

THE SOLO INVESTIGATOR'S HANDBOOK



A comprehensive method for
solo Call of Cthulhu
by Paul Bimler

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by PAUL BIMLER

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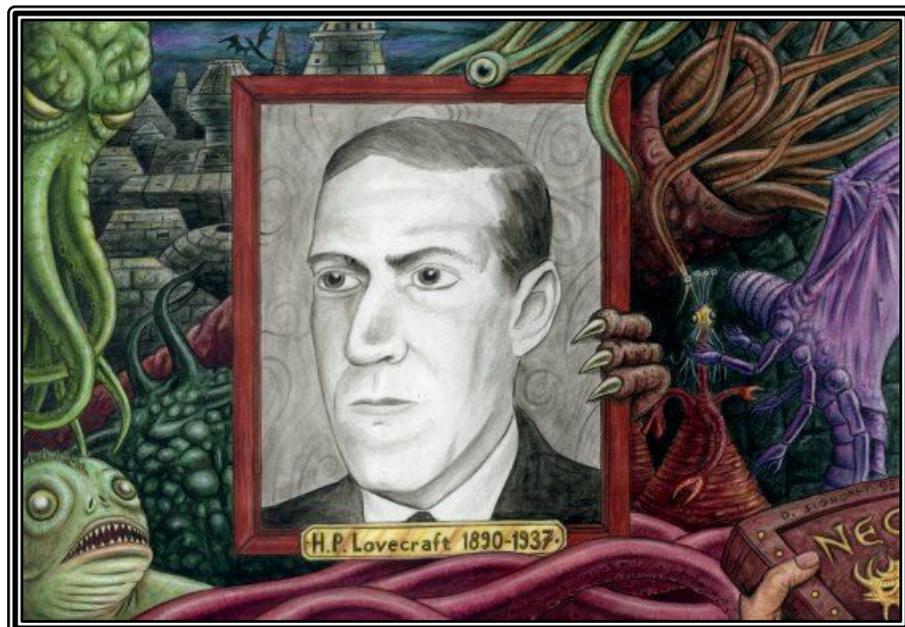
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CHAPTER 1: INTRODUCTION

*Welcome investigators.
It's a rainy Saturday night and you are in the mood for some Mythos action. You have had a whisky or two and feel the ol' itch returning. That hankering for uncovering eldritch mysteries. The irresistible lure of possible insanity. You hearken to the call...*

We all want to game. All the time. Not just when our group gets together, but *any time that we want to*. Surely there must be a way to facilitate solo gaming at the drop of a hat, even without a Keeper.

Of course there is.
Welcome to *The Solo Investigator's Handbook*. This product was created with the intention of providing a method for playing Call of Cthulhu solo. By solo games, we mean Keeper-less games. This system can serve as a way for you to generate little scenarios for yourself, in between regular games with your Keeper. Or, if you can't find a group, this might scratch your Cthulhu-itch until you can locate one.

In 2018 I released a product for 5e SRD named *The Solo Adventurer's Toolbox*. This is a 167-page supplement that generates freeform solo adventures for that system. It went on to become a platinum bestseller on Dungeon Master's Guild in the space of three months and is still sitting in their bestseller's list at the time of writing.

The document you read is a method for generating on-the-fly solo adventures for Call of Cthulhu. Through a combination of questions which you will pose (and answer using dice rolls), as well as random tables and other mechanics, you will generate a scenario for yourself, consisting of events, clues, encounters etc.

The scenario will be created by you *as you play*. This will enable gradual discovery of the mystery. You may ask the question, "If I don't know the background, how can I investigate the mystery?" The answer is, that you *allow the clues and events to determine the story as you go*. The combination of clues, discoveries and events will eventually point to something, no matter how bizarre. You will link all these clues and events together to weave an answer to the mystery you have created. That is, of course, if your investigator doesn't go insane first!

The contents menu on the left-hand side of this pdf (access it now by clicking the bookmarks tab: ) is how you will navigate between the many tables and resources in this book.



CHEAT SHEET: SOLO INVESTIGATION METHOD

USE THIS AS YOUR REFERENCE POINT FOR SOLO INVESTIGATION.

SETUP

- 1: Create one or more investigators to play with.
- 2: Read up on the Question/Answer mechanic (this chapter).
- 3: Create a scenario for your investigators. See Chapter 2.
- 4: Begin your journalling. See Chapter 3: Journalling, especially the Story Direction Table.
- 5: Investigation Rounds commence. Mythos Points start at 0. Continue until either dead or insane!

INVESTIGATION ROUND

STEP 1: Create a new time-stamped entry in your journal, and then roll on the Story Direction table.

STEP 2: Once you have your direction (one of five directions: Downtime / Development / Discovery / Danger / Dice Roll) then go to the subtable for that direction, (found in Chapter 3). Whenever your character rolls or elects to have Downtime, (such as for sleeping) roll on the Downtime Disturbance Table to see whether their Downtime is disturbed.

STEP 3: Every time something unsettling/scary/terrifying/petrifying happens, add Mythos Points to the current score as directed by the Mythos Points Table. This will also require a Sanity Roll, as directed by the table. The Mythos Points score can be reduced with undisturbed Downtime.

STEP 4: Using Q/A rolls, continue to interact with all the elements of your story until you reach a dead-end or wish to know what happens next. Then, estimate how much time has passed since the last journal entry, and use this as the time of your next journal entry.

STEP 5: Return to Step 1.



GAMEPLAY EXAMPLE

For an example of gameplay using the system in this book, you could skip forward right now to Chapter 12 which contains examples of gameplay using this system. This will give you a look at how all the elements in the book can be used.

CORE BOOKS

It is a good idea to become familiar with the core books such as the *Investigator's Handbook* and the *Keeper's Rulebook*. The rules and guidance contained therein will form the basis of your knowledge on how to run your solo investigation campaign.

NEW TO CALL OF CTHULHU?

If you are only just getting started with the game, it is recommended that you read the Quick-Start Rules, a handy pdf provided free by Chaosium, the creators of Call of Cthulhu. It contains all you need to know to get started playing CoC straight away, and is available at the following link: <https://www.chaosium.com/cthulhu-quickstart/>

SOLOING - ALONE OR WITH MULTIPLE INVESTIGATORS

You have a choice. You could create a single character, or you could create two or more investigators to solo with. The advantage with the latter approach is that different

investigators have different strengths which can possibly complement each other. The drawback is that you will have to generate another character sheet to play with, but this is fun anyway! Alternately, you can check out drivethrurpg.com for a premade character pack. There are a few good ones.

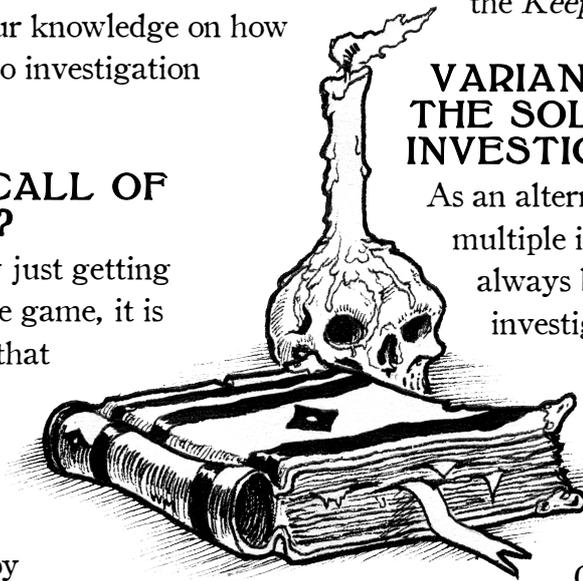
If you choose to go it alone, you can explore the concept of contacts for your character. Information on contacts can be found on page 97 of the *Keeper's Rulebook*.

VARIANT: BOOSTING THE SOLO INVESTIGATOR

As an alternative to running multiple investigators, you could always boost a single investigator so that they are better equipped to cope with whatever the Mythos throws at them.

The key here is Occupations. Give your investigator two of them. Perhaps they are a journalist, but also moonlight as a private investigator. Or, perhaps they are a librarian but spend their spare time on archaeological digs. There are innumerable ways you could justify them having two occupations. Many of us already do, in our day-to-day lives, myself included (writer - musician - teacher).

This will enable them to gain double the personal interest points that they would normally have, and will make



them a bit more able to cope with a wide range of situations.

Taking this option will potentially result in some longer-lasting scenarios. If you're fine with your investigator going insane or dying within the space of a few days, then stick with standard, single-occupation investigators.

THE CORE OF THIS SYSTEM: JOURNALLING

Journaling is what this system of solo investigation is centred on.

In my dungeon-delving solo adventure method (*The Solo Adventurer's Toolbox*), the discovery of the various passages of the dungeon, or of wilderness terrain, and travel through those areas, are what sparks encounters, combat, and every other aspect of solo adventuring. The fact that the particular system (5e SRD) focuses so much on maps provides a coherent framework around which to base a solo campaign.

In Call of Cthulhu, however, maps don't figure that prominently.

Hence, as I was working on this system, I tried to come up with a different framework for solo investigation. The one I finally arrived at was *time*. The *passage of time*, as marked in a journal, is what lies at the core of this solo Call of Cthulhu system.

Throughout your investigator's day, you will write time-marked journal entries. Later on, you will see how rolling on the **Story Direction Table** will enable you to generate events for your investigator. Mythos

Points, which accumulate over time, will also increase the action.

INTERACTION

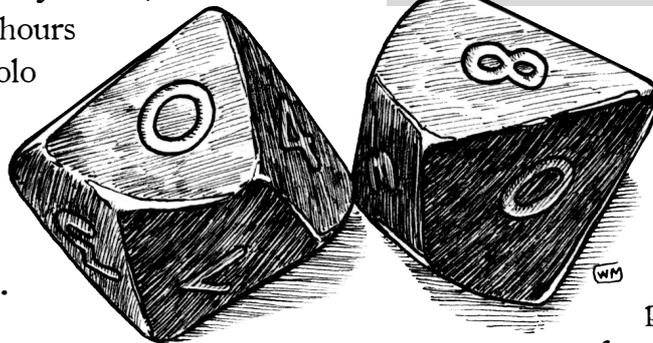
In order to have a meaningful solo experience with Call of Cthulhu, the key is interaction. You need to have as many things available to interact with as possible, which will add to the immersion and improve the quality of the experience. This can include, but is not limited to:

- ◆ Music (check out Cryo Chamber and Altrusian Grace for dark ambient stuff, or you might prefer 1920s Jazz).
- ◆ Handouts (if possible. See below)
- ◆ A blank book and writing implement to facilitate your journaling. The more old-world the better
- ◆ Props. Why not turn off the lights and have a candle burning? Sets the mood surprisingly well!
- ◆ Old photographs. These could form part of the basis of your story. Check out cthulhustreasurebox.blogspot.com Lots of lovely photos and other stuff.
- ◆ Maps. These can form the basis of a campaign. Base your story around them. Propnomicon.blogspot.com has a beautiful one of Arkham, Massachusetts, as well as many other resources.
- ◆ Miniatures. www.rafm.com has a good range. Otherwise, you could just google "Call of Cthulhu miniatures".
- ◆ This system and its mechanics.

QUESTION/ANSWER MECHANIC

If you are unfamiliar with question/answer systems, the basic idea is that the player asks yes/no questions to find out where the story goes next. The answers are then determined using dice rolls. A well-known one is the *Mythic GM Emulator*. You can use Mythic in conjunction with the tables in this book, or you can use the mechanic I have created herein to answer yes/no questions. This will go a long way towards determining what happens in your scenario.

There are a few excellent question/answer systems out there. The Mythic system is outstanding and has been extensively used by the author, and many others, in generating hours of enjoyable solo play. What follows is a stripped-down version of that system.



STEP 1: FRAME A YES/NO QUESTION

The first stage is to come up with a question. This question needs to be framed in such a way that it can be answered with one of the following three words: yes, no, maybe.

Example: Is this town currently peaceful?

STEP 2: DETERMINE DIFFICULTY MODIFIER

Given all circumstances, how likely is the occurrence?

LIKELIHOOD	MOD
Impossible	-60
Highly Unlikely	-40
Unlikely	-20
Possible	0
Likely	+20
Highly Likely	+40
A Certainty	+60

With the example question given above, (“Is this town currently peaceful?”) some factors that would influence the likelihood are the political situation in the area, recent events, the demographic, etc. **NOTE:** From now on, we will refer to the question/answer mechanic and its associated d100 roll as the “Q/A roll”.

STEP 3: MAKE A D100 Q/A ROLL (adding or subtracting the modifier)

Q/A Roll Result Table

D100	RESULT
1-34	NO
35-59	MAYBE
60-100	YES

YES/NO

If your question is answered by “Yes” or “No”, then you can begin interacting with that now-resolved question. So, if after asking “Is this town currently peaceful,” with a likelihood of -20 due to there being some unrest in the area, and I get a “No” then I might go to the Verbs Table (Chapter 6) to get more information about the situation. Or, I might ask more questions, such as “Is there a riot going on?” If I get a yes to that, then I might consider high-tailing it out of town so my investigator doesn’t get caught up in the violence. To summarise, you ask a question, roll, then interact with the results.

MAYBE?

If your result is maybe, then there is some other condition that needs to be fulfilled for the thing to happen (or not happen, as the case may be), perhaps an appropriate ability check to overcome a relevant obstacle or achieve a stated goal. Or, it could be that your question is not framed quite correctly given the

circumstances of the scenario, which are trying to make themselves known through your dice rolls. Perhaps other Q/A rolls need to be asked in order to determine what the condition is. Another way of getting answers to a “Maybe” is to make a roll or two on the Verbs table (Chapter 6). That might add the necessary detail. Or you can just decide whether it’s yes or no yourself (perhaps following the *Innsmouth Rule*, detailed later in this chapter under *Horror and Immersion*).

SPECIFIC QUESTIONS

If you have a specific question that needs answering, which cannot be framed as a yes/no question, then make 1-4 rolls on the Verbs Table. The Verbs Table (Chapter 6) is a list of 499 verbs that are generated through dice rolls, which you can loosely interpret to formulate an answer.

Another excellent resource in this regard is contained in the *Mythic GM Emulator* (available on Drivethru RPG). The *Event Meaning Tables* in this product provide a great way to generate random directions and ideas and are well worth checking out.

SKILL ROLLS

Not every question will be decided with the Q/A mechanic. Sometimes a skill roll will be required. For example, you could use Q/A to answer the question “Can my investigator scale this cliff,” but that negates the characteristics and expertise of your character. Rather,

make a Climb roll to determine the answer.

Train yourself to pick up on the different things that call for skill rolls, and then make those rolls. This develops your character and adds the element of randomness to the story. The skill descriptions (pp.57-79) in the *Keeper's Rulebook* will give you a good idea of what each skill covers.

Remember also to track successes to take advantage of possibly increasing your skill scores at the end of part of a scenario, or at the very end of the scenario itself. See p.94 of the *Keeper's Rulebook* for more information on skill improvement.

JUST DECIDE

Occasionally, your story will flow smoother if you *just decide* that a certain turn of events takes place. Remember, you as *Keeper of your own campaign* are in charge of the story, so if you wish it to go in a certain direction, that's your call. You might decide that your character successfully follows someone, without rolling Stealth for it. Perhaps your investigator is smart enough to know that stealth isn't one of their strong suits, so they keep their distance but still follow their mark to whatever location they are headed for.

However, sometimes deciding is not appropriate, especially when a Skill roll might be called for. "Just deciding" is for moments when your story has stalled and

you can't seem to reach a conclusion as to a particular aspect of your story.

YOUR CREATIVITY REQUIRED

The great thing about a solo, generative system is that its main purpose is to fire your own imagination. A system such as this cannot provide *every* detail of your scenario. You also, as pseudo-Keeper, need to provide your own input and interpretation to the answers, and occasionally fill story gaps here and there. No two scenarios using this system can possibly be the same, as the person making the rolls and answering the various questions will interpret the results differently every time depending on context.



KEEPER KNOWLEDGE

In solo campaigns, we must necessarily play the role of both Keeper and investigator, although our roles are modified somewhat from a traditional game. We'll call the Keeper role a *pseudo-Keeper* role. You, although controlling your investigator, will at times have more knowledge of the mystery they are facing, such as when you know what Mythos creature they are facing but they do not (unless they have in-depth Mythos knowledge). In situations like this, the intrigue comes from seeing how your investigator reacts to and copes with those situations. But for the most part, this system is designed to reveal clues (and the greater mystery) as the player moves through the quest.

TABLES

The tables provided herein are designed to work in conjunction with the Q/A Mechanic in helping you to generate another level of detail for your solo scenario.

SETTING

There are no real restrictions with setting. I like the 1920s, and I sometimes like to set events in my own home town where I grew up. This provides a bit of familiarity and allows me to get more immersed in the context. Of course, you could always choose good old Arkham, Massachusetts if you want the pure authentic Lovecraftian experience.

THEATRE OF THE MIND

You should aim to use just your journal (an exercise book) this pdf, printed out, and polyhedral dice (usually the d100). That should provide you with everything you need and will remove the need for looking at screens - too much. Some appropriate atmospheric music (my favourites are Altrusian Grace Media and Cryo Chamber) are also recommended to "set the tone" of your solo adventuring). Theatre of the mind is *essential*. Spend time envisioning, in detail, what is happening in your campaign, the characters, the locations, the horror. Freak yourself out!

HORROR AND IMMERSION

Naturally with a solo format, it is not so easy to feel the horror that a skilful Keeper might generate. Every effort has been made to try and create a system that unfolds the story as your investigator moves through it, but consider the following guidelines as you go about creating your solo scenario.

- ◆ Players must be invested in feeling horror, otherwise it won't work.
- ◆ Horror is removing safety (someone, something, etc) from the player.
- ◆ Horror forces players to make morally questionable choices which ups the horror factor. Players aren't just good heroes killing the bad guy without repercussions.

- ◆ Players should feel isolated from help - either because help doesn't believe them or is not there when they need it.
- ◆ Players should feel a sense of helplessness and despair from the conflict generated.

THE INNSMOUTH RULE

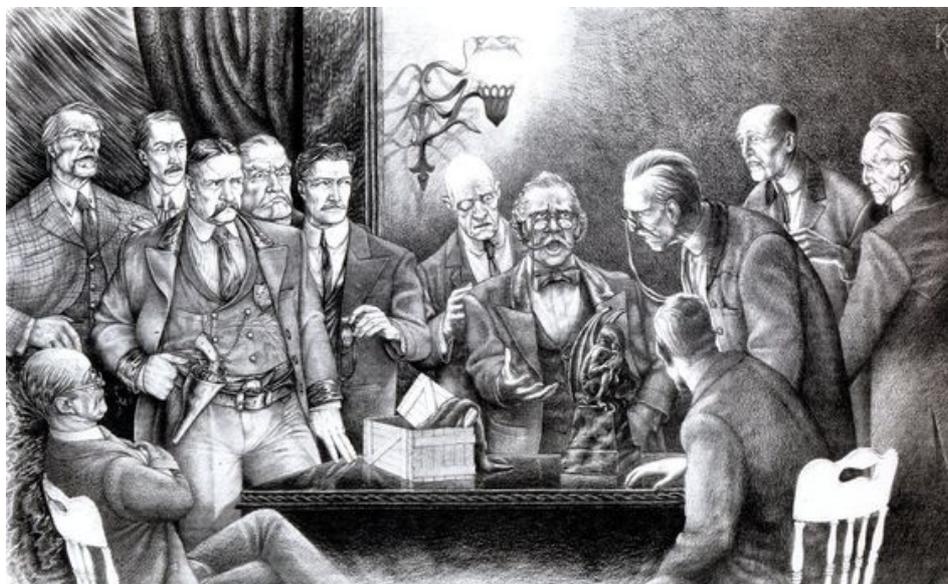
We'll create an optional rule here called the *Innsmouth Rule*. This states that, when choosing between different options for story advancement (when you are interpreting a Q/A roll, or when interpreting the Verbs Table), you should always choose the one that is most perilous for your investigator. Please note, this rule is optional. However, it should up the ante for your scenario (if your ante has not already been sufficiently upped!)

DESCRIPTION

Just as is recommended in the core books, try in your journal to describe the action your investigator is attempting before making rolls. This will help you also to judge whether the roll should be regular, hard or extreme.

QUICK TABLE REFERENCE

Generate a...	Pg	Generate a...	Pg
Auditory effect	48	NPC	28
Clue	45	Random Event	55
Dangerous occurrence	25	Rumour	51
Information source	14	Scenario	10
Location	60	Story Direction	21
Monster	35	Visual Effect	49



CHAPTER 2: GENERATE A SCENARIO

GENERATING A SCENARIO

Here are some sample scenarios - fairly open-ended - to get your creative juices flowing. If these are not to your taste, use the **Verbs table**, **Rumours Table**, or one of the alternate methods listed later, to generate something new.

d100	PROBLEM
1-2	Important relic or item lost. Book stolen?
3-4	The town water supply has dried up and no-one knows why
5-6	Inhabitants of a town are becoming diseased / going mad / dying mysteriously
7-8	Environmental disturbance / Strange Weather / Infestation / Plague
9-10	Investigator / notable figure left some time ago on a journey but has not returned.
11-12	You discover a map or rumours of a great mystery hitherto undiscovered
13-14	A photographer claims to have captured an image of a being hitherto never recorded before.
15-16	You are passing through a town and notice that the locals are acting a little too nicely towards you. Almost as if they don't want you to leave.
17-18	Your most trusted friend gives you a package and implores you to take it to such-and-such a person. He also tells you not to open said package, but tells you that his life, and the lives of thousands, depend on you getting this package to its destination.
19-20	A convoy passes near your house, many military vehicles, and a large truck which has all the windows blacked out. What are they carrying in there?
21-22	An infamous item, said to be cursed, has surfaced and is causing havoc.

23- You awake with a start, and initially everything is fine. Until you go to
24 the bathroom mirror and see that overnight your body has become
covered with strange tattoos - glyphs and runes of some sort! How did
these get here? Some of them have even been scarified into your skin.
They are all over your body, and it will be difficult for you to go out in
public.

25- While travelling from A to B, your transport crashes and you are
26 stranded in the wilderness. You discover a strange structure.

27- A close friend is arrested and detained in a top secret facility. The friend
28 manages to get word to you just before they are taken

29- Rumours of a lost temple to the Old Ones
30

31- A remote site or town has been devastated by a mysterious phenomenon.
32 You have been asked to travel there and investigate.

33- You and a friend uncover a bizarre mystery in a dusty library. The next
34 day, your friend winds up dead.

35- You keep having the same recurring, disturbing dream, accompanied by
36 very specific information about a particular location/time. How has this
information come into your brain?

37- You awake with no memory of the last 24 / 48 hours. (Optional: a few
38 moments later, there is a loud banging on your door)

39- A strange noise is coming from somewhere, a tapping or groaning or
40 something... where are you and why is this happening?

41- You are on holiday in a remote location when it begins to happen. A
42 strange creeping feeling that you can't pin down, but all is not well.

43- A noted person has been kidnapped.
44

45- Through your connections, you learn that a strange item has come up
46 for auction. No one knows where it comes from, but interest is hot.

47- A relative dies, leaving you his estate - an old house, and some strange
48 items.

49- There is an odd smell in your house / Your pet is acting weird towards a
50 particular wall/room in your house

51- Due to a shipwreck / storm you are forced onto an island with an old
52 dilapidated hut on it

53- A friend begins losing their mind, wasting away, and they are raving
54 about some truly outlandish things

55- You find an odd object in the basement of your house, possibly while
56 excavating.

57- A friend invites you to come and spend a night with him in a house
58 where he has observed paranormal phenomena. He needs someone else
to confirm he is not insane.

59- A scientist friend tells you he has made a “miraculous discovery”
60 regarding other dimensions. He wants to meet with you. Then, a day
later, he mysteriously disappears.

61- Strange beings have been sighted in the harbour by local fishermen and
62 sailors

63- You discover that a relative’s house is much older than originally
64 thought, and has a fascinating history

65- A painting that has passed through several hands comes up for sale. It is
66 rumoured that everyone who has owned it has died from being choked
to death, although no killer has ever been found. Who was the creator?

67- A local politician begins acting very strange, then goes mad. He ends up
68 murdering his own family but protests his innocence endlessly. After
exhausting all leads, a representative comes to you offering a large sum
of money to help clear the politician’s name by getting to the bottom of
the mystery. Is he guilty?

69- An old cold case comes to your attention. A girl who died in mysterious
70 circumstances near a lake in your home town. You find a new piece of
evidence.

71- Heading to work one morning, no-one recognizes you. This is
72 disconcerting, but even more so when your family and friends don’t
recognize you either.

73- A movie is showing at the local cinema. The strange thing is, everyone
74 who goes and sees it has the same recurring nightmare and ends up
going insane. When the makers of the film are researched, it leads to a
dead end.

75- A disturbed war veteran claims that during his tour in Gallipoli / The
76 Somme (insert WWI location here) he saw strange creatures on the
opposite side, interacting with the enemy in some way.

77- A friend recently returned from a holiday abroad, gives you a gorgeous
78 little figurine to place on your mantelpiece. However, every morning
when you wake up, the figurine has moved to some new place in your
house.

79- A geologist is in the news raving about discovering a new mineral in a
80 local cave system

81- A prisoner escapes, one with a history of occult dabblings and sacrifices.
82 A high priest/priestess.

83- While on a plane voyage over the ocean, you happen to look down and
84 see the shape of a colossal beast breaching the water's surface. You are
tens of thousands of feet up in the air yet this behemoth is still visible.
The sight shakes you to the core. You feel compelled to tell someone
before you go insane, or at least uncover some sort of corroborative
information or other accounts of this creature.

85- While speaking to a random acquaintance, they suddenly adopt a
86 different voice and bearing, and deliver you a message while in a sort of
trance. Then they emerge from the trance with absolutely no memory of
what just happened.

87- While on holiday at your family's house by the lake, you discover a
88 strange, black structure/formation in the middle of the forest.

89- You dream of a horrific event near your town and are then horrified to
90 read about the exact event (with possibly a few details added) the next
morning in the local newspaper.

91- A ship-wreck survivor appears on the local beach with a disturbing tale.
92

93- Bodies have been going missing from the local graveyard.
94

95- A mute child befriends you. You have no idea where this child comes
96 from, but they have strange markings on their body.

97- An gallery stages an exhibition of an artist who died recently. The
98 images on display are declared "brilliant", "revolutionary" and "daring"
by art critics. You find them highly disturbing and wonder what caused

the artist to create these images. More than that, do they hold some clue to the artist's death?

99-100 You are on a train, heading to your destination. The train leaves town and enters beautiful countryside. You drift off into a pleasant and peaceful sleep. Some hours later you awake to find the train empty and stopped on the track. You are the only passenger. Everyone, including the driver, is gone.

(Doing an internet search for "Cthulhu scenario hooks" will also bring up some interesting leads regarding scenarios).

NEXT STEP: How do you receive the quest?

This roll will provide more things for you to interact with and more questions for the mechanics to answer.

QUEST RECEIVED FROM:

D100	QUEST SOURCE
1-10	Directly told by a friend / acquaintance
11-20	Note / scrap of information / historical notes
21-30	News report
31-40	Overheard conversation
41-50	Weird portent / dream / oracle
51-60	Directly observing some bizarre occurrence
61-70	A rich benefactor requesting your help in return for payment
71-80	The police (or other authority) requesting your help and expertise
81-90	An old family heirloom falls and breaks, revealing something mysterious inside
91-100	Investigator has done something bad, and someone knows. They threaten to blackmail them unless they do this thing...

MORE IDEAS FOR QUESTS / RESOURCES

Using Google, go and do a search for interesting news items using such terms as:

- ◆ Bizarre occurrences
- ◆ Strange news stories
- ◆ Unexplained mysteries

The website livescience.com is a good source of such stories.

Also, mysteriousuniverse.org has some excellent stuff as well.

Ranker.com has some interesting lists that could provide scenario hooks.

Swordsandstitchery.blogspot.com also has some good articles that are more directly Mythos-related.

Cthulhustreasurebox.blogspot.com has an incredible range of resources, notably vintage photos and images. <https://www.yog-sothoth.com/files/> is a huge source of all sorts of resources.

OLD NEWS ARTICLES

Go through and note the keywords. Each one of those keywords is a potential thread for your story.

ANOTHER METHOD FOR GENERATING QUESTS

1. Decide on a location (how did you get there?)
2. Decide on the characters involved (Fellow investigators? Government officials? Bystanders?)
3. Start some action happening (What is happening currently?)

The following tables are useful for determining general areas. Often investigators are in a city and come across a location within that city. Or, perhaps they might be led to a particular location. In this case, use the Urban Location Table.



LOCATION

d100	LOCATION	d100	LOCATION
1-10	<i>City</i>	51-60	<i>Desert</i>
11-20	<i>Jungle</i>	61-70	<i>Polar Region</i>
21-30	<i>Mountains</i>	71-80	<i>Swamp</i>
31-40	<i>Sea</i>	81-90	<i>Farmland / Rural</i>
41-50	<i>Forest</i>	91-100	<i>Excluded Zone</i>

URBAN LOCATION TABLE

d100	LOCATION	d100	LOCATION
1-5	<i>Library</i>	51-55	<i>Townhouse</i>
6-10	<i>Mansion</i>	56-60	<i>Bank</i>
11-15	<i>Police Station</i>	61-65	<i>Shop/Store</i>
16-20	<i>Asylum</i>	66-70	<i>Significant monument</i>
21-25	<i>Abandoned building</i>	71-75	<i>Unknown building</i>
26-30	<i>Weapons dealer</i>	76-80	<i>Art Gallery</i>
31-35	<i>Municipal Park</i>	81-85	<i>Hospital</i>
36-40	<i>Hotel</i>	86-90	<i>Morgue</i>
41-45	<i>Museum</i>	91-95	<i>Train Station</i>
46-50	<i>Gentleman's Club</i>	96-100	<i>University</i>

CHARACTERS INVOLVED OCCUPATION TABLE

d100	OCCUPATION	d100	OCCUPATION
1-3	<i>Antiquarian</i>	50-52	<i>Journalist</i>
4-7	<i>Artist</i>	53-56	<i>Lawyer</i>
8-10	<i>Athlete</i>	57-59	<i>Librarian</i>
11-14	<i>Author</i>	60-63	<i>Military Commander</i>
15-17	<i>Clergyman</i>	64-66	<i>Missionary</i>
18-21	<i>Criminal / Mafioso</i>	67-70	<i>Musician</i>
22-24	<i>Dilletante</i>	71-73	<i>Parapsychologist</i>
25-28	<i>Doctor of Medicine</i>	74-77	<i>Police Detective</i>
29-31	<i>Engineer</i>	78-80	<i>Police Patrolman</i>
32-35	<i>Entertainer</i>	81-84	<i>Private Investigator</i>
36-38	<i>Farmer / Woodsman</i>	85-87	<i>Professor</i>
39-42	<i>Foot Soldier</i>	88-91	<i>Revolutionary</i>
43-45	<i>Hobo</i>	92-94	<i>Archaeologist</i>
46-49	<i>Intelligence Agent</i>	95-100	<i>Historian</i>

GENDER

d100	GENDER
1-50	<i>Female</i>
51-100	<i>Male</i>

ACTION HAPPENING CURRENTLY

Use the Verbs table to get the action going.

HANDOUTS

There is nothing like a beautifully-crafted handout to really get the action going. An excellent way of starting a quest is to assemble (or create) a collection of such resources, and use these as the starting point for your investigator.

There are a few excellent resources online that can help you to do this. *Mutable Deceptions* is available on drivethrurpg, and consists of Jazz-age newspaper templates, with stories that can be changed to suit your taste.

Dateline: Lovecraft I: Arkham, 1928 is a full edition of the *Arkham Advertiser*, a fictional newspaper. This is filled with interesting hooks and can serve as a great starting point for any quest. The publisher, *Cthulhu Reborn*, has a number of other products which may serve well in this regard.

Another source of excellent templates is the *H.P. Lovecraft Historical Society*. In here you will find form-fillable templates that you can use to generate headlines, telegrams, postcards, all sorts of things.

Weird-vintage.com has some bizarre photos which might spark your imagination. With a bit of creative internet searching, I am sure you

can find your own resources to use in your solo campaign.

At times, you might need a photo or something at the drop of a hat.

Randomly selecting something from one of the resources cited in this supplement might provide an interesting new direction for your story.



CHAPTER 3: JOURNALLING

As stated in the introduction, the act of journalling will form the foundation of your solo scenario. Within a Keeper-less game, this effectively replaces Keeper narration also.

You will make time-marked entries, as shown below, and within the framework of those entries, you will make Story Direction rolls to determine where the narrative takes you next.

You may choose to make this a first-person journal, or you could write it as a narrator, a Keeper if you will. Either way, this journal (ideally kept with *pen and paper*) will form the basis of your solo campaign.

Example: I generated a scenario where a man on a train overhears something intriguing.

Diary of George Carlisle.

9:00 am

On the train this morning, I overheard two men talking in fevered tones about a mystery concerning the local indigenous people. A temple of some sort, an archaeological revelation. My interest is piqued, and I choose to follow the one who was doing most of the talking after he leaves the train.

I follow the man to a gun shop, where he purchases a handgun. This guy is obviously spooked. Exactly what has he discovered? I tail him

back to his home, take note of the address (22 Heather Lane) then head to work. But I am unable to concentrate, and abandon work for the library to research what I have heard.

ROLLING FOR STORY DIRECTION

After you have begun your scenario, you will then roll a d100 for the story direction every time you enter a new block of time in your journal. This may not take place exactly on the hour, but some place within that time block. You could roll a d100 and divide by 2 to get the exact minutes.

Rolling for story direction will produce one of five results: Downtime, Development, Discovery, Danger, or Dice Roll. More detailed explanations for each of these are included under the headings below, as well as sub-tables which will provide more detail as to the exact nature of your story direction. These categories are not mutually exclusive. There is quite a bit of overlap. For example, rolling Development could result in a



Discovery; rolling Dice Roll could result in a Development. Any of the five rolls could result in Danger, especially as Mythos Points increase. And rolling Downtime does not necessarily mean nothing happens. Whenever your investigator has Downtime, there is a chance that their downtime will be disturbed, as detailed below. NOTE: An investigator may also *choose* to take Downtime, for example when they need sleep. However, when this happens, the likelihood of it being disturbed is increased.

As an alternative to the Story Direction Tables, you could also use Question/Answer rolls to provide direction.

Have a look at the next entry in George Carlyle's journey for an example of how I extended the scenario by interacting with the existing elements. An example of a Story Direction roll follows immediately after this.

10.00 am:

Unable to work, I abandon this and go to the library.

(Library Use Roll - Success)

I turn up some very interesting volumes. One talks of a court case that involved access to a network of caves that the local indigenous tribe wanted to keep restricted.

Fascinating. Another volume gives an indication of where these caves might be found: in Greenwood Sounds, north of here. I head back to work and am already planning to drive up to the Sound this weekend.

Continuing the journal, what follows is an example of how a Story Direction Roll was used to generate action.

11.15 am:

(Story Direction Roll - 72, Danger).

(Danger subtable Roll - 77.

“Your apartment or place of work has been tossed”)

I get back to work and see that my desk has been rifled through. I ask around to try and find out whether anyone saw anything.

Yes, Sandra remembers a pest removal guy who claimed there was an infestation in the office. They searched right through but seemed to spend a long time at my desk.

This is weird. I ask Sandra if they showed any I.D. She says she didn't think to ask.

Does she remember the company?

(Int roll for Sandra - Succeeds (just))

She does. Acme Pest Killer Inc.

I look them up.

(Are they in the phonebook? Q/A Roll - 83 - Yes)

They do exist, their offices are located downtown. I might visit them later, but in the meantime, I search my desk to see if anything is missing.

TIMEFRAME

There are only so many things you can get done in an hour. Look at the events that you have written in your journal, and decide how long it takes your character to get through these. If they start at 9 am (roughly) and events seem to take about two hours, then make another roll at 11am. Or, use this system of rolls in whatever way works for you.

MARGIN NOTES: Every time you meet a significant contact, discover a clue, or something important happens, make a little note in the margin so you can find it easily.

THE STORY DIRECTION TABLE

STORY DIRECTION TABLE
(Add Mythos Points to the roll - see "Mythos Points" below)

d100	STORY DIRECTION
1-20	<i>Downtime</i>
21-40	<i>Development</i>
41-60	<i>Discovery</i>
61-80	<i>Danger</i>
81-100	<i>Dice roll</i>

1-20: DOWNTIME

Nothing is happening. Perhaps the investigator is sitting at their favourite diner drinking coffee, getting lunch, sleeping or just deep in thought as to what all these strange events could mean.

However, time is passing, which is taking us closer to night...

Your character also needs their downtime for sleeping, eating, socializing etc. However, is that downtime left undisturbed? Make a d100 roll to determine whether they are left alone or whether some event disturbs their downtime. If you have *chosen* to take Downtime, add 10 to the roll (in addition to any Mythos Points).

DOWNTIME DISTURBANCE TABLE

Add current Mythos Points to the roll. Add another 10 if you have *chosen* to take Downtime.

d100	DISTURBED
1-80	You are left undisturbed.
81-90	Mild disturbance - a vision, a dream, hearing something. Roll on Verbs table for details.
91-100	A potentially shocking disturbance. Go to Dice Roll table.

UNDISTURBED DOWNTIME: REDUCING THE MYTHOS SCORE!

If your Downtime is undisturbed, reduce the current Mythos Score by 2. If you get two consecutive undisturbed Downtimes, reduce the Mythos by 5. If you get *three*, reduce the Mythos by 10.



21-40: DEVELOPMENT

Something happens. The story develops in some way, or your Investigator goes through some changes, positive or negative. Perhaps your investigator gets a deeper look into the mystery. This is a good chance to use the Verbs table, which can provide clues as to what might be happening. Sometimes this roll might indicate a dangerous situation, even though Danger wasn't rolled. Just go with whatever the words suggest.

DEVELOPMENT TABLE

Add current Mythos Points to this Roll

d100 DEVELOPMENT

1-10	Self-help: You access your inner resources, perhaps related to your backstory. You feel a surge of inner resolve. Make a Sanity Roll, regaining 1d6 Sanity if successful, losing 1 Sanity if not.
11-20	You meet a friendly NPC (roll on NPC tables, re-rolling for negative Keyword results).
21-30	Roll on Verbs table
31-40	Roll on Random Events Table
41-50	You are met by a seemingly neutral PC. Example: A cop on the beat, a wandering local, an inquisitive child. The keyword here is <i>seemingly</i> . They probably are neutral, but possibly not. Perhaps they are secretly aiding you, or opposing you. You don't know yet.
51-60	Neutral event. Mundane life presents itself in some way. People go about their daily routines, blind to the events that you are witnessing.
61-70	You find/observe/hear something that tests your Sanity. Make four rolls on the Verbs table, then refer to the Mythos Table to gauge the appropriate level of the event.

71-80 You meet a hostile NPC (roll on NPC tables, re-rolling for positive Keyword results).

81-90 Something awful *happens* to you. Perhaps you are attacked, or captured, or fall victim to some heinous trap. Make four rolls on the Verbs table, interpreting negatively, then refer to the Mythos Table to gauge the appropriate level of the event.

91-100 An barefaced attempt on your life.

41-60: DISCOVERY

The investigator has a chance to learn something. Perhaps they visit the library, or are teetering on the edge of connecting two major parts of the mystery. This is a time for breakthroughs. Sometimes this will happen organically just as a result of the progression of gameplay, but rolling Discovery is a *chance* for you to make those connections and develop new threads to the story. Whenever you roll 41-60 Discovery, this doesn't mean you automatically discover a clue / hear a rumour. First, roll on the Discovery table,

then refer to the relevant skill in the right-hand column. If playing with more than one investigator, the investigator with the highest score in that skill may make the roll.

INSIGHT POINTS:

If you succeed on the skill roll, then you gain the clue, and you also gain one Insight Point. Every Insight Point gained can be spent to purchase a bonus die which can be applied to any roll. Take this as your investigator gaining valuable insight into the mystery at hand, and modifying their behaviour accordingly.

DISCOVERY TABLE

d100	POSSIBLE DISCOVERY	SKILL ROLL REQUIRED
1-10	You discover a clue, or something directly related to the uncovering of the mystery. Roll on Clue Table or Verbs table (your choice). With the context of your Skill Roll, this should tell you what you have discovered.	(Roll d100) 1-10: Archaeology / 11-20: Charm / 21-30: History / 31-40: Intimidate / 41-50: Listen / 51-60: Occult / 61-70: Persuade / 71-80: Psychology / 81-90: Science / 91-100: Spot Hidden
11-20	Through research/revelation/memory spark, you link two pieces of	(Roll d100) 1-50: EDU

	information you have learnt.	51-100: INT
21-30	Someone slips you/ leaves you an note pointing you in the right direction.	Luck Roll
31-40	You observe/are caught up in some occurrence directly relating to what you are investigating	1-5: Str / 6-10: Con / 11-15: Dex / 16-20: Int / 21-25: Pow / 26-30: Anthropology / 31-35: Charm / 36-40: Disguise / 41-45: Fast Talk / 46-50: History / 51-55: Intimidate / 56-60: Law / 61-65: Navigate / 66-70: Occult / 71-75: Persuade / 76-80: Psychology / 81-85: Spot Hidden / 86-90: Science / 91-95: Sleight of Hand / 96-100: Track
41-50	A news report relating to your case	1-20: Int Roll / 21-40: History / 41-60: Psychology / 61-80: Science / 81-100: Edu
51-60	You overhear someone discussing the thing you are researching. It may be indirectly related, but the discussion is definitely of interest to you. Or are you just hearing things? Make a Q/A roll or use Rumours Table .	1-25: Disguise / 26-50: Listen / 51-75: Language / 76-100: Psychoanalysis
61-70	Your memory is sparked regarding something you had heard regarding an aspect of the case, some time ago.	1-50: History / 51-100: Int
71-80	You run into someone, possibly a relative of someone who fell victim to this mystery. (Roll on NPC tables). This has reached further than you previously thought...	1-20: Charm / 21-40: Int / 41-60: Persuade / 61-80: Psychology / 81-100: Fast Talk
81-90	Someone with knowledge of the case comes to you with a warning.	Intelligence Roll
91-100	Something you previously presumed about the case turns out to be wrong. The truth regarding this aspect of the case is revealed.	1-25: Edu / 25-50: Int / 51-75: History / 76-100: Psychology

61-80: DANGER

Here's where something untoward happens to the investigator. Perhaps they are stalked by a shady character in a trench coat, perhaps assaulted by some unknown thug, or perhaps they feel the nearby presence of some otherworldly entity. Roll on the table below to find out exactly what the danger is,

or use the Verb list to determine something new.

METHOD

STEP 1: Roll on the Danger Table to get a general idea of what threatens you.

STEP 2: Move to the Verbs Table and make 2-4 rolls (or as many as you wish) to generate additional detail as to the nature of the threat.

DANGER TABLE

d100	DANGER
1-8	You are being stalked/followed by someone. A mysterious character who you have perhaps seen before, but perhaps not.
9-16	You find a threatening note.
17-25	You feel a threatening presence. It is tangible, a spirit, or something malevolent nearby. The Verbs Table can add more detail here.
26-33	Out of nowhere, you are assaulted by an unknown thug.
34-42	You receive a disturbing phone call or phone message. If neither of these is appropriate, you either pick up or are related a piece of information, possibly by an NPC. Verbs Table to determine what.
43-51	Some sort of bizarre affliction overtakes you.
52-60	An old nemesis or problem from your past resurfaces. Relevance to your case can be deduced with Q/A rolls or consulting the Verbs table. Even if the problem is unconnected to the story, it may influence it.
61-69	The weight of all you have discovered weighs down on you. Make a sanity roll if things have been bad. 0/1d4.
70-78	Your apartment/place of work has been tossed, searched. What were they looking for? Were you there when it happened.
79-87	An attempt on your life.
88-97	A friend is attacked severely / killed
98-100	You encounter a Mythos Creature. Consult Chapter 5 tables.

81-100: DICE ROLL

Here's where a little randomness gets thrown into the mix. Roll a d100

d100	EVENT	GO TO
1-30	You hear something	Auditory Effect Table
31-60	You see something	Visual Effect Table
61-100	Something happens	Random Event Table

MYTHOS POINTS: WHEN SCARY THINGS HAPPEN

Mythos Points escalate tension over time. Whenever something terrifying, scary, or just unsettling happens, add to the Mythos Points

score. Track the Mythos Points in your journal, perhaps in a corner of the page. They scale upwards according to the severity of the event, as shown in the table below. And every time you add Mythos Points, your investigator will need to make a sanity roll.

MYTHOS POINTS TABLE

LEVEL OF EVENT	MYTHOS POINTS	SANITY ROLL
<i>Unsettling</i>	+1	0/1d4-2
<i>Scary</i>	+2	1/1d4
<i>Terrifying</i>	+5	2/1d4+1
<i>Petrifying</i>	+10	3/1d6

When rolling on certain tables, you will add Mythos points to the roll. You will be alerted as to when to do that by the instructions given with each table. These tables scale upwards in intensity, and Mythos Points increase the likelihood of rolling a severe event.

When Mythos Points begin to max out, there is a tendency for things to snowball. At this point you may wish to revert to Q/A rolls to determine the final outcome of the scenario.

OTHER THINGS

There are times when your investigator will want downtime, and will not want to seek out any action whatsoever. They might just be relaxing at home listening to the wireless, a radio drama, reading a book, meeting a friend, or any number of things. However, a Q/A roll is recommended during these times to see whether anything actually happens to disturb their downtime! The likelihood will be

based on how chaotic things have been in your campaign of late.

WHAT NOW?

After you have established the overall theme of your hour, and some of the details, we need your character to interact with them. In the diary entry above, George will then go to the library where he will make a library use skill roll to see what he can uncover. If he turns up something, I can go to the Verbs list to generate some random words which will help me to get a bit more detail.

PROGRESS OF TIME

When interacting with the different generated elements, you will have some idea of how long each thing takes. In the entry above, George went to the library after tailing the man from the train, and probably spent at least an hour there. So, instead of rolling at 10.00 (+ optionally d100 divided by 2 to determine the minutes) I roll for a new Story Direction at 11am.

CONTACTS

Even though you might be playing solo, your character probably has

friends, family, perhaps even a spouse or significant other. Factor these people into your solo campaign. How are they reacting to these events that your character is going through?

Page 97 of the Keeper's Rulebook discusses the concept of contacts in detail. In order to find out if you have contacts who specialize in a particular area, you can make a relevant skill roll. For example, a successful Medicine roll might indicate that you know a doctor. A successful Fast Talk roll might indicate that you are acquainted with a con-man or shyster.

Contacts are especially useful within the realm of solo CoC. Your investigator needs NPCs to interact with - strength in numbers, they say. You may even choose to create multiple investigators to solo with, controlling them all.



CHAPTER 4: NPCs

In your travels, you will cross paths with other characters inhabiting the Lovecraftian universe.

Use the following tables to determine who these people are - their gender and occupation, and then add more detail as to motivation.

CONTEXT

When creating an NPC, think of them in the context of the larger story. If they are *almost* right (but not quite) then just give either the story or the NPC a little nudge in the appropriate direction. Having said that, however, try to also broaden your mind as to how the results you get could be made to fit with your story, possibly with the aid of some lateral free-thinking. However, if you are struggling to do this, then just go with what these rolls trigger in your imagination and *keep the game moving forward*. That is always the main priority.

COMBAT STATS

If you require combat stats for any NPCs, check out the end of this chapter. I've provided stat blocks for many of the occupations below, as well others such as beat cop and cultist. For non-combatant NPCs (such as clergymen, journalists, authors etc) use the "Average Human" stat block, boosting things like EDU and INT as necessary. However, you may decide that your neighbourhood priest is packing heat, or that your lawyer is extremely charming, or has learnt jujitsu in their spare time. Feel free to tweak these blocks to provide a bit of character. They are just basic starting points.

NOTE: Not every occupation is contained in the following list. You may wish to use Q/A rolls to determine who your NPC is, or you may wish to add more occupations..

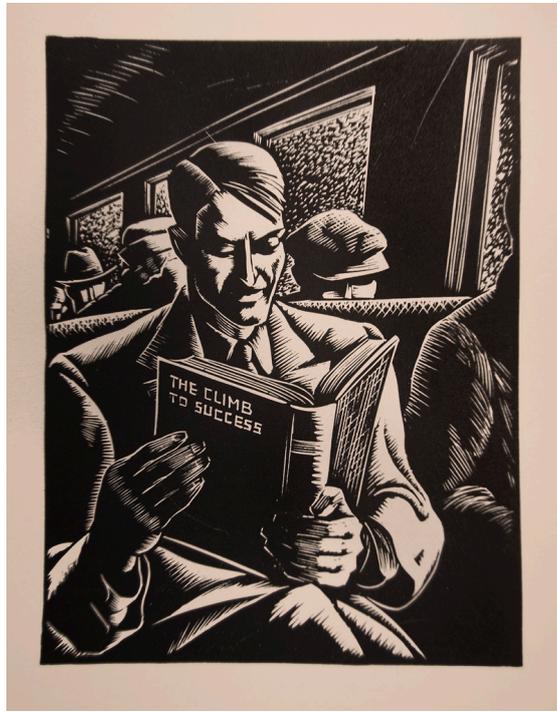


NPC OCCUPATION TABLE

d100	OCC.	d100	OCC.	d100	OCC.
1-2	<i>Antiquarian</i>	35-36	<i>Journalist</i>	69-70	<i>Servant / Butler</i>
3-4	<i>Artist</i>	37-38	<i>Lawyer</i>	71-72	<i>Ascetic</i>
5-6	<i>Athlete</i>	39-40	<i>Librarian</i>	73-74	<i>High Priest</i>
7-8	<i>Author</i>	41-42	<i>Military Commander</i>	75-76	<i>Soldier</i>
9-10	<i>Clergyman</i>	43-44	<i>Missionary</i>	77-78	<i>Assassin</i>
11-12	<i>Criminal</i>	45-46	<i>Musician</i>	79-80	<i>Gravedigger</i>
13-14	<i>Dilletante</i>	47-48	<i>Parapsychologist</i>	81-82	<i>Henchman</i>
15-16	<i>Doctor of Medicine</i>	49-50	<i>Police Detective</i>	83-84	<i>Restauranteur</i>
17-18	<i>Engineer</i>	51-52	<i>Police Patrolman</i>	85-86	<i>Crone</i>
19-20	<i>Entertainer</i>	53-54	<i>Private Investigator</i>	87-88	<i>Aristocrat</i>
21-22	<i>Farmer</i>	55-56	<i>Professor</i>	89-90	<i>Tradesman</i>
23-24	<i>Foot Soldier</i>	57-58	<i>Revolutionary</i>	91-92	<i>Thug</i>
25-26	<i>Hobo</i>	59-60	<i>Archaeologist</i>	93-94	<i>Actor</i>
27-28	<i>Intelligence Agent</i>	61-62	<i>Historian</i>	95-96	<i>Monk</i>
29-30	<i>Gypsy</i>	63-64	<i>Drifter</i>	97-98	<i>Sorcerer</i>
31-32	<i>Hermit</i>	65-66	<i>Savant</i>	99-100	<i>Cultist</i>
33-34	<i>Warden</i>	67-68	<i>Caretaker</i>		

GENDER

d100	GENDER
1-50	<i>Female</i>
51-100	<i>Male</i>



NPC KEYWORD MODIFIER TABLE

Use this table to give your NPC a bit of direction and character. Add current Mythos Points to this roll.

d100	KEYWORD	d100	KEYWORD	d100	KEYWORD
1-3	<i>Dependable</i>	34-36	<i>Gentle</i>	67-69	<i>Suspicious</i>
4-6	<i>Intelligent</i>	37-39	<i>Foolhardy</i>	70-72	<i>Egotistical</i>
7-9	<i>Talented</i>	40-42	<i>Brooding</i>	73-75	<i>Deluded</i>
10-12	<i>Artistic</i>	43-45	<i>Dim</i>	76-78	<i>Bad-tempered</i>
13-15	<i>Courageous</i>	46-48	<i>Talkative</i>	79-81	<i>Bossy</i>
16-18	<i>Joyful</i>	49-51	<i>Enigmatic</i>	82-84	<i>Monomaniacal</i>
19-21	<i>Industrious</i>	52-54	<i>Confused</i>	85-87	<i>Aggressive</i>
22-24	<i>Practical</i>	55-57	<i>Anxious</i>	88-90	<i>Devious</i>
25-27	<i>Sympathetic</i>	58-60	<i>Impulsive</i>	91-93	<i>Insane</i>
28-30	<i>Introverted</i>	61-63	<i>Ambitious</i>	94-96	<i>Psychopathic</i>
31-33	<i>Extroverted</i>	64-66	<i>Frightened</i>	97-100	<i>Bloodthirsty</i>

INTERACTING WITH NPCs

Use the tables below to determine basic outcomes for NPC interactions.

STONE OF THE EXCHANGE

Tone	Mod
Friendly	+30
Civil	+15
Indifferent	0
Heated	-15
Hostile	-30

OUTCOME TABLE

Roll a D100 for the outcome of the exchange. If you make a successful Charm or Persuade roll (whatever is appropriate) then you could roll with a bonus die.

(Add or subtract modifier)

D100	OUTCOME
1-33	Negative
34-66	Neutral
67-100	Positive

SOME BASIC NPC STATS

ATHLETE

STR: 80	CON: 80	SIZ: 75
DEX: 90	APP: 50	EDU: 60
INT: 50	POW: 70	MOV: 9
SAN: 70		HP: 15
DB: +1d4		Dodge: 60%
Fight (Brawl): 35%		Dmg: 1d3 (unarmed)

AVERAGE HUMAN

STR: 50	CON: 50	SIZ: 65
DEX: 50	APP: 50	EDU: 60
INT: 50	POW: 50	MOV: 8
SAN: 50		HP: 11
DB: None		Dodge: 25%
Fight (Brawl): 25%		Dmg: 1d3 (unarmed)

POLICE PATROLMAN

STR: 60 CON: 60 SIZ: 70

DEX: 70 APP: 50 EDU: 60

INT: 40 POW: 80 MOV: 8

SAN: 80 HP: 13

DB: +1d4 Dodge: 50%

Fight (Brawl): Dmg: 1d8
35% (baton)

.38 revolver: 60% Dmg: 1d10
 (15 yards)

CRIMINAL/THUG

STR: 60 CON: 45 SIZ: 60

DEX: 60 APP: 60 EDU: 45

INT: 60 POW: 80 MOV: 8

SAN: 80 HP: 10

DB: None Dodge: 50%

Fight (Brawl): Dmg: 1d4
50% (switchblade)

.38 revolver: 60% Dmg: 1d10
 (15 yards)



CULTIST

STR: 55 CON: 40 SIZ: 65

DEX: 50 APP: 40 EDU: 35

INT: 30 POW: 70 MOV: 8

SAN: 0 HP: 10

DB: None Dodge: 50%

Dagger: 45% Dmg: 1d4+2

Garotte: 25% Dmg: Strangle

SOLDIER

STR: 65 CON: 50 SIZ: 65

DEX: 65 APP: 50 EDU: 60

INT: 60 POW: 70 MOV: 8

SAN: 70 HP: 11

DB: +1d4 Dodge: 55%

Fight (Brawl): Dmg: 1d3 + db
45% (unarmed)

.22 Bolt Action Dmg: 1d6+1
Rifle: 50% (30 yards)

INTELLIGENCE AGENT

STR: 60 CON: 50 SIZ: 65

DEX: 65 APP: 50 EDU: 70

INT: 80 POW: 85 MOV: 8

SAN: 85 HP: 11

DB: None Dodge: 40%

Fight (Brawl): Dmg: 1d3
55% (unarmed)

P08 Luger: 60% Dmg: 1d10
(15 yards)

HIGH PRIEST

STR: 50 CON: 50 SIZ: 65

DEX: 45 APP: 70 EDU: 70

INT: 85 POW: 100 MOV: 7

SAN: 20 HP: 11

DB: None Dodge: 25%

Fight (Brawl): Dmg: 1d4
25% (Dagger)

NOTE: Magic will be main form of
protection

POLICE DETECTIVE

STR: 60 CON: 50 SIZ: 65

DEX: 65 APP: 50 EDU: 60

INT: 70 POW: 85 MOV: 8

SAN: 85 HP: 11

DB: None Dodge: 40%

Fight (Brawl): Dmg: 1d3
55% (unarmed)

.38 revolver: 60% Dmg: 1d10
(15 yards)

PVT. INVESTIGATOR

STR: 65 CON: 40 SIZ: 65

DEX: 60 APP: 60 EDU: 60

INT: 80 POW: 75 MOV: 8

SAN: 85 HP: 10

DB: None Dodge: 35%

Fight (Brawl): Dmg: 1d3
45% (unarmed)

.38 revolver: 60% Dmg: 1d10
 (15 yards)

WARDEN

STR: 65 CON: 60 SIZ: 65

DEX: 60 APP: 50 EDU: 55

INT: 50 POW: 60 MOV: 8

SAN: 60 HP: 12

DB: +1d4 Dodge: 35%

Fight (Brawl): Dmg: 1d3 + db
30% (unarmed)

REVOLUTIONARY

STR: 65 CON: 50 SIZ: 65

DEX: 65 APP: 50 EDU: 60

INT: 60 POW: 70 MOV: 8

SAN: 70 HP: 11

DB: +1d4 Dodge: 55%

Fight (Brawl): Dmg: 1d3 + db
45% (unarmed)

.22 Bolt Action Dmg: 1d6+1
Rifle: 50% (30 yards)

ASSASSIN

STR: 65 CON: 50 SIZ: 65

DEX: 80 APP: 50 EDU: 50

INT: 80 POW: 80 MOV: 9

SAN: 80 HP: 11

DB: +1d4 Dodge: 70%

Fight (Brawl): Dmg: 1d4+3+db
75% (switchblade)

.45 Martini Dmg: 1d8+1d6+3
Henry Rifle: 70% (80 yards)

CHAPTER 5: MYTHOS CREATURES

Occasionally in the course of our investigations, we uncover more than we would perhaps wish to. Call of Cthulhu hosts a menagerie of horrific entities whose very appearance makes them terrifying to even behold, let alone encounter. However, like the other aspects of this solo system, the concept of a Mythos entity lurking just outside our knowledge is much more terrifying if we don't know what that creature is. So, unless we find out through our research or other means exactly what the creature is, we need a way of *slowly uncovering* the different aspects of the creature until we finally discover its nature. As we discover what it is - the details of that monster, the descriptions and lore - can provide more things for our investigator to interact with, and will add depth to the scenario.

GATHERING INFORMATION

Every time the entity appears, take note of it and what you learn about it. Note its build first of all. How big is it? Compare this to the table given on p.279 of the Keeper's Guide. This should enable you to start building your file on the creature. Perhaps you will encounter 2-3 different ones - Master and servants.

CHARACTERISTICS

You can either use Q/A rolls (eg: How big is the creature?) to find out what you see, or you can use the tables below to determine those traits. Also consider what is the effect of being near to this creature, or of encountering it, either in the dream realm or in the flesh? Take note of what seem to be its most prominent characteristics and skills.

ORIGINAL, UNIQUE MONSTERS

Even after gathering all this information, you may still not know what the creature is. In this instance, it may be that this is some hitherto unclassified entity. Gather what information you can and report back to the world, if you can get out of there in one piece!

MONSTER CHARACTERISTICS TABLE

Use the Monster Characteristics Table as a handy guide to determine what Mythos creature you might be encountering. The following creatures are the ones featured in the *Keeper's Rulebook*. There are many more creatures described in the *Malleus Monstrorum* which has not yet been converted to 7th Edition. Refer to the Build table on p.279 of the Keeper's guide for an explanation of relative sizes. But, basically, use the following as a guide:

BUILD:

- 2 - Human child
- 1 - Large dog
- 0 - Average human adult
- 2 - Large human, lion
- 4 - Horse
- 5 - Moose
- 6 - Giraffe
- 7 - African elephant
- 22 - Blue Whale (Great Cthulhu)

RANDOM CREATURE GENERATION

To randomly generate a creature, use the following tables. Match these three traits against the Monster Characteristic Table to find out what you face. Providing more tables than this will make it harder to arrive at a creature that matches all those variables.



BUILD

Take this as a rough guide. If you roll a 3 and then other characteristics which match a Ghast, then adjust the build down to 2. You're going for ball-park figures.

d100	Build	d100	Build
1-5	-2	75-80	3-5
5-10	-1	81-86	6-8
11-50	0	87-92	9-15
51-74	1-2	93-97	16-20
98-100		21 and above	

FORM

d100	FORM
1-85	Solid
86-90	Something other than solid
91-95	Insubstantial
96-100	Invisible

LIMBS

d100	LIMBS
1-60	Anthropoid / bipedal
60-70	Quadrappedal
71-80	Wings + limbs
81-85	Tentacles (+ limbs?)
86-90	Insectoid
91-95	No limbs (wormlike)
96-100	Nondescript (eg Shoggoth)

MONSTER CHARACTERISTICS TABLE

ENVIRON	FORM	LIMBS	SHAPE	SPECIAL	BUILD	MONSTER
Space / Earth	Solid	Wings	Bird-like	Fly/Spells	2	Byakhee
Underground	Solid	None	Worm-like	Telepathy	6	Cthonian
Earth	Insubstantial	None	Shapeless	Disintegrates matter	0	Colour Out of Space
Earth	Composed of worms/maggots	Anthropoid	Anthropoid	Can write messages	0	Crawling One
Anywhere on Earth	Solid	Anthropoid / Trailing tentacles	Anthropoid	Spells	7	Dagon & Hydra
Earth	Solid	Legs / Tentacles	Tree-like	Spells	5	Dark Young
Water/Earth	Solid	Anthropoid / Tail	Anthropoid / Lizard-like	Breathe underwater / Spells	1	Deep One
Earth	Solid	Anthropoid	Anthropoid	Holding breath / Poss. Spells	0	Deep One Hybrid
Other worlds / Earth	Solid	None	Worm-like	Goo Attack	65	Dhole
Other planes / Earth	Solid	Four-limbed / Insectoid	Bug/Ape	Dimensional travel	2	Dimensional Shambler
Earth	Solid	Wings / Feet	Unique	Spells / Technology	4	Elder Thing
Formalhaut	Solid	None	Points of light	Spells / Igniting	-2	Fire Vampire
Earth	Partially solid	Possible tentacles / indeterminate	Polyp	Invisibility	6	Flying Polyp
Underworld / Caverns	Solid / Slime	Depends on shape assumed	Lumps of black slime / Protean / Shapeshifting	Spells / Shapeshifting	3	Formless Spawn
Underworld / Caverns	Solid	Anthropoid	Semi-human biped	None	3	Ghast

ENVIRON	FORM	LIMBS	SHAPE	SPECIAL	BUILD	MONSTER
Tunnels	Solid	Anthropoid	Anthropoid	Spells	1	Ghoul
Earth	Solid	Anthropoid	Anthropoid	Retain Spells	0	Gla'aki, Servant of
Icy areas	Solid	Multi-limbed	Ape/Rhino	Summon blizzard	4	Gnoph-keh
Southern Hemisphere of Earth	Solid	Four-limbed	Cone-shaped, iridescent	Time travel	7	Great Race of Yith
The Angles of Time	Solid	Canine limbs	Canine	Spells	2	Hounds of Tindalos
Earth	Solid	Wings	Winged Serpent / Twitching and changing	Spells	4	Hunting Horror
Earth	Invisible / Solid	Four legged when visible	Invisible / Reptilian	Drain Magic / Telekinesis	6	Lloigor
Pluto / Earth	Solid	Wings / Multi-limbed (4+)	Crustaceous Insect Alien Fungi thing	Hypnosis / Void Light	0	Mi-Go
Dreamlands	Solid	Arms & Wings	Winged, faceless, tailed	None	0	Nightgaunt
Earth	Solid	Quadrapedal	Rat-like	Mole / Rat / Monkey	-2	Rat-Thing
Deserts	Solid	Anthropoid	Koala/Skinny humanoid, crusted with sand	Spells	1	Sand Dweller
Earth	Solid	Bipedal	Humanoid serpents with a tail	Spells	0	Serpent People
Company of their Masters (Outer Gods)	Solid	Tentacles / Legs	Frogs / Squids / Octopi	Music of Madness / Spells	2	Servitors of the Outer Gods
Para dimensional	Solid	Many-legged	Insectoid	Mental attack / Spells	-2	Shaggai

ENVIRON	FORM	LIMBS	SHAPE	SPECIAL	BUILD	MONSTER
Underground caverns	Solid	Legs and wings	Huge horse-headed bats with scales	None	5	Shantak
Deep and Dark Places	Sacks of protoplasm	Can form limbs	Nondescript, shapeshifting mass of eyes, limba and mass	Poss. Spells	9	Shoggoth
Deep and Dark places	Shoggoth / Human	Can form limbs, usually humna	Shapeshifter / Obese, hairless humans	Spells	1/2	Shoggoth Lord
Space	Solid	Tentacles	Octopoid	Spells	11	Star-Spawn
Space / Summoned to Earth	Solid / Invisible	Tentacles / Talons	Blob with talon-tipped tentacles	Penalty die to hit / 30% chance to know 1d3 spells	3	Star Vampire
Earth	Solid	Anthropoid	Anthropoid	Priest or Acolyte knows at least 3 spells	0	Tcho-Tcho



CHAPTER 6: THE VERBS TABLE

What follows is a list of 499 verbs that are meant to suggest situations that could come about between other elements such as people, creatures etc. Interpret loosely, there is no need to stick to these words in a strictly literal sense.

Remember that they are *verbs*, so they suggest action. You could also frame a question, and then roll to get a word that might suggest an answer. The list is so broad that it can also be used to give an answer to nearly any question.

Roll as many times as you need to, in order to generate something interesting that your investigator can interact with.

HOW TO ROLL ON THE VERBS TABLE.

STEP 1: Roll a d10 to determine your hundreds.

d10	Hundreds Range
1-2	0-99
3-4	100-199
5-6	200-299
7-8	300-399
9-10	400-499

STEP 2: Roll d100 to get the 10s and 1s.

(NOTE: d10 and then d100 produces more varied results than 5d100, which results in a lot of rolls in the 200-300 range.)

1.	abandon	11.	alert	21.	apprehend
2.	abolish	12.	alter	22.	approach
3.	abuse	13.	amaze	23.	argue
4.	accuse	14.	ambush	24.	arise
5.	address	15.	amuse	25.	arouse
6.	aggravate	16.	annihilate	26.	arrange
7.	agitate	17.	annoy	27.	arrest
8.	aid	18.	antagonize	28.	ask
9.	aim	19.	appeal	29.	assassinate
10.	alarm	20.	applaud	30.	assault

31.	assemble	74.	bleed	117.	consider
32.	astonish	75.	bless	118.	construct
33.	attack	76.	blunder	119.	contact
34.	attempt	77.	blurt	120.	contaminate
35.	attend	78.	boast	121.	contest
36.	auction	79.	bother	122.	converse
37.	audition	80.	bow	123.	cook
38.	avenge	81.	brag	124.	corner
39.	avert	82.	break	125.	corrupt
40.	babble	83.	bribe	126.	cremate
41.	badmouth	84.	broadcast	127.	crowd
42.	bait	85.	build	128.	customize
43.	ban	86.	capture	129.	damage
44.	banish	87.	careen	130.	dance
45.	baptize	88.	caress	131.	dare
46.	bargain	89.	carry	132.	dash
47.	bark	90.	carve	133.	dazzle
48.	barricade	91.	catch	134.	deal
49.	barter	92.	celebrate	135.	debate
50.	bash	93.	challenge	136.	decay
51.	bawl	94.	charm	137.	deceive
52.	beautify	95.	chase	138.	declare
53.	beckon	96.	cheat	139.	decline
54.	befriend	97.	choke	140.	decompose
55.	beg	98.	claim	141.	decorate
56.	beguile	99.	climb	142.	decree
57.	belch	100.	collaborate	143.	dedicate
58.	belittle	101.	collapse	144.	deduce
59.	bellow	102.	collide	145.	deface
60.	bemoan	103.	command	146.	defeat
61.	bequeath	104.	complain	147.	defend
62.	berate	105.	compliment	148.	defuse
63.	besiege	106.	conceal	149.	deliver
64.	bestow	107.	concoct	150.	demand
65.	bet	108.	condemn	151.	demolish
66.	betray	109.	confiscate	152.	denounce
67.	bewilder	110.	conflict	153.	deride
68.	bewitch	111.	confront	154.	despair
69.	bid	112.	confuse	155.	destroy
70.	bite	113.	congratulate	156.	devour
71.	blab	114.	congregate	157.	dig
72.	blame	115.	conjure	158.	disappear
73.	blast	116.	consecrate	159.	disarm

160.	discipline	203.	enlarge	246.	forge
161.	discover	204.	enlighten	247.	forgive
162.	discriminate	205.	enlist	248.	fracture
163.	discuss	206.	enquire	249.	frame
164.	disgrace	207.	enrage	250.	free
165.	disguise	208.	enrich	251.	freeze
166.	disgust	209.	enroll	252.	fret
167.	dishonor	210.	enshrine	253.	frighten
168.	dismount	211.	ensnare	254.	frustrate
169.	dispel	212.	entangle	255.	fumble
170.	disperse	213.	enter	256.	fund
171.	display	214.	entertain	257.	fuss
172.	displease	215.	entice	258.	gallop
173.	dispute	216.	erect	259.	gamble
174.	disrespect	217.	escape	260.	gather
175.	disrupt	218.	escort	261.	gaze
176.	distill	219.	evacuate	262.	gesture
177.	distress	220.	evade	263.	gift
178.	disturb	221.	evict	264.	giggle
179.	divert	222.	exaggerate	265.	give
180.	dodge	223.	examine	266.	glare
181.	drag	224.	excavate	267.	gleam
182.	dress	225.	exchange	268.	glimpse
183.	drink	226.	exclaim	269.	goad
184.	drop	227.	exclude	270.	gob
185.	drown	228.	execute	271.	goggle
186.	drum	229.	exhibit	272.	gossip
187.	dump	230.	experiment	273.	grab
188.	dupe	231.	explode	274.	grapple
189.	duplicate	232.	expose	275.	grieve
190.	earn	233.	faint	276.	guard
191.	eat	234.	fake	277.	hamper
192.	elude	235.	fall	278.	harass
193.	employ	236.	falsify	279.	harm
194.	enchant	237.	fashion	280.	help
195.	end	238.	flaunt	281.	hide
196.	endanger	239.	flee	282.	hit
197.	endear	240.	fling	283.	hold
198.	endorse	241.	flirt	284.	humiliate
199.	enforce	242.	follow	285.	hurry
200.	engage	243.	force	286.	hurtle
201.	engineer	244.	foresee	287.	ignite
202.	enjoy	245.	foretell	288.	impede

289.	implore	332.	market	375.	promote
290.	imprison	333.	massacre	376.	pronounce
291.	infect	334.	meddle	377.	prophesize
292.	infest	335.	mesmerize	378.	prosecute
293.	inflame	336.	mimic	379.	protect
294.	inflict	337.	misspell	380.	protest
295.	inform	338.	mob	381.	provide
296.	infringe	339.	mock	382.	provoke
297.	infuriate	340.	murder	383.	prowl
298.	injure	341.	mutate	384.	pry
299.	inspect	342.	mutilate	385.	punch
300.	inspire	343.	nag	386.	punish
301.	instigate	344.	narrate	387.	purchase
302.	insult	345.	near	388.	pursue
303.	interfere	346.	notify	389.	push
304.	interrogate	347.	obscure	390.	quarrel
305.	intimidate	348.	observe	391.	query
306.	intoxicate	349.	obstruct	392.	queue
307.	investigate	350.	offend	393.	rage
308.	invite	351.	oppress	394.	raid
309.	involve	352.	order	395.	ransack
310.	irritate	353.	overhear	396.	rebel
311.	jaywalk	354.	overpower	397.	recite
312.	jeer	355.	overturn	398.	recount
313.	joke	356.	parade	399.	recruit
314.	jostle	357.	parley	400.	rejoice
315.	kick	358.	patrol	401.	remark
316.	kill	359.	pelt	402.	renege
317.	kiss	360.	penalize	403.	repair
318.	lament	361.	perform	404.	research
319.	laugh	362.	persecute	405.	rescue
320.	leap	363.	persuade	406.	resist
321.	lecture	364.	petition	407.	restrain
322.	leer	365.	play	408.	resurrect
323.	look	366.	plead	409.	reveal
324.	loot	367.	plunder	410.	revolt
325.	lose	368.	pollute	411.	reward
326.	love	369.	pounce	412.	ridicule
327.	lunge	370.	practice	413.	riot
328.	lurk	371.	praise	414.	rob
329.	maim	372.	preach	415.	run
330.	manhandle	373.	proclaim	416.	rush
331.	march	374.	prohibit	417.	salute

418.	scamper	451.	subdue	484.	warn
419.	scare	452.	suffer	485.	wave
420.	scavenge	453.	summon	486.	weep
421.	scream	454.	surround	487.	welcome
422.	scrounge	455.	suspect	488.	whittle
423.	search	456.	take	489.	wield
424.	secure	457.	taunt	490.	win
425.	seduce	458.	tease	491.	wink
426.	segregate	459.	tempt	492.	witness
427.	seize	460.	terrify	493.	worship
428.	sell	461.	terrorize	494.	wound
429.	ship	462.	thank	495.	wreck
430.	shout	463.	threaten	496.	wrestle
431.	shove	464.	throw	497.	write
432.	show	465.	torment	498.	yell
433.	silence	466.	torture	499.	yield
434.	sing	467.	trade		
435.	slaughter	468.	transform		
436.	sleep	469.	translate		
437.	smash	470.	transport		
438.	sob	471.	trap		
439.	solicit	472.	travel		
440.	speak	473.	tug		
441.	spill	474.	unite		
442.	spit	475.	unleash		
443.	spy	476.	unload		
444.	stab	477.	unveil		
445.	stage	478.	vandalize		
446.	startle	479.	vanish		
447.	steal	480.	victimize		
448.	stop	481.	violate		
449.	strangle	482.	volunteer		
450.	strike	483.	wait		

CHAPTER 7: CLUES TABLE

CLUES TABLE: Most of these are to be found outside. If your character is inside, then perhaps these are found on their next expedition.

d100	CLUE
1-2	A note left by a professor friend.
3-4	A strange, gooey substance that gives off a bizarre, unidentifiable smell.
5-6	A last will and testament in a sealed envelope.
7-8	A map of a place you have never seen before. One location on it has a handwritten arrow with the word "Here" next to it.
9-10	Some sheets of paper filled with indecipherable symbols.
11-12	A key, engraved with strange glyphs.
13-14	A ripped piece of clothing, bloodstained
15-16	A severed limb
17-18	A severed extremity
19-20	A severed head
21-22	Strange odour on the air
23-24	A mysterious figurine
25-26	An empty, but ornate jewellery box
27-28	A child's doll
29-30	A perfectly spherical stone
31-32	A strange coin
33-34	An urn of ashes
35-36	Belongings, supplies, all torn and ripped open. Possibly a backpack which looks like it has been rifled through by a beast of some kind.
37-38	Someone is singing a strange song. You might meet them in the open, or you might hear them in the room next door. The song haunts you.
39-40	A strange looking hair / in the wild, a tuft of fur caught on a branch

- 41-42 A rusty old carving knife with nicks in the blade.
- 43-44 A discarded revolver
- 45-46 Shell casings from a shotgun
- 47-48 Rope, obviously cut with a blade
- 49-50 Tracks leading away from this area
- 51-52 Blood stains spattered up the wall / on a nearby boulder or tree if outside
- 53-54 A rune, made out in carefully placed stones on the ground
- 55-56 A dead body bearing suspicious markings - whippings, brandings?
- 57-58 An old wooden toy you used to play with as a child and had forgotten until now
- 59-60 Car tyre tracks
- 61-62 A note with only the name of the nearby town written on it
- 63-64 A rope dangling from above
- 65-66 A grave which has been dug out, the shovel left behind.
- 67-68 A broken lantern
- 69-70 A bear or man trap spattered in blood
- 71-72 Singing, distant and mournful
- 73-74 A clear trail where something large has been dragged away
- 75-76 A chill wind, no matter what the weather
- 77-78 A map of a labyrinth neatly made on a piece of paper
- 79-80 A letter of recommendation from an aristocrat
- 81-82 The sound of glass smashing
- 83-84 Gunshots in the distance!
- 85-86 A piece of shell that looks like it came from a large egg
- 87-88 Book containing a history of the world - but certain events have been crossed out messily in black pen, and the word "WRONG" scrawled around them.
- 89-90 An empty liquor bottle

91-92 Clothing, ripped and torn

93-94 A shattered timepiece

95-96 A timepiece that runs backwards.

97-98 A ancient relic of some sort

98-
100 A grimoire or Mythos tome



CHAPTER 8: SPOOKY TABLES

AUDITORY EFFECT TABLE

METHOD: Roll twice, once for effect and once for location. Then, you may wish to make Q/A rolls to determine more information about the sound.

You decide whether this constitutes an event that will cause Mythos Points to be added.

d100	EFFECT	LOCATION
1-4	Creaking	Under floor/ground
5-8	Whispering	
9-12	Dripping	In wall
13-16	Chanting	
17-20	Singing	From outside
21-24	Groaning	
25-28	Moaning	From everywhere
29-32	Screaming	
33-36	Indistinct talking	Indeterminable
37-40	Laughing	
41-44	Scraping	Inside your head?
45-48	Rattling	
49-52	Hissing	Inside an object
53-56	Watery sounds	
57-60	Jolting impacts	Upstairs / downstairs

61-64	Thudding / thumping	
65-68	Footsteps	From the water which is slowly filling up the room.
69-72	Breathing	
73-76	Burrowing	From the next room
77-80	Growling	
81-84	Slippery slopping	From somewhere distant
85-88	Knocking	
89-92	Buzzing	From within an object
93-96	Rumbling	
97-100	Crying	Right in your ear

VISUAL EFFECT TABLE

Add current Mythos Points to the roll. You decide whether this constitutes an event that will cause Mythos Points to be added.

d100	EFFECT
1-4	Strange lights coming from outside
5-8	The dark silhouette of a person in the room / nearby
9-12	Water begins seeping in under the door
13-16	A child, standing, simply staring at you
17-20	A face at the window, just for a moment
21-24	The shape of a person (or creature) walking past the window
25-28	A wounded animal, lying on the ground, whimpering

29-32	The power goes out
33-36	Blood and guts strewn over the floor.
37-40	Shadows on the wall, vast and looming.
41-44	Bugs crawling over every surface.
45-48	Pools of blood begin collecting on the floor.
49-52	Blood seeping from the walls
53-56	On its own, the radio turns on and starts playing jazz.
57-60	One or more dead bodies
61-64	Your teeth begin coming loose, falling out of your mouth
65-68	A giant hole, an abyss, opens in the floor in front of you
69-72	The patterned wallpaper starts moving (or if outside) you see faces appear in the trees, rocks, everywhere, moving
73-76	The furniture becomes a living thing, made of flesh, with pulsating veins.
77-80	Everything goes dark, and an ominous voice addresses you
81-84	Ghostly figures moving about
85-88	The walls are breathing, pulsing slowly in and out
89-92	A vision of yourself being brutally killed
93-96	Writhing tentacles, out of nowhere, wrap you in their embrace
97-100	The shape of a Mythos creature approaches... Is it real?

CHAPTER 9: RUMOURS TABLE

NOTE: These may or may not be true, and may also be concocted to lure you somewhere else. They may also be unrelated to your investigation. Most of these could also form the basis for a quest.

d100	RUMOUR
1-2	A local mob boss has just been nabbed by the cops.
3-4	That fire that started last week in the department store downtown? Apparently cops are scratching their head as to how it started. They found some strange corpses in the wreckage.
5-6	A local aristocratic family paid a hefty bribe for their son to be released from a mental asylum.
7-8	Local army veterans are talking about being approached by a shady outfit known as “Black Tuesday” for some work in South East Asia.
9-10	Flouting prohibition, a local distiller is peddling a whisky called “Old Sea Dog”. Apparently he adds some sort of sea creature for a very maritime flavour.
11-12	Some weird scientist guy has been scavenging a lot of parts from local scrap dealers. He keeps raving on about his “Doomsday Machine.”
13-14	There are strange growths in the local forest – masses of vines that have completely engulfed whole areas of the wood.
15-16	A local manufacturer is getting a steady supply of slaves from somewhere for his factory.
17-18	The plans for the new town hall – apparently the structure will be “unlike anything this town has ever seen before.” The architect is a real eccentric, it’s said.
19-20	The CEO of a local bank is using people’s funds for some truly bizarre purposes.
21-22	The army has taken over a family’s house on the outskirts of town. It is completely cordoned off. No-one knows why, and the family hasn’t

been seen for weeks.

23-24 The mayor of the next city over has been dead for years, apparently. Some sort of clone has taken her place.

25-26 A storyteller who is passing through town is said to be attracting huge audiences with his weird tales, which leave the recipients... changed.

27-28 A bunch of local thugs has become significantly more violent of late. They appear under the influence of drugs of some sort.

29-30 There's been a bunch of weird lights and noises out on Heathville Common.

31-32 Well known explorer Sir George Head has just returned from Antarctica, stark raving mad.

33-34 Several people in your town have just been arrested for identity theft.

35-36 You know Luigi's pizzas, downtown? If you order the mushroom and pepperoni, you'll be seeing some wild shit!

37-38 Several workers off a ship recently docked in harbour are trying to claim asylum, saying the captain has lost his mind and has them working in slave-like conditions.

39-40 There's supposed to be a secret train/subway stop somewhere on the line.

41-42 Whatever happens, make sure you don't get checked into the local hospital. Something weird is going on there.

43-44 Everyone knows that Edward Perkins the butcher secretly mixes human remains into his award-winning sausages.

45-46 A new drug has emerged on the black market, more powerful than anything known.

47-48 If you want to join the local triad, you have to first find a gift for their boss.

49-50 I hear the tavern known as "The Sailor's Arms" is a good place to pick up rumours and get hooked up in other ways too.

51-52 In tunnels deep, deep beneath the city, it's rumoured that scientists

are carrying out some bizarre experiments on life-forms they've found down there.

53-54 You hear that a local councillor is not even human.

55-56 There's a secret train/subway stop somewhere on the line. The trick is finding it.

57-58 If you need some quick cash, the local cops are hiring private investigators to look into the Purple Lotus murders.

59-60 There's an underground fighting ring being operated somewhere.

61-62 You hear that a local corporation has been involved in human trafficking

63-64 Someone has been spiking drinks at the local tavern.

65-66 There's been a lot of weather balloons hovering over the city. At least that's what people think they are.

67-68 Insects have been infesting the crops of local farmers. Some say there hasn't been an infestation this bad since the summer of 1872.

69-70 The old statue of the city's founder (in the square) has been dripping blood from its eyes.

71-72 Homeless people living in the sewers are saying they're seeing strange creatures down there.

73-74 There's good money being paid for fresh human organs down at the local medical practice.

75-76 A coworker tells you, "You know that guy who died a few years back? I could have sworn I saw him in the street today!"

77-78 A restaurant just recently opened in the downtown area is serving up some truly original dishes.

79-80 You hear a rumour about a strange relic that has surfaced.

81-82 A cat has been standing vigil at the tomb of old widow Saunders in the local cemetery. When approached, it hisses and attacks anyone who tries to disturb it or move it.

83-84 Screams can be heard from the abandoned house on Whittaker Ave.

85-86 The town council has just sent out a notice saying that the four blocks from Thomson Street down to Atkins Street will be closed this Saturday, but they're not giving details as to why.

87-88 A charismatic figure has appeared and has set up a commune just out of town. He is attracting a lot of followers.

89-90 A local corner preacher is proving an interesting attraction. Apparently a lot of his predictions are eerily close to the mark.

91-92 Have you seen that weird pair that walk through town every afternoon at 4:04? It's an old man in a top hat and a lady (apparently) whose face is entirely hidden by a veil.

93-94 Several people have come forward to the local cops with a disturbing tale about waking up to find a lady watching them sleep from outside their bedroom window. When they go to check, he's gone.

95-96 A local boy has been accused of devil worship, but he is proclaiming innocence, saying he doesn't know how those weird books wound up in his school desk.

97-98 You hear rumours that a local priest (by all accounts a devout Christian) has been dabbling in the occult.

99-100 Dead vermin and birds have been littering the downtown streets. No one knows why.



CHAPTER 10: RANDOM EVENT TABLE

RANDOM AND MYSTERIOUS EVENTS

NOTE: Some of these random events are dependant on certain conditions. If your investigator is not in that situation, change the nature of the event to match the situation you *are* in. Or the other option is that you can reroll for a new event.

When you have exhausted all of these, you could create your own Random Events Table, or find some alternate ones on Drivethru RPG. “Grimm’s Amazing D100 Tables” are well worth a look.

MYTHOS POINTS

These events subtly scale upwards in intensity. Add the current Mythos Points to the roll.

d100	RANDOM EVENT
1-2	Make a <i>Spot Hidden</i> roll, standard. If successful, you notice that someone is following you. You don’t give anything away just yet, but they’ve been shadowing you for several days. What are their motives? Could it be to do with what you’ve been investigating recently?
3-4	A friend of yours, a professor, gets in touch with you regarding a disturbing discovery he has made. He’s heard what you’ve been researching and has a warning.
5-6	Late this night, when you go to bed, you hear a swish. Turning on the light, you see that a note has been slipped under your door. Unfolding it, you read the contents, which make your blood run cold... (interpret according to campaign).
7-8	A nearby telephone rings. You feel an impulse to pick it up. You do, but at the other end all you hear is faint talking, as if the other person is many many miles away. It is whispering numbers.... coordinates?
9-10	You meet another investigator, who coincidentally has been on the same trail as you and has some discoveries that she would like to share. How is it that you are both investigating the same thing? Anyway, no matter, the knowledge she has is crucial.

11-12	You notice a learned-looking person watching you. Do you approach them? Their expression is one of fear mixed with curiosity, anxiety... as if they are burning to tell you some terrifying fact!
13-14	In a much-loved book, you discover a bookmark that you didn't think you had before. It bears a strange symbol on it, which you can't make sense of.
15-16	Reaching into your jacket pocket, you find (insert party number here) one way tickets to (insert exotic destination here), along with a note: "Don't ask any questions. Just be on the boat. Trust me."
17-18	An envelope arrives, addressed to you. Inside is a movie ticket, and a note: "Roxy Theatre, 11pm showing, <i>The Tides of Fate</i> , Row F, Seat 23." What could this mean?
19-20	A persistent and foul odour is coming from somewhere... <i>beneath</i> your house? At least that's where you think it's coming from.
21-22	A reporter has heard about your investigation and begins hounding you, asking all sorts of questions.
23-24	A package arrives at your address. Inside is a dictionary, English to (insert made up or unknown language here). There is no sender address, nothing to indicate where it came from. You begin researching where this language comes from.
25-26	You find a bunch of notes, or they are mailed to you. What is the nature of them? Refer to random verb table for direction. They could be a few hastily-scrawled passages from a Mythos tome.
27-28	You find an old tattered coat (on your landing, blowing up the street, stuck on a bush). Inspecting it, you find a note in one of its pockets.
29-30	In the news, you read that a meteorite has landed near your town. Curious, you begin making inquiries but after a day you realize that all mention of it has been erased, covered over, hushed up. Why?
31-32	Investigators harassed by suspicious cop, possibly related to mystery or just an asshole cop.
33-34	You meet someone who shares a vital piece of information regarding the quest.

- 35-36 You find a dropped purse or wallet. The contents are intriguing to say the least.
- 37-38 You find a map, discarded, or just a fragment of one. What you see arouses your curiosity.
- 39-40 In the hallway outside your apartment, or around your house, you notice seaweed. In fact, you begin noticing seaweed wherever you go. What is leaving this here or causing it to appear?
- 41-42 You notice that a mechanical hum has started coming from your basement. It starts at the same time every night, about 2am, and finishes at 5am. Will you go and investigate? What could it be?
- 43-44 A crow perches on your windowsill at the same time every day. It croaks strangely. After some time you realize that the crow is in fact talking, and it repeats the same word every time...
- 45-46 You witness a crime and have a chance to stop the criminal. If you do, you may win the favour of the local constabulary, who might be able to help you out. Or is the crime some sort of trap engineered to lure you in?
- 47-48 You see someone acting suspiciously. When they see you, they turn tail and run!
- 49-50 A con-man has set up a table in the main street and is selling some truly bizarre items. He seems in a hurry to get rid of them as quickly as possible.
- 51-52 An old man comes out of a brick house, dumps some rubbish into a bin, kicks a cat and walks down the road. A minute later, an old man wearing the exact same clothes, with the exact same gait, and the exact same walking cane, dumps some rubbish into the bin, kicks a cat and walks down the road the same direction.
- 53-54 Your neighbour/the person in the next hotel room is acting very weird. They seem high on drugs all the time and incredibly paranoid. They also have some weird OCD habits which are causing you to wonder whether they are entirely sane.
- 55-56 Your dreams are haunted every night by a weird, rhythmic chanting in an unknown tongue. When you wake you can remember the words vividly, even though you have no idea what they mean.

57-58	You meet another investigator who appears to be on the same trail as you. (Perhaps they phone you or turn up at your door). Are they trustworthy, or are they not all that they seem?
59-60	There is a knocking at your door, but when you answer, no-one is there. You shut the door and head back inside. Ten minutes later, the knocking again... (In other situations - eg outdoors - perhaps you hear someone calling your name, but when you investigate, you can't find them).
61-62	While exploring a building, you discover a secret door. What secrets lie behind?
63-64	A street dog runs past with a human hand in its mouth, the ring finger bearing a large, jewelled ring.
65-66	You notice a house on the next street over from yours which is all boarded up, the doors locked, the gate padlocked. A passerby informs you that this is the house of an aristocrat who hasn't been seen in years.
67-68	All the rats have come flooding out of the sewers in droves. They appear absolutely manic, and have overrun the town. Something has scared them out of their home, perhaps...
69-70	An NPC who has been helping you out has disappeared. Making Inquiries, you can find no trace of him, no history, nothing. It is as if he never even existed.
71-72	Someone you have been following or investigating is arrested and detained for an unrelated crime. Or is it unrelated?
73-74	Your pet (if you have one) suddenly starts growling at you, showing its teeth. Previously this animal loved you, now it seems that the creature is repelled by you.
75-76	Your cat starts to hiss at the wall.
77-78	Bugs begin massing on the walls in your apartment, but often they make strange patterns, like symbols.
79-80	At the lights, you notice a running car, but no-one is at the wheel. In the backseat, perhaps, is a passenger, dead.
81-82	While walking somewhere, or riding a train perhaps, you notice a woman slumped over the book she is reading. You watch for some

time - she doesn't appear asleep. Concerned, you go over and tap her on the shoulder. Her head lolls to one side, and you realize she is dead! Shocked, you happen to catch sight of the book - it is unlike anything you have seen, full of strange sigils, runes and disturbing images (a Mythos book).

83-84 As you are walking, a large projectile lands beside you heavily, just missing you. You look up - did someone drop this on you from above, trying to kill you? If you are indoors, perhaps it was a falling chandelier or some other domestic item.

85-86 Something happens that requires you to make a skill roll! Have a look at the Skills list on your Investigator sheet and figure out what it might be in the context of your story.

87-88 Stormy weather closes in, thunder and lightning. When the lightning cracks, it illuminates the shape of a colossal, heart-stopping beast. Is that real, or are you merely hallucinating?

89-90 You are overcome by terrifying thoughts. Awful visions of eldritch creatures who you can barely stand to imagine.

91-92 The local police approach you, saying that you fit the description of someone who just killed their entire family and fled.

93-94 You receive notification of the death of a relative or close friend.

95-96 One of your friends has been kidnapped. Investigating the place where they were abducted, you find signs of a struggle.

97 You find graffiti which might seem nonsensical to a passer-by, but makes terrible sense to you. The message will be a timely warning and will be directly relevant to the quest at hand. Someone like you has been here before, in the same situation as you, and has left their thoughts here. "Beware the _____, watch out for their _____" or something similar.

98 You are attacked!

99-100 A Mythos creature appears, terrifying to behold. (Use Q/A rolls to determine the nature of the beast and its current disposition). Also, if it makes no sense for it to be there, then perhaps it is an hallucination.

CHAPTER 11:

LOCATION TABLES

Sometimes when investigating we need to generate locations. We might be exploring an island, creeping through an old deserted mansion or walking the streets of a large city. The following tables can serve as tools to randomly generate locations within different environments.

GENERAL LOCATION

d100	LOCATION	d100	LOCATION
1-10	<i>City</i>	51-60	<i>Desert</i>
11-20	<i>Jungle</i>	61-70	<i>Polar Region</i>
21-30	<i>Mountains</i>	71-80	<i>Swamp</i>
31-40	<i>Sea</i>	81-90	<i>Farmland / Rural</i>
41-50	<i>Forest</i>	91-100	<i>Excluded Zone</i>

CITY LOCATION TABLE

d100	LOCATION	d100	LOCATION
1-5	<i>Library</i>	51-55	<i>Townhouse</i>
6-10	<i>Mansion</i>	56-60	<i>Bank</i>
11-15	<i>Police Station</i>	61-65	<i>Shop/Store</i>
16-20	<i>Asylum</i>	66-70	<i>Significant monument</i>
21-25	<i>Abandoned building</i>	71-75	<i>Unknown building</i>
26-30	<i>Weapons dealer</i>	76-80	<i>Art Gallery</i>
31-35	<i>Municipal Park</i>	81-85	<i>Hospital</i>
36-40	<i>Hotel</i>	86-90	<i>Morgue</i>
41-45	<i>Museum</i>	91-95	<i>Train Station</i>
46-50	<i>Gentleman's Club</i>	96-100	<i>University</i>

MANSION ROOM TABLE

d100	LOCATION	d100	LOCATION
1-5	<i>Library</i>	51-55	<i>Study</i>
6-10	<i>Lounge</i>	56-60	<i>Drawing Room</i>
11-15	<i>Bedroom</i>	61-65	<i>Master Bedroom</i>
16-20	<i>Kitchen</i>	66-70	<i>Scullery</i>
21-25	<i>Storeroom</i>	71-75	<i>Drawing Room</i>
26-30	<i>Bathroom</i>	76-80	<i>Toilet</i>
31-35	<i>Conservatory</i>	81-85	<i>Den</i>
36-40	<i>Dining Room</i>	86-90	<i>Games Room</i>
41-45	<i>Servant's Quarters</i>	91-95	<i>Foyer</i>
46-50	<i>Larder</i>	96-100	<i>Hidden Room</i>

STANDARD HOUSE ROOM TABLE

d100	LOCATION	d100	LOCATION
1-10	<i>Lounge</i>	51-60	<i>Bedroom</i>
11-20	<i>Master Bedroom</i>	61-70	<i>Kitchen</i>
21-30	<i>Bathroom</i>	71-80	<i>Toilet</i>
31-40	<i>Dining Room</i>	81-90	<i>Study</i>
41-50	<i>Garage</i>	91-100	<i>Basement</i>

ARCTIC LOCATION TABLE

d100	Minor Feature
1-60	Continuing arctic terrain
61-65	Icy hills (roll hills and interpret... arctically).
66-70	Small mountain range / foothills
71-75	Waterway (probably frozen)
76-80	Small Wood
81-85	Rocky outcrop
86-90	Unmarked Settlement
91-95	D6: 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature
96-100	Monster Lair

COASTAL LOCATION TABLE

d100	Minor Feature
1-60	Continuing coastal terrain
61-65	Hills / (with cliffs perhaps).
66-70	Gully
71-75	Waterway
76-80	Small Wood
81-85	Rocky outcrop
86-90	Unmarked Settlement
91-95	D6: 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature
96-100	Monster Lair

DESERT LOCATION TABLE

d100	Minor Feature
1-70	Continuing desert
71-75	Oasis (roll Oasis Table)
76-80	Small mountain range (dry, no snow)
81-85	Rocky outcrop
86-90	Unmarked Settlement
91-95	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature
96-100	Monster Lair

FOREST / JUNGLE LOCATION TABLE

d100 (every mile)	Minor Feature
1-52	Continuing forest
53-56	Small clearing
57-60	Large clearing
61-64	Small wooded gully
65-68	Large wooded gully
69-72	Waterway
73-76	Lake
77-80	Clearfelled area
81-84	Rocky outcrop
85-88	Swamp

89-92	Unmarked Forest Settlement
93-96	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Monster lair
97-100	Interesting landscape feature

GRASSLAND LOCATION TABLE

d100	Minor Feature
1-56	Continuing grassland
57-60	Hills
61-64	Swamp
65-68	Gully
69-72	Waterway
73-76	Lake
77-80	Small Wood
81-84	Rocky outcrop
85-88	Small mountain range / Foothills
89-92	Unmarked Settlement
93-96	D6. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature
97-100	Monster Lair

HILLS LOCATION TABLE

d100	Minor Feature
1-55	Continuing hills
56-60	Gully
61-65	Waterway
66-70	Lake
71-75	Small Wood
76-80	Rocky outcrop
81-85	Small mountain range / Foothills
86-90	Unmarked Settlement
91-85	D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature
96-100	Monster Lair

MOUNTAIN LOCATION TABLE

d100	Minor Feature
1-55	Continuing mountains
56-60	Gully
61-65	Waterway
66-70	Lake
71-75	Small Wood
76-80	Rocky outcrop
81-85	Small mountain range / Foothills

86-90 Unmarked Settlement

91-95 D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature

96-100 Monster Lair

SWAMP LOCATION TABLE

d100 Minor Feature

1-51 Continuing swamp

52-58 Waterway

59-65 Lake

66-72 Small Wood

73-79 Rocky outcrop

80-86 Unmarked Settlement

87-93 D6 roll. 1-2: Structure / 3-4: Monument / 5-6: Interesting landscape feature

94-100 Monster Lair

STRUCTURE TABLE

D100 TYPE OF STRUCTURE

1-4 Mine

5-8 Cemetery / Tomb

9-12 Small castle / keep

13-16 Manor House

17-20 Monastery

21-24	Shrine / Temple
25-28	Watchtower
29-32	Farm House
33-36	Fence
37-40	Windmill
41-44	Watermill
45-48	Old well
49-52	Hermit Hut / Cave
53-56	Lone tavern / inn
57-60	Roll d4. 1-2: Hunting cabin. 3-4: Fishing Hut.
61-64	Hideout / Bunker
65-68	Waypoint. Stopoff for couriers / horse trader
69-72	Training Camp
73-76	Bridge. (Roll d4) 1-2: Small, 3: Medium, 4: Large
77-80	Medium Bridge
81-84	Large Bridge
85-88	Large Castle / Keep
89-92	Ruins

93-96 Burial Mounds / Barrows

97-100 Tower

MONUMENT TABLE

D100	TYPE OF MONUMENT
1-5	Standing stones / Obelisks / Large stone carvings
6-10	Charcoal burning mound
11-15	Tribal totem pole
16-20	Small Shrine
21-25	Sign to show nearby settlements
26-30	Cliff face with carved faces of Elder gods
31-35	Statue of ancient leader
36-40	Statue of famous person
41-45	Significant / tribally important tree or other natural feature.
46-50	Ancient Stone Pillars
51-55	Ruined stone walls
56-60	Altar / Pedestal
61-65	Large, scattered boulders of interesting shapes
66-70	Single tomb of notable identity
71-75	Mountain of bones
76-80	Ancient battlefield, with monument in remembrance of the dead
81-85	Burnt down building
86-90	Termite or other insect mound

91-95	Ley lines
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96-100	A lone archway in the middle of nowhere!
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INTERESTING LANDSCAPE FEATURE TABLE

D20	TYPE OF LANDSCAPE FEATURE
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1-5	Sinkhole
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6-10	Crevasse caused by earthquake
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11-15	Geiser / Hot Springs
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16-20	Landslide
-------	-----------

21-25	Waterfall
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26-30	Cave Forest
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31-35	Blowhole (if not coastal, roll again)
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36-40	Volcano
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41-45	Interesting rock formations (caused by lava flow?)
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46-50	Madmade tunnel
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51-55	Crater (meteor?)
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56-60	Tar Pit
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61-65	River source / spring / river going underground
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66-70	Quicksand (Spot Hidden to notice?)
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71-75	Skull / facelike formation of rocks.
-------	--------------------------------------

76-80	Creature-shaped rocks. Basilisk victim?
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81-85	Petrified forest
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86-90	A lone pillar with runes
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91-95	Hanging tree, with noose
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96-100	1d4 cairns of stone, arranged symetrically
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CHAPTER 12: EXAMPLE SESSIONS

SESSION ONE: Darrell Solomon.

Many thanks to Jay Traub, a playtester who has allowed me to reprint this account of his scenario run using this supplement!

Scenario Generation Roll: [97]

A gallery stages an exhibition of an artist who died recently. The images on display are declared “brilliant”, “revolutionary” and “daring” by art critics. You find them highly disturbing and wonder what caused the artist to create these images. More than that, do they hold some clue to the artist’s death?

Quest Source Roll: [63] A rich benefactor requesting your help in return for payment.

Characters Involved (Generated using NPC tables): [52, Male] Journalist [POV], [66, Male] Missionary, [31, Female] Entertainer

SYNOPSIS:

Zakary Short, a successful evangelical preacher, called journalist Darrell Solomon, a writer for the arts and entertainment page of the Memphis Sun newspaper to invite him to a gallery exhibition of the late Eve Franks, a photographer for his Christian magazine, Unto Glory. Solomon heads to the

exhibition which shows a lot of pictures of missionary work in the Yucatan Peninsula. Franks had a flair for capturing the diffuse light of the forest area. Many of the pictures are shots of the local people, and some of them are interactions between missionaries and locals. The quality is good, National Geographic good. Some of her final pictures become bizarre: a shot from the window on a moonlit night showing shadowy figures standing in smoke or fog; what looks like a Mayan stone wall full of glyphs depicting human sacrifice; a mutilated pig hung from a tree; a pit in the middle of the forests exuding a red mist. Solomon asks Tiegan Wilson, the curator and a missionary from the exhibition about these photos. He takes Solomon to a back room and shows him some more, obviously too disturbing for the gallery. One is a wall of skulls, some of the skulls still containing flesh; another is the bloated corpse of a drowned boy being dragged away by local police; another is an old woman covered in tattoos raising her hands to the moon while shadowy tendrils swirl about her; a dark room full of bloody spears carrying what looks to be severed body parts and organs on their points.

Wilson explains that they are the final pictures found on her roll of film. Her body was dragged from a cenote, but the camera was found

nearby in the bushes. It happened near the Town of Piste at an area called Yaxuna. Franks had requested to go there to capture some images of the tribes who lived there. Wilson advised against going there alone, but Franks had made friends with a local who's son disappeared and was found later in a cenote in the area. She claimed the Alxuan were responsible. The Alxuan were supposedly elusive and rarely left their camps in the forest. She wanted to see for herself. It was supposed to be a day trip. Wilson sent a guide to go with her. When she didn't come back, he went there with two police. They found her in the same cenote as the boy. Police closed the case the same way as the boy: wandered too close to cenote and fell in and drowned. Nearby, he found her camera in an area that looked like some struggle had taken place. He tried to convince the police to investigate further, but they claimed that probably she had been attacked by a jaguar and then fell in the cenote when crawling for help. They refused to let Wilson arrange to have the body sent back to Memphis for an autopsy saying it would be too much of a hassle to preserve the body. Wilson came back to the US to arrange the funeral for Franks, get a team of US investigators to assemble for an autopsy, and lead them back. Joan Franks, Eve Franks sister is also going to retrieve some personal effects of her sister and to investigate herself what happened. You decide to go as well. Eve

Franks had been a semi-renowned photographer, and it would make a sensational piece for the arts and entertainment to cover her final works and moments. A plane takes the group to Valladolid.

JOURNAL

7:00am June 2nd, 1978

I couldn't sleep in the heat and humidity. My place doesn't have AC. It is awful. The room is nestled in the Church of our Lord and Savior. Wilson didn't tell me it would be a windowless room with no AC. The fan in the room gives more the effect of a humid hot breath bearing down on me than any kind of cooling effect. I feel like a sweat covered hangover though I haven't touched a drop since landing last night.

Valladolid is a beautiful city. In the dark, I couldn't see much, but in the light of day, Spanish colonial buildings rise everywhere. Wilson is securing the transfer of Eve Franks' body from Piste to facilities in Valladolid. I was excited initially by this assignment. Terry agreed to front a lot of my expenditures.

Somehow in just one night, I feel regret about coming here; something isn't sitting right with me. It is hard to describe the feeling exactly, but I imagine it has to do with a day of travelling in noisy aeroplanes and suffering a night in this barren oven of a room. I left my room at five and found Wilson already planning everything. He left to the local government office and I accompanied him. Right now I can hear his voice on the phone. My

Spanish isn't great, but he and a local official seem to be arguing with whoever is on the other line.

**Story Direction (SD) [15]
Downtime - [72] Undisturbed**

10:00

Wilson got the body secured and it is being transferred to a medical center for the autopsy to take place. The two medical examiners that came with us will conduct the autopsy. Joan Franks just joined us and we sat for a brunch of tapas. A breeze came and I drifted off to sleep at the table. Joan shook me awake when it was time to go. She doesn't want to wait for the autopsy report but wants to start the investigation immediately. Wilson accompanies us saying the officials present can handle it. I notice him strap a handgun to his waste. I ask him if that is really necessary. He just shrugged and said he hoped not.

**Story Direction (SD) ---□ [60]
Development - [54] Neutral
Event.
15:00**

A bus drops us off in Piste. I can see Chichen Itza off in the distance, but Wilson and Joan aren't interested in any tourists stops. We go immediately to the police office and see Chief Sanchez.

**Q/A: Is he hiding something from us about the case?
[Possible +0, result of 5] No.**

His attitude is a bit cold to us. He blames us for making him look incompetent by getting Valladolid authorities involved. Wilson explains that his investigator didn't do a thorough job and things get pretty heated. Joan settles things down a bit saying she just wants closure for her family and herself. The chief seems to understand. In the end he sends an officer to help us. He warns us to stay away from the La Puerta de la Bestia, apparently the name of the cenote. The boy and Eve weren't the only ones to have died falling in the treacherous pit. It seems a lot of faults in the ground create natural walkways to the cenote. Anyone who walks unguided in the jungle and isn't paying attention, might walk through some shrubs and fall right in.

An old police officer named Alejandro will be our guide. He speaks some English. Tells me to call him Al. He has a good nature and kind wrinkles around his eyes. He puts us in his van (AC, thank god!) and drives us towards Yaxuna.

**Story Direction (SD) ---□ [77]
Danger - [32] Out of nowhere
assaulted by an unknown thug
-Verbs: abandon, unleash, gob**

19:00

Shit. We are in trouble. Al was just driving the van along this crappy dirt road and when we began to pass through some abandoned ruins a gob of rocks were unleashed down a hill on us. The van got knocked over.

Q/A: does anybody take damage? [Likely +20, result of 61+20 =80] Yes. Luck to avoid 1d6 damage
Solomon (fail) = 4 damage
Wilson (pass)
Franks (pass)
Al (fail) = 4 damage

Al and I were in the front seats and we both took a hard hit to the dashboard. Blood seeped down my face and into my lap. I wanted to puke. Joan and Wilson were buckled in the back and were only a little shaken. I could hear voices from outside screaming at us. I unbuckled and crawled out the van stopping to help Al. Joan and Wilson managed to get out by themselves rather quickly. Four half-naked men armed with machetes were running at us. Joan and I ducked down into the jungle.

Q/A: Does Wilson fight?
[Possible] Yes
Q/A: Does Al fight? No

Al moves with placating hands but the thugs but two chopped at him with machetes.

Fight vs Dodge: reg success vs hard success, Al takes no damage
Fight vs Dodge: fail vs who cares, Al dodges again

They don't stop though and two of the men swing at him. He jumps backwards with an agility that belies his age and both sweeps miss him.

He reaching to unclasp his pistol. Wilson already has his out. But two are on him already.

Fight vs Dodge: fail vs who cares Wilson dodges
Fight vs Dodge: reg success vs hard success, Wilson dodges

Wilson is no slouch either and manages to dodge and fires three shots from his gun at one of the assailants.

Thug dives for cover (fail)
Wilson +1 bonus for point blank, +1 penalty for multiple shots)
Fires 1 (reg success) = 4 damage
Fires 2 (fail)
Fires 3 (extreme) = 6+5 = 11 damage

Three shots ring out in the jungle. One of the assailants dives as blood splays the air. He falls into a crumpled moaning heap. I glance back to Al. He has pulled his gun loose and is preparing to shoot, but the thugs take a swing first,

Fight vs Dodge: Extreme vs failure = 8+6=14 damage

Al's neck is sliced by the machete and blood spurts forth as skin and gore hang from the gaping wound. He falls to the ground dead.

Three attackers are now swinging at Wilson

Fight vs Dodge: reg success vs failure = 1 damage

Fight vs Dodge: reg success vs failure = 4 damage

Fight vs Dodge: reg success vs extreme success

Wilson takes a slice on the arm and leg as he tries to duck the attacks. He drops his gun and raises his hands. They push him to the ground and beat him until he no longer moves. Joan pulls me away deeper into the jungle.

Terrifying level of event (+5 mythos points, 5 total)

Solomon sanity: pass, 2 points
sanity damage

Joan sanity: pass, 2 points
sanity damage

“Wilson is still alive,” I mumble.

“Not now,” she responds. “We need to get help. Wait till they stop looking for us, then we will go to the van.”

Her idea seems sensible. We hide in the bush and quietly swat away the vermin that crawl to our skin. My heart is pounding in my chest. I don't think I'll make it out of here alive. Why did they attack us? The evening light is even darker under the canopy of the jungle. Soon it will near pitch black. I try to tend my cut and bleeding face.

First aid at penalty = fail

Assailants try to track = failure

Story Direction (SD) ---□

Discovery = [7] You discover a clue. Roll on verbs table. With context of your skill roll, this should tell you what the clue is. Alternatively, roll on clue table. [42] Listen.

Verbs Table = enlighten

Solomon = fail

Joan = fail

20:00

We headed back to the van. It is dark and I can hardly see. My whole body is a mess of bruise from falls and scratches from thorns. We find the van at the edge of the Mayan ruins. I find Al's body. The bastards tried to hide it under rubble. They took his gun and ammo. Wilson is nowhere to be seen. The van too they tried to hid with foliage. They left the water inside.

Q/A: Do I find a gun? [highly unlikely] No.

Our packs are gone. Anything valuable is gone. I don't even have my passport. At least they left some water. We take the water, I grab the tire iron and Joan grabs a crowbar. The sounds of the jungle vibrate and roll around me like waves of the ocean. Mostly I hear insect and bird songs. At times I think I hear whispering, but when I try and get a bead on where the sound comes from, I lose it. I thought I was going crazy, but Joan admitted to hearing them too. We head down the road back to Piste, trying to stay quiet.

Solomon stealth = critical failure
Joan stealth = failure
We decide to stay a bit off the road so we aren't so easy to spot. We duck behind runes and advance slowly. I keep hitting webs. I think nothing of it until I look down and see a huge spider on my chest. I freak out and scream as I flail my arms across my body jumping up and down like an idiot. Joan hushes me and pulls me down. We listen. There is some yelling, and then some hooting sounds. They are coming. We run back into the thick of the jungle.

Chase

Solomon con: failure, speed of 8

Joan con: success, speed of 8

Pursuers con: failure, speed of 7

Mythos Points: unsettling, +1 mythos point, +6 total.

Solomon sanity: fail, 1 damage (3 damage total)

Joan sanity: fail, 2 damage (4 damage total)

I stumble and fall, but Joan helps me up. We head off into the jungle until their hoots no longer hound us. "The road is too dangerous," she whispers to me. "We need to find our way back through the jungle. If we head north, we should reach the east-west road to Piste."
"We can't navigate through the jungle at night!" I hiss back. She shrugs. "No choice."

Solomon navigation: critical fail

Joan navigation: fail

Story Direction (SD) ---□

Discovery [93] Something you had previously presumed about the case turns out to be wrong. The truth regarding this aspect of the case is revealed.

[6] EDU

Solomon EDU: reg success

Joan EDU: reg success

21:00

Jungle location roll; [8]

Continuing forest

As we stumble through the forests, we come to find ourselves wandering in a never-ending plain of trees and vines, shrubs and thorns. Something dawns on me as we trudge through the forests. "Those ruins weren't really Mayan, were they?"

"I'm no expert, but they were definitely different than what we saw in Piste."

"Yeah, they looked almost Colonial, like what we saw in Valladolid. But not as grand."

Joan shivers. "Those people didn't look like Mayan descendants either. Most people in this area carry the blood of the natives more than European. But those guys had beards, hairy bodies, and pale skin." We keep trudging along, hoping we are on the correct path, but the treacherous jungle makes travelling in a straight line impossible. We could be walking in circles for all I know.

**Story Direction (SD) ---□
Downtime, [84] Mild
disturbance, verbs table =
confront**

6:00am, June 3rd

We walk, time going as slow as our progress. Finally I feel I can take no more. "Joan," I croak, "we need to stop and rest."

She nods glumly and settles down beside me. "We should drink. Don't try and conserve the water. We need to stay healthy. We can always find other sources."

I'm not sure if we will, but I finish off the rest of my bottle of water in a few gulps. I didn't think sleep would come to me, but it did.

I had a strange dream. The lady from Eve Franks photographs, the one in the shadowy tendrils, came to me. I was crawling on the ground, the jungle seemed to be closing in on me. Her hand went my chin and lifted my face up to look into hers. She spoke to me, her voice loud and echoing, "You must confront that which sleeps below."

"I don't understand," I mumbled back.

She took my hand and lifted me up. We stood on the edge of a cenote, its maw a gaping blackness in the crescent light. Suddenly we were falling, and we landed in cold water. I swam up in inky blackness until my head broke the surface. The lady was gone and I was alone. I couldn't see anything except a circle of night sky high above me. I swam until I felt a landing and pulled myself up onto it. I could feel something

watching me, my spine tingling. The lady's voice suddenly rang in my ear with a piercing shriek, "You fool! You've come to face it without the Blade of Our Blood and Bones!" Something grabbed me and began pulling me down into the water. I tried to resist, but the force would not be denied. The cold waters closed above my head.

I woke up then coughing and spurring. It took me a moment to realize I still lay on the jungle floor.

**Mythos Points Table: Scary +2
(+8 total)**

**Solomon sanity: pass, 1
damage (4 total)**

**Solomon: heal 1 point of
damage.**

Joan lays beside me, peacefully breathing. Try as I may, I could not sleep fall back asleep. The dream was too vivid, too real. In it, I saw my doom. As the sky lightened to the grey of morning, Joan stirred.

**Q/A Do we find water nearby?
[likely] Maybe**

Verbs: audition, frame, riot [I rolled verbs hoping to get something a bit more guiding, but nothing came up after three, so I'm going to try and go with this.]

I looked around. There weren't any streams nearby. I saw a hollow in a tree where dew water collected. Enough for a few sips. But red ants moved busily about it. I'd have to be quick to get a mouthful. Joan stood

beside me and said, "I wouldn't if I were you. Those ants look nasty."

Solomon Dex: reg success

I quickly dart my hand in and wipe off the few ants who clung onto my skin. I smiled at Joan as I licked the water off my fingertips. "Better than nothing."

She didn't seem convinced and we continued on our way.

Story Direction (SD) ---□ Dice Roll = something happens = random events table = [49] Something happens which requires a skill roll.

Spot Hidden

Solomon: critical success

Joan: failure

8:00

I recalled the police chief mentioning how depressions in the land made trench like walkways that often lead to cenotes. We seem to be following such. Joan pulls us off such now and then, but we always seem to be back on them as the walking is easier without trees or too many shrubs and vines in the way. Luckily I happened to glance under the roots of a tree in a hollow and noticed something there glinting. We searched further and found a skeleton there. By its clothes, it was no ancient being. With the climate and vermin, no cadaver would last long. It looks like it had taken an arrow wound to the leg. The arrow, shaft, head and all was still driven between folds of rotted clothes. He carried a pack. We searched through

it. I dropped the tire iron in favour of a machete I found. Joan found a shotgun half buried in the loamy soil. She checked the chambers and found them both full. "Hope it still works," she said. She also fixed a flare gun onto her waist. The new hardware made me feel stronger. Also of immediate interests was a journal we found. The book was kept in a plastic case and had survived the elements. I looked it over and saw mostly Spanish along with strange glyphs. I handed it to Jane. She read the beginning and then flipped to the back.

"He was part of an archaeological dig from Mexico University. He was attacked like us by these wild men. He calls them the Alxuan. It is an indigenous word for a group called the "Ghost Men". The locals steer clear of them. They are blamed for kidnappings. Police have made contact with them but found no evidence of them harbouring any victims. They sometimes come to towns to trade for liquor."

As we walked she continued reading in silence Occasionally summarizing. "Their excavations took them to an area in the Alxuan territory. Robert, an anthropologist from Duke, claimed they were of Spanish descent. Heavily inbred. It appears they got their favour by supplying them with whiskey. The native people were refugees fleeing the destruction of Yaxuna by Chichen Itza forces. They hid in the jungle and began to start a village. Something dark hunted them though, and their priestess managed to imprison it in a

cenote.” Joan glanced at before reading in silence. After some more time she explained, “This dark monster, called Cuaxachitl, Unseen Serpent, would need a renewed binding every generation. The Yaxuna refugees would stab them with a blade made from the shin bone of their great leader priestess who led them from the destruction of Yaxuna. Called Blade of our Blood and Bones.”

My ears began buzzing and it became hard to hear. I suddenly felt too hot. That dream, it couldn't have been real, could it? Too much to call it a coincidence.

“They would kill one of their own with this knife and throw the body into the cenote. The blood would spill out and rebind the creature. They warn that if he awakens to hunger, his appetites won't be denied. He will hunt.”

We took a break by a cool stream that exited from a limestone spring. The water tasted clean and pure. We washed up and drank to our pleasure and refilled our bottles.

“A group of Spanish explorers killed them, you know,” she explained as she read with her feet in the stream. They kept the refugee descendants as slaves for a while. But their last priestess cursed them when they would not let her do the binding ritual. They are bound to this land and to the fate of Cuaxachitl now. It is the last of their records. Robert wanted to collaborate the story with the Alxuan. Something transpired that upset them. The journal ends

talking about the attack. The author took an arrow to the leg as he fled. The wound got infected and he crawled here to die.”

We sat by the steam for a while before I ventured, “Can Cuaxachitl be killed?”

“I'd stab him with that blade. Probably be easier to just do the binding and get the hell out. Why? You don't think this Cuaxachitl stuff is real?”

“Nah.” I shook my head. “Couldn't be. But what do these Alxuan believe?”

“Their beliefs seem a touchy subject.”

“We never asked them, but they attacked us anyways. Something is happening. People missing and being found in the cenote. Maybe they believe Cuaxachitl.”

She held her arms as if cold. “I don't think this line of thought is going to help us. We need to get help for Wilson.” She slipped the book back in her pack and we continued on our way. On our way to wherever.

Mythos Points = Unsettling +1 to mythos points (+9 total)
Solomon Sanity = fail -3 points (7 total, 3 today)
Story Direction (SD) ---□
Discovery = [26] Someone slips / leaves you a note pointing you in the right direction
Solomon Luck = fail
Joan Luck = pass

9:00

Joan stops me as we walk along.
“Look at this,” she says in a
breathless voice holding up a piece of
paper. A receipt.

I take it and look at it. On the back
is written, “Help! I’m Tiegan
Wilson, an American. I’ve been
kidnapped by Alxuan. They don’t
know I speak Spanish. I can hear
them planning something. They are
going to kill me with some bone
knife and drop me in a cenote.
Something is hunting them they
claim. They are terrified. They
think my death will buy them time.”
“How did you find this?” I ask.
“Dumb luck. Stepped right on it and
it got stuck to my shoe.”

“We need to get that knife.”

“What! Why?”

I think of the dream that couldn’t
have been a coincidence. Even with
a knife, I wouldn’t jump in there.
“You’re right. It is crazy. But we
aren’t getting out of this jungle. No
matter what we do, we keep spiraling
in closer to the cenote.”

She furrowed her brow. “You don’t
know that.”

I bit my lip. “Well then. Only one
way to find out. I hoisted my
machete up and we continued.

Story Direction (SD) Dice Roll
= You see something = [107
(with Mythos Points added in)]
You see the shape of a mythos
creature approaching

13:00

Half starved, we stumble onwards
through the jungle.

Jungle Location table = [64]

Small wooded gully

Somehow we’ve come to a gully.
The sides are steep. I don’t think we
can climb them. Joan wants to press
on, but we are only getting deeper.
She thinks we can climb vines or
trees to get out if we really have to.
Maybe, but it would be slow going
and I feel trapped down here. I
thought the jungle was dark, but
down in the gully, it is even more
shadowy. And suddenly quiet. So
quiet I can hear my heart thud in
my chest. The insects and birds have
ceased to sing.

I nudge Joan. “What’s going on?”

“Hm? What?”

“It’s too quiet.”

She looked about. “Maybe a storm is
coming. I can’t even see the sky
down here, but it looked cloudy
earlier.”

“Maybe. I don’t like it. Maybe we
should try and get out. If it rains,
this place can flood.”

She looked a bit scared. “Yes, you’re
right.”

Climbing is a bit difficult.

Solomon climb = fail

Joan climb = fail

The vines came undone, the trees of
the gully are mere saplings unable to
support our weight. I glared at Joan
who grumbled, “Okay, not as easy
as I thought.”

Mythos Entity

Build: [100, holy shit], 21 and above, blue whale-sized.

Form: [97] Invisible

Limbs: [47] Anthropoid

Suddenly the ground shook about us as scree, stones and dirt tumble down into the gully as booms echo around us.

“Earthquake?” I shout.

Joan looks terrified. “Footsteps.” She is right. There is no mistaking the pattern of the sound and vibrations.

Something darker than even the shadows is engulfing the valley behind us, moving with the speed of a roaring river. I look harder, but there are no features I can pick out in the growing darkness.

Mythos Points = petrifying +10 (+19 total)

Solomon Sanity = fail = 3 points (10 total, 6 today)

Joan Sanity fail = 3 points (7 total, 3 today)

Joan is already running screaming, and I follow on my rubbery legs, my machete having dropped from numbed fingers.

Chase

Solomon con: failure, speed of 8 (move points 1)

Joan con: extreme success, speed of 9 (move points 2)

Pursuers con: success, speed of 10 (move points 3)

Monster has highest dex: Uses two action points to move, attacks lowest luck (Joan)
Fight Maneuver vs Dodge = reg success vs failure

To my horror, the darkness loomed about us and we stumbled in the dark. Joan screamed, and in the deep shadows I saw her form receding through the air at a great speed, until I could hear no more. I fell to my knees heaving. The darkness passed by leaving me feeling crushed.

Story Direction (SD) ---[]

Development = [88] Something awful happens to you = 4

Verbs = approach, contact, glimpse, trap

15:00

I followed the gully path knowing now that I cannot deny the reality of my situation. Joan has been taken by the entity known as Cuaxachitl. All roads lead to Rome. No path I take will lead me away from my fate.

I must find the Blade of our Blood and Bones or share her death.

*Jungle Location table = [76] lake
Stumbling along the gulley it suddenly drops off into a gaping maw. In the afternoon sun, I can see green waters at the bottom of its limestone walls. The drop looks to be over 100 feet. I edge along it, trying to get somewhere else. I hear someone call to me:*

“Yoohoo, sir!” It is an Alxuan wearing dirty faded jeans and no

shirt. His body is a mess of tattoos mostly showing panthers.
 I feel hesitant. "Do you speak English?"
 He nods his head. "I speak some. You are in danger, yes. Come. We must escape."
 Can we escape. I approach him and reach out to grasp his hand. I glimpse the area and see other Alxuan hiding. It is too late; the trap is sprung. He throws me into their arms and I am bound. They carry me off to the other side of the cenote. The man who first spoke whispers to me, "We knew you'd come. All do when Cuaxachitl is hungry. There is no escaping this land for us. There is no escaping this land for you."
 "Let me go!"
 He slaps me before throwing me down beside another man, Wilson. They unbound my hands.
 "Wilson," I say softly in his ear.
 "Are you alright?"
 He looks up at me. His face is a mess of bruises and bloody welts.
 "Solomon, they got you."
 I nod.
 "Joan . . ." he doesn't finish his question seeing my face. He just shakes his head and groans.
 "What is going to happen to us?"
 He looks nervous. "Some creature haunts them. They intend to sacrifice us in the cenote to appease it. Every generation they do this. It takes 20 people they say, before it stops." He is quiet for a bit before adding. "There really is something out there."
 I nod again. "I know."

The man who spoke some English approaches us holding the Blade of our Blood and Bones.
 "Who first? First is bad, yes. But knowing, that is harder too."
 Wilson moves to his feet. "We can get out of here. We can escape."
 "There is no escape. We all try and leave at some point. Something always pulls us back. The hunger of Cuaxachitl. It attracts. We are like flies to a pitcher plant." He points the blade at Wilson. "This one first. The next one tomorrow." They tie Wilson hands behind him.
 This is my last chance. My hands are still untied. I can make a lunge for the blade.

Alxuan Psychology = fail
Fighting Maneuver at bonus vs Fightback = failure vs failure
It fails, but I'm not giving up. They are on guard now.
Fighting Maneuver vs Fightback = failure vs failure
Opponents
Fight vs dodge = failure vs success
Fight (bonus) vs dodge = reg success vs hard success (yes!)
Fight (bonus) vs dodge = hard success vs failure = 3 points (6 total)
Fight (bonus) vs dodge = reg success vs failure = 2 points (8 total)

I dive for the blade, but again the Alxuan man pulls it away. He and his buddies punch and kick me. My

body is wracked in pain, but I have one last shot in me.

Fighting Maneuver vs Fightback = critical failure vs critical failure (I rolled two different set of dice at once and got 99 for me and 100 for him, wtf)

I grab his arm and he tries to push me away. I stumble but refuse to let go. Somehow I miss the ground and fall into the cenote. White limestone walls zip by. The man is tumbling down with me. We hit the water.

Swim to avoid damage from fall

Solomon = fail, 6 damage

Alxuan priest = fail, 5 damage

Damn. Luck roll?

Solomon = 01! wtf! I don't think luck gets extreme success, but I'm giving myself something here.

Alxuan = success

Aw crap, I just realized that 6 points is a major wound. Luck won't help. I'm not unconscious in water, I'm dead.

Solomon's body hits the water head first causing his next to snap. The Alxuan priest takes a major wound (Con = fail) and falls unconscious. The blade slips from his fingers and down the green waters to the blackness. Something detaches from the blackness, something dark yet translucent. In a violence of bubbles the Alxuan priestess is grabbed and

dragged downward. Cuaxachitl feasts, but this hunger that drives it is merely appeased in the most fleeting sense. Tomorrow he shall emerge and hunt again. Without proper sacrifice, his hunger will only grow. Today he needs one or two souls. Next time, maybe 3 or more. In the end, who knows how large a hunger for its kind can grow. He saw that hated blade fall to the bottom of his lair. Their hands will never touch it again. This it vows. It is the one thing he has come across that he abhors, and all blood spilled by it is tainted, must be consumed before the taint spreads and engulfs him. He seemed so vulnerable here, but they never sacrificed more than every twenty years or so. Had they ever sacrificed, say ten at once, he surely would have perished by the taint. Or if the blade had ever touched his essence. The being shivered at the thought. It's a cold and scary world out there. But these thoughts are quickly subsiding as the all-consuming hunger rises in him, burying any fears he has.



SESSION TWO: George Carlyle.

Meet George Carlyle. A young lawyer in line to inherit his father's modest firm, George is on the straight and narrow. However, his curiosity is about to lead him on a journey from which he may never return.

Using the tables in Chapter 2, I generated a scenario for my investigator.

GENERATE SCENARIO ROLL:

11: You discover a map or rumours of a great mystery hitherto undiscovered

QUEST RECEIVED FROM:

34: Overheard conversation

Here is how I interpreted the above.

Jan 30, 1931.

9:00 am

On the train this morning, I overheard two men talking in fevered tones about a mystery concerning the local indigenous people. A temple of some sort, an archaeological revelation. My interest is piqued, and I choose to follow the one who was doing most of the talking after he leaves the train.

I follow the man to a gun shop, where he purchases a handgun. This guy is obviously spooked. Exactly what has he discovered? I tail him back to his home, take note of the address (22 Heather Lane) then head to work. But I am unable to concentrate, and abandon work for

the library to research what I have heard.

10.00 am:

Unable to work, I abandon this and go to the library.

(Library Use Roll - Success)

I turn up some very interesting volumes. One talks of a court case that involved access to a network of caves that the local indigenous tribe wanted to keep restricted.

Fascinating. Another volume gives an indication of where these caves might be found: in Greenwood Sounds, north of here. I head back to work and am already planning to drive up to the Sounds this weekend.



Story Direction Roll: (71)
Danger.
Danger Subtable Roll: (77)
“Your apartment or place of work has been tossed.”

11:00am

I get back to work and see that my desk has been rifled through. I ask around to try and find out whether anyone saw anything.

Yes, Sandra remembers a pest removal guy who claimed there was an infestation in the office. They searched right through but seemed to spend a long time at my desk. This is weird. I ask Sandra if they showed any I.D. She says she didn't think to ask.

Does she remember the company?
(Int roll for Sandra - Succeeds (just))

She does. Acme Pest Killer Inc.

I look them up.

(Are they in the phonebook?)
Q/A Roll - 83 - Yes)

They do exist, their offices are located downtown. I might visit them later, but in the meantime, I search my desk to see if anything is missing.

Verbs Table Rolls:

maim - irritate – gamble – order

They've seen my gambling tickets. Everything has been put back out of order. A page has been ripped from my address book. This looks like a warning... but from whom? I tidy up.

Unsettling event. Add 1
Mythos Point. Sanity Roll:
Success.
Story Direction Roll: (46)
Discovery.
Discovery Subtable Roll: (58)
“You overhear someone discussing something related.”

12:15pm

I go to get lunch. While there, I hear two other people discussing something related – a woman and her friend. The one doing most of the talking seems bigoted, deluded actually, and is talking about the Ngati Tumoe people very disparagingly. I consider going over and giving her a piece of my mind. I approach the woman and ask why she has this approach.

She tells me her father is a lawyer in a case involving the Ngati Tumoe, and he has been harassed, received death threats and the like.

Apparently there is some controversy over land claims.

She introduces herself as Ethel Rackman. I ask her if she would mind meeting some time to discuss the case further. She is very willing. Despite this lady's backward attitude towards the tribe and their land claims, perhaps she can shed light on the mystery I heard about this morning.

1:20pm

I head down to Acme Pest Killers. I ask about a job they did at Carlisle and Sons law firm. Do they know of it?

No. Of course they don't.

*So, who was it who tossed my desk?
I return to work.*

Story Direction Roll: (10)
Downtime (undisturbed).
Reduce Mythos by two points.
(currently -1 Mythos)

2-5:00 pm

The afternoon is dull. I go home with my work, and later meet Ralph for a drink. I consider telling him of the day's events, but am afraid he will think me a fool for being so easily led astray.

I head home, read a little, then go to bed.

Story Direction Roll: (2)
Downtime (disturbed)
Downtime Disturbance Table
Roll: (85)

"Weird portent/dream/oracle.

That night, I have strange, disturbing dreams. Faces, looking at me. Horrid, twisted faces, tattooed with strange markings. They don't look like Ngati Tumoe markings, They are grotesque, lacking any elegance. I wake in a sweat, and it takes some time to get back to sleep. But finally, in the early hours of the morning, oblivion comes.

Unsettling event. Add 1
Mythos Point.
Mythos Points: 0
Sanity Roll: Success.

3:12 pm:

The day is tedious. I spend it driving up to Greenwood Sounds, getting

there at 3pm. I am not able to find lodging here. It appears I must sleep in my car. Greendale, the town, has nothing. Perhaps I need to travel out into the Sound straight away.

(Note: I just decided on the above direction. George is aiming to get to the island where the caves are rumoured to be situated).

I look for a boat that night to take me out there. Thankfully, the Night Owl is available. This small launch does night runs to the outer islands, taking mail and other supplies throughout the Sounds, which takes all night and most of the next day. I catch a few winks of sleep, and then we set out.

1:22 am

At just after 1 in the morning we are underway, the little boat putting out into the still, dark waters of Greenwood Sound. Apart from the engine, all is silent. Captain Stenhouse tells me the history of the area as we go. There were rumours of a cult here, long ago. He also tells me of the violent weather that happens out in Furneaux Strait, beyond the Sound. Many ships have wrecked off those coasts.

It takes us hours to get to the island as the Night Owl makes its deliveries, but finally we get there, to the island named D'Urville Island by the locals. I have a tent with me. I make camp near to the jetty, planning on beginning my exploration the next morning.

Downtime (chosen)

+10 to Disturbance Roll.

Disturbance Roll (add Mythos Points): (89)

Disturbed.

I camp the night there. But I wake at midnight, to the sound of fell, ominous chanting! I am frozen, I cannot move, as if by some spell or bewitchment, and am terrified to my very core. Finally my nerves calm, and I wonder whether I dreamed the whole thing. It is pitch black out here and I spend such a long while trying to find my torch that I eventually give up. Finally, I am able to get back to sleep.

Scary event. Add 2 Mythos Points. Sanity Roll: Fail.

-3 Sanity.

9:00 am

It occurs to me that it is a mere 48 hours since I heard that conversation on the train between those two men. Why did he buy that gun, that man?

As I begin the search for the caves, I feel a tide of doubt rising inside me. What am I doing here? I feel suddenly like a child, lost in the wilderness. Some presence is here, giving rise to these feelings. With a huge effort, I attempt to master it.

Power Roll – Success.

Finally I calm my nerves and can go on.

Spot Hidden Roll – Fail.

I cannot find the cave and am unwilling to risk my neck to scale the cliffs on the eastern side of the island.

There is some energy, some presence here. It is tangible. I continue to search the island.

Story Direction Roll: (52)

Discovery

Discovery Sub-table Roll: (08)

You find a clue.

Skill Roll Required: (94)

Spot Hidden.

Spot Hidden Roll: Critical Success.

Clue Table Roll: (11)

“A key, engraved with strange glyphs.”

Then, I stumble across something. I find a strange key, trampled into the mud. What does this open? It’s almost as if it was placed here for me to find.

Why does the tribe want access restricted to these lands? What is here to be found? There are markings on the key but I can’t decipher them.

Q/A Roll:

Does George find a cave entrance?

(23) = No.

Story Direction Roll: (40)

Development.

Development Sub-table Roll: (48)

“You meet a seemingly neutral NPC.”

NPC Table Rolls:
Musician – Male – Devious

Then, at midday, I see someone in the distance, standing at the edge of the cliff. A man. He seems to be singing.

Q/A Roll:
Do I know the song?
(31) = No.

It's no song that I've heard before though. It sounds strange, haunting.

Q/A Roll:
Is he wearing normal clothes?
(78) = Yes.

I approach. "Ah... excuse me..."

Q/A Roll:
Is he responsive?
(31) = No.

*This is unsettling. What is he looking at?
Suddenly, he takes out a long curving dagger, and comes at me with a crazed look in his eye!*

Dodge Roll – Success.

I duck out of the way just in time.

Scary Event.
Add 2 Mythos Points.
Sanity Roll: Success.

I pull out my .38 and fire at the attacker.

Firearms Roll: Fail.

I miss. The man comes at me with the dagger. He lunges.

**Fight Roll, opposed by
George's Dodge Roll: Success.**

I roll out of the way and get the hell out of there.

**Q/A Roll: Does the man
pursue?**
69: Maybe.
Yes, but half-heartedly.

*The singing man soon gives up the chase and resumes his singing.
I am shaken to the core by this encounter. Who is this man, what is this place? Only a short while has passed since I began my exploration*

**Terrifying Event: +5 Mythos
Points.**

Sanity Roll: Fail, -2 Sanity.

**Story Direction Roll:
Development**

**Rather than roll on
Development Sub-table, I roll
on Verbs Table instead, just
for variety.**

(Procrastinate – Animals)

**Location tables: Grassland:
Large wooded gully.**

11:00 am

Venturing further, I come to a large valley, heavily forested. I hesitate, reluctant to enter. Who knows what beasts lurk in there! The air is thick and hazy, and a river flows over rapids at the bottom of the valley. But I don't want to go back either.

George, I tell myself, you need to pluck up your moxy and grab this by the short and curlies! I edge my way down into the valley.

Navigation Roll: Extreme Fail!

I head in, but am soon tangled in vines, in a real pickle. What was I thinking? I go to climb out.

Climb Roll: Extreme Success!

*I succeed in getting myself out!
Good Lord, I'm frightened now.
What have I gotten myself into!*

**Q/A Roll: Did I arrange for the Night Owl to pick me up the following night? (Likely).
06 – No!**

*I said two nights. TWO NIGHTS!
What the HELL was I thinking? I have to survive two nights on this god-forsaken island?
It suddenly dawns on me... I have to go back. And the only way for me to do that safely... is to kill the singing man.
I at least need to know where the bastard is. I return. Is he there?*

(I consider making a Stealth Roll to creep closer, but George's stealth is terrible. He knows he's not good at such things – he's a city boy. He decides not to risk it).

I can't get a good view without exposing myself. I'll need to

*approach quietly, stealthily... but I'm hopeless at that sort of thing.
No, it's too risky...
Then, my curiosity returns. I'm here, I might as well explore. No-one ever achieved greatness by taking the easy way.*

**Story Direction Roll:
Downtime (disturbed)
Downtime Disturbance Roll:
Auditory Effect.
Auditory Effect table.
Whispering. From Outside.**

*1:30 pm
I find a place, a cove near the beach, quite secluded, and have something to eat, rest a little. I am slowly recovering my nerves. Then, I hear a voice, calling my name.*

Q/A: Can I find who it is? No.

*Shocked, I get up and go to investigate, but find no-one. I must have been imagining it. I return to the safety of the cave and sit down once more.
Ten minutes later, my name again.
My God.*

**Terrifying Event: +5 Mythos Points.
Sanity Roll: Extreme Success.
-2 Sanity.**

*There must be a rational, scientific explanation for all this. I will not let this overwhelm me! It's either in my head, or some rascal is playing a prank on old George!
I have to get off this island.*

Eventually, whatever – whoever – is calling my name, stops. I stay where I am, documenting all in my journal. If I don't make it off this island, perhaps someone will find it and tell my story. I wait until all falls quiet. Somehow, I have to survive on this island for another day. Should I stay here, in this cave? I stay put for the time being.

SD Roll: Downtime (undisturbed). -2 Mythos.

It falls quiet. I fall asleep, getting some rest. I wake up at what must be several hours later. Checking my timepiece, I see it grows late.

**SD Roll: Dice Roll.
Dice Roll sub-table: Auditory Effect.
Auditory effect:
Watery Sounds, Below.**

*6:40pm
I hear watery sounds, coming from beneath the cave!*

Q/A: Does it sound like waves? No.

It sounds like a creature of some sort! I am frozen, rooted to the spot.

**Q/A: Does it sound large? (94)
Yes.
Terrifying Event, +5 Mythos Points.
Sanity Roll: Fail. -2 Sanity.**

A huge, aquan creature passes beneath the cave, sloshing through the water. My instinct is to cry out but I dare not! I am consumed by fear and can feel terror crowding in on me.

Finally I can stand it no longer and I bolt from the cave in blind panic.

**SD Roll: Discovery – 71.
I meet someone.
NPC Tables:
Sorcerer – female –
bloodthirsty.**

*6:50
A robed figure stands at the entrance. She regards me in my confusion and panic.
“You will feed the Great One tonight!” she cries. She comes at me with a dagger, just like the one the singing man held!*

**Petrifying Event. +10 Mythos Points. Sanity Roll: Success, but -3 Sanity.
Psychology Roll (to see if I can predict her next action) opposed by her Power Roll.
Success. Gain 1 Insight Point.**

I predict this evil woman's actions. She means to sacrifice me to that beast I just heard! Quickly I turn north and bolt as fast as I can.

Q/A: Does she pursue (likely) – No.

"It is pointless running!" she yells at my back.

Q/A: Is there somewhere I can hide? 97, Yes!
Spot Hidden – Success.

Somehow I must survive the night. I find an excellent hollow, a cave hidden behind some brambles.

Verbs table to get more detail. (Deface – Examine – Despair)
SD Roll: Dice Roll.
Random event: 26. You find a bunch of notes.
Interpreted within this cave, I decide this is graffiti on the walls.

I find graffiti on the wall of the cave. "Beware the Sorceress, do not hear her incantations!" I heed this warning and stay put, fearing discovery.

Downtime (chosen) (disturbed).
Downtime disturbance table:
The shape of a Mythos creature approaches.
Q/A: Is it real? (41 – Maybe)
At this stage I want to compile what I know about the creature I encountered in the cave earlier.

CREATURE:

- Large
- Water-dwelling
- Hard-shelled
- Without arms

The only creature I can find on the Monster Characteristics

that matches this is Great Dagon!

Is it attacking? Yes.

Dodge Roll – Success.

Petrifying event. +10 Mythos.

Sanity Roll: Fail.

-4 Sanity.

I manage to dodge out of the way, and the thing disappears! Was it real? I don't know! I am going mad! I realize I must flee to the most distant part of the island, and fast. I have to get off. Perhaps if I can signal a boat...

But it grows dark. I think, perhaps, I should stay here. Hopefully the Sorceress and the singing man won't be able to track me.

Then I think... if they do, I have no escape from here! It's a dead end. I would be trapped. I can't stay.

I stealthily emerge, peering out into the near dark, not disturbing the bush.

Stealth roll – Fail.

Use Insight Point to grant me a bonus die.

Spot Hidden (with bonus die): Success.

Q/A Roll: Do I see anyone?

No.

The coast is clear. Emerging, I aim for the west side of the island. I look to the stars, the Pole Star. Surely that can help me.

Science Roll (one of my strengths)

16/36: Success!

I find the Pole Star, and use it to direct myself west.

**Story Direction: Dice Roll.
Auditory Effect.
Whispering. Inside Your Head.**

7:30pm

I am fleeing towards the west side of the island.

Then, I hear a whispering inside my head. An eldritch tongue... a voice so alien, so cold, that my soul is plunged into an abyss.

**Terrifying Event: +5 Mythos.
Sanity Roll – Success. -2
Sanity.
Q/A Roll: Do I find another cave?
Yes.**

I am losing my grip, but I must push on. then, all of a sudden, I find myself at the mouth of a gaping cavern. There is an alien smell here, which I can't identify.

Q/A: Is it inhabited? Yes.

There are figures moving about. Quickly, I drop below some foliage.

**Stealth Roll: Fail.
Q/A Rolls: Does one of the figures notice me? Yes.
Is it human? No.
Monster characteristics table.
Build: 0 / Form: Something other than solid / Shape: Anthropoid/bipedal.
I interpret this as a Crawling One. Consulting the Keeper's**

Rulebook, I roll for spells – it knows 5.

Then, a shape pounces towards me... a hideous man shape, comprised of writhing worms and maggots.

**Petrifying Event: +10 Mythos Points.
Sanity Roll: Hard success. -3
Sanity.
Surprise attack. Pounces.
Q/A: Is it trying to capture me? (likely). Maybe.
Speed Roll for George to get away, opposed by Crawling One Speed Roll. (I probably should have used Chase rules here).
Extreme Failure!**

The thing captures me!

**Where am I taken?
Verbs table.
(frustrate – examine – rescue – instigate)
These last two words are interesting! I decide to roll an NPC.
NPC tables:
Warden – female – intelligent.**

*Suddenly I hear a yell!
“Hey pretty boy! Get out of the way!”
From out of nowhere, a Molotov cocktail comes arcing towards the horrid creature. Quickly I drop to my knees, trying to roll away from it.*

I'm gonna call that a dex roll of 50 from the warden.

27. Hits!

And a Dodge Roll from me: Succeeds (just).

The Crawling thing is ignited, aflame, and silent as it burns, clumps of worms dropping from it as it is consumed by fire! The smell is horrific!

I get up, and see a woman waving me towards her.

"This way!" she yells.

I join her, and we start running down a tunnel leading further into the island's interior.

"Who are you?" I shout.

"Shut up and run!" she yells.

There doesn't seem to be anyone – or anything – following us, but this woman leads me on a winding dash through tight, twisting tunnels.

Finally, after what seems like an age, she turns and faces me.

"It's safer in the tunnels," she gasps, breathing hard. I can attempt no such thing as talking, I'm completely out of breath.

"Again," I manage finally, "who are you?"

"Bernadette Alfreda," she says, thrusting forward a hand. "At your service."

8:00 p.m.

"We should rest, if we're safe," I say.

"Tell me what you know, for truly, I know nothing."

Can I convince her to rest?
Charm Roll. Fail.

I'm gonna push it. First time this scenario.

98. Fail.

"On your feet pretty boy! We can't stay here!"

We run again, hard.

SD Roll. 39 (+ 39 Mythos Points).

78 – Danger.

You receive a disturbing phone call or message. You are given a piece of information.

Since we are running through caves, I roll a few times on the Verbs Table to provide a bit more detail.

(help – mob – challenge – applaud)

I take a break here and consider this combination of words. Finally, taking the Innsmouth Rule of coming up with the most grim outcome possible for my investigators, I interpret the above as follows...

9:20pm

We come into a large cavern, and immediately stop, dropping into a crouch. There is a mob of people here, all engaged in one task, one challenge... We don't want to be noticed. There are carvings, and glyphs all around the walls... Is this the temple, the archaeological revelation that the men on the train were discussing?

Stealth.

George: Success

Bernie: Success

Bernie and I quickly move behind some boulders... and watch. There are many people here. It is like a large cathedral!

I need to make a Verbs Table roll to find out what is going on here.

Verbs:

witness - hurtle - tug - chase

There are a huge amount of people gathered in this cavern...

Do they look captive? 56

Maybe.

It's hard to tell... they appear to be in a trance of some kind. We are witnessing some kind of ritual... There is a vortex, hurtling round and round...

Is there a High Priest?

(Likely)

53+20=73 Yes.

A high priest is trying to draw something from the Vortex... this is terrifying. I have never seen anything like this, in all my years, in my wildest nightmares... The mob is changing, and they have the thing, whatever it is, caught in some ritual... ropes, composed of a green, burning energy, difficult to behold, are connecting the creature with the heads of everyone present! They are

pulling it from the midst of the Vortex...

What is the creature?

Monster Characteristics...

It is small... Build 1

Are there many of them?

97-Extreme yes.

Form Solid, Limbs Anthropoid

There are many of them, and for each one of these people engaged in this ritual, each are connected to one of these things by one of these greenish, radiant ropes, made of light... The creatures are vaguely human in form but... almost... fish-like! Or frog-like perhaps... I can barely stand to look at them but something in me is fascinated, and I cannot tear my eyes away! I am barely holding onto my sanity...

Terrifying Event+5 MP.

MYTHOS POINTS = 44

Sanity roll - Success (-2

Sanity)

Bernie Sanity roll (we'll call hers 60 as it started higher but she's no doubt seen some shit) Success, -2. Bernie sanity=58.

We are frozen, rooted to the spot. Finally, Bernie says, "let's get out of here," and we make to leave.

Another stealth roll?

No, the cultists are sufficiently engaged with the ritual that they don't notice us...

9:30pm

We exit back out into the network of caves...

SD Roll!

44 MP!

Rolled 44!

88-Danger! The last number...

Danger subtable... 97! No need for Mythos Points...

"A friend is attacked severely/killed"

Is Bernie attacked by a cultist?

05 No.

By a creature? 19. No.

By the Sorceress? No.

Verbs table roll for more info...

dare - summon - involve

Suddenly, Bernie's eyes roll back in her head, and a sinewy rope begins emerging from her head... formed of green light, it begins trailing back towards the vortex... then I realize... those fish men are not being dragged from the vortex! They are using the minds of these humans to drag themselves into our world! Finally one emerges, and immediately follows the rope to its human, and begins to feast on it...

I run.

Petrifying event, +10 Mythos.

54 Mythos.

Sanity Roll. Fail. Lose 5

Sanity.

9:32

Story direction roll

41+54=95 Dice Roll.

54 Visual effect

"The Shape of a Mythos Creature approaches..."

Then I see it... the huge thing, the aquan beast... and I know its name... Great Dagon Himself! I do not know whether to bow, or scream in horror, but it is crowding my field of vision, He is everywhere!!!

Petrifying event, +10 Mythos.

64 Mythos.

Sanity Roll. Success... -3

Sanity. George Sanity 37.

And all I can do is submit to him... I know him now, know him fully, utterly, to the core of my being... and I allow the terror to engulf me, the awe, the reverence...

Q/A: Is Dagon real? 89... Yes, he is real... and he cares not for poor George.

It all makes sense now... the Fishmen are the servants of Great Dagon, and are here for his worship... and together, they will bring about the advent of a Greater God, whose name I do not know... I feel my head splitting! A green, sinuous rope begins to emerge, and I feel myself pulled back towards the Cathedral... my body will form the first meal for a Deep One, and I feel a strange mix of revulsion, self-pity, but also awe, and fulfillment... finally, oblivion comes...