

THE COLOR FROM BEYOND

01

Meteor, Strange Radiation, Village

A meteor lands in a village and has strange effects.

Getting the PCs Involved:

- The PCs see the meteor land in the village while traveling.
- The PCs are summoned to the village from town, because they are seen as experts in the unusual.

Encounters:

- Villagers have already cut a piece off, revealing a pulsing, multicolored goo inside the shell.
- The goo can be studied. It can't be harmed or damaged in any way, except cut into smaller pieces. It does dissolve on its own over the course of a few hours, when separated from the main meteorite.
- Soon, plants near the meteorite (or any goo) become grey. In a few hours, they start to sway on their own.
- Animals nearby become larger and malevolent. Some develop special abilities.
- Plants develop the ability to move and/or other special abilities.
- These changes continue to occur and spread until powerful magic is used on the goo, or it is fully removed from the meteorite and dissolves on its own.

Follow-up Adventure Ideas:

- Nothing will grow in the infected area. In fact, some of the symptoms may come back.
- Was this the start of some sort of alien/outsider invasion?

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SIDEQUEST DECKS:

Lovecraftian/Paranormal

Looking for adventure ideas derived from the works of Lovecraft or other paranormal sources?

These cards are perfect whether your campaign is set in the early 20th century like Lovecraft's, catches ghosts in the modern day, features FBI agents investigating the unusual, or has other paranormal elements or dream creatures. Use them for a one-shot adventure, or string several mini-adventures together into a campaign.

One side of each card has an adventure outline with a backstory, PC hooks, encounter possibilities, and follow-up ideas. The other side of the card is the most important map for that adventure. Use maps from other cards as needed.

Use these cards to set up a hex crawl, develop a side trek on the fly, or chain some together for an entire campaign. Every card is a session's worth of excitement!

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GREAT ARKHAM HOTEL

03

Strange Organism, Cult, Hotel

The hotel the PCs stay in is in fact a giant beast, cared for by the cultists staff members.

Getting the PCs Involved:

- The PCs have to stay at the hotel, as it is the only accommodation available in the area.
- The PCs are hired to find a missing person.

Encounters:

- The PCs see a staff member caressing the stained walls and calmly talking to them.
- Among the trash at the building's back, human bones are found—and they have clearly been gnawed on!
- The PCs see someone enter the elevator, followed by strange noises. He does not turn up to dinner.
- Under their beds, the PCs find strange occult markings. They also notice that the bed is not a piece of furniture—it rather grew directly from the walls.
- At night, a strange heartbeat is heard from below.
- Corridors and rooms shift and change, making it harder and harder for PCs to reach their destination.
- The staff wear weird bony charms around their necks—and they seem to be able to use the elevator and traverse the corridors just fine.

Follow-up Adventure Ideas:

- Like fungi, the hotel was but a symptom of a larger underground being.
- A piece of the hotel clings to the PCs, infiltrating all future elevators they board.

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FREAKSHOW

02

Circus, Mystery, Experiments

A circus comes to town! Its freakshow displays outlandish mutants, available nowhere else. Naturally, these freaks are not entirely human, but discarded genetic experiments of alien/interplanar beings.

Getting the PCs Involved:

- The PCs visit the circus when they recognize one of the freaks as a childhood friend.
- The circus opens near one of the PCs' homes, making the PC notice strange nightly deliveries.

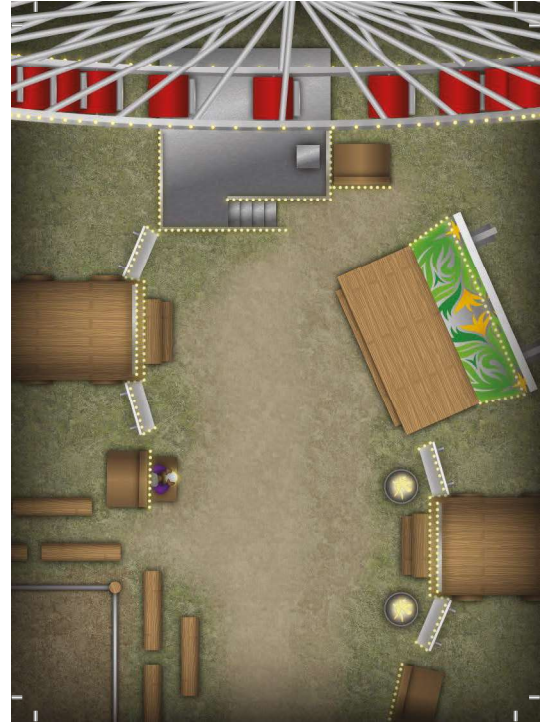
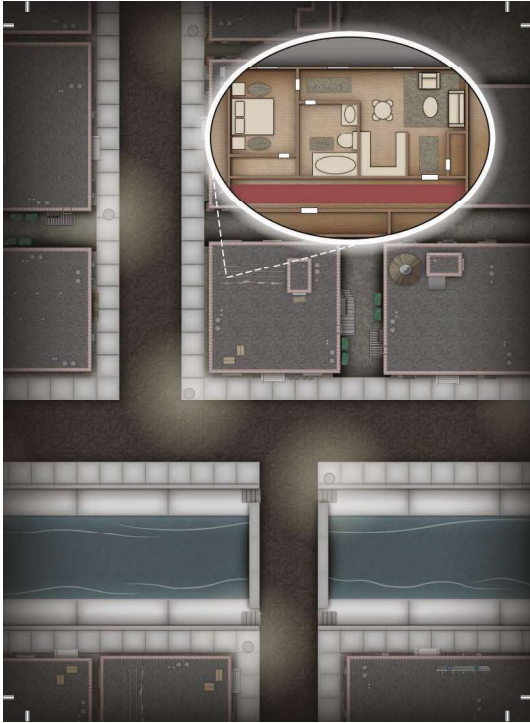
Encounters:

- At night, screaming cages are delivered to the circus.
- A babbling and transforming stranger approaches the PCs, fled from one of the underground labs.
- A circus staff member secretly asks the PCs to help her, as she assumes she will "be next".
- In a circus grounds trash can, the PCs find a severed hand with eight fingers.
- The ringmaster approaches the PCs after something unusual happens, asking with a buzzing voice whether they want to see the "special exhibit".
- A raging "freak" madly recites a set of numbers. They match Bible verses posted in front of a church opposite the alien lab.
- One of the freaks calls a PC by his or her childhood name, but barely manages to mutter anything else.

Follow-up Adventure Ideas:

- Any number of experiments may have escaped!

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MIS-FORTUNES

05

Carnival, Fortune Teller, Unfortunate Events

A carnival's automated fortune teller is giving out terrifying fortune cards. Unfortunately, the fortunes come true shortly after, acted out by carnival staff, mind-controlled by the wicked machine.

Getting the PCs Involved:

- The PCs draw ill-fated cards themselves.
- A relative of one of the PCs asks her or him about the fortune, confused by the cruelty of it.

Encounters:

- "You will be eaten by snakes"—The contortionist will ambush and devour the recipient.
- "You will end in flames"—The fire-eater will cover the recipient in ethanol and set her or him alight.
- "You will be devoured by the pit"—The wrestlers will bury the recipient alive in their wrestling pit.
- "You will be broken on the wheel"—The recipient will be strangled on the ferris wheel.
- "You will not survive a funny joke"—The clowns will drown the recipient.
- While performing a deed, the weirdly contorted face of a performer tries to say "help us!" to the PCs.
- The PCs find a fortune card saying "You will serve me" in every performer's pockets.

Follow-up Adventure Ideas:

- The PCs find a card with "I will always follow you".
- The entity behind the fortune teller becomes aware of other machines—radios, for example.

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GOOD SHOT

04

Mystery, Extra-Dimensional, City

While the PCs investigate the case of a missing photographer, monstrous beings—whose physical forms can only be seen through photography—follow them. These beings themselves were once people.

Getting the PCs Involved:

- The PCs are hired to find the missing photographer.
- A photograph of a monstrous being winds up in the PCs' mail, with just "HELP" scribbled on the back.

Encounters:

- In the photographer's apartment, the PCs hear strange steps that seem to follow them around.
- In the apartment, they notice a camera still exposing. The photo shows blurred versions of them—accompanied by black shadows following them.
- Once the PCs know what they are up against, glass cracks and something invisible charges at them.
- When taking pictures in the city, the PCs notice these beings are virtually everywhere, but the beings seem only interested in people who know of their existence.
- In one picture, a PC spots the face of a person he or she assumed missing or dead (possibly the photographer) in the features of one being.
- The PCs witness someone related to the monsters flicker and then vanishing from the visible world.

Follow-up Adventure Ideas:

- The monsters continue to follow the PCs, constantly reminding them of their existence.

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CHILDHOOD HOME

07

Possession, Trap, Sweet Old Lady

A visit to a PC's grandmother turns sour when they find out she is possessed by an otherworldly being that wants to collect their blood.

Getting the PCs Involved:

- The PCs are in town for a funeral and stay at Grandma's house.
- A relative asks the PCs to look after Grandma, as her letters have recently become strange.

Encounters:

- Grandma's cake contains needles. She claims she must have accidentally dropped some in while sewing.
- Grandma's knives are unusually sharp, and she asks the PCs to cut everything for her.
- Grandma's pies have strange-tasting meat.
- When Grandma sees someone's blood, she carefully tries to conserve as much of it as she can before helping with a band-aid.
- In a basement closeout, blood tubes are hidden.
- At night, Grandma talks to herself—but she does not use her human voice.
- Confronted, Grandma denies everything. Sweet and lovely, she tries to lure the PCs into death traps.

Follow-up Adventure Ideas:

- Grandma's original self returns, changed from the otherworldly realm it was swapped into.
- With the blood of so many neighbors, Grandma performed a ritual to swap all of them as well.

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MUSIC BOX

06

Compulsion, Artifact, Inter-dimensional Gate

The PCs come to own a strange music box. Its tune weakens the barriers to other worlds, allowing glimpses and eventually visitors through.

Getting the PCs Involved:

- The PCs inherit the music box.
- At a yard sale, a wicked old man almost forces the PCs to buy the music box.

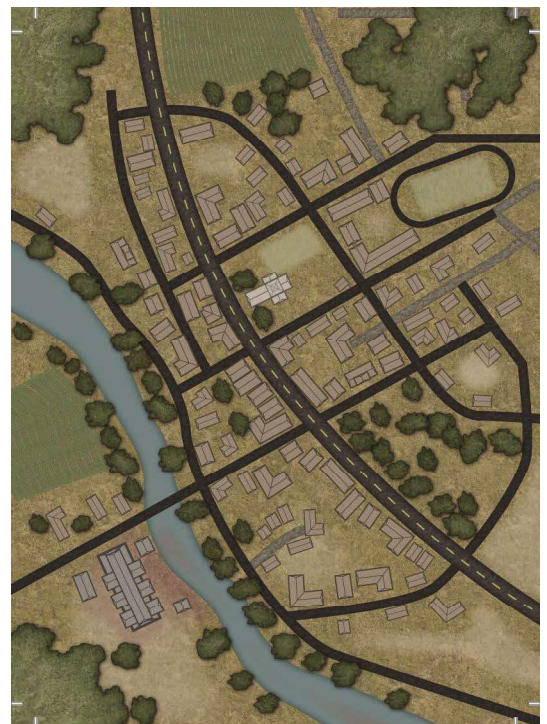
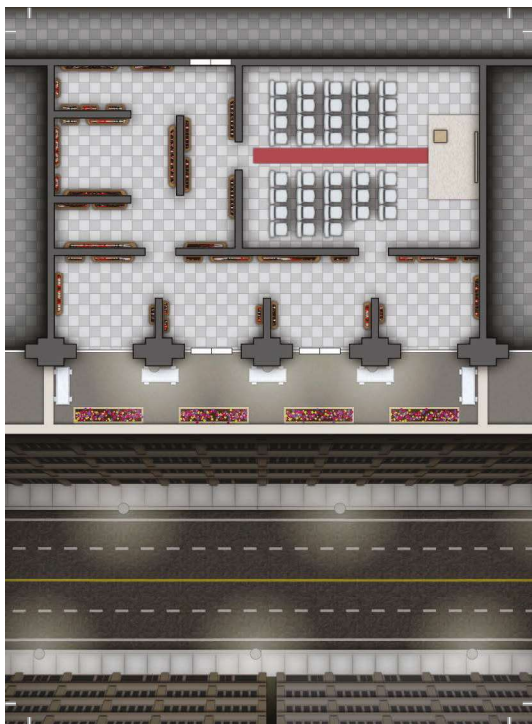
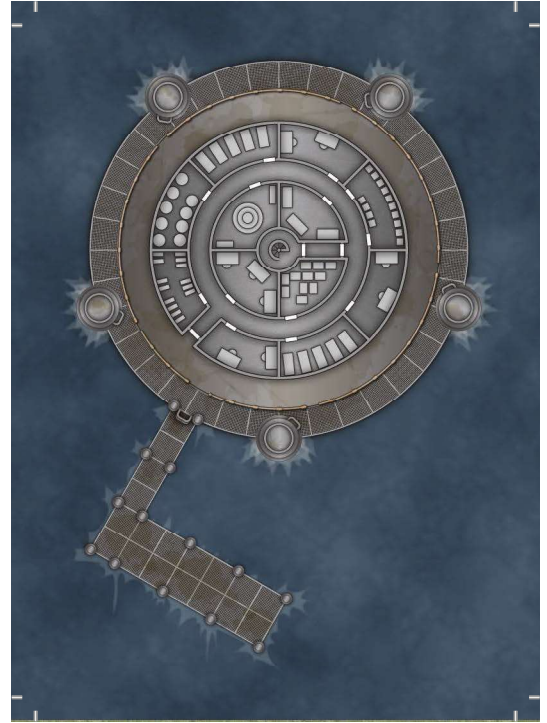
Encounters:

- The first opening of the music box materializes a strange scent of ozone and burnt dust.
- The second alters the scene behind windows—an alien landscape with burnt remains of a civilization, and a single, blurred figure in the distance.
- The third causes a sudden nightfall, and a shadow walks around the PCs, circling closer and closer.
- The fourth opening causes footsteps in an obscured area. It has arrived.
- Those near the box are compelled to open it again.
- The visitor will try to take possession of the music box to keep it open so the worlds will merge.
- The fifth and every following opening will bring more and more of the devastated world beyond into reality.

Follow-up Adventure Ideas:

- The music box is just one part of a set of items, including a key that opens doors to the other side.
- A second visitor made its way into our world, trying to transform it into its home, step by step.

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DEEPSEA RESEARCH CENTER

09

Dead Crew, Creatures, Mystery

The PCs investigate an uncharted artificial research island that winds down for miles. The scientists here discovered things that better stay on the ocean floor.

Getting the PCs Involved:

- The PCs are officially sent to investigate the missing contact from the island.
- In a storm, the PCs' ship rams the platform, and they are stranded there.

Encounters:

- The crew's remains are found scattered across the island. Their bodies lack all bones and nails.
- The equipment is much rustier and more kelp-crusted than it should be, given the time that has passed.
- Among the crew's belongings are strange artifacts of an unknown culture.
- A teleprinter sends messages to the PCs and answers—it pretends to be scientists awaiting help deeper down. But the wording is crude and clumsy.
- The PCs hear strange running sounds of bare feet. When they check, a corpse has relocated.
- The increasing pressure causes tinnitus, impeding communication.
- A lower level features a winch that holds a strange sunken sea vessel. Inside are beings that can deform their bodies to take any shape.

Follow-up Adventure Ideas:

- The island disappears, reappearing elsewhere.

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THE OLDEST CHURCH

08

Creature, Occult, Church

Investigation of old church catacombs reveals something sleeping beneath. The church was built on top to keep it in check, but this protection wears thin...

Getting the PCs Involved:

- An earthquake unearthed parts of the catacombs. The PCs are sent in to investigate casualties.
- A missing person's last moments can be tracked into the church catacombs.

Encounters:

- Occult chalk symbols are ubiquitous in the catacombs, and removing them coincides with distant thunder.
- A PC's ankle gets caught in a tentacle protruding from the walls. The strange limb flees the light.
- A rumble in the distance sends dust and tiles falling from the ceiling. Some corridors might crash, others might bend in a different direction.
- A centuries-old monk waits in the catacombs. His language can't be understood, but he warns the PCs.
- At the very bottom of an enormous cavern, a giant amorphous mass is sleeping. The PCs notice this mass is but one eye of an even bigger thing.

Follow-up Adventure Ideas:

- Many different structures in the area are built on top of this giant entity—including schools and hospitals.
- Upon revisiting, the giant thing is simply gone. Also, earthquakes become more common in the area.

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RED DYE

11

Mystery, Cult, Small Town

A village producing red dye uses human flesh to appease their ever-hungry deity, gaining the dye and the ability to recreate their bodies from it on return.

Getting the PCs Involved:

- The PCs trace a missing person back to the village.
- They are forced to stay in the village as they travel through the area and need a rest.

Encounters:

- The villagers are strange and distanced. Upon closer inspection, everyone is missing a finger or toe.
- The PCs hear the loud grinding of the dye mill. One of them is sure to hear screams amidst the noise.
- The village river suddenly turns a dark crimson.
- Another outsider talks to the PCs. She asks too many questions and disappears a day later.
- The grinding mill of the factory is but rows of terrible blunt teeth. It grinds human flesh into a thin, red powder of essential salts.
- In a 50-year-old photograph, the PCs recognize a villager who looks the same now as then.
- A villager that dies returns on the next day threefold stronger to escort the PCs into the mill.

Follow-up Adventure Ideas:

- The dye provides summoning materials for alchemists around the globe.
- The hungry deity will start eating the very earth around it, swallowing whole areas.

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THE MASTERPIECE

10

Summoning, Cult, Museum

The PCs visit a famous painter's live performance in a city skyscraper, during which his paintings start to draw an outer God into this world—stroke by stroke.

Getting the PCs Involved:

- The painter is a friend and personally invites them.
- After working for a VIP, the PCs are offered an invitation as a token of trust.

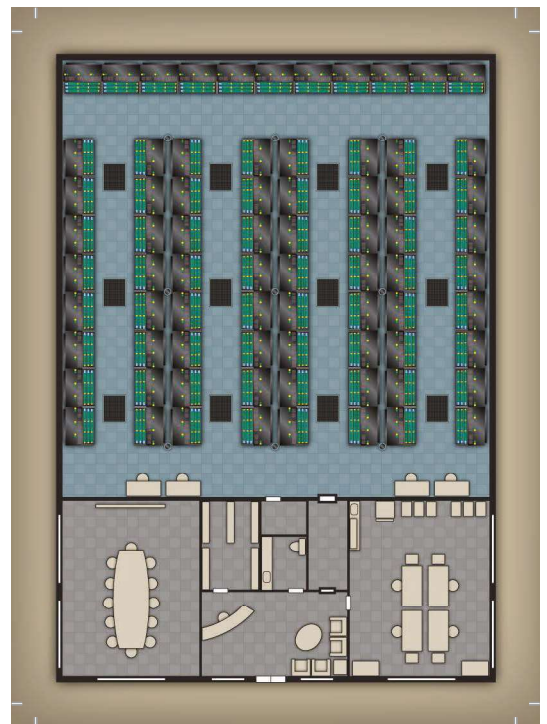
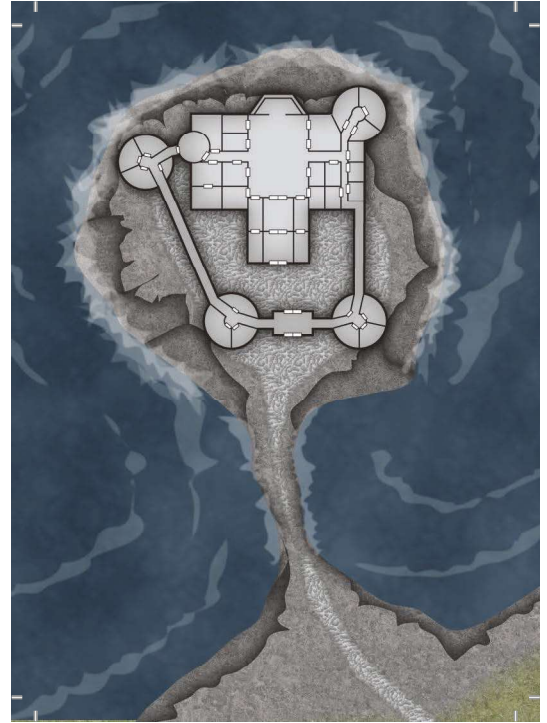
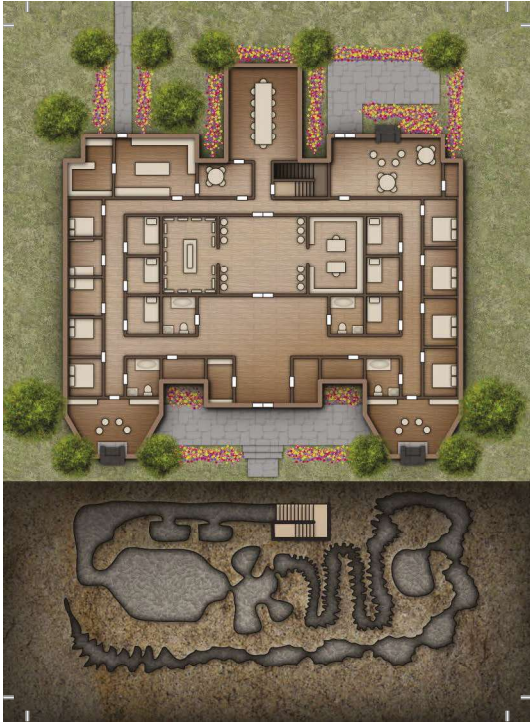
Encounters:

- A doomsayer in front of the building babbles about the "end of the world" and "the crimson tears".
- Drinks at the venue turn to blood at the performance.
- Features in the painting seem to change even where the painting is already done.
- Shadowy figures watch from the distance, and what started at noon gradually becomes nightfall.
- Someone at the performance chokes on a drink, but can be saved. The painter has become too manic to abort his performance.
- A rain of blood starts outside as the painted sun crosses the horizon.
- Stopping the performance needs to be done by force, and the painter has immense physical strength. Succeeding makes the painting melt into human blood and ends the other symptoms.

Follow-up Adventure Ideas:

- The paints came from a small Italian manufacturer that has distributed them to painters across the globe.

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WHITE CASTLE AT THE SHORE

13

Cult, Mystery, Raise Dead

Multiple weird, ocean-related incidents happen at a duke's house—all of which relate to him calling upon an ocean deity to bring back his drowned wife.

Getting the PCs Involved:

- The Duke hires the PCs as experts to help with the summoning, without telling them the truth.
- The PCs seek shelter in the castle as a weirdly salty rain stops their travels.

Encounters:

- Water in the castle is salty. Every dish has seaweed.
- A servant drowns in fresh air. He babbles "the flood comes" before perishing.
- The bathroom is full of steam, and through the steam huge fish swim through the air.
- A bathysphere is in the garden where the Duke performs his rituals. Weird chants come from inside.
- The locked bedroom of the Duchess has occult books on sea deities. Some pages are missing.
- Tideways cut off the castle grounds from civilization. Heavy rain pools up, already entering the castle.
- Even if confronted, the Duke cannot reverse the ritual. The castle drowns in a mystical ocean, and escape is the only viable option.

Follow-up Adventure Ideas:

- The ritual worked, and the drowned undead wife of the Duke wanders the world.

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BOWELS OF THE EARTH

12

Beast, Mansion, Eccentric Millionaire

Caves beneath a millionaire's mansion are the bowels of a huge beast—the millionaire is its brain!

Getting the PCs Involved:

- The PCs search for kidnapped people they assume to be in the millionaire's basement.
- Invited to an art exhibition in the mansion, the PCs notice something is weird.

Encounters:

- The millionaire appears and ushers the PCs deeper into the basement.
- The PCs find a cell of kids who tried to retrieve a ball from the grounds. They are stored as future food.
- Behind bars, immense treasures are seen. But the room will flood with gastric acid to digest the PCs.
- In a corridor, walls and ceiling come closer in a peristaltic swallowing motion.
- Suddenly, the millionaire appears behind the PCs, locking a door while maniacally laughing behind it.
- The millionaire speaks in a strange language, and his voice echoes from every wall.
- The PCs stumble across a former victim, half dissolved and mad from what he or she witnessed.
- More copies of the millionaire appear—all organs of the same organism.

Follow-up Adventure Ideas:

- All the money the millionaire gave out to people is actually eggs to hatch more of its kind.

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THE DARK WEB

15

Modern, Website, Occult Computer Infection

Someone has designed a web site that inflicts strange curses on anyone who visits it. Only the original programmer can stop it.

Getting the PCs Involved:

- An enemy of the PCs sends one of them a link to the site in the hope of cursing the PC.
- The PCs see a news report jokingly talking about the "dark web curse".

Encounters:

- Several people are at the local hospital with blood pooling in their fingers and eyes; all of them visited the "Grimoires Of History" website.
- The website itself contains digitized copies of various supposedly occult tomes; it drains energy from the PCs to curse them with lethargy and migraines.
- The staff of the ISP that hosts the site are paranoid and violent due to being cursed with hallucinations.
- A local engineer tries to forcibly unplug the site and is cursed, hallucinating that people are demons and trying to defend himself.
- The original programmer knows a counter-ritual, but lacks occult tools; the PCs must get the tools.

Follow-up Adventure Ideas:

- The last victim of the site inherits all of its cursed power, and becomes a dangerous sorcerer.
- The books that were digitized are still at large, and several occult groups want them.

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THE NEW HIGH

14

Drug Abuse, Inter-dimensional Gate

A new drug is hitting the streets that opens your mind to dizzying other worlds, and it's cracking the barrier between them and this world.

Getting the PCs Involved:

- A friend or ally of the PCs uses the drug by mistake, and comes to them for help.
- The PCs are present when a high goes wrong, and witness the result.

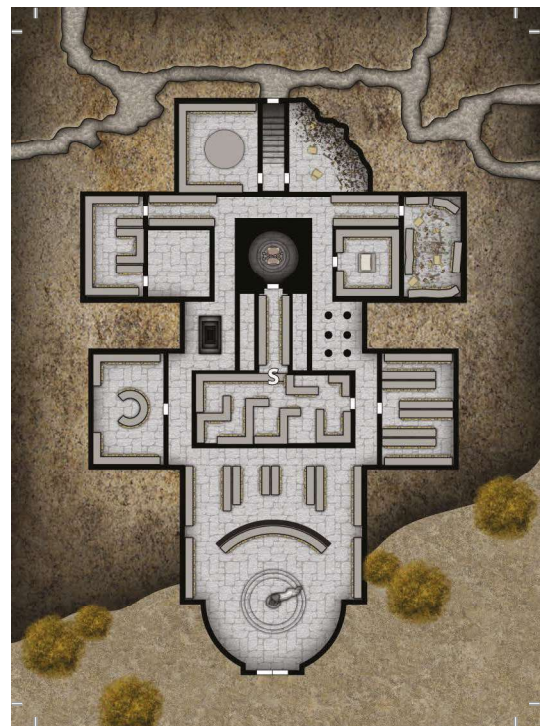
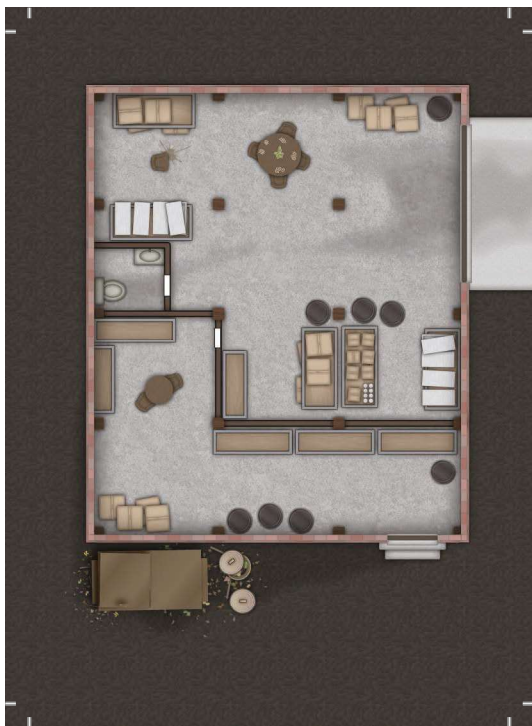
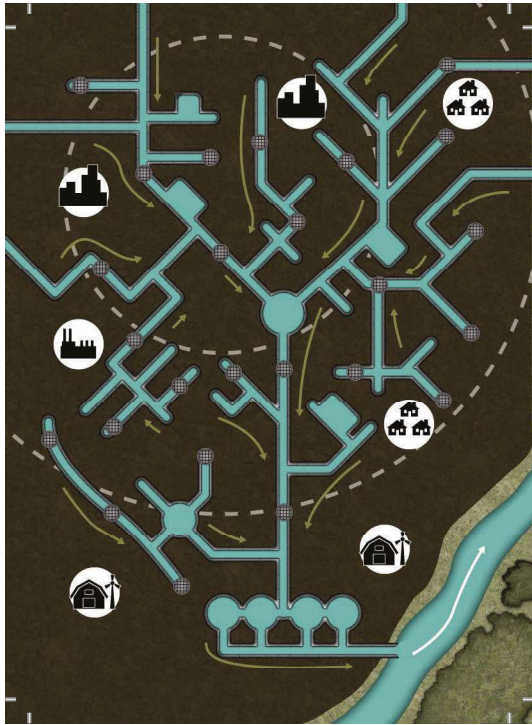
Encounters:

- A habitual drug user is infected by a crawling slime that puppets him to attack other people.
- A small gang is using the drug to catch glimpses of valuables to steal, and sees the PCs as enemies.
- A drug den has become infested with alien fungus that spreads the drug as spores.
- A violent police officer mistakes the PCs for dealers and tries to bring them in.
- Several people die of overdoses. Their bodies become cracks in the reality and must be burned.
- The drug's primary distributor is infected and sees spreading the drugs as a holy mission; he tries to force the PCs to ingest the drugs.

Follow-up Adventure Ideas:

- The distributor is gone, but someone actually made the drugs. How?
- A ruthless cult tries to reproduce the drugs for its religious ceremonies.

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EARWORM

17

Infection, Music, Radio

An infectious parasite made entirely of sound is using human music as its vector for reproduction.

Getting the PCs Involved:

- The PCs are investigating a murder, and the parasite is responsible.
- The PCs witness a musician die of unknown causes during a performance that infects others.

Encounters:

- The victim has a slightly garbled recording of a meeting with other musicians; researching them reveals that they are already dead.
- A relative of the victim has taken up music and is now frantic about playing—and will attack if interrupted.
- Arriving at the site of a recent death, the PCs hear music still playing in the air, and have to defend themselves from attack by creating counter-noises.
- Desperate to expel the music in their heads, some victims break into a local radio station to try to transmit the music—it only makes them more insane.
- One victim helps the PCs write a song that is poison to the parasite, but it takes careful composition.
- Government groups are rounding up victims to quarantine; the PCs must convince them that a cure exists or be rounded up in turn.

Follow-up Adventure Ideas:

- A victim escapes, believing he can find symbiosis with the parasite. Can he, or are they doomed?

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THE ABYSSAL HUNTERS

16

Creatures Disturbed, Hunt, Competition

Dangerous and strange creatures attacking innocents are actually fleeing a group of human hunters who are attacking their nests.

Getting the PCs Involved:

- The PCs witness a small pack of multi-legged lizards attacking a pedestrian.
- The PCs are called by a police officer who shot and killed a furry three-foot centipede.

Encounters:

- In an alleyway, the PCs encounter several mangy creatures who immediately attack them.
- A heavily armed man with a radio meets the PCs and offers to exchange information about the beasts.
- The PCs track a monster group back to a nest in the sewers. But it was burned by incendiary grenades.
- Signs are all around the nest of the monsters' usual hunting grounds, with lots of half-harvested monster corpses.
- The PCs come across a series of traps designed to panic the monsters and run them into an ambush.
- A pair of hunters challenge the PCs for trophies from slain beasts.
- The PCs have to fight or convince the hunt organizers that they are causing havoc in town.

Follow-up Adventure Ideas:

- The organizer of the hunt escapes and plans to start again elsewhere. Can he be found and stopped?

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THE SUNKEN LIBRARY

19

Library, Undiscovered, Madness

Local ranchers found a stone building uncovered in the mud of nearby hills containing thousands of books never seen in the world before. Rumors whisper that one explorer opened a book then tried to murder his own children.

Getting the PCs Involved:

- A rancher known to the PCs begs them to find the rancher's missing family.
- A PC learns of the discovery of lost lore he or she need to solve another quest.
- One of these books is rumored to hold a clue to stopping an ancient evil.

Encounters:

- Explorers turned mad and driven to cannibalism attack the PCs screaming in an unknown tongue.
- A PC peers into an open book revealing a dark world and is potentially driven insane.
- An invisible horror of impossible shape hunts those who explore the library.
- The PCs enter sunken vaults that stretch off in impossible directions.
- The PCs find a central vault guarded by shadows containing a book locked in glyphed chains.

Follow-up Adventure Ideas:

- A powerful NPC seeks lore discovered in the vaults.
- A creature pulled free from the books in the vault now hunts in the lands nearby.

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CANCEROUS GROWTH

18

Health-Transfer, Artifact, Killer

A man has found an amulet that stops the progression of his cancer by projecting it onto other people, and he is using it for revenge.

Getting the PCs Involved:

- A banker who developed lung cancer overnight asks the PCs to investigate.
- The PCs are on another case, and the main contact or suspect suddenly develops cancer.

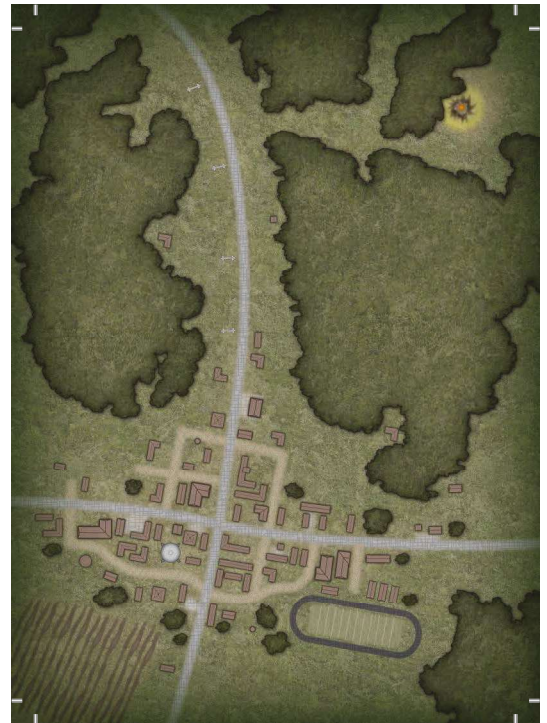
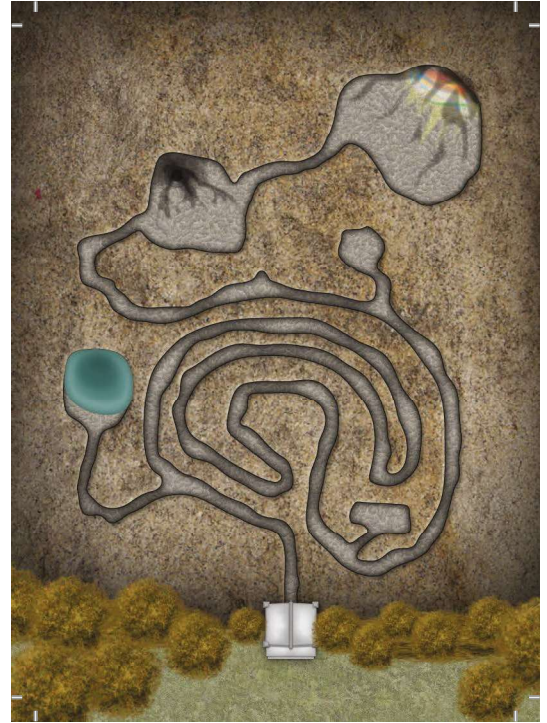
Encounters:

- The PCs investigate, and learn that a rash of mysterious lung cancers have swept through the local bank, an insurance company, and a nearby office.
- The PCs research and discover that everyone involved had an encounter with the killer, and many remember him having an amulet with strange runes.
- The PCs research the amulet and learn that it can be broken to stop its effects.
- The PCs surprise a group of mobsters at the killer's house; they have hired the killer to work for them, and intend to remove anyone who knows the truth.
- The PCs have to track the man to where he is being kept safely, in preparation for his next hit.
- Obsessed with the amulet, the killer and his guards will fight to the death to keep it safe.

Follow-up Adventure Ideas:

- Someone gave the killer that amulet. Who did it, and what other relics might they own?

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THE INFINITY VAULT

21

Ancient Crypt, Shadowy Fiends, Otherworldly

An eccentric professor from the nearby academy asks the PCs to escort him to a secret vault beneath a lost graveyard believing it contains a gate to other worlds.

Getting the PCs Involved:

- A PC has a vision of an evil gateway beneath the earth.
- The PCs believe they can use the portal to rescue someone they deeply care for.

Encounters:

- During the night of a terrible storm, the PCs must dig and break into a cave beneath an ancient tomb.
- On the tomb's exposure, the dead rise from nearby graves and attack.
- The PCs travel through ancient tunnels and halls carved with terrible glyphs and impossible diagrams that threaten to drive them mad.
- In a sacrificial chamber, shadows pour from a black obsidian basin and attack.
- The PCs enter a chamber containing a massive swirling gateway to a dark and terrible universe. Something is trying to come through.

Follow-up Adventure Ideas:

- Carvings on the walls reveal the location of a much larger temple lost in a nearby jungle.
- A PC touched by the shadows or who touches the portal becomes cursed and must seek the cure in a hidden monastery in the mountains.

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THE CYCLOPEAN HILLS

20

Hills, Standing Stones, Invisible Monstrosity

None dared visit the ancient standing stones atop the cyclopean hills. Now, during a new moon, fires can be seen within and the earth quakes with restless energy.

Getting the PCs Involved:

- An NPC known to the PCs has gone missing after exploring the fires that burn atop the summits.
- A religious PC feels the dark pull of sinister forces at work atop the cyclopean hills that must be stopped.

Encounters:

- The PCs encounter suspicious locals who avoid speaking of the fires or say it's the work of the peculiar Goddards.
- The PCs discover a ruined farmhouse. Within is a giant machine that feeds a huge chained monstrosity.
- The PCs discover another farmhouse destroyed by some huge creature. Members of the family rise as shambling zombies.
- A great rumble rolls down the cyclopean hills rending great cracks through the earth. Fires erupt among the standing stones atop the hills.
- Atop the cyclopean hills, the PCs face a huge shambling invisible monstrosity too horrible for their eyes to comprehend. It is a hybrid child of the farmhouse's family and a being from the Outside.

Follow-up Adventure Ideas:

- The great cracks in the earth reveal ancient primeval burial cairns and lost temples.

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THE MIND WORMS

23

Creatures, Possession, Alien, Rural

A meteor has crashed near a village releasing alien worms. Animals infected by the worms change behavior drastically—as if they have a plan.

Getting the PCs Involved:

- The PCs travel through the area until a herd of deer block their car, throwing themselves into the radiator to force the PCs to go to the nearby village.
- A PC's family member invites them all up for hunting.

Encounters:

- Reaching the village, they hear rumors of the meteor and also of animals acting strangely. Squirrels stealing wristwatches, birds taking wires, etc.
- During the night a cacophony erupts: a bear smashes through the wall of the house they are staying in. It takes the wireless and charges into the woods.
- Following the bear, the PCs are attacked by wolves, who are infected with glowing green worms.
- The trail ends at a strange glowing artifact made of salvaged technology, defended by the animals, and crawling with glowing worms; at the center is the meteor, which is emitting a keening noise.
- The PCs must prevent the artifact from performing its unknown purpose while fighting the crazed animals.

Follow-up Adventure Ideas:

- A scientist found a fragment of the meteor and is attempting to train the worms.

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TRAPPED IN DREAMS

22

Dream, Occult, Sacrifice, Artifact

Nightly every villager is having the same dream: worshipping and sacrificing before a dark idol. Little do they realize this is really happening in the dreamlands and threatens to break out into the real world.

Getting the PCs Involved:

- The PCs start having the same dream, and are drawn to the village.
- The villagers have become concerned, and place an ad in the local papers asking for skilled investigators.

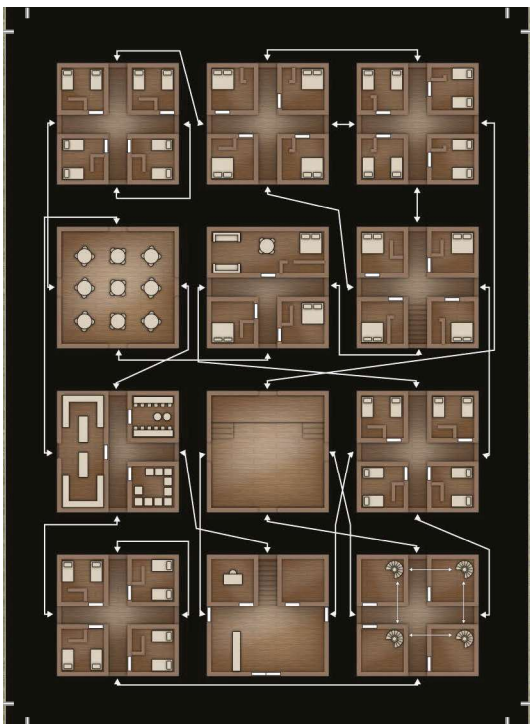
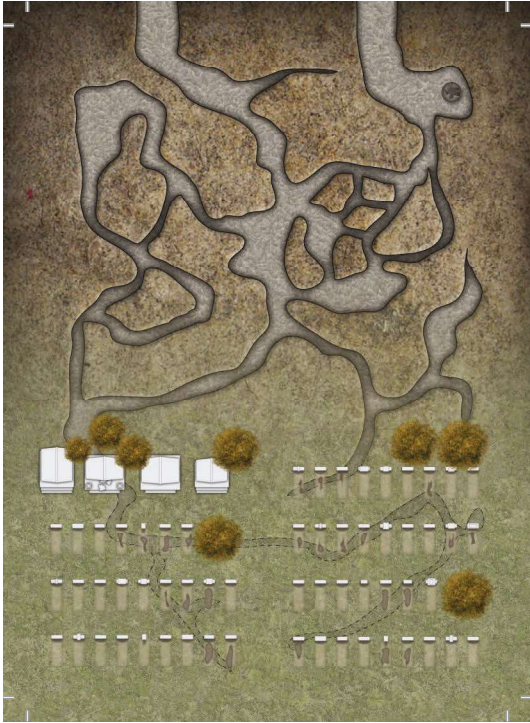
Encounters:

- Reaching the village everyone seems tired, they all complain of bad dreams and attempt to avoid sleep.
- As the PCs sleep they have a dream of hunting furred humanoids, dragging them back to a temple and then sacrificing them before an obsidian idol; a high priest directs the ceremony. He must be a villager.
- The PCs must find the priest is in the real world by investigation, interrogation, or other means.
- The high priest has a small copy of the obsidian idol which is both the source of the dreams and an artifact that will summon the priest's dark god.
- The high priest tries to summon the god with the idol. The ceremony must be stopped and the idol broken.

Follow-up Adventure Ideas:

- The PCs are able to use the fragments of the idol to reach the dreamlands.

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THE DARK WOODS WATCH

25

Village, Occult, Murder, Rural

A murderer is in the woods around a village. However, the village hides a dark secret and the hunter is trying to prevent its dark rites.

Getting the PCs Involved:

- Someone the PCs know is from the village and a relative is a victim. The person calls in the PCs but is "removed" by the village before they arrive.
- The hunter sends the PCs a cryptic invitation.

Encounters:

- The villagers shun the PCs until a villager is found ritually murdered on the edge of town with a message pinned to the victim "Cease now or more will die".
- A search begins and the killer's trail leads the party to a monolith surrounded by skulls; the villagers are shocked and order the PCs back to their lodgings.
- At midnight, the PCs see everyone heading to the monolith. If they follow secretly they see an eldritch sacrifice.
- Returning the next day, the PCs find all evidence gone, but the hunter appears warning them of the dire results if the final rite goes ahead.
- The PCs must decide to help the hunter or lure him into a trap for the villagers—protect the rite or foil it.

Follow-up Adventure Ideas:

- Other villages are performing the same rites.
- The hunter was not working alone but was a member of a secret society, a society that now wants answers.

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THE DEAD ARE RISING

24

Creatures, Graveyard

The Old Hallows Graveyard has a problem: the dead are erupting out of the ground covered in fungus and mold. The locals are alarmed, but the cause of the issue is even more alarming—a huge alien creature is gestating underneath the burial grounds.

Getting the PCs Involved:

- One PC's family passes away and they are all invited to the funeral at Old Hallows Graveyard.
- A local crime boss wants something buried with one of his rivals, so he sends the PCs to the priest.

Encounters:

- The party visits the graveyard and finds signs of damage on most graves. Suddenly gas erupts from below, pushing bodies violently to the surface.
- They spot a ghoul trying to flee the cemetery. If they capture it, it tells them a creature has taken over its family caves killing everyone. The PCs must persuade it to help them.
- Heading into the caves they find dead ghouls. Exploring they find signs of a terrible beast.
- As they explore they find the shell of a stone egg daubed with eldritch symbols, and then catch sight of a huge worm with a skull-like head hunting them.
- The Graveworm hunts them, attacking with explosions of gas and rock slides!

Follow-up Adventure Ideas:

- Who performed the rite to waken the Graveworm?

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THE BRIGHT YOUNG THINGS

27

University, Math, Summoning, Occult

Some of the Bright Young Things have suddenly given up their lives of debauchery and partying and taken up applied mathematics and dimensional physics. Something from outside the universe has influenced them, and is making them smarter for its own reasons.

Getting the PCs Involved:

- The Bright Young Things attempt to recruit the PCs.
- The police commissioner hires the PCs to infiltrate the group worried by what they are up to.

Encounters:

- The PCs investigate where the group now meets, and angle for an invite to their mathematical party or find another way of attending.
- The party is actually a mathematical competition where the prize is a supply of intelligence elixir. To gain more info the PCs must win!
- The winner's intelligence increases, but his or her sleep is disturbed by a constantly shifting creature urging him or her to complete a complex formula.
- The Bright Young Things harass the winner for his or her part of the formula, eventually calling another math party to solve it with or without the winner.
- As the group begins to solve the formula a shape begins to push through from another dimension!

Follow-up Adventure Ideas:

- Where did the group get the intelligence potion?
- Stopping the group doesn't end the compulsion.

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THE INSANITY HOTEL

26

Hotel, Trapped, Occult, Insanity

After reading certain unclean books a genius architect built his masterpiece: a building using geometry to make its inhabitants happy. Its first inhabitants died in a fire but now 20 years later a developer has renovated it and opened a hotel.

Getting the PCs Involved:

- The PCs are invited to the grand opening weekend.
- The descendants of one of the original inhabitants hires them to look into what caused the fire.

Encounters:

- At the opening party the developer is eager to keep the hotel's history hidden, but guests report the strange angles in the room are making them feel ill.
- People are advised to explore but as they do the strange geometry of the hotel causes everyone to become lost. People see images of guests in clothes that were in fashion 20 years ago.
- The images of the past become brutal, showing episodes of violence that led to the fire. Even worse, guests begin to unknowingly act out these scenes.
- The angles of the hotel begin to shift, directions become inconsistent and difficult to navigate; the visions repeat the start of the fire over and over.
- The PCs must disrupt the hotel's geometry to stop it.

Follow-up Adventure Ideas:

- What secrets do the architect's other buildings hold?
- The developer disappears after the incident...

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DARK NIGHT IN THE MUSEUM

29

Exhibition, Archaeology, Egypt, Insects

A minor lord has arranged for a midnight mummy unwrapping party of his latest treasures and invited many of the upper class to the British Museum. Sadly the black sarcophagus that has pride of place is an ancient prison for a terror of dynastic Egypt.

Getting the PCs Involved:

- They are invited by the lord, as colleagues or rivals.
- Rumors say that the mummy may be a fake, and a paper pays them to investigate.

Encounters:

- The lord gives a speech then begins to open the sarcophagus until dark smoke erupts. When it clears, the sarcophagus is empty.
- The Egyptian exhibit is dark but alive with scuttling sounds. Relics are broken and mummies devoured.
- The PCs find another exhibit open—the mummy being devoured by thousands of scarabs. As they approach, the swarm forms a humanoid who roars at them in ancient Egyptian.
- The figure flings parts of itself at them, some insects still biting the mummy, some search for another.
- The swarm can be driven back into the sarcophagus by luring it with mummified flesh.

Follow-up Adventure Ideas:

- The swarm is contained but how can it be destroyed?
- The pyramid with the sarcophagus had more cursed treasures. The lord brought them all back.

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THE NEW DOCTOR'S CURE

28

Asylum, Alien, Occult, Research

An asylum is experiencing a very successful time, with the newest member of its team easily proving his worth. His cure, however, is of otherworldly origin, and grants him control over those who take it.

Getting the PCs Involved:

- A character is committed to the asylum.
- An inmate has important information the PCs need.

Encounters:

- The PCs gain access to the asylum and find that many rowdy inmates are now calm. Staff report they are all being treated with the new doctor's new drug; supposedly he can control the violent inmates with a word.
- The doctor is happy to explain the drug is a natural extract, but refuses to reveal any more and becomes angry if pressed on it, as do nearby inmates.
- The PCs may break into the doctor's lab for info, and there find a hive of strange crystalline insects that are producing a golden liquid.
- Any threat to the hive causes the inmates to riot; they instantly calm once the danger is over.
- If challenged, he runs from the PCs to his lab and allows the swarm to enter him granting him supernatural powers. He tries to escape!

Follow-up Adventure Ideas:

- The insects were only part of the colony...
- The inmates suffer withdrawal, and must be helped.

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THE WITCH TRIAL

31

Occult, Ancestor, Tome, Possession

A descendant of a guilty witch has begun to look into her ancestor's trial. However, the rest of the family is concerned, as the descendant seems obsessed.

Getting the PCs Involved:

- A PC's ancestor was a member of the jury for the trial and the descendant contacts the PC for information.
- The descendant's family contacts the PCs, worried about the obsession.

Encounters:

- The family reveals the descendant has a very old leather bound tome that she or he keeps hidden and speaks to when alone.
- The PCs must find a way to examine the descendant's research, luring her or him away with the promise of information; doing so reveals that the true aim is to find where the witch was hanged.
- The descendant is seen arguing with the tome, and is fearful of the replies.
- The descendant approaches the PCs and pleads to be freed from the tome, but when asked for more information she or he suddenly claims it was a joke.
- The descendant heads in a trance towards the location of the execution to perform the rite to grant her permanent possession of the descendant's body!

Follow-up Adventure Ideas:

- The tome contains a wealth of magical knowledge.

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THE KOMSOMOLETSEXPEDITION

30

Remote Military Base, Creatures, Insanity

A secret American mission to spy on the Russians has landed on Komsomolets Island and set up a watching station. However, people have been going missing, walking out into the cold for no reason.

Getting the PCs Involved:

- The PCs are assigned to the mission as reinforcements, with instructions to figure out the spate of supposed suicides.
- The foundation has learned of the watching station and, in return for silence, they send the PCs to research the rumors of occult activity there.

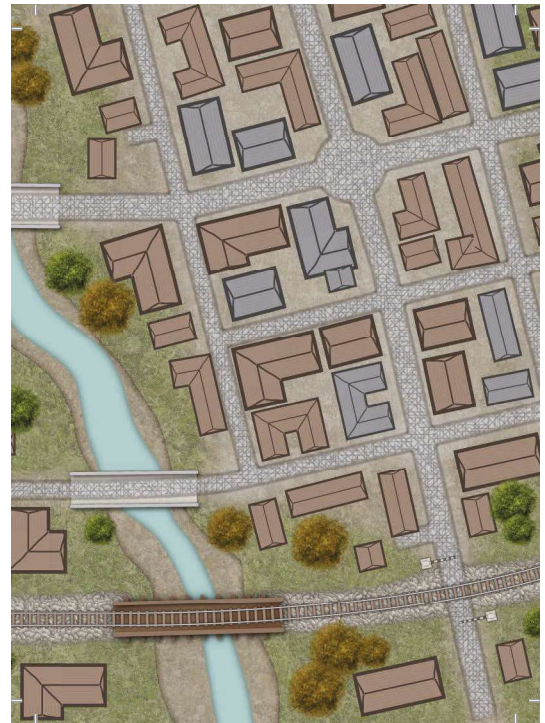
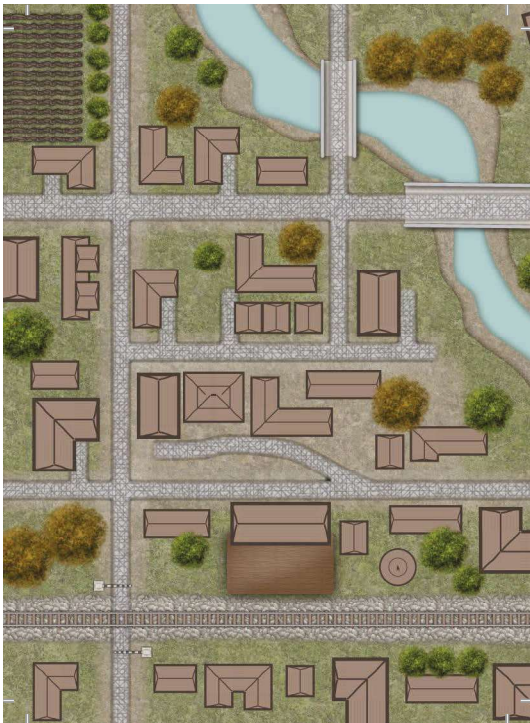
Encounters:

- Reaching the base the PCs interview the staff and none have any idea why the victims went outside.
- The winds howl and whistle hypnotically outside, the PCs see one scientist heading out. They can rush outside without protective gear or risk losing him.
- Outside they find signs of a struggle and then hear a scream over the wind, the scientist is being ripped to shreds by white furred humanoids with toothy maws.
- The humanoids emit an entrancing humming sound attempting to hypnotize the PCs as they flee into a nearby cave filled with corpses of the missing people.
- The humanoids will fight to defend their home. Can they be driven off? Reasoned with? Simply killed?

Follow-up Adventure Ideas:

- The caves are deep. What could be below?

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OLD FAMILY MANSION

33

Historic Mansion, Building is a Creature

A mansion is locked in a battle between a preservation society and a developer who wants to tear it down. The preservation society knows a great evil is locked within its twisted corridors.

Getting the PCs Involved:

- Unable to enter the mansion due to an injunction, the society hires the PCs to build a case for them.
- The developer calls the PCs to satisfy an official.

Encounters:

- The PCs enter the mansion and find protective symbols worked into the decorations and doors. However, the developer already started work and several panels have been taken down.
- As they explore, they hear the building groaning. Approaching the center of the building it gets louder... the sound seems to come from a room with no doors.
- Pseudopods made of the building's structure erupt from the walls and floor and attack the PCs.
- The only way to stop the attacks is to replace the panels, but the building's whole structure becomes horribly organic: corridors turn into throats, digestive fluids erupt from the floors, walls bleed, etc.
- As the PCs reach the panels, a hideous beak erupts from the floor. The panels must be replaced to end it.

Follow-up Adventure Ideas:

- The developer does not believe the PCs, and goes ahead with the demolition.

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WAR BENEATH THE SEA

32

Creatures, Hybrids, Coastal Village

People are missing from a village but the villagers have been reticent to call for help. Now help has been forced upon them. However, the villagers are not what they seem and something hunts them.

Getting the PCs Involved:

- The PCs inherit a house in the area, and visit it.
- A ship is wrecked nearby and the PCs are asked to go and retrieve certain cargo.

Encounters:

- The PCs arrive in the village and find the inhabitants unwelcoming. They seem to be hiding something.
- After careful observation or a mistake, the PCs spot fish-like attributes on the villagers.
- If the PCs prove trustworthy, a villager will reveal that something from the sea has been killing people.
- At the coast, the PCs find a fish-like monster, killed. As all watch, another is flung onto the beach.
- The villagers cower in the hall, the most fish-like of them beg the PCs to help by driving the creature away—explaining it is an ancient enemy of their kind.
- The mayor offers the PCs a magical rite that could exile the thing. Only "pure-bloods" can use it.
- The Elder Thing erupts from the sea intent on killing all, they must distract it until they can finish the rite.

Follow-up Adventure Ideas:

- The villagers do not want their secret revealed, the PCs must now escape them.

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COUNTDOWN

35

Occult, Summoning, Creature

A horror caught by a botched summoning is appearing in longer and longer glimpses as time counts down to its full manifestation.

Getting the PCs Involved:

- The PCs have recently defeated some form of cult.
- The PCs have recently obtained an old artifact that could have served as a summoning focus.

Encounters:

- The PCs are on the street when a grey mist rises around them; no one else can see it, but it tries to sap their strength.
- While investigating, the PCs catch glimpses of yellow slitted eyes in reflective surfaces, which then shatter and attack them with exploding glass fragments before vanishing.
- The PCs must find the libraries of the original summoners to research the details of the failed ritual.
- The horror manifests sufficiently to possess a passerby and try to bathe itself in the PCs' blood.
- The PCs must travel to the original ritual site and complete a reversed ritual to lock the monstrosity away, but it manifests to interrupt the ritual.

Follow-up Adventure Ideas:

- The sealing ritual was only temporary; the PCs must seek out artifacts able to finish the job.
- Before it was sealed, a small piece of the horror escaped, and seeks to grow and feed.

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A FRIEND FORGOTTEN

34

Homeless/Unseen, Town, Theft of Life

A disheveled person approaches the PCs, claiming to be an old friend who has been forgotten by everyone he knows.

Getting the PCs Involved:

- The victim arrives at one of the PC's homes.
- The victim is waiting for the PCs in their office.

Encounters:

- The victim is interviewed by the PCs and can name events that he claims to have been present for.
- Investigating the victim's job finds it already occupied by a bland but pleasant man who claims to have worked there for the exact length of time the victim says he did.
- As the PCs investigate the victim's home, they find it occupied by an average-looking woman who claims the victim appeared two days ago and attacked her.
- The PCs investigate the bland people and learn that all of them are part of the same social club.
- The bland people try to steal mementos from the PCs; if they are fed to the pool under the club, experiences related to the items will be stolen!

Follow-up Adventure Ideas:

- Even with the imposters dead, the memories of the victims are lost forever. Can the PCs help their presumed friend reclaim some part of his life?
- Many victims likely exist, but they haven't surfaced. Is something stealing forgotten people?

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A NEW MAN

37

Bodysnatching, Strangers, Wizard, Immortality

A friend reads a book and unwittingly becomes host to a dead wizard's consciousness. The wizard takes control.

Getting the PCs Involved:

- The victim is a friend who deals in occult books.
- A friend who curates a PC's occult collection becomes the victim.

Encounters:

- At first the friend won't shut up about this new diary of an occultist's experiments with transmission of the psyche through object reading, creating a permanence of intellect that can survive death.
- The friend becomes troubled and secretive.
- The friend is now losing time, and growing slowly aware of it. PCs may talk to the friend and discover mannerisms out of place or an imperfectly copied accent of the friend's voice, as the wizard tries to act in the new body, time, and place.
- The wizard hides the book and only reads it while controlling the body.
- The final step is to seal the relationship with the new body by pulling out an eye and putting it in a corpse, taking the host body's soul and intellect out and putting it to death.

Follow-up Adventure Ideas:

- The PCs should look for journals from others in the wizard's cabal who also experimented.

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THE NEW DIET

36

Cannibalism, Romance, Dilemma, Predation

A desperate woman read a book about cannibalism as a way to gain confidence. She was transformed into a predator by eating human flesh.

Getting the PCs Involved:

- The PCs are investigating something else, and they meet an aggressive lawyer who used to be a mousy friend. She pursues a PC for a romantic relationship.
- A PC is looking to date, and he woman offers a whirlwind of sex, money, and celebrity access.

Encounters:

- She invites the PC to dinner to answer questions about the investigation, or if he'd rather, to a party with several celebrity clients.
- She is in her element among the powerful. She seduces, intimidates, rejects, and inspires others.
- Her assistant tells the PC date to watch himself, her leftovers tend to disappear when she gets bored.
- She puts the PC in a vulnerable situation with bindings and/or drugs, reveals her pantry, and uses a marker to playfully draw cuts of meat on the PC.
- The assistant won't be an accessory anymore, and warns the PC's friends so they can intervene.

Follow-up Adventure Ideas:

- They find her ritual for energizing fresh cuts of human meat. The book is part of a larger collection that affects their main storyline.
- She writes other cannibals using code names...

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SHADOW IN THE MIND

39

Asylum, Hoodlums, Missing Time, Artifact

The PCs find they have no memory of anything for the past week, but they have been busy. They must find out what they did and locate an item from the past they seem to have expended great effort to secure.

Getting the PCs Involved:

- The PCs wake in an asylum they entered voluntarily.

Encounters:

- The asylum staff tell the PCs they checked in claiming exhaustion. Amongst their possessions they find a safety deposit key and an attorney's card.
- As they leave the asylum, hoodlums demand to know where they hid the 'item' and give the PCs a day to return it or there will be trouble with the boss.
- Checking in with the lawyer, he claims they had him purchase a derelict house at auction. The PCs paid with gems and then had the house demolished after visiting it only once.
- Retrieving the safety deposit box reveals it holds a notebook in their handwriting and a stone key; the first page warns them not to let anyone take the key.
- As they leave the bank the hoodlums return, demanding they hand over the item.

Follow-up Adventure Ideas:

- The hoodlums are defeated but what about their boss, who may not even be human.
- The key is obviously to an ancient lock. Should they leave well alone or investigate?

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POST HASTE

38

Idol, Memorium, Cult

The PCs get an idol that a vicious snake cult wants.

Getting the PCs Involved:

- The PCs interrupt an investigation a poorly timed, heavy, cash on delivery package, sent by a colleague.
- They buy an idol from an occultist's estate sale.

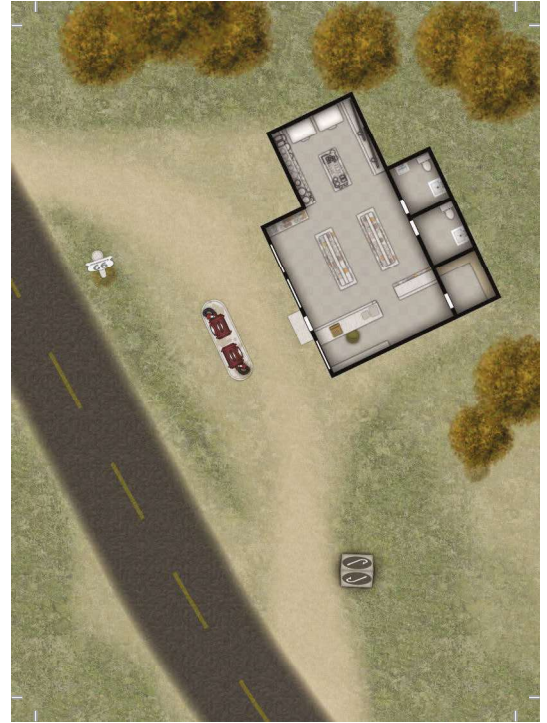
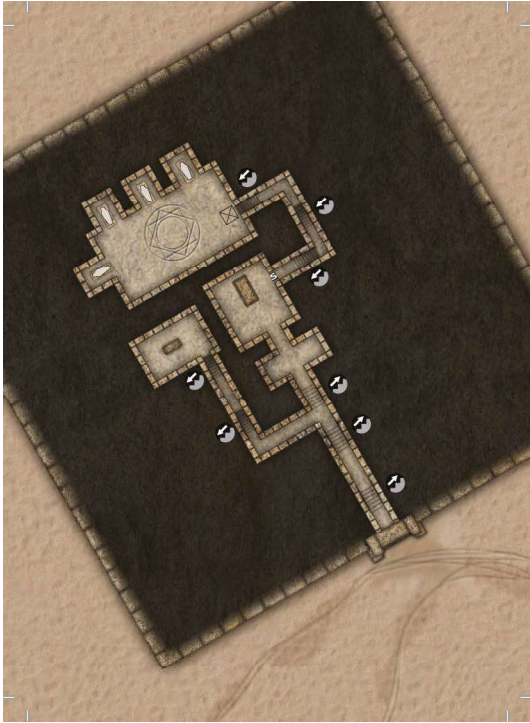
Encounters:

- The idol is a stone snake statue on a base with a Roman labyrinth carved into it.
- A sinister person or group tries to refrain from anger and negotiate for the statue. The person or group offers too much money and insists on having it.
- PCs find out the former owner died in a brutal ritual involving live snakes inserted in the body cavity of the still-living victim.
- Research: It is an idol to Yig, worshiped in a Roman mystery cult. The idol is heated to brand the labyrinth on a drugged human sacrifice. If the human travels the whole labyrinth in the dream while evading Yig, the sacrifice becomes a priest. Otherwise, the sacrifice dies horribly.
- Assassins try to steal the idol. They have wicker baskets of cooperative snakes to be thrown as weapons or guided to unsuspecting targets.

Follow-up Adventure Ideas:

- Yig cults will not give up on trying to get the idol.
- Did the prior owner have any other similar items?

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BAIT SHOP

41

Monster, Trap, Cult

A cult is sacrificing people to a gator monster.

Getting the PCs Involved:

- A friend goes missing on a stretch of highway between check-in and known destination.
- The PCs are given a "lead" by an enemy/rival that turns out to be a trap.

Encounters:

- Pulled over by a nervous but smug state trooper for some minor infraction, the PCs are told "Be careful out there" at the end of the conversation. (He gives the bait shop a heads-up.)
- At the convenience store, a nervous, ragged local slips a note to a PC: "RUN."
- Shortly after filling up, the car dies (the gas is mostly water) in the wilds near water. A house on a nearby hill is lit up.
- The house is a decoy with many abandoned vehicles, face-painted cultists in gator-themed costumes armed with weapons carved of bone try to capture them or drive them into the swamp.
- The PCs find a standing stone with manacles where sacrifices are left on a swampy island. A giant gator attacks!

Follow-up Adventure Ideas:

- A person of interest in their current investigation is one of the victims of the cult, leaving a vehicle and papers or artifacts of interest.

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THE UNDER-PYRAMID

40

Egypt, Artifact, Puzzle, Possession, Summoning

An ancient evil cult added secret chambers below a pyramid. The PCs are there to help discover it...

Getting the PCs Involved:

- A colleague calls the PCs in when he detects a hollow area in the pyramid.
- As part of a larger quest, the PCs know the pyramid contains something they need for the quest.

Encounters:

- The main chambers of the pyramid were already explored. However, archeologists have recently detected a hollow area.
- Some ancient graffiti is a riddle that gives a clue for how to enter the hollow area. Hieroglyphs cover the wall, so scientists will not allow the wall to be torn down.
- When the chamber is opened, insects or rodents swarm and attack the characters!
- The cult's leaders are entombed here. Their life forces attempt to possess the PCs.
- Writing on the walls describes a way to summon a herald of an evil Egyptian god.

Follow-up Adventure Ideas:

- All who enter the chamber are now cursed and suffer some effect a day or week or month later.
- The cult's descendants had been waiting for someone to reopen the hidden chambers...

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HOUSE HUNTERS

43

Ghouls, Home Invasion, Tunnel Fighting

An ally buys a new house and encounters old tenants.

Getting the PCs Involved:

- An inexpensive house comes on the market, old and shabby but respectable. A PC or friend buys it.
- The PCs' investigation involves a disappearance of a key person or evidence in a house recently purchased for renovation.

Encounters:

- The party tours the house with a friend who has ideas for what it could become.
- When books are moved in, there's a break-in and many books go missing.
- Animals disappear on the property.
- Tracks for deer don't look quite right.
- Signs of prowlers in the house escalate each night.
- Basement work uncovers a tunnel with fresh bones.
- New books or bodies on display (as a wake) can bait a trap for the ghouls, or the PCs can go hunting in the tunnels and find bone piles in makeshift libraries.
- Ghouls are willing to negotiate, either demanding books and corpses in exchange for hostages, or offering books, lore, or gates if they are spared.
- If PCs do not take action, one night everyone inside disappears and the tunnels are collapsed.

Follow-up Adventure Ideas:

- The tunnels lead to other buildings.

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TIME IN A BOTTLE

42

Mi-Go, Insanity, Surgery, Long Game

An ally faces the loss of his wife and makes a trade to keep her.

Getting the PCs Involved:

- Their current investigation threatens the mi-go or those allied to mi-go.
- The PCs network with a retired investigator/mentor.

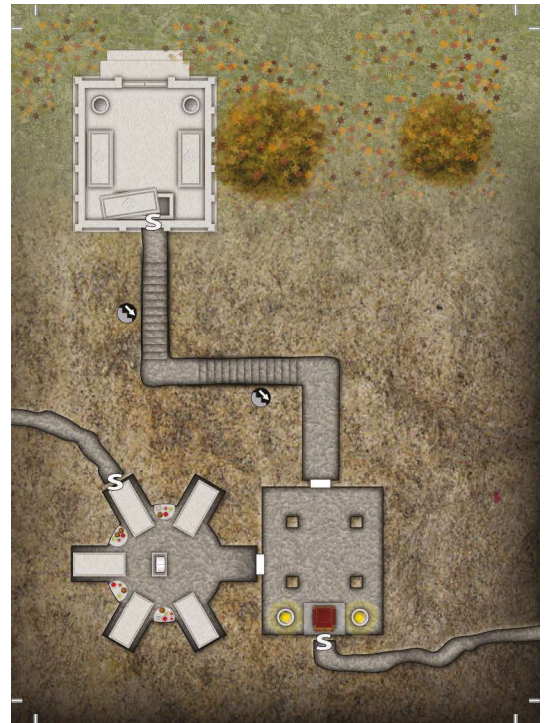
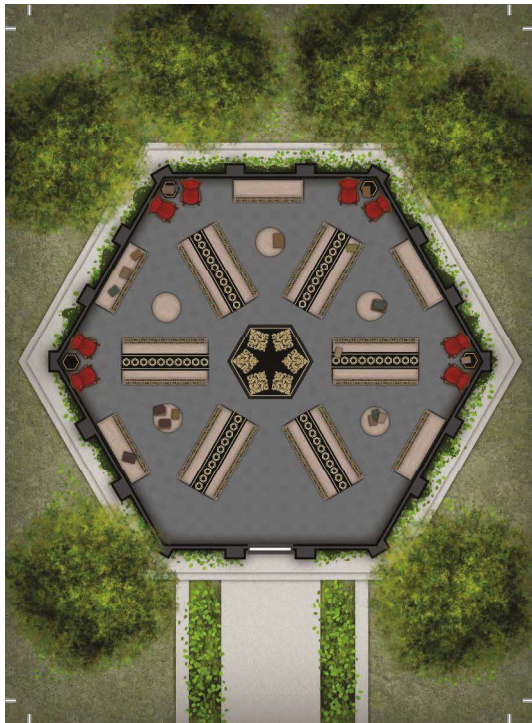
Encounters:

- Meeting a friend for the first time in a long time, the PCs find out the friend's wife was diagnosed with cancer and died.
- The friend/mentor seems almost too composed, but says he'd like to get involved with their investigation to get his mind off his loss.
- The PCs catch him stealing key evidence, up to kidnapping or murdering PCs or their experts or witnesses.
- Checking his house, his wife's brain is in a jar (mi-go surgery) and a flesh simulacrum is remote controlled so he can still have her with him as a secret, the price of his betrayal of the PCs. He's totally insane, and his wife is heavily medicated and controlled by shock therapy; she is revolted by her new condition.

Follow-up Adventure Ideas:

- The mi-go lab has extensive measurements of one of the PCs, fitted for a brain jar.
- Extensive information about the PCs was given up by the spy, and is now known to their enemies.

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MARKED

45

Destiny, Sacrifice, Key

A person is revealed as supernaturally significant.

Getting the PCs Involved:

- Powder of Ibn-Ghazi (or some invisibility-dispelling effect) hits a PC/ally and reveals glyphs on the skin.
- Cultists are targeting a character and referring to the character with a word that means "the key."

Encounters:

- Investigators are locating the PC, kidnapping attempts start, and/or a rival faction tries to bribe the character to cooperate.
- The glyphs can be translated with the right book or expert to reveal they are multi-dimensional coordinates connected to a life force, the unique combination needed to open a dimensional gate.
- The marked character begins hallucinating contact with the thing on the other side of the gate. It offers anything the PC wants in exchange for freedom.
- Further investigation or interaction with cultists reveals the time the stars will be right and the first gate will open. That's when they need the character who is the key to the second gate. If the character goes through the first gate and touches the second, the worlds align and the creature comes through.

Follow-up Adventure Ideas:

- Who put the glyphs on the character?
- Secret government forces identify the character and associates as a dimensional threat to be put down.

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YOUR BODY IS CHANGING

44

Deep Ones, Family, Puberty

A person is transforming into a monster.

Getting the PCs Involved:

- These changes could happen to a PC or relative.
- Someone trusts the PCs enough to confide in them when struggling with something weird.

Encounters:

- Changes start small: itchy/dry skin, sore eyes.
- Dreams: gliding through the deeps above an alien city, croaking anthems twined with deep water, a sense of freedom in dark crushing depths, baying at the moon, worshiping in the temples to the Dreamer.
- Symptoms escalate to quick anger and numbing of other emotions, strange cravings for drinking salt water (and tolerating it physically), cold baths, raw foods. Skin peeling becomes a problem. Light sensitivity, throat pain, growing strength, etc.
- Peers and involved people react to the changes; some mock them, others suggest they get help.
- Occult research can find a cleansing ritual with some key ingredients, or an artifact that might be able to reverse the transformation.
- First hybrids make contact, agents from the local deep city, looking to smooth integration. Eventually Deep Ones come to claim their newborn.

Follow-up Adventure Ideas:

- The land-dwelling servants of the deep city are now aware of the PCs and what they did.

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ECHO OF LIFE

47

Ritual, Necromancy, Grief

A bereaved scholar becomes an incompetent necromancer by stealing a tome.

Getting the PCs Involved:

- A local funeral home director is honored in the local paper for "easing the passage" and handling paupers pro bono. He contacts a PC looking for help.

Encounters:

- An anonymous tip gets a man arrested. Police find dozens of graves on his property and an occult library. The jailed necromancer is furious and wants to talk to troubleshooters/the press. He claims the bereaved scholar stole his necromantic tome and is casting spells with an incomplete understanding.
- Poorly animated corpses attack the police station where the necromancer is held, trying to kill him; he exerts control over them and breaks out instead.
- The scholar is extorting the funeral director for bodies. He works in the cemetery near the mortuary in a secret chamber under a mausoleum. The necromancer goes to the funeral home for revenge.
- The bereaved scholar is cohabitating with a poorly animated dead lover.
- The necromancer and scholar have a showdown in the cemetery, throwing ghosts at each other.

Follow-up Adventure Ideas:

- The necromantic tome is put in the police evidence locker, but it disappears.

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COLLECTED

46

Library, Inheritance, Seduction

An occult collection is targeted for inheritance.

Getting the PCs Involved:

- Four people co-own a significant occult library, and the news reports two have died in "accidents".
- Characters need resources in an occult collection to advance a larger plot, but the owner is preoccupied by mourning and fear of "accidents".

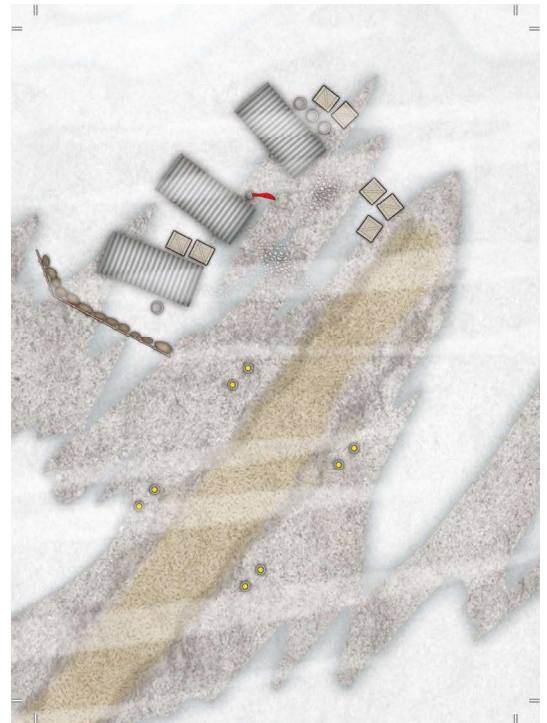
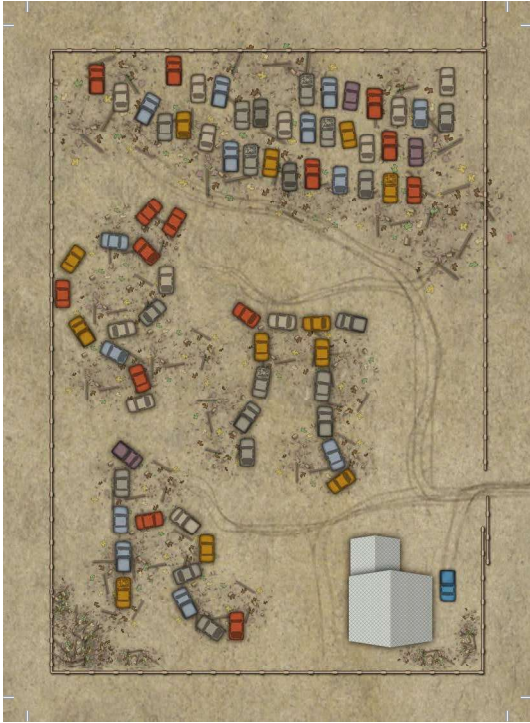
Encounters:

- An initial meeting reveals the last two owners are worried about security and don't believe the deaths of the other two were accidents.
- One of the two owners dies in another accident.
- The last remaining owner of the occult collection meets the perfect romantic mate and rushes through a courtship; all this death has underscored the dangers of taking your time.
- The last remaining owner holds a quick but expensive wedding and the PCs are invited as guests.
- As soon as the marriage paperwork is filed, the last heir is in mortal danger. The new spouse will attempt murder using magic, hired agents, rigging a household accident, or whatever method best fits.

Follow-up Adventure Ideas:

- The cult sponsoring the murderous spouse is a harsh group of warrior scholars trying to get resources to prevent a scheduled event: a demon freed from imprisonment. They fail.

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MARKED DOWN FOR CLEARANCE 49

Human Sacrifice, Tattoos, Monsters

A cult priest tattoos hidden symbols on people to mark them for sacrifice to a monster.

Getting the PCs Involved:

- A respected local tattoo artist advertises reduced rates while training new artists. A character gets a coupon for a suspiciously cheap tattoo.
- A PC or friend gets a cool tattoo but a PC notices an occult symbol hidden in the ink.

Encounters:

- Brutal murders occur three days apart. The only connection the victims have is tattoos from the new tattoo parlor. Police question the PC or friend with the tattoo to ask if he or she spotted anything unusual.
- The tattoo artist and apprentices corner and destroy a monster (whose murders are ahead of schedule and too revealing). Suspicious PCs investigating them or hunting the monster may witness it.
- If confronted, the artist claims to be part of a monster hunting group. He claims the symbols are protection.
- The artist invites customers to a big blowout event with controlled access; it is sealed up and the epicenter of a summoned monster (bigger version of the one before) who can only feast on those with the tattoo. It is a massacre unless PCs stop it.

Follow-up Adventure Ideas:

- Other tattoos turn their bearers unwittingly into monsters, given time or certain conditions.

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BEYOND THE SENSORY EDGE 48

Drugs, Dimensional Gate, Monsters

Near a junkyard, an addict's perceptions realign to see dimensional phenomena.

Getting the PCs Involved:

- A PC notices some spray painted "tags" that resemble dimensional glyphs near the junkyard.
- Publicly known troubleshooters, the PCs are contacted by the junkyard owner to find the missing.

Encounters:

- Someone sensitive to geomantic energy and planar access notices shifts in flow near the junkyard.
- The PCs confront a monster that stumbled through the open gate and dispatch it.
- Another monster shows up nearby shortly afterwards.
- A couple cops investigating local disappearances vanish. The PCs investigate the disappearances.
- The PCs discover the dimensional gate, amplified by squashed cars and strategically placed junk.
- The junk pattern matches some glyphs. At a key part of a glyph is the addict's trailer who is attuned to dimensional phenomena. The addict is feeding people to an other-dimensional master who enslaved his weak mind.
- Extra-planar creatures guard the addict.

Follow-up Adventure Ideas:

- The experimental drug the addict tried that opened the addict's senses to planar vibrations starts getting traction in the recreational drug market.

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AWOKEN IN THE DEPTHS 51

Elder Thing, Research Station, Scientists, Spores

Researchers in the Antarctic have awoken an Elder Thing. It has released spores into the scientists.

Getting the PCs Involved:

- A PC sees a newspaper article including a sketch of a creature he recognizes. He calls the research group.
- A researcher's teen son calls the PCs and describes the incident. The son knows the PCs know this stuff.

Encounters:

- The researchers at the support center don't believe the PCs have anything to offer.
- If the PCs prove their value, the researchers share that the team was drilling holes for soil analysis.
- They also share the last recorded calls from the Antarctic team who describe running from a creature with a star-like head, barrel body, and bat-like wings.
- If the PCs seem to know what this may be, the researchers will send them down on the next plane.
- Researchers have frozen to death outside the facility, too scared to re-enter. Close examination shows the bodies are changing. They must be re-slain.
- Inside the station, power is out. The Thing hunts the PCs to place spores in them. If seriously hurt, it flees.
- It may have awoken several lesser creatures to help.

Follow-up Adventure Ideas:

- The research agency will cover up the incident and claim the original stories were just the nightmares of overworked scientists. The PCs signed an NDA.

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WONDERS OF NATURE 50

Human Sacrifice, Cult, Site of Power

A hidden shrine powered by blood sacrifice can animate plant life to defend itself.

Getting the PCs Involved:

- Research into an ongoing problem identifies a shrine with a magic stone needed for a ritual.
- A VIP falls victim to the cult, causing an investigation. Reporters break a story about disappearances in the area over the years as public scrutiny increases.

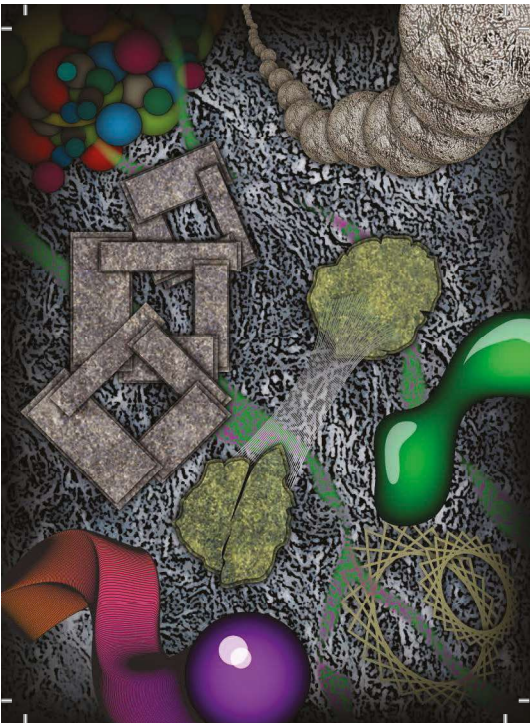
Encounters:

- If the PCs have any relevant expertise, they are consulted by investigators or reporters.
- The cult animates a mound of forest debris, mud, and moss to murder lead investigators and deflect attention from the central shrine.
- A federal agent now believes in the supernatural and demands answers, to be "read into the file" for monster hunting in exchange for cooperation.
- A reporter set an automatic email to go to a character in case of untimely death (which happens). The reporter discovered the leaders of the cult.
- Cultists, naked except for war paint, direct forest constructs in a showdown battle.

Follow-up Adventure Ideas:

- If the shrine is not discovered, it gathers strength to send dreams to new recruits compelling sacrifices.
- A primal forest entity with ghostly powers and an elk skull rises to hunt those who despoil the shrine.

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MENTAL STOWAWAY

53

Great Race of Yith, Exhibition, Professor

Getting the PCs Involved:

- A colleague of the PCs has missed a lunch meeting. He doesn't answer his phone.

Encounters:

- If the PCs check the colleague's office, they find out he hasn't been seen that day.
- The PCs can convince an assistant to look up his home address or phone number. His wife says he wanted to see the occult exhibit at the museum again.
- If asked if he did anything strange, his wife does note that his breakfast was foods that you never mix.
- If the PCs take the time to visit the house, in the study they will find new indecipherable writings in his journal. But just before the strange writing, within the same passage, he writes that he feels something in his mind. An observer maybe.
- The colleague is at the museum, entranced.
- The guards are actually cult members, and chastise the PCs if they approach their colleague. They will even escort the PCs out and call the police if needed.
- The cult members want the creature possessing the colleague to have a day to experience the world. They follow the colleague and prevent interference.

Follow-up Adventure Ideas:

- The colleague is himself the next day. But while it was here, he was where it was. What did he learn?

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HAUNTED BED & BREAKFAST

52

Star Vampire, Mansion, Occult

An old haunted mansion has been re-opened as a bed & breakfast. The new owners don't believe in the paranormal, but think the haunted angle helps sales.

Getting the PCs Involved:

- The PCs are on a trip, and looking for an layover spot. Given their interest in the occult, this is perfect!
- A friend or family member has gone missing. He or she last stayed at the bed & breakfast.

Encounters:

- If someone has already gone missing, the police are just finishing up their investigation. They've found nothing so they are off to pursue new leads.
- One odd thing was a great chandelier in the entrance hall crashed the day before. It woke something...
- Recently, occasional laughter is heard, but can't be traced due to an echo in high rooms.
- In areas with high ceilings (entrance hall, dining room, etc.) people may feel a strange gust of air. Throwing something has a chance to bounce off something invisible. Something like wine or chalk may cover it and temporarily show a large octopus shape.
- At night, a commotion is heard in the main hall. A guest was getting a late-night snack. Now the body is half-hanging out of a flying octopus. Only its veins can be seen—reddish as they suck blood.

Follow-up Adventure Ideas:

- The creature will flee if hurt, but it won't go far...

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ALWAYS BE CAUTIOUS

54

Dreamlands, Creatures, Blupe

The PCs enter the Dreamlands to learn of the environment and research a benign creature. But they bring something else back.

Getting the PCs Involved:

- The PCs are taking a class on the Dreamlands. The final is to analyze a creature from there.

Encounters:

- The PCs must get oriented to the Dreamlands. The geometry is not natural; it can be like a M. C. Escher drawing.
- Negative thoughts can bring about challenges. A PC has one and a fiendish creature appears nearby!
- The leader/guide shows them some of the other strange sights—from a distance: a pool of phosphorescent matter, constantly bubbling; a great spider-like thing weaving a bridge over a chasm; a flock of beautiful yet grotesque butterfly-dragons; etc.
- Finally they find the benign creature they seek and begin a ritual in the Dreamlands to bring it back with them.
- The PCs and their guide wake with the creature in the room, but there is also a stowaway! It attacks.

Follow-up Adventure Ideas:

- How did the stowaway join the PCs' return? Did the ritual go wrong? Did the PCs leave something open? Do they have unwanted attention and some dark forces sent it?

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