



## Mystery, Extra-dimensional, City

Investigating the case of a missing photographer has the PCs followed by monstrous beings whose physical forms can only be seen through photography. These beings themselves have once been people.

**Getting the PCs Involved:**

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

**Encounters:**

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

**Follow-up Adventure Ideas:**

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



## Carnival, Fortune Teller, Unfortunate Events

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

**Getting the PCs Involved:**

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

**Encounters:**

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

**Follow-up Adventure Ideas:**

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



## Dead Crew, Creatures, Mysery

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

### **Getting the PCs Involved:**

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

### **Encounters:**

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

### **Follow-up Adventure Ideas:**

- The island disappears, reappearing elsewhere.



## Mystery, Cult, Small Town

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

**Getting the PCs Involved:**

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

**Encounters:**

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

**Follow-up Adventure Ideas:**

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





## Beast, Mansion, Eccentric Millionaire

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

### **Getting the PCs Involved:**

- The PCs are after kidnapped people they assume to be in the millionaire's basement.
- The PCs are invited to an art exhibition in the mansion when they notice something is weird.

### **Encounters:**

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

### **Follow-up Adventure Ideas:**

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