

## CUE CARDS

*Print or copy for a table reference*

### NARRATOR

**YOUR ROLE:** *Shape the Horror through evocative and intriguing contributions.*

Introduce the scene (where, when, who, what).

Ensure *Scene Requirements* are met.

Describe the environment and characters other than the *Witness*.

Adjudicate any conflicts.

Decide when the scene is over.

#### Do:

Bring a sense of sinister atmosphere.

Reuse and build on existing *Clues*, characters, locations and other details.

Pause often to allow the *Watchers* to contribute.

Ask the *Watchers* questions; build on their answers.

#### OPTIONAL:

Give a *Watcher* an incidental NPC to play, if needed to avoid talking to yourself.

#### DON'T:

Tell the *Witness* what they're thinking or feeling.

*LOVECRAFTESQUE CUE CARD*

### WITNESS

**YOUR ROLE:** *Play the Witness as though they were a real person.*

Say what the *Witness* says and does.

Speak the *Witness's* thoughts and feelings, especially their fears and rationalisations.

Introduce new details about the *Witness* through their actions, words and thoughts.

#### Do:

Portray the traits on the *Witness's* index card.

React to events as you think the *Witness* would – heroic and curious or fearful and meek.

#### DON'T:

Narrate details about the environment, *Clues*, or other characters.

*LOVECRAFTESQUE CUE CARD*

### SCENE REQUIREMENTS

#### INVESTIGATION SCENE

Reveal a *Clue*.

#### FORCE MAJEURE SCENE

Declare where the *Final Horror* will take place and force the *Witness* to begin the *Journey into Darkness* that will take them there.

#### THE JOURNEY INTO DARKNESS

Move the *Witness* to the location of the *Final Horror* on the final step of the *Journey*.

#### THE FINAL HORROR

Reveal a terrifying monster or worldview-shattering revelation.

#### EPILOGUE

Reveal the fate of the *Witness* and of the horror.

*LOVECRAFTESQUE CUE CARD*

### WATCHER

**YOUR ROLE:** *Add atmosphere without taking over.*

Elaborate on the *Narrator's* descriptions, providing detail, texture and atmosphere.

Answer any questions that the *Narrator* asks you.

Play NPCs if asked to by the *Narrator*.

#### Do:

Follow the *Narrator's* lead; let them set the direction for the scene.

Elaborate a bit more than you personally find comfortable.

Answer questions impulsively, with the first idea that comes to mind.

#### DON'T:

Initiate narration of anything new, or introduce *Clues*, without using a *Special Card*.

Push the scene in a new direction, or take over from the *Narrator*, without using a *Special Card*.

*LOVECRAFTESQUE CUE CARD*

## SPECIAL CARDS

### A HOSTILE GROUP

(Gang, cult, secret society, family, etc)

#### ONGOING EFFECT

You may play this after a scene that involved a group of people who seemed unfriendly, hostile or oddly friendly.

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#### PART 1 ONWARDS

Threaten or warn off the *Witness*.

Steal, sabotage, destroy.

Attack someone other than the *Witness*.

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#### PART 2 ONWARDS

Make a direct physical attack on the *Witness*.

Pursue the *Witness* en masse.

LOVECRAFTESQUE SPECIAL CARD

### SORCERY

(Sorcerer, witch, coven)

#### ONGOING EFFECT

You may play this after a scene if something was revealed that seems like it could be sorcery.

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#### PART 2 ONWARDS

Allow the *Witness* to see for themselves bizarre, rationally inexplicable occurrences.

Launch a sorcerous attack on the *Witness*, capturing, weakening or injuring them.

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#### PART 3

The *Final Horror* must be something other than a sorcerer.

LOVECRAFTESQUE SPECIAL CARD

### INHUMAN CREATURE

(Servant or enemy of the true horror)

#### ONGOING EFFECT

You may play this after a scene if evidence of an inhuman creature was revealed (footprints, spoor, a sighting).

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#### PART 2 ONWARDS

Allow the *Witness* to see something that could not be human.

Reveal victims of the creature – terrified, warped, injured or killed.

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#### PART 3

Have the creature attack or pursue the *Witness*.

The *Final Horror* must be something other than the creature.

LOVECRAFTESQUE SPECIAL CARD

### AN ANCIENT CIVILISATION

(Ruins, relics)

#### ONGOING EFFECT

You may play this after a scene that included ruins, ancient objects or other archaeology.

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#### PART 1 ONWARDS

Reveal clear signs of pre-human life.

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#### PART 2 ONWARDS

Introduce clear evidence of pre-human civilisation and technology.

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#### PART 3 ONWARDS

Reveal the still-living creatures from the ancient civilisation.

LOVECRAFTESQUE SPECIAL CARD

## SPECIAL CARDS

### OBJET D'ART

#### ONGOING EFFECT

You may play this after a scene that included a mysterious or unpleasant sculpture, painting or other piece of art.

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#### PART 2 ONWARDS

Reveal inexplicable occurrences that only happen when the object is present.

Reveal clear evidence that the blasphemous thing the object depicts is quite real.

*LOVECRAFTESQUE SPECIAL CARD*

### VICTIMS

*(Terrible harm caused by the horror)*

#### ONGOING EFFECT

You may play this after a scene which included an injured and/or dead person, without a clear explanation for how the injury/death happened.

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#### PART 1 ONWARDS

Reveal terrible effects on a victim – injury, mutilation and/or death.

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#### PART 2 ONWARDS

The *Witness* may see a victim coming under attack.

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#### PART 3 ONWARDS

The *Witness* may become a victim.

*LOVECRAFTESQUE SPECIAL CARD*

### VISIONS

*(Dreams, hallucinations)*

#### ONGOING EFFECT

You may play this after a scene that mentioned or included dreams, visions or hallucinations.

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#### PART 1 ONWARDS

Reveal *Clues* well beyond rational explanation, but only seen in visions.

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#### PART 2 ONWARDS

Begin making elements of the vision real, whether rationally explicable or not.

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#### PART 3 ONWARDS

The *Journey into Darkness* may take place in a vision.

*LOVECRAFTESQUE SPECIAL CARD*

### SPATIOTEMPORAL DISTORTIONS

*(Non-Euclidian space, time travel)*

#### ONGOING EFFECT

You may play this after a scene where someone shows up somewhere unexpected or is absent from their presumed location.

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#### PART 2 ONWARDS

Have characters appear in places that they have no way to get to.

Have characters disappear when there is no possible way out.

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#### PART 3 ONWARDS

Allow the *Witness* to breach the normal rules of space or time.

The *Witness* sees someone appear from nowhere or vanish.

*LOVECRAFTESQUE SPECIAL CARD*

# SPECIAL CARDS

## REPRISALS

### INSTANT EFFECT

When you are *Narrator* you may play this card to introduce reprisals against the *Witness* for their meddling. This could take several forms:

- ⊙ Threaten the *Witness* or deliver a warning.
- ⊙ Steal, sabotage or destroy something.
- ⊙ Attack or pursue someone (including the *Witness*).

When you play this card you may breach the rules against directly showing violence against the *Witness* or someone else.

*LOVECRAFTESQUE SPECIAL CARD*

## REPLACE THE WITNESS

### INSTANT EFFECT

Play this card during *Part 1* or *2* to:

1. Take over as *Narrator* if you weren't already.
2. Gain the *Scene Requirement*: "Take the *Witness* out of play."
3. You can do this by killing them, capturing them, rendering them helpless, moving the story forward in time or to a distant location.
4. Create a new *Witness* using the normal setup rules.
5. Optionally, give the new *Witness* information known by the previous *Witness* (e.g. through an exchange of letters).
6. Start a new scene using your existing *Clues* and a new *Witness* who stumbles on the same horror.

*LOVECRAFTESQUE SPECIAL CARD*

## FLASHBACK

### INSTANT EFFECT

Play this card during *Part 1* or *2* to:

1. Take over as *Narrator* if you weren't already.
2. Initiate a new flashback scene to a time before the current story started. This is an *Investigation* scene.
3. Reveal a *Clue* that is relevant to the current situation.

*LOVECRAFTESQUE SPECIAL CARD*

## EARLY REVEAL

### INSTANT EFFECT

Play this card during *Part 1* or *2* to:

1. Take over as *Narrator* if you weren't already.
2. Reveal a *Clue* that cannot be explained rationally.
3. Return the role of *Narrator* to its original owner.
4. This *Clue* is in addition to the *Clue* that would normally be revealed in an *Investigation* scene.

*LOVECRAFTESQUE SPECIAL CARD*

## SPECIAL CARDS

### A BIZZARERIE

*(Strange, inexplicable effects)*

#### **ONGOING EFFECT**

You may play this card after a scene that included phenomena of interest to science, or which appeared to defy conventional scientific theory.

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#### **PART 1 ONWARDS**

Introduce strange effects not explicable by science, targeted on objects, plants or animals.

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#### **PART 2 ONWARDS**

Extend the strange effects to humans other than the *Witness*.

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#### **PART 3**

Extend the strange effects to the *Witness*.

*LOVECRAFTESQUE SPECIAL CARD*

### STRANGE WRITINGS

*(Book, scroll, carvings)*

#### **ONGOING EFFECT**

You may play this card after a scene that included mysterious, possibly incomprehensible writings.

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#### **PART 2 ONWARDS**

Reveal inexplicable effects that happen when the writings are read or their instructions followed.

Reveal that the things that the writings described were not fictional after all.

*LOVECRAFTESQUE SPECIAL CARD*

### SPECIMEN

*(Fossil, bones, preserved body)*

#### **ONGOING EFFECT**

You may play this card after a scene that included the complete or partial remains of an unknown creature.

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#### **PART 1 ONWARDS**

Reveal clear but indirect evidence of a creature unknown to science.

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#### **PART 2 ONWARDS**

The *Witness* sees something that could be the creature, but obscured.

Reveal terrible effects on a victim – injury, mutilation and/or death.

*LOVECRAFTESQUE SPECIAL CARD*

### ELDRITCH TECHNOLOGY

#### **ONGOING EFFECT**

You may play this card after a scene that included an object of unknown function.

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#### **PART 2 ONWARDS**

Reveal inexplicable occurrences that only happen when the object is present.

Reveal inexplicable effects that the object can cause when activated.

*LOVECRAFTESQUE SPECIAL CARD*

## SPECIAL CARDS

### WARPED BODIES

*(Monstrous traits, deformities or disease)*

#### ONGOING EFFECT

You may play this card after a scene that included people who look unusual, move strangely, or appear to be concealing something.

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#### PART 2 ONWARDS

Reveal inhuman physiological traits.

Reveal deformity, mutilation or debilitating effects.

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#### PART 3

Extend deformity, mutilation or debilitating effects to the *Witness*.

*LOVECRAFTESQUE SPECIAL CARD*

### A STRANGE LOCATION

*(An inaccessible place, other dimension, or hidden location)*

#### INSTANT EFFECT

Play at any time to:

1. Take over as *Narrator* if you weren't already.
2. Reveal a previously unknown location.
3. Shift the action there.
4. Start a new *Investigation* scene with you as *Narrator*.

*LOVECRAFTESQUE SPECIAL CARD*

### ANACHRONISM

#### ONGOING EFFECT

Play this card after any scene that included someone with strangely old-fashioned behaviour or possessions.

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#### PART 2 ONWARDS

Reveal implausibly detailed knowledge of times long past.

Reveal ancient writings that appear to refer to a present-day person.

Reveal ancient images that appear to depict a present-day person.

*LOVECRAFTESQUE SPECIAL CARD*

### DEFEAT THE EVIL

#### INSTANT EFFECT

Play this card during the *Final Horror* to name a mysterious thing that has been narrated during the game and the meaning of which has not yet been revealed. The *Witness* realises that this thing is the key to defeating the *Final Horror*.

The mysterious thing must be appropriate to the task. A strange ritual could banish an elder god, for instance.

*Only include this card in games with a tone of heroic horror.*

*LOVECRAFTESQUE SPECIAL CARD*