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PLAYING SOLO ADVENTURES WITH OTHER D100 SYSTEMS

One way to use The Cthulhu Solo Adventure Generator is in conjunction with an ordinary “multiplayer” tabletop role-playing game. It’s possible to have individual Protagonists go off on single-player Adventures for a while and then allow them to return to the ongoing campaign. It’s perfect “homework” for a player who is unable to attend a role-playing session and therefore would like their Protagonist to be otherwise occupied for a while.

The core rules for The Cthulhu Solo Adventure Generator are essentially a heavily abridged version of the original Cthulhu Eternal SRD rules text. But there’s a whole host of RPG systems that make use of percentile dice to resolve Skill tests, using 3D6 for Stats and HP for injuries. Suffice it to say, that The Cthulhu Solo Adventure Generator is broadly compatible with most of them.

With a little bit of imagination, most d100 systems can be translated into the terminology of The Cthulhu Solo Adventure Generator. The most common problem is differences in the naming of Skills and exactly what a Skill encompasses.

The original Cthulhu Eternal SRD rules contain suggestions and useful conversion tables for other d100 systems. The rules are free to use under an Open Gaming License. The complete rules can be downloaded for free here:



<https://www.drivethrurpg.com/en/product/384109/cthulhu-eternal-jazz-age-srd>

ADVENTURE SEASON TABLES

BEGINNING TABLE

B01

1D100 Event

- 1 - 2 [The Protagonist] is troubled by unnerving nightmares. The dreams always begin with a séance session that slowly becomes more and more terrifying as [Monstrous Entity (page 149)] appears. [The Protagonist] wakes up in a cold sweat. Unable to sleep anymore, they get out of bed and brew a cup of coffee, when...

Clue: ☉ [rolled Monstrous Entity]

Next table: An event at home (Mystery table M02, (page 44))

- 3 - 5 [The Protagonist] is holed up in a dirty and dilapidated hotel in a small town in the countryside. [The Protagonist] was travelling to visit a well-renowned university when their car got a flat tyre. [The Protagonist] had to stay the night while the car was at the mechanic, and checked into the local hotel. [The Protagonist] is looking out the hotel room window when...

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 50 An indoor event (Mystery table M12, (page 69))
51 - 00 An event in the room (Mystery table M02, (page 44))

- 6 - 7 [The Protagonist] is sitting in a dimly lit library, surrounded by towering shelves of ancient books. The air is thick with the scent of old paper and leather. [The Protagonist] is engrossed in a dusty tome about local folklore when...

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 33 An indoor event (Mystery table M12, (page 69))
34 - 67 A city event (Mystery table M06, (page 53))
68 - 100 An event about books (Mystery table M09, (page 63))

- 8 - 9 [The Protagonist] is enjoying a quiet evening at a small café in the heart of the city. The soft hum of conversation and the clinking of cups create a soothing background noise. [The Protagonist] is sipping a cup of tea and reading the newspaper when...

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 50 An indoor event (Mystery table M12, (page 69))
51 - 100 A city event (Mystery table M06, (page 53))

- 10 - 12 [The Protagonist] is wandering through a bustling market, the vibrant colours and exotic scents filling the air. [The Protagonist] is examining a peculiar trinket at a vendor's stall when..

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 33 An event on the street (Mystery table M11, (page 66))
34 - 67 A city event (Mystery table M07, (page 57))
68 - 100 An event about the artefact (Mystery table M08, (page 61))

- 13 - 14 [The Protagonist] is sitting on a bench by the river, watching the gentle flow of water and the occasional boat passing by. The tranquility of the scene is calming. [The Protagonist] is lost in thought when...

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 33 An event on the street (Mystery table M11, (page 66))
34 - 67 A city event (Mystery table M07, (page 57))
68 - 100 An event involving water (Mystery table M10, (page 65))

- 15 - 17 [The Protagonist] is attending a small, intimate gathering at a [choose an Individual Bond's] home. The conversation is lively, and the atmosphere is warm and inviting. [chosen Individual Bond] is in the middle of telling a fascinating story when...

Next table: An event involving the [chosen Individual Bond] (Mystery table M01, (page 42))

B01

18 - 19 [The Protagonist] is exploring an old, abandoned mansion on the outskirts of town. The air is musty, and the floorboards creak with every step. [The Protagonist] is examining a faded portrait on the wall when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An event about the location (Mystery table M04, (page 49))

51 - 100 An event about the artefact (Mystery table M08, (page 61))

20 - 22 [The Protagonist] is sitting in a cosy armchair by the fireplace, the warmth of the flames providing a comforting glow. [The Protagonist] is reading a letter from a distant relative when...

Next table: An event at home (Mystery table M02, (page 44))

23 - 24 [The Protagonist] is walking along a deserted beach, the sound of waves crashing against the shore filling the air. The sky is overcast, and the wind is brisk. [The Protagonist] is collecting seashells when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An outdoors event (Mystery table M03, (page 46))

51 - 100 An event involving water (Mystery table M10, (page 65))

25 - 26 [The Protagonist] is visiting a small, quaint bookstore in a quiet part of town. The shelves are filled with rare and antique books. [The Protagonist] is browsing through a particularly intriguing volume when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 33 An indoor event (Mystery table M12, (page 69))

34 - 67 A city event (Mystery table M06, (page 53))

68 - 100 An event about books (Mystery table M09, (page 63))

27 - 29 [The Protagonist] is sitting in a quiet corner of a bustling train station, watching the comings and goings of travellers. The constant movement and noise create a strange sense of calm. [The Protagonist] is waiting for a train when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An indoor event (Mystery table M12, (page 69))

51 - 100 A city event (Mystery table M06, (page 53))

30 - 32 [The Protagonist] is relaxing in their favourite coffee shop, enjoying a warm cup of joe and a good book. The sun is shining through the windows, casting a warm glow over the patrons. [The Protagonist] can't help but notice a [Mysterious Stranger (page 141)] sitting in a corner and keeping to themselves, when...

Clue: ☉ [rolled Mysterious Stranger].

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An indoor event (Mystery table M12, (page 69))

51 - 100 A city event (Mystery table M06, (page 53))



33 - 34 [The Protagonist] is wandering through a local flea market, looking for some interesting trinkets or antiques. The market is bustling with vendors and shoppers. As [the Protagonist] browses through a pile of old books, they come across a leather-bound tome with a strange symbol embossed on the cover. When they open it, the pages are filled with ancient text and eerie illustrations. [The Pro-

tagonist] has just put the book down, thinking of buying it, when...

Clue: ☉ Leather-Bound Tome.

1D100 ...OR CHOOSE NEXT TABLE:

1 - 33 An event on the street (Mystery table M11, (page 66))

34 - 67 A city event (Mystery table M07, (page 57))

68 - 100 An event about books (Mystery table M09, (page 63))

35 - 36 [The Protagonist] is taking a well-deserved day off, lounging at home in their pyjamas and listening to a radio show. The show is a cheesy but entertaining paranormal investigation series. [the Protagonist's] mind is immersed in the story, when...

Next table: An event at home (Mystery table M02, (page 44))

37 - 39 [The Protagonist] is on a solo camping trip in the wilderness, enjoying the peace and quiet away from the city. The only sounds are the rustling of leaves and the occasional bird singing. As night falls, the sky fills with stars, casting a soft glow over the campsite. It's all very beautiful, but [the Protagonist] can't help but feel a sense of unease, as if [the Protagonist] is not alone in the woods, when suddenly..

Next table: An outdoors event (Mystery table M03, (page 46))

40 - 42 [The Protagonist] is visiting a museum to see a new exhibit on ancient artefacts and rituals. The museum is filled with intriguing displays. As [the Protagonist] wanders through the exhibit they come across a display case with a strange ancient artefact. There's something unsettling about it and [the Protagonist] has just paused to take a closer look when...

Clue: ☉ Strange Ancient artefact.

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An indoor event (Mystery table M12, (page 69))

51 - 100 An event about the artefact (Mystery table M08, (page 61))

43 - 44 [The Protagonist] is attending a party arranged by [choose a Community Bond]. The party is in full swing, with music playing and guests chatting and laughing. [The Protagonist] is sipping on a drink, when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M06, (page 53))

51 - 100 An event involving the [chosen Community Bond] (Mystery table M05, (page 51))

45 - 46 [The Protagonist] is sitting in their favourite bookstore, browsing through the new releases. The store is dimly lit, with cosy armchairs scattered around for patrons to relax in. As [the Protagonist] flips through a book on ancient myths and legends they come across a passage about a long-forgotten ritual that can grant eternal life. [The Protagonist] is pondering the veracity of the ritual when...

Clue: ☉ long-forgotten ritual.

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An indoor event (Mystery table M12, (page 69))

51 - 100 An event about books (Mystery table M09, (page 63))

47 - 49 [The Protagonist] is at home, curled up on the couch with a good book and a cup of tea. The house is quiet, and the only sounds are the occasional creak of the old floorboards. As [the Protagonist] reads they get goosebumps as if being watched by something ominous and dangerous. [The Protagonist] looks around, but there's nothing there. When suddenly...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An event at home (Mystery table M02, (page 44))

51 - 100 An event about books (Mystery table M09, (page 63))

50 - 51 [The Protagonist] is visiting a [choose an Individual Bond] for dinner. The house is cosy and inviting. As they take a seat at the table, [the Protagonist] notices that the [chosen Individual Bond] is acting nervously and worriedly. [The Protagonist] asks what's the

matter and the [chosen Individual Bond] is just about to answer when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M06, (page 53))

51 - 100 An event involving the [chosen Individual Bond] (Mystery table M01, (page 42))

52 - 53 [The Protagonist] is sitting in a quaint café operated by [choose a Community Bond], the delicate clinking of porcelain cups and the soft murmur of conversation creating a peaceful ambience. [The Protagonist] is savouring a slice of cake when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M06, (page 53))

51 - 100 An event involving the [chosen Community Bond] (Mystery table M05, (page 51))

54 - 55 [The Protagonist] is strolling through a serene botanical garden, the flowers and lush greenery providing a feast for the senses. [The Protagonist] is admiring a particularly beautiful rose when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M07, (page 57))

51 - 100 An event on the street (Mystery table M11, (page 66))

56 - 58 [The Protagonist] is attending a local theatre performance with [choose an Individual Bond], the dim lighting and hushed whispers adding to the anticipation. They are waiting for the curtain to rise when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 An event involving the [chosen Individual Bond] (Mystery table M01, (page 42))

51 - 100 A city event (Mystery table M06, (page 53))

59 - 61 [The Protagonist] is browsing through an antique shop, the shelves are filled with curious

and forgotten treasures. [The Protagonist] is drawn to an old, ornate mirror when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M06, (page 53))

51 - 100 An event about the artefact (Mystery table M08, (page 61))

62 - 63 [The Protagonist] is sitting in a small, rustic diner with [choose an Individual Bond], the smell of freshly brewed coffee filling the air. They are chatting and having a pleasant time when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 33 A city event (Mystery table M06, (page 53))

34 - 67 An event involving the [chosen Individual Bond] (Mystery table M01, (page 42))

68 - 100 An indoor event (Mystery table M12, (page 69))

64 - 66 [The Protagonist] is walking through a quiet, tree-lined street in an old neighbourhood, the sound of leaves rustling in the breeze creating a soothing backdrop. [The Protagonist] is passing by a charming, ivy-covered house when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M07, (page 57))

51 - 100 An event on the street (Mystery table M11, (page 66))

67 - 68 [The Protagonist] is visiting a local museum, the hushed atmosphere and dim lighting enhancing the sense of history. [The Protagonist] is examining an ancient artefact when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M06, (page 53))

51 - 100 An event about the artefact (Mystery table M08, (page 61))

69 - 70 [The Protagonist] is attending a small, local fair, the bright lights and cheerful music creating a festive mood. [The Protagonist] is watching a street performer when...



1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M07, (page 57))

51 - 100 An event on the street (Mystery table M11, (page 66))

71 - 72 [The Protagonist] finds themselves in a remote fishing village as part of taking care of urgent business for [choose a Community Bond]. The salty sea breeze mingles with the smell of fish and seaweed. The village is eerily quiet, with most of the inhabitants having retreated to their homes. [The Protagonist] is sitting in the local waterfront bar, staring out at the dark, churning waters, when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 33 A city event (Mystery table M06, (page 53))

34 - 67 An event involving the [chosen Community Bond] (Mystery table M05, (page 51))

68 - 100 An event involving water (Mystery table M10, (page 65))



73 - 74 [The Protagonist] is attending a small, rural church service. The congregation is sparse, and the old wooden pews creak under the weight of the few attendees. The priest's voice echoes through the empty space and

the flickering candlelight casts long shadows on the stone walls. [The Protagonist] is sitting in the back row, feeling a sudden sense of unease, when...

1D100 ...OR CHOOSE NEXT TABLE:

1 - 50 A city event (Mystery table M06, (page 53))

51 - 100 An indoor event (Mystery table M12, (page 69))

75 - 77 [The Protagonist] is wandering through an abandoned mining town, the remnants of a once-thriving community now reduced to decaying buildings and overgrown paths. The wind whistles through the empty streets. [The Protagonist] is exploring the old saloon, its doors hanging off their hinges, when...

Next table: An outdoors event (Mystery table M03, (page 46))

78 - 80 [The Protagonist] is staying at a secluded cabin in the woods, far from any signs of civilisation. The only light comes from the flickering flames of the fireplace, casting dancing shadows on the walls. [The Protagonist] is sitting in an old rocking chair, listening to the sounds of the forest outside, when...

Next table: An event about the location (Mystery table M04, (page 49))

81 - 82 [The Protagonist] is visiting a remote lighthouse, perched on a rocky cliff overlooking the stormy sea. The wind howls around the structure, and the waves crash violently against the rocks below. [The Protagonist] is climbing the spiral staircase to the top, their footsteps echoing in the narrow space, when...

Next table: An event about the location (Mystery table M04, (page 49))

83 - 84 [The Protagonist] is attending a fair arranged by [choose a Community Bond]. The fairgrounds are filled with colourful tents and stalls, but something feels off. The cheerful sounds of laughter and music contrast with the underlying sense of unease. [The Protagonist] is wandering through the crowd, when...

M01

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 50 A city event (Mystery table M07, (page 57))
- 51 - 100 An event on the street (Mystery table M11, (page 66))
- 85 - 86 [The Protagonist] is exploring an old, overgrown cemetery. The tombstones are weathered and covered in moss, and the air is thick with the scent of decay. [The Protagonist] is reading the inscriptions on the gravestones, when...
- Next table:** An outdoors event (Mystery table M03, (page 46))
- 87 - 89 [The Protagonist] is staying at a remote farmhouse, surrounded by endless fields of tall, swaying grass. The farmhouse is old and creaky, with the wind howling through the cracks in the walls. [The Protagonist] is sitting on the porch watching the sunset when...
- Next table:** An outdoors event (Mystery table M03, (page 46))
- 90 - 91 [The Protagonist] is visiting a small, isolated island, accessible only by boat. The island is covered in dense forest, with only a few scattered buildings. [The Protagonist] is exploring the ruins of an old mansion, its walls covered in ivy and its windows shattered long ago, when...
- Next table:** An event about the location (Mystery table M04, (page 49))
- 92 - 93 [The Protagonist] is in a remote, misty graveyard, surrounded by ancient tombstones and overgrown vines, looking for the last resting place of an old relative. The air is chilly and damp, carrying the scent of decay. [The Protagonist] notices that some of the graves have been disturbed, with freshly dug earth and footprints leading away.
- Clue:** ☉ Disturbed Graves.
- Next table:** An outdoors event (Mystery table M03, (page 46))
- 94 - 96 [The Protagonist] arrives at a secluded lodge deep in the woods. The lodge is owned by [select a Community Bond]. The walls are adorned with trophies and curiosities. [The

Protagonist] has just installed themselves and begun to settle in the lodge when..

Next table: An event about the location (Mystery table M04, (page 49))

- 97 - 98 [The Protagonist] is hiking through a misty mountain range, the air is thin and cold. The only sound is the distant call of birds and the rustling of leaves. As [the Protagonist] reaches the peak of a mountain, they come across a mysterious stone circle. At the centre of the circle stands a crude stone statue covered in carvings, about a foot high. [The Protagonist] is pondering the statue when...

Clue: ☉ Crude Stone Statue.

1D100 ...OR CHOOSE NEXT TABLE:

- 1 - 50 An outdoors event (Mystery table M03, (page 46))
- 51 - 100 An event about the artefact (Mystery table M08, (page 61))
- 99 - 100 [The Protagonist] is partaking in a local auction arranged by [choose a Community Bond]. Furniture, items of art and old heirlooms are sold to the highest bidder. The event has attracted a fair amount of potential buyers from all walks of life. [The Protagonist] is weighing whether to partake in the bidding when...
- 1D100 ...OR CHOOSE NEXT TABLE:**
- 1 - 50 A city event (Mystery table M06, (page 53))
- 51 - 100 An event about the artefact (Mystery table M08, (page 61))

MYSTERY TABLES

M01

1D100 Event

- 1 - 10 ...Suddenly, the [chosen Individual Bond] collapses on the ground, frothing at the mouth. Make a Skill test for [the Protagonist's] Medicine skill. If it succeeds, the [chosen Individual Bond] recovers. If the Skill test fails, the [chosen Individual Bond] attacks! Reduce the bond score to 0 (causing a SAN test). A Combat Encounter begins with a Civilian.

Clue: ☉ [chosen Individual Bond].

INVESTIGATION OPTIONS:

If combat is avoided: Interview [chosen Individual Bond]: Investigation table I01 (page 72).

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

- 11 - 20 ...Suddenly, the [chosen Individual Bond] rushes off in an emotional state, leaving [the Protagonist] wondering what is going on.

Clue: ☉ Emotional Breakdown.

INVESTIGATION OPTIONS:

Interview [chosen Individual Bond]: Investigation table I01 (page 72).

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

- 21 - 30 ...Suddenly the [chosen Individual Bond] collapses with a knife in the back! The [chosen Individual Bond] is dead, set the bond score to 0 (causing a SAN test). [The Protagonist] must make an additional SAN test (S:0/F:1D6) for witnessing the murder.

Clue: ☉ Cult Dagger, ☉ [chosen Individual Bond], ☉ Murder.

INVESTIGATION OPTIONS:

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

Investigate the cult dagger: Investigation table I03 (page 81).

Investigate the murder: Investigation table I04 (page 85).

- 31 - 40 ...Suddenly, the [chosen Individual Bond] begins to speak in tongues, eyes rolling back in their head. Make a Skill test for [the Protagonist's] Occult skill. If it succeeds, the [chosen Individual Bond] calms down. If the Skill test fails, the [chosen Individual Bond] becomes violent! Set [chosen Individual Bond] score to 0 (causing a SAN test). A Combat Encounter begins with a Civilian.

Clue: ☉ [chosen Individual Bond].

INVESTIGATION OPTIONS:

If combat is avoided: Interview [chosen Individual Bond]: Investigation table I01 (page 72).

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

- 41 - 50 ...Suddenly, the [chosen Individual Bond] starts to levitate, their body glowing with an eerie light. [The Protagonist] must make a SAN test (S:0/F:1D6) for witnessing the levitation. Make a Skill test for [the Protagonist's] Occult skill. If it succeeds, the [chosen Individual Bond] descends safely and wakes up. If the Skill test fails, the [chosen Individual Bond] drops hard to the floor and falls into a coma.

Clue: ☉ [chosen Individual Bond], ☉ Levitation Incident.

INVESTIGATION OPTIONS:

If [chosen Individual Bond] is awake: Interview the [chosen Individual Bond]: Investigation table I01 (page 72).

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

Investigate the levitation incident: Investigation table I04 (page 85).

- 51 - 60 ...Suddenly, the [chosen Individual Bond] clutches their chest and gasps for air. Make a Skill test for [the Protagonist's] First Aid skill. If it succeeds, the [chosen Individual Bond] falls into a coma but survives. If the Skill test fails, the [chosen Individual Bond] dies! If so, make a SAN test (S:0/F:1D6) for witnessing the death and set the Individual Bond to 0 (causing a SAN test). [The Protagonist] finds a mysterious note clutched in the hand of [chosen Individual Bond].

Clue: ☉ Mysterious Note, ☉ [chosen Individual Bond].

INVESTIGATION OPTIONS:

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

Investigate the mysterious note: Investigation table I03 (page 81).

Investigate the choking event: Investigation table I04 (page 85).

- 61 - 70 ...Suddenly, the [chosen Individual Bond] starts writing furiously on the walls with their own blood. Make a Skill test for [the Protagonist's] Psychoanalyze skill. If it suc-

ceeds, the [chosen Individual Bond] returns to normal, not remembering what just happened. Otherwise, the [chosen Individual Bond] gains a disorder and has an acute episode (i.e. stays insane). Regardless, reduce [chosen Individual Bond] by 1D6.

Clue: ☉ Message in Blood.

INVESTIGATION OPTIONS:

Investigate the message in blood: Investigation table I04 (page 85).



71 - 80 ...Suddenly, the [chosen Individual Bond] pulls out a hidden gun and points it at [the Protagonist]. Make a Skill test for [the Protagonist's] Persuade skill. If it succeeds, the [chosen Individual Bond] can't pull the trigger and flees the scene. Reduce [chosen Individual Bond] to 1. If the Skill test fails, the [chosen Individual Bond] fires! A Combat Encounter begins with a Civilian. Reduce [chosen Individual Bond] to 0 (causing a SAN test).

Clue: ☉ [chosen Individual Bond].

INVESTIGATION OPTIONS:

Investigate [chosen Individual Bond]: Investigation table I02 (page 75).

Investigate similar unprovoked and inexplicable attacks: Investigation table I04 (page 85).

81 - 90 ...Suddenly, the [chosen Individual Bond] collapses, choking and coughing, frothing at the mouth while clutching a strange amulet. The [chosen Individual Bond] dies a horribly painful death before the eyes of [the Protagonist]. Make a SAN test (S:0/F:1D6) for witnessing the death and set the bond score to 0 (causing a SAN test).

Clue: ☉ Ancient Amulet, ☉ Dead Friend.

INVESTIGATION OPTIONS:

Investigate the ancient amulet: Investigation table I03 (page 81).

Investigate the death of the [chosen Individual Bond]: Investigation table I04 (page 85).

91 - 100 ...Suddenly, the [chosen Individual Bond] starts to scream uncontrollably, eyes wide with terror. Make a Skill test for [the Protagonist's] Psychoanalyze skill. If it succeeds, the [chosen Individual Bond] snaps out of it and calms down. If the Skill test fails, the [chosen Individual Bond] flees from the location in mindless terror.

Clue: ☉ [chosen Individual Bond].

INVESTIGATION OPTIONS:

If Skill test success: Interview [chosen Individual Bond]: Investigation table I01 (page 72).

Investigate the fear attack: Investigation table I04 (page 85).

M02

1D100 Event

1 - 10 ...There's a sudden crash as a burning Molotov cocktail is thrown in through a window. The bottle breaks on impact on the floor and fiery liquid splashes across the floor. [The Protagonist] catches a glimpse of the arsonist fleeing from the scene, it's [Shady Character (page 142)]. Make a Skill test for [the Protagonist's] Alertness skill. If it succeeds the fire is put out. If it fails, the house burns down.

Clue: ☉ [rolled Shady Character].

INVESTIGATION OPTIONS:

Investigate the [rolled Shady Character]: Investigation table I02 (page 75).

Investigate earlier similar arson attempts in the area: Investigation table I04 (page 85).

- 11 - 20 ...There's a low rasping of paper as a letter is slipped under the front door. The letter has no sender and no stamp, it was delivered in person by someone. [The Protagonist] looks about outside and out the window but doesn't see anyone. [The Protagonist] opens the letter which reads "They are coming for you. Leave now and never come back. This is your only warning."

Clue: ☉ Threatening Letter.

INVESTIGATION OPTIONS:

Investigate the threatening letter (fingerprints, handwriting, etc.): Investigation table I03 (page 81).

Try to find witnesses or clues to who delivered the letter: Investigation table I04 (page 85).

- 21 - 30 ...There's an eerie cold spreading through the home of [the Protagonist]. A ghostly apparition of a woman appears, she spreads her arms in a welcoming gesture, but as [the Protagonist] approaches the apparition it transforms into a terrifying monster with sharp teeth and long claws. The apparition attacks with a hissing sound but evaporates into thin air as it reaches [the Protagonist]. Make a SAN test (S:0/F:1D4).

Clue: ☉ Ghostly Apparition.

INVESTIGATION OPTIONS:

Investigate the ghostly apparition: Investigation table I04 (page 85).

- 31 - 40 ...A sudden gust of wind blows through the house, extinguishing all open flames. [The Protagonist] hears a whispering voice calling their name. When looking around for the source [the Protagonist] finds a small, ancient-looking key on the floor.

Clue: ☉ Ancient Key.

INVESTIGATION OPTIONS:

Investigate the ancient key: Investigation table I03 (page 81).

- 41 - 50 ...The sound of footsteps can be heard upstairs, but [the Protagonist] is alone in the house.

Clue: ☉ Ghostly Footsteps.

INVESTIGATION OPTIONS:

Investigate the ghostly footsteps: Investigation table I04 (page 85).

- 51 - 60 ...There's a knock at the door. Opening it, [the Protagonist] finds a young woman standing on the doorstep, her eyes filled with fear and desperation. She whispers, "They're after me. Please, help me." [the Protagonist] lets the young woman in and locks the door after her.

Clue: ☉ Frightened Woman.

INVESTIGATION OPTIONS:

Interview the frightened woman: Investigation table I01 (page 72).

Investigate the frightened woman: Investigation table I02 (page 75).

- 61 - 70 ...A Ghostly apparition suddenly appears before [the Protagonist]. It raises its arm and points straight at [the Protagonist] as if singling them out for a bad fate. Then it disappears into thin air. Make a SAN test (S:1/F:1D6).

Clue: ☉ Ghostly Apparition.

INVESTIGATION OPTIONS:

Investigate the ghostly apparition: Investigation table I04 (page 85).

- 71 - 80 ...The smell of smoke fills the air. [The Protagonist] traces the smell to a bookshelf, where a book is smouldering. The book is titled "Secrets of the Past."

Clue: ☉ Smoldering Book.

INVESTIGATION OPTIONS:

Investigate the smoldering book: Investigation table I03 (page 81).

Investigate similar occurrences of spontaneous combustion: Investigation table I04 (page 85).

M03

81 - 90 ...A chilling scream pierces the night, coming from outside. [The Protagonist] rushes outside and finds [Mysterious Stranger (page 141)] lying dead in an alley. Make a SAN test (S:0/F:1D4). Make a Skill test for the [the Protagonist's] Search skill. Success indicates that the murder weapon, an intricate knife, is found in the alley. Failure means that the knife is not found.

Clue: ☉ Murdered Stranger, **on a successful Skill test:** ☉ Intricate Knife.

INVESTIGATION OPTIONS:

On a successful Skill test: Investigate the intricate knife: Investigation table I03 (page 81).

Investigate the murdered stranger: Investigation table I04 (page 85).

91 - 100 ...A strange, glowing symbol appears on the wall of [the Protagonist's] study. The symbol pulses with an eerie light and seems to be written in an unknown language. Moments later, the symbol fades and disappears.

Clue: ☉ Glowing Symbol.

INVESTIGATION OPTIONS:

Investigate the glowing symbol: Investigation table I03 (page 81).

Investigate similar occurrences of ghostly writing: Investigation table I04 (page 85).

M03

1D100 Event

1 - 7 ...With a blood-chilling roar, a [Monstrous Entity (page 149)] shambles into view. It stands rabid and frothing, as if measuring up [the Protagonist] for the kill. Then it attacks. Make a SAN test (S/F for the rolled Monstrous Entity). A Combat Encounter begins with the [rolled Monstrous Entity].

Clue: ☉ [rolled Monstrous Entity].

INVESTIGATION OPTIONS:

Investigate the [rolled Monstrous Entity]: Investigation table I04 (page 85).

8 - 14 ...[the Protagonist] hears approaching footsteps. It turns out to be [Shady Character (page 142)], with a panicked look on their face. Make a Skill test for [the Protagonist's]

Persuade skill. A success indicates that the [rolled Shady Character] calms down and stops running. A failure indicates that the [rolled Shady Character] runs past and leaves [the Protagonist] wondering what is going on.

Clue: ☉ [rolled Shady Character].

INVESTIGATION OPTIONS:

On a successful Skill test: Interview the [rolled Shady Character]: Investigation table I01 (page 72).

Investigate the [rolled Shady Character]: Investigation table I02 (page 75).

15 - 20 ...[the Protagonist] notices a strange phenomenon in the sky. A tangled mass of bright points of light travel in a trajectory across the sky with a low hum at a speed that seems impossible. Make a Skill test for [the Protagonist's] skill in Athletics, as they scramble to find a spot where it is possible to locate the landing place of the lights. A success indicates that the landing site is spotted. A failure indicates that the landing site is not spotted by [the Protagonist].

Clue: ☉ Lights in the Sky, **on a successful Skill test:** ☉ The Landing Spot

INVESTIGATION OPTIONS:

Interview other witnesses for more details about the lights: Investigation table I01 (page 72).

Investigate the lights in the sky: Investigation table I04 (page 85).

21 - 27 ...[the Protagonist] sees a procession of dark figures in the distance, walking in a solemn line while chanting a strange atonal hymn. They are all wearing long robes with hoods, some are holding burning torches. The leader of the procession is dressed in red, the rest are in brown, grey or black robes.

Clue: ☉ Mysterious Procession.

INVESTIGATION OPTIONS:

Investigate the leader of the procession: Investigation table I02 (page 75).

Investigate the group performing the mysterious procession: Investigation table I04 (page 85).