SETTINGS

Antarctica Deep in the Sahara Out on the Mongolian steppe High in the Himalayas In the belly of a rift valley In the remote Amazon On a small island far from the mainland On the Moon In an asteroid field Deep in space Beneath the ocean

WHAT'S STRANGE ABOUT THIS PLACE?

That door leads to nowhere Strange geometry Massive dimensions Impossibly ancient

LOCATIONS

A blasted heath An uncharted cave network An isolated village A nomad camp A settlement unseen by modern eyes An almost-abandoned town A crumbling castle An abandoned mine An old dungeon A ghost town In a rusting hulk At the site of a shipwreck Ancient catacombs A disused metro station A former asylum A former prison An archaeological dig The base camp of an expedition An oil rig An isolated space station A highly restricted research installation The British Museum An art gallery

STRANGE ART

Statue Mask Musical instrument Board game Mirror Clock Jewellry Painting

ARCANE ITEMS

Candles and incense A knife or dagger Oil, potion or powder A crystal or gemstone

WRITINGS

Scroll Tome Hieroglyphs Carvings Poem Sheet music Journal Play

SPECIMENS

A bloom Preserved insects A fossil A mummified body part Bones Footprints Meteor fragments

WHAT'S STRANGE ABOUT THIS OBJECT?

Clearly not made for humans Made of an unknown material Crafted from bone, obsidian, crystal Unpleasant hue Unusual smell Gigantic or tiny Hideous

SUSPICIOUS BEHAVIOUR

Concealing something Excessively friendly Wears oddly concealing clothing Unusual appetites Someone is followed or watched Aggressive or violent Secretive Turns up in expected places Unexplained gathering

VIOLENT OR CRIMINAL

Spate of thefts Rash of vandalism Series of arson attacks Kidnappings/disappearances Mutilations Dissections

MENTAL INFLUENCES

Sudden change of personality Partial or full amnesia Vivid or eerie dreams Visions or hallucinations Vacant stare, silent and unresponsive Comatose

ARCANE BEHAVIOUR

A strange superstition Wears strange items e.g. jewellery Incoherent or cryptic utterances Chanting Ritual sacrifice Ritual mortification

ANIMAL BEHAVIOUR

Predators behave like prey/vice versa Animals lose instinctive behaviour e.g. birds unable to fly straight Animals lose fear of humans Animals terrified by something Animals avoid a specific location

PHYSIOLOGICAL EFFECTS

Strange sleep patterns Extreme body temperature Sickness Minor but ubiquitous physical characteristic e.g. everyone has six fingers Strange physique or gait

SINISTER SOUNDS

The sound of hysterical laughter The sound of a sudden scream High pitched whistling or piping A grinding or juddering noise Whispering voices just out of earshot An eerily familiar melody

WEIRD VISUALS

The angles are wrong The world's palette seems wrong - too bright/dark/colourful/muted Something moving just out of sight Something that's uncomfortable to look at

STRANGE SMELLS AND TASTES

Rotting meat Burnt plastic Cloying perfume Moist, earthy smell Metallic tang Ammoniac stink This really shouldn't taste so good Food tastes foul

SOMATIC

Something thrumming in the earth Texture is wrong - glass feels dry and paper thin, metal feels soft and moist Sudden and powerful heat or chill Air feels charged, electric Sensation of being watched Feeling of someone walking on your grave Sudden wave of melancholia Feeling of fatalism / inevitable doom

MONSTERS

MONSTROUS FORMS

Chitinous (insectoid, arachnid, hairy, feelers, multifaceted eyes) Crustacean (exoskeleton, claws) Cephalopod (squid-like, octopoid, tentacles) Gastropod (mucous, oozing) Deep sea creature (gelatinous, polypous, fronds, pulsating) Xenoform (odd number of limbs, weird anatomy, radial symmetry) Fungoid (anatomically homogeneous, soft, musty-smelling) Choking plant-like growth (vines, vast, pervasive) Formless (amorphous, bubbling, liquid, vaporous) Immaterial (intangible, living shadow, exists in angles, a thought-form) Almost human (simulacrum, monstrous hybrid)

COMMON CHARACTERISTICS

Massive Flying Voracious Carnivorous Insensate Mindless

TYPES OF MONSTER

An intelligent race (a bloodline, a star-spanning empire, ancient forbears) A beast, predator or other monstrous species A unique entity (god, demon, alien intellect)

SIGHTINGS

A distant or obscured view of the creature An account from another, readily discountable Rumours and stories

TERRIBLE TRUTHS

You are one of them You shall become one of them The person you trusted is one of them People you trusted are colluding with them The authorities have known all along They live among us There are many more like this one The change is irreversible You can never go back You are going to die here The rumours are true That story is not a work of fiction The dreams are real Everything has been a dream - one you will never wake up from The coming doom cannot be prevented Your actions meant nothing Your actions have only made things worse

LANGUAGE

HORRORS ARE:

Blasphemous Abominations Alien Daemoniac Nameless Unknowable Eldritch Star-Spawned Star-Born Half-Seen or Unseen Numberless Unnatural Gigantic Interstellar Misshapen Hidden Membranous Convoluted Web-Winged Fleshless

LOCATIONS ARE: Decaying Degenerate Crumbling Blackened Gothic Mildewed Disintegrating Blighted Forest-Threatened Anomalous Outcast Pitiful Abandoned Blasted Brittle Greying Disintegrating Encrusted Carrion Dimly-Lit Unpleasant

ARCHITECTURE AND MISCELLANEOUS THINGS ARE:

Cyclopean Vast Half-Unknown Labyrinthine Interplanetary Intangible Irregular Strangely Angled Limitless A Piece of Bizarrerie Horrible Strange Malign Star-Wind Night-Black Antiquarian