marks.

Gaining Corruption: When exposed to alien environments, participating in blasphemous rituals, or making contact with Outer Gods, ask: “Do I resist the corrupting influence?”

- **Yes, and...:** Resist and gain protection against future corruption
- **Yes:** Successfully resist
- **Yes, but...:** Resist corruption but become aware of your vulnerability
- **No, but...:** Gain a minor corruption tag but gain insight
- **No:** Gain a minor corruption tag (*Marked, Tainted, Changed*)
- **No, and...:** Gain a major corruption (replace a positive trait with a negative one)

Cult Investigation

Uncovering the activities of Mythos cults involves careful investigation and infiltration.

Gathering Information: When investigating cult activities, ask: “Do I uncover useful information without being detected?”

- **Yes, and...:** Learn crucial details and identify a key cult member
- **Yes:** Learn important information safely
- **Yes, but...:** Learn information but attract unwanted attention

- **No, but...:** Learn partial information without immediate danger
- **No:** Learn nothing and waste time
- **No, and...:** Not only learn nothing, but alert the cult to your investigation

Conflicts

A *Conflict* is any situation in which opponents clash, attacking, defending, or wearing each other down in order to win. This applies both in a practical and metaphorical sense.

So, a Conflict is not only limited to combat (or fighting) in the strict sense but also to competitive situations (such as contests, duels, verbal confrontations, etc.) in which two or more characters (including vehicles, of course!) compete.

Conflicts can be resolved in different ways depending on preferences and context:

1. Ask a single closed question. The Oracle's answer determines the outcome of the conflict.
2. Ask a series of closed questions to resolve current single actions.
3. Use the rules of Harm & Luck below.

Note that the Twist Counter **does not apply** to Harm & Luck. Instead, it is used regularly if the Conflict is handled with closed questions.

If the conflict is resolved by applying damage to the Luck trait, roll the dice to determine whether the protagonist causes damage to the opponent or suffers damage due to counterattack or failed defense. The rolls are player facing only.

The damage reduces the Luck of the target, whether protagonist or NPC. When the Luck runs out, the character has lost the conflict.

The final outcome depends on the context. Do you get caught? Are you seriously injured? You may even die if that fits the narrative.

An- swer	Do you get what you want?	Harm
Yes, and...	You get what you want, and something else.	Cause 3
Yes...	You get what you want.	Cause 2
Yes, but...	You get what you want, but at a cost.	Cause 1
No, but...	You don't get what you want, but it's not a total loss.	Take 1
No...	You don't get what you were after.	Take 2
No, and...	You don't get what you want, and things get worse.	Take 3

Determine the mood of the next scene

At the end of the current scene sometimes you will be clear about the direction to take, other times you may need to determine the general mood of the next one. In this case roll 1d6 and consult the following table:

D6	Next Scene
1-3	Dramatic scene
4-5	Quiet Scene

D6	Next Scene
6	Meanwhile...

- A **dramatic scene** does not break the tension of the previous scene but carries it further forward, introducing further obstacles or difficulties.
- During a **quiet scene** there is time to take a breath, to heal, to make plans for the next steps and to deepen relationships.
- A **meanwhile scene** takes place somewhere else, other than where the hero is. It cuts to villains or other plot-important characters.

Open-Ended Question or Get Inspired

To answer an Open-Ended question, roll 1d6 once on each of the Inspiration Tables (roll at least a verb and a noun, adjectives are optional).

When the story ends

At the end of the adventure you may add another trait to the character. It is better that this is related to how the story just ended and can be either a Skill, Gear, a new Frailty, or even a new Nemesis! You can also modify an existing trait to better represent an enhanced expertise.

Also update the list of **NPCs**, **Locations**, and **Events** that may show up again in future adventures.

The Jazz Age

The year is 1925, and beneath the veneer of jazz-age prosperity, ancient forces stir. You are an investigator, perhaps by profession or terrible circumstance, drawn into mysteries that challenge the very foundations of reality. This world op-

erates by familiar rules until it doesn't, and those exceptions will test your sanity.

New England: The Epicenter

Arkham, Massachusetts

What everyone knows: A quiet college town famous for Miskatonic University's prestigious programs in archaeology and linguistics.

What investigators discover: The university library's restricted collection contains the world's most complete assemblage of occult texts. Acquisition records show suspicious donors, wealthy families whose genealogies trace back centuries, often with gaps during periods of "family travel abroad." The head librarian, Dr. Henry Armitage, maintains a private card catalog of dangerous materials, cross-referenced by astronomical phenomena.

Investigation angles:

- Faculty dining club meetings always end when certain stellar configurations appear
- Student psychological counseling records show recurring nightmares clustering around specific dormitories
- Construction permits for campus buildings avoid certain geometric patterns

Kingsport

What everyone knows: A declining seaport with a reputation for unusual architecture and eccentric old families.

What investigators discover: The cliff-top mansions contain observatories that track celestial bodies not found in standard astronomical catalogs. Harbor master logs record ships arriving from coordinates that place them in the mid-

dle of the Atlantic Ocean. The ancient cemetery's oldest headstones bear symbols that predate known New England settlement.

Investigation angles:

- Shipping manifests list cargo consigned to addresses that don't exist
- Tide tables maintained by local fishermen don't match published oceanographic data
- City planning archives show underground tunnel systems beneath the oldest neighborhoods

Dunwich

What everyone knows: An isolated rural community in decline since the textile mills closed.

What investigators discover: The old Whateley properties contain chambers with no identifiable purpose built into their foundations. County coroner records from the 1910s list cause-of-death categories not found in any medical reference. Livestock disappearances cluster around specific calendar dates coinciding with astronomical alignments, yet no official investigation was ever opened. Locals who have lived here long enough stop answering certain questions entirely.

Investigation angles:

- Agricultural extension reports document crop failures following geometric patterns
- Geological surveys identify mineral deposits that shouldn't exist in New England bedrock
- Census data shows population figures that don't match household counts

Information Networks

Academic Channels

Miskatonic University maintains exchange programs with:

- Universität Heidelberg (Medieval Studies)
- Oxford University (Archaeological Research)
- Cairo Museum (Egyptian Antiquities)
- Harvard's Peabody Museum (Anthropological Collections)

Research requests flow through these networks. Track publication dates, funding sources, and researcher itineraries to map cult infiltration of academic institutions.

Financial Networks

The Blackwood Foundation funds:

- Archaeological expeditions to remote locations
- Rare book acquisitions for university libraries
- Medical research into “hereditary neurological conditions”
- Anthropological studies of “primitive religious practices”

Follow the money: Grant applications reveal investigation targets, expense reports detail unusual equipment purchases, and tax filings show connections between seemingly unrelated organizations.

Maritime Networks

Shipping routes that repeatedly feature anomalous incidents:

- Boston-Charleston Ward Line (weekly schedule disruptions)
- New York-Liverpool White Star cargo (missing manifest pages)

- San Francisco-Honolulu Matson Navigation (crew medical leaves)

Port authorities maintain records of unusual cargo, detained vessels, and health quarantines that create investigative opportunities.

The Occult Underground

Book Trade

Antiquarian dealers who handle dangerous materials:

- **Whipple Phillips, Boston:** Specializes in Colonial-era manuscripts, maintains client confidentiality
- **Armand Lecoer, Providence:** Imports European occult texts, speaks multiple ancient languages
- **Chen Wei-Ming, San Francisco:** Deals in Asian mystical materials, has connections throughout Chinatowns

Each dealer knows their competitors and regular clients. Building relationships provides access to acquisition histories and upcoming auctions.

Collectors' Networks

Private collectors often loan materials to researchers. The major collections include:

- **Billington Family Library** (Salem): Focus on witchcraft trials and colonial occultism
- **Derby Collection** (Newport): Emphasis on maritime folklore and Pacific artifacts
- **Whateley Papers** (private): Genealogical records and land deeds from rural Massachusetts

Tracking provenance reveals how dangerous materials circulate through academic and collector networks.

Cult Operations

The Hermetic Order of the Silver Twilight

Public face: Gentleman's club with charitable activities and philosophical discussions **Investigation reveals:**

- Membership roster correlates with unusual deaths and disappearances
- Meeting locations coincide with astronomical events
- Financial records show payments to "archaeological consultants" in remote locations
- Members travel frequently to the same obscure destinations

Infiltration opportunities: Social events, charitable functions, business connections through member companies

The Starry Wisdom Sect

Operating method: Cells in major cities maintain independence while following coordinated plans **Investigation reveals:**

- Real estate holdings form geometric patterns across urban areas
- Communication through coded personal advertisements in newspapers
- Recruitment focuses on intellectuals experiencing personal crises
- Financial backing traces to import/export businesses

Recognition patterns: Members share subtle jewelry, reading materials, and travel histories

Timeline Pressures

Immediate (Days to Weeks)

- **Academic conferences** where dangerous research gets presented
- **Auction house sales** of occult materials
- **Shipping schedules** for vessels carrying suspicious cargo
- **Construction projects** that may disturb ancient sites

Cyclical (Months to Seasons)

- **Astronomical events** that enable ritual activities
- **University academic calendars** determining when researchers travel
- **Seasonal shipping routes** that connect to remote locations
- **Funding cycles** for archaeological and anthropological expeditions

Long-term (Years to Decades)

- **Generational cult succession** as elderly members pass on responsibilities
- **Urban development projects** that threaten to expose hidden sites
- **Climate and geological changes** affecting access to remote locations
- **Technological advancement** creating new investigation opportunities

Investigation Infrastructure

Information Sources

Public records provide foundation data:

- City planning offices (building permits, utility connections)

- County courthouses (property deeds, probate records)
- Port authorities (shipping manifests, crew medical logs)
- University archives (research proposals, expedition reports)

Private sources require relationship building:

- Librarians with access to restricted collections
- Clergy familiar with unusual confessions or requests
- Medical professionals who've encountered unexplained conditions
- Journalists who've covered strange stories

Safe Houses and Allies

Establish secure locations for:

- Document storage and analysis
- Recovery from psychological trauma
- Communication with distant contacts
- Concealment from hostile forces

Cultivate relationships with:

- Sympathetic academics who understand dangerous knowledge exists
- Medical professionals willing to treat unusual conditions discreetly
- Legal contacts who can navigate official resistance
- Technical specialists for photography, chemistry, and analysis

Resource Management

Investigation requires funding for:

- Travel to remote locations
- Purchase of rare books and artifacts
- Bribes and payments to information sources
- Specialized equipment for documentation and protection

Track your resources: Cult groups have extensive financial backing and can outspend individual investigators. Efficiency and strategic thinking matter more than unlimited funding.

Following the Trail

Starting an Investigation

Investigations begin with fragments:

- A single anomalous document in routine research
- Unusual patterns in newspaper obituaries
- Contradictory historical accounts of the same event
- Family artifacts with unexplained properties

Ask the Oracle: “Does this anomaly connect to a larger pattern?” Let the answer guide whether you’ve found an isolated oddity or the edge of something vast.

Research Phases

Information gathering requires time and resources. Each research phase involves:

Choose your approach:

- **Library research:** Safe but time-consuming, may miss recent developments
- **Field investigation:** Faster but exposes you to observation and danger
- **Contact networks:** Efficient but creates obligations and dependencies

Ask the Oracle: “Do I find useful information without complications?”

- **Yes, and....:** Discover crucial data plus an unexpected connection
- **Yes:** Find the information you’re seeking

- **Yes, but...:** Get the information but attract unwanted attention
- **No, but...:** Learn nothing useful but discover a new lead
- **No:** Waste time and resources
- **No, and...:** Not only find nothing, but alert hostile forces to your investigation

Building Investigation Networks

Solo investigators rely on contacts:

Academic allies provide access to restricted materials and expert analysis, but their institutional positions make them vulnerable to pressure.

Underground sources offer information unavailable through official channels, but their reliability and motives remain questionable.

Professional contacts can open doors and provide resources, but their help comes with expectations of reciprocity.

Oracle questions for contact development:

- “Does this person have relevant knowledge?”
- “Can I trust them with sensitive information?”
- “Are they already involved with forces I’m investigating?”

Managing Investigation Heat

Certain lines of inquiry attract attention:

Low heat activities:

- Public library research using standard materials
- Casual conversation with willing informants
- Observation of public locations and events

Medium heat activities:

- Accessing restricted academic collections
- Interviewing reluctant or frightened sources
- Trespassing on private property for evidence

High heat activities:

- Breaking into cult properties or secure locations
- Confronting cult members directly
- Attempting to disrupt ongoing ritual activities

When investigation heat builds:

- Contacts become evasive or disappear
- Official resistance to information requests increases
- Strange incidents occur around your residence or work-place
- You notice surveillance or feel watched

Ask the Oracle: “Have I attracted dangerous attention?”
Consider your recent activities and current heat level.

Information Analysis

Raw information requires interpretation:

Document relationships: Create maps showing connections between people, places, events, and artifacts. Patterns emerge through systematic organization that intuition alone misses.

Timeline correlation: Match historical events with astronomical phenomena, geographical changes, and family genealogies. Cosmic horror operates on scales beyond human lifespans.

Pattern recognition: Look for recurring symbols, numbers, geometric relationships, and linguistic elements across different sources.

Ask the Oracle: “Does this pattern reveal a hidden connection?” Use your accumulated evidence to determine advantage or disadvantage.

Working with Allies

No investigator works entirely alone. NPC allies (academics, journalists, contacts in the underworld) can extend your reach and carry some of the weight.

Information sharing: When an ally provides findings, ask the Oracle whether the information is reliable and complete. Consider their motives as a tag granting Advantage or Disadvantage on the roll.

Shared resources: Allies can open doors that money or credentials alone cannot. When calling on an ally’s resources, consider what they expect in return and whether that creates a new complication.

Delegating risk: Sending an ally into danger is itself an Oracle question. The answer determines what they find, what happens to them, and what they need from you afterward.

Oracle questions for ally relationships:

- “Can I trust this person with dangerous knowledge?”
- “Will their involvement help more than it complicates?”
- “Are their motives at odds with mine?”

Investigation Climax

Trails lead toward confrontation with the truth:

Preparation phase: Gather protective materials, plan escape routes, and prepare for psychological trauma.

Revelation phase: Confront the reality behind your investigation: cult activities, otherworldly entities, or cosmic truths.

Consequence phase: Deal with the aftermath of knowledge gained, enemies made, and Sanity Track advances.

Ask the Oracle: “Am I prepared for what I’m about to discover?” Consider your Sanity Track state, available resources, and support network.

Failed Investigations

Not every trail leads to resolution:

Abandoned investigations may resume years later with increased stakes and new participants.

Incomplete investigations leave dangerous situations unresolved and may escalate without your knowledge.

Compromised investigations alert hostile forces to your activities and methods.

Ask the Oracle: “What are the consequences of abandoning this investigation?” Let the answer determine whether dropping the case brings relief or creates future problems.

The Price of Knowledge

Each investigation changes you:

Track how discoveries affect your worldview, relationships, and daily life. Knowledge of cosmic horror doesn’t remain compartmentalized; it colors every subsequent experience.

Successful investigations provide knowledge but may expose you to retaliation from cult groups, government agencies, or otherworldly entities.

The deeper you dig, the more you realize: Most people live in comfortable ignorance of humanity’s true situation. Once you’ve seen behind the veil, returning to normal life becomes increasingly difficult.

Choose your battles. Not every mystery needs solving, and some doors should remain closed. Wisdom lies in knowing when to stop digging.

Factions & Organizations

The Hermetic Order of the Silver Twilight

- **Concept:** Secretive Occult Society
- **Skills:** Ritual Knowledge, High Society Connections
- **Frailty:** Hubris
- **Gear:** Ancient Artifacts, Hidden Resources
- **Goal:** Achieve immortality through Mythos knowledge
- **Motive:** Fear of death and desire for ultimate power
- **Nemesis:** Those who would expose their activities

A wealthy and influential secret society that presents itself as a gentleman's club while pursuing dangerous occult practices. Members believe they can master cosmic forces for personal gain, not realizing they are merely pawns of greater entities.

The Starry Wisdom Sect

- **Concept:** Fanatical Cult Organization
- **Skills:** Infiltration, Mythos Rituals
- **Frailty:** Madness
- **Gear:** Blasphemous Texts, Ritual Components
- **Goal:** Prepare for the return of their dark masters
- **Motive:** Religious devotion to cosmic entities
- **Nemesis:** Law enforcement and investigators

A widespread cult that worships various Mythos entities, believing that serving them faithfully will grant favor when the Old Ones return to reclaim Earth. They operate cells in major cities worldwide.

Miskatonic University

- **Concept:** Academic Research Institution
- **Skills:** Scholarly Research, Ancient Languages
- **Frailty:** Academic Arrogance
- **Gear:** Rare Books, Research Equipment
- **Goal:** Advance human knowledge
- **Motive:** Intellectual curiosity and academic prestige
- **Nemesis:** Those who would suppress dangerous knowledge

Located in Arkham, Massachusetts, this prestigious university houses one of the world's most complete collections of occult texts. Many faculty members unknowingly study Mythos-related materials.

The Bureau of Investigation

- **Concept:** Federal Law Enforcement
- **Skills:** Criminal Investigation, Government Resources
- **Frailty:** Bureaucratic Limitations
- **Gear:** Firearms, Legal Authority
- **Goal:** Maintain law and order
- **Motive:** Duty to protect American citizens
- **Nemesis:** Criminal organizations and subversive elements

The federal agency occasionally encounters cases involving cult activities or unexplained phenomena, though they typically seek conventional explanations for supernatural events.

The Esoteric Order of Dagon

- **Concept:** Ancient Maritime Cult
- **Skills:** Seafaring, Aquatic Adaptation
- **Frailty:** Isolation from Human Society
- **Gear:** Deep Sea Equipment, Hybrid Physiology

- **Goal:** Serve their aquatic masters
- **Motive:** Genetic and spiritual bond with Deep Ones
- **Nemesis:** Surface dwellers who threaten their secrets

Centered in the decaying seaport of Innsmouth, this cult has interbred with aquatic entities for generations, creating hybrid offspring that serve as intermediaries between human and Deep One societies.

The Blackwood Foundation

- **Concept:** Wealthy Philanthropic Organization
- **Skills:** Financial Resources, Social Influence
- **Frailty:** Overconfidence
- **Gear:** Extensive Funding, Political Connections
- **Goal:** Collect and study supernatural phenomena
- **Motive:** Scientific curiosity and desire to protect humanity
- **Nemesis:** Occult organizations that threaten their work

A secretive foundation that funds expeditions and research into unexplained phenomena, believing that understanding cosmic horrors is the key to defending against them.

The Great Old Ones and Outer Gods

The cosmic entities that lurk beyond human understanding represent forces so alien and powerful that mere contact with their influence can shatter mortal minds. These beings exist outside conventional morality and physics, their very existence a testament to humanity's insignificant place in the universe.

Understanding the Hierarchy

Great Old Ones

Ancient beings of immense power who once ruled Earth but now lie dormant, imprisoned, or exiled. They maintain tenu-

ous connections to our reality through dreams, artifacts, and devoted cults. Their return would signal the end of human civilization as we know it.

Outer Gods

Cosmic forces that exist beyond dimensional boundaries, representing fundamental aspects of a hostile universe. They are less concerned with Earth specifically and more with the manipulation of reality itself across infinite dimensions.

Lesser Entities

Servants, spawn, and manifestations of the greater powers. These include the creatures investigators typically encounter directly: cultists, monsters, and otherworldly beings that carry out their masters' will.

Major Entities and Their Influence

Cthulhu - The Dreaming Death

Sphere of Influence: Dreams, the ocean depths, madness through revelation **Current Status:** Slumbers in the sunken city of R'lyeh beneath the Pacific **Cult Practices:**

- Perform rituals during specific astronomical alignments
- Maintain coastal settlements and maritime operations
- Preserve ancient Polynesian and Pacific Island traditions
- Create art and literature depicting tentacled beings and underwater cities

Signature Manifestations:

- Shared nightmares featuring impossible underwater architecture
- Mass hysteria events coinciding with unusual tidal patterns
- Artistic movements obsessed with cyclopean geometry

- Maritime disasters near coordinates that shouldn't exist on modern maps

Investigation Hooks: Ocean shipping irregularities, Pacific island archaeology, dream research, art movements depicting tentacled entities

Hastur - The Unspeakable One

Sphere of Influence: Decay, artistic corruption, the power of symbols and names **Current Status:** Imprisoned in the Hyades star cluster, influences Earth through art and literature **Cult Practices:**

- Distribute copies of "The King in Yellow" play
- Infiltrate theater and literary communities
- Establish artistic salons and bohemian circles
- Create works that corrupt viewers through beauty and meaning

Signature Manifestations:

- Plays or books that drive audiences to madness or suicide
- Yellow signs appearing in urban environments
- Artistic works that seem to move or change when observed
- Cultural movements that celebrate decadence and nihilism

Investigation Hooks: Avant-garde theater productions, literary societies, art gallery scandals, urban decay patterns

Yog-Sothoth - The Key and the Gate

Sphere of Influence: Time, space, forbidden knowledge, dimensional barriers **Current Status:** Exists simultaneously across all dimensions and time periods **Cult Practices:**

- Study advanced mathematics and theoretical physics
- Perform complex rituals involving geometric patterns
- Collect and preserve dangerous knowledge

- Maintain libraries of forbidden texts and formulae

Signature Manifestations:

- Temporal anomalies and causality violations
- Geometric shapes that hurt to perceive directly
- Mathematical proofs that violate natural laws
- Locations where past, present, and future converge

Investigation Hooks: University research projects, theoretical physics conferences, ancient mathematical texts, time distortion phenomena

Nyarlathotep - The Crawling Chaos

Sphere of Influence: Technology, knowledge, civilization's corruption from within **Current Status:** Actively walks among humanity in various forms **Cult Practices:**

- Infiltrate scientific and technological institutions
- Spread revolutionary technologies with hidden costs
- Establish mystery schools and esoteric societies
- Manipulate political and social movements

Signature Manifestations:

- Scientific breakthroughs that lead to horrific consequences
- Charismatic leaders who inspire destructive movements
- Technologies that seem to operate beyond known physics
- Social upheavals that follow patterns of ancient prophecy

Investigation Hooks: Scientific research facilities, political movements, technological innovations, charismatic cult leaders

Shub-Niggurath - The Black Goat of the Woods

Sphere of Influence: Fertility, nature's corruption, biological transformation

Current Status: Manifests through natural processes and biological corruption **Cult Practices:**

- Perform fertility rituals in remote natural locations
- Study biology, genetics, and natural sciences
- Maintain breeding programs for animals and hybrid creatures
- Establish communes focused on “natural living”

Signature Manifestations:

- Forest areas with impossible biological diversity
- Animal mutations and hybrid creatures
- Fertility cults practicing blood sacrifice
- Agricultural areas producing strange or dangerous crops

Investigation Hooks: Rural communes, agricultural colleges, genetic research, unexplained animal mutations

Azathoth - The Daemon Sultan

Sphere of Influence: Chaos, entropy, the dissolution of reality itself **Current Status:** Exists at the center of ultimate chaos, dreaming all reality into existence **Cult Practices:**

- Perform rituals designed to hasten universal entropy
- Study chaos mathematics and quantum physics
- Create music and sounds that induce altered consciousness
- Seek the dissolution of personal identity and rational thought

Signature Manifestations:

- Reality becoming fluid or inconsistent in localized areas
- Musical compositions that drive listeners to madness
- Mathematical equations that describe impossible realities
- Philosophical movements embracing nihilism and chaos

Investigation Hooks: Avant-garde music scenes, chaos mathematics research, nihilistic philosophy movements, reality distortion events

Cult Recognition Patterns

Common Elements Across Cults

- **Astronomical Knowledge:** Most cults track celestial events with unusual precision
- **Ancient Languages:** Members often study or speak pre-human tongues
- **Artistic Expression:** Cults frequently express their beliefs through art, music, or literature
- **Scientific Interest:** Many cults infiltrate academic and research institutions
- **Generational Continuity:** Cult knowledge passes through family bloodlines
- **Geographic Distribution:** Related cults appear in widely separated locations

Warning Signs of Cult Activity

- Libraries or bookstores specializing in rare occult materials
- Academic research focusing on pre-human civilizations
- Artistic communities producing disturbing or mathematically complex works
- Scientific research yielding impossible or dangerous results
- Social movements with charismatic leaders promoting radical ideologies
- Geographic areas experiencing unusual phenomena or statistical anomalies

Investigation Implications

Following the Trail

Different investigation threads point toward different entities:

- **Maritime mysteries** often connect to Cthulhu
- **Artistic corruption** frequently involves Hastur
- **Scientific anomalies** may indicate Yog-Sothoth's influence
- **Technological dangers** could point to Nyarlathotep
- **Biological horrors** often trace back to Shub-Niggurath
- **Reality distortions** might herald Azathoth's influence

Escalating Encounters

As investigations deepen, encounters shift from human cultists to stranger phenomena to direct manifestations of cosmic power. Each level requires different approaches and carries different risks to sanity and survival.

The Ultimate Truth

All investigation trails eventually lead to the same horrifying realization: humanity exists at the mercy of forces that regard us as less than insects. The Great Old Ones will return, reality itself may be nothing more than a dream, and all human achievement is ultimately meaningless in the face of cosmic indifference.

This knowledge is both the investigator's greatest discovery and their ultimate curse.

Eldritch Creatures

11. Deep One

- **Concept:** Aquatic Hybrid Entity

- **Skills:** Amphibious Movement, Underwater Combat
- **Frailty:** Vulnerable to Desiccation
- **Gear:** Coral Weapons, Barnacle Armor
- **Goal:** Serve their aquatic masters
- **Motive:** Genetic programming and religious devotion
- **Nemesis:** Surface dwellers who threaten the depths

12. Cultist Acolyte

- **Concept:** Fanatical Human Servant
- **Skills:** Ritual Knowledge, Stealth
- **Frailty:** Mental Instability
- **Gear:** Hidden Blade, Protective Amulet
- **Goal:** Advance their cult's agenda
- **Motive:** Religious fervor or promised rewards
- **Nemesis:** Law enforcement and investigators

13. Mi-Go

- **Concept:** Alien Fungoid Entity
- **Skills:** Advanced Technology, Flight
- **Frailty:** Vulnerability to Extreme Cold
- **Gear:** Mind Extraction Devices, Surgical Tools
- **Goal:** Harvest human brains for study
- **Motive:** Scientific curiosity about human consciousness
- **Nemesis:** Those who discover their operations

14. Shoggoth

- **Concept:** Protoplasmic Horror
- **Skills:** Shape-Shifting, Overwhelming Strength
- **Frailty:** Primitive Intelligence
- **Gear:** Absorbed Matter, Acidic Secretions
- **Goal:** Follow ancient programming

- **Motive:** Servitude to Elder Thing masters
- **Nemesis:** Anyone who threatens its territory

15. Ghoul

- **Concept:** Degenerate Underground Dweller
- **Skills:** Burrowing, Night Vision
- **Frailty:** Aversion to Sunlight
- **Gear:** Scavenged Tools, Bone Implements
- **Goal:** Feed on corpses and refuse
- **Motive:** Survival and territorial protection
- **Nemesis:** Surface dwellers who invade their tunnels

16. Byakhee

- **Concept:** Interstellar Flying Horror
- **Skills:** Dimensional Travel, Aerial Combat
- **Frailty:** Bound to Summoner
- **Gear:** Razor Claws, Leathery Wings
- **Goal:** Serve those who summon them
- **Motive:** Compelled obedience to binding rituals
- **Nemesis:** Those who would banish them

21. Star Vampire

- **Concept:** Invisible Blood-Drinking Entity
- **Skills:** Invisibility, Blood Drain
- **Frailty:** Visible When Covered in Blood
- **Gear:** Razor-Sharp Proboscis, Ethereal Form
- **Goal:** Feed on human blood
- **Motive:** Alien hunger and predatory instinct
- **Nemesis:** Those who can perceive their true nature

22. Hound of Tindalos

- **Concept:** Angular Time Hunter
- **Skills:** Temporal Travel, Phase Through Angles
- **Frailty:** Cannot Pass Through Curves
- **Gear:** Razor Claws, Dimensional Senses
- **Goal:** Hunt time travelers
- **Motive:** Cosmic law enforcement
- **Nemesis:** Those who violate temporal boundaries

23. Spawn of Yog-Sothoth

- **Concept:** Reality-Warping Abomination
- **Skills:** Dimensional Manipulation, Telepathy
- **Frailty:** Unstable Form
- **Gear:** Cosmic Powers, Tentacled Appendages
- **Goal:** Prepare for parent's manifestation
- **Motive:** Filial duty to cosmic parent
- **Nemesis:** Those who oppose cosmic change

24. Colour Out of Space

- **Concept:** Alien Energy Entity
- **Skills:** Life Drain, Reality Corruption
- **Frailty:** Requires Living Matter to Sustain
- **Gear:** Radioactive Emanation, Prismatic Light
- **Goal:** Consume all life in its vicinity
- **Motive:** Alien hunger beyond comprehension
- **Nemesis:** Those who understand its true nature

25. Dark Young of Shub-Niggurath

- **Concept:** Tentacled Forest Horror
- **Skills:** Crushing Strength, Plant Control
- **Frailty:** Vulnerable to Fire

- **Gear:** Massive Tentacles, Bark-Like Hide
- **Goal:** Spread their parent's influence
- **Motive:** Instinctual drive to propagate
- **Nemesis:** Those who would destroy forests

26. Night-Gaunt

- **Concept:** Silent Winged Servant
- **Skills:** Silent Flight, Abduction
- **Frailty:** Cannot Speak
- **Gear:** Leathery Wings, Grasping Talons
- **Goal:** Serve summoners and dream entities
- **Motive:** Compelled servitude
- **Nemesis:** Dreamers who resist their influence

31. Formless Spawn

- **Concept:** Chaotic Shapeshifter
- **Skills:** Form Alteration, Acidic Touch
- **Frailty:** Unstable Identity
- **Gear:** Corrosive Secretions, Malleable Body
- **Goal:** Spread chaos and destruction
- **Motive:** Anarchic nature
- **Nemesis:** Forces of order and stability

32. Fire Vampire

- **Concept:** Plasma Energy Predator
- **Skills:** Energy Drain, Heat Generation
- **Frailty:** Vulnerable to Cold
- **Gear:** Superheated Form, Electromagnetic Field
- **Goal:** Consume electrical energy
- **Motive:** Alien hunger for power
- **Nemesis:** Those who cut off power sources

33. Elder Thing

- **Concept:** Ancient Antarctic Scientist
- **Skills:** Advanced Technology, Biological Mastery
- **Frailty:** Extreme Age
- **Gear:** Organic Technology, Surgical Tools
- **Goal:** Reclaim their ancient dominion
- **Motive:** Scientific pride and territorial instinct
- **Nemesis:** Younger species that replaced them

34. Hunting Horror

- **Concept:** Dimensional Predator
- **Skills:** Interdimensional Travel, Tracking
- **Frailty:** Bound to Specific Prey
- **Gear:** Reality-Piercing Talons, Shadow Form
- **Goal:** Hunt designated targets
- **Motive:** Programmed hunting instinct
- **Nemesis:** Those protected by powerful wards

35. Leng Spider

- **Concept:** Arachnid Horror
- **Skills:** Web Creation, Poison
- **Frailty:** Arachnophobia Triggers
- **Gear:** Silk Strands, Venomous Fangs
- **Goal:** Serve the High Priest Not to Be Described
- **Motive:** Religious devotion
- **Nemesis:** Those who desecrate Leng

36. Servitor of the Outer Gods

- **Concept:** Mindless Cosmic Servant
- **Skills:** Reality Manipulation, Dimensional Travel
- **Frailty:** Lacks Independent Will

- **Gear:** Cosmic Powers, Ethereal Form
- **Goal:** Execute their masters' will
- **Motive:** Absolute obedience
- **Nemesis:** Those who interfere with cosmic plans

41. Tcho-Tcho

- **Concept:** Degenerate Mountain Dweller
- **Skills:** Survival, Ritual Knowledge
- **Frailty:** Primitive Culture
- **Gear:** Stone Weapons, Ritual Implements
- **Goal:** Serve their dark masters
- **Motive:** Cultural tradition and fear
- **Nemesis:** Outsiders who threaten their isolation

42. Shantak

- **Concept:** Dreamlands Flying Mount
- **Skills:** High-Altitude Flight, Keen Senses
- **Frailty:** Cowardly Nature
- **Gear:** Powerful Wings, Sharp Beak
- **Goal:** Serve Night-Gaunt masters
- **Motive:** Domesticated loyalty
- **Nemesis:** Cats (their natural enemies)

43. Dimensional Shambler

- **Concept:** Planar Wanderer
- **Skills:** Dimensional Phase, Electrical Disruption
- **Frailty:** Unstable Manifestation
- **Gear:** Phase Touch, Energy Disruption
- **Goal:** Return to home dimension
- **Motive:** Displacement anxiety
- **Nemesis:** Those who would bind them

44. Lloigor

- **Concept:** Invisible Wind Entity
- **Skills:** Weather Control, Mental Influence
- **Frailty:** Requires Worship to Maintain Power
- **Gear:** Storm Powers, Psychic Emanations
- **Goal:** Dominate local populations
- **Motive:** Desire for worship and control
- **Nemesis:** Those who resist mental domination

45. Sand-Dweller

- **Concept:** Desert Burrowing Horror
- **Skills:** Sand Swimming, Ambush
- **Frailty:** Vulnerable to Water
- **Gear:** Sand Camouflage, Crushing Coils
- **Goal:** Protect ancient burial sites
- **Motive:** Guardian programming
- **Nemesis:** Archaeologists and tomb robbers

46. Rat-Thing

- **Concept:** Hybrid Vermin
- **Skills:** Disease Carrying, Swarm Tactics
- **Frailty:** Individual Weakness
- **Gear:** Infectious Bite, Pack Mentality
- **Goal:** Spread plague and corruption
- **Motive:** Diseased compulsion
- **Nemesis:** Those who practice good hygiene

51. Yith

- **Concept:** Time-Traveling Mind Swapper
- **Skills:** Mind Transfer, Temporal Knowledge
- **Frailty:** Dependent on Host Bodies

- **Gear:** Advanced Technology, Temporal Devices
- **Goal:** Preserve their race through time
- **Motive:** Species survival
- **Nemesis:** Those who resist mind control

52. Spawn of Cthulhu

- **Concept:** Star-Spawn Warrior
- **Skills:** Telepathy, Regeneration
- **Frailty:** Temporarily Dispersed by Physical Damage
- **Gear:** Cosmic Heritage, Tentacled Form
- **Goal:** Prepare for their master's awakening
- **Motive:** Filial devotion to Great Cthulhu
- **Nemesis:** Those who would keep Cthulhu sleeping

53. Abhoth Spawn

- **Concept:** Pool-Birther Abomination
- **Skills:** Rapid Reproduction, Toxic Secretion
- **Frailty:** Short Lifespan
- **Gear:** Acidic Touch, Malformed Body
- **Goal:** Spread their parent's corruption
- **Motive:** Reproductive imperative
- **Nemesis:** Those who would cleanse their breeding pools

54. Moonbeast

- **Concept:** Lunar Horror
- **Skills:** Space Travel, Psychic Powers
- **Frailty:** Vulnerable to Sunlight
- **Gear:** Void Adaptation, Mental Abilities
- **Goal:** Expand lunar influence on Earth
- **Motive:** Colonial expansion
- **Nemesis:** Solar-aligned entities and forces

55. Migo Surgeon

- **Concept:** Alien Medical Experimenter
- **Skills:** Advanced Surgery, Brain Preservation
- **Frailty:** Obsessed with Procedure
- **Gear:** Crystalline Scalpels, Stasis Chambers
- **Goal:** Perfect the art of consciousness transfer
- **Motive:** Scientific methodology taken to horrific extremes
- **Nemesis:** Subjects who escape before surgery completion

56. Wendigo

- **Concept:** Cannibalistic Transformation
- **Skills:** Winter Survival, Predatory Hunting
- **Frailty:** Endless Hunger
- **Gear:** Supernatural Speed, Freezing Touch
- **Goal:** Feed the eternal hunger within
- **Motive:** Cursed compulsion beyond rational thought
- **Nemesis:** Those who understand its true nature

61. Polyp

- **Concept:** Elder Thing Creation
- **Skills:** Regeneration, Adaptive Biology
- **Frailty:** Dependent on Elder Thing Commands
- **Gear:** Malleable Tissue, Sensory Organs
- **Goal:** Serve their Antarctic creators
- **Motive:** Biological programming
- **Nemesis:** Forces that would destroy Elder Thing cities

62. Wamp

- **Concept:** Swamp Lurker
- **Skills:** Aquatic Ambush, Mimicry
- **Frailty:** Bound to Wetland Territory

- **Gear:** Camouflaged Hide, Grasping Appendages
- **Goal:** Protect ancient bog secrets
- **Motive:** Territorial guardian instinct
- **Nemesis:** Those who would drain or develop wetlands

63. Zoog

- **Concept:** Dreamlands Cat-Thing
- **Skills:** Dream Navigation, Pack Coordination
- **Frailty:** Cowardly When Alone
- **Gear:** Sharp Claws, Keen Senses
- **Goal:** Hunt dreamers who threaten their territory
- **Motive:** Predatory pack behavior
- **Nemesis:** Cats (their eternal enemies in dreams)

64. Yugg

- **Concept:** Sentient Disease Entity
- **Skills:** Infection Spread, Host Manipulation
- **Frailty:** Requires Living Host
- **Gear:** Viral Transmission, Cellular Control
- **Goal:** Achieve perfect symbiosis with humanity
- **Motive:** Evolutionary adaptation through parasitism
- **Nemesis:** Medical researchers who study its nature

65. Dholes

- **Concept:** Underground Burrowing Titan
- **Skills:** Tunnel Creation, Seismic Disruption
- **Frailty:** Blind Surface Navigation
- **Gear:** Crushing Mass, Stone-Breaking Hide
- **Goal:** Clear passages for their masters' return
- **Motive:** Instinctual excavation behavior
- **Nemesis:** Subterranean civilizations in their path

66. Yaddith-Gho

- **Concept:** Crystalline Energy Being
- **Skills:** Energy Manipulation, Crystal Growth
- **Frailty:** Vulnerable to Sonic Disruption
- **Gear:** Living Crystal Matrix, Electromagnetic Field
- **Goal:** Transform matter into crystalline perfection
- **Motive:** Geometric order imposed on chaotic reality
- **Nemesis:** Those who value organic diversity

Adventure Tables

Investigation Hooks

D66	Hook
11	Series of suicides follows astronomical pattern matching ancient star charts
12	Antique dealer receives shipment of artifacts from non-existent estate sale
13	University students experiencing shared nightmares featuring identical locations
14	Wealthy collector’s recently catalogued library contains books that predate printing
15	Construction dig uncovers stone foundations using unknown architectural principles
16	Asylum patients independently draw same complex geometric symbols

D66	Hook
21	Shipping manifests list cargo destinations as coordinates in empty ocean
22	Estate inheritance includes documents written in undeciphered language
23	Observatory receives radio signals from stellar coordinates that don't exist
24	Missing persons all researched same obscure historical topic before disappearing
25	Church archives reference saints with no official recognition or documentation
26	Museum security reports artifacts rearranging themselves overnight
31	Genealogy research reveals ancestor participated in 17th century witch trials
32	Subway construction workers discover chambers predating city foundation
33	Photography studio develops images showing figures not present during shooting

D66	Hook
34	Medical files document impossible physiological changes in healthy patients
35	Weather service maps show storm patterns forming perfect geometric shapes
36	Radio broadcasts interrupted by voices speaking dead languages
41	Academic conference paper describes historical events with no supporting evidence
42	Gallery visitors report paintings changing when not directly observed
43	Geological survey discovers mineral compositions that violate known physics
44	Library circulation records show books checked out by deceased patrons
45	Phone company investigates calls from disconnected numbers assigned to dead subscribers
46	Census enumerator finds residents living in demolished buildings

D66	Hook
51	Maritime charts show islands that appear and disappear between editions
52	Carbon dating laboratory produces impossible age readings on recent samples
53	Music conservatory student discovers sheet music that causes listener psychosis
54	Unpublished manuscript accurately predicts recent unexplained phenomena
55	Mathematics department proves theorems that contradict fundamental laws
56	Darkroom technician develops photographs never taken by any known camera
61	Clockmaker finds all timepieces stopping at identical impossible time
62	Cartographer's maps show cities existing only in fever dreams
63	Linguist translates ancient tablet describing modern technological devices
64	Biology professor discovers species with no evolutionary precedent

D66	Hook
65	Physics laboratory experiments yield results that defy natural laws
66	Historian uncovers records documenting events that haven't occurred yet

Academic Leads

D66	Lead
11	Professor's research grant funded by organization with no public records
12	Thesis advisor mysteriously withdrawn from all academic correspondence
13	Visiting scholar's credentials from university that closed decades ago
14	Faculty lounge discussions halt whenever specific topics arise
15	University archive contains unmarked boxes delivered anonymously
16	Department secretary maintains private filing system for certain requests
21	Research expedition reports discovery then immediately ceases communication

D66	Lead
22	Conference presentation slides contain hidden messages in margin notes
23	Academic journal publishes articles under obvious pseudonyms
24	Library special collections require permissions from unnamed authorities
25	Graduate student stipends funded through untraceable financial instruments
26	Faculty dining room serves meals following ancient calendar system
31	Research proposal requires approval from ethics board that doesn't officially exist
32	University maintenance reports unauthorized construction in sub-basements
33	Academic exchange program sends students to institutions not found in directories
34	Laboratory equipment delivered without purchase orders or invoices
35	Department budget includes expenses for "specialized consultation services"

D66	Lead
36	Faculty parking permits include spaces for vehicles never seen on campus
41	Course catalog lists classes that meet in non-existent rooms
42	Alumni directory includes graduates from years university was supposedly closed
43	Research collaboration agreement written in multiple ancient languages
44	Department head maintains office hours that conflict with teaching schedule
45	University press publishes books with copyright dates in the future
46	Academic committee membership includes names not found in faculty directory
51	Research funding comes from endowment established before university founding
52	Faculty recruitment targeting scholars with specific family surnames
53	Department library contains books bound in materials requiring specialized handling

D66	Lead
54	Research assistant positions advertised only in obscure scholarly publications
55	University seal incorporates symbols not present in official documentation
56	Academic calendar includes observances not recognized by any known tradition
61	Faculty senate minutes reference decisions never brought to vote
62	Department storage contains artifacts requiring climate-controlled preservation
63	Research sabbaticals consistently granted for travel to same remote locations
64	University charter includes provisions written in extinct languages
65	Academic department exists only on internal maps not public directories
66	Faculty emeritus status granted posthumously with continuing research assignments

Occult Artifacts

D66	Artifact
11	Stone tablet covered in hieroglyphs that rearrange when unobserved
12	Antique mirror reflecting rooms that don't exist in current location
13	Ceremonial dagger that remains warm despite ambient temperature
14	Leather-bound journal writing itself with invisible ink
15	Crystal sphere containing swirling patterns that induce vertigo
16	Ancient coin that lands on same side regardless of flip
21	Wooden mask with expression that changes based on observer's mood
22	Metal amulet causing compasses to point in impossible directions
23	Ritual candle that burns without diminishing and produces no heat
24	Carved bone whistle that produces sounds beyond human hearing range
25	Ceremonial chalice that fills with unknown liquid during full moon
26	Ancient scroll that displays different text to each reader
31	Obsidian blade that cuts through any material without resistance

D66	Artifact
32	Jeweled brooch that changes color based on wearer's emotional state
33	Wooden idol that grows heavier when handled by certain individuals
34	Silver bell that rings without being struck during specific hours
35	Stone fragment that exhibits magnetic properties toward human blood
36	Ancient key that opens locks it was never designed to fit
41	Ritual bowl that amplifies whispered words spoken over it
42	Carved staff that points toward hidden water sources underground
43	Ceremonial robe that provides protection from extreme temperatures
44	Ancient lamp that burns with flame of impossible colors
45	Stone seal that leaves impressions in materials it never touches
46	Ritual drum that produces rhythm matching listener's heartbeat
51	Crystal pendant that reveals hidden text on blank pages
52	Ancient compass needle pointing toward sources of supernatural activity
53	Ceremonial crown that grants understanding of ancient languages temporarily

D66	Artifact
54	Ritual incense that produces visions of distant locations
55	Stone prayer wheel that rotates without external force
56	Ancient hourglass that measures time intervals impossible to calculate
61	Ceremonial sword that glows in presence of supernatural entities
62	Ritual cauldron that produces steam without heat source
63	Ancient ring that becomes invisible when worn by worthy individuals
64	Stone altar that absorbs blood without staining
65	Ceremonial mask that allows wearer to see through illusions
66	Ancient codex that translates itself into reader's native language

Cult Activities

D66	Activity
11	Purchasing property along specific geometric patterns within city limits
12	Establishing charitable foundations funding archaeological expeditions
13	Operating legitimate businesses as recruitment centers for intellectuals

D66	Activity
14	Infiltrating government agencies through strategic job placement
15	Collecting artifacts from estate sales and private auctions
16	Building hidden temple complex beneath abandoned subway tunnels
21	Conducting medical experiments under guise of cutting-edge research
22	Distributing contaminated books through university library systems
23	Maintaining safe houses disguised as boarding houses for travelers
24	Training operatives in assassination techniques using traditional methods
25	Funding expeditions to recover ancient relics from remote locations
26	Operating underground printing press producing forbidden manuscripts
31	Maintaining private library containing world's most dangerous texts
32	Establishing medical clinic offering experimental treatments
33	Creating dimensional gateway using precisely calculated architectural design
34	Operating communication network through coded newspaper advertisements
35	Manufacturing pharmaceutical compounds that enhance psychic sensitivity

D66	Activity
36	Monitoring local media outlets to suppress supernatural reporting
41	Establishing private school indoctrinating children in ancient knowledge
42	Operating hospital conducting unauthorized psychological experiments
43	Commissioning artistic works serving as focal points for rituals
44	Managing mortuary to access fresh specimens for research
45	Breeding program producing animals for ceremonial sacrifice
46	Operating private bank financing cult operations worldwide
51	Mapping ley lines and places of power throughout geographic region
52	Operating merchant vessel for transporting personnel and materials
53	Maintaining observatory tracking celestial events for ritual timing
54	Developing encoded language for secure communication between cells
55	Establishing museum displaying cursed artifacts to influence public
56	Broadcasting coded messages through private radio station
61	Maintaining genealogical records tracking bloodlines across generations

D66	Activity
62	Operating laboratory creating hybrid creatures through surgical procedures
63	Managing theater company performing reality-altering dramatic works
64	Operating mining operation extracting materials with occult properties
65	Creating detailed maps of underground tunnel systems and catacombs
66	Establishing diplomatic relations with non-human intelligent species

Mythos Manifestations

D66	Manifestation
11	Localized area where physical laws operate according to different principles
12	Gravitational anomaly causing objects to fall upward or sideways
13	Temporal distortion where different observers experience time differently
14	Shadows detaching from objects and moving independently
15	Reflective surfaces showing scenes from alternate dimensions
16	Sound waves arriving before their sources become visible
21	New colors appearing that human language cannot adequately describe

D66	Manifestation
22	Geometric patterns manifesting that cause physical pain when observed
23	Plant growth following alien mathematical sequences
24	Animal behavior exhibiting impossible intelligence and coordination
25	Weather phenomena occurring inside enclosed buildings
26	Inanimate objects temporarily exhibiting biological characteristics
31	Written text rearranging itself to convey different meanings
32	Photographic images changing to show events never captured
33	Timepieces displaying impossible hours or running backward
34	Compass needles pointing toward locations that don't exist
35	Voices emanating from sealed containers and empty spaces
36	Footprints appearing in locations impossible to reach
41	Temperature fluctuations occurring without identifiable heat sources
42	Light sources casting multiple shadows in contradictory directions
43	Musical instruments producing sound without human operation

D66	Manifestation
44	Books writing themselves using invisible writing implements
45	Mirrors reflecting rooms and locations not physically present
46	Doorways opening to destinations different from architectural plans
51	Human shadows taking shapes different from physical bodies
52	Water flowing upward or forming impossible spiral patterns
53	Fire producing cold instead of heat while ice radiates warmth
54	Dead languages being spoken by no visible source
55	Mathematical equations resolving to answers that violate logic
56	Artistic works changing composition when not being observed
61	Foreign memories intruding into individual consciousness
62	Dream content manifesting effects in physical reality
63	Star constellations rearranging themselves in night sky
64	Human aging process accelerating or reversing without explanation
65	Physical wounds healing in patterns forming alien symbols

D66	Manifestation
66	Natural laws operating according to unknown scientific principles

Library Discoveries

D66	Discovery
11	Book contains handwritten margin notes in multiple languages
12	Text describes modern technology centuries before invention
13	Historical account contradicts all other known sources
14	Mathematical formulas produce impossible results when calculated
15	Genealogical chart traces bloodlines to non-human entities
16	Star chart depicts constellations not visible from Earth
21	Medical text describes anatomical structures unknown to science
22	Geographic survey maps locations that don't appear elsewhere
23	Chemical formulas for compounds that shouldn't be stable
24	Linguistic analysis revealing hidden meanings in common words
25	Archaeological report describing artifacts that predate civilization

D66	Discovery
26	Biological classification system including impossible species
31	Philosophical treatise arguing for non-Euclidean reality
32	Engineering diagrams for machines violating thermodynamics
33	Historical timeline including events from alternate reality
34	Anthropological study of cultures that never existed
35	Theological text worshipping entities unknown to religion
36	Scientific journal documenting experiments that can't be replicated
41	Legal document establishing ownership of impossible property
42	Military report describing battles that never occurred
43	Economic analysis of markets for non-existent commodities
44	Psychological study of mental conditions not recognized by medicine
45	Artistic criticism analyzing works that were never created
46	Musical notation for compositions using impossible harmonic structures
51	Architectural plans for buildings that couldn't physically stand

D66	Discovery
52	Agricultural guide for cultivating crops that don't exist
53	Navigation manual for routes through impossible geography
54	Diplomatic correspondence with representatives of unknown nations
55	Trade agreement for commerce in materials that violate physics
56	Insurance policy covering risks that haven't been discovered
61	Weather report predicting meteorological phenomena impossible for climate
62	Census data including population of locations not found on maps
63	Educational curriculum teaching subjects that don't exist
64	Religious calendar observing holidays not recognized by any faith
65	Legal precedent citing cases that were never tried
66	Technical manual for operating machinery that hasn't been invented

Maritime Mysteries

D66	Mystery
11	Ship manifest lists cargo consigned to coordinates in empty ocean

D66	Mystery
12	Harbor master's log records vessels arriving from impossible locations
13	Lighthouse keeper reports signals from ships not visible on water
14	Coast guard investigates distress calls from areas with no vessels
15	Fishing boats return with catches of species unknown to marine biology
16	Naval charts show islands that appear and disappear between editions
21	Dock workers unload cargo from ships with no record of departure
22	Maritime insurance claims filed for vessels that were never built
23	Customs officials document imports from countries that don't exist
24	Port authority records show vessels with registration numbers never issued
25	Shipping company schedules include routes to locations not on maps
26	Maritime radio operators receive transmissions in unknown languages
31	Salvage crews discover wrecks in areas where no ships were lost
32	Naval observatory tracks objects moving underwater at impossible speeds
33	Marine biology station studies specimens with no known classification

D66	Mystery
34	Harbor pilot reports navigating channels that don't appear on charts
35	Coast guard rescues survivors from disasters that weren't reported
36	Maritime museum displays artifacts recovered from non-existent voyages
41	Shipping clerk processes bills of lading for impossible cargo
42	Naval intelligence intercepts communications mentioning unknown vessels
43	Marine weather service predicts conditions that violate oceanographic principles
44	Port engineer maintains facilities for ships that never dock
45	Maritime lawyer handles cases involving vessels outside legal jurisdiction
46	Harbor security monitors activity in areas with no authorized access
51	Shipping company pays crew wages for voyages that never occurred
52	Naval archive contains records of battles that were never fought
53	Maritime academy teaches navigation techniques for impossible routes
54	Port chaplain conducts services for sailors who were never born
55	Shipping registry lists vessels constructed in non-existent shipyards

D66	Mystery
56	Marine surveyor maps underwater features that shouldn't exist
61	Naval medical officer treats injuries from causes unknown to medicine
62	Port authority collects taxes on cargo that was never imported
63	Maritime historian documents voyages that couldn't have occurred
64	Harbor maintenance repairs damage from storms that weren't recorded
65	Shipping company operates routes to ports that were never built
66	Naval communications decode messages from ships outside space-time

Urban Anomalies

D66	Anomaly
11	City street appears on maps but cannot be found by pedestrians
12	Building directory lists businesses operating on non-existent floors
13	Subway map includes stations not accessible by any train
14	Post office delivers mail to addresses that don't exist
15	Phone directory contains numbers reaching locations outside city

D66	Anomaly
16	Police precinct maintains files on crimes that weren't committed
21	Municipal water department bills residents of demolished buildings
22	City planning office issues permits for construction on vacant lots
23	Public library circulation includes books that were never published
24	Transportation authority sells tickets for routes that don't exist
25	Hospital emergency room treats patients for impossible injuries
26	City hall maintains records of officials who were never elected
31	Fire department responds to calls from buildings that burned down
32	School district enrolls students from families that moved away
33	Electric company provides power to structures that have no wiring
34	Sanitation department collects trash from locations with no residents
35	Parks department maintains facilities in areas with no public space
36	Public transportation schedules include stops at locations that were demolished
41	City registry office records births and deaths that never occurred

D66	Anomaly
42	Municipal court processes cases involving laws that don't exist
43	Public works department repairs infrastructure that was never built
44	Housing authority manages apartments in buildings that aren't there
45	City tax office collects revenue from businesses that never operated
46	Municipal elections include candidates who weren't born
51	Public health department tracks diseases that don't exist
52	City architect approves building plans violating physical laws
53	Municipal budget allocates funding for departments that don't exist
54	Public safety office investigates crimes using impossible methods
55	City engineer maintains roads that can't be found
56	Municipal clerk processes applications for permits that aren't legal
61	Public defender represents clients who don't exist
62	City inspector approves construction that violates building codes
63	Municipal auditor reviews accounts for transactions that never occurred

D66	Anomaly
64	Public works maintains utilities for neighborhoods that were never built
65	City planning approves zoning for areas outside municipal boundaries
66	Municipal government operates services for populations that don't exist

Rural Secrets

D66	Secret
11	Farming community follows agricultural calendar based on alien astronomy
12	Rural church congregation practices modified rituals unknown to denomination
13	Local cemetery contains graves with dates from before town founding
14	Country store stocks supplies for customers who never visit
15	Rural school teaches history lessons not found in educational curriculum
16	Village council meetings include officials whose names aren't public record
21	Local doctor treats medical conditions not recognized by medical science
22	Rural post office delivers mail to addresses that can't be located

D66	Secret
23	Country newspaper reports events that never occurred
24	Village blacksmith forges tools using techniques not documented anywhere
25	Rural library contains books written in languages that don't exist
26	Local sheriff maintains law enforcement for populations that aren't counted
31	Country inn accommodates guests who never registered
32	Rural mill processes grain into products with impossible nutritional content
33	Village well provides water with properties that violate chemistry
34	Local bank maintains accounts for customers with no identification
35	Country market sells produce from crops that shouldn't grow locally
36	Rural hospital treats injuries using medical techniques unknown to science
41	Village phone operator connects calls to numbers that don't exist
42	Local grange organization follows agricultural practices unknown to farming

D66	Secret
43	Country fair includes competitions for activities that don't exist
44	Rural fire department maintains equipment for emergencies that don't occur
45	Village barber provides services using tools that aren't manufactured
46	Local gas station supplies fuel with properties that violate chemistry
51	Country veterinarian treats animals from species that don't exist
52	Rural judge presides over legal cases using laws that aren't written
53	Village undertaker provides funeral services for people who aren't dead
54	Local mechanic repairs vehicles using techniques that don't exist
55	Country surveyor maps property boundaries in impossible configurations
56	Rural teacher educates students using knowledge that isn't documented
61	Village mayor governs territory that isn't incorporated
62	Local preacher delivers sermons based on religious texts that don't exist
63	Country auctioneer sells items that violate physical laws

D66	Secret
64	Rural pharmacist dispenses medications with impossible chemical compositions
65	Village historian maintains records of events that never happened
66	Local guide leads tourists to destinations that can't be found

Family Curses

D66	Curse
11	Eldest child in each generation born with extra finger containing alien DNA
12	Family dreams shared across all blood relatives regardless of distance
13	Ancestral portrait ages while family members remain youthful
14	Bloodline carries genetic memory of events from pre-human civilization
15	Family heirloom whispers warnings in languages no one understands
16	Each generation produces one child who can see through dimensional barriers
21	Family cemetery graves open during specific astronomical configurations

D66	Curse
22	Bloodline members experience visions of their own deaths exactly one year early
23	Family recipes require ingredients that don't exist in nature
24	Ancestral diary writes itself with predictions of future family events
25	Family crest appears mysteriously on objects touched by blood relatives
26	Bloodline members age backwards during leap years
31	Family fortune increases through investments in companies that don't exist
32	Ancestral home rooms rearrange themselves when no family members present
33	Family photographs show additional figures not present during picture taking
34	Bloodline carries immunity to diseases that haven't been discovered
35	Family gravestone inscriptions change to predict future deaths
36	Ancestral ghost appears to warn family members of supernatural threats

D66	Curse
41	Family tree includes branches connecting to non-human entities
42	Bloodline members hear ancestral voices providing guidance during crises
43	Family jewelry changes color to warn of approaching Mythos entities
44	Ancestral will bequeaths property that exists in alternate dimensions
45	Family members born with birthmarks forming occult symbols
46	Bloodline genetic code contains sequences matching alien mathematics
51	Family coat of arms appears on historical documents predating family existence
52	Ancestral manor basement connects to underground chambers of unknown origin
53	Family members experience temporary possession by ancestral spirits
54	Bloodline attracts supernatural entities seeking specific genetic markers

D66	Curse
55	Family fortune cursed to attract attention from otherworldly collectors
56	Ancestral knowledge passes genetically rather than through education
61	Family members can communicate telepathically during life-threatening situations
62	Bloodline doomed to serve as guardians for imprisoned cosmic entity
63	Family heirlooms function as keys to dimensional gateways
64	Ancestral sins create karmic debt payable only through supernatural service
65	Family members reincarnate repeatedly until completing unknown mission
66	Bloodline destined to produce final guardian against awakening Great Old Ones

Archaeological Finds

D66	Find
11	Stone tablets covered in hieroglyphs that predate known writing systems

D66	Find
12	Burial chamber containing mummified remains of impossible anatomy
13	Ancient tools crafted from materials that don't exist in nature
14	Temple foundation built using architectural principles unknown to engineering
15	Ceremonial artifacts that exhibit magnetic properties toward human blood
16	Fossilized remains of creatures that don't match evolutionary timeline
21	Underground chambers connected by tunnels extending beyond survey boundaries
22	Carved statues depicting entities not found in any known mythology
23	Ancient calendar system based on astronomical observations impossible without technology
24	Burial goods including items that won't be invented for centuries
25	Site contains layers of civilization that shouldn't exist according to geology

D66	Find
26	Inscriptions describe historical events that contradict all other sources
31	Artifacts show evidence of manufacturing techniques unknown to ancient peoples
32	Ceremonial chamber designed with acoustic properties that induce altered consciousness
33	Ancient library containing books written on materials that can't be identified
34	Burial site includes graves of people who died in different centuries
35	Temple altar stained with substances that don't match any known blood chemistry
36	Archaeological stratigraphy shows evidence of advanced civilization before primitive cultures
41	Carved reliefs depicting modern technology in ancient artistic style
42	Ceremonial objects that change temperature without external heat source

D66	Find
43	Ancient coins bearing images of rulers from unknown civilizations
44	Burial chamber sealed from inside with no exit mechanism
45	Temple complex aligned with stellar configurations impossible for construction period
46	Artifacts show wear patterns indicating use by non-human hands
51	Ancient well extending deeper than geological surveys indicate possible
52	Ceremonial masks that cause hallucinations when worn by volunteers
53	Burial goods including maps of continents in impossible configurations
54	Temple inscriptions that change meaning when observed from different angles
55	Ancient observatory tracking celestial objects not visible to naked eye
56	Archaeological site radiocarbon dates to multiple time periods simultaneously

D66	Find
61	Ceremonial chamber that amplifies whispered words into audible speech
62	Burial artifacts that exhibit properties of materials not yet discovered
63	Ancient fortress built to defend against threats that never existed historically
64	Temple complex containing rooms larger inside than outside measurements indicate
65	Archaeological find includes technology that violates known physical laws
66	Burial site contains remains of beings that don't match any known species

Medical Oddities

D66	Oddity
11	Patient exhibits symptoms of diseases that don't exist in medical literature
12	Hospital records document surgical procedures that weren't performed
13	Medical chart shows vital signs that are impossible for human physiology
14	Patient blood work reveals chemical compounds not found in nature

D66	Oddity
15	X-ray images display anatomical structures unknown to medical science
16	Medical equipment malfunctions only when specific patients are examined
21	Hospital morgue contains bodies with cause of death listed as impossible
22	Patient medical history includes treatments at hospitals that don't exist
23	Laboratory test results change when reviewed by different doctors
24	Medical files document patients who were never admitted to hospital
25	Patient exhibits healing rates that violate known biological limitations
26	Hospital pharmacy dispenses medications with impossible chemical compositions
31	Medical examination reveals patient has organs in wrong anatomical positions
32	Patient blood type doesn't match any classification in medical taxonomy
33	Hospital admits patients for conditions that haven't been discovered yet
34	Medical records show treatments performed by doctors who don't exist
35	Patient tissue samples exhibit properties unknown to cellular biology

D66	Oddity
36	Hospital equipment records measurements outside calibrated ranges
41	Medical staff treat injuries caused by weapons that don't exist
42	Patient responds to medications that shouldn't affect their condition
43	Hospital laboratory cultures microorganisms not found in nature
44	Medical imaging reveals structures that don't appear in anatomy textbooks
45	Patient medical bracelet lists allergies to substances that don't exist
46	Hospital billing department charges for procedures that weren't invented
51	Medical examination reveals patient has been dead for days despite activity
52	Patient medical records predate their birth by several decades
53	Hospital treats epidemic of condition affecting impossible demographic
54	Medical staff document symptoms that contradict established pathology
55	Patient surgical scars form patterns matching occult symbols
56	Hospital admits patients who were declared dead at other medical facilities

D66	Oddity
61	Medical records show patient has been treated at hospital in different country
62	Patient exhibits immunity to toxins that haven't been discovered
63	Hospital laboratory identifies pathogens with no known biological classification
64	Medical examination reveals patient aging at impossible rate
65	Patient blood work shows DNA sequences not found in human genome
66	Hospital treats injuries that couldn't be caused by any known force

Scientific Breakthroughs

D66	Breakthrough
11	Physics laboratory discovers particles that don't fit standard model
12	Chemistry department synthesizes compound with impossible molecular structure
13	Biology research identifies species with no evolutionary precedent
14	Mathematics proof demonstrates theorem that contradicts fundamental logic
15	Engineering project creates machine that violates thermodynamics

D66	Breakthrough
16	Astronomy department detects signals from impossible stellar coordinates
21	Research institute develops technology using principles unknown to science
22	Laboratory experiment produces results that can't be replicated elsewhere
23	Scientific journal publishes paper describing impossible phenomenon
24	University research grant funds investigation of non-existent subject
25	Laboratory discovers new element with properties that violate chemistry
26	Scientific equipment measures forces not recognized by physics
31	Research facility isolates energy source with unlimited output capacity
32	Scientific breakthrough enables communication with non-corporeal entities
33	Laboratory experiment accidentally opens portal to alternate dimension
34	University research proves existence of mathematical dimensions beyond three
35	Scientific discovery reveals time moves differently in specific locations
36	Research institute creates material existing in multiple states simultaneously
41	Laboratory develops serum enhancing human perception beyond normal limits

D66	Breakthrough
42	Scientific equipment detects thoughts broadcast from unknown sources
43	University study documents consciousness existing independently of brain
44	Research facility measures gravitational anomalies defying Einstein's theories
45	Scientific breakthrough allows observation of events before occurrence
46	Laboratory creates artificial life using methods unknown to biology
51	Research institute discovers parallel evolution in impossible timeframes
52	Scientific study identifies genetic markers linking humans to aliens
53	University laboratory synthesizes matter with negative mass properties
54	Research breakthrough enables probability manipulation through quantum mechanics
55	Scientific discovery proves universe contains unperceivable dimensions
56	Laboratory experiment demonstrates consciousness influencing physical reality
61	Research facility creates technology operating without energy input
62	Scientific study documents species evolving through supernatural influence
63	University breakthrough enables neural interface with unknown intelligence

D66	Breakthrough
64	Laboratory discovers organisms existing in multiple dimensions simultaneously
65	Research institute proves mathematics describing imperceptible reality
66	Scientific breakthrough demonstrates universe operating as conscious entity

Artistic Corruption

D66	Corruption
11	Painting subject's eyes track observer movement across room
12	Musical composition causes listeners to experience shared hallucinations
13	Sculpture changes pose when not being directly observed
14	Novel manuscript writes additional chapters overnight without author
15	Theatrical performance includes actors who weren't cast
16	Photography darkroom develops images never captured by camera
21	Art gallery paintings rearrange themselves during closing hours
22	Musical instruments produce sounds without human players
23	Sculpture material changes from stone to organic tissue

D66	Corruption
24	Written poetry appears in books never opened by readers
25	Theater stage shows performances no audience remembers attending
26	Art supplies create works without artist's conscious involvement
31	Gallery visitors report seeing different artwork than displayed
32	Musical scores contain notes impossible with listed instruments
33	Sculptures exhibit anatomical accuracy for nonexistent creatures
34	Literary works reference historical events that never occurred
35	Theatrical productions include dialogue not written in script
36	Photographic negatives show figures not present during shooting
41	Art exhibitions attract visitors with no memory of entering
42	Musical performances continue after musicians stop playing
43	Sculpture pedestals support statues heavier than materials allow
44	Written works appear translated into languages that don't exist
45	Theater audiences experience events as participants not observers

D66	Corruption
46	Artistic materials exhibit properties unknown to chemistry
51	Gallery lighting reveals hidden imagery under specific conditions
52	Musical compositions produce harmonics affecting listener physiology
53	Sculptures cast shadows different from physical form
54	Literary characters step out of books to interact with readers
55	Theatrical costumes change actors into beings matching roles
56	Photographic chemicals develop images of subjects' hidden thoughts
61	Art critics write reviews of exhibitions they never attended
62	Musical performances occur simultaneously in multiple locations
63	Sculpture materials regenerate when damaged by vandals
64	Written text changes meaning when read by different people
65	Theater performances influence events in audience members' lives
66	Artistic works serve as windows into alternate dimensions

Temporal Disturbances

D66	Disturbance
11	Clock tower chimes thirteen times at mid-night on specific dates
12	Photograph development shows events occurring before pictures taken
13	Calendar appointments scheduled for dates that don't exist
14	Diary entries appear written in future tense describing past events
15	Historical documents contain margin notes in modern handwriting
16	Newspaper publishes obituaries for people still alive
21	Library books check out with return dates preceding checkout dates
22	Train schedule includes arrivals occurring before departures
23	Birth certificates issued for children not yet born
24	Weather forecast predicts storms that occurred last week
25	Radio broadcasts feature programs that aired decades ago
26	School attendance records show students present before enrollment
31	Hospital patients scheduled for surgery after discharge dates

D66	Disturbance
32	Bank deposits recorded occurring before account opening
33	Marriage licenses issued before couples meet each other
34	Property deeds transferred before buildings constructed
35	Police reports filed describing crimes before they occur
36	Death certificates dated before corresponding birth certificates
41	Theater tickets sold for performances before venue construction
42	Employment records show work performed before job applications
43	University degrees awarded before course completion
44	Insurance policies cover losses before premiums paid
45	Hotel reservations confirmed for dates in past
46	Travel tickets issued for journeys already completed
51	Business licenses approved before applications submitted
52	Medical appointments scheduled after patient recovery
53	Phone bills charged for calls before service installation
54	Library fines imposed before books borrowed

D66	Disturbance
55	Parking tickets issued before vehicle purchase
56	Utility bills sent for usage before meters installed
61	Court hearings scheduled before charges filed
62	Tax returns processed before income earned
63	Building permits issued before architects born
64	Warranty claims processed before products manufactured
65	Loan payments received before money borrowed
66	Archaeological discoveries reported before excavation begins

Dream Intrusions

D66	Intrusion
11	Multiple unrelated people experience identical nightmare content
12	Dream events leave physical evidence in waking world
13	Sleeping individual speaks fluent languages they don't know
14	Dream locations correspond to real places dreamer never visited
15	Nightmare entities appear in photographs taken while dreaming

D66	Intrusion
16	Shared dreams allow communication between distant participants
21	Dream injuries manifest as physical wounds upon waking
22	Sleep talking reveals information dreamer shouldn't know
23	Dream objects materialize in bedroom after waking
24	Nightmare creatures leave footprints around sleeping areas
25	Dream conversations overheard by people in adjacent rooms
26	Sleep movements perfectly match dream activity patterns
31	Dreams occur in chronological sequence across multiple nights
32	Nightmare scenarios predict actual events with supernatural accuracy
33	Dream knowledge includes skills dreamer never learned
34	Sleep positions change to match dream environment requirements
35	Dream weather affects room temperature during sleep
36	Nightmare entities respond when dreamers call their names
41	Dreams continue playing after dreamer wakes up

D66	Intrusion
42	Sleep talking includes conversations with invisible entities
43	Dream memories replace actual memories of waking events
44	Nightmare scenarios influence physical health symptoms
45	Dreams allow observation of events occurring in remote locations
46	Sleep movements create patterns matching occult symbols
51	Dream time passes differently than clock time during sleep
52	Nightmare entities follow dreamers into waking consciousness
53	Dreams reveal hidden knowledge about family history
54	Sleep behavior mimics actions of deceased relatives
55	Dream environments affect room lighting during sleep
56	Nightmare creatures interact with bedroom furniture
61	Dreams provide warnings about supernatural threats
62	Sleep talking includes prophecies spoken in ancient languages
63	Dream experiences shared across family bloodlines

D66	Intrusion
64	Nightmare scenarios repeat until specific actions completed
65	Dreams allow travel to locations existing in other dimensions
66	Sleep consciousness merges with alien intelligence temporarily

Corporate Conspiracies

D66	Conspiracy
11	Shipping company transports cargo to unmappable locations
12	Manufacturing corporation produces items with impossible material properties
13	Insurance company covers risks not recognized by actuarial science
14	Banking institution manages accounts for nonexistent customers
15	Publishing house releases books written in undeciphered languages
16	Research corporation studies phenomena not acknowledged by science
21	Mining company extracts materials with unknown chemical properties
22	Pharmaceutical corporation manufactures medications with impossible formulas
23	Transportation company operates routes to geographically impossible destinations

D66	Conspiracy
24	Media conglomerate broadcasts content visible only to specific viewers
25	Construction company builds structures using physics-violating architectural principles
26	Agricultural corporation grows crops requiring nonexistent soil nutrients
31	Technology company develops devices operating without known power sources
32	Investment firm trades in commodities that don't exist
33	Telecommunications company transmits signals to uninvented receivers
34	Energy corporation harvests power from physics-unrecognized sources
35	Food processing company uses ingredients not found in nature
36	Chemical corporation synthesizes compounds violating molecular theory
41	Aerospace company manufactures vehicles using unknown propulsion systems
42	Biotechnology corporation modifies organisms through impossible genetics
43	Software company programs applications performing impossible computations
44	Logistics company delivers packages to nonexistent addresses
45	Entertainment corporation produces content influencing viewers through unknown methods

D66	Conspiracy
46	Security company protects facilities using undeveloped technology
51	Consulting firm provides expertise in academically unrecognized subjects
52	Real estate company develops property in conventionally inaccessible locations
53	Healthcare corporation treats conditions unrecognized by medical science
54	Financial services company processes transactions in government-unissued currencies
55	Retail corporation sells products manufactured using unknown techniques
56	Service company provides assistance for officially nonexistent problems
61	Engineering firm designs projects violating natural laws
62	Marketing company promotes products that haven't been invented
63	Export company ships goods to internationally unrecognized countries
64	Import company receives cargo from unknown supply chains
65	Manufacturing corporation operates factories in unsurveyed locations
66	Multinational conglomerate maintains subsidiaries in parallel dimensions

Government Cover-ups

D66	Cover-up
11	Federal agency investigates phenomena not acknowledged by official policy
12	Military unit deploys to locations not shown on maps
13	Intelligence service monitors threats not recognized by security doctrine
14	Regulatory agency oversees industries that don't officially exist
15	Law enforcement unit investigates crimes not defined by statutes
16	Research facility studies subjects not included in government budget
21	Diplomatic corps maintains relations with internationally unrecognized nations
22	Emergency services respond to disasters not reported in media
23	Health agency monitors diseases not identified by medical establishment
24	Environmental agency tracks pollutants not classified by chemistry
25	Transportation authority regulates routes not appearing on official maps
26	Communication service intercepts signals from unregistered sources
31	Border patrol secures frontiers not defined by international treaties

D66	Cover-up
32	Customs agency processes imports from treaty-unrecognized countries
33	Immigration service documents visitors from geographically unrecognized places
34	Tax authority collects revenue from unregistered entities
35	Postal service delivers mail to officially unrecorded addresses
36	Census bureau counts populations not acknowledged by demographic surveys
41	Statistical office compiles data on officially uncategorized subjects
42	Weather service tracks atmospheric phenomena unexplained by meteorology
43	Geological survey maps formations unaccounted by earth science
44	Agricultural department monitors yields from botanically unrecognized plants
45	Wildlife service protects species not classified by biological taxonomy
46	Parks service maintains facilities in areas not designated public land
51	Archaeological service excavates sites not acknowledged by historical record
52	Cultural agency preserves traditions not documented by anthropology
53	Education department teaches curricula not approved by academic institutions

D66	Cover-up
54	Housing authority manages properties not included in real estate records
55	Urban planning department zones areas not incorporated into municipal boundaries
56	Public works department maintains infrastructure not appearing in engineering surveys
61	Social services agency assists populations not counted in welfare statistics
62	Veterans administration serves personnel from unrecorded conflicts
63	Disability services accommodate conditions not recognized by medical establishment
64	Employment agency places workers in positions not classified by labor statistics
65	Trade commission regulates commerce in goods not acknowledged by economic surveys
66	Nuclear regulatory commission oversees facilities using unknown energy sources

Sanity Breaking Points

D66	Breaking Point
11	Witnessing loved one transform into non-human entity
12	Discovering personal memories belong to someone else

D66**Breaking Point**

13	Realizing childhood home never existed
14	Finding own obituary with accurate death prediction
15	Meeting identical duplicate claiming to be original self
16	Watching reflection perform actions independently
21	Learning entire family consists of adopted strangers
22	Discovering personal diary written in unrecognized handwriting
23	Finding photographs showing self in unvisited locations
24	Hearing own voice speaking never-spoken words
25	Meeting childhood imaginary friend as adult entity
26	Discovering all friends have identical false memories
31	Realizing apartment exists in demolished building
32	Finding personal belongings in possession of dead stranger
33	Learning birth certificate lists nonexistent parents
34	Discovering academic degrees earned from unattended universities

D66	Breaking Point
35	Meeting spouse who claims marriage ceremony never occurred
36	Finding employment records for never-worked jobs
41	Learning medical records describe never-received surgery
42	Discovering bank accounts opened using forged identification
43	Meeting children who claim different parentage
44	Finding legal documents signed with unrecognized signature
45	Learning social security number belongs to deceased person
46	Discovering driver's license photo shows different face
51	Meeting neighbors who claim investigator never lived there
52	Finding utility bills for never-requested services
53	Learning insurance policies cover never-occurred life events
54	Discovering tax returns filed for never-earned income
55	Meeting former teachers who claim investigator never attended classes
56	Finding library cards issued for never-borrowed books
61	Learning religious records show never-received baptism

D66	Breaking Point
62	Discovering military service records for never-completed enlistment
63	Meeting former employers who claim investigator never worked there
64	Finding subscription records for never-ordered publications
65	Learning voting records show ballots cast in un-participated elections
66	Discovering will bequeathing possessions to never-met beneficiaries

Investigative Complications

D66	Complication
11	Key witness disappears leaving no trace of existence
12	Critical evidence destroyed by unexplained fire
13	Research materials rearrange themselves into meaningless order
14	Important documents translate themselves into unreadable languages
15	Essential contact denies all knowledge of investigation
16	Crucial location becomes inaccessible through normal means
21	Vital photograph develops showing different image
22	Important recording plays back different conversation

D66	Complication
23	Key informant provides contradictory information each meeting
24	Critical evidence exhibits properties that change unpredictably
25	Essential witness remembers events differently each time
26	Important location changes layout between visits
31	Vital clue leads to place that doesn't exist
32	Key document contains information that changes when reread
33	Important contact reveals they're not who they claimed
34	Critical meeting interrupted by unexplained phenomena
35	Essential evidence disappears from secured storage
36	Important witness found dead under impossible circumstances
41	Vital information source proves to be unreliable narrator
42	Key location accessible only during specific conditions
43	Important documents require translation from unknown language
44	Critical evidence damaged by exposure to supernatural influence

D66	Complication
45	Essential contact provides information contradicting physical laws
46	Important meeting location keeps changing without explanation
51	Vital witness claims investigation events never occurred
52	Key evidence exhibits behavior suggesting consciousness
53	Important information proves accurate only under certain circumstances
54	Critical location exists only during specific time periods
55	Essential contact communicates only through intermediaries
56	Important clue requires specialized knowledge to interpret
61	Vital meeting interrupted by hostile forces
62	Key evidence contaminated by unknown substances
63	Important witness provides information requiring assembly of fragments
64	Critical location protected by supernatural guardians
65	Essential information hidden using scientifically unknown encryption
66	Important investigation thread leads to discovery that reality unreliable

Helpful Contacts

D66	Contact
11	Librarian with access to restricted occult text collection
12	Medical examiner willing to share unofficial autopsy findings
13	Police detective investigating similar unexplained cases
14	University professor researching folklore and mythology
15	Antiquarian book dealer specializing in rare manuscripts
16	Journalist covering stories mainstream media won't touch
21	Private investigator with criminal underworld connections
22	Museum curator knowledgeable about artifact provenance
23	Lawyer familiar with unusual property inheritance cases
24	Doctor treating patients with unexplained medical conditions
25	Historian researching family genealogies and bloodlines
26	Translator fluent in ancient and obscure languages
31	Archaeologist with pre-Columbian civilization experience

D66	Contact
32	Psychologist studying abnormal mental conditions
33	Telephone operator overhearing strange conversations
34	Post office clerk noticing unusual mail patterns
35	Bank teller processing suspicious financial transactions
36	Hotel desk clerk remembering unusual guest behavior
41	Taxi driver familiar with city's hidden locations
42	Harbor master tracking unusual shipping activity
43	Cemetery groundskeeper knowledgeable about burial records
44	Church secretary maintaining parish historical records
45	School administrator with access to old enrollment records
46	Hospital administrator familiar with unusual patient admissions
51	Property manager overseeing buildings with unusual histories
52	Insurance investigator handling supernatural element claims
53	Government clerk with access to restricted public records

D66	Contact
54	Radio operator receiving transmissions from unknown sources
55	Weather observer documenting atmospheric anomalies
56	Shipping clerk handling cargo with unusual destinations
61	Laboratory technician analyzing samples with impossible properties
62	Photography developer processing images showing unexplained phenomena
63	Telegraph operator transmitting messages to nonexistent addresses
64	Customs official inspecting imports from unrecognized countries
65	Real estate agent selling properties with disturbing histories
66	Former cult member willing to share inside information

Hostile Encounters

D66	Encounter
11	Cultist assassin eliminating witnesses to ritual activities
12	Government agent suppressing supernatural investigation
13	Corporate security protecting business interests from exposure

D66	Encounter
14	Hired thug intimidating potential informants
15	Corrupt police officer sabotaging official investigation
16	Academic rival stealing research credit and materials
21	Religious fanatic preventing desecration of sacred sites
22	Organized crime enforcer protecting illegal operations
23	Private security guard defending restricted property
24	Foreign spy gathering intelligence on supernatural phenomena
25	Military personnel securing classified information
26	Insurance investigator preventing fraudulent claims
31	Lawyer protecting client interests through intimidation
32	Doctor covering up malpractice involving supernatural elements
33	Journalist competing for exclusive story rights
34	Museum guard preventing unauthorized access to exhibits
35	Library security restricting access to dangerous materials

D66	Encounter
36	University administrator protecting institutional reputation
41	Bank security investigating unusual financial activity
42	Hotel management preventing negative publicity
43	Real estate developer eliminating obstacles to property development
44	Construction foreman preventing interference with building projects
45	Shipping company employee protecting cargo secrecy
46	Telecommunications worker intercepting private communications
51	Hospital administrator covering up patient privacy violations
52	Government bureaucrat enforcing regulatory compliance
53	Police detective investigating investigator's activities
54	Federal agent monitoring potential security threats
55	Corporate executive eliminating business competition
56	Military officer protecting national security interests
61	Religious authority preventing heretical investigation

D66	Encounter
62	Academic committee member protecting research ethics
63	Professional association representative enforcing industry standards
64	Legal authority preventing violation of court orders
65	Medical board member investigating unlicensed practice
66	Supernatural entity using human agent to protect secrets

Safe House Resources

D66	Resource
11	Hidden cache of occult subject research materials
12	Secure communication equipment for contacting distant allies
13	Medical supplies for treating supernatural injuries
14	Protective wards and talismans against Mythos entities
15	Firearms and ammunition specifically consecrated against evil
16	Ancient texts providing protection rituals and spells
21	Laboratory equipment for analyzing unusual substances

D66	Resource
22	Darkroom facilities for developing supernatural photography
23	Radio equipment capable of monitoring occult transmissions
24	Financial resources hidden from government surveillance
25	False identification documents and travel papers
26	Maps marking locations of supernatural significance
31	Emergency food and water supplies for extended hiding
32	Sleeping quarters protected by supernatural barriers
33	Library containing books on folklore and mythology
34	Workshop for creating protective items and tools
35	Storage area for dangerous artifacts requiring containment
36	Meeting room for planning investigation strategy
41	Surveillance equipment for monitoring cult activities
42	Computer terminal with access to restricted databases
43	Telephone with untraceable connections to important contacts

D66	Resource
44	Vehicle maintenance area for emergency transportation
45	First aid station equipped for treating psychological trauma
46	Armory containing weapons effective against supernatural threats
51	Document storage with fireproof protection for important papers
52	Hidden exit routes leading to various parts of city
53	Power generator providing electricity independent of grid
54	Water purification system removing supernatural contamination
55	Air filtration system protecting against toxic influences
56	Secure vault for storing valuable artifacts and evidence
61	Communication center for coordinating with other investigators
62	Reference library containing maps of underground tunnel systems
63	Equipment storage containing specialized investigation tools
64	Safe room designed to withstand supernatural assault
65	Observatory with telescope for tracking celestial phenomena

D66	Resource
66	Ritual chamber prepared for performing protective ceremonies

Ritual Components

D66	Component
11	Candles made from fat of animals sacrificed during eclipses
12	Salt from dried lakes that appeared overnight
13	Water collected during rainfall that fell upward
14	Incense burned in temples before their destruction
15	Herbs gathered during impossible astronomical alignments
16	Crystals formed in caves existing outside normal space
21	Blood willingly given by those marked by supernatural entities
22	Bones from creatures that died before they were born
23	Metal forged during stellar events not visible from Earth
24	Wood carved from trees that grew in impossible soil
25	Stone quarried from mountains that appear on no maps

D66	Component
26	Clay formed from earth that remembers ancient civilizations
31	Oil pressed from seeds planted in different dimensions
32	Powder ground from substances that exist only temporarily
33	Fabric woven from materials not found in nature
34	Thread spun during time periods that never occurred
35	Wax gathered from hives built by impossible insects
36	Resin collected from trees that photosynthesize darkness
41	Ash from fires that burned underwater
42	Dust from buildings demolished before construction
43	Sand from beaches that border nonexistent oceans
44	Earth from graves of people who never died
45	Coal mined from deposits formed in future geology
46	Sulfur extracted from volcanoes that erupted backwards
51	Iron smelted from ore that rusts before oxidation
52	Silver refined from veins that appear only during eclipses

D66	Component
53	Gold panned from rivers that flow through multiple realities
54	Copper obtained from mines that exist in parallel dimensions
55	Lead extracted from bullets that never missed their targets
56	Mercury distilled from thermometers measuring impossible temperatures
61	Glass formed from sand heated by non-terrestrial fire
62	Paper made from pulp of books that write themselves
63	Ink mixed from ingredients that exist only in specific combinations
64	Chalk quarried from cliffs that face directions not found on compasses
65	Charcoal burned from wood that grew in soil from alien worlds
66	Diamond formed under pressure that violates physics

Protective Measures

D66	Measure
11	Iron nails driven in geometric patterns around building perimeter
12	Salt circles drawn using blessed salt from consecrated sources

D66	Measure
13	Running water barriers channeled around vulnerable locations
14	Mirror placement reflecting supernatural threats back toward source
15	Herb bundles burned according to ancient protection rituals
16	Bell ringing at specific intervals to disrupt entity manifestation
21	Holy symbol placement at all entry points to protected area
22	Protective ward inscription using symbols from multiple traditions
23	Candle lighting maintained continuously throughout dangerous periods
24	Incense burning using rare substances effective against supernatural
25	Amulet wearing providing personal protection during investigation
26	Charm carrying offering spiritual defense against possession
31	Ritual performance creating protective barrier around safe areas
32	Prayer recitation using words powerful against specific entities
33	Symbol drawing incorporating geometric patterns disrupting supernatural
34	Object consecration blessing items with protective properties

D66	Measure
35	Circle casting establishing sacred space impervious to intrusion
36	Blessing ceremony purifying locations contaminated by evil influence
41	Threshold protection placing barriers at all building entrances
42	Window sealing using methods preventing supernatural entry
43	Door blessing inscribing protective symbols on all portals
44	Chimney sealing preventing entity access through fireplace
45	Foundation blessing protecting building from underground threats
46	Roof blessing defending against attacks from above
51	Vehicle protection blessing transportation for dangerous journeys
52	Personal protection ritual creating individual spiritual armor
53	Group protection ceremony establishing collective defense
54	Location purification removing supernatural contamination from sites
55	Object cleansing eliminating cursed properties from artifacts
56	Space consecration dedicating areas to benevolent spiritual forces

D66	Measure
61	Barrier creation establishing physical obstacles supernatural entities cannot cross
62	Shield construction building defenses using blessed materials
63	Ward maintenance ensuring protective measures remain effective
64	Blessing renewal strengthening protective ceremonies over time
65	Detection system establishment creating early warning against supernatural threats
66	Escape route preparation ensuring safe retreat when protection fails

Information Sources

D66	Source
11	University library rare book collection containing forbidden texts
12	Newspaper morgue files documenting unexplained phenomena
13	Police evidence room storing artifacts from unsolved cases
14	Hospital patient records describing impossible medical conditions
15	Church archives containing accounts of supernatural encounters

D66	Source
16	Government filing cabinets with classified reports on anomalous events
21	Museum storage areas housing artifacts too dangerous for display
22	Private collector's library specializing in occult manuscripts
23	Academic researcher's personal notes on forbidden subjects
24	Retired journalist's files on stories deemed unprintable
25	Former cult member's diary detailing ritual practices
26	Archaeological expedition reports describing impossible discoveries
31	Maritime shipping records listing cargo to nonexistent destinations
32	Military intelligence files documenting encounters with unknown forces
33	Medical examiner's unofficial autopsy notes on unusual deaths
34	Insurance investigator's case files on impossible claims
35	Real estate agent's records of properties with disturbing histories
36	Genealogist's research tracing bloodlines to non-human ancestors
41	Telegraph operator's logs recording transmissions from impossible locations

D66	Source
42	Radio technician's notes on signals from unknown sources
43	Weather observer's records of meteorological impossibilities
44	Geological surveyor's maps showing features that violate physics
45	Astronomical observatory's data on celestial objects that shouldn't exist
46	Laboratory technician's analysis reports on samples with impossible properties
51	Court stenographer's transcripts from trials involving supernatural evidence
52	Prison warden's files on inmates claiming non-human contact
53	Asylum administrator's notes on patients with impossible delusions
54	University administrator's correspondence regarding suppressed research
55	Banking investigator's records of financial transactions with impossible parties
56	Customs official's seized cargo manifests listing prohibited imports
61	Photography studio's collection of images showing unexplained phenomena
62	Art dealer's authentication reports on works of impossible origin

D66	Source
63	Antiquarian's inventory listing items with supernatural provenance
64	Translator's notes on texts written in undeciphered languages
65	Cryptographer's analysis of coded messages with otherworldly content
66	Retired investigator's private case files on unsolved mysteries

Travel Hazards

D66	Hazard
11	Road signs directing traffic to destinations that don't exist
12	Train schedules including stops at abandoned stations
13	Ship routes passing through areas of impossible ocean depth
14	Flight paths crossing airspace that doesn't appear on maps
15	Bus services operating to towns that were never incorporated
16	Taxi drivers refusing fares to specific addresses
21	Hotel accommodations in buildings that show no occupancy
22	Restaurant meals containing ingredients not found in nature

D66	Hazard
23	Gas stations selling fuel with properties that violate chemistry
24	Toll roads collecting payments for passage through private dimensions
25	Bridge crossings spanning rivers that flow backwards
26	Tunnel passages leading to destinations different from entry points
31	Weather conditions changing impossibly rapidly during journey
32	Compass readings pointing toward locations outside normal geography
33	Map references showing current location in multiple places simultaneously
34	Transportation delays caused by obstacles that shouldn't exist
35	Vehicle breakdowns involving mechanical failures unknown to engineering
36	Communication disruptions preventing contact with outside world
41	Border crossings requiring documentation for countries not recognized
42	Customs inspections of luggage containing items not packed
43	Security checkpoints screening for threats not identified by authorities
44	Immigration procedures for travelers from nonexistent origins

D66	Hazard
45	Quarantine protocols for exposure to substances unknown to medicine
46	Emergency services responses to locations impossible to reach
51	Accommodation bookings at establishments operating outside normal business
52	Meal services providing food produced by impossible agriculture
53	Shopping opportunities for goods manufactured using unknown processes
54	Entertainment venues featuring performances not possible with human talent
55	Tourist attractions located in places not accessible by conventional means
56	Guide services leading to destinations existing in alternate realities
61	Transportation connections requiring transfers through non-corporeal spaces
62	Travel documents issued by authorities not recognized by government
63	Currency exchange for money not printed by official mints
64	Travel insurance covering risks not acknowledged by underwriters

D66	Hazard
65	Medical assistance for conditions requiring treatment unknown to physicians
66	Emergency evacuation from locations outside normal space-time

Climactic Revelations

D66	Revelation
11	Reality is unstable simulation maintained by alien intelligence
12	Human consciousness exists as temporary arrangement of cosmic forces
13	Earth serves as breeding ground for entities beyond human comprehension
14	History contains deliberate falsehoods concealing humanity's true origins
15	Physical laws operate differently in locations of supernatural significance
16	Time moves non-linearly with past and future existing simultaneously
21	Multiple dimensions occupy same space accessed through specific conditions
22	Human DNA contains sequences implanted by non-terrestrial beings
23	Dreams provide access to shared unconscious realm monitored by entities
24	Language shapes reality with certain words possessing literal power

D66	Revelation
25	Death represents transition to existence in higher-dimensional space
26	Mathematics describes universe containing more variables than humans perceive
31	Consciousness exists independently of brain activity as quantum phenomenon
32	Ancient civilizations achieved technology through supernatural collaboration
33	Modern science deliberately ignores evidence contradicting materialist worldview
34	Government agencies maintain secret contact with non-human intelligences
35	Religious traditions preserve accurate knowledge disguised as mythology
36	Art and music serve as communication medium with otherworldly entities
41	Evolution guided by intelligence operating according to alien agenda
42	Natural disasters result from conflicts between supernatural forces
43	Technology development follows predetermined path established by entities
44	Human behavior influenced by psychic broadcasts from unknown sources
45	Geography contains locations existing partially outside normal reality
46	Weather patterns controlled by entities manipulating atmospheric conditions

D66	Revelation
51	Economic systems designed to serve purposes beyond human understanding
52	Educational institutions suppress knowledge of humanity's true situation
53	Medical establishment conceals evidence of non-human influence on health
54	Legal systems operate under laws established by non-terrestrial authority
55	Military forces secretly prepare for conflicts with supernatural threats
56	Communication networks monitored by intelligence transcending human capacity
61	Transportation systems facilitate movement between parallel dimensions
62	Energy resources extracted from sources existing outside physical universe
63	Food production involves materials originating from alien environments
64	Entertainment industry promotes content influencing human psychology toward specific ends
65	Scientific research directed toward goals established by non-human intelligence
66	Entire human civilization serves as component in cosmic mechanism beyond comprehension

Investigation Consequences

D66	Consequence
11	Investigator becomes target of cult elimination efforts
12	Family members threatened to discourage continued investigation
13	Professional reputation destroyed through character assassination
14	Financial resources depleted by mysterious legal complications
15	Home and workplace subjected to supernatural harassment
16	Personal relationships strained by increasingly paranoid behavior
21	Government surveillance initiated based on suspicious activities
22	Academic career terminated due to controversial research interests
23	Legal prosecution threatened for violations of obscure regulations
24	Medical condition develops requiring treatment from specialized physicians
25	Mental health questioned by concerned friends and colleagues
26	Physical safety compromised by unknown assailants
31	Privacy invaded by parties with unlimited resources and motivation

D66	Consequence
32	Property vandalized with symbols warning against further investigation
33	Communication intercepted by organizations monitoring supernatural research
34	Travel restricted by mysterious transportation difficulties
35	Employment terminated for absences related to investigation activities
36	Social isolation increases as acquaintances avoid contact
41	Health insurance cancelled due to claims involving unusual injuries
42	Banking services restricted following suspicious financial activity
43	Utility services disrupted by problems affecting only investigator's property
44	Mail delivery interrupted with packages containing threatening messages
45	Phone service monitored with calls redirected to unknown numbers
46	Internet access restricted with searches triggering automatic surveillance
51	Medical records altered to show history of mental instability
52	Educational credentials questioned through bureaucratic challenges
53	Legal standing undermined by civil suits from unknown plaintiffs

D66	Consequence
54	Tax status investigated for violations of regulations not publicly available
55	Driver's license suspended for traffic violations not committed
56	Professional licenses revoked for ethical violations not documented
61	Credit rating destroyed by debts attributed to investigator's identity
62	Criminal record established through charges filed in distant jurisdictions
63	Immigration status questioned despite citizenship documentation
64	Military service record altered to show dishonorable discharge
65	Medical history modified to indicate contagious disease requiring quarantine
66	Identity theft results in investigator's existence questioned by authorities

Recovery Opportunities

D66	Opportunity
11	Peaceful evening with trusted friend who accepts investigator's experiences
12	Visit to childhood location evoking positive memories of normalcy
13	Participation in community event celebrating human achievements

D66	Opportunity
14	Creative activity producing work of beauty affirming life's meaning
15	Physical exercise in natural environment free from supernatural influence
16	Religious or spiritual practice providing comfort and perspective
21	Volunteer work helping people with conventional problems
22	Educational activity learning about subjects unrelated to investigation
23	Social gathering with people unaware of supernatural threats
24	Artistic appreciation experiencing beauty created by human talent
25	Romantic relationship with partner accepting investigator's unusual life
26	Family reunion reconnecting with relatives maintaining normal perspectives
31	Professional success in work unrelated to supernatural investigation
32	Medical treatment successfully addressing physical health problems
33	Legal victory resolving practical problems through legitimate channels
34	Financial stability achieved through conventional economic activity
35	Educational achievement mastering subject requiring disciplined study

D66	Opportunity
36	Athletic accomplishment demonstrating mastery over physical challenges
41	Charitable contribution making positive difference in others' lives
42	Mentoring relationship guiding younger person toward healthy development
43	Pet companionship providing unconditional affection and loyalty
44	Travel experience visiting locations untouched by supernatural influence
45	Cultural activity celebrating human traditions and customs
46	Intellectual pursuit advancing understanding of natural phenomena
51	Therapeutic relationship with counselor trained in trauma recovery
52	Support group meeting with others sharing similar experiences
53	Meditation practice developing inner calm and emotional balance
54	Hobby engagement providing relaxation and personal satisfaction
55	Community service contributing to projects improving local conditions
56	Educational opportunity teaching skills useful for conventional life
61	Business relationship establishing financial independence from investigation

D66	Opportunity
62	Living arrangement providing safe environment free from supernatural threats
63	Transportation access enabling travel without dependence on others
64	Communication network including contacts unrelated to investigation
65	Healthcare relationship with medical professionals treating conventional conditions
66	Future planning developing goals independent of supernatural concerns

Twist Revelations

D66	Twist
11	Trusted ally revealed as cult infiltrator reporting investigator's activities
12	Key evidence planted by opposition to misdirect investigation
13	Important witness discovered to be supernatural entity testing investigator
14	Crucial location exists simultaneously in multiple dimensions
15	Vital clue leads to investigator's own suppressed memories
16	Essential contact turns out to be investigator's future self

D66	Twist
21	Critical discovery proves previous investigation conclusions completely wrong
22	Important organization revealed as front for opposing faction
23	Key document written by investigator during period of forgotten possession
24	Crucial artifact belongs to investigator's family bloodline
25	Vital witness claims investigator participated in events not remembered
26	Essential location accessible only to those with specific genetic markers
31	Critical evidence exists only when observed by particular individuals
32	Important ally revealed as investigator's own alternate timeline version
33	Key mystery already solved by investigator in previous life
34	Crucial threat originates from investigator's own unconscious mind
35	Vital protection requires embracing rather than resisting supernatural influence

D66	Twist
36	Essential truth discoverable only by losing rather than maintaining sanity
41	Critical enemy revealed as investigator's own descendant from future
42	Important mystery solved by information investigator provided without realizing
43	Key location reached by traveling through investigator's own dreams
44	Crucial knowledge accessible only through temporary death experience
45	Vital ally exists only as shared hallucination among investigators
46	Essential artifact created by investigator's actions in alternate timeline
51	Critical threat neutralized only by investigator accepting permanent transformation
52	Important victory achieved by losing rather than winning conflict
53	Key revelation obtained by questioning rather than discovering truth

D66	Twist
54	Crucial solution requires collaborating with rather than opposing enemy
55	Vital success demands sacrificing rather than preserving what investigator values
56	Essential resolution achieved through inaction rather than decisive action
61	Critical understanding gained by accepting rather than rejecting impossible reality
62	Important progress made by forgetting rather than remembering crucial information
63	Key breakthrough occurs by abandoning rather than pursuing investigation
64	Crucial insight achieved by trusting rather than doubting unreliable sources
65	Vital truth revealed by embracing rather than resisting madness
66	Essential resolution requires investigator becoming what they originally sought to stop

Environmental Hazards

D66	Hazard
11	Underground chambers filled with gas causing hallucinations
12	Ancient burial grounds radiating energy affecting mental stability
13	Abandoned buildings containing architectural features inducing vertigo
14	Natural caves with acoustic properties amplifying whispered voices
15	Forest areas where compasses point in impossible directions
16	Water sources contaminated with substances unknown to chemistry
21	Mountain peaks experiencing gravitational anomalies
22	Desert regions where sand dunes shift in geometrical patterns
23	Ocean areas with currents flowing in defiance of tidal forces
24	Swamp locations where plant growth follows alien mathematical sequences
25	Urban areas with streets that rearrange themselves overnight
26	Rural areas where seasonal changes occur in wrong temporal order
31	Arctic regions with ice formations exhibiting impossible crystalline structures

D66	Hazard
32	Tropical areas with weather patterns violating meteorological principles
33	Coastal areas with tides following lunar cycles of nonexistent celestial bodies
34	Valley regions where sound travels in ways that violate acoustic laws
35	Hill areas with slopes ascending in directions that defy topography
36	River areas with water flowing uphill without external pumping
41	Bridge structures spanning distances longer than architectural specifications
42	Tunnel systems connecting locations farther apart than excavation allows
43	Building interiors containing more space than exterior dimensions permit
44	Room areas with corners adding up to more than 360 degrees
45	Stairway structures ascending infinitely without reaching destination
46	Corridor areas extending beyond building boundaries shown on blueprints
51	Garden areas with soil supporting plant species from different climate zones

D66	Hazard
52	Lake areas with depths exceeding geological surveys of underlying bedrock
53	Island areas appearing on maps but unlocatable by navigation equipment
54	Peninsula areas connected to mainland by routes not shown on surveys
55	Canyon areas with echo delays exceeding distance calculations
56	Cliff areas with shadows falling in directions opposite to light sources
61	Factory areas with machinery operating without identifiable power sources
62	Warehouse areas storing more goods than spatial measurements accommodate
63	Office areas with floor plans changing between employee shifts
64	Hospital areas with patient rooms numbered in sequences violating mathematics
65	School areas with classrooms teaching subjects not included in curriculum
66	Church areas with architecture incorporating religious symbols from multiple incompatible traditions

Communication Methods

D66	Method
11	Coded newspaper advertisements using ancient symbolic languages
12	Radio transmissions broadcast on frequencies not allocated by authorities
13	Telephone calls to numbers that ring without connecting to actual phones
14	Mail delivery to post office boxes registered under impossible names
15	Telegraph messages transmitted to addresses not served by wire networks
16	Message placement in library books never checked out by patrons
21	Signal transmission using mirrors reflecting light in coded patterns
22	Smoke signals sent from locations with no visible fire sources
23	Bell ringing following rhythmic patterns conveying specific meanings
24	Flag signaling using colors not visible to unenhanced human vision
25	Drum beating carrying messages over distances exceeding sound travel
26	Horn sounding producing tones that resonate at impossible frequencies
31	Graffiti appearing overnight on walls under constant surveillance

D66	Method
32	Chalk marks drawn in patterns erased by unauthorized personnel
33	Stone arrangement forming symbols recognizable only to initiated members
34	Tree carving creating messages in bark of protected forest areas
35	Sand patterns drawn on beaches washed away by tidal action
36	Snow patterns formed in areas without recent precipitation
41	Carrier pigeon delivery from birds not bred in local aviaries
42	Bottle messages found on shores without recent tidal deposits
43	Balloon messages released from locations impossible to reach
44	Kite signaling conducted during weather conditions preventing flight
45	Ground signals visible only from aerial perspectives impossible to achieve
46	Water signals created in liquids without disturbance by external forces
51	Dream communication allowing message exchange during sleep states
52	Telepathic contact established through meditation and concentration techniques

D66	Method
53	Spiritual possession enabling temporary communication through mediums
54	Automatic writing producing messages from unknown sources
55	Ouija board sessions revealing information from non-corporeal entities
56	Séance contact allowing communication with deceased individuals
61	Hypnotic trance enabling access to knowledge not consciously possessed
62	Drug-induced states providing communication channels with alien intelligence
63	Ritual performance opening temporary communication portals
64	Artifact activation enabling message reception from interdimensional sources
65	Geometric pattern arrangement creating communication focal points
66	Astronomical alignment exploitation enabling communication during specific celestial events

Pursuit Tactics

D66	Tactic
11	Financial surveillance tracking investigator's expenditures and purchases
12	Communication monitoring intercepting telephone and telegraph transmissions
13	Mail surveillance examining investigator's correspondence for intelligence
14	Transportation tracking monitoring investigator's travel patterns and destinations
15	Social surveillance placing observers among investigator's acquaintances
16	Professional surveillance infiltrating investigator's workplace and colleagues
21	Academic surveillance monitoring investigator's research activities and library usage
22	Medical surveillance tracking investigator's health records and treatment
23	Legal surveillance filing false charges to restrict investigator's movement
24	Property surveillance placing observers in buildings near investigator's residence

D66	Tactic
25	Vehicle surveillance following investigator using inconspicuous automobiles
26	Photographic surveillance documenting investigator's activities for intelligence analysis
31	Electronic surveillance using advanced listening devices in private locations
32	Technological surveillance employing equipment unknown to conventional science
33	Supernatural surveillance using entities capable of dimensional observation
34	Psychic surveillance employing individuals with enhanced perception abilities
35	Animal surveillance training creatures to monitor investigator's activities
36	Environmental surveillance modifying investigator's surroundings to gather intelligence
41	Identity surveillance assuming investigator's persona for infiltration purposes
42	Document surveillance forging investigator's credentials to access restricted information

D66	Tactic
43	Credential surveillance invalidating investigator's identification through bureaucratic manipulation
44	Record surveillance altering investigator's official history in government databases
45	Reference surveillance corrupting investigator's professional recommendations
46	Background surveillance investigating investigator's personal history for leverage
51	Intimidation surveillance threatening investigator through mysterious incidents
52	Harassment surveillance subjecting investigator to psychological pressure
53	Sabotage surveillance damaging investigator's property and equipment
54	Disinformation surveillance spreading false information about investigator's activities
55	Isolation surveillance alienating investigator from friends and allies
56	Discreditation surveillance undermining investigator's reputation and credibility

D66	Tactic
61	Elimination surveillance preparing to terminate investigator's investigation permanently
62	Replacement surveillance substituting investigator with loyal duplicate
63	Conversion surveillance attempting to recruit investigator as double agent
64	Possession surveillance influencing investigator's behavior through supernatural control
65	Memory surveillance altering investigator's recollections of important events
66	Reality surveillance manipulating investigator's perception of truth and facts

Inspiration Tables

Verbs

Verbs	1	2	3	4	5	6
1	Whispers	Emerges	Crawls	Watches	Summons	De-vours
2	Corrupts	Reveals	Awakens	Haunts	Bleeds	Screams
3	Transforms	Decays	Pulses	Glow	Writhes	Melts
4	Beckons	Vanishes	Spreads	Infects	Calls	Opens

Verbs	1	2	3	4	5	6
5	Binds	Fractures	Seeps	Resonates	Multiplies	Descends
6	Consumes	Distorts	Phases	Manifests	Converges	Ascends

Adjectives

Adjectives	1	2	3	4	5	6
1	Ancient	Forbidden	Twisted	Alien	Cursed	Blasphemous
2	Eldritch	Cosmic	Tentacled	Writhing	Pulsing	Geometric
3	Shadowy	Luminous	Crystalline	Organic	Metallic	Ethereal
4	Massive	Microscopic	Infinite	Void	Prismatic	Angular
5	Whispered	Silent	Screaming	Harmonious	Discordant	Resonant
6	Timeless	Fleeting	Cyclical	Linear	Recursive	Paradoxical

Nouns

Nouns	1	2	3	4	5	6
1	Symbol	Portal	Artifact	Entity	Dimension	Knowledge

Nouns	1	2	3	4	5	6
2	Ritual	Tem- ple	Manu- script	Cult	Vision	Prophecy
3	Geom- etry	Pat- tern	Frequency	En- ergy	Essence	Influ- ence
4	Guardian	Ser- vant	Herald	Spawn	Avatar	Vessel
5	Key	Lock	Gate- way	Thresh- old	Bridge	Path- way
6	Truth	Lie	Secret	Mem- ory	Dream	Night- mare

Appendix: Inspirational Media

Books

- **The Complete Works of H.P. Lovecraft** - The foundational texts of cosmic horror
- **The King in Yellow** by Robert W. Chambers - Early weird fiction that influenced Lovecraft
- **Algernon Blackwood's supernatural stories** - Atmospheric horror and cosmic dread
- **Arthur Machen's mystical horror tales** - Celtic mysticism and urban horror
- **The Boats of the Glen Carrig** by William Hope Hodgson - Maritime horror
- **The House on the Borderland** by William Hope Hodgson - Cosmic horror and time distortion

Films

- **The Cabinet of Dr. Caligari** (1920) - German expressionist horror

- **Nosferatu** (1922) - Classic vampire horror with otherworldly atmosphere
- **The Phantom of the Opera** (1925) - Gothic horror and hidden mysteries
- **Häxan** (1922) - Documentary-style exploration of witchcraft and supernatural
- **The Golem** (1920) - Jewish folklore and mystical horror
- **Dr. Jekyll and Mr. Hyde** (1920) - Transformation horror and dual nature

Academic Sources

- **Anthropological studies of folklore and mythology**
- **Archaeological reports from ancient civilizations**
- **Astronomical charts and celestial phenomena**
- **Medical journals documenting unusual cases**
- **Geographical surveys of remote locations**
- **Historical accounts of unexplained events**

Periodicals

- **Weird Tales Magazine** - Pulp horror and supernatural fiction
- **National Geographic** - Exploration and discovery articles
- **Scientific American** - Cutting-edge research and theories
- **American Journal of Archaeology** - Recent discoveries and excavations
- **The Journal of the American Folklore Society** - Traditional beliefs and legends
- **Popular Mechanics** - Technological advancement and innovation

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