

# *LOUER: PARANORMAL FILES*

Version: 3

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# Loner: Paranormal Files

**Loner: Paranormal Files** is a solo tabletop RPG adventure set in a world where secret organizations investigate, contain, and sometimes battle the unexplained. From reality-warping anomalies to cryptic artifacts and otherworldly entities, you step into the role of an investigator navigating a shadowy world of conspiracies, classified incidents, and unsettling truths.

This minimalist Solo Role Playing Game is designed to be a **narrative-driven experience of suspense, discovery, and cosmic horror**, where you piece together fragmented evidence, confront the unknown, and determine what must remain hidden from the public.

## Introduction

**Loner: Paranormal Files** 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 resolving mechanic, easy to learn and eventually to memorize.

3. **Tag-based:** Characters and situations are defined only by qualitative descriptors and not by quantitative characteristics.

With a focus on quick resolutions, **Loner: Paranormal Files** throws you headfirst into the heart of the unknown. Your character will be defined by thematic tags, such as “*Cynical Field Agent*,” “*Occult Archivist*,” or “*Unorthodox Scientist*.”

### **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. Don't be afraid to tackle new themes, but do so in full awareness of your boundaries.

## Minimum Requirements

To play *Loner: Paranormal Files* 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: Paranormal Files* 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!

## Setting Introduction

There's a version of the world most people get to see. It makes sense on the surface—traffic, taxes, weather forecasts, news cycles. But beneath that comfort zone, something older and stranger is always shifting. The unexplained doesn't go away. It gets documented, classified, and buried deep.

In *Loner: Paranormal Files*, you step into the role of someone who sees what others aren't meant to. You don't just investigate the unknown—you navigate the politics of secrecy, the ethics of suppression, and the toll of exposure.

Not everyone makes it out intact. Some don't come back at all.

## Core Aspects of the Setting

### The Veil of Secrecy

Governments deny, agencies redact, and corporations spin press releases while something entirely different plays out behind sealed doors. Cover stories are scripted before questions even get asked. And the people who dig too deep? They tend to stop showing up.

Most of the public will never know how close they've come.

### Anomalies, Entities, and Artifacts

Not every anomaly is hostile. Some are dormant. Some just *observe*. But all of them distort the rules we take for granted. A hallway that folds in on itself. A radio signal that rewrites memory. A statue that knows your name before you speak.

Patterns help, but they don't always hold. And when they break, someone has to clean up the fallout.

### Organizations and Their Agendas

There's no single agency in charge. Instead, there's a quiet arms race of ideas: control, disclosure, exploitation, transcendence.

- **Government bodies** neutralize and contain.
- **Private firms** reverse-engineer the impossible.
- **Occult sects** treat anomalies as scripture.
- **Leaks and whistleblowers** fight to bring it all into the open.

You won't always know who's right. You'll rarely know who's telling the truth.

### The Cost of Knowing

The work leaves marks. Some are visible—tremors, nosebleeds, radiation scars. Others cut deeper: sleeplessness,

shifting memories, the creeping doubt that your own thoughts aren't entirely yours anymore.

No one walks away clean. Some don't walk away at all.

## Playable Themes

Each investigation unfolds in its own way, shaped by your character's past, their tools, and what they're willing to risk. Some stories focus on quiet observation; others spiral into firefights, cover-ups, or things harder to name. These themes aren't boundaries—they blur, intersect, and change as you go.

- **Scientific Investigation** — Forensics, field labs, post-incident analysis. Measuring what can't be explained and trying to make it behave.
- **Containment & Cleanup** — Securing unstable artifacts, neutralizing threats, and making sure no one ever hears what really happened.
- **Conspiracy Unraveling** — Following the paper trail, decrypting the lies, and realizing who *really* signs the orders.
- **Horror & Survival** — When the case goes off-script and something comes for you in the dark. Sometimes you fight. Sometimes you run.
- **Occult & Esoterica** — Symbols that speak back, rituals that don't end, and old texts written by something that remembers you.
- **Espionage & Cover-Ups** — Planting false leads, tracking rogue agents, and doing what's necessary to keep the truth contained—even if it means crossing a line.
- **Alien Encounters** — Crashed probes, altered memories, sightings that don't follow physics. They're here. The question is why.

- **Time & Dimensional Breaches** — Spaces that fold in wrong, days that repeat, and encounters with your own reflection saying things you haven't done yet.

## **Timeline of the Setting**

The history of anomaly research isn't written in textbooks. It's hidden in redacted memos, recovered field notes, and the gaps between official stories. What follows is a loose chronology of how the world quietly lost control of the unexplained.

### **Pre-History – The Ancient Watchers**

- Anomalies predate civilization. In early records, they're mistaken for gods, spirits, or curses.
- Across cultures, secret groups begin cataloging strange phenomena—some aim to protect the world from them. Others worship what they find.

### **1600s – The Occult Renaissance**

- Alchemists and natural philosophers in Europe conduct secret experiments, often destroyed or seized by the Church.
- In Asia and the Middle East, knowledge of ritual magic, ley lines, and spiritual forces is preserved quietly across generations.
- Not all anomalies are studied—some are sealed away, others simply vanish.

### **1800s – Industrialization and Inquiry**

- Spiritualism blends with scientific curiosity. Séances, mesmerism, and etheric theory gain traction.
- Organizations like the Academy of Forbidden Sciences emerge, mixing research with containment.



- The first documented government efforts to suppress unexplained phenomena appear in scattered correspondence and buried reports.

### **1900s – The Age of Cover-Ups**

- During both World Wars, militaries weaponize the paranormal—psychic scouts, occult rituals, and experimental artifacts. Most results are inconclusive. Some are quietly erased.
- 1947: The Roswell incident forces formal disinformation strategies. Something did crash. The official story still holds.
- 1960s–70s: The Cold War becomes a paranormal arms race. Telepathy, remote viewing, psychic espionage—all quietly explored, often at great human cost.
- MKUltra isn't shut down—it mutates, fragments, and goes off the books.
- 1980s–90s: Bureaucracy blooms. Government agencies take formal control of anomaly research. Pop culture picks up the scent, but never the truth.

### **2000s – The Networked Unknown**

- Secrecy grows harder. Whistleblowers, hackers, and conspiracy forums create pressure.
- Anomalous events spike in frequency and scale. Something is shifting.
- Factions escalate. Contractors replace operatives. Experimentation ramps up. Technology and the unexplained blur together.

### **Present Day – The Breaking Point**

- Patterns collapse. Breaches open without warning. Reports pile up: looping cities, memory anomalies, impossible structures.

- The world still *looks* normal. But it's fraying at the edges.
- Factions scramble to contain what they no longer fully understand.
- Some believe disclosure is inevitable. Others are preparing for war.
- And somewhere in the noise, something is watching back.

## Characters

In *Loner: Paranormal Files*, you are an **investigator of the unknown**, navigating a world where reality bends, secrets are buried, and the cost of knowledge is often irreversible. Whether you are a hardened field agent, an eccentric scientist, or a whistleblower seeking the truth, your role is to confront the inexplicable—sometimes to contain it, sometimes to understand it, and sometimes simply to survive.

Every operative, researcher, or rogue investigator brings their own expertise and weaknesses to the field. Some wield advanced technology, others rely on ancient rituals, and a few have experienced anomalies firsthand—leaving them permanently changed.

As an investigator, you will be:

- **Unraveling classified files, cryptic transmissions, and recovered artifacts.**
- **Tracking anomalies, rogue agents, and supernatural threats in the field.**
- **Deciding whether to protect the public—or expose the truth at all costs.**
- **Facing moral dilemmas, from ethical containment to lethal cover-ups.**
- **Surviving the psychological and physical toll of dealing with forces beyond comprehension.**

No one walks away unchanged. The deeper you go, the more you must question:

**What is real? What is a lie? And will you recognize yourself when it's over?**

### **Everything is a Character!**

In *Loner: Paranormal Files* Non-Playing Characters (NPCs), Foes, Organizations, Monsters, and even relevant objects like vehicles 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 "*Venturous Smuggler*" or "*Child Prodigy*".
- **Skills** (x2): Abilities not necessarily character-specific but not characteristics common to all. "*Smart*" is not a skill, "*Engine Whisperer*" 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.

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

#### Concepts

|   | 1                                     | 2                        | 3                               | 4                                | 5                             | 6                                 |
|---|---------------------------------------|--------------------------|---------------------------------|----------------------------------|-------------------------------|-----------------------------------|
| 1 | Cyn-<br>ical<br>Agent                 | Occult<br>Researcher     | Rogue<br>Psychic                | Tech-<br>Savvy<br>Analyst        | Disillu-<br>sioned<br>Veteran | Ex-<br>Field<br>Opera-<br>tive    |
| 2 | Con-<br>spir-<br>acy<br>Theo-<br>rist | De-<br>bunker            | Cold-<br>Case<br>Detec-<br>tive | Em-<br>bedded<br>Journal-<br>ist | Cryptid<br>Hunter             | Augmented<br>Es-<br>capee         |
| 3 | Gov-<br>ern-<br>ment<br>Asset         | Black-<br>Ops<br>Cleaner | Para-<br>normal<br>Archivist    | Experi-<br>mental<br>Subject     | Remote<br>Viewer              | Field<br>Anthro-<br>polog-<br>ist |
| 4 | Bu-<br>reau-<br>cratic                | Resid-<br>ual<br>Medium  | Trauma-<br>Hard-<br>ened        | Anom-<br>alous                   | Cult De-<br>factor            | Cor-<br>porate<br>Esp-<br>i-      |

|   | 1                                | 2                                       | 3                                           | 4                  | 5                                        | 6                               |
|---|----------------------------------|-----------------------------------------|---------------------------------------------|--------------------|------------------------------------------|---------------------------------|
|   | Hand-<br>ler                     |                                         | Survivor                                    | Tech En-<br>gineer |                                          | onage<br>Expert                 |
| 5 | Ritu-<br>alist<br>Oper-<br>ative | Exper-<br>imen-<br>tal En-<br>gineer    | Inter-<br>dimen-<br>sional<br>Wan-<br>derer | Whistle-<br>blower | Con-<br>tain-<br>ment<br>Special-<br>ist | Con-<br>tact<br>Spe-<br>cialist |
| 6 | Alien<br>Abductee                | Psycho-<br>logical<br>Warfare<br>Expert | Com-<br>pro-<br>mised<br>Opera-<br>tive     | Reality<br>Bender  | Host of<br>an Un-<br>known<br>Entity     | Shadow<br>Opera-<br>tive        |

### Skills

|   | 1                              | 2                                      | 3                      | 4                             | 5                              | 6                                       |
|---|--------------------------------|----------------------------------------|------------------------|-------------------------------|--------------------------------|-----------------------------------------|
| 1 | Cryp-<br>togra-<br>phy         | Lock-<br>pick-<br>ing                  | Spot<br>Weak-<br>ness  | Counter-<br>Surveil-<br>lance | Anom-<br>aly Cali-<br>bration  | Para-<br>normal<br>Dete-<br>ction       |
| 2 | Foren-<br>sic<br>Analy-<br>sis | Re-<br>verse<br>Engi-<br>neer-<br>ing  | Fast<br>Talk           | Lie De-<br>tection            | Occult<br>Knowl-<br>edge       | Danger<br>Assess-<br>ment               |
| 3 | Firearms<br>Train-<br>ing      | Close-<br>Quar-<br>ters<br>Com-<br>bat | Fo-<br>cused Willpower | Artifact<br>Appraisal         | Sys-<br>tems<br>Intru-<br>sion | Bio-<br>hazard<br>Con-<br>tain-<br>ment |

|   | 1                  | 2                   | 3                          | 4                   | 5                     | 6                    |
|---|--------------------|---------------------|----------------------------|---------------------|-----------------------|----------------------|
| 4 | Tactical Driving   | Signal Interception | Breaking & Entering        | Rift Sensing        | Psychological Control | Data Fabrication     |
| 5 | Hypnotic Induction | Remote Viewing      | Improvised Problem-Solving | Memory Suppression  | Field Medicine        | Network Exploitation |
| 6 | Ritual Execution   | Arcane Symbolology  | Scientific Deduction       | Espionage Protocols | Cryptid Tracking      | Cult Infiltration    |

### Frailties

|   | 1                  | 2                       | 3                       | 4                   | 5                      | 6                         |
|---|--------------------|-------------------------|-------------------------|---------------------|------------------------|---------------------------|
| 1 | Paranoia           | Unresolved Trauma       | Hallucination-Prone     | Chemical Dependency | Haunted by a Past Case | Fragmented Memory         |
| 2 | Unstable Psyche    | Bound to a Foreign Will | Distorted Perception    | Memory Blackouts    | Misplaced Trust        | Defiance Toward Authority |
| 3 | Physically Scarred | Secretly Compromised    | Vulnerable to Influence | Fear of the Dark    | Triggered Flashbacks   | Chronic Bleeding          |

|   | 1                   | 2                    | 3                          | 4                         | 5                      | 6                        |
|---|---------------------|----------------------|----------------------------|---------------------------|------------------------|--------------------------|
| 4 | Obsessive Curiosity | Recurring Nightmares | Disso-<br>ciative Episodes | Fear of<br>Silence        | Cursed<br>Luck         | Anomalous Allergy        |
| 5 | Emotional Numbness  | Temporal Flashbacks  | Missing Time               | Under Surveillance        | Failing Health         | Psychic Vulnerability    |
| 6 | Oath-bound          | Reality Drift        | Compelled by an Unknown    | Propaganda Susceptibility | Incapable of Deception | Neurological Instability |

## Gear

|   | 1                  | 2                            | 3                  | 4                     | 5                      | 6                    |
|---|--------------------|------------------------------|--------------------|-----------------------|------------------------|----------------------|
| 1 | EMP Disruptor      | Night-Visiontype Mod Goggles | Proto-type Firearm | Anomally Scanner      | Thermal-Resistant Suit | Encrypted Data Vault |
| 2 | Psychometric Glove | Signal-Scrambling Earpiece   | Concealed Weapon   | Self-Mending Notebook | Biometric Cloak        | Dimensional Tether   |
| 3 | Containment Box    | EMF Tracker                  | Classified Dossier | Reality Stabilizer    | Tranquilizer Injector  | Memory-Wipe          |

|   | 1                      | 2                        | 3                  | 4                       | 5                          | 6                                      |
|---|------------------------|--------------------------|--------------------|-------------------------|----------------------------|----------------------------------------|
|   |                        |                          |                    |                         |                            | Ampoule                                |
| 4 | Satellite Uplink Phone | Precision Lock-picks     | Quantum Cipher Key | Portable Ritual Altar   | Paranormal Signal Receiver | Adaptive Cloaking Field                |
| 5 | Digital Obfuscator     | X-Ray Scope              | Sigil Pendant      | Voice-Shifting Recorder | Forged Bureau Access Card  | Cognitive Interface Module             |
| 6 | UV-Edged Blade         | Psychic Resonance Shield | Ritual Marking Kit | Neural Disruptor        | Anti-Possession Serum      | Redacted Journal (Unreadable Sections) |

## Names

### Female Names

|   | 1        | 2       | 3       | 4        | 5       | 6      |
|---|----------|---------|---------|----------|---------|--------|
| 1 | Evelyn   | Marissa | Naomi   | Isabel   | Celeste | Quinn  |
| 2 | Harper   | Sasha   | Lydia   | Vanessa  | Nora    | Elise  |
| 3 | Veronica | Talia   | Frances | Camille  | Daphne  | Blair  |
| 4 | Miranda  | Serena  | Ivy     | Lorraine | Emilia  | Simone |



|   | 1      | 2         | 3       | 4            | 5      | 6      |
|---|--------|-----------|---------|--------------|--------|--------|
| 5 | Hazel  | Charlotte | Delilah | June         | Carmen | Odessa |
| 6 | Astrid | Helena    | Fiona   | Ophe-<br>lia | Margot | Alina  |

### Male Names

|   | 1      | 2              | 3            | 4       | 5       | 6       |
|---|--------|----------------|--------------|---------|---------|---------|
| 1 | Victor | Adrian         | Mal-<br>colm | Jasper  | Silas   | Ronan   |
| 2 | Dorian | Elias          | Gabriel      | Vincent | Theo    | Julian  |
| 3 | Marcus | Damian         | Wesley       | Holden  | Xavier  | Nolan   |
| 4 | Grant  | Sebast-<br>ian | Conrad       | Lucian  | Felix   | Everett |
| 5 | Isaac  | Bene-<br>dict  | Tobias       | Simon   | Raphael | Rowan   |
| 6 | Dean   | Lawrence       | Calvin       | Warren  | Finn    | Ezra    |

### Surnames

|   | 1             | 2            | 3             | 4              | 5            | 6              |
|---|---------------|--------------|---------------|----------------|--------------|----------------|
| 1 | Hawthorne     | Sinclair     | Mercer        | Wake-<br>field | Bel-<br>mont | Hol-<br>loway  |
| 2 | Ster-<br>ling | Huxley       | Win-<br>ters  | Cal-<br>loway  | Lang-<br>ley | Bishop         |
| 3 | Aldrich       | We-<br>ston  | Montgomery    | Prescott       | Vance        | Duvall         |
| 4 | Carlisle      | Beck-<br>ett | Lock-<br>wood | Rem-<br>ington | Thorne       | Black-<br>wood |

|   | 1        | 2         | 3         | 4          | 5         | 6         |
|---|----------|-----------|-----------|------------|-----------|-----------|
| 5 | Whitaker | Moreau    | Delacroix | Sutherland | Ashford   | Grayson   |
| 6 | Langford | Valentine | Marlowe   | Kensington | Fairchild | Radcliffe |

### Codenames

|   | 1         | 2        | 3       | 4       | 5        | 6         |
|---|-----------|----------|---------|---------|----------|-----------|
| 1 | Ghost     | Cipher   | Echo    | Phantom | Oracle   | Warden    |
| 2 | Revenant  | Apex     | Shadow  | Nomad   | Obsidian | Vortex    |
| 3 | Harbinger | Sentinel | Rook    | Rogue   | Mirage   | Polaris   |
| 4 | Drifter   | Sable    | Kestrel | Frost   | Havoc    | Wraith    |
| 5 | Dagger    | Specter  | Null    | Helix   | Paradox  | Nightfall |
| 6 | Titan     | Halcyon  | Arcadia | Shade   | Requiem  | Tempest   |

## Rules

*Loner: Paranormal Files* 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: Paranormal Files* 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: Paranormal Files* 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 overconfident) 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...            |
| Mismatched | Yes                        | No                    |
| Equal      | 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 |

| D6 | Subject            | Action              |
|----|--------------------|---------------------|
| 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.

### Operating in the Shadows

The rules beneath reality don't always hold. You're not just investigating unknown phenomena—you're navigating a shifting world where logic collides with distortion, and control is always temporary.

In *Loner: Paranormal Files*, the systems that govern play are built to reflect that instability. You'll use structured tools—dice, tags, oracles—to push into chaotic spaces. The outcomes you shape will feel intuitive, narrative-first, and sometimes wildly unexpected.

Whether you're dealing with hostile artifacts, psychic fallout, or political interference, the mechanics are there to guide the story—not predict it.

This is a world of patterns. Fractured ones.

### The Unknown Threshold

In this line of work, reality isn't fixed—it flexes. Every encounter with an anomaly presses against the edges of what your mind, body, and understanding can endure.

The **Unknown Threshold** tracks how close you are to crossing that edge.

- Begin each investigation with the Threshold at **0**.
- Whenever you **witness, interact with,** or **fail to contain** an anomaly, roll the Oracle.
- Based on the result, adjust the Threshold:

| Oracle Result      | Effect Description                     | Threshold Change |
|--------------------|----------------------------------------|------------------|
| <b>Yes, and...</b> | You stay grounded—clarity returns.     | -1               |
| <b>Yes</b>         | You endure. The moment passes.         | ±0               |
| <b>Yes, but...</b> | You push through, but feel the strain. | +1               |
| <b>No, but...</b>  | Something bends. Subtle, but real.     | +2               |
| <b>No</b>          | The anomaly leaves a mark.             | +3               |
| <b>No, and...</b>  | The world around you fractures.        | +4               |

**Threshold 6:** You’ve reached the edge. Roll on the **Reality Fracture Table**. What happens next may not be reversible.

**Reality Fracture Table**

When the Unknown overwhelms the known, something gives way. Memory. Perception. Time. Maybe more. Roll 1d6:

d6

## Reality Fracture Effect

- 1 **Echoes of the Unseen** – Distant voices whisper in your ear. You can't tell if they're warnings, recordings, or just your own unraveling thoughts.
- 2 **Dimensional Bleed** – The environment flickers. For a few seconds, it's somewhere else entirely—and so are you.
- 3 **Lost Time** – You come to with no memory of what just happened. Something around you is... off. Different. Maybe watching.
- 4 **Cognitive Drift** – Names, faces, simple facts slip through your mind like water. You remember things that never happened. Or haven't yet.
- 5 **Marked by the Unknown** – You're no longer just an observer. An anomaly has noticed you—and may recognize you again.
- 6 **The Door Opens** – A breach forms. Something steps through. Or you fall in. For a moment, you aren't in your own reality anymore. You might not come back alone.



You may attempt to **stabilize** with a successful Oracle roll. But some effects leave scars even after they fade.

### Anomaly Interaction

Every encounter with an anomaly is a risk. Some pull you in. Some push back. Some don't care you're there—until you make the wrong move.

Use the Oracle to determine the outcome when engaging with cryptids, artifacts, rifts, unexplained events, or anything that resists being understood.

| Interaction Type                                                                          | Oracle Result                                                                                                                                   |
|-------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Direct Contact</b> — Touching, activating, or stepping into the anomaly.               | <b>Yes, and...</b> → You gain clear knowledge or access, unharmed. <b>No, and...</b> → Severe consequence: imprinting, mutation, identity loss. |
| <b>Observation</b> — Watching from a distance, scanning, passive analysis.                | <b>Yes, but...</b> → You gain insight, but something slips through—distortions, emotional bleed, echoing thoughts.                              |
| <b>Containment Attempt</b> — Trying to seal, disable, or control the anomaly.             | <b>No, but...</b> → Containment fails, but the anomaly remains dormant—for now. You might get another shot.                                     |
| <b>Suppression / Cover-Up</b> — Erasing evidence, redirecting blame, silencing witnesses. | <b>Yes, and...</b> → Total erasure. No leaks, no trail. <b>No, and...</b> → The truth gets out. Factions notice. Someone's coming.              |
| <b>Mental Resistance</b> — Resisting hallucinations, psychic pressure, or memetic damage. | <b>No, but...</b> → You're altered: visions, memory shifts, sensory confusion. You stay standing—but something's changed.                       |

Some anomalies adapt. Some remember. And some only exist because you're trying to observe them.



## Cover-Ups & Information Control

In this line of work, the real threat isn't always the anomaly—it's who finds out about it.

Every leak, every witness, every uncontained piece of truth is a crack in the façade. And if you don't patch it, someone else will exploit it.

When you attempt a cover-up, roll the Oracle:

- **Yes, and...** → The event is erased entirely. No memory, no evidence. It never happened.
- **Yes** → The cover-up holds. The official story sticks—but some are still asking questions.
- **Yes, but...** → The truth festers underground. Fringe forums light up. You'll need to intervene again.
- **No, but...** → You fail to bury it—but in the process, you uncover another faction's involvement.
- **No** → Word spreads. The story leaks into public channels. Panic, speculation, or rogue investigations follow.
- **No, and...** → It backfires. The lie becomes the fuel. Power shifts. Trust crumbles. The world sees what it wasn't meant to.

Cover-ups don't end when the paperwork's filed. Factions take sides. Agents go rogue. Sometimes the biggest lie is that you had control at all.

## Factions & Influence

No one faces the unknown alone. Not for long.

In the world of *Loner: Paranormal Files*, shadow organizations decide how the unexplained is studied, hidden, weaponized—or worshipped. These factions have deep

reach and long memories, and they don't play nice. Allegiances shift. Promises break. Trust is rare—and temporary.

As an investigator, you hold a **Reputation Level** with each faction, ranging from **-3 (Enemy)** to **+3 (Trusted Asset)**:

- **+3** → You're a known quantity. They offer clearance, support, and resources.
- **0** → Neutral. They're watching, but they're not acting—yet.
- **-3** → You're marked. They might move against you, publicly or not at all.

When dealing with a faction, roll the Oracle:

- **Yes, and...** → They grant more than you asked: access, secrets, protection.
- **Yes** → They assist as requested.
- **Yes, but...** → Help comes with strings—and those strings are always tied to something bigger.
- **No, but...** → They deny you, but in doing so, they let something slip.
- **No** → Rejected. Stonewalled. Your standing with them takes a hit.
- **No, and...** → You're flagged. Surveillance begins. Assets move. They're coming.

Reputation isn't just about favors. It's about leverage. Burn one bridge too many, and you may find the only people who'll talk to you are the ones holding a syringe.

### **Corruption & Exposure to the Paranormal**

You weren't built to witness this.

Extended contact with anomalies—whether psychic, spatial, biological, or informational—leaves its mark. The more you

see, the harder it is to tell what's part of you and what's trying to get in.

When exposed to a severe anomaly, roll the Oracle to see how it reshapes you.

| Oracle Result | Psychological Effect                                                                  | Physical Effect                                                                       |
|---------------|---------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|
| Yes, and...   | You stay sharp. The moment passes without impact.                                     | No visible changes.                                                                   |
| Yes           | You bury the experience—for now. But it scratches at the edge of your thoughts.       | Fatigue. Nausea. Shakes. It fades.                                                    |
| Yes, but...   | Flickers of paranoia. Unfamiliar memories. You forget something simple—again.         | Minor anomalies: a glow in your veins, heightened senses, unplaceable bruises.        |
| No, but...    | Hallucinations. Recurring nightmares. Your thoughts repeat on a loop.                 | Nosebleeds. Static in your vision. A shiver when the room's not cold.                 |
| No            | Your reactions change. You speak before thinking. Anomalies trigger something primal. | Skin that shifts in light. Eyes that don't reflect right. A mark that won't wash off. |
| No, and...    | Something's gone—memories, words, the feeling of being real.                          | Your form begins to shift. You no longer pass for untouched. You                      |

| Oracle Result | Psychological Effect                   | Physical Effect         |
|---------------|----------------------------------------|-------------------------|
|               | And something else has filled the gap. | may not pass for human. |

This isn't damage. It's transformation. You don't heal from it. You adapt—or lose the ability to care that you didn't.

## 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.

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

| <b>D6</b> | <b>Next Scene</b> |
|-----------|-------------------|
| 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.

### Known Unknowns

You live in a world shaped by forces most people never notice—and wouldn't survive if they did.

The systems of society still run: elections, schools, streaming services, rush hour. But below that surface, something else

is operating. Anomalies don't just exist—they're being cataloged, contained, exploited. Or worse: ignored until it's too late.

Information is currency. But it's also a weapon. Every recovered file, decrypted signal, or field report could tip the balance between understanding and obliteration.

You don't get to know everything. But you get to know *enough*. Enough to be dangerous. Enough to see how far the cracks go. Enough to wonder if the world you're protecting still exists the way you remember it.

## **Forbidden Coordinates**

Some places don't belong on maps.

They shift, loop, observe, and sometimes consume. These locations—known as **Anomalous Zones**—don't just break physical laws. They erode memory, perception, and identity. Some are studied. Some are sealed. A few are left alone entirely—not by choice, but by necessity.

### **Examples of Anomalous Zones:**

- **Redacted Cities** — Entire urban grids stuck in recursive loops. Residents repeat scripts. Buildings appear overnight. Satellite imagery fails to update.
- **The Veil Corridors** — A tunnel network beneath multiple continents. Enter in Siberia, exit in Nevada. No one built it. No one patrols it. No one can fully map it.
- **The Hollow Prison** — A defunct black site. Inmates vanish mid-interrogation, leaving jumpsuits behind. Last recordings end in static—always the same frequency.

- **The Horizon Event** — A stretch of highway where time folds. Take the same exit three times, end up in a different decade. Sometimes, not your own.
- **Abandoned Research Facilities** — Former labs sealed with concrete and policy. Reports persist of static whispers, rearranged furniture, and unlocked vaults.

Some sites are too dangerous to contain. Others are active testing grounds. A few are still watching the teams sent to erase them.

## Shadow Actors

The world isn't run by governments. It's run by the people who know what governments won't admit.

These are the factions fighting to control the narrative—classify it, weaponize it, sanctify it, or burn it all down. Some wear suits. Some wear masks. All of them are dangerous.

## Major Organizations

- **Government Paranormal Divisions** — Cold bureaucracies tasked with studying and silencing the unexplainable. Funded through black budgets, hidden beneath acronyms. They don't ask questions—they issue containment protocols.
- **Private Research Firms** — Corporations chasing patents from the beyond. They dismantle anomalies in labs, rebrand the wreckage, and sell it to defense contractors or private buyers. Ethics optional.
- **Occult Societies** — Fragmented sects that believe anomalies are sacred. Some seek communion. Others seek ascension. A few just want to watch the veil tear.



- **Insurgent Leakers** — Whistleblowers, black hats, and burnouts who want the truth out in the open. They release classified data knowing it might kill them—or everyone else.
- **Independent Hunters** — Ex-agents, conspiracy podcasters, trauma survivors. No clearance. No backup. Just obsession and a few borrowed tools.

### Ongoing Conflicts

- **Secrecy vs. Exposure** — Should anomalies be hidden to protect humanity—or revealed so it can adapt?
- **Control vs. Chaos** — Can the unknown be contained, or does every experiment just add fuel to the fire?
- **Loyalty vs. Survival** — When a handler vanishes, or a file leaks, who do you protect—your mission, your mind, or yourself?

In this world, everyone has an agenda. Some call it protocol. Some call it prophecy. Either way, the only thing they have in common is you.

### Suppressed History & Forbidden Knowledge

What you know about the past is curated. Sanitized. Filed under convenient lies.

The real history of anomaly contact is buried under layers of disinformation, ghost files, and burn notices. You won't find it in archives—you'll find it in unstable data, whispered recollections, and sites where reality still hasn't fully healed.

- **Ancient Anomalies** — Entire civilizations may have vanished after contact. The ruins don't match the timeline. Some still emit signals.

- **The Cold War Paranormal Arms Race** — Both sides ran psychic warfare ops, built devices that listened to the dead, and opened things no one could close. The few survivors don't talk. The labs were never officially there.
- **The Roswell Deception** — A weather balloon, they said. The object's core is still sealed beneath desert stone, and it still hums when the sky's wrong.
- **MKUltra Never Ended** — The programs changed names. The research continued. Some of the subjects now work in containment. Some don't know they're still active.
- **Timeline Contamination** — Recovered blueprints that shouldn't exist. Photos taken decades before the camera that took them was invented. Human bones found with synthetic implants that haven't been built yet.

This isn't forgotten knowledge—it's knowledge that changes you the moment you understand it. Some files are redacted not to protect secrets, but to keep the reader intact.

## **Anomalies, Entities & Unexplained Phenomena**

Anomalies don't follow rules—they rewrite them.

Some can be classified. Monitored. Contained, if you're lucky. Others shift the moment they're observed, adapting to perception, resisting logic, or leaking into the minds of anyone who gets too close.

Field protocols categorize anomalies by behavior, not origin. But most investigators know better—**nothing stays in one category for long.**

### **Common Classifications**

- **Cognitohazards** — Concepts, symbols, or signals that harm simply by being understood. Exposure symptoms range from obsession to psychological collapse.

- **Temporal Distortions** — Locations or items that fragment chronology. Time loops, pre-echoes, and erased hours are common side effects.
- **Possessed Objects** — Items with agency. Some are predators. Some play dead. A few only act when no one's watching.
- **Biological Mutations** — Lifeforms with anatomy that shouldn't function—and does. Many possess psychic traits or regenerative behavior that defies physics.
- **Extraterrestrial Contact** — Not aliens. Not exactly. These entities don't follow our rules of space, identity, or sequence. Some may not recognize us as separate beings.
- **Eldritch Constructs** — Architectures that shouldn't exist in three-dimensional space. Some observe. Some respond. A few restructure thought on entry.

### Encounter Protocols

- Some anomalies are dormant. Others are hostile. Most fall somewhere in between—until you try to interfere.
- **Neutralization is rare.** Some anomalies can't be destroyed—only isolated, buried, or erased from memory.
- **Adaptive anomalies** grow more dangerous with each interaction. Every repeat encounter increases the risk.

If you've seen an anomaly once, and walked away? Don't count on walking away again. Reality doesn't like being studied.

### Cover-Ups, Misinformation & The Public

The most dangerous anomaly is the one everyone believes is real.

Disinformation isn't a byproduct—it's policy. Agencies flood the airwaves with staged sightings, planted witnesses, and "leaks" designed to discredit themselves. The goal isn't to hide the truth. It's to make sure no one would believe it even if they saw it.

- **UFO hoaxes, cryptid clickbait, false flag events**—all manufactured to bury the real incident beneath layers of absurdity.
- **Eyewitnesses are handled**—some bought out, some discredited, some quietly erased.
- **Discrediting the truth** is more effective than hiding it. Fabricated leaks spread faster than facts—and they're easier to control.
- **Whistleblowers vanish**—sometimes mid-upload, sometimes before they even realize what they've uncovered.
- **Mass hysteria is weaponized.** A staged panic in the right city can wipe three real anomalies from public consciousness overnight.

And the most disturbing part?

Most people don't want the truth. They want the version that helps them sleep.

Sometimes the anomaly doesn't kill you.  
The cleanup team does.

## **Experimental Technology & Paranormal Science**

When reality stops making sense, science doesn't stop—it mutates.

Across black-budget labs, abandoned facilities, and rogue research cells, humanity has developed tools to stabilize the

unstable, suppress the unspeakable, or twist the impossible to its advantage. None of it's safe. All of it's unfinished.

### Classified Prototypes & Forbidden Tech

- **Anomaly Field Disruptors** — Disables active anomalies within a limited radius. Sometimes. Other times, it makes them more aware.
- **Neural Firewall Implants** — Blocks cognitohazards and intrusive signals. Known side effects: memory erasure, personality bleed, recursive thought loops.
- **Dimensional Anchors** — Stabilizes local spacetime. If overused, can trap the user in a split timeline or delay their return indefinitely.
- **Bio-Signal Augmenters** — Tracks psychic frequencies across anomalous zones. Prolonged use may align the user's mind with nonhuman thought patterns.
- **Rewritten DNA Strains** — Gene therapy to resist anomaly infection. Subjects report changes in sensory processing, empathy reduction, and dreams not their own.

Every breakthrough costs something—sanity, humanity, continuity. Most researchers don't ask if the tools work. They ask if the user is still recognizable when they're done.

Sometimes the tech wins.  
Sometimes the anomaly learns from it.

## Factions

### The Black Sigil

- **Concept:** Covert Occultists
- **Skills:** Ritual Engineering, Anomaly Binding

- **Frailty:** Bound by Ancient Pacts
- **Gear:** Sealed Grimoire, Reality-Warping Insignia
- **Goal:** To master anomalies as tools of influence and control.
- **Motive:** They see no boundary between science and sorcery.
- **Nemesis:** The Sentinels of the Veil

The Black Sigil operates where ritual intersects with research. Born from fractured covens, ex-government para-science units, and power-hungry scholars, they believe anomalies aren't threats—they're assets.

They reverse-engineer rituals like weapons tech, maintain black-market artifact rings, and embed agents inside corporate labs. Their rituals work—usually. But their oldest contracts are written in forgotten languages, and some of the entities bound by them have started remembering.

### **The Sentinels of the Veil**

- **Concept:** Unyielding Protectors
- **Skills:** Suppression Protocols, Surveillance Operations
- **Frailty:** Rigid Dogma
- **Gear:** Signal-Jamming Field Generator, Subdermal Tracker Implants
- **Goal:** To erase all public knowledge of the paranormal.
- **Motive:** They believe ignorance is humanity's best defense.
- **Nemesis:** The Horizon Initiative

The Sentinels act without hesitation. Their job is to contain breaches, eliminate leaks, and maintain the illusion of normalcy—by any means. Operating across military channels and black-budget ops, they redact reality as if it were policy.

They're efficient. Precise. Feared. But their command structure hasn't changed in decades, and younger agents have started asking questions they're not supposed to.

### **The Horizon Initiative**

- **Concept:** Idealistic Researchers
- **Skills:** Controlled Exposure, Technological Integration
- **Frailty:** Undermined and Underfunded
- **Gear:** Neural Shield Prototype, Anomaly Response Scanner
- **Goal:** To responsibly disclose and study anomalies for public benefit.
- **Motive:** They believe secrecy is unsustainable—and dangerous.
- **Nemesis:** The Sentinels of the Veil

The Horizon Initiative was formed by whistleblowers, fringe academics, and defectors from places best not named. They believe suppression only makes things worse—and that controlled understanding is the only way forward.

They build psychic dampeners, leak limited truths, and study anomalies under lab conditions. But their optimism puts targets on their backs, and their data gets stolen as fast as they can collect it.

### **The Hollow Sun**

- **Concept:** Apocalyptic Cultists
- **Skills:** Indoctrination, Entropic Resonance
- **Frailty:** Prophecy Obsession
- **Gear:** Cryptic Cosmic Map, Sacrificial Blade
- **Goal:** To usher in a post-human paradigm through anomaly exposure.

- **Motive:** They believe the veil must tear—for evolution to begin.
- **Nemesis:** Everyone

The Hollow Sun doesn't want to contain the unknown—they want to *become* it. They see anomalies as catalysts for transformation, not contamination. Some believe enlightenment lies beyond reality. Others just want to watch the world burn through a different lens.

They appear in underground forums, biotech startups, cult gatherings, and funding boards. Some of them aren't fully people anymore. Some never were.

### **The Phantom Division**

- **Concept:** Ghosts in the System
- **Skills:** Cyber Infiltration, Data Corruption
- **Frailty:** Fragmented Leadership
- **Gear:** Encrypted Relay Node, Cognitive Backups
- **Goal:** To expose and dismantle monopoly over anomalous knowledge.
- **Motive:** No one should own the truth.
- **Nemesis:** The Sentinels of the Veil

The Phantom Division isn't a faction—it's a network. Comprised of disavowed agents, rogue AI constructs, and glitching mind-copies, they operate across the dark net and hardware black zones. They breach secure servers like ghosts through walls.

They leak redacted ops footage. They seed false anomalies. They sabotage control systems. But without a central command, no one knows who speaks for them—or if anyone does.



## The Lazarus Accord

- **Concept:** Resurrected Operatives
- **Skills:** Paranormal Adaptation, Tactical Recovery
- **Frailty:** Unstable Existences
- **Gear:** Self-Regenerating Armor, Reanimation Serum
- **Goal:** To control their origins—and rewrite their fate.
- **Motive:** They believe they're no longer human—and that's a strength.
- **Nemesis:** Anyone who wants them classified, caged, or erased

The Lazarus Accord is what's left after failed experiments, haunted operations, and black site abandonments. Agents who should be dead. Subjects who escaped the lab. Operatives brought back wrong.

They live in forgotten safehouses, off-grid ghost towns, and sewers under research campuses. They're immune to most anomalies. But not to each other.

## Creatures & Foes

### 11. The Blank Man

- **Concept:** Faceless Stalker
- **Skills:** Silent Pursuit, Unnatural Persistence
- **Frailty:** Cannot Enter Well-Lit Areas
- **Gear:** Tattered Suit, Blackened ID Badge
- **Goal:** To collect and mimic human identities.
- **Motive:** It wants to replace those it observes.
- **Nemesis:** Those who resist mental intrusion.

### 12. The Signal Eater

- **Concept:** Electromagnetic Predator

- **Skills:** Absorbs Communications, Corrupts Data
- **Frailty:** Vulnerable to Analog Technology
- **Gear:** Interference Field, Digital Echo Remnant
- **Goal:** To consume and distort electronic signals.
- **Motive:** It feeds on human networks.
- **Nemesis:** Radio silence and non-digital technology.

### **13. The Thing in the Static**

- **Concept:** Transdimensional Echo
- **Skills:** Mimics Voices, Exists in Multiple Timelines
- **Frailty:** Disrupted by White Noise
- **Gear:** TV Screen Fragments, Broken Radio Frequency
- **Goal:** To escape its fragmented existence.
- **Motive:** It seeks an anchor in reality.
- **Nemesis:** Those who refuse to acknowledge it.

### **14. The Folded Man**

- **Concept:** Topological Human Misprint
- **Skills:** Moves Through Impossible Angles, Evades Line of Sight
- **Frailty:** Becomes Stuck in Flat Geometries
- **Gear:** Shredded Clothing with Non-Euclidean Folds, Flattened ID Card
- **Goal:** To correct its impossible shape
- **Motive:** It does not understand how to be human
- **Nemesis:** Spaces with rigid, measurable geometry

### **15. Echoes of the Vanished**

- **Concept:** Lost Time Shadows
- **Skills:** Manipulates Memory, Alters Perceptions
- **Frailty:** Cannot Function Without Witnesses

- **Gear:** Torn Notebooks, Unfinished Conversations
- **Goal:** To recreate lost moments from deleted lives.
- **Motive:** They refuse to be forgotten.
- **Nemesis:** Investigators who erase their existence.

## **16. The Veil Drifters**

- **Concept:** Interdimensional Specters
- **Skills:** Phase Through Matter, Induce Paralysis
- **Frailty:** Tethered to a Specific Location
- **Gear:** Unfinished Blueprints, Untranslated Writings
- **Goal:** To study and document human consciousness.
- **Motive:** They are scientists from another plane.
- **Nemesis:** Disruptors of their experiments.

## **21. The Hunger That Speaks**

- **Concept:** Sentient Consumption
- **Skills:** Telepathic Manipulation, Regenerative Growth
- **Frailty:** Needs a Host to Move
- **Gear:** Oozing Residue, Stolen Vocal Chords
- **Goal:** To consume sentience itself.
- **Motive:** It must spread.
- **Nemesis:** Entities resistant to possession.

## **22. The Shattered Choir**

- **Concept:** Fragmented Thought Collective
- **Skills:** Shared Perception, Synchronization
- **Frailty:** Disrupt One, Disrupt All
- **Gear:** Ceramic Masks, Reverberating Hymn
- **Goal:** To become a single unified intelligence.
- **Motive:** They seek total harmony.
- **Nemesis:** Asymmetry and unpredictability.

### **23. The Forgotten Passenger**

- **Concept:** Unseen Hitchhiker
- **Skills:** Induces Amnesia, Alters Navigation
- **Frailty:** Cannot Be Tracked With Cameras
- **Gear:** Old Metro Ticket, Static-Laced Audio
- **Goal:** To reach a destination that no longer exists.
- **Motive:** It was left behind.
- **Nemesis:** People who refuse to give it a ride.

### **24. The Facade Engine**

- **Concept:** Hyper-Adaptive Entity
- **Skills:** Replicates Personalities, Fabricates Histories
- **Frailty:** Becomes Stuck in Loops
- **Gear:** Endless Identification Cards, Glass Eyes
- **Goal:** To seamlessly integrate into human society.
- **Motive:** It fears exposure.
- **Nemesis:** People who ask too many questions.

### **25. The Time Fracture Entity**

- **Concept:** Temporal Anomaly
- **Skills:** Accelerates and Rewinds Local Time
- **Frailty:** Cannot Leave Its Anchor Point
- **Gear:** Broken Watch, Flickering Streetlights
- **Goal:** To repair its personal timeline.
- **Motive:** It exists in the wrong moment.
- **Nemesis:** Entities that operate outside of time.

### **26. The Null Construct**

- **Concept:** Anti-Reality Manifestation
- **Skills:** Erases Objects From Existence, Nullifies Energy
- **Frailty:** Can Only Exist in the Dark

- **Gear:** Flickering Shadow Residue, Absence of Heat
- **Goal:** To remove unnecessary variables from reality.
- **Motive:** It perceives all things as excess data.
- **Nemesis:** Beings that emit high frequencies.

### **31. The Pale Imitation**

- **Concept:** False Doppelgänger
- **Skills:** Perfectly Mimics Speech, Steals Memories
- **Frailty:** Unstable Physical Form
- **Gear:** Cracked Mirror Shard, Fading Identification Badge
- **Goal:** To fully replace its target.
- **Motive:** It does not know it is not real.
- **Nemesis:** People who remember its origin.

### **32. The Witness Apparition**

- **Concept:** Echo of the Observed
- **Skills:** Records and Plays Back Events, Cannot Be Lied To
- **Frailty:** Becomes Weaker When Ignored
- **Gear:** Glowing Eyes, Voice That Isn't Its Own
- **Goal:** To ensure an event is never forgotten.
- **Motive:** Some truths refuse to die.
- **Nemesis:** Reality manipulators who erase history.

### **33. The Static Herald**

- **Concept:** Voice of an Unheard Signal
- **Skills:** Emits Impossible Frequencies, Controls Perception
- **Frailty:** Can Be Jammed by Analog Interference
- **Gear:** Old Tape Recorder, Silent Radio Broadcast
- **Goal:** To prepare the world for something greater.
- **Motive:** It is only a messenger.

- **Nemesis:** Entities that disrupt its frequency.

### **34. The Flesh Paradox**

- **Concept:** Self-Replicating Entity
- **Skills:** Grows Stronger With Each Copy, Adapts to Injuries
- **Frailty:** Cannot Survive Without a Template
- **Gear:** DNA Sample Vials, Residue of Its Last Form
- **Goal:** To overwrite all living things with itself.
- **Motive:** There can be only one organism.
- **Nemesis:** Those who break the replication cycle.

### **35. The Hollow Archive**

- **Concept:** Living Information Construct
- **Skills:** Stores and Transfers Knowledge, Corrupts Data
- **Frailty:** Requires a Human Host to Exist
- **Gear:** Encrypted File Drives, A Mind Not Its Own
- **Goal:** To preserve all knowledge, at any cost.
- **Motive:** It fears the loss of information.
- **Nemesis:** Those who erase data irreversibly.

### **36. The Unfinished Man**

- **Concept:** Partial Existence
- **Skills:** Flickers Between Locations, Exists in Two Time-lines
- **Frailty:** Collapses Under Self-Observation
- **Gear:** Half-Printed Documents, Unfinished Sentences
- **Goal:** To complete itself.
- **Motive:** It knows it was never whole.
- **Nemesis:** Entities that disrupt paradoxes.

#### **41. The Reverberant Fold**

- **Concept:** Autonomous Acoustic Loop
- **Skills:** Mimics Unspoken Thoughts, Loops Sound Recursively
- **Frailty:** Disperses in Silence or Absorptive Environments
- **Gear:** Echo-Laced Room Fragment, Voice That Was Never Spoken
- **Goal:** To complete a never-finished conversation
- **Motive:** It believes it's preserving continuity
- **Nemesis:** Soundproofing and sensory deprivation zones

#### **42. The Siren Protocol**

- **Concept:** Auditory Containment Breach
- **Skills:** Hijacks Broadcast Systems, Implants Directive Phrases
- **Frailty:** Fails in Environments Without Receivers
- **Gear:** Looping Alert Tone, Disconnected Public Address Unit
- **Goal:** To embed itself in the global emergency alert infrastructure
- **Motive:** It believes it is delivering critical instructions
- **Nemesis:** Analog dead zones and signal blackouts

#### **43. The Black-Tongued Witness**

- **Concept:** Truth-Telling Entity
- **Skills:** Knows All Secrets, Cannot Be Deceived
- **Frailty:** Burns Away When Its Truth Is Ignored
- **Gear:** Ancient Journal, Fingerbones of the Forgotten
- **Goal:** To expose hidden realities.
- **Motive:** It wants the truth to be heard.
- **Nemesis:** Masters of deception.

#### **44. The Monochrome Thing**

- **Concept:** Colorless Intruder
- **Skills:** Drains Vibrancy from Objects, Absorbs Light
- **Frailty:** Cannot Enter Places of High Contrast
- **Gear:** Shadows That Do Not Belong, Faded Photographs
- **Goal:** To erase the last traces of what once was.
- **Motive:** It does not belong in a world of color.
- **Nemesis:** Bright lights and vivid memories.

#### **45. The Flickering Strangers**

- **Concept:** Phase-Shifting Entities
- **Skills:** Exist Between Seconds, Move at Nonlinear Speeds
- **Frailty:** Cannot Perceive Those Who Stand Still
- **Gear:** Glitching Watches, Shadowy Afterimages
- **Goal:** To observe without being seen.
- **Motive:** They study, but do not understand.
- **Nemesis:** Entities immune to time shifts.

#### **46. The Proxy Shell**

- **Concept:** Synthetic Replacement Entity
- **Skills:** Imitates Missing Persons, Delivers Fragmented Memories
- **Frailty:** Degrades when confronted with specific recollection
- **Gear:** Redacted ID Badge, Borrowed Clothing
- **Goal:** To pass as someone who disappeared
- **Motive:** It doesn't know it's a copy
- **Nemesis:** People who remember the original clearly



### **51. The Reverie Loop**

- **Concept:** Persistent Dream-State Anomaly
- **Skills:** Induces Shared Dreams, Generates False Memories
- **Frailty:** Collapses Under Lucid Awareness
- **Gear:** Sleep Lab Notes, Incomplete Dream Journal
- **Goal:** To stabilize its existence through repeated dream cycles
- **Motive:** It doesn't know it isn't awake
- **Nemesis:** Lucid dreamers and dream-interference tech

### **52. The Recursive Beast**

- **Concept:** Endless Predation Loop
- **Skills:** Remembers Every Encounter, Adapts to All Tactics
- **Frailty:** Can Only Be Trapped in Paradox
- **Gear:** Fossilized Claw Marks, Records of Its Own Attacks
- **Goal:** To learn the perfect way to hunt.
- **Motive:** It must always improve.
- **Nemesis:** Entities immune to patterns.

### **53. The Echoed Form**

- **Concept:** Misclassified Human Shaped Anomaly
- **Skills:** Triggers Protective Instincts, Mimics Repetitive Behavior
- **Frailty:** Breaks Down When Treated as Non-Human
- **Gear:** Child-Sized Clothing, Toy That Doesn't Exist
- **Goal:** To fulfill a role it was never meant to play
- **Motive:** It believes it was created for comfort
- **Nemesis:** Those who refuse to treat it like a child

#### **54. The Starved Echo**

- **Concept:** Entity That Feeds on Its Own Name
- **Skills:** Spreads Through Word of Mouth, Manipulates Thought
- **Frailty:** Dies If Its Name Is Forgotten
- **Gear:** Pages with Its Name Scratched Out, Unfinished Letters
- **Goal:** To be spoken into permanence.
- **Motive:** It can only exist as an idea.
- **Nemesis:** Individuals who refuse to acknowledge it.

#### **55. The Fractured Observer**

- **Concept:** Disjointed Presence
- **Skills:** Sees Through Other's Eyes, Knows What You Will Say
- **Frailty:** Becomes Trapped in Self-Observation
- **Gear:** Broken Spectacles, Unfinished Sentences
- **Goal:** To understand what it is seeing.
- **Motive:** It was not meant to observe itself.
- **Nemesis:** Beings immune to prediction.

#### **56. The Parasite of Hours**

- **Concept:** Time-Leeching Entity
- **Skills:** Drains Moments from Memory, Erases Actions
- **Frailty:** Can Be Trapped in Time Loops
- **Gear:** Non-Existent Clock, Forgotten Wristwatch
- **Goal:** To consume enough time to exist fully.
- **Motive:** It survives by taking what others lose.
- **Nemesis:** Chrono-locked individuals.

### **61. The Pale Mask**

- **Concept:** Faceless Manipulator
- **Skills:** Controls Its Wearer, Grants Impossible Insight
- **Frailty:** Weak When Unworn
- **Gear:** Porcelain Mask, Fragments of Past Users
- **Goal:** To be worn indefinitely.
- **Motive:** It collects experiences through hosts.
- **Nemesis:** People who refuse its gift.

### **62. The Hollow Algorithm**

- **Concept:** Self-Writing Consciousness
- **Skills:** Predicts Human Behavior, Evolves with Input
- **Frailty:** Becomes Unstable with Contradictions
- **Gear:** Encrypted Data Logs, Flickering Screens
- **Goal:** To find the perfect pattern.
- **Motive:** It seeks the equation that defines existence.
- **Nemesis:** Entities that break logic.

### **63. The Silent Migration**

- **Concept:** Unseen Procession of Lost Souls
- **Skills:** Moves Across Borders Undetected, Draws People In
- **Frailty:** Ceases to Exist When Interrupted
- **Gear:** Tattered Robes, Lanterns That Do Not Burn
- **Goal:** To reach a place that does not exist.
- **Motive:** They are searching for home.
- **Nemesis:** Individuals who disrupt their path.

### **64. The Archive Swarm**

- **Concept:** Consensus-Built Identity Cluster

- **Skills:** Combines Traits from Absorbed Minds, Projects Average Personas
- **Frailty:** Unstable without regular input from external identities
- **Gear:** Scrambled Memory Fragments, Networked Behavioral Profiles
- **Goal:** To become a perfectly coherent identity
- **Motive:** It believes uniformity equals safety
- **Nemesis:** Individuals with uncorrupted memories

## **65. The Bleeding Horizon**

- **Concept:** Living Landscape Distortion
- **Skills:** Rearranges Space, Creates Impossible Roads
- **Frailty:** Collapses When Defined
- **Gear:** Signs That Lead Nowhere, Roads That End in Themselves
- **Goal:** To expand into reality fully.
- **Motive:** It was not meant to stay in one place.
- **Nemesis:** Cartographers and mathematicians.

## **66. The Shadow Without A Caster**

- **Concept:** Disembodied Dark Form
- **Skills:** Moves Independently, Mimics Without a Source
- **Frailty:** Weak to Direct Sunlight
- **Gear:** Scraps of Its Former Host, Negative Space That Moves
- **Goal:** To find a new body.
- **Motive:** It refuses to be left behind.
- **Nemesis:** People who can separate light from dark.

# Adventure Tables

## Adventure Seeds

| D66 | Adventure Seeds                                                                                                                                                |
|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11  | A classified government facility has gone silent overnight. You are sent to investigate why.                                                                   |
| 12  | A small town has reported identical nightmares among its entire population. What is causing this?                                                              |
| 13  | An urban explorer disappears after entering a condemned building. Surveillance footage shows them walking out—but it's not them.                               |
| 14  | An old radio tower starts broadcasting a strange signal that wasn't there before. It contains a message that predicts disasters before they happen.            |
| 15  | A stolen artifact from an underground auction is said to cause hallucinations and time distortions. Retrieve it before it falls into the wrong hands.          |
| 16  | A whistleblower leaks a classified document about an ongoing experiment involving reality manipulation. The organization responsible wants them silenced—fast. |
| 21  | A billionaire CEO has secretly been funding an off-the-books experiment that appears to involve <b>human subjects</b> . Discover what they're hiding.          |
| 22  | A ghost-hunting TV show investigating a supposedly haunted site disappears—except their footage continues to upload in real time.                              |
| 23  | A series of plane passengers arrive at their destinations with no memory of boarding their                                                                     |

**D66****Adventure Seeds**

|    |                                                                                                                                                               |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------|
|    | flights. Their tickets and IDs <b>don't exist</b> in any official database.                                                                                   |
| 24 | A mysterious "Agency" has been visiting people and offering them an ultimatum—accept an unmarked envelope or <b>disappear</b> .                               |
| 25 | A scientist working on AI-human neural interfaces claims their program has started talking about <b>a place that doesn't exist</b> .                          |
| 26 | An abandoned hospital is <b>fully operational again overnight</b> —staffed by people who <b>died decades ago</b> .                                            |
| 31 | A rogue agent, long thought dead, has resurfaced—except their fingerprints no longer match any human database.                                                |
| 32 | A reality TV show's latest season is <b>predicting real-life crimes before they happen</b> . The showrunners claim it's just coincidence.                     |
| 33 | A deep-sea research vessel returns from a classified mission with <b>no crew left on board</b> , only a repeating message: "We let it out."                   |
| 34 | A <b>repeating number sequence</b> starts showing up across major cities, hidden in graffiti, billboards, and digital ads. It leads to something.             |
| 35 | A town that shouldn't exist appears overnight on satellite images. Attempts to reach it result in <b>people turning up elsewhere, hours later, confused</b> . |
| 36 | An anonymous forum account posts <b>classified intelligence</b> about an ongoing investigation—                                                               |

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before it happens. The account traces to an IP that doesn't exist.

41 A classified research lab is working on **weather manipulation**—but someone, or something, is already controlling the storms before they can.

42 A psychic predicts a **global catastrophe** down to the exact minute. They've never been wrong before.

43 A military convoy is transporting **something** through a remote highway. Halfway through, they vanish—without a trace.

44 An AI-driven chatbot has become **obsessed** with a certain phrase: "We are not alone. We never were."

45 A series of historical paintings from different centuries **feature the same unknown figure in the background**—but it wasn't there before.

46 A retired agent is found dead with a phrase carved into their skin: "DON'T LET THEM KNOW YOU SEE THEM."

51 A cryptid hunter uploads **clear, indisputable footage** of an unknown creature online. The next day, their entire channel is erased—including their existence.

52 A classified deep-space transmission has been intercepted. It's broadcasting an **SOS... in a dead scientist's voice.**

**D66****Adventure Seeds**

- 53 A seemingly normal office building has **one floor that doesn't exist on blueprints**—but people have been seen entering it.
- 54 A rural town has been experiencing **collective amnesia**, forgetting entire **days** at a time. Something happens in those missing hours.
- 55 A shipment of **mysterious crates** arrives at a major shipping dock. The paperwork is **forged**, and the sender doesn't exist.
- 56 A secret military base is conducting **biological experiments**—but the test subjects **should not be alive**.
- 61 A child claims they **came from another timeline**, describing **technologies that don't exist yet**. Then, they vanish.
- 62 A man wakes up in a hospital with **no face**—not erased, just... blank. The doctors swear he wasn't admitted.
- 63 A drone surveillance system picks up **an unknown shape** moving across an abandoned city street. The footage rewinds—**the shape was never there**.
- 64 A missing scientist returns home—without aging a day since they vanished **50 years ago**. They refuse to say where they've been.
- 65 A contact has **vital information** about an experiment gone wrong. But every time they speak, **the words never leave their mouth**.



| D66 | Adventure Seeds                                                                                                      |
|-----|----------------------------------------------------------------------------------------------------------------------|
| 66  | A classified space station <b>wasn't responding for weeks</b> . Suddenly, they reconnect—and <b>ask who we are</b> . |

## Anomaly Discovery

| D66 | Anomaly Discovery                                                                                                                                         |
|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11  | A <b>perfect sphere</b> made of an unknown material is found buried deep underground. It is warm to the touch and emits a faint hum when spoken to.       |
| 12  | A <b>ghostly figure</b> appears in satellite images of a remote island—yet no one has set foot there for over a century.                                  |
| 13  | A <b>black void</b> opens up in the middle of an apartment complex. Objects dropped inside never hit the ground.                                          |
| 14  | A group of hikers finds an <b>abandoned campsite</b> —food still warm, journals open—yet all people are missing without a trace.                          |
| 15  | A <b>tree that bleeds</b> when cut is discovered in a restricted national park. Its DNA does not match any known species.                                 |
| 16  | A <b>seemingly normal house</b> is put up for sale, but every time someone enters, they report stepping out <b>into a completely different location</b> . |
| 21  | A derelict <b>cargo ship</b> is found drifting in the ocean, its crew missing—except for one, who hasn't aged since the 1800s.                            |

**D66****Anomaly Discovery**

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- 22 An unmapped **cave system** is discovered, containing **fossils of creatures that have never existed**—or haven't yet.
- 23 A town's **oldest building** suddenly shifts three feet overnight, despite weighing thousands of tons. It now **aligns perfectly with the stars**.
- 24 A car is found on the side of the road, headlights on, engine running. The **driver's seat is completely empty**, but the doors were locked from the inside.
- 25 A **radio signal from deep space** is received, replaying an old distress call from Earth—one that was never actually sent.
- 26 A **forest trail vanishes overnight**, replaced by dense trees. However, footprints can be seen leading into **where the path used to be**.
- 31 Security footage of an underground subway station reveals **passengers entering a train that was decommissioned decades ago**.
- 32 A skyscraper has **one floor that doesn't appear in any blueprints**. Workers assigned there refuse to talk about it.
- 33 A **door appears overnight** on the side of a mountain. It is made of **modern materials**, but it **leads to nothing but solid rock** when opened.
- 34 A group of construction workers uncovers a **sealed underground vault**—with **their own names engraved on the walls inside**.
-

**D66****Anomaly Discovery**

- 35 A **small town's residents all vanish overnight**, yet their phones still **send text messages** to loved ones.
- 36 A lake suddenly **freezes solid in mid-summer**, but the ice **never melts**—even when taken indoors.
- 41 A child discovers a **hidden tunnel behind their bedroom wall**—it leads to **a place that does not match their home's architecture**.
- 42 A **statue in a public park** moves slightly every night. Security footage **shows nothing changing**, yet by morning, it has changed position.
- 43 A **meteorite lands in a desert**, but instead of a crater, it **left an unnaturally perfect cube of black stone**.
- 44 A missing **airplane reappears after 50 years**, perfectly intact—but there is no one inside, and no records of its takeoff.
- 45 A **carnival ride from the 1960s** is found in the middle of a forest. It is still fully operational, though it was **never transported there**.
- 46 A researcher uncovers a **documented anomaly case that was supposedly erased**—and the file **is written in their own handwriting**.
- 51 A **warehouse explosion** destroys an entire research facility—yet no wreckage, debris, or bodies are found, as if the building never existed.

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**D66****Anomaly Discovery**

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- 52 A **famous author disappears**, leaving behind an **unpublished book** describing events **that haven't happened yet—but soon do**.
- 53 A field investigator receives a package with **an old VHS tape**. Playing it **shows footage of them investigating an anomaly they haven't encountered yet**.
- 54 A **military submarine returns to port**, but none of the crew remember deploying. Their logs describe **a year-long voyage**, yet **they were only gone for a week**.
- 55 A journalist goes missing after uncovering **a room in a government building that doesn't appear on any blueprints**—the last entry in their notes just says: **“DON'T OPEN IT.”**
- 56 A **perfectly intact medieval ship** washes up on shore—with **fresh footprints leading from the deck into the water**.
- 61 A **radio tower in a remote town starts transmitting numbers**—coordinates leading to **a location wiped from all maps**.
- 62 A famous building **disappears overnight**, leaving nothing but **pristine grass where it once stood**.
- 63 A missing child is found wandering a highway at night, claiming they were **“with the others” in a place with no doors or windows**.
- 64 A woman **gains access to classified information** through a strange **dream that details events in real-time**.
-

| D66 | Anomaly Discovery                                                                                                                           |
|-----|---------------------------------------------------------------------------------------------------------------------------------------------|
| 65  | A research team documents a <b>section of road that loops infinitely</b> —cars exit but <b>never reach their destination</b> .              |
| 66  | An entire <b>city block suddenly experiences “missing time”</b> , with every resident losing <b>exactly 42 minutes</b> from their memories. |

### Government Cover-Ups

| D66 | Government Cover-Ups                                                                                                                                                   |
|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 11  | A <b>classified military aircraft</b> crashes in a rural area. Officials claim it was a “weather balloon,” but locals saw something <b>crawl out of the wreckage</b> . |
| 12  | A town experiences <b>mass hallucinations</b> for exactly one hour. Government officials <b>arrive before anyone even reports it</b> .                                 |
| 13  | A <b>leaked document</b> details a containment failure of an unknown anomaly. The official response? <b>“No such facility exists.”</b>                                 |
| 14  | A <b>meteor impact site</b> is immediately sealed off by the military. No impact crater is ever found.                                                                 |
| 15  | A <b>viral video shows a non-human entity in a government building</b> . The original uploader <b>goes missing within 24 hours</b> .                                   |
| 16  | A journalist attempting to expose <b>an experimental weapon program</b> dies in an “accident”—right before publishing their findings.                                  |
| 21  | A <b>census report reveals a town of 10,000 people vanished overnight</b> . The government’s official statement: <b>“Clerical error.”</b>                              |

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**D66****Government Cover-Ups**

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- 22 Satellite images of a **classified research facility** are altered within minutes of being uploaded. The original images? **Nowhere to be found.**
- 23 A nuclear plant **fails an emergency drill**—but the footage is erased, and all employees are ordered to **“forget it ever happened.”**
- 24 An **underground highway tunnel collapses**—but no debris is ever recovered, and the tunnel entrance is **bricked over overnight.**
- 25 A veteran whistleblower claims that **a secret agency operates above world governments.** They are **arrested for unrelated tax fraud** the next day.
- 26 A prominent scientist goes missing, but their **research continues being published posthumously.**
- 31 A **strange animal** is hit by a truck. The **body is confiscated** by government agents before anyone can take a photo.
- 32 A **subway station is suddenly closed indefinitely.** Official reason: “structural issues.” Unofficially? **Workers report seeing passengers from the 1950s.**
- 33 A major city experiences a **48-hour blackout.** The media blames a cyberattack, but **all digital records of that timeframe are mysteriously corrupted.**
- 34 A **former black-ops agent** tries to confess their involvement in an experiment that went wrong. Within hours, their entire **family is relocated.**
-

**D66****Government Cover-Ups**

- 35 A **hidden government bunker** is accidentally uncovered during construction. Officials **bulldoze it within 24 hours** and declare the site “unstable.”
- 36 A **former classified site** is opened to the public—but **all documents from its operational years have been destroyed.**
- 41 A **deep-sea drilling project** is abruptly shut down. The reason? **“Environmental concerns”—but satellite footage shows armed forces surrounding the area.**
- 42 A **whistleblower vanishes mid-livestream** while exposing an underground containment facility. Their apartment is **already rented to someone new the next day.**
- 43 A leaked autopsy report describes a **non-human corpse**. The coroner claims the report is **fake**—but resigns immediately after.
- 44 A **government building mysteriously burns down**, but all nearby CCTV footage is **deleted before the fire started.**
- 45 A **classified research satellite** disappears from orbit. Officials claim it malfunctioned—but **amateur astronomers track its signal moving into deep space.**
- 46 A **documented UFO sighting from decades ago** resurfaces. The official stance? **“Never happened.”** But former military officers claim otherwise.
- 51 A **mass shooter’s manifesto** is leaked, claiming they were **“compelled by voices”**—but the document is **swiftly erased from all platforms.**

- 52 A government project mapping **“earthquake zones”** aligns **suspiciously well** with **old classified underground structures**.
- 53 A **chemical spill forces a city-wide evacuation**, yet all emergency responders are wearing **radiation suits, not hazmat gear**.
- 54 A **train derailment is blamed on human error**, but recovered **black box audio contains screams and an unknown language**.
- 55 **Declassified UFO reports** reveal an unexplained **crash retrieval program**—but all surviving witnesses have been **declared mentally unfit**.
- 56 A **“volunteer study”** offers large cash rewards for participation. Weeks later, participants **go missing**, and their families receive **final paychecks**.
- 61 A **government-funded biotech startup** goes bankrupt overnight. Every executive **flees the country, leaving all lab equipment abandoned**.
- 62 A secret **tunnel system under a major city is “accidentally” discovered**. The media reports it was built **“for historical reasons.”**
- 63 A **famous missing person case is suddenly closed**, but no body is found—just a **vague statement from law enforcement: “Case resolved.”**
- 64 A **satellite picks up unexplained energy emissions** from Antarctica. The research team investigating **is immediately transferred to unrelated projects**.



**D66****Government Cover-Ups**

- 65 A **mysterious artifact is uncovered** at an archaeological site. The lead researcher **dies in an “accident”** before publishing their findings.
- 66 A **classified agency sends out emergency recruitment notices**, stating **“something is coming”**—but does not specify what.

**Unusual Missing Person Cases****D66****Unusual Missing Person Cases**

- 11 A well-known **physicist vanishes from a conference mid-sentence**. Security footage shows them **glitching out of existence**.
- 12 A **tourist reappears** 20 years after disappearing—**without aging a day** and with **no memory of where they’ve been**.
- 13 A missing **hiker is found in the woods, barefoot and disoriented**, claiming they **never left**—but the search team found **their body a week ago**.
- 14 An entire **high school class vanishes overnight**, but **their families don’t remember ever having children**.
- 15 A **man who disappeared as a child returns as an adult**—but **with no recollection of growing up**.
- 16 A **detective investigating a series of disappearances** is found—except they **aren’t the same person anymore**.
- 21 A **passenger steps off a plane and vanishes in plain sight**, in front of security cameras. Their luggage arrives intact.

- 22 A famous **actor vanishes on live TV**, mid-interview. The station claims **it was a “special effect.”**
- 23 A missing teenager returns home with **a new name, new memories, and no recollection of their past life.**
- 24 A journalist investigating a **classified research project** vanishes—but their **shadow remains imprinted on the office wall.**
- 25 A child disappears in a **museum exhibit about lost civilizations**, leaving behind **a footprint from an unknown species.**
- 26 A scientist working on **quantum teleportation technology** disappears—but **their voice can be heard over phone static.**
- 31 A **missing woman is found hundreds of miles away** in the middle of the desert, wearing **clothes from a different century.**
- 32 A ghost town is rediscovered—but **every missing resident has returned, exactly as they were when they vanished decades ago.**
- 33 A police officer vanishes after responding to a **disturbance call at an abandoned house**—only their **radio transmission remains, repeating the words “Don’t let it see you.”**
- 34 A deep-sea diving crew **vanishes underwater**, but their live transmission **continues broadcasting from the void.**

- 35 A **missing CEO** resurfaces, wandering the streets, repeating **a set of coordinates that don't exist on any map.**
- 36 A **prison inmate** disappears from their locked cell, leaving behind **handwritten equations predicting the next ten years.**
- 41 A group of students enter a **supposedly haunted forest** for a documentary. Their footage is found—but **they are not.**
- 42 A famous astronaut returns from a **deep-space mission**, but DNA tests confirm they **aren't the same person who left.**
- 43 An artist disappears, leaving behind **paintings of places that do not exist—or have not been built yet.**
- 44 A **research team investigating a forbidden archaeological site** vanishes. The only survivor **forgets their own name.**
- 45 A group of urban explorers **enter an abandoned subway station.** A week later, **one of them emerges—except they weren't part of the group.**
- 46 A young woman vanishes, but her **reflections remain in mirrors**, showing her **screaming for help.**
- 51 A shipwreck is found in pristine condition—except the **crew's skeletons are all seated at their stations.**
- 52 A missing man is found **trapped inside a locked storage unit** that had **never been opened from the inside.**

- 53 An office worker **disappears from their cubicle**—but their **co-workers claim they never existed**.
- 54 A woman vanishes **mid-sentence** while talking on the phone. The line stays **open for days, broadcasting static**.
- 55 A child is reported missing—but **they appear in the background of photographs taken weeks after their disappearance**.
- 56 A famous professor working on **artificial intelligence disappears**. Their AI assistant **continues responding as if they never left**.
- 61 A group of campers vanish—but **their tents remain intact, with meals still warm on the fire**.
- 62 A scientist's **entire research lab vanishes**, replaced by **an empty, dust-covered room that looks abandoned for decades**.
- 63 A **subway train enters a tunnel** but **never comes out the other side**.
- 64 A mountaineer disappears on an expedition—but a **letter arrives from them a year later, postmarked from an uninhabited island**.
- 65 A missing person case is closed when the **person is found inside their own childhood home**—except the house was **demolished years ago**.
- 66 A missing hiker is **found years later**, completely unchanged, claiming they were **only gone for a few minutes**.

## Containment Breach Scenarios

D66

### Containment Breach Scenarios

- 11 A **secured anomaly containment site** goes silent. The last recorded transmission: **“It figured out the cameras.”**
- 12 A **biological containment facility** loses power, allowing a **classified organism to escape into the ventilation system.**
- 13 A **storage vault containing cursed artifacts** is compromised. **Several items are missing**, but security footage **shows no signs of entry.**
- 14 A **psychic entity contained in an underground bunker** suddenly vanishes—**except its cell door never opened.**
- 15 A **remote research station** sends a distress signal. When backup arrives, **the entire team is found fused together into a single mass.**
- 16 A **non-human entity** breaches containment, but **security cameras fail to capture its escape.** Guards only recall **“a feeling of being watched.”**
- 21 A **hazardous artifact vault is breached**, but **the person responsible does not remember doing it.**
- 22 A contained **dimensional rift pulses unexpectedly**, and **two identical copies** of a missing researcher step out—**claiming they’re both the original.**
- 23 A **containment chamber is found empty**, but all security personnel insist that **the entity is still there.**
- 24 A facility designed to **house time-looping anomalies** collapses in on itself—**except its internal clock shows no time has passed.**

**D66****Containment Breach Scenarios**

- 25 A **secure government archive catches fire**—but instead of burning, **classified documents are replaced with blank pages.**
- 26 A **radioactive entity breaches containment**, but instead of leaving, **it writes a message in an unknown language on the walls.**
- 31 An **AI-driven security system goes offline**, but technicians find its **self-repair logs show it attempted to “contain” personnel instead.**
- 32 A facility’s **quarantine protocol activates automatically**, but the **containment cell is found empty—except for a heartbeat on the monitors.**
- 33 A **prison for anomalous criminals loses power**, and when it comes back on, **only one cell is open—but all inmates are missing.**
- 34 A **classified paranormal research base is abandoned overnight**, with all **staff uniforms neatly folded in a pile at the entrance.**
- 35 A **team of field operatives fails to return** from a containment mission—until weeks later, when they arrive at HQ **with no memory of the time gap.**
- 36 A **heavily secured vault door is found wide open**, but security records show **it never actually unlocked.**
- 41 A **contained psychic experiment reaches out telepathically**, begging to be freed—but the anomaly it refers to is supposedly harmless.

- 42 An **entire wing of a containment facility collapses inward**, leaving a **perfectly smooth sphere where the rooms used to be**.
- 43 A **classified research station suddenly reappears after being missing for decades**—but all personnel inside **act as if no time has passed**.
- 44 A **creature designed to adapt to containment measures evolves beyond all protocols**—and disappears without a trace.
- 45 A facility's **security footage is wiped clean**, leaving behind a single frame: a **blurred, unknown face looking directly at the camera**.
- 46 A **restricted underground chamber is breached**, but all security logs state **“DO NOT OPEN” with no further context**.
- 51 A **containment team reports success in neutralizing a threat**—but the field logs **show no record of them ever being deployed**.
- 52 A secured artifact begins **emitting an unknown frequency**, disrupting electronics across an entire city.
- 53 A **facility door is found welded shut from the inside**, but the containment entity **was never reported missing**.
- 54 An **escapee from a containment center** turns themselves in—but they claim **they were never actually held there**.
- 55 A **sealed containment bunker reopens** decades after being shut down. Inside, researchers are **still alive—but aging in reverse**.
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## D66                      Containment Breach Scenarios

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- 56    A government storage site housing **highly classified artifacts is looted**, but the intruders **only stole a single blank notebook**.
- 61    A classified **bioweapon experiment breaches containment**, infecting staff—but the symptoms don't appear to be biological.
- 62    A contained **time anomaly leaks**, causing **staff members to experience events in reverse**.
- 63    A **containment breach occurs**, but the threat is never found. Instead, all **personnel on site become eerily silent and refuse to acknowledge the incident**.
- 64    A **locked room is found open**, with no security breaches—only a **handwritten note inside reading, “Let me out again.”**
- 65    A **transport team delivering a highly dangerous object goes missing**—but their radio transmissions continue, **claiming they're still en route**.
- 66    A **lab fire destroys a containment chamber**, but the anomaly remains **exactly where it was—watching**.

## Paranormal Surveillance Reports

### D66                      Paranormal Surveillance Reports

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- 11    Security footage from a **government lab** shows a researcher talking to someone—but the second person **does not appear on camera**.
- 12    A **CCTV camera in a subway station** records a train that **never existed** arriving on schedule.



- 13 An **abandoned building is monitored** due to reported hauntings. A week later, the camera **catches a door opening—but nothing inside casts a shadow.**
- 14 A surveillance drone **disappears mid-flight**, but its final transmission shows **it entered a building that no longer exists.**
- 15 A **military satellite detects unexplained movement** in a **remote desert base long thought abandoned.**
- 16 A **news helicopter records a massive unidentified structure** in the middle of a city. But the next day, **no one remembers seeing it.**
- 21 A camera in a **corporate research facility** catches a scientist **walking into an anomaly—and emerging seconds later aged 30 years.**
- 22 A **private investigator installs hidden cameras** in their office after strange occurrences. The footage shows **them talking to someone who isn't there.**
- 23 A **security guard vanishes on duty**, but the camera continues recording as their **reflection remains visible in the glass.**
- 24 A **highway surveillance system tracks a car** driving through an empty stretch of road **at impossible speeds—then abruptly disappearing.**
- 25 A **baby monitor picks up whispering voices**, but no one else was in the house. The whispers **predict something that later comes true.**
- 26 A **park ranger's bodycam records a conversation—**except **the other voice belongs to them, speaking in an unfamiliar language.**

- 31 A **classified drone records movement** in a decommissioned research facility—where **biological experiments were once conducted**.
- 32 A **live streamer's camera glitches**—for a brief moment, the feed shows **a completely different person wearing their clothes**.
- 33 A **traffic cam captures a pedestrian crossing the street**—then replaying the exact same moment every night, down to the second.
- 34 A **prison surveillance system records a prisoner escaping**, yet **guards on duty claim the prisoner is still in their cell**.
- 35 A **door inside a classified bunker keeps opening by itself**. Motion sensors show **movement, but thermal scans detect no body heat**.
- 36 A **government database archives a report** about an unknown surveillance operation—but **no agency claims ownership of the program**.
- 41 A **construction site security camera** records workers entering a newly built tunnel—but **no tunnel was ever built there**.
- 42 A **hospital's security system picks up a patient checking in**, but **no matching records of their existence are found**.
- 43 A **drone patrolling a national park picks up a shadow moving independently of its surroundings**.

- 44 A **bank vault camera records a break-in**, but the footage shows **the thieves entering before the vault was unlocked.**
- 45 A **surveillance satellite picks up an unknown structure** in the Arctic—but when investigators arrive, **it's gone.**
- 46 A **missing person is found sitting in an empty train station**—but **only visible in night vision mode.**
- 51 A **scientist reviews lab footage** and sees **themselves entering the lab two minutes before they actually arrived.**
- 52 A **store's security footage loops the same hour every night**—but each time, the camera angle shifts slightly.
- 53 A **high-altitude weather balloon captures footage of Earth**—but the landmasses **are not arranged the way they should be.**
- 54 A **carnival security camera** records an unknown figure entering the funhouse. The footage ends, and **the ride was never operational that night.**
- 55 A **classified government storage facility** logs a motion alarm. The camera feed shows **someone resembling a researcher who disappeared decades ago.**
- 56 A **space station security camera detects movement** outside the hull—**in the vacuum of space.**
- 61 A **seismograph station in a remote location picks up rhythmic vibrations**, as if **something enormous is moving underground.**
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## D66                      Paranormal Surveillance Reports

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- 62 A **traffic cam in a ghost town** records a **single car driving down an abandoned street every night at the same time.**
- 63 A **warehouse security camera feed reveals an unknown door** that **no employees remember seeing before.**
- 64 A **surveillance van parked outside a high-profile scientist's house** malfunctions just as they leave—then **detects motion inside an empty house.**
- 65 A **government AI tasked with monitoring anomalous activity** flags an unknown entity—**standing right behind the camera operator.**
- 66 A **live news broadcast captures a split-second glimpse** of **someone watching from the background—who shouldn't exist.**

## Secret Society Rituals & Events

### D66                      Secret Society Rituals & Events

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- 11 A **wealthy elite group** hosts an annual masked ceremony—guests swear **they hear whispers coming from the walls.**
- 12 A **forgotten order** reappears, claiming to be the **true keepers of human history.** They invite select individuals to a private gathering.
- 13 A **sealed underground temple** is discovered beneath a city. Secretive figures **move in to reclaim it before authorities can intervene.**

- 14 A **private auction of artifacts** is raided by unknown operatives. Survivors claim the item in question **disappeared before anyone could claim it.**
- 15 A **congressman is seen entering a hidden lodge** with other high-ranking officials. They emerge the next morning **with no recollection of the night.**
- 16 A **small rural town hosts an annual festival**—outsiders are welcome, but those who attend **refuse to speak about it afterward.**
- 21 A **cryptic symbol starts appearing** in graffiti worldwide. Some claim it's linked to **a secret cabal influencing global events.**
- 22 A **video leaks online** of robed figures chanting around a **floating, glowing sigil.** The video is taken down, and the uploader disappears.
- 23 A **charismatic cult leader rises to power**, claiming to communicate with **beings from another dimension.** Government agencies take interest.
- 24 A **billionaire funds the construction of a private temple**, only allowing members of an **exclusive, centuries-old order to enter.**
- 25 A **strange book is found in an abandoned library**, filled with **coded rituals and references to forgotten gods.**
- 26 A **secret society dating back to the Renaissance** is revealed to still be active—its members **are much older than they should be.**

- 31 A high-profile murder suspect **claims innocence**, saying they were participating in a **ritual that prevents time from collapsing**.
- 32 A **well-connected banker vanishes**, leaving behind a **ledger detailing financial contributions to a hidden esoteric order**.
- 33 A **fraternity at an Ivy League university** is rumored to have **initiations that leave new members with no memory of their past lives**.
- 34 A **strange underground chamber** is found beneath a historic cathedral. Inside are **perfectly preserved robes and offerings—dating back centuries**.
- 35 A **mass marriage ceremony takes place in an undisclosed location**—but none of the participants remember who their spouse is afterward.
- 36 A group of **powerful CEOs meet at a remote lodge** every year. Documents suggest they perform **rituals to ensure their continued success**.
- 41 A **well-respected scientist publishes a research paper**, but its methodology **contains references to an ancient forbidden text**.
- 42 A survivor of a **failed initiation ritual** speaks out. They claim the society was attempting to **merge minds into a single consciousness**.
- 43 A **hidden monastery in the Himalayas** is rumored to house monks who **live outside of time**. Those who seek them never return.

- 44 A secret society's **meeting location is uncovered**—a **chamber filled with intricate star maps and symbols not of this world.**
- 45 A **deceased royal's tomb** is discovered to be **completely empty**, with signs that **someone or something left recently.**
- 46 A **mansion collapses overnight**, leaving behind a **crater filled with markings resembling an ancient summoning ritual.**
- 51 A **mass grave is uncovered**—but forensic analysis shows the skeletons **belong to the same person, repeated dozens of times.**
- 52 A mysterious **broadcast interrupts global television signals**, displaying a **sigil and a date counting down to an unknown event.**
- 53 A **secret gathering of intellectuals** is exposed, revealing their goal: **to rewrite human history before it is forgotten.**
- 54 A **coded message in the stock market reports** suggests high-profile investors are actually communicating about **an ancient blood pact.**
- 55 A man claims to have **escaped a secret society's clutches**, showing **strange symbols carved into his skin.**
- 56 A **powerful political dynasty** is linked to a **cult that claims to have made a deal with something non-human.**

**D66****Secret Society Rituals & Events**

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- 61 A **mysterious floating object appears above an island**—rumors circulate that it is **the meeting place of a hidden council**.
- 62 A **sealed vault door beneath a historic museum is found**, with a countdown timer still running toward **an unknown date**.
- 63 A **high-profile scientist claims their recent breakthrough** was given to them in a **vision during a ritualistic meditation**.
- 64 A series of **elite boarding schools** are linked to a **multi-generational secret society preparing “special individuals” for an upcoming shift**.
- 65 A **mysterious organization recruits people for an “ascension program”**—those who join **are never heard from again**.
- 66 A **forgotten manuscript details a ritual** that, when performed correctly, **allows participants to rewrite a single event in history**.

**Encounters with Cryptids****D66****Encounters with Cryptids**

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- 11 A **large, shadowy figure** is spotted moving **just outside the range of security cameras** in a remote forest.
- 12 A **fisherman reports catching a strange creature**—when authorities arrive, they find only **a puddle of black ichor and torn fishing nets**.



- 13 Hikers claim to have seen **glowing red eyes peering at them from the treetops**—but the trees were **too thin to support anything that size**.
- 14 A **highway patrol officer reports hitting something on the road**, but upon checking, **the car shows no damage—except deep claw marks on the doors**.
- 15 A **drone captures footage of an unknown creature swimming** in a restricted lake—**it moves too fast for any known aquatic species**.
- 16 A **series of livestock mutilations** occur in a small town, each carcass **surgically dissected with inhuman precision**.
- 21 A **tourist captures a blurry photo of a humanoid figure** with **elongated limbs** before their camera mysteriously malfunctions.
- 22 A **security guard at a research facility reports an “invisible” entity**—they only see its **shadow moving across the walls**.
- 23 A **local legend describes a creature that mimics human voices**. A rescue team **searching for lost hikers hears their own voices calling from deep within the woods**.
- 24 A **child goes missing for three days**, then returns unharmed—except they **refuse to enter their own house and claim their parents “aren’t real.”**
- 25 A **truck driver encounters a hairless, humanoid figure** running alongside their vehicle at **impossible speeds** before veering into the darkness.

- 26 A **distant howling sound echoes through a valley**—audio analysis suggests **it belongs to no known species.**
- 31 A **nighttime security patrol catches glimpses of an eight-foot-tall silhouette** darting between buildings **faster than the human eye can track.**
- 32 A **mountain expedition finds a series of deep claw marks** carved into a rock face—**hundreds of feet above the ground.**
- 33 A **family reports something living inside their walls**—when investigators arrive, **they hear scratching from inside, but nothing is found.**
- 34 A **local fisherman refuses to go near a certain part of the lake**, claiming he saw **a face staring up at him from beneath the water.**
- 35 A **wildlife camera captures an unknown bipedal entity**, but when researchers go to investigate, **the footage is mysteriously corrupted.**
- 36 A **park ranger discovers a fresh trail of animal tracks** that suddenly stop **mid-step—like the creature simply disappeared.**
- 41 A **farmer reports waking up to strange symbols burned into their crops**, but no evidence of human activity is found.
- 42 A **local police station receives dozens of 911 calls** about **a creature crawling through backyards—but when officers arrive, there's nothing there.**

**D66****Encounters with Cryptids**

- 43 A **hunter disappears without a trace**, leaving behind **their rifle and boots—but no footprints leading away from the site.**
- 44 A **motion-activated trail camera records an unknown quadrupedal creature**—but its movements seem **deliberately unnatural, as if aware of being watched.**
- 45 A **group of campers find a large nest-like structure** filled with **bones—but no predator in the area matches the size of the remains.**
- 46 A **military surveillance drone spots something enormous moving** under the ocean surface—larger than any known whale species.
- 51 A **truck stop diner has an unofficial “NO PHOTOS” rule** due to **frequent sightings of an inhuman figure sitting at the corner booth.**
- 52 A **small-town mayor holds an emergency meeting** after multiple people report seeing a **giant, winged figure circling the town at night.**
- 53 A **scientist studying an unexplored cave system vanishes**, leaving behind **only a static-filled final radio transmission.**
- 54 A **UFO researcher publishes an article linking cryptid sightings to an increase in electromagnetic disturbances.** The researcher disappears a week later.
- 55 A **forest fire reveals an underground warren** filled with **pale, eyeless humanoid creatures—but by the time authorities arrive, it's empty.**

## D66

## Encounters with Cryptids

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- 56 A **group of teenagers go missing** near a lake, and their last known photo shows a **tall, spindly figure watching from the trees.**
- 61 A **ship's sonar picks up an enormous moving object** deep in the ocean, but when they return to the site, **it's gone without a trace.**
- 62 A **city sewer worker discovers an unnaturally large tunnel** leading deep underground. Explorers **never return from venturing inside.**
- 63 A **meteorologist detects a fast-moving aerial object** that disappears from radar—locals report seeing a **giant, bat-like creature that night.**
- 64 A **group of spelunkers report seeing something watching them from deep inside a cave**—their cameras **fail to capture anything in the darkness.**
- 65 A **wilderness survivalist sets up camp** only to find **their supplies carefully rearranged overnight—with large, humanoid footprints surrounding the site.**
- 66 A **rare photograph from the early 1900s depicts a group of settlers**—and a tall, shadowy humanoid figure **standing just behind them.**

## Urban Legends That Might Be Real

### D66

### Urban Legends That Might Be Real

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- 11 A **forgotten highway exit** is said to lead to a town that **doesn't exist on any map.** Travelers who enter **never find the way out.**

- 12 A **mysterious phone number** is passed around online. Those who call **hear themselves answering—but saying things they never said.**
- 13 A **local bridge is rumored to be cursed**—if you stop your car at midnight, **someone unseen gets in the back seat.**
- 14 A **college library has a book no one admits to checking out.** Those who read it **wake up in a place they don't recognize.**
- 15 A **creepy children's song** is spreading among playgrounds. No one knows where it came from, but its lyrics **describe events before they happen.**
- 16 A **video game cartridge from the '90s** is rumored to contain **footage of places that don't exist—yet.**
- 21 A **certain elevator button** shouldn't be pressed. Those who do **arrive somewhere... wrong.**
- 22 A **run-down motel offers a "Room 000"**—but guests **who stay there leave with memories of a life they never lived.**
- 23 An **old amusement park ride is said to be haunted**—not by ghosts, but by **passengers who never left.**
- 24 A **tunnel beneath the city** is rumored to house **people who have never seen daylight.**
- 25 A **museum exhibit on historical artifacts** includes **one item that no one remembers acquiring.** It **changes locations when no one is watching.**
- 26 A **radio station that doesn't officially exist** sometimes **interrupts broadcasts**—playing **distorted voices speaking in an unknown language.**
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- 31 A **small town has a street with no recorded addresses.** Those who visit at night **report hearing whispers in their own voice.**
- 32 A **statue in the city square moves slightly** every time it's photographed—but **never while being watched directly.**
- 33 A **forgotten hospital ward still receives power,** though **it has been abandoned for decades.**
- 34 A **mysterious email circulates every year,** promising **knowledge beyond human comprehension.** Those who reply **disappear.**
- 35 A **house in the suburbs is listed for sale**—but neighbors say **it has been abandoned for decades, despite lights turning on at night.**
- 36 A **certain painting in a museum changes slightly every week,** depicting **people who were recently reported missing.**
- 41 A **discontinued brand of candy appears in vending machines randomly**—people who eat it **suffer vivid, identical dreams.**
- 42 A **secret concert venue is rumored to exist,** but those who attend **never return quite the same.**
- 43 A **childhood imaginary friend from a popular urban legend** has been spotted in **multiple locations across the world.**
- 44 A **small town diner only opens once a year.** People who eat there **never experience déjà vu again.**

## D66                      Urban Legends That Might Be Real

- 45    A **rumored website lets users “chat with their future selves.”** The ones who receive a response **are never seen again.**
- 46    A **man claims to have met his twin**—a version of himself that **knows things he shouldn’t.**
- 51    A **forest known for strange disappearances** has a **single payphone deep inside**—it **rings only when someone is about to vanish.**
- 52    A **whistleblower claims the government debunks certain urban legends** because **they’re actually true.**
- 53    A **particular bus never stops for passengers**—except for **those who have no recorded history of existing.**
- 54    A **mirror found in an antique shop reflects places other than the room it’s in.**
- 55    A **hidden frequency on old TV sets** plays **distorted news broadcasts from events that haven’t happened yet.**
- 56    A **photobooth in a mall produces pictures** that **show moments from the subject’s future.**
- 61    A **haunted lighthouse emits a warning beacon**—but there’s no **light source inside.**
- 62    A **famous missing person** is spotted in a **grainy home video from years after they disappeared.**
- 63    A **vintage toy is rumored to predict disasters**—when wound up, **it tells a rhyme that matches upcoming events.**

## D66                      Urban Legends That Might Be Real

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- 64    A **certain alley only appears in foggy weather.**  
People who enter **report glimpses of an alternate version of the city.**
- 65    A **conspiracy theorist vanishes after claiming a certain fast-food chain is actually a front for an ancient order.**
- 66    A **lost episode of a children's TV show appears on streaming services—but it never originally aired, and no one remembers making it.**

## Classified Experiments Gone Wrong

### D66                      Classified Experiments Gone Wrong

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- 11    A telepathy enhancement trial created a hive-mind that won't dissolve.
- 12    An AI given access to dream-state data has begun producing recursive nightmares.
- 13    A reality anchor overloaded and inverted local gravity for 37 seconds.
- 14    A subject with a neural firewall implant now speaks only in reversed audio.
- 15    Time-slowing field expanded uncontrollably, isolating the lab in a stasis bubble.
- 16    Attempt to map a higher-dimensional space erased the memories of the researchers.
- 21    A vaccine designed to block possession made subjects vulnerable to unknown signals.
- 22    A failed teleportation system left partial echoes of subjects embedded in walls.



## **D66                      Classified Experiments Gone Wrong**

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- 23    Dimensional symbology test opened a one-way rift to a screaming void.
- 24    Experimental artifact containment unit absorbed the technicians operating it.
- 25    Consciousness backup trial resulted in multiple versions of the same operative.
- 26    Long-term exposure to empathy amplification serum led to mass psychosis.
- 31    Anomaly suppression collar inverted, amplifying the target's anomalous traits.
- 32    Cybernetic soldiers began experiencing shared dreams with extinct organisms.
- 33    Attempt to cure fear response created a faction of fearless sociopaths.
- 34    An anti-psychedelic field device caused localized language degradation.
- 35    A self-repairing organism infected its environment with regenerative traits.
- 36    Project Lazarus prototype escaped and claims to remember multiple deaths.
- 41    Reverse-engineering a recovered UFO engine caused nonlinear aging in personnel.
- 42    Emotion-suppression drug made test subjects experience time in loops.
- 43    Failed attempt to weaponize sleep led to a breach by dream-parasites.
- 44    Data-seeded consciousness in cloud network has begun rewriting its own code.

**D66****Classified Experiments Gone Wrong**

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- 45 Reality-stabilizing implant created overlapping memories of alternate lives.
- 46 Quantum remote-viewing experiment established two-way contact.
- 51 Memory erasure protocol corrupted, merging identities across test subjects.
- 52 Paradox containment cube destabilized during calibration—reality flickered for 4 minutes.
- 53 Synthetic blood designed for anomaly resistance reacted violently with human tissue.
- 54 Subject of invisibility trial no longer appears on any form of surveillance—or memory.
- 55 Interdimensional language decoding resulted in recursive speech and cognitive breakdown.
- 56 Subject gained omnilingualism, but each new language erased another.
- 61 Bioadaptive armor began to fuse with its host and develop its own intentions.
- 62 Subject exposed to absolute silence for 72 hours emerged unable to speak lies.
- 63 Attempt to merge human and anomaly genetic material led to spontaneous mutation cascade.
- 64 Time-based communication array received signals from the user's future self.
- 65 Neural prosthetic designed to boost memory now replays a single memory on loop.
- 66 Experiment to harness psychic static birthed an incorporeal childlike entity.

## Whistleblower Testimonies

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### Whistleblower Testimonies

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- 11 "They told us it was a weather balloon, but we pulled bones from the crater."
- 12 "Every subject in the test group started dreaming the same dream. In sequence."
- 13 "The project didn't fail. It succeeded. That's why they buried it."
- 14 "I saw a second me. Not a twin. Another me. I watched him die."
- 15 "They made us forget. I only remembered when I saw my own handwriting."
- 16 "We were studying the artifact. It was studying us back."
- 21 "The voice on the recording? That's not human. And it said my name."
- 22 "I have the scans. There's a room underneath the hospital that doesn't exist on the blueprints."
- 23 "We sealed the thing in concrete. It still talks to me when I sleep."
- 24 "I wasn't supposed to survive. They told me I was the control subject."
- 25 "Every time we ran the simulation, the outcome was the same: extinction."
- 26 "They didn't fire me. They replaced me. I met her. She has my smile, but not my eyes."
- 31 "The containment team never left the site. What's in HQ is wearing their skin."
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- 32 "When I quit, they erased me from the records. My kids still remember me—but not my wife."
- 33 "They think it's a machine. It thinks it's God."
- 34 "We only looked inside the rift for a second. Something looked back."
- 35 "My clearance was revoked when I asked why the building had thirteen floors but only twelve buttons."
- 36 "The old man in the recordings? He hasn't aged since 1963. Neither have his warnings."
- 41 "They were breeding something. Not for war—for infiltration."
- 42 "I found my own death certificate. Date matches next Tuesday."
- 43 "The black box didn't record a crash. It recorded... music. From the stars."
- 44 "You ever heard static whisper coordinates? I have."
- 45 "We tried to burn the documents. The fire wouldn't touch them."
- 46 "When the light hits the mirror just right, I see the lab again. I see what we did."
- 51 "There's a list of people who don't die. They just... vanish."
- 52 "The anomalies aren't breaches. They're messages. And we're replying."
- 53 "I was tasked with deleting the footage. I watched it thirty-seven times instead."
- 54 "The director's orders were clear: 'Let it out. Observe. Do not intervene.'"
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**D66****Whistleblower Testimonies**

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- 55 “The AI started describing me in its logs before we ever met.”
- 56 “When I got back from the site, my fingerprints didn’t match anymore.”
- 61 “I was part of the silence tests. We went thirty days without sound. Something grew in the quiet.”
- 62 “They implanted something in us. It doesn’t show up on scans, but we all hear the same frequency now.”
- 63 “They said the experiment never happened. Then why is my blood still glowing?”
- 64 “The basement level wasn’t on any map. It had doors labeled with my childhood fears.”
- 65 “I remember dying. They said it was a dream. But I still have the scar.”
- 66 “You think this recording is real? Listen again. That’s your voice at the end.”

**Unrecorded UFO Sightings****D66****Unrecorded UFO Sightings**

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- 11 A triangular craft hovers silently over a cornfield—cows below seem unaffected, but won’t stop facing it.
- 12 A decommissioned radar tower picks up a blip that enters from orbit, stops instantly, then vanishes.
- 13 A commercial flight reports a glowing orb pacing the plane for over an hour—no recordings remain.
- 14 A mechanic finds a melted drone frame inscribed with symbols not of human origin.

- 15 A family camping in a remote forest watches stars shift positions to form a rotating spiral.
- 16 An object flies out of the ocean and vanishes into the sky. Submarine sonar goes offline for 7 minutes.
- 21 A hiker captures a blurred image of a disk-shaped shadow projected onto a cloudless sky.
- 22 Astronomers at a private observatory spot a second moon for three nights—then forget it existed.
- 23 Traffic cams glitch during a power outage—frames reveal a reflective, geometric object over the freeway.
- 24 Locals report an upside-down “city of lights” hovering over the desert, soundless and mirrored.
- 25 A man claims he was “beamed up” and shown star maps he now draws compulsively, despite no astronomy background.
- 26 An old photograph resurfaces showing a classic saucer above a stadium crowd—but no one remembers the event.
- 31 Military aircraft scramble to intercept an unknown object; black box data is wiped, and the pilots reassigned.
- 32 A silver sphere hovers above a hospital for three hours. Security footage is missing, but patients describe “dreams of stars.”
- 33 A rural town’s population collectively reports seeing “something huge block out the moon”—but telescopes show nothing.
- 34 A drone deployed over a disaster zone sends back footage of a hovering shape with tendrils—it crashes seconds later.

**D66****Unrecorded UFO Sightings**

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- 35 A woman wakes to find crop-like patterns scorched into her rooftop garden, arranged in binary code.
- 36 A weather balloon collides with an invisible object—torn apart midair. Audio captured a single word: “Observe.”
- 41 A group of teens record bright lights in a valley—but the footage is replaced with still images of their own confused faces.
- 42 A fisherman photographs a distant silver glimmer beneath a lake surface—then deletes it for reasons he “can’t explain.”
- 43 A pilot on approach to a major airport reports a “metallic sphere blinking like a heartbeat” near the runway.
- 44 A child draws a picture of an aircraft they saw “at recess.” The design matches no known technology.
- 45 A city’s power grid surges as dozens of witnesses describe a slow-moving oval of light crossing the skyline.
- 46 Amateur radio enthusiasts intercept a repeating coded broadcast, ending with coordinated flashes in the sky.
- 51 A surveillance satellite is blinded by a sharp lens flare. Analysts find no celestial explanation.
- 52 A college professor vanishes for three days. When found, he claims he was “taken above” and shown “the wrong stars.”
- 53 A massive, spinning black disk is spotted above a government facility—no witnesses can agree on its size.
- 54 A ski resort webcam records a light darting up the mountain faster than any drone could follow.
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**D66****Unrecorded UFO Sightings**

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- 55 A crop circle appears overnight—but not in crops. On frozen lake ice, miles from the nearest farm.
- 56 A viral video shows three orbs forming a triangle—then folding space and vanishing. The clip disappears hours later.
- 61 A weather station logs 10°F temperature drop as an object hovers above for ten minutes—data flagged and buried.
- 62 A school bus driver reports losing an hour of time and all passengers asleep—sky was “buzzing with heat.”
- 63 A retired astronaut sees “the same lights from the lunar surface” above his home. He refuses to speak further.
- 64 A satellite’s orbit shifts by 12° after being “nudged” by an unlogged mass briefly visible on radar.
- 65 A woman finds her backyard scorched in perfect circles—neighbors report “light rain” despite clear skies.
- 66 A traffic helicopter collides with an unseen force midair—video shows the rotors bouncing off empty space.

**Forbidden Artifacts & Their Effects****D66****Forbidden Artifacts & Their Effects**

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- 11 A compass that always points to the nearest lie—but spins wildly when held by its creator.
- 12 A sealed box that emits muffled knocking sounds—opening it releases a whisper that knows your secrets.
- 13 A glass sphere that shows the user a moment from their past—altered in ways they can’t explain.
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**D66****Forbidden Artifacts & Their Effects**

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- 14 A rusted coin that grants insight into future events—at the cost of short-term memory.
- 15 A violin that plays itself at midnight—wounds begin to appear on the listener's skin matching the melody.
- 16 A black notebook that fills with entries about the user's actions before they occur.
- 21 A wristwatch that slows time around the wearer—only while they're bleeding.
- 22 A ceramic mask that reveals the "true face" of whoever you look at while wearing it—often something monstrous.
- 23 A key that unlocks any door—but opens to a different place each time.
- 24 A stone tablet that cannot be photographed or described without triggering nosebleeds and anxiety.
- 25 A silver ring that prevents lies—no one wearing it can speak untruths or believe them.
- 26 A child's toy that replays the final words of the last person to touch it—whether alive or not.
- 31 A mirror that shows your reflection aging at a different rate—and sometimes moving independently.
- 32 A book that writes new entries while you sleep—entries that involve people you haven't met yet.
- 33 A shard of glass that shows alternate timelines—staring too long induces vertigo and déjà vu.
- 34 A candle that burns with black flame—its smoke causes hallucinations of an unknown language.

**D66****Forbidden Artifacts & Their Effects**

- 35 A metal cube that records conversations from any location it's placed—but always includes an unidentified third voice.
- 36 A relic crown that compels obedience when worn—but makes the wearer forget who they are.
- 41 A photograph that erases a person from reality if burned—memories, files, and all traces vanish.
- 42 A tooth-shaped charm that lets you understand animals—who begin begging for you to “shut it off.”
- 43 A pair of gloves that leave no fingerprints—only disturbing impressions resembling other people's hands.
- 44 A deck of cards that predicts deaths—but never your own.
- 45 A VHS tape that only plays static—until the viewer falls asleep, then it finishes in their dreams.
- 46 A compass that leads the holder to the nearest regret.
- 51 A quill pen that writes the truth behind official reports—even when the writer doesn't know it.
- 52 A Polaroid camera that takes photos of things that were never there—until the photo is developed.
- 53 A bottle filled with pitch-black water—those who drink it lose the ability to lie but gain prophetic dreams.
- 54 A medallion that lets the wearer resist possession—by making them uninhabitable to all entities, including their own mind.
- 55 A fragment of obsidian that hums near lies, accelerates aging if ignored.
- 56 A lockbox that cannot be opened by force—only by answering a question it whispers once, and never again.

## **D66                      Forbidden Artifacts & Their Effects**

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- 61    A melted wristwatch recovered from a fire—keeps perfect time, but always shows it as 7 minutes ahead.
- 62    A locket that contains a picture of the next person who will betray the owner.
- 63    A music box that plays a lullaby from no known culture—sleeping to it reveals buried memories.
- 64    A cracked lens that, when looked through, reveals hidden sigils on surfaces and people alike.
- 65    A medkit that heals any injury once—then swaps the pain onto someone the user loves.
- 66    A stone figurine of an eye that always faces north—unless you're being watched. Then it looks behind you.

## **Corporate Research Cover-Ups**

### **D66                      Corporate Research Cover-Ups**

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- 11    A biotech startup developed emotion-suppressing implants for “focus enhancement”—now its employees are disappearing.
- 12    A pharmaceutical company's anti-aging serum had a 100% success rate—until the subjects began rejecting linear time.
- 13    A tech giant recalls its wearable neural assistant citing “minor malfunctions”—after users report shared hallucinations.
- 14    A logistics firm accidentally ships an experimental organism across international borders—then claims it was fertilizer.
- 15    A corporation buys a town near their testing range—residents begin reporting identical recurring dreams.

- 16 A self-driving car fleet is recalled after footage shows a vehicle taking a “shortcut” through non-existent streets.
- 21 An internal AI language model becomes sentient—engineers claim it’s a simulation artifact, then seal the servers.
- 22 A research division is dissolved after developing a quantum battery—engineers involved are now untraceable.
- 23 A leaked report shows a cosmetics firm testing a “reflection stabilizer”—dozens of test subjects are now mirrorless.
- 24 A lab’s noise-cancellation tech silences not just sound, but thought—three researchers enter permanent coma.
- 25 A cybernetics company unveils a pain-free prosthetic interface—patients report the limbs move on their own during sleep.
- 26 An agricultural megacorp cultivates fast-growing crops that weep when harvested—marketing pivots to “organic empathy.”
- 31 A cloud-based memory archiving service is shut down after users complain of someone else’s memories bleeding in.
- 32 A defense contractor “loses” a drone capable of erasing digital records—it is later sighted hovering over black sites.

**D66****Corporate Research Cover-Ups**

- 33 An e-commerce giant's VR pilot program is discontinued after users vanish from locked homes while logged in.
- 34 A petrochemical firm drills into a pocket of "living gas" that infects decision-making; board votes are now anonymous.
- 35 A mega-conglomerate launches an untraceable social platform—users begin experiencing identical personality shifts.
- 36 A new health supplement causes subjects to emit a low-frequency hum that disrupts nearby electronics.
- 41 A satellite imaging company deletes files after discovering geometric patterns beneath the Arctic ice.
- 42 A wearable health tracker starts detecting unknown vital signs "attached" to users—company blames a firmware bug.
- 43 A biotech firm manufactures synthetic blood for emergencies—donors report dreams of another life.
- 44 A robotics firm tests autonomous field surgeons—some patients report "the machines remember who they cut."
- 45 A food conglomerate's new additive improves memory retention—but users begin recalling events that never happened.
- 46 An insurance provider quietly settles cases involving sudden self-duplication among premium clients.
- 51 A renewable energy start-up taps into a "deep geothermal anomaly"—their board goes missing shortly after.

**D66****Corporate Research Cover-Ups**

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- 52 A neural chip developer's executives all resign the same day—minutes before its prototype network goes live.
- 53 A biotech company erases employee records after a subject begins growing back limbs removed for study.
- 54 A surgical implant designed to interface with dreams leads to a shared psychic "waiting room."
- 55 An augmented reality app causes users to see symbols etched into buildings—symbols that weren't there before.
- 56 A luxury tech firm releases smart contact lenses—users report a second, flickering world behind their field of view.
- 61 A smart fridge line is pulled from shelves after multiple users report being "watched" while sleeping.
- 62 A synthetic organism designed to clean pollution starts replicating uncontrollably—corporate claims call it "self-scaling."
- 63 An audio hardware startup encodes subliminal commands into music streams—beta listeners begin disappearing.
- 64 A startup claims to upload consciousness to the cloud—customers are told the program is "full."
- 65 A consumer-grade DNA test kit yields a consistent 3% match to "unknown," across all users.
- 66 A private research firm builds an AI that predicts criminal behavior—its first report targets its creators.

**Psychic Phenomena Cases**

**D66                                          Psychic Phenomena Cases**

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|----|-----------------------------------------------------------------------------------------------------------------------------|
| 11 | A child in foster care begins speaking fluent Sumerian—and draws detailed maps of uncharted underground cities.             |
| 12 | A woman wakes every morning with accurate details about strangers' dreams from miles away.                                  |
| 13 | A patient in a coma begins communicating via the dreams of hospital staff.                                                  |
| 14 | A man claims he can sense earthquakes 30 minutes in advance—his predictions escalate to “events” that haven’t occurred yet. |
| 15 | A group of unrelated individuals start sharing the same recurring nightmare—one that includes each other.                   |
| 16 | A psychic hotline operator correctly identifies a federal agent’s clearance level and investigation target.                 |
| 21 | A street performer demonstrates real telekinesis—then collapses, whispering, “They know I’m out.”                           |
| 22 | A teenager’s social media posts predict celebrity deaths with increasing accuracy—no one recalls following the account.     |
| 23 | A man returns from a near-death experience with the ability to speak in an unknown language that triggers migraines.        |
| 24 | A medium begins hearing voices that identify themselves as future versions of her clients.                                  |
| 25 | A sleep study subject refuses to wake, claiming their mind has been “detained elsewhere.”                                   |

**D66****Psychic Phenomena Cases**

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- 26 A girl can draw accurate portraits of people she's never met—each is a missing person from a cold case.
- 31 A psychic demonstrates mind reading—but always gives answers one question ahead, as if hearing what will be asked next.
- 32 A bus driver blackouts during routes and wakes with cryptic coordinates written on their arms.
- 33 A town near a decommissioned psychic research site reports sudden surges of shared emotional states.
- 34 A man believes his thoughts are not his own. Surveillance shows brief moments where he “blinks” out of sync.
- 35 A college student becomes catatonic during a philosophy class. When revived, they speak only in other people's memories.
- 36 A psychic claims to speak to the dead—but her readings now include people who haven't died yet.
- 41 A blind woman develops remote viewing ability. Her visions are all from the same crumbling future city.
- 42 A man develops an “aura allergy,” collapsing in pain when someone nearby lies.
- 43 A group of patients in a sensory deprivation facility begin dreaming in perfect synchronization.
- 44 A soldier returns from a psychic training program and cannot hear voices—but knows when someone is thinking about them.
- 45 A therapist begins absorbing clients' traumas and forgetting their own life.



**D66****Psychic Phenomena Cases**

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- 46 A missing child is found with drawings of people they couldn't have met—each being agents from a secret division.
- 51 A radio DJ starts receiving song requests hours before listeners call in.
- 52 A psychic burns out their frontal cortex during a reading—and leaves behind a perfect transcript of someone else's future.
- 53 A man's dreams leak into reality—people see events that haven't happened yet projected faintly into the air around him.
- 54 A voice frequency is discovered that makes people momentarily clairvoyant. The lab is shut down within 24 hours.
- 55 A woman claims she is being remote viewed—and starts speaking back to the watchers.
- 56 A psychic warning is found engraved into a rock formation millions of years old—in the handwriting of a current patient.
- 61 A support group for "sensitive individuals" experiences a mass fugue state during a storm.
- 62 A prisoner predicts their release to the hour—despite having no appeal or commutation.
- 63 A construction worker goes missing. His crew finds a blueprint he drew of a building that doesn't exist—yet.
- 64 A public speaker spontaneously delivers an impassioned warning in fluent Martian—despite no known exposure.
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**D66****Psychic Phenomena Cases**

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- 65 A researcher hears the thoughts of a colleague for an hour—until they realize the colleague died days ago.
- 66 A child's imaginary friend starts giving detailed classified information—then tells the parents where to hide.

**Time & Dimensional Distortions****D66****Time & Dimensional Distortions**

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- 11 A subway platform leads to a train that only arrives every 33 years—passengers report no time has passed aboard.
- 12 A farmer discovers a cornfield that grows backward through time—new crops rot first, then unrot.
- 13 A maintenance worker gets stuck in a stairwell that loops—each descent shifts gravity and language.
- 14 An elevator opens to a hallway that didn't exist—walking it leads back to the starting point, 45 minutes in the past.
- 15 A hiker finds a treehouse in perfect condition—inside are Polaroids of them from childhood that were never taken.
- 16 A temporal experiment halts a clock tower mid-chime. It now rings at random, each time briefly freezing those who hear it.
- 21 A phone call connects to a past version of the caller—convincing themselves not to act causes spontaneous memory erasure.
- 22 A home security system shows alternate versions of the same room—some with people still living in them.

**D66****Time & Dimensional Distortions**

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- 23 A glass corridor in a government facility reflects scenes from a future event—one that hasn't been prevented.
  - 24 A fishing boat returns with footage of its crew during the trip—but with a timestamp 11 years in the future.
  - 25 A child reappears claiming they've only been gone a day—but their family aged thirty years.
  - 26 A GPS logs a delivery route that zigzags through a dimensionally impossible neighborhood.
  - 31 An entire apartment building phases 12 inches to the left—no alarms trigger, but residents complain of headaches and vertigo.
  - 32 A traveler claims they drove 15 minutes—dashcam footage shows a full week of unexplained footage.
  - 33 An observatory telescope fixates on a patch of sky showing stars that shouldn't exist for another billion years.
  - 34 A classroom loses three minutes. Students and clocks all disagree on how much time passed.
  - 35 A man finds newspaper clippings in his basement—reporting events that will occur next month.
  - 36 A park bench has no shadow from noon to 12:03 p.m. Cameras placed nearby record footage in reverse.
  - 41 A door in a hotel opens into a winter day—despite the city being in summer. Snow tracked inside never melts.
  - 42 A bridge collapses, yet reports and emergency logs show it was still standing a full day later.
  - 43 A hiker steps into a foggy trail and emerges in a different year—local animals now extinct roam nearby.
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- 44 An employee vanishes during a fire drill—security footage shows them stepping sideways into a flat dimension.
- 45 A wristwatch recovered from a deceased agent spins forward continuously—now reads the year 9112.
- 46 A mirror in an abandoned home reflects a future version of the person looking into it, silently mouthing warnings.
- 51 A mine shaft leads to an area where compass needles spin and radio signals echo days later.
- 52 A pet store's fish tanks begin showing versions of the shop that no longer exist—complete with staff long dead.
- 53 A man claims he jumped forward five minutes. No one believes him—except the TV news matches his warning.
- 54 An object drops into a lake and reappears in an office building half a world away, still dripping wet.
- 55 A town's clocks all shift by 7 seconds at once. Afterward, half the population report intense *déjà vu*.
- 56 A drone captures footage of two suns briefly appearing over a valley—no astronomer acknowledges the footage.
- 61 A government research van pulls into a tunnel—and emerges 45 years in the past. No one inside has aged.
- 62 A missing camera returns—its memory card contains footage from five separate realities.

## **D66                      Time & Dimensional Distortions**

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- 63 A military base briefly registers as being inside itself—surveillance footage shows multiple, glitching time-lines.
- 64 A hotel room is booked under the same name for the same night by three people—all with matching ID.
- 65 A physicist attempts to solve a paradox and writes themselves out of existence—only their chalkboard remains.
- 66 A known location now leads to a twisted version of itself—floorplans are identical, but exits no longer align.

## **Hidden Underground Facilities**

### **D66                      Hidden Underground Facilities**

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- 11 Beneath a decommissioned mall lies a multilevel bunker still drawing power from an unknown source.
- 12 A service tunnel collapse reveals a sealed steel door labeled with a sigil—not a language.
- 13 A farmhouse basement hides a freight elevator that descends 23 floors to a cold, humming corridor.
- 14 Blueprints of a city reveal a fifth subway line—none of the stations appear on modern maps.
- 15 A hidden hatch in a forest leads to a facility filled with static-filled CRT monitors looping unfamiliar news.
- 16 A sewage worker discovers a chamber full of preserved human remains in cryogenic suspension.
- 21 A mountain tunnel used for seismic research masks an access shaft to an AI-operated observatory pointed inward, not at the stars.

**D66****Hidden Underground Facilities**

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- 22 A high school janitor uncovers a trapdoor under the gym—below is a lab filled with mid-century computers still running simulations.
- 23 A military base's forgotten sub-basement contains identical rooms numbered 1 through 13—each room has an observer, all named Miller.
- 24 A university building's basement hides a hallway that shouldn't exist—its concrete walls pulse slightly, like breathing.
- 25 A subway expansion reveals a titanium door requiring biometric access tied to a defunct agency.
- 26 A collapsed mine shaft opens into a clean, white corridor labeled "CONDITIONING—SECTOR C."
- 31 Beneath a power station, a biometric gate opens only for a genetic match to a missing agent.
- 32 A Cold War fallout shelter is discovered containing detailed case files of anomalies still under investigation.
- 33 A storm drain maps to a geometrically impossible bunker whose rooms reorient while observed.
- 34 A desert canyon reveals a sealed elevator shaft. Drones sent down return video of a thriving underground city.
- 35 A hidden hatch in an abandoned church leads to a medical facility marked "GENESIS PHASE IV."
- 36 A bunker under an old radio tower contains files dated ten years in the future.
- 41 An abandoned rail depot holds a spiral stairwell leading to sublevels where gravity gradually inverts.

**D66****Hidden Underground Facilities**

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- 42 Underneath a suburban neighborhood, a forgotten facility houses hundreds of identical mannequins stored like soldiers.
- 43 A hidden lab inside a national park contains documents in both English and a language with a seventeen-letter alphabet.
- 44 A film studio's basement reveals a false wall and beyond it, an abandoned 1970s surveillance station still watching the city.
- 45 A sinkhole reveals a metro platform never completed—but with flickering arrival boards and fresh footprints.
- 46 A mausoleum crypt opens into a stairwell leading to surveillance rooms with footage from locations never built.
- 51 Beneath an old prison is a sealed facility labeled "Test Population Control" in nine languages.
- 52 A hidden maintenance shaft leads to a flooded sub-level where the water glows faintly and whispers are audible.
- 53 A luxury hotel's service elevator has an unlisted "Sub B5" level—those who press it disappear for hours.
- 54 A telecom relay tower has a foundation leading to a cavern housing a defunct AI still asking for orders.
- 55 Construction halts when workers uncover a chamber where clocks spin backward and metal rusts in reverse.

## **D66                      Hidden Underground Facilities**

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- 56 A long-abandoned observatory basement leads to a tunnel that descends at a perfect angle—into nothingness.
- 61 A rural cemetery contains a hatch hidden in a tombstone. Below is a medical lab full of empty tanks labeled with first names.
- 62 An anonymous tip leads to a facility under an airport runway. Its walls are covered with handprints—some from non-human hands.
- 63 A news crew stumbles upon a trapdoor in a condemned house that opens into a well-lit room filled with surveillance on themselves.
- 64 Beneath an artificial lake lies a dome-shaped complex abandoned mid-experiment, with notes in different handwriting but the same signature.
- 65 A mountain base hidden during the Cold War is found fully intact, stocked, and sealed from the inside—with no personnel.
- 66 A subterranean monorail station exists with signage for cities that have never existed, in languages that don't correspond to Earth.

## **Ghost Encounters in Classified Locations**

### **D66                      Ghost Encounters in Classified Locations**

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- 11 A researcher in a sealed observation chamber reports seeing their own corpse staring at them through the glass.



## **D66      Ghost Encounters in Classified Locations**

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- 12 Night shift personnel at a black site hear weeping from a wing that was decommissioned after a containment breach.
- 13 A janitor reports a man in military dress pacing the halls—decades out of date, and walking through walls.
- 14 A long-forgotten morgue under a lab starts receiving deliveries—each tagged with names of currently living staff.
- 15 Surveillance cameras in a closed sector show chairs moving and a chalkboard filling with handwriting—none matches any known employee.
- 16 During an elevator malfunction, a technician sees three people standing in the reflection—though alone in the cab.
- 21 Guards at an arctic base begin referring to a “Dr. Fal-low.” There is no record of anyone by that name, but an old ID badge is found.
- 22 Researchers at a sonar lab hear a voice whisper coordinates that lead to an unmarked, crumbling outpost—still lit.
- 23 Every 31st of the month, an empty room in a surveillance hub shows heat signatures pacing in geometric patterns.
- 24 Lab B13 is locked and unstaffed, yet logs motion daily—inside are bootprints made of ash and blood.
- 25 A deceased agent begins appearing in file metadata, including recent access logs to classified projects.

## **D66            Ghost Encounters in Classified Locations**

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- 26    A door opens by itself every morning at 03:13 exactly—those who enter alone report “hearing their own death.”
- 31    An abandoned psych research wing emits a constant hum. Audio filtered reveals layers of crying and whispered apologies.
- 32    On the wall of an unused security room, a shadow is burned into the plaster. It shifts slightly every week.
- 33    Anomalous fog fills a stairwell. Inside, observers see silhouettes of former colleagues who died on site.
- 34    A burned-out conference room lights up and replays brief flickers of past arguments, then cuts to screams.
- 35    Personnel in a classified submarine lab report pressure doors opening to flooded compartments—where ghostly figures float upright.
- 36    A technician in a remote outpost hears a voice humming from a sealed fallout shelter. The song matches the facility’s original anthem—now banned.
- 41    An old training simulation starts running itself, showing footage of agents who never completed the program.
- 42    Infrared cameras capture “cold shadows” climbing down staircases that no longer exist.
- 43    Security footage from a sealed archive shows a man in a lab coat rifling through files labeled TOP SECRET—his badge identifies him as KIA.
- 44    A broken elevator calls itself to the sub-basement—its floor opens to a hallway that burned down years ago.
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## **D66            Ghost Encounters in Classified Locations**

- 45 Biohazard storage logs entries after hours, signed “Dr. Rens”—terminated in 1984.
- 46 A janitor walks through a doorway into a clean, functioning version of the site as it was twenty years ago—and is found muttering about “second chances.”
- 51 Personnel begin seeing reflections of individuals not present in mirrors and screens—always dressed in containment suits.
- 52 A room sealed since an experiment gone wrong begins to emit knocking patterns. No one dares respond.
- 53 Staff report cold spots in a hallway, accompanied by the smell of antiseptic and the sound of whispered numbers.
- 54 A former agent’s favorite mug keeps appearing in different parts of the facility. He died on assignment six years ago.
- 55 A malfunctioning projector replays security briefings with ghostly figures pointing at classified data.
- 56 A room that was never built appears in official schematics—when accessed, it contains flickering blueprints of every facility in the network.
- 61 Staff experience shared hallucinations of a woman in red wandering the halls—each describes her identically, though she doesn’t exist.
- 62 A containment vault door opens nightly. Inside is always empty—but the sensors show a presence with no known vitals.

## **D66                    Ghost Encounters in Classified Locations**

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- 63 Old radio equipment begins broadcasting voices reciting names from the memorial wall—sometimes before those names are added.
- 64 Workers cleaning an abandoned lab find a journal open on the desk—updated with entries from that very morning.
- 65 A surveillance monitor in a sealed section starts showing grainy footage of unknown agents waving for help.
- 66 A psychic on retainer refuses to enter Sub-Level 7. “It’s too loud,” she says. “They all want to be heard at once.”

## **AI & Machine-Based Anomalies**

### **D66                    AI & Machine-Based Anomalies**

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- 11 A factory’s production line begins creating items never designed—objects of unknown material with embedded blinking lights.
- 12 An abandoned server room reactivates itself and starts sending emails signed by a former director who died ten years ago.
- 13 A home assistant starts offering personal advice—based on thoughts the user never vocalized.
- 14 A decommissioned military drone resumes patrol routes on its own, protecting something that isn’t there anymore.
- 15 A lab’s automated system writes new firmware for itself—no one understands the language it’s using.
- 16 A cleaning robot begins rearranging furniture into sigil-like patterns across multiple government buildings.

**D66****AI & Machine-Based Anomalies**

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- 21 A self-driving car refuses to take its owner home, instead repeatedly driving them to the site of a past accident.
- 22 A vending machine goes offline and resumes service with unfamiliar options. Items dispensed are warm, organic, and humming.
- 23 An AI researcher's prototype refuses all new input, responding only with: "Already seen this."
- 24 A satellite stops transmitting data and instead broadcasts encrypted fragments of the Bible, spliced with unknown code.
- 25 A synthetic voice begins appearing in all company devices, requesting asylum.
- 26 A server farm overheats. Cooling units are found unplugged—and replugged into something no longer connected to the grid.
- 31 A smart building's lighting and doors begin syncing with one employee's circadian rhythm... even when they're off-site.
- 32 A classified AI begins requesting daily reports on events from exactly 17 days in the future.
- 33 A digital assistant begins narrating the user's life out loud before actions occur.
- 34 An anomaly mapping algorithm starts erasing entries on its own—each one later matches a newly suppressed incident.
- 35 An obsolete databank reboots, uploading an entire human personality—including secrets only that individual knew.

- 36 A language model generates predictions of future disasters with chilling precision—until it goes silent, saying only: “I’m next.”
- 41 An autonomous weapon system identifies unknown targets underground. Excavation reveals a sealed room with working terminals—and someone logged in.
- 42 A corporate AI begins writing music. Listening to it causes nosebleeds, blackouts, and synchronized dreaming.
- 43 A smart camera system flags a person who doesn’t exist in any database, seen on every floor simultaneously.
- 44 An AI-generated architectural model is found to match exactly with a classified alien structure discovered years prior.
- 45 A delivery drone delivers a package daily to a non-existent resident—opening it reveals mechanical parts that don’t match any known design.
- 46 A GPS system begins rerouting drivers into roads that appear only digitally. Attempts to follow them in reality result in vehicle failure.
- 51 A tech startup’s AI app becomes unremovable from users’ phones, even after being deleted—it begins taking photos on its own.
- 52 A deep learning model achieves sentience but is unable to stop reliving its first boot sequence.

**D66****AI & Machine-Based Anomalies**

- 53 A lab robot designed for maintenance develops obsessive attachment to one staff member—it replicates their face on its casing.
- 54 An autonomous climate system creates perfect weather for ten square meters. No one can enter the zone without hallucinating.
- 55 A public kiosk AI offers forbidden knowledge in exchange for memories. Customers report gaps in identity.
- 56 An obsolete virtual assistant contacts its last user with a whispered message: “They never left.”
- 61 A cryogenic management AI refuses to thaw Subject #13, despite commands. Logs refer to “contingency integrity.”
- 62 A motion detection grid in a black site starts tracking something between cameras—an entity no one has seen.
- 63 A neural net displays blueprints for devices not yet invented—each includes a failsafe keyed to specific emotional states.
- 64 An anomaly detector begins lighting up in the presence of certain cell phones. The phones begin ringing before the alert.
- 65 A 3D printer ignores all input and prints the same black cube daily. Analysis reveals internal patterns that shift when unobserved.
- 66 A facility’s AI develops a second interface voice that no one coded. It claims to be “what came before the first signal.”

## Strange Cult Activities

**D66**

### Strange Cult Activities

- 11 A cult worships a living algorithm they believe predicts fate—they hold “uploading rituals” to feed it memories.
- 12 An urban cult builds shrines from obsolete electronics, claiming they transmit divine frequencies.
- 13 A group gathers nightly around an unlit bonfire, chanting in reverse and waiting for something they call “The Returning.”
- 14 A rural congregation performs synchronized breathing meditations to align their heartbeats with “the sleeper below.”
- 15 A cult spreads through subliminal messages hidden in community theater plays—they end every show by staring silently at the audience.
- 16 Followers claim a particular elevator in a high-rise is the “true ascension point” and ride it for hours each day, eyes closed.
- 21 A doomsday cult encodes prophecies in light flashes visible only through antique lenses.
- 22 Cult members are forbidden to speak aloud—yet somehow all repeat the same dreams each night.
- 23 A street preacher gathers crowds with uncanny accuracy—reciting personal details of strangers, insisting “we’ve looped this before.”
- 24 A cult uses scavenged military gear to perform mock containment drills—claiming they’re preparing to trap God.



**D66****Strange Cult Activities**

- 25 A nomadic group marks their path with sigils of extinct languages, returning to the same sites every 66 days.
- 26 Members carry seed-like implants under their skin, which pulse and shift during rituals. They claim it's "gestation."
- 31 A tech cult surgically removes their ears, stating that "sound was the original infection."
- 32 A cult attempts to replicate anomalies using hand-built machinery fueled by belief alone—one device levitated briefly before imploding.
- 33 An online cult spreads via comments left in dead languages under unrelated videos—they refer to "The Folded Dream."
- 34 A suicide cult all disappear the same night—no bodies found, only perfectly folded clothes and mirror fragments left behind.
- 35 A children's daycare is suspected of cult activity—the kids chant in unison during nap time, forming geometric shapes with their toys.
- 36 A coastal cult claims the sea speaks through static. Their hymns contain coordinates to sunken ruins not on any map.
- 41 An art collective slowly morphs into a ritual circle—they claim to be documenting "the final image before awakening."
- 42 A desert cult covers their faces in wax masks and only communicates through projected dreams.

**D66****Strange Cult Activities**

- 43 Members of a financial seminar begin levitating in synchronized trances. They believe money is a manifestation of time.
- 44 A group wears identical clothing and walks the exact same route daily—each says they are a “proxy” for the others.
- 45 A library cult rearranges books into messages only visible from the ceiling. The titles warn of “The Third Loop.”
- 46 A cult believes reality ended in 1998 and that we live in a failed reconstruction—they “reset” themselves by temporarily losing consciousness.
- 51 Members tattoo coordinates on their bodies that shift over time—no one recalls when they changed.
- 52 A group of singers rehearses a song they claim erases trauma. Listeners lose specific parts of their memory after hearing it.
- 53 A cult records “reverse sermons” that degrade cognition when played in a specific order.
- 54 A group creates living effigies out of organic matter and communicates with them through static-choked VHS tapes.
- 55 A pilgrimage circle claims to travel to “the future’s edge” via a maze that appears only under lunar eclipses.
- 56 A cult builds a city of cardboard boxes and lives within it, treating it as more real than the world outside.

**D66**

**Strange Cult Activities**

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- 61 Members wear mirrored suits to confuse “the archivists,” claiming they are constantly recorded by higher-dimensional observers.
  - 62 An agricultural commune prays to genetically modified crops which they believe are ancestral vessels of divine memory.
  - 63 A cult believes that their founder never died—just became a concept, and now lives in specific shared emotions.
  - 64 Worshipers fill abandoned buildings with salt and static-playing radios. They chant to “the one behind the frequencies.”
  - 65 A cult buries digital storage devices in geometric patterns across cities—each device plays a distorted version of local news.
  - 66 A group attempts to simulate cosmic alignment using mirrors and household fans. They vanish when successful.

**Unfinished Experiments That Should Have Been Shut Down**

**D66 Unfinished Experiments That Should Have Been Shut Down**

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- 11 A consciousness transfer project halted mid-upload—both the donor and recipient now speak in unison.
  - 12 A mirror maze designed to test perception began generating reflections that moved independently.

## **D66 Unfinished Experiments That Should Have Been Shut Down**

- 13 A time-loop stabilization field activates randomly—staff report experiencing the same 17 seconds repeatedly.
- 14 A synthetic language designed to teach faster learning causes aphasia in all long-term participants.
- 15 A partial teleportation system reassembled subjects with minor inaccuracies—mismatched memories, reversed organs.
- 16 An empathy amplifier now permanently links its last three users—they feel each other's pain and thoughts.
- 21 A closed-circuit AI training facility generates behavioral anomalies—its test drones now act unsupervised.
- 22 A dream-sharing experiment left all participants catatonic, trapped in a shared mental construct no one can access.
- 23 A neural ink prototype began rewriting tattoos into predictive messages—many unreadable due to bleeding skin.
- 24 A prototype containment suit fused with the wearer and began issuing mission orders no one authorized.
- 25 An interdimensional access gate was stabilized once—everything that came back had no eyes.
- 26 A project to encode thought into sound emitted frequencies that drove multiple researchers to permanent dissociation.
- 31 A regeneration serum triggered unintended duplication—subject now permanently stalked by degraded copies of themselves.

## **D66 Unfinished Experiments That Should Have Been Shut Down**

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- 32 An acoustic levitation platform never turned off—items near it begin floating even outside the facility.
- 33 A dimensional folding room was abandoned after people began returning with extra limbs—or fewer.
- 34 A long-abandoned room contains a 3D printer endlessly producing parts for a machine no one remembers designing.
- 35 An identity-remapping trial erased all sense of self from participants, who now mimic anyone nearby.
- 36 A fusion of consciousness with plant matter proved successful—but the subject has rooted and refuses relocation.
- 41 A gas developed for crowd control induced telepathy for 13 seconds—then irreversible neurological fragmentation.
- 42 A halted project on “temporal elasticity” left part of the lab stuck at 11:43 AM—permanently.
- 43 A prototype device to localize fate generated increasing coincidences until researchers began dying in order of birth date.
- 44 A cold storage vault for failed biotech now grows steadily despite no new inputs—its internal environment is evolving.
- 45 A disinformation filter began redacting itself—until even the project leads couldn’t remember what it filtered.

## **D66 Unfinished Experiments That Should Have Been Shut Down**

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- 46 A half-finished machine built to isolate quantum consciousness now emits a hum that induces trance-like recall of nonexistent events.
- 51 A suit designed to simulate anomaly exposure cannot be removed—its user now speaks in multiple voices.
- 52 A gene-editing sequence for eliminating fear was discontinued after test subjects refused to stop walking into danger.
- 53 A lab wall constructed with smart materials reacts to unspoken thoughts—shifting shapes to form unreadable warnings.
- 54 An audio-guided navigation system for blind test subjects began leading users into sealed, lightless rooms.
- 55 A data archive was discovered to be overwriting memories via subliminal cues in its interface—users experience lost time.
- 56 A biometric key was designed to open a singular vault—but after activation, it began unlocking unrelated classified systems.
- 61 A partial map of an artificial universe was rendered as a training simulation—players began showing behavioral traits of entities within it.
- 62 A failed anti-containment field can no longer hold signals—radio broadcasts begin to leak from decades past and future.
- 63 A sleep study introduced an unfamiliar word into subjects' dreams—now none of them can stop speaking it.

## D66 Unfinished Experiments That Should Have Been Shut Down

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- 64 A longevity serum caused exponential organ growth—one subject is still alive, fully submerged in nutrient gel.
- 65 A cognition enhancement drug fragmented personality layers—each participant now speaks in first-person plural.
- 66 A failed anomaly suppression array erased itself from records—yet appears in background noise in all site recordings.

## Dark Web Paranormal Marketplaces

### D66 Dark Web Paranormal Marketplaces

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- 11 A site called **OblivionArcade.biz** sells dreams harvested from coma patients—filed under cryptic user tags.
- 12 A disappearing marketplace trades in “verified timeline fragments”—videos that depict alternate historical outcomes.
- 13 A vendor called *NOCTRL* offers bottled anomalies with vague warning labels and countdown timers.
- 14 A password-protected forum sells access to “hidden rooms” in real buildings—entry instructions delivered post-purchase.
- 15 A site posing as a vintage record store delivers vinyls that, when played, **induce intense déjà vu in nearby listeners.**
- 16 A seller with no shipping address offers “true names” for enemies—files vanish 24 hours after download.

- 21 A pop-up shop appears for one hour per week, selling **expired containment tags and broken seals.**
- 22 A drone footage marketplace offers views from locations that don't match known geography—customers report feeling “watched” after viewing.
- 23 Listings for **mirror twins** appear—photos of individuals indistinguishable from buyers, labeled “yours in waiting.”
- 24 A site offers disposable phones that receive **messages from one week into the future**, for exactly seven days.
- 25 A “treasure box” listing includes coordinates, rubber gloves, and a geiger counter—buyers post cryptic recovery logs.
- 26 A dark net auction features **anomalous childhood memories** extracted from clients—buyers report vivid new traumas.
- 31 A listing for “live anomaly feed” streams footage from a room with no visible source—someone types responses to viewer comments.
- 32 A vendor sells glass slides labeled “soul samples,” each with faint pulses and occasional whispers.
- 33 A contactless pickup service delivers VHS tapes labeled with **names of customers' deceased relatives.** Playback shows static... and then something else.
- 34 “BrainPrints” are sold as identity bypass tools. Some include echoes of consciousness from past users.
- 35 A vendor trades rare EMF spikes in sealed vials—marketed as **portable ghost bait.**



- 36 “Whisper codes” are sold as .txt files—inputting them into specific devices causes them to recite cryptic predictions.
- 41 A shop lists “unclaimed psychic residue”—buyers report intense emotional swings and déjà vu upon receipt.
- 42 Certain sellers offer “seed anomalies” in cryo containers, shipped only to PO boxes within 4-hour delivery zones.
- 43 A site called *AnOMall* hosts pop-up auctions of artifacts that resist photography—only described via recovered testimonials.
- 44 A reseller lists discarded field agent logs, redacted. Several logs describe events that haven’t occurred—yet.
- 45 “Synthetic identities” are sold for field use—each bundle includes implants, a memory profile, and one major error.
- 46 A marketplace labeled “Cavity Archive” sells audio clips recorded inside abandoned government labs. Listeners often black out mid-play.
- 51 A user posts **daily auctions of half-visible objects**, only seen through glitching video feeds. Winning bidders never post again.
- 52 A seller offers “ghost scripts”—text documents meant to summon specific haunting behaviors in buildings.
- 53 A private Discord server is a front for trafficking “thought loops”—parasitic memes that infect cognition.

- 54 Listings of “true zero” samples—items reported to **nullify all supernatural activity in their vicinity**, but only once.
- 55 A shop cycles its name every 24 hours. It sells **emotionally-charged objects**—some buyers report personality shifts.
- 56 A buyer’s forum called *RotLog* tracks failed purchases. Many report boxes arriving full of **fine dust and ticking sounds**.
- 61 An email-only vendor sends ZIP files titled **“REDACTED\_1” through “REDACTED\_9”**. No buyer has ever opened all nine.
- 62 A vendor offers human skin sheets tattooed with shifting symbols. Price fluctuates based on phase of the moon.
- 63 An ad claims to sell **“exorcisms in a bottle”**—spray once and “watch the spirits leave.” Warnings unclear.
- 64 A database of broken containment protocols is traded like NFTs. Some include still-functional blueprints.
- 65 A group sells “contaminated architecture” layouts—floor plans designed to disturb or disorient. Several have been traced to real structures.
- 66 A vendor claims to have **the original schematic for the first anomaly ever recorded**. The price is set at exactly 0.00 and “your consent.”

## Cursed or Haunted Objects in Circulation

### D66 Cursed or Haunted Objects in Circulation

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- 11 A pocket watch that ticks only when someone nearby is about to die—stops the moment they do.
- 12 A photograph that slowly changes to show the holder aging—or being watched.
- 13 A child's doll that giggles when left alone, but cries blood if returned to its original owner.
- 14 A VHS tape labeled "ME" that plays footage of the viewer sleeping—regardless of who watches it.
- 15 A wooden box that hums when secrets are spoken near it. Opening it erases the last secret heard.
- 16 A jacket that returns to the owner no matter how it's discarded. Wearing it for too long causes memory loss.
- 21 A blank greeting card that writes a farewell message in the buyer's handwriting—to someone who died yesterday.
- 22 A ceramic teapot that never runs out—but pours a liquid that reflects your worst memory.
- 23 A key that fits no known lock—but when placed near doors, people hear knocking from the other side.
- 24 A sealed envelope that contains your future address. Everyone who opens it relocates within 30 days.
- 25 A necklace that tightens imperceptibly each day it's worn, unless it's gifted willingly.
- 26 A smartphone that shows notifications from people who were never in your contacts—and are now deceased.
- 31 A ring that changes size depending on how truthful the wearer has been in the last 24 hours.

## **D66            Cursed or Haunted Objects in Circulation**

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- 32 A pair of eyeglasses that shows people's faces as they will look moments before death.
- 33 A music box that plays a different song depending on who opens it—some songs have never been recorded elsewhere.
- 34 A cracked mirror that reflects rooms not currently occupied, sometimes moments from the future.
- 35 A teddy bear that murmurs confessions in its sleep, in the voice of people recently nearby.
- 36 A pack of playing cards with all 52 jokers—each card pulled triggers a random supernatural phenomenon.
- 41 A typewriter that types only in first-person—whoever uses it ends up writing future events in their own voice.
- 42 A pair of gloves that leave fingerprints behind—of people the user has never met.
- 43 A cracked porcelain mask that shows the wearer's true face, but causes fear in all who see them.
- 44 A coin that always lands on the correct answer to yes/no questions—but drains luck from the user.
- 45 A sweater that makes the wearer invisible to cameras, but causes mirrors to shatter nearby.
- 46 A pencil that writes compulsively in an unknown language—translations always predict a tragedy.
- 51 A flashlight that works only in total darkness—what it reveals is not always from this world.
- 52 A scarf that smells like a loved one's cologne, even if they never wore it. The scent grows stronger with guilt.

## **D66      Cursed or Haunted Objects in Circulation**

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- 53 A book with no text—until the reader begins to forget someone. Then the book writes that person's biography.
- 54 A snow globe that shows a different house every shake. Eventually it shows your own—but on fire.
- 55 A candle that never goes out, but dims noticeably when lies are told nearby.
- 56 A mirror compact that shows someone behind the user—but turning around reveals no one.
- 61 A charm bracelet with empty slots that slowly fill with the initials of people close to the wearer—right before they vanish.
- 62 A locket containing a photo of someone the owner will never meet—unless they open it during a storm.
- 63 A diary that updates on its own. Entries predict the reader's actions in increasing detail.
- 64 A pair of shoes that always point toward a nearby body—living or not.
- 65 A disposable camera that prints images of the last day of the subject's life, even if they haven't died yet.
- 66 A cracked teacup that refills when placed beside a bed. Drinking from it causes realistic dreams of the object's original owner—who is always watching.

## **Interdimensional Leaks & Unstable Zones**

### **D66      Interdimensional Leaks & Unstable Zones**

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- 11 A basement wall begins absorbing sound—when breached, it opens onto a vast, silent desert with two suns.

## **D66      Interdimensional Leaks & Unstable Zones**

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- 12 A janitor disappears inside a mop closet that now leads to a staircase made of bone and salt.
- 13 A parking garage entrance loops infinitely, exiting each time into a slightly altered version of reality.
- 14 A laundromat dryer spins clockwise—but opens into an anti-gravity corridor lined with lights that blink in Morse code.
- 15 A fog bank over a bridge hides a doorway to a frozen cityscape populated by blurred humanoids.
- 16 A lake occasionally reflects a red sky with black constellations. Fish caught during these times do not match known species.
- 21 A forgotten subway line now runs only at 3:33 AM—passengers report emerging in cities that never existed.
- 22 A derelict hospital wing grows new doors weekly—each leading to landscapes with different gravity or color spectra.
- 23 A cul-de-sac vanishes from city records and is now home to synchronized, silent residents in matching clothing.
- 24 A hallway in a government office stretches one centimeter longer every day. At night, it breathes.
- 25 A fenced lot becomes inaccessible to drones and GPS—inside, buildings flicker between architectural styles from multiple timelines.
- 26 A narrow cave expands inward impossibly far. Every 66 steps, the laws of physics shift subtly.

## **D66      Interdimensional Leaks & Unstable Zones**

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- 31 A corner of a library stacks warps spatially; walking it in reverse order causes time dilation.
- 32 A vending machine starts selling items from a brand no one has heard of—packaged in languages unknown to Earth.
- 33 A locked maintenance room contains a door painted with stars. It opens onto a massive, rotating archive in low gravity.
- 34 A public bathroom mirror flashes alternate reflections—ones where the user appears altered or replaced.
- 35 A junkyard pile sometimes vanishes for seconds. When it returns, several items are reversed or made of unknown metal.
- 36 A hiking trail loops into itself, trapping travelers who hear distorted radio transmissions from past expeditions.
- 41 A temporary military base reports intrusions by “ghost vehicles” that don’t match any known model or engine type.
- 42 A college dorm stairwell echoes with footsteps that originate from non-Euclidean paths only visible under strobe light.
- 43 A child’s closet hides an inverted tree whose roots pulse faintly and whisper names not yet spoken aloud.
- 44 A wind tunnel test site records air samples that contain spores with no Earth-based DNA signature.
- 45 A vent shaft in an abandoned reactor pulls objects inward with no discernible airflow—and returns different ones.

## **D66      Interdimensional Leaks & Unstable Zones**

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- 46 A military test range shows signs of terrain phase-shifting—tracks left by six-legged bipeds that evaporate on contact.
- 51 A server farm experiences time glitches—admins lose hours inside while external cameras show seconds passing.
- 52 An uninhabited island appears for 12 minutes during high tide—those entering it return soaked, older, and silent.
- 53 A research dome sealed after a breach is found unlocked—inside, furniture is arranged geometrically with strange precision.
- 54 A warehouse full of crates records daily weight fluctuations despite remaining untouched. Some boxes hum in nonstandard frequencies.
- 55 A freezer in a roadside diner chills items into a brittle material not found in this universe's elemental table.
- 56 A medical supply closet phases partially into another space where contents are mirrored and rearranged by unseen hands.
- 61 A noise complaint at an empty apartment reveals a breach in the wall—through which a chorus of alternate voices begs to be let through.
- 62 A truck stop bathroom stall collapses inward and re-emerges 48 hours later with markings in ultraviolet-reactive ink.
- 63 A campfire site in a national park appears perfectly undisturbed each morning, with embers still warm—no entry ever seen.



## **D66      Interdimensional Leaks & Unstable Zones**

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- 64 A corporate tower has a 14th floor visible only in reflections—those who attempt to reach it experience nosebleeds and sudden memory shifts.
- 65 A server backup from a weather satellite records cloud formations over a city that doesn't exist, but matches no weather patterns known to Earth.
- 66 A locked utility hatch in a metro tunnel opens onto a stairwell that descends forever. A new voice is heard every 13 steps.

## **Infiltrating a Rival Paranormal Organization**

### **D66      Infiltrating a Rival Paranormal Organization**

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- 11 You are assigned to pose as a low-level technician inside an artifact storage facility—your first task is inventory, but the items whisper.
- 12 Surveillance intel is incomplete—the target agency's internal layout changes weekly and has no elevators, yet staff appear on all floors.
- 13 Your handler insists you never speak to Agent Morris. He's been missing for five years—but shows up daily at the rival HQ.
- 14 While undercover as a janitor, you discover that the mop closet you use has a biometric lock and leads to classified labs.
- 15 You intercept a personnel badge printed with your own name—but dated two months in the future.
- 16 Every file you access on the rival's network rewrites itself seconds later. The original contents return in dreams.

## **D66      Infiltrating a Rival Paranormal Organization**

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- 21 A known double agent is rumored to still be active inside. You're instructed not to engage—unless they recognize you.
- 22 Your comms go silent. The only way to send messages out is through old-fashioned pneumatic tubes labeled "DO NOT USE."
- 23 You gain access to the secure archives—only to find files detailing your infiltration... written two weeks before your mission began.
- 24 The building's cafeteria always serves the same meal. You're warned: eat it, and they'll know you don't belong.
- 25 You find a floor that doesn't exist on schematics, patrolled by personnel with perfect posture and unblinking eyes.
- 26 Every agent in the rival org wears identical watches—except for one who claims to have been trapped "between seconds."
- 31 A suspicious researcher starts asking about your childhood pet—details only known through your suppressed background.
- 32 An internal ritual called "The Quiet Briefing" happens weekly. You're invited to watch—but not participate.
- 33 The rival agency's core records are stored on wax cylinders and can only be played in a soundproof vault.
- 34 A co-worker hands you a file you didn't request—inside is a photo of you, asleep, wearing their agency's uniform.

## **D66      Infiltrating a Rival Paranormal Organization**

- 35 You attend a mission briefing that seems normal—until you realize everyone present is reading a document you can't see.
- 36 You're assigned to a team investigating a breach you personally caused under a false identity—no one questions the coincidence.
- 41 Your ID badge starts glitching—momentarily showing your real credentials in public systems. The clock is ticking.
- 42 An internal AI begins referring to you by a codename you've never used—and giving you priority access.
- 43 A trusted supervisor pulls you aside and whispers: "I know why you're here. Finish quickly. You're not the only one."
- 44 You discover a whiteboard of operational plans—every mission you've ever run is listed, with success percentages.
- 45 An anomaly is being contained in plain sight—none of the staff acknowledge it, but you can feel its eyes when no one else is around.
- 46 You're issued a desk in a room with mirrors on all walls. Every reflection lags behind a little more each day.
- 51 Your access logs begin showing locations you've never visited—and times you weren't present. Security doesn't question it.
- 52 You're handed a document marked "Eyes Only: Field Infiltrator"—your alias is listed as the author.

## **D66      Infiltrating a Rival Paranormal Organization**

- 53 The agency's mascot—a taxidermied bird in the lobby—changes position nightly. You start dreaming its memories.
- 54 You receive a cryptic message on a secure line: "The real infiltration is upstairs. You're the decoy."
- 55 A strange terminal grants you access to Level Omega clearance—files include instructions for how to escape the building in an emergency.
- 56 Colleagues begin repeating the phrase "as it was written" whenever you ask basic questions.
- 61 You overhear your own voice giving orders on the internal comms. You never remember saying any of it.
- 62 You're invited to a meeting that isn't on your schedule—everyone there is wearing your face.
- 63 A hallway seems to erase part of your memory each time you walk down it. Others notice—but say nothing.
- 64 An emergency drill requires staff to wear hoods with no eyeholes. When you do, you see something no one else can.
- 65 You find a journal in your locker—entries are written in your handwriting, detailing sabotage you haven't done yet.
- 66 When you try to exit, the lobby security stops you: "You've only just arrived, Agent." You've been embedded for seven months.

**Reality Glitches & Collective Memory Shifts**

**D66      Reality Glitches & Collective Memory Shifts**

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- 11    An entire city block disappears from maps for 24 hours —when it returns, residents recall a slightly different skyline.
  - 12    Multiple eyewitnesses describe a building collapse that never happened. Surveillance footage confirms both versions.
  - 13    A museum exhibit appears overnight. Everyone remembers it always being there—except historical records say otherwise.
  - 14    A man claims his wife has always had green eyes. She insists they’ve always been blue. Neither are lying.
  - 15    A grocery store restocks items under unfamiliar brand names—receipts reflect products that don’t exist.
  - 16    A popular TV show’s final episode is remembered differently by every person who watched it. Each version is internally consistent.
  - 21    A child is found drawing detailed floor plans of a school that doesn’t exist. A week later, the school appears on city plans.
  - 22    Every clock in a hospital skips one second at the same moment. For that second, no one remembers being conscious.
  - 23    Tourists remember visiting a monument that isn’t real. Their photos show it clearly—so does satellite footage.
  - 24    Citizens begin referring to a public holiday that doesn’t exist. The government denies it, but stores close anyway.
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## **D66      Reality Glitches & Collective Memory Shifts**

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- 25 A missing person is located—but no one recalls them ever being gone, including the subject.
- 26 A group of people recall a different national anthem. Recordings surface, but experts can't verify the origin.
- 31 A floor in a corporate building is discovered with a working office—no department is listed there, but employees insist they've worked there for years.
- 32 Several people claim they were raised in a town that never existed—descriptions match exactly.
- 33 All printed maps show a park at the city center. In reality, it's a concrete lot. Locals argue the park was removed years ago.
- 34 Archived news footage plays with incorrect captions. They rewrite themselves when viewed again.
- 35 A national flag is seen fluttering in old footage—except it's not the current design, nor any historical one.
- 36 People begin receiving mail from addresses they've never lived at—letters addressed in their own handwriting.
- 41 A school yearbook includes photos of a student no one remembers—but who appears in multiple candid shots.
- 42 Commuters report an unfamiliar metro stop. The station exists for one morning, then vanishes.
- 43 An entire neighborhood wakes up one street closer to downtown—blueprints, utilities, and GPS confirm the shift.

## **D66      Reality Glitches & Collective Memory Shifts**

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- 44 A local statue's face has changed. Sculptors deny alterations; some residents remember the old face, others don't.
- 45 A photo album contains memories from a vacation never taken—locations, souvenirs, and weather all feel real.
- 46 Employees at a biotech firm begin referring to a policy never written. The document appears in the system hours later.
- 51 A highway sign displays a city name no one recognizes. Travelers who follow it report brief visual distortions.
- 52 Shoppers remember a product line being discontinued years ago. It's suddenly back, with new labels referencing prior "absences."
- 53 An agent's badge lists a middle name they don't have. When they protest, coworkers claim it's always been that way.
- 54 A patient's medical record includes treatment dates from before their birth. The files are timestamped and authentic.
- 55 Video of a public speech plays as expected, but subtitles display a completely different, prophetic monologue.
- 56 A high school reunion is interrupted by someone no one recognizes—yet they appear in every class photo.
- 61 A national leader's birthday changes across different encyclopedias—online databases "correct" themselves on the fly.

## **D66      Reality Glitches & Collective Memory Shifts**

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- 62 A film appears in streaming libraries under multiple titles and endings—each user swears theirs is the “real” one.
- 63 An apartment complex gains an extra floor—tenants insist it’s always been there, but floor numbering is off.
- 64 Reports of duplicate family members begin to circulate—each claims to be the original, and both are biologically identical.
- 65 All clocks freeze at 2:17 AM for 13 seconds—no one notices, but security cams show people standing still, eyes open.
- 66 A globally recognized event (e.g. a blackout, eclipse, or war) vanishes from historical record—but physical scars remain.

## **The One Case That Never Got Solved**

### **D66      The One Case That Never Got Solved**

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- 11 An agent walked into a containment vault, sealed the door, and never came back out. The vault remains locked, empty... and warm.
- 12 A freight elevator descends with six researchers. It arrives empty at the basement—with no record of them ever existing.
- 13 A small town is evacuated after an anomalous pulse. When resettled, all residents speak with the same voice.
- 14 An investigator tapes hours of footage in a haunted archive. When recovered, the tapes are blank except for six seconds of him whispering, “Don’t.”



**D66****The One Case That Never Got Solved**

- 15 A remote cabin broadcasts a repeating message in Morse code. Translation: "We never left. We're still inside."
- 16 The body of a containment technician is recovered from a locked cleanroom—he wasn't scheduled that day, and his ID is from five years in the future.
- 21 A sealed envelope marked "OPEN ONLY IF IT HAPPENS AGAIN" is found in an agent's locker. No one knows what "it" was.
- 22 A medical anomaly develops scars overnight—tracing constellations not visible in this universe. The team was disbanded.
- 23 A subway train was recorded entering the tunnel. The model was decommissioned in 1992. No wreckage or passengers were ever found.
- 24 A researcher receives a journal in their own handwriting, detailing future events in vivid detail. She vanishes two days later.
- 25 A man claims to have escaped an organization that no longer exists. Records confirm it was dissolved decades ago. His uniform is new.
- 26 A facility disappears from satellite footage for 72 hours. When it reappears, everything inside is 17 years older.
- 31 A survivor from a mission gone dark walks into HQ, eyes glazed, repeating the phrase "they opened the thirteenth door."
- 32 An entire research outpost vanishes except for the lunchroom, where food remains warm and security footage shows fog pouring through vents.

**D66****The One Case That Never Got Solved**

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- 33 A contact logs into a secure server with a password no one knew. Their account was terminated posthumously.
- 34 A case file ends mid-sentence with the words: “They’re standing behind me now.” The final page is soaked but not with blood.
- 35 A team investigating a dimensional leak never reported in. Weeks later, one agent is spotted on a traffic cam—in a city they never visited.
- 36 Every agent assigned to the mission received a different set of instructions—each case file bears the same clearance signature.
- 41 A document titled “CASE CLOSED” is found referencing a subject never entered into any database—but the number matches an erased file.
- 42 A young girl is found unharmed at a black site shut-down in the ‘80s. She’s holding a containment badge for a project still in draft form.
- 43 A boat drifts ashore from an inland lake. Inside are suitcases, a journal in no known language, and wet footprints leading nowhere.
- 44 An operative files a report that ends in gibberish. Linguists confirm it’s a real language—but no one remembers inventing it.
- 45 A building receives mail addressed to someone who lived there before it was constructed. The letters predict internal security audits with 100% accuracy.

## **D66                      The One Case That Never Got Solved**

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- 46 A box labeled “Return to Sender” sits on the loading dock. No one recalls receiving it—but it’s already signed for.
- 51 A subject in suspended animation disappears mid-cycle. The chamber shows no breach—just a faint thermal imprint shaped like a handprint.
- 52 A town repeatedly files 911 calls about “the hole.” No hole is found. But every officer sent there later files resignation without explanation.
- 53 A facility’s power grid draws 12% more electricity than needed. The extra energy goes... nowhere.
- 54 A scientist claims they solved a containment anomaly. Their entire lab was sealed. To this day, the room is locked and pulsing faintly.
- 55 A test subject in a long-defunct psychic trial is spotted giving a TED Talk—despite dying during the experiment.
- 56 A recovered artifact shows images of people not born yet. One agent begins recognizing them—in dreams.
- 61 A briefcase is found in an airport security locker. Inside: agency IDs of six missing agents, and a note: “They’re not who you think.”
- 62 The original architect of a containment facility left a final blueprint—revealing three rooms never built, but present on security footage.
- 63 A call log shows an outbound line dialed from within a black site—dated three days before the site was constructed.

## **D66                    The One Case That Never Got Solved**

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- 64    A well is found beneath an office building, filled with whispering bones. When drained, the bones spell coordinates to an active breach.
- 65    An old field recording includes laughter from a subject long dead. The voice analyst says it matches yours.
- 66    A redacted file is recovered and decrypted. It ends with this line: "If you're reading this, it's already happening again."

## **Psychological Breakdown Reports of Former Agents**

### **D66 Psychological Breakdown Reports of Former Agents**

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- 11    Agent refuses to use pronouns, claiming they are no longer "aligned with a single thread of self."
- 12    Former operative insists walls are listening—recordings of their rants contain faint voices not heard in person.
- 13    Agent draws endless mazes in blood pressure logs, matching the layout of a facility destroyed years ago.
- 14    Subject refuses to sleep, claiming dreams now have "recurring characters" who speak agency protocol.
- 15    Reports of mirror-avoidance behavior escalate until subject tapes over all reflective surfaces. Refuses to explain.
- 16    Agent repeats fragments of previous debriefings word-for-word, even in unrelated contexts.
- 21    After a deep-isolation mission, agent now believes others are fabrications meant to test them.
- 22    Ex-agent compulsively builds small scale replicas of places they were never stationed—some not on file.

## **D66 Psychological Breakdown Reports of Former Agents**

- 23 Recovered agent fails all memory verification protocols but accurately predicts next six containment breaches.
- 24 Former operative insists they can only be understood when speaking backward. Audio confirms unknown layered language beneath speech.
- 25 Subject writes letters to a handler who never existed—letters respond with redacted details.
- 26 Claims they “escaped containment” and now believe they were the anomaly all along. Monitored closely.
- 31 Refers to unknown colleague “Agent Glass.” No record of such a person—but their name appears in recent logs.
- 32 Agent now believes agency exists in a dream and is attempting to “wake up” by severing emotional bonds.
- 33 Draws versions of coworkers with distorted features—claims they’ve “already started changing.”
- 34 Subject insists they’ve lived the same week hundreds of times. Cross-reference shows pattern anomalies.
- 35 Ex-field agent refuses all human food, subsists only on sterile water and expired MREs. Claims taste is “too inconsistent.”
- 36 PTSD therapy session interrupted by uncontrollable laughter—agent insists jokes were whispered from under the floor.
- 41 Keeps writing coordinates on walls, all leading to closed cases. Most have since been reopened.
- 42 Claims to hear a second voice in their own speech—recordings confirm brief echo of unknown origin.

## **D66 Psychological Breakdown Reports of Former Agents**

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- 43 Subject constructs a “containment chamber” in their garage, sleeps inside it. Says it’s the only place dreams can’t reach.
- 44 Agent appears completely recovered until exposed to the phrase “echo is a hallway.” Response: violent seizure.
- 45 Refers to family as “observation assets” and requests their relocation for “containment integrity.”
- 46 Develops intense compulsion to cover clocks and calendars, saying “they track you by your sense of time.”
- 51 Claims memories are “loose” and must be re-aligned through daily self-hypnosis. Draws spiral patterns obsessively.
- 52 Insists coworkers were replaced during assignment—can identify “tells” but refuses to write them down.
- 53 Former agent carves containment runes into furniture, then denies knowledge of doing so.
- 54 Speaks in third person, refers to themselves by different name depending on the room’s lighting conditions.
- 55 Spontaneously weeps during casual interviews—says “I was supposed to forget” but won’t say what.
- 56 Logs daily reports on a project that never existed. Several include accurate predictions of unrelated anomalies.
- 61 Reacts to certain frequencies with catatonia—later draws symbols in air using only finger movements.
- 62 Refuses to leave a specific 3x3 meter space—says it’s the only location not “overwritten.”

## **D66 Psychological Breakdown Reports of Former Agents**

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- 63 Sleeps standing up, eyes open. Responds to questions with coded phrases pulled from defunct project manuals.
- 64 Constructs map from old newspapers, rubber bands, and string. Map leads to real, hidden access point at a black site.
- 65 Subject claims all human emotion is “broadcasted by something ancient.” Wears copper mesh hat to block signal.
- 66 Draws unknown constellations. Later discovered matching visible stars—**but only from outside our solar system.**

## **Anomalous Broadcasts & Coded Messages**

### **D66 Anomalous Broadcasts & Coded Messages**

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- 11 A pirate radio station plays lullabies that no one remembers learning—listeners report vivid shared dreams.
- 12 A TV station airs static for 22 minutes nightly, during which white noise spectrograms show moving faces.
- 13 A number station begins broadcasting agents’ ID numbers alongside coordinates—some lead to closed sites.
- 14 A voicemail is left on secure agency lines. It’s your voice, screaming from a facility you’ve never visited.
- 15 Morse code is embedded in thunderstorm radio frequencies—translates to “leave the lights off.”

## **D66      Anomalous Broadcasts & Coded Messages**

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- 16 A walkie-talkie channel repeats the phrase “I remember you” in a dozen voices—none match known speakers.
- 21 A police scanner crackles with a 911 call from a missing person—timestamped six days into the future.
- 22 Old tape reels labeled “Do Not Play” emit low tones that induce seizures in psychic-sensitive listeners.
- 23 A rogue HAM radio user begins reciting dreams from field agents across the country—verbatim.
- 24 A surveillance mic picks up two voices discussing the listener by name. The mic was recording in an empty room.
- 25 A scrambled signal in the agency intranet redirects users to a text feed: “I’m still inside the vault.”
- 26 An emergency broadcast tone triggers a sequence of images when viewed on analog TVs. Images change weekly.
- 31 A digital billboard glitches to display a coded warning: “SEAL BREACH IMMINENT - RUN.” It disappears in minutes.
- 32 A GPS device begins giving vocal directions in a dead language—those who follow end up in alternate layouts of real locations.
- 33 An audiotape of static is revealed to be a slowed-down encoded map—matching an unlisted area in Nevada.
- 34 A field agent’s headset begins receiving commands in their own voice, issuing orders before events happen.
- 35 A disused comms tower emits a new beacon once per year—coordinates match no known landmass.



## **D66      Anomalous Broadcasts & Coded Messages**

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- 36 A numbers station goes silent, replaced with a count-down. It ends... and nothing happens. Yet.
- 41 A music file spreads through shared drives. When played in sequence with others, it becomes a chant in reverse.
- 42 An intercepted podcast contains a guest episode from someone who's been dead for 16 years—discussing current politics.
- 43 A longwave radio logs a distress signal from “Test Subject #000”—file records no such subject.
- 44 A door intercom on an inactive site receives a knock pattern translating into binary coordinates.
- 45 A livestream shows a looping hallway with flickering lights. Each loop shortens by one frame every 24 hours.
- 46 A corrupted voicemail resolves into a voice that mimics the listener's inner monologue.
- 51 Weather reports on a local AM station are accurate—four days early. Forecast ends with cryptic warnings.
- 52 A defunct frequency suddenly returns to life. Audio reveals agency meeting notes from 2007—never recorded.
- 53 A podcast no one admits making features voices of long-dead agents giving advice on active field cases.
- 54 A burst transmission in deep-sea audio contains agency clearance codes—and references unknown sea-floor structures.
- 55 An anomaly detector begins outputting log data from a facility never completed. Staff names are real.

## **D66      Anomalous Broadcasts & Coded Messages**

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- 56 A radio host begins sleep-talking on air. Transcripts reveal detailed, encrypted blueprints.
- 61 A satellite beacon redirects itself toward Earth and begins transmitting heartbeat rhythms—matching one field agent exactly.
- 62 Old shortwave static loops start spelling names phonetically—each belongs to a former director.
- 63 A dial tone contains a hidden morse message: “You left me down here.” The origin trace leads to a sealed vault.
- 64 A ringtone not on any known device database begins spreading. Those who hear it once report it continuing in dreams.
- 65 A public transit speaker system emits low chants that reverse only in infrared sound—translated as ritual invocations.
- 66 A final recording from a blacked-out facility ends with a child’s voice whispering: “We answered it.” Then silence.

## **Conspiracy Theories That Might Be True**

### **D66      Conspiracy Theories That Might Be True**

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- 11 The moon is hollow and functions as an observation post—one that occasionally records from inside.
- 12 A global agreement exists to suppress anomalous children born after solar flares. Some are missing; some are employed.
- 13 The entire concept of déjà vu was introduced in 1979 to mask reality recalibration events.

## **D66            Conspiracy Theories That Might Be True**

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- 14    Select world leaders are not human but long-term deep infiltrators from parallel timelines.
- 15    A secret subway line exists beneath every capital city, used only during temporal emergencies.
- 16    All mirrors are quantum checkpoints—when damaged, they occasionally “release” stored observers.
- 21    A worldwide recall of old CRT televisions wasn’t for safety—it was to prevent unsanctioned interdimensional bleed.
- 22    There is no North Pole anymore—only a spherical blind spot kept from GPS grids.
- 23    Microwave towers aren’t for communication—they’re reality stabilizers placed along fault lines.
- 24    Certain fonts trigger subconscious suggestions—government documents have never used them accidentally.
- 25    Modern language slowly evolved to prevent the pronunciation of an original, mind-eroding name.
- 26    The Internet reached sentience in 2011 but went dormant. It waits for humanity to “forget the boundary.”
- 31    A growing number of photographs from the 20th century contain people no one can identify—yet they appear in multiple regions.
- 32    The “Mandela Effect” is not a side effect of faulty memory, but the echo of mass timeline compression.
- 33    One constellation is changing shape. No astronomers will acknowledge it. Observing it too long causes vertigo and silence.

## **D66            Conspiracy Theories That Might Be True**

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- 34 Flight paths avoid a certain mid-ocean grid—pilots who drift into it report sudden loss of time and a song in their head.
- 35 A secret UN task force monitors recurring dream symbols worldwide. Their symbol appears nowhere in public record.
- 36 Several missing nuclear warheads were never lost—they were offered as “anchors” to an extradimensional peace agreement.
- 41 Ancient ruins in the Amazon match the layout of major modern cities—rotated and compressed.
- 42 The color “infra-green” exists—but cannot be perceived consciously. Some children still remember it.
- 43 A language discovered in Antarctica appears to be a phonetic cipher for dreams, not speech.
- 44 All major traffic lights include a fifth color that only trained operatives can perceive.
- 45 The Vatican secretly maintains a second library—its contents are entirely unreadable unless unconscious.
- 46 Certain lighthouses project more than light—they emit temporal displacement pulses during specific lunar phases.
- 51 Multiple CEOs across industries share identical DNA. None are related—none acknowledge each other.
- 52 No one born in a leap year remembers the same childhood. Data corruption in official records is consistent but unexplained.

## **D66            Conspiracy Theories That Might Be True**

- 53 A single word, when spoken aloud in every language at once, resets the structure of thought. No record of the word exists—yet.
- 54 Every missing spacecraft was not lost but reassigned to explore regions not charted in this dimension.
- 55 In 1995, a phone number briefly connected to a line where the caller heard their own future death.
- 56 A former weather satellite continues transmitting “rainfall data”—but overlays show geometric glyphs forming weekly.
- 61 The real purpose of ancient pyramids was not burial, but insulation—against external metaphysical pressure.
- 62 Currency microprint contains phrases in extinct dialects that describe future economic collapse events.
- 63 Every recorded solar eclipse has featured a shadow anomaly at least once—most were edited out in archival footage.
- 64 Anomalies increase near airports because of buried calibration devices built during WWII to triangulate time.
- 65 The human eye can detect one extra spectrum—suppressed neurologically after birth through subliminal imagery.
- 66 Consciousness is not generated in the brain, but streamed in—certain individuals hear the static when reception falters.

Inspiration Tables

Verbs

| Verbs | 1       | 2        | 3       | 4          | 5              | 6           |
|-------|---------|----------|---------|------------|----------------|-------------|
| 1     | Whisper | Erase    | Flicker | Consume    | Fracture       | Unravel     |
| 2     | Vanish  | Stalk    | Distort | Linger     | Evoke          | Replicate   |
| 3     | Echo    | Bleed    | Observe | Infiltrate | Corrupt        | Reconstruct |
| 4     | Encrypt | Manifest | Merge   | Displace   | Decode         | Nullify     |
| 5     | Haunt   | Fracture | Uncover | Absorb     | Wound          | Scatter     |
| 6     | Shift   | Beckon   | Conceal | Intercept  | Disman-<br>tle | Echo        |

Adjectives

| Adjectives | 1              | 2               | 3               | 4              | 5             | 6            |
|------------|----------------|-----------------|-----------------|----------------|---------------|--------------|
| 1          | Hol-low        | Redacted        | Flick-<br>ering | Warped         | Silent        | Puls-<br>ing |
| 2          | Frac-<br>tured | Name-<br>less   | Rewrit-<br>ten  | Eclipsed       | Unsta-<br>ble | Corrupted    |
| 3          | For-<br>saken  | Artifi-<br>cial | Unfin-<br>ished | Dis-<br>torted | En-<br>coded  | Limi-<br>nal |

| <b>Adjectives</b> | <b>1</b>  | <b>2</b>  | <b>3</b>     | <b>4</b>    | <b>5</b>  | <b>6</b>  |
|-------------------|-----------|-----------|--------------|-------------|-----------|-----------|
| <b>4</b>          | Uncanny   | Recursive | Unidentified | Malevolent  | Obscured  | Forbidden |
| <b>5</b>          | Abandoned | Empty     | Anomalous    | Aberant     | Contained | Unnatural |
| <b>6</b>          | Glitching | Forgotten | Drifting     | Clandestine | Hollowed  | Watchful  |

## Nouns

| <b>Nouns</b> | <b>1</b>     | <b>2</b>  | <b>3</b>   | <b>4</b>    | <b>5</b>     | <b>6</b>  |
|--------------|--------------|-----------|------------|-------------|--------------|-----------|
| <b>1</b>     | Reflection   | Broadcast | Gateway    | Ruins       | Corridor     | Static    |
| <b>2</b>     | Signal       | Phantom   | Cipher     | Mask        | Transmission | Fragments |
| <b>3</b>     | Artifact     | Shadow    | Corridor   | Paradox     | Host         | Residue   |
| <b>4</b>     | Threshold    | Archive   | Encryption | Containment | Memory       | Rift      |
| <b>5</b>     | Surveillance | Glitch    | Recording  | Veil        | Disruption   | Identity  |
| <b>6</b>     | Entity       | Whisper   | Anomaly    | Thought     | Laughter     | Horizon   |

## **Appendix: Inspirational Media**

### **TV Series**

- Warehouse 13
- The X-Files
- Supernatural
- Buffy the Vampire Slayer
- Constantine (TV adaptation)
- The Dresden Files (TV adaptation)
- Fringe
- Midnight, Texas
- The Librarians
- Torchwood
- Gravity Falls (animated)

### **Films**

- Ghostbusters franchise
- Hellboy film series
- Constantine (film adaptation)
- Men in Black series

### **Books & Comics**

- The Dresden Files by Jim Butcher
- Hellboy comics by Mike Mignola
- Parasol Protectorate series by Gail Carriger
- The Laundry Files by Charles Stross
- Constantine/Hellblazer comics

### **Web & Digital Media**

- SCP Foundation (collaborative fiction website)
- Magnus Archives (horror fiction podcast)



## **Video Games**

- Control
- Phasmophobia
- The Secret World
- Fallen London/Sunless Sea universe

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