

101 Call of Cthulhu Adventure Hooks  
From the Forums of  
Yog-Sothoth.com

1. A friend who you have not seen in several months calls and asks for your help. He has come across a big story (he is a writer) and he wants you to get together an investigative team. Your friend sounds very nervous and a bit off his rocker. Later you meet at his hotel room only to find your friend murdered in some strange ritualistic manner.
2. Your uncle dies.
3. You die. (Entire scenario is a flashback.)
4. You read a post on an internet forum.
5. Your eye is caught an auction by a strange item. After a heated bout of bidding, you secure the item.
6. A long lost relative leaves you his old creaky house in his will. It is located in a town called Dunwich.
7. Your friend/relative/teacher/pet is murdered by a globe-spanning cult.
8. While hosting a dinner party at your home (apartment), a crimson stain appears on the ceiling and begins to drip onto the dinner table.
9. Your cat starts to hiss at the wall.
10. A bum stops you on the street and asks if you have ever read Sutter Kane (or Kevin Trudeau).
11. While spending a day boating a sudden storm blows up, forcing you to put in on a tiny island with an old house on it.
12. While spending a day boating you see a signal flare go off, another boat is sinking fast and you go to his/her aid.
13. While spending a day boating your anchor gets snagged on something hard and impossible to dislodge. The water isn't too deep and you have diving gear onboard.
14. While spending a day boating your fishing line snags on something. When you haul it up there is a strange stone or metal idol/pendant/amulet tied to the end of the line, the hook and bait have been cut away.
15. While spending a day boating you hear someone moving around below deck. You investigate to discover a stowaway hiding, they seem to be traumatized/insane/dying. They are holding a book/map/ancient artifact/item of alien technology.
16. Slowly a young friend of your gets thinner and thinner, more and more deranged, and loses his vision and his mind.
17. You find a strange machine in the basement of your new home. You turn it on!
18. You are asked to go on an expedition to discover the whereabouts of a previous expedition lost

in the same area you are being sent to.

19. You open your office and witness an acquaintance dangling from ceiling by his bloodied arm, which has been shoved upwards with such force that it pierced his skull and embedded itself in the rafters; an ancient book, now covered in his blood and filth, lies open on the desk beneath him.

20. Sherlock Holmes hires you to clear his brother of obviously trumped-up murder charges.

21. You drive on a highway and enter Perfection Valley and take a picture of yourself.

22. An escapee from that cult you broke up last month just spiked your drink with a large amount of Liao... once you wake up from the visions of the past, you realise there's a Hound of Tindalos on your trail, better get everything in order, fast.

23. Your mother calls, telling you that she's locked herself out of the house and left the kettle on.

24. A corpse shows up at your door, croaks out your name and a warning of some sort then dissolves into a pile of muck.

25. You wake up in an unknown location with several other amnesiacs. What have you been doing over the last few hours/days/years?

26. While walking in the woods behind a relative's farm, you notice a low mound covered with unusually bright (but still green) grass.

27. You wake up in a dumpster behind a Chinese restaurant, you have \$50, a .45 automatic, a book in some strange language and no memory.

28. You decide to take some R&R with your friends, so you enroll on a treasure hunt around your hometown. As you gather clues, it all adds up to something sinister. Did the question-setter know this? Or is it a coincidence? Once all the clues are in, something happens. If you join the dots what happens then? Did someone switch clues leading you into someplace you'd rather not go?

29. Smugglers are landing illegal contraband onshore. Their supply ships remain anchored well outside any exclusion zone. How does the stuff get ashore? No diving equipment is ever seen, and no other vessel ever approaches. They leave full, and come back empty. Are they using some supernatural agents to ferry the goods through other dimensions or under the ocean? Here's your chance to find out and stop them....

30. While working in the morgue, a cadaver with a macabre rune carved into the skin of its forehead suddenly sits bolt upright. The player character passes out, wakes to find no trace of the body, and proceeds to investigate where this so-called body came from. Was it truly dead? Was it merely (hopefully) imagined? Or could it be something darker...

31. While opening an ancient Mayan tomb a strange green gas pours out, knocking everyone unconscious. Before you pass out something hits you as it rushes OUT of the now unsealed tomb. When you wake up about 1/3rd of the research team is missing without a trace and strange vanishing begin in the area villages.

32. A young and healthy woman passes out in the street. As someone gives first aid, they notice a strange wound on her chest. Someone in the crowd makes a fast exit into the park. The chase is on! Meantime the young lady is gibbering about the trees being alive....

33. Investigator(s), outside for a walk or drive, hear the sound of sirens. Screeching around the corner comes a patrol car with lights flashing, chasing another vehicle. Other vehicle slams into the side of a building. Driver gets out, staggering, obviously bloodied and wounded. Cop gets out of his car, walks up to driver, and unloads his service pistol into the driver, who is now obviously dead. He pops in a new clip, puts the gun to his own head, and pulls the trigger.

34. Investigator arrives home. It is dark. When the light is turned on, a man is dead. His chest is burnt and bloodied. All mirrors in the house are missing. The man reeks of fish. He clutches two things, one in each hand: A sepia picture of a young Victorian lady and a leather volume entitled Othuum Omnicia.

35. You pick up a manuscript about some island called Nethescurial. You are seriously bothered because you are going deep-sea fishing with a friend near an island with unusual fauna and strangely-colored water.

36. Your brother, lost in the woods near Boston, comes back with catatonic schizophrenia. He mutters the words "pit of the shoggoths" often.

37. You get lost outside of Tijuana in the dead of night on Los Díos De Los Muertos.

38. You are sitting in your living room looking out your front picture window when you see someone walk by outside the window. There's only one problem - you live on the 12th floor and there's no ledge.

39. You are at home one night when you hear frantic knocking at the front door. You arm yourself and open the door to face...you, thinner, haggard looking, wounded and screaming, "C'mon they'll be here any moment! We've got to get away! Now!"

40. You are on a cruise ship at sea. One night you feel the familiar vibrations of the engines cease. Outside your cabin door you soon begin hearing a heavy, wet tread as though someone were walking on two large, soaked sponges. Muffled screams are also heard...

41. It was a Tuesday just like any other Tuesday in the City of Lights, but the streets were dark with something more than night. You were late in your office sitting behind your desk, a cheap bottle of Whiskey three quarters full beside the phone, when there is a knock on the door.

As the door swung open you could see the would-be client was a blonde, a blonde to make a bishop kick a hole in a stained glass window. Another dame, another doll face. She fluttered her long dark lashes and asked "How much do you charge for your services?"

When she smiled you knew you were in deep waters. That's when you saw this beautiful package was packing a package stuffed with strange equations.

But that's only another day at the Department of Non-Euclidean Mathematics.

42. "Follow the white rabbit" pops up on your computer screen.

43. A giant rabbit starts following you around.

44. All your friends die at the same time after watching the same weird video.

45. Your university professor vanishes after publishing his paper on non-Euclidean physics.

46. You are resurrected by the Dark Resurrection spell.

47. A man dies in town jumping under a tram. A man is arrested because in a heated discussion he told the man to "Go jump under a tram". Witnesses say the dead man looked like he was in a trance. The other man is charged with being a suspected hypnotist. He is due to hang and he swears his innocence! Why did the man do as he was told?

48. A drunken former military man in a bar claims that the casualties during the attack on Omaha beach/Gallipoli during WWII/WWI (delete as appropriate to era) weren't caused by defensive gun emplacements but something else (insert wierdstuff here).

He is brutally murdered in the car park but afterwards the players find as he died he dropped a package of incriminating photos under/near their car..

49. There is a train accident. The carriage in which the PCs sit is completely smashed/squashed flat, yet they walk out alive...

50. Local drug addicts acting strangely.

51. People who work at a PCs place of work / at the local fast food restaurant keep turning up dead, in the same bizarre way (Spontaneous combustion? Partially cannibalized? Local Police don't seem inclined to investigate...why ?

52. When you are next on holiday look for the wierdest little statuette, clay model, whatever you can find and build a story around it, perhaps as being bought as a gift for a player. I did this with a wooden statue from Nigeria, one from Mocambique and an Indian clay pipe.

53. Someone sends you tickets to a new show in town "Monarco Amarillo". It's got rave reviews among the critics and art-house community, so you invite your friends...

It's actually a Spanish production of "The King in Yellow". Those that remain sane at the end are intent on finding the "Yellow Sign" and pledging allegiance to "He who is not to be Named".

54. Someone offers you a whole lot of cash just to photocopy a few pages from a book in the university library. How hard can it be? Until the librarian starts acting very strange when he/she catches you at it.

55. Delta Green requests your attendance at a "night at the opera".

56. While cave exploring with a Geology class for the university, the group stumbles across a cluster of small spheres of an unknown mineral composition, and takes them for further study. When the class leaves the cave, a tremor collapses the cave behind them. Some of the students swear they heard chanting as they exited the cave.

57. While exploring a cave on an overnight trip, you and your friends hear a fluttering sound echoing through the cave. Following the sound, you see a small rodent creature with what looks like tentacles around its snout. Following as it scurries away, you find yourself exiting through an unknown opening into a misty wooded area. (Dreamlands)

58. You are picked up in a night club by an intense pale young lady. She insists you take her to a cheap motel. No sooner is the room door closed than she is forcing her tongue down your throat, tearing at your clothes. She steps back and unbuttons her blouse to reveal:

Hideous scarring  
Bizarre tattoos in some unknown language  
Writhing mass of tentacles  
Gaping maw splitting her abdomen from throat to groin, filled with an insane conglomeration of razor sharp fangs...

Take your pick and enjoy the rest of your evening...

59. You and your team are out in the car, as you drive through a lonely stretch between towns, you notice a car-full of people with their car broken-down. You stop to help but are unsuccessful. As you start your car, it quickly grinds to a halt. Fearing engine trouble you lift the bonnet, only to find someone has made an Elder Sign on the inside. As you all gather round to look and discuss the situation, the ground starts to tremble, and there is something fast approaching. You can't all fit in the one vehicle protected by the Elder Sign. How can you explain it to the others that they're all going to die horribly while you sit in your own car and watch. (and make SAN rolls)

60. Someone has stolen your lawn flamingo, an unforgivable offence, to make matters worse they taunt you by sending pictures from around the world of your beloved decoration in various countries. But when you look at the photos and compare them to news articles from these places (maybe another PC is a reporter writing about your traveling bird) you start to see a pattern emerge, each picture has someone in it in the background, and each person is found murdered not long after the picture is taken (their camera has a date function). What do you do when the next photo arrives?

61. You and your office colleagues find yourselves more and more depleted after a series of strangely similar dreams, culminating in an office party beyond the walls of sleep.

62. A university offers you and a few other insomniacs money in exchange for some participation on a sleep study. Later you find that sleeping isn't the trouble, but waking up is.

63. A wave of narcolepsy has overtaken the sanitarium where you and your colleges work while the halls have become filled with stalking nightmares at night.

64. Something Mythos is captured on CCTV. When it was viewed, several people flipped out, and are now residing in the local sanitarium. However, copies were made, and are doing the rounds on the internet. The footage comes with dire warnings, about "What you are about to see...was captured...while...and made people mad....etc."

It now has a cult following, with an online club who "Saw the film and didn't go mad" and a counter on the bottom for those who were not so lucky.

The investigators job is to review the film, and authenticate it or officially deny that it is genuine without falling prey to whatever it is in the movie.

Maybe its a hoax, and the real footage was really too horrific to be shown, and resides in a vault somewhere....

65. After turning out an old house or University stores, someone discovers a "Grow your own Shuggoth" kit.

"With a few simple chemicals, this kit, and a chant found on the reverse of these instructions you too can grow a faithful and devoted servant and/or pet in a vat or bathtub within a week -Approved by Miskatonic University"

"I grew shuggy in four days! I simply feed him on scraps, and when he's big enough I'll take him to show-and-tell!"

There is a picture on the lid with a happy smiling family, with their new-pet. (Thats worth a SAN roll in itself!)

Its an obvious hoax, or is it? Only one way to find out.....

66. You're working late in the hospital one night, when you happen to glance out the window and catch sight of lights burning on the top floor of a building you know has been closed as structurally unsafe.

67. Your neighbor's house explodes.

68. A mugger stops you in the street and knocks you out. You awake to see the mugger... all over the alley.

69. Objects suddenly animate and personify. Something wants you to go to Congo. Or are you mad?

70. An investigator (or several) witness a brutal murder in broad daylight, however are unable to intervene. (Perhaps they view from a moving bus, from a window across the street, ect.) No one else notices. The investigators later discover the killer is paralyzed, blind, and a mute.

71. You are a prop builder for film and theater specializing in one of a kind mechanical wonders. A mysterious gentleman gives a strange set of blueprints and asks you to build a working version of the odd device described by the plans. After accepting a large sum of money you start to work on the project only to discover that the angles and measurements do not conform to known mathematics. The more you work on the device the more obsessed you become. Strange dreams haunt your sleep. You begin working for days and nights on end without rest. Your friends become worried. What is the thing you are building ? What is its purpose ? Can't stop working...Must finish...My god its incredible...It seems to exist in more than three dimensions at once...it emits disturbing vibrations...strange images fitting at the corners of my vision...Dear god, I can see them...they're... there're... here... Cthulhu Fhtagn

72. Someone gives/lends/asks you to research a clock.

The clock in question resembles a Grandfather clock. Ornatly carved in wood and inset with semi-precious stones. It has a fairly mundane face, but has many other dials inset in it and around it. These have hands, and pointers, that all turn and oscillate. Cogs and levers and mechanism can be seen behind the hands. It ticks and whirrs erratically.

The clock chimes at irregular intervals and with several different chimes. Some quiet, some loud, some in frequencies beyond normal hearing.

However, when the case is opened, it is almost completely empty. There isn't even a mechanism for winding it.

What is the purpose of the clock? Who owns it? How does it work? That's for you to find out dear investigator.

73. You are researching the latest Mythos artifact, while the sound of rain lashes the windows.

When you get up to look, there is no rain, and hasn't been for hours. Something else is dripping from your rooftop. You can't just go to bed with your teddy-bear when a torch and a ladder are near at hand and a mystery awaits on your roof.....

74. A prisoner escapes from his cell during the night. There is no way that he could leave through thick walls and iron bars and security. There is an old book, a funny smell and a dirty smudge on the cell wall the in the shape of a 6' triangle. Time to look into the mystery...

75. You are travelling by plane. A star-vampire materialises in the cabin, and starts sucking the life out of the passengers. If it makes it forward to the pilot, you're all going to die. Can you and your fellow investigators dismiss the beast with only an in-flight magazine and a few bits of plastic cutlery?

76. A Cthonian has eaten an oil-drilling platform in the desert. Someone wants it back. Or at least explained. Can investigators succeed where the military has failed?

77. Cthulhu has been elected as president! Someone blames vote-rigging in Innsmouth. It's up to you to prove them wrong.

78. A conservation agency hires you to stop a mining expedition from disrupting a natural cave complex near a fault line.

The conservation agency is in fact the cover for a Chthonian cult, who don't want the Chthonians to discover one of their nesting sites is in grave danger before they can fix things.

79. While perusing ebay a listing catches the players eye "The winning bidder will have restored all the forgotten memories from their youth through the healing power of my mystic talisman. Starting price £3.23, No cost for postage as there isn't a way for Parcel Force to charge for services sent through the ether." Seller is listed as Comedrama1001.

80. The old woman who lives upstairs from one of the PC's, a recent stroke victim, divulges information beyond her ken in the middle of mundane sentences. She has no power/knowledge of these other words she speaks they are not only portentous but disturbing and coming true.

81. In the middle of a bout of hysteria induced blindness (during an ongoing scenario encounter with the power of the GOO's) one of the characters receives a vision or two which give clues to the next stage of the campaign. Justifiable if the encounter was with Yog-Sothoth as all time and space are one, was it real or just a statistical probability. Can the vision be avoided.

82. An overwhelming sense of paranoia leads one of the party to the conclusion that there is a mole within the party leaking info to the denizens of Chaos. Is it all a twisted hallucination, is the PC carrying a psychic manitou/Shan?

83. Whilst decorating their house a character strips wallpaper revealing a door which they can't open. Outside behind some ivy a window (which also doesn't open) is found there is movement inside though the grime and dust don't allow anything clear to be seen. One night creaking hinges are dreamt of. The next day furniture is found moved about and there are finger gouges in the butter. A smell of old sour flowers/orange peel pervades the air...

The next night footsteps are also heard which beat a hasty retreat to the room when the character tries to catch a glimpse of their owner. The contents of the larder and refrigerator are decimated, it becomes clear that the occupant of the room is a carnivore.

The grime from the window is day by day clearing a figure with long white/grey hair is made out, or is it just cobwebs being blown about. Singing is heard that night and the footsteps don't run away as the character gets out of bed.

84. Invited to a dinner party by an old physician friend of the PC's, they arrive to find out he is still at work at the local sanitarium. His housekeeper informs them that the good doctor has sent word they are to go ahead and eat without him and he will join them later. A few hours pass and the doctor has still not shown up. They leave the home to search for the doctor at the sanitarium, leaving instructions for the housekeeper to keep an eye out for him. They return to his house a scant half hour later to search the house when the maid cannot be found. In the back room of the basement, the good doctor and the housemaid are found spiked to the wall, skinned except for their heads and have their tongues ripped out and nailed to their foreheads...with dried blood caking the walls and floor, obviously hours old, most likely from before the investigators even arrived for dinner.

85. The investigators are invited to stay the night in a haunted library, and told not to read any books that start with "N"

86. The investigators are touring Europe, when they hear about / discover a big black monolith.

87. An inmate has escaped the asylum, threatening to "go public" with what they know. It might be a former associate of the investigators.

88. Someone offers to interpret their dreams.

89. They are given an artifact that they "must guard with their lives"

90. They dream of sacrifices to hideous gods, only to read about it in the papers the following morning.

91. Someone sends them a warning to "Leave town and never return" Are they brave enough to stay and find out why?

92. They return home to find a break-in. Nothing is missing, but there is slimy residue all around the house.

93. All the investigators electrical goods go haywire and try to kill them.

94. The investigators see graffiti with Mythos connections around town. There are also gang tags which resemble elder-signs to be seen. Some kind of unholy turf-war is brewing.

95. They see a recruitment advertisement for Delta-Green. When they apply, no-one is home.

96. They visit a friend at the top of a skyscraper. He has bottles and jars all around his office/penthouse. He leaves by a door that leads out of the building and there are no stairs.

97. A property developer wants to dig up a site that has strong connections to the mythos. When they take the plug out of a well, it has an elder sign on it. The plug goes in the skip, and the well is capped with a steel plate before the concrete lorry comes in the morning. Overnight, the security guards go mad, the guard dogs are partially eaten, and the entire building site looks as though a tornado touched down on it.

98. They stumble across a website or fanzine propagating Mythos knowledge.



99. Due to global warming or a recent warm winter, the glaciers are melting at an increased rate. Hideous creatures trapped in the ice for millennia are dumped into the sea where they start to defrost. At first they are a danger to shipping, then to coastal towns.

100. The investigators are travelling in the hills when they come across an old car. Inside the car is a set of clothes that might be a disguise of some kind. They also find a strangely carved wooden box. Inside the box are some papers, in strange hieroglyphs.

101. \*THE\*STARS\*ARE\*RIGHT\*

102. The investigators hear of a keeper with an over-stimulated mind, cranking out 17 adventure hooks in one morning!

103. A ship goes missing in the Atlantic somewhere, dubbed "The New Titanic" as the last report details a large iceberg in the distance, and the sea being like blood. The characters must journey to recover the ship and it's passangers, or what's left of them, from what turns out to be Rlim Shaikorh's slowly melting tomb of ice.

104. A dying man that has been terribly lacerated is found lying on the beach on the upper peninsula of Michigan. His last words:

"Blood-black... and... cold, dead hands... I would'n' come... heard it call m' name... ssssss'aa c-c-comin'... wind... wend... windigoooooo... kill... coooommmme...."

105. A most unusual string of symbols are grafittied in an alley near an NPC's apartment. And then the deaths start. Just like in 1987.

106. (With apologies to Tim Lebbon) The PCs are in a bar, when two former military types sit in the booth behind them. The men, who both look haunted by things they witnessed during their tours. The PC overhead the men discussing an abandoned military base where a PC's relative died in a training accident, saying, "they kept monsters there..."

107. (With apologies to Gary Braunbeck) While driving down the expressway in rush hour traffic, the PC witness an old man in a bowler hat, pursued by a pair of angry rotweillers, run onto the freeway. The man is hit, and as the PC attempts to help him, the old man croaks out, "The Keepers are coming" before dying.

108. (With apologies to Richard Laymon) Years ago, at the investigator's high school science fair, a strange young man named Melvin tried to resurrect a popular cheerleader who recently died in a car wreck. Years later, after being released from the asylum, Melvin has discovered the secret to resurrecting the dead, and has a deadly obsession with the investigator.

109. The invesigator wakes up, strapped to a chair, and a hood over his/her head. The hood is removed, revealing a dingy basement like setting, and several masked men. They ask the investigator questions, demanding answers the investigator can't possibly know. When he/she can't answer, the men drive nails into the investigator's knees. After hours of torture and interrogation, the men dump the PC in a Pi\*\*-soaked alley in one of the worst parts of town.

110. A man commits suicide by leaping from a skyscraper, his body smacking the pavement in front of the investigator. The next day, the same man (or someone looking remarkably like him), blows his brains out in the investigator's office. The day after, he throws himself in front of the investigator's car on the express. Day after day, the same man commits suicide in increasingly

inventive ways, always in the investigator's presence. And each time, the investigator can swear the man was looking him in the eyes.

111. The investigator receives a DVD in the mail, no return address. The DVD contains grainy footage of the investigator engaged in the most depraved sexual acts imaginable. Of course, the investigator has no memory of this.

112. Today, the investigator's hair fell out. Tomorrow, their fingernails come out. The day after, their teeth begin to rot and break. The investigator's body will continue to break down, day-by-day, piece-by-piece, until they can find a cause.

113. This morning, you heard your cat/dog speak. As the day progresses, your yard/neighborhood becomes filled with animals of all sorts, wild and domestic, all congregating around your home. They are not frightened, and follow you everywhere, licking your hands, bowing before your command. You suddenly know the answers to the physics and math equations that have perplexed scientists for years. You've been chosen as Nyarlathotep's "messiah". Can you fight your destiny?

114. Your (Ok, fine your friend's) mail order bride arrives, in a few weeks your friend has found a strange new religion.

115. You / An important NPC wake up one morning unable to remember anything except that you know you have short-term memory loss that kicks in as you sleep and that the post-it notes covering one bedroom wall should bring you up to speed. They seem normal enough, but become more and more sinister as they go on, with the last few revealing secrets so foul they drive the unfortunate character mad until his subconscious drives the secrets from his mind as he sleeps.

116. Animal mutilations in the area increase one summer, and the mutilations then spread to household pets. When one man is found with his lower body chewed, he gabbles madly about a creature 'not a crow, nor a moles, nor a buzzard, nor an ant, nor a decomposed human being' and points with a shaking hand to the bloody outline of where a strange body once lay. Where is the Byakhee? Are there more? Is it dead? If it is, what took the body?

117. A child's insults start to become horribly true when a teacher is told "No, you have ants in your pants, and I hope they eat you up!". The race is on to find out what gave this child its power, if it's in control of its actions and how it can be stopped. It doesn't always kill people, so will the investigators shoot it if they have to?

118. A directory enquiries number begins directing people to strange websites, phone numbers that give static and addresses that don't exist.

119. Green goo bubbling up from abandoned nuclear fallout phone-bunkers provokes an investigation into why they've been sealed and abandoned. Player-deaths will abound as a Shoggoth lurks under the pavement.

120. A Parrot is found staring madly at people and shouting "Tekeli-li! Tekeli-li!" Its droppings begin to form a strange sign on its cage, and strangely it survives the fire that kills its owners. After becoming an unfortunate local celebrity, it attracts the attention of a strange cult.

121. The night watchman of a graveyard is found murdered, beaten round the head from behind with a piece of a broken tombstone so many times his head is half-gone. Did we mention this particular watchman had a collection of strange books, and the one he carried with him all the time was the only thing stolen.

122. (again for the Brits and Europeans, If that damn frog didn't make it to America, I envy you!) An irritating yet catchy new ringtone is spreading like wildfire among children and adults alike, and you can't walk down the high street without hearing it at least once. To the ears of a select few, however, this tone and the advertisement for it speak of a great evil behind the Jamming! ringtone giant.

123. A math teacher finds one of his students committed suicide while working on a coursework assignment on Pi, having tried to prove that it is possible to create a strange bent circle with Pi being exactly three. The theory is that he shot himself in the head and the jammed (insert some very powerful magnum-type handgun) exploded somehow, as no weapon was found and the parent was in the next room, though this is kept hushed up by the police. The last few pages of work are too bloodstained to read, unless someone can clean them.

124. (again, mostly for the Brits) Nyarlathotep gives a down-on-his-luck poet inspiration for the funniest joke ever, and the man subsequently dies laughing.

125. A group of players of a popular horror role-playing game are found to have killed themselves around their game table. Many fundamentalists blame this on the 'Evil' of the game, but is there a real evil using the culture around this game to propagate its great powers?

126. You rent an Unsolved Mysteries DVD and while watching Robert Stack talk about "The mysterious Woman of Pamplona" you see in the background your relative/friend/former professor who disappeared under mysterious circumstances years before.

127. A small child crawls onto your doorstep one morning. They are revealed to be mute, disturbingly cathartic, and clutching a note. The note is in a strange language, and the few words that the child does say are in this tongue. No one but a few scattered college professors understand it. It is a long-dead language.

128. A bomb goes off in a hotel. Running out of the wreckage is a man totally aflame clutching a gigantic, thin book that will not burn. It is filled with large, colour and black-and-white photographs of paintings and sculpture from an obscure Surrealist exhibition from the 1950's, along with photos of the artist presenting their work or just hanging out. The burning man is identified as the publisher of the book, printed 1969, which seems amazingly new; The pages are still glossy, lacking even the faintest fingerprints, and the pictures are incredibly clear. However, few art critics recognise the names of the artists. The whole thing is quite extraordinary, since not only are the pieces some of the most brilliant and avant-garde examples of the genre, but all the contributors, members of an esteemed company of former Dadaists, disappeared, were presumed dead, or committed suicide by December 31st, 1949.

129. While the underground ossuary in Paris is continually explored and revered by teenagers and occultist wannabe's over the years, an official discovers an as-yet unheard-of series of tunnels beneath the city, complete with phone lines, a fully-stocked bar, an amphitheatre, and various decor and evidence to suggest a recent revelry amidst the bones.....

Local authorities discover on the next trip below that all of the lines have been cut and the morbid complex emptied, save only a note on the floor stating, "Do not try to find us."

An innocent underground speakeasy? Or are there darker powers in play, here? Could anyone be trying to cover up any more details?

130. The investigators encounter a horrible winged-being, man-shaped and grey, with glowing red eyes. The thing disappears before the investigators have a chance to confront it. They go to bed

that night, only to find themselves inexplicably awake, and in Indonesia just hours before the Tsunami hits. Later they find themselves in New Orleans just hours before Hurricane Katrina comes ashore. Again and again they find themselves at disasters natural and man-made, from 9-11 to earthquakes and beyond, just hours or minutes before tragedy, from the past five years. Each time they see this mysterious winged-being with them. They must discover the connection between these disasters and the monster, and what it means for their own time and place.

131. You are invited to attend a gallery opening of paintings by a young, up-and-coming artist. When you arrive at the gallery, the artist seems anxious, paranoid. You're not sure why. Until a raving lunatic comes in screaming such phrases as "Have you seen it? The Yellow Sign! I have seen it!"

At which point, he takes a shotgun out from under his mouldy trenchcoat, kills the artist, turns it on you and a few others, before the police arrive and gun him down.

A few weeks later, you and the other survivors of the attack have been released from the hospital and are in group therapy together, trying to understand what the attacker meant about 'the Yellow Sign...'

132. Your neighbor on the Isle of Jersey discovers what appears to be a buried German bunker from WWII on his property, and begins to excavate (Based on true events)

133. Record rains have toppled trees, washed out roads and caused property damage in the New Hampshire hills where your family has its vacation cabin. It's your duty as the oldest son or daughter to go up into the woods and make sure everything's okay. The power and utilities will be out, of course, and there's a good chance that things have washed down from the hills onto your property.

134. A package from overseas is misdelivered to your address. There's no return address, and no clear indication of whom it was intended for. It's largish, heavy, and exudes a strange, sweet smell, like spices from a distant land, dried flowers, or rotten flesh.

135. Gradually, you notice that animals in your area are starting to disappear. the birds are the first to go, and flying insects; perhaps you notice entire colonies of ants on the move, desperately fleeing...something. Indoors, flies pound themselves to death frantically trying to escape through closed windows, and your dog is hiding under the bed with his tail between his legs. What gives?

136. "It's not a god, Higgins. It's a weapon"- or so claims the exhausted and obviously deranged man who has just accosted you on the street, evidently having confused you with someone else. Before he can elaborate, he is shot by an assailant who melts invisibly into the crowd with almost inhuman speed. Who is Higgins? What did the man mean? Why was he shot? What will you do when the Police arrive?

137. You open your eyes and the sun is shining through your window, the breeze blows gently and the curtains sway. It's the start of a beautiful day... only... the view out your window reveals every building in town has seemingly vanished, except for the church, which now appears hundreds of years in decay. Something inside catches your eye, flashing brightly in the morning sun....

138. The train you are riding from town to town stops in the mountain wilderness, upon investigating, the conductor assures you to be calm that the bridge ahead has collapsed into the ravine and that he and some others will simply make a walk to the nearest town. If the investigators don't go along, they are left waiting for a long time as a storm moves in. Rationing may become necessary and strange noises fill the woods at night.

139. A prominent religious leader releases a seven signs that will signal the end of the world. The signs slowly start to become true, monumental events such as "The Sun Tower collapsing to the Ground" or the "King's Hawk diving to the Sea" with Skyscrapers collapsing and Airforce One being shot down over the Atlantic. These events all turn out to be the result of Terrorist activities. But do the Terrorists work for the religious leader? Are they inspired by him? Or is there something more ancient and evil guiding these events?

140. The investigators car breaks down in a small town. The town seems unchanged since the 1950s and lacks many modern amenities. All of the townsfolk seem very helpful and kind, quick to try and get the investigators car back in working order and get them to leave. The more they ask about the Town's history and its strange reoccurring graffiti, a symbol of strange unknown significance, the more hostile the townspeople become. Strange groans come from the Cattle Barns and farms of the town and anyone who is a farmer notices that none of the animals ever leave their shelters to graze...

141. The investigators get invited to be guests on Jerry Springer. The other guests happen to be cultists. During a brawl on the stage, a Mythos baddie gets summoned by the combined negative energy of the audience and the guests.

142. The investigators are criminals, and get a wild idea: Each picks a name out of a national database, and must "dispose of" the person with that name. Who do they get, and how do they deal with their mark?

143. The players are contacted by a mutual friend who is a writer for a paranormal magazine. He has been investigating a story of a humanoid creature said to have been seen by locals in a run-down old fairground on the outskirts of a fairly remote coastal cliff town. He tells them that the locals have been trying to get the place condemned and demolished for some time but the ownwer, Mr Brinkley, won't sell the land for any price and won't explain why. The "creature" started to appear after some of the men in the town tried to do some unofficial demolition, blowing up one of the smaller rides with dynamite. The explosion apparently revealed a deep hole which may connect to some sort of underground caverns. The monster itself is described as "kinda like the creature from the black lagoon, you know, from the movies, but a lot bigger!"

The players writer friend asks for the group's help in investigating the creature. If it could be captured on film or, better still, captured itself, it would be the scientific discovery of the age and make them all famous, not to mention rich.

When the players arrive at the town, a few days later, they find that their friend is missing. The landlady of the guest house he was staying at says he went out for a walk along the cliffs two days ago and has not been seen since. Worse still, there has been a grisly discovery at the fairground. The eviscerated corpses of four teenagers, two male, two female, were found dumped unceremoniously outside the fairground gates. They weren't local kids, the brightly decorated van they apparently travelled in was parked nearby. Even the large dog, probably a great dane, they had with them was unable to protect them. It's headless, bloated body was found washed up on the beach that very morning by deputies out looking for the players friend.

The locals are terrified. The men of the town want to hurl as much dynamite as they can into the fairground from outside, hoping to collapse the creature's way to the surface but Mr Brinkley, who lives on the site, has shut himself up in his home and isn't answering his phone. There is also the chance that the players's friend is still alive. It's up to the players to convince the locals that they can help them, find out what and where the creature is and try to save their friend.

144. A friend lends you a manuscript for his new book to read over. He claims it will be the next Da Vinci code! The book is named "Secrets of the British Emperors and their lineage from Carcosa." You remember that your friend has been obsessively reading about the coronation of Queen Victoria and has been attempting to find an obscure French play. The manuscript is signed with a bizarre squiggly symbol.

145. On the way home, a tramp asks you for some spare change. You brush him off. Later, while searching for something, you discover pictures of the same tramp, but all dated in the 1800s, but he is in period dress. When watching a movie, you can't help but imagine the hobo being somewhere in the background. The same is true for photographs. Online, you notice several people who display pictures of the tramp as avatars. If a family tree is being researched, the tramp will be somehow connected to your family, but not named.

146. You join some friends who rented a cabin by a lake. They are looking paler than usual and encourage you to go for a swim, even though you forgot your swimming suit. Their speech is abnormal, somehow robotic and monotonous. You also notice that one of them has a big round scar in his/her leg. Things are a little "fishy", probably something is going on at the lake.

147. One of your friends, a physicist, discovers how to create a crystal which has a unique structure that seems to exist partially beyond our space dimensions. He calls you very excited so you can see his discovery, but when you get there, he is gone and there's no trace of him. You only find a notebook full of equations and a strange blue crystal which is significantly heavier than it would seem to be.

148. There's a new exciting ride at your local theme park. People must sign away their right to sue the park before climbing there. They claim it is "The scariest experience in your life" Most of it is underground and concealed from sight. A friend of yours tried it and since then he doesn't seem like the same person. He has lots of nightmares and refuses to speak to anyone. He has carved a lot of star-shaped symbols in the walls of his bedroom. Exactly the same symbols that the ride's cars have painted on. Should you try that new exciting roller-coaster? How come nobody knows who is/are the park's owner(s)?

149. You have been chosen as a candidate for a student exchange program with Miskatonic University. All expenses paid for!

150. Yes, I'm afraid you suffered a horrible mishap, Mr Smith, but you're much better now. What kind of injuries, well serious ones of course! We had to amputate I'm afraid, but you're doing much better now. Prosthetics? No, no, we have used something better, something revolutionary! Have you ever heard of Protomatter, Mr Smith?

151. You stop at a lovely little mountainside hotel. The people there are nice and friendly, and the next week you remember your time there as the best time of your life. Just what did you do there though? You can't recall, in fact, nobody can. The whole incident is a blank. You also notice people avoiding you on the street, as though repulsed by you. That's odd. As is the clear oil like fluid you seem to have instead of blood.

152. You develop psychic abilities and start to see... THINGS!

153. A hole opens in the ground! You fall in. You are somehow unhurt, but the surface is a long way up. However, there's an inviting looking tunnel off to the left...

154. A dead university professor falls out of his office window and lands in front of you.

155. Someone tries to steal a an old book from you.
156. You run over someone in your car. He is wearing clothes from hundreds of years ago.
156. A madman bursts into the room.
157. Cultists kidnap your friend and demand a powerful occult artifact as the ransom.
158. A woman is found wandering on the moors, half frozen to death. She has an interesting story to tell.
159. My name is Mattias Tepes, and I am a vampire...
160. Someone has kidnapped you.
161. Your university supervisor grows increasingly erratic and sets you weirder and weirder tasks, then disappears.
162. A biologist unveils a new species he has discovered; it is (insert monster here). As soon as he reveals the cage, men with guns rush in, kill the scientist, and steal the specimen.
163. You wake up with no memory of the past three days. You had weird dreams of robed figures and skulls while asleep.
164. You are about to be initiated into a secret society. You think its just a club for rich boys really, but things get more and more sinister...
165. People start dying. The common factor: they all recieved organs from the same donor post-mortem. Guess what was missing from the bodies?
166. As actors prepare to perform a play called The Yellow King, they start to disappear one by one.
167. A vampire is on the loose.
168. You have a friend who is a genius, with ideas years ahead of his time. He also has an odd golden device under his desk, which he uses to talk to the Yithians.
169. You are a passenger on a boat. One of the other passengers ties his daughter to her bed and then commits suicide by slow-acting poison. As you investigate, you learn about mind exchange rituals...
170. A spell gone awry has fractured time. The world is full of time portals and only you can save the day, but first you must travel history to find the cure.
171. You find a manuscript describing a house.
172. You are in an underground station in London which is being used as an air raid shelter during WWII. In the deeper tunnels the government have hidden some precious mythos artifacts. Which is worse, the Nazi bombs above or the roaming monsters below?
173. Your grandfather was a stage magician whose greatest trick was to apparently cheat death again and again; bullets apparently bounced off him, a poisonous snake bit him, he stayed

underwater in chains for huge lengths of time, and was stabbed through with swords while inside a box. When he actually dies, he leaves you his secrets in his will. It wasn't a trick.

174. Your favourite thrash metal band, Blind Idiot God, are giving a concert.

175. The Christian Union at your university aren't.

176. There's a sudden fashion for a strange tattoo, apparently the Polynesian symbol of sanctity. Then people who got it start disappearing.

177. You are out for a walk in the countryside and hear the sound of a hunting horn. Hunting foxes has been banned, but these aristocrats are after you!

178. Why is half of Miskatonic University sealed off? The signs say its for asbestos removal, but evidence suggests otherwise.

179. You find a book. It has an infinite number of pages. None of them are nice.

180. Legend has it there's a lost chamber hidden somewhere in the castle.

181. Before his death, an occultist left two coded messages, claiming he would prove the reality of life after death from beyond the grave by transmitting the keys to decode them. One of them is decoded somehow; it's a terrible warning of the coming apocalypse, and it's true.

182. You are an Urban Explorer. You see something you shouldn't deep beneath a city.

183. A scientist has built an entirely new type of computer memory; he claims it uses water as the recording medium! Trouble is, it only works with the water from one source. What's in the water?

184. A museum of priceless art burns to the ground. There's just one painting left, untouched amongst the ashes.

185. A summoning went wrong and the would-be wizards were torn apart when they released something terrible. Now their ghosts roam the site of ritual, seeking rest.

186. The high priest is an illusion.

187. You join a scuba diving school. Guess what? The main facility is in a coastal town in Massachusetts known as Innsmouth.

188. You've been working on a paper about ancient cults for around four hours when you realize the computer is not plugged to the electric outlet.

189. You can't recall where did you get all those bruises and scars.

190. There's a new TV Show everyone's talking about, but you haven't been able to see it. A friend of yours is invited to attend and then he disappears. The thing is that nobody seems to remember him.

191. You are invited to go to a Ghost Town tour. You visit interesting places such as Centralia, PA. Your next stop is somewhere in Massachusetts called "Dunwich".

192. Your weird friend is calling a bunch of people to help them move.



193. Your friend just hasn't been the same since he mysteriously disappeared and then reappeared a few months ago. He seems almost... alien.
194. Weird people start asking you about cults, strange idols, gods and other things you know nothing about. You decide to find out what on Earth these so-called 'investigators' are up to.
195. You find someone fatally injured near an old tower. Before he dies he tells you he has failed to stop an ancient evil trapped within, and you must finish the job for him.
196. You see something really weird. Shortly after, some odd people ask you to join something called Delta Green.
197. Frogs fall, everybody investigates.
198. Visiting an old friend, you find everything has dropped dead for a hundred yards around his home; birds, insects, plants, his gardener...
199. A ghost leaves messages begging for help.
200. You helped her? You shouldn't have helped her...
201. Rats start to turn up with strange deformities of the skull, almost resembling human faces.
202. Lots of minor mutations appear in local animals e.g. insects with 8 legs.
203. An island isn't on any maps.
204. Lots of people start exhibiting the same obsessive compulsive behaviour e.g. all drawing the same symbol a lot.
205. A farmer disappears after planting an unusual crop.
206. The Prince of Wales has changed his tune recently; instead of complaining about GM food and nanotechnology, he starts telling everyone to watch out for dark cults and cosmic horrors.
207. The police raid a building that they believe is a terrorist hideout. They don't come out.
208. Attack of the Killer Something!
209. Some people appear who claim to be social workers, policemen or someone else with authority. They aren't.
210. A scientist locates evidence that global warming is not caused by humans... but something far worse. He vanishes shortly after.
211. Somebody knows your address because they send you letters, somebody knows who you are because they know all about your life and somebody knows about a dark little secret you didn't even know you had...
212. A friend offers to get you a prescription for some medication from the Quine Organisation, a company who have just opened up an office in town. Gradually you notice that people around town are taking more and more medication for conditions that were not there a few days ago. Your friend

vanishes from his apartment and something horrible is said to stalk the local children and animals. It is said to look a little like your friend.

213. Your uncle gives you an old book to look after while he goes on holiday out of the country. That night a group of armed men and women break into your house and hold you at gunpoint, asking you where to find your uncle and his book. They tell you that the book is the Necronomicon, a grimoire full of evil magic, and your uncle is a worshipper of a mad god called Azathoth. They seem obsessed that your uncle is a evil child murdering cultist and sorcerer.

214. Some church that you've never heard of has set up shop down the street from you. They seem harmless enough, except about once a month you hear strange, unearthly noises coming from the church.

215. You're out one day when you see a dvd/record/book (whichever is appropriate for the era) with your name on it. You get home and play/read it, it starts off, "Once you have read/heard this sentence, you will have seven days to live..."

216. You're camping in the woods and you start hearing strange noises during the night, and you see strange shapes moving about. One problem: each night they get to the campsite.

217. This new TV show has started and you really like it, it's pretty much your perfect TV show. It's like the writers know what you're thinking! Strangely, none of your friends have heard of it. They've all started watching TV shows they love that no one else has heard of as well. And everyone is having these terrible nightmares...

218. John's really changed since he started going out with that girl. He's really changed.

219. A new horror film has come out and everyone is telling you how scary it is. You go to see it and it's one of the most terrifying experiences of your life, the monsters just looked so real!

220. One of your friends has been dating a girl for a few weeks. One day, you find out he has disappeared. Wait a minute, has his girlfriend gained some weight?

221. Your car breaks down in the middle of nowhere. A few minutes later a weird old lady drives by and offers you a lift.

222. You have received some phone calls that seemed like death threats. Later, you find out they were actually warnings.

223. You are the only survivor of a plane crash. The place where the wreckage is seems to be known as Sentinel Hill.

224. All the electronics in your house stop working at the same time a meteor crashes into a nearby field. Then they start working again. Only now you're TV, computer and phone are receiving their signal from, somewhere else...

225. You injure yourself at work. Nothing too serious. However you can't help but pick at the scar around the injury. While picking, a sheet of skin peels off your arm revealing grey, dead necrotic tissue underneath. Tiny worms crawl around inside this newly revealed flesh.

226. You start a martial arts class as a novice. The training is effective but the sensei and some of the more advanced students are a little... odd. (This is a believable way to bring disparate PCs together as all sorts of people can be found at an evening class.)

227. There's a new society at your university for a religion you've never heard of. People who go to the meetings come back very different.

228. Reverse Locked-Room Mystery: You have to find evidence that someone accused of a crime is innocent, but it seems impossible that they DIDN'T do it once you start interviewing witnesses and examining evidence. Is someone using supernatural means to frame them?

229. You are a special group of Weapons Inspectors hired by the UN to find weapons in Iraq. Needless to say, these weapons include powerful mythos artefacts; Iraq is built on the ruins of Babylon and the most ancient cities of the world, and also the site of Irem, City of Pillars.

230. You are SOE (Special Operations Executives, the British commandos in WWII) parachuted into occupied France to help the resistance. Turns out the Nazis are up to something very blasphemous indeed.

231. The official story behind a famous disaster (Chernobyl springs to mind) was a fabrication; you must find the truth.

232. A radical religious group start doing bad things. (This could be the cliché of Islamic militants, but a different group e.g. Shaolin monks could be more interesting.) Turns out they are the Good Guys and are trying to stop something worse happening.

233. Ships are vanishing at sea. A final radio broadcast from one says something like 'la! la! Cthu-'

234. You died, and now you are a ghost. Bring your murderer to justice!

235. Non-humans hide in plain sight (wearing concealing religious clothing, pretending to adopt a body mod subculture, etc.). You find out the truth, but they are everywhere by then (and some really are humans).

236. A thunderstorm is alive.

237. Someone is replacing people with replicas.

238. You are having visions or dreams of the same man again and again. You find that he was your previous personality who was eliminated by nasty psychotherapy, and he's coming back.

239. Every night you have the same dream of a monster holding you down in bed. You know its just a Sleep Disorder, but then you see the monster during the day.

240. A product you've enjoyed for years turns out to have an unexpected ingredient.

241. You shipwreck on a tiny reef with ten other men, some of them murderers and criminals. Food is sparse, only clams that wash up on the reef during high tide. During the nights your companions die one by one, throats ripped. During the day, no-one can say whose done the killing, it could even be you!

242. A very good idea taken from Twilight Zone (Still Life episode).

PC finds somehow a very old camera with actual not developed film. After copies of photographs have been made PCs are about to find out what was actually on it. It looked like some expedition to native americans deep in Massachussets mountains. Somehow PCs find someone who actually

took part in expedition. He tells them that camera was lost somehow during the furious escape from indians' camp after they understood what camera was for. For them taking a picture of them (drawn or photo) is like stealing soul. So - everyone from expedition were dead and only one survivor, to whom they're talking alive. PCs give pictures to the man and suddenly he asks "ok, but where are those indians you we're talking about?" And now the fun begin - indians somehow went loose and only a camera shot can kill them. Oh, and wait - haven't you make copies in your friend's basement.... ?

#### 243. The Airport

The players are about to fly out of a busy international airport to [wherever] and have gone through to the departures lounge. However once they get there, the airline that they were due to fly out on suspends all operations; financial difficulties have forced a sudden collapse.

While they're sorting out this mayhem, (trapped in departures as they are), they notice a number of people lounging around in the airport who don't seem to have anything to do, and who seem to have been there for a while. Quite a while; one or two of them are gathering dust . . . and nobody else seems to be noticing . . .

244. The same person appears in every photo you take, whether they were present in the scene or not.

245. There's a wild party somewhere around your neighborhood, police is called in but the cop cars just remain outside the house and policemen aren't anywhere in sight.

246. (Based on reality) Every now and then, women are kidnapped and days or weeks later they appear dead. They share some common characteristics. Police is clueless and the murders continue until they reach more than 300. Now you are called in to aid the investigation.

247. You read the following headline: "Portal to Mayan underworld found in Mexico?"

248. Four Deep Ones, walking down the road, spoiling for a fight.

249. A formerly cuddly friend of yours has lost a lot of weight but looks rather tired. She attributes her weight loss to a new exercise class she's been attending - a cross between yoga and expressive dance with some nonsensical chanting thrown in for good measure. She offers to get you a place if any vacancies arise - numbers are strictly limited to four students plus the instructor.

250. A severed limb is washed ashore. It is forensically identified as belonging to a fully-limbed investigator.

251. A madman sets off a bomb nearby. You see him run away, then... vanish.

252. There's a certain hotel room in which all guests have committed suicide. Wanna know why?

253. There is a painting that has passed through several hands though the year, reputed to be the only painting of a infamous medieval wizard. All of the people who owned the painting have died due to being choked, in all cases the murder has been pinned to someone who had a grudge against the owner. However if one checks through the files or checks a body they will find dried paint beneath the finger nails matching the painting the victim owned.

254. A man is found dead at a ouija board. The last message recieved is written down in shaky writing by his side...

255. Every time you get angry at someone, he/she appears dead the day after, in an awful way.

256. People turn up without memories.

257. A man turns up and announces he's from the Confederate States of America, and he's looking for allies to fight the Australian-Antarctican alliance. He's telling the truth.

258. You wake up one morning in an apartment you've never been in. When you go towards a mirror you realize you are an entirely different person. You hear faint voice, the TV is on and the news are on. A reporter is talking about a brutal murder, you see a picture of you (the original you) as the victim. Then a sketch of the murderer is shown. It's really looks like the face you saw on the mirror. Above the TV there's a piece of paper with the words "you have to set things right" written on it, with your handwriting. Shortly after that you listen to some knocks at the door. A few seconds later some more knocks followed by a voice through the door. "Police! Open up." What do you do?

259. You wake up in a morgue. So does everyone else...

260. You find an odd book full of names. The ones at the beginning are crossed out. If you research the crossed out names, you find out that they are people who had died. The order of the names is exactly the same order of the deaths. But you don't find anything strange about the names that aren't crossed out. The next day, you read on the newspaper about the death of somebody, If you look his/her name on the book, it'll be the last one that has been crossed out. A few lines below you see your own name. The book can't be destroyed by any means, but you remembered that someone mentioned a legend about such books...

261. The local health authorities put up posters asking about 'contaminated' jewelry.

262. When a friend of yours moves with his/her family to a new house, you realise he/she starts to change. His/her skin begins to turn greyish. Their loving dog scapes suddenly and one of their kids starts to lose his mind.

263. Sitting in a basement preparing for a roleplaying game, you suddenly discover all the doors are jammed and there's a tunneling sound coming form behind one of the walls...

264. A brilliant scientist undergoes hypnotherapy to recover the five years they spent in a mysterious coma. Soon after, they begin to make disturbingly huge strides in their field, far beyond any human capacity. They attribute it all to an epiphany during the coma but are close-mouthed about the details.

265. At the height of the Great Depression, people begin to disappear from a Hooverville in Bolton, Mass. Many bodies reappear dead and horribly mutilated, but a few take a far more animated approach to death...

266. Whispering Dusk Summer Camp in rural Vermont suffers a rash of missing campers and counselors alike.

267. A group of space explorers stumble upon a far-off planet improbably close to a black hole...

268. A geophysicist asks permission to explore your property. He's been mapping gravitational and magnetic anomalies throughout the region and boy, does your place look weird. Also a good way to bring some party members together.

269. You're having some work done on the basement (house, business, church, anything). A workman disappears, then an animal. You knew about the 17th century crawlspace under the proper basement, but it appears there's yet another layer.

270. An engineer, scientist, or tinkerer dreams of a large, convoluted circuit diagram. Plug it in to some heavy juice and laissez les bon temps roulez! It's not just the neurasthenic artists suffering for their latent telepathy after all.

271. The monks at the temple of Bo Ran De are famous throughout Burma for their ongoing liturgy. At all hours, some portion of the brothers are inside the seventeen-sided chamber chanting the densely-layered microtonal meditation. Many lay visitors, including several British colonial officers & scholars of sectarian Buddhism, have joined the monks, reporting that they are simply transported to another reality during the service.

272. A coral reef suddenly flowers into unexpected life, beginning its spawning months ahead of time. At the same time, strange man-like "fish" are sighted in the area. Scientists are sent to investigate...

273. The small village of X simply disappears. National and international press doesn't give a toss, but the regional press prints some minor articles. Will there be an investigation?

274. As the world burns, Nyarlathotep sears a path of chaos across the Earth, Cthulhu rises, and the Great Old Ones return, a scientist has a revelation brought on by the growing madness that allows him to finish his time machine. Can he really send a party back capable of stopping these events? Good thing alien logic makes it logically possible.

275. A professor disappears while exploring a cave. His last radio transmission was "Tekeli-li".

276. A relative of yours, who lives out in the country, is killed when his house is struck by lightning and burns down. Among the wreckage, strange warped bones are found, made of something other than calcium...

277. A rattled colleague (police, doctor, anatomist...) calls you for a reality check. "Come down and take a look at these three stiffs. They've had surgery. Crude surgery. Weird stuff. They should be dead from it. Well, they are dead, but not from this..."

278. A contact in some other adventure has what looks like a glass paperweight on his desk. Within it is a faintly glowing conical blob that remains pointing in the same direction, about 30 degrees down and east by south east. Is it a pointer to something buried? a star below the horizon? or just a red herring?

279. The investigators begin encountering each other in dreams, to be mentioned and role-played out in little bits over several adventures. The dreams increasingly center on an enormous structure floating over their city or countryside.

280. The investigators begin encountering each other (and an npc or two) in dreams, to be mentioned and role-played out in little bits over several adventures. While at first the dreams are pleasant, they gradually become more nightmarish as the investigators start to catch glimpses of a strange man. Eventually, the mystery man kills an npc; but in the morning, the investigators find out the npc didn't just die in the dream...

281. A delivery boy gives you an envelope. When you open it the first line you read is "Follow these instructions carefully if you want to live."

282. (For Delta Green or Cthulhu Now!) The CDs containing your new computer software have strange music in an unknown tongue on them instead.

283. There is a new jeweller in town promising 'better than new' repairs. His first customers report strange dreams and find it harder and harder to part with their jewellery.

284. A music album is released. The music is surreal and nonsensical, but it sells well... and a rumour circulates that if it is played at the same time as a specific pre-existing film, then the music synchronises exactly with the action. No-one is sure whether its a coincidence, but a film student who became obsessed with the sync is found mysteriously murdered. Those with prior mythos knowledge who watch the synchronised film/album are able to see a hidden message in the combined works.

PS: This synchronisation is supposed to happen with the classic 1939 Wizard of Oz film and Pink Floyd's album Dark Side of the Moon. I've attempted this, and the synchronisation is creepily accurate in places, especially just before, during and after the Twister scenes.

285. Your grandfather on your mother's side was a mad scientist, and it turns out your birth wasn't entirely... natural.

286. You're on your way to visit a relative in Massachusetts and your journey takes you through a strange old town. A very strange old town...

287. A theoretical physicist at your schools uses gravitational pulses to "contact other dimensions". Shortly afterwards, he claims that he has received a response, but all the other scientists seem skeptical. A week later he disappears leaving no trace but a strange number sequence written on a wall.