



100 Creepy Things and
Events to Encounter
Outdoors

AZUKAIL
GAMES

100 Creepy Things and Events to Encounter Outdoors

This is a selection of different things for a GameMaster to use to add a creepy atmosphere to the outdoors. The various different items listed are designed for the horror genre, of whatever period, but they could be used to simply make a location - it doesn't have to be a house - creepier, even in a game that is not specifically of the horror genre. Some of them are most suited to an urban area, others for the countryside, whilst some can be used in any location.

The various encounters can be chosen by selecting randomly, by rolling d100, and using the result, or rolling again if the result isn't suitable, for example, if the result requires a level of technology that wouldn't be suited for the setting in question, it should be re-rolled, or by manually choosing a



suitable result. The majority of results are suitable for any time period; a few would require a technology level of at least the late nineteenth century, and some of these would need the equivalent of the late twentieth century.

The various items listed may or may not have an effect on players - whether or not they do have a direct effect is up to the GM, as is what that effect might be. Some of the results may suggest a supernatural or otherworldly source of menace, others may simply represent a purely human level of horror whilst it's possible that any horrific impression is given by simply misinterpreting a more everyday occurrence. The GM may wish to encourage such misinterpretations made by the players in order to make them more nervous, or to distract them from what they really should be paying attention to. More than a few results could easily have a negative consequence; witnessing some of them could shake a players mind, even if it's from a misinterpretation.

The list includes a wide range of different types of objects, ambient effects, sounds, weather, life forms, reflections, environmental effects and others, some of which may be glanced out of the corner of

CREDITS

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Published by Azukail Games, a trading style of eGDC Ltd

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COMPATIBILITY

This product is designed to be system agnostic and usable with any pen and paper fantasy role playing game system.

the eye, making the players uncertain as to whether or not they did actually see something, whilst others are more immediately obvious and will be immediately spotted by the player(s) in question, although they may wish they hadn't. The most subtle encounters may result in the GM requiring the player(s) to perform some type of check against skills such as Perception, Spot Hidden or other appropriate skill, or to closely examine or pick up the object in question, in order to notice that something is wrong.

The various results on the list can be used as adventure hooks, problems, clues or simply as scenery, with no other purpose than to spook the player(s) who come across them and who may think there is more to them than that, keeping them guessing.

| Roll | Event | Details |
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| 1 | Altar | This is most likely to be found somewhere off the regular track, perhaps in the countryside or in a part of a city park that is hard to get to and not often visited. This is a small piece of stone on which a small animal, perhaps a pet, has been killed in what appears to be a sacrificial manner. The stone has been daubed with its blood, and some of their internal organs are arranged carefully around the stone. |
| 2 | Animal | An animal is briefly glimpsed in nearby bushes or undergrowth. Only a partial sighting is made of it, and it quickly disappears, but something seems wrong about it. The colour may be odd or the proportions may be off, or it may seem far too big for the sort of animal it is believed to be. |
| 3 | Animal | The call of an animal or a bird is heard. To those unfamiliar with such, there will be nothing unusual about it; however, to those with knowledge of animal and bird calls, there will be something strange about it. Perhaps the cry is from a creature that isn't native to the region, or perhaps it sounds like no known creature at all. |
| 4 | Animal | This will be one, or more, animals, and it is most likely to happen in the countryside. The player(s) will discover that they are being followed by an animal, or animals. The animals in question are not of a type that is threatening normally; they aren't predators, or even omnivores, but harmless, herbivorous creatures, perhaps rabbits. The animals will follow the player(s) much more closely than an animal which is normally prey would, stopping when they do, but staying out of reach. They run away if a weapon is produced, only to reappear if the player is no longer armed. The animals stare fixedly, focusing on the player(s), in a fashion that quickly |

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| | | becomes disturbing. |
| 5 | Bees | A swarm of bees is behaving in an odd manner. They are flying around in a swarm, but if they are watched carefully, the swarm appears to be forming shapes that are almost recognisable as being something in particular, not just random. Perhaps figures, faces or letters can almost be made out from the shapes formed. |
| 6 | Being Watched | The player will suddenly get the feeling that someone, or something, is watching them. If they turn around to have a look, they can't actually see anybody looking at them, not even someone quickly looking away so they don't get caught watching. |
| 7 | Birds | A number of large black birds - such as ravens, crows or rooks - not only appear to be slightly larger than normal, they are also behaving a bit strangely. They are not flying; they are all perched on walls, trees, buildings or whatever is appropriate looking down at the player(s). Instead of moving around, they are all staring at the player(s). As the player(s) move, so do the heads of the birds, all in unison to keep staring at them. All the time, they are not making a sound other than a slight rustle of feathers. |
| 8 | Blood | This will happen during the day when the sun is shining, most likely at dawn or dusk. The rays of sunlight reflect oddly off an otherwise normal building, making it look as if it is drenched in blood. As the sun's position moves, the building returns to normal, but the presumed optical illusion is very realistic whilst it happens. |
| 9 | Boat | This will probably happen at night, with poor light but still enough to see, near a decent sized body of water, such as a river, lake or the sea. The players will see a small boat being rowed across the water. The oars of the boat are moving and propelling it, but no one can be seen either at the oars or in the boat at all. |
| 10 | Bodies | These are the corpses of insects, small animals and birds. Players may not initially notice them, or realise what they are, especially in the case of the insects. On closer examination of any of these corpses, they crumble away to dust. All the bodies appear to be completely desiccated, and are impossible to pick up without them falling to pieces. |
| 11 | Body | This is most likely to be stumbled on off the beaten path. Players will detect a strong smell coming from nearby. |

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| | | Following it will bring them to a recently deceased body, although enough time has passed since death for its eyes to have been pecked out by birds and the body to have become infested with maggots. |
| 12 | Clouds | The appearance and behaviour of some clouds is wrong. The colour may seem a diseased or bruised green, yellow or purple. They may be roiling and changing shape in an odd fashion, or their actual shape may simply seem disturbing. They may appear to be reacting to a different source of wind to other clouds in the vicinity. |
| 13 | Cold | This will be most obvious when its warm outside, especially during bright sunshine. There is an area where the temperature is noticeably cooler than the surroundings, enough that walking from one into the other will raise goose bumps on skin. Oddly, methods of measuring the temperature do not show any difference between the cool area and its surroundings, but players will definitely be able to feel it. |
| 14 | Couple | A couple can be seen some distance away from the player(s), who may be sat on a bench or standing up somewhere. From a distance, and on a second look, something appears very wrong. Initially, it looks like they are kissing; on a second glance, it appears that one of them is actually biting the other, on the face and neck, tearing pieces of flesh off and swallowing them. Should the player(s) approach them, they are seen to be simply kissing, which could cause problems if they were approached with a violent response. |
| 15 | Deserted Area | The player(s) are in a part of a town or city that is peculiarly deserted. The streets and buildings nearby are full of life, pedestrians and cars, but the area they are actually in has no pedestrians, no passing traffic and no cars parked on the street, despite there being plenty of parking spaces available. The buildings all seem to be unoccupied and, possibly as a consequence of the area being deserted, are also rundown. |
| 16 | Dew | This could also be seen after a frost. The dew on a nearby field has a wide path through it, as if something has dragged along the ground. The path left is far too wide to have been a person, and it is continuous, as if something has slithered across the grass. |
| 17 | Dog | This could happen in an urban area, but it is potentially more likely to happen in the countryside or in a park. The |

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| | | <p>player(s) see a dog trotting along the path towards them. The dog, which may be of any size, is not aggressive in any manner, and is clearly a pet, as it is wearing a collar and trailing a lead, which the player(s) may think has been lost by its owner. Should the player(s) investigate more closely, they will discover that the end of the dog's lead has been severed, and the cut end is covered in wet and sticky blood.</p> |
| 18 | Dog | <p>This will only happen at night, and is most likely in the countryside. A large black dog will be spotted watching the player(s). This dog is huge, easily matching a Great Dane in size, but its breed cannot be determined, even by players with the requisite skills. It does not seem to appear to be a crossbreed, though. Any light shone on the dog reflects oddly off its eyes, more so than normal. The dog does not make a sound, nor does it move, unless approached, at which point it leaves, but its stance appears oddly threatening.</p> |
| 19 | Dog Walker | <p>This will happen at night, either in the town or the countryside, when there is some light but not enough to really make things out clearly. The player(s) will notice what looks like someone walking their dog some distance ahead of them. If they pay close attention, neither the figure nor the dog appears right. The dog is walking strangely, and it looks like both sets of knees bend backwards, not just the rear ones. The tail also seems to be writhing, like a snake. The lead also looks odd, as it appears to be flexing by itself, and there doesn't appear to be a hand holding it. The figure also seems to be walking as if its knees are on the wrong way round. Should the player(s) try to approach the figure, it disappears down an alleyway, through a door that is locked when the player(s) reach it or simply disappears from sight behind such as trees, before they can reach it.</p> |
| 20 | Dreams | <p>This will most likely be an area in the countryside. It appears to be a suitable place to make camp, with both water and shelter. Nothing out of the ordinary will happen whilst the players are awake, but any who fall asleep, whether during the night or simply dozing during the day, will suffer from terrible dreams. In all of the dreams, they will get the impression that they have just woken up to see visions such as one of their companions starting to eat them, or something dragging a companion away whilst they scream or the camp being surrounded</p> |

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| | | by hundreds of pairs of glowing eyes. The dreams will result in the player being startled awake. |
| 21 | Dust | Despite the air being completely still, some nearby dust is suddenly whipped into a swirling vortex, rising up a couple of feet above the ground and continuing for a few seconds before it collapses back to the ground again and disperses. The dust, if examined, is completely normal, and what caused the vortex to appear cannot be discovered. |
| 22 | Exposed Grave | Sticking out of the ground or a bank of soil can be seen the skeletal remains of a human hand, some bones of which are missing, possibly as the result of animal predation. This is an unmarked grave for one, or more bodies. They may be from the victims of murder, someone who suffered an accident far from help, or possibly native graves, whose spirits may object to being disturbed. |
| 23 | Falling | Suddenly, one or more players get the sensation that they are falling, and that the street they are on is tipping from the horizontal to the vertical. This feeling is so strong that they may have to check to make sure that they don't crouch down or tightly hold onto something to ensure that they don't fall towards wherever the street is tilting. |
| 24 | Fence | Through a fence made from lats, probably wood but it could be concrete or metal, a figure can be seen pacing the player(s). Only glimpses of shadow can be seen through the gaps in the fence, not enough to make anything out clearly. As the player(s) walks, the figure does; as they stop, the figure does the same, almost as if it was a reflection or shadow. From the little that can be seen through the gaps, it is clearly not a reflection, as the shape is the wrong size, nor a shadow, as it is clearly vertical. Should a player move towards the fence to get a better look or climb over, the shape backs away and disappears. |
| 25 | Figure | A spindly figure can be seen stalking along the brow of a ridge. The proportions appear to be wrong, with the arms and legs far too long and thin to be normal. If there is any light, it is behind the figure, casting it into shadow. |
| 26 | Figure | This is most likely to happen in an area where the ground is soft enough, or damp enough, to easily take the marks of someone's feet. A figure can be seen some distance |

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| | | off, striding away from the player(s), before disappearing from view behind an obstacle of some type. Should the player(s) go to the area where the figure was seen, they discover that the figure did not leave any footprints, even though it should have done, as they are doing. |
| 27 | Fireworks | This is most effective at night. Somewhere close to the player(s), perhaps in the garden of a nearby house, fireworks are being let off. The view is at least partially obstructed, so whoever is lighting the fireworks cannot be seen. Fountains, rockets and other types are being used, but the colours are diseased and wrong, with putrid yellows and greens and the reds of dried blood, rather than the cleaner colours normally seen. The noise the fireworks make is also disturbing; those that make screaming sounds sound as if they are actually screaming, and the hissing of others seems to have voices hidden in it. |
| 28 | Fish | This can happen on a street, or in the countryside, but wherever it happens, there aren't any sources of water nearby, whether natural or man-made, nor any shop or building that it could have come from. A fish is found flopping around on the ground, still alive but definitely dying from being out of the water. This is most likely a fish species that wouldn't be found anywhere near the area in question, if the player(s) can successfully identify it, such as a saltwater fish many miles from the sea. |
| 29 | Flowers | These appear to be regular flowers, of a normal, and common, flowering plant, perhaps a rose. There is nothing strange about the colour of the flowers, nor do the limbs of the plant look odd in any way. If the flowers are smelled, however, underneath whatever the normal scent of the flower is, a player can detect a more subtle, sickly-sweet scent. With the appropriate knowledge, a player will recognise this scent as being that of decomposing flesh, but it appears to be coming directly from the flower, and no rotting matter can be found nearby. |
| 30 | Flowers | These are most likely to be found if the surrounding vegetation is withered for some reason, whether from drought, poison or something else. These flowers are unnaturally lush and blossoming, in contrast to everything else in the area. The colours of them are peculiarly, perhaps unnaturally, vibrant, and have patterns and tones that do not seem natural. |

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| 31 | Flowers | These flowers have large heads which seem to turn to face the players. The movement is never seen, but when the flowers are looked at again, the heads now seem to be pointing at the players. This happens even if the players move to a different spot. If the flowers are examined closely, the heads have peculiar markings on them, markings that, with a bit of imagination, seem to represent facial features. |
| 32 | Fog | This fog is quite dense, but otherwise appears to be quite normal initially. Any player(s) who are in it for some time will see the occasional shadowy shape, but when these shapes are approached, they recede and vanish. The shapes seem generally human in shape, but the fog is too dense, and the shapes too far way, to make out any more details. Should a player think that the shapes they can see are those of their companions, this will turn out to be untrue as, should everyone be called together, the shapes will still be present. |
| 33 | Fog | This will only happen at night. The player(s) can see a patch of fog up ahead, or perhaps through some trees. The fog can be easily seen, even if the night is otherwise dark, for it appears to be glowing slightly. Should the players try to approach the fog to investigate it more closely, it continually recedes from them, in a fashion that seems deliberate rather than merely being an optical illusion. |
| 34 | Fog | This will only happen if the weather is misty or foggy. An area of extremely thick fog suddenly surrounds the player(s). The fog has a sickly, yellowish tint to it, with the occasional streak of red, and feels disturbingly warm. A throbbing noise can be felt as much as heard, but any sounds made by the player(s) are swallowed up and deadened, and communication between them becomes difficult. Lights of any type fail to penetrate the fog it all. The fog is thicker, and more absorbent of sound and light, then even normal dense fog would be. |
| 35 | Footprints | There are footprints, perhaps in a soft surface, such as soil or mud. The footprints seem normal enough, but they suddenly come to an end, before the surface they have been left in does. The prints should continue, but they don't. |
| 36 | Glade | This clearing will only be found in an otherwise wooded area. There will not be anything immediately obviously wrong with this glade, as areas within forests without |

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| | | trees are not uncommon. However, no reason can be found for the clearing. The trees haven't been knocked down by an avalanche, or destroyed by a forest fire. The soil is fertile enough that trees could grow in it successfully; if any is taken away, this is done successfully. Conversely, if an otherwise healthy tree is planted in this area, it withers and dies in a matter of days. Nothing will grow here save grass. |
| 37 | Graffiti | A wall or a building has some graffiti scrawled on the outside of it. Although the paint appears to have been competently applied, there seems to be something wrong with the images. The colours don't seem quite right and unhealthy, such as green appearing rotten, red looking like blood or yellow appearing jaundiced. The actual paintings also seem wrong; writing may seem to be in odd languages, or images of people may appear deformed or mutated in some subtle way. |
| 38 | Grave | This would generally be found in a cemetery or lychard of some description. It looks to be a perfectly ordinary, if old, grave, except for the fact that, on first glance, it appears to have been recently exhumed. A closer examination will reveal that this is not an exhumation, or at least not a standard one. It looks like something came out of the grave, rather than the grave being dug up, and the coffin is still within it, only both empty and badly damaged. |
| 39 | Hill | Whilst walking up a hill, or other incline, the player(s) will get the impression that they are actually going downhill, rather than up. The reverse can also happen; the feeling is of ascending when they are actually descending. |
| 40 | Holes | These holes may be in soil, or other soft surface; alternatively, and more worryingly, they may be in hard surfaces such as concrete or paving. They are conical holes, wider at the top and, if the holes are checked, tapering to a sharp point, in groups of several holes of different sizes, suggestive of something, or several somethings, having created them by walking through the areas. Some would suggest a creature human-sized; others, a being substantially larger. |
| 41 | Insects | This will most likely happen in the countryside, especially if sight is somewhat limited by such as trees or heavy undergrowth. The players will hear a rustling sound, which gets stronger, then suddenly a vast column of insects will come into sight. The insects are of many |

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| | | different types, including species that would normally prey on each other. They do not stop for the players, and they don't seem to be heading for them, but rather fleeing from something. If the players remain in the way, some, possibly many, of the insects will climb up or over them to get past. |
| 42 | Leaves | This is most suitable for leaves that are of a traditional, leaf-shape, rather than being long and thin, or comprised of multiple segments. The leaves of what is otherwise a normal plant or tree have a decidedly odd appearance for its type on close inspection. Instead of being the standard shape, each leaf has five thin sections radiating from a central core along one edge. If the proportions of the leaf are examined and compared with a hand, it will be discovered that they mimic those of a hand, albeit of a different size and flat, with the core being the palm and the protruding sections the fingers and thumb. |
| 43 | Light | This is most likely in an area that is at least semi-enclosed, although still well lit, such as a plaza or courtyard in a city, or in a dell or depression in the countryside. Although the sky is clear, and the sun is out, the colours in this area seem grey, dull and washed out. The sunlight doesn't seem to illuminate as well as it should, yet there is nothing blocking it. The sky itself looks grey, rather than its normal blue. Outside this area, everything is normal; colours that appeared washed out in it will appear vibrant when taken out of the area. |
| 44 | Lights | This will only happen at night, and probably in an area where the view is limited, such as in a woody area. Lights can be seen in the distance, probably through the trees. The lights look like those of campfires and torches, or a suitable modern equivalent. As the player(s) approach the lights, they may also start to hear sounds, as of people and merriment. Just as they are about to reach the location of the lights, they all vanish, as do the sounds. If the area is searched, there is nothing there; no lights, fires, people or any evidence of such having recently been in the area. |
| 45 | Lights | This will only happen when it's dark. Nearby lights do not seem to be illuminating the area as much as they should. there seems to be a veil drawn over them, as if the light is trying to pass through mist or fog, yet the air is clear. If tested, there doesn't appear to be anything wrong with either the lights or their bulbs. |

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| 46 | Lights | This will only happen when it's dark. Streetlights, or other lights illuminating the area, start failing one by one. They start with those furthest away from the player(s), with the lights flickering, then going out, but gradually progress towards the player(s), leaving them standing in an ever-decreasing pool of light, until finally those closest fail, leaving them in darkness. |
| 47 | Magnetism | This tends to occur in an area where there shouldn't be any observable magnetic effect, perhaps in an urban area. Within a comparatively small region, anything that can be affected by a magnetic field is. Magnetic compasses will spin round, and small ferrous objects behave strangely. The region is small, circular, and has sharply defined borders. There is nothing inside it that could explain the magnetic effects. |
| 48 | Meteors | These will only happen at night, with a clear enough sky to see them. A sudden meteor shower happens, with easily several dozen meteors, and the shower appears to be radiating from a point directly above the player(s). This shower is not a regular one, nor is it expected at all, and the meteors are unusual, and unpleasant, colours, such as putrid yellows, blood red and gangrenous greens. |
| 49 | Metal | This is most likely to happen on a warm day, but it could occur on any day when the temperature is high enough that this effect stands out. A player may grab hold of a piece of metal, such as railings, a gate or a street pole, and find that it is freezing cold to the touch, far colder than it should be and cold enough that they might actually have difficulty separating bare skin from it. |
| 50 | Moon | This happens at night, when the Moon is visible, and is most likely when it is full. When the Moon is looked at something about it appears odd. It may seem oddly large, as if it is closer than it should be, even allowing for such as optical illusions. The colour of it may not be the clean, white glow normally seen, or even the colour changes observed during a lunar eclipse, but instead it has a rather diseased-looking greenish or yellowish tinge to it. The face of the Moon may also appear different; familiar features may be altered or missing. |
| 51 | Movement | Long grass, underbrush or even trees start moving as if something is pushing its way through them towards the player(s). When the movement is investigated closely, it stops, and nothing can be seen. Once the player(s) stop looking at it, it starts moving again, perhaps in a |

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| | | different place to before, but still heading towards the player(s). |
| 52 | Obelisk | In the countryside, or perhaps in a park, the player(s) stumble on a strange obelisk that seems to be made out of stone. The obelisk is mostly unshapen, although a player who stares at it long enough will get the impression that it is in the rough shape of a figure, and heavily weathered. The stone itself is extremely hard - hitting it with normal implements will simply damage them - dark in colour, and oddly warm to the touch, feeling to be about the temperature of living flesh. |
| 53 | Object | This only happens during or after heavy rain. An object is seen out of the corner of a player's eye in the gutter beside a road or path, before it quickly vanished into a drain or sewer grating. In the brief glimpse, something about the object looked disturbing; perhaps it resembled a rat, only not the right shape, or something organic, such as a body part, or even a child's doll that seemed to be moving. |
| 54 | Path | Whilst walking along a path of some sort, preferably one that is bounded by high hedges or trees, or even an underpass in a city, the player(s) will get the impression that the path is actually stretching out and getting longer. The journey to the end takes longer than it should, and objects don't seem to be getting closer as quickly as they should, given the amount of distance travelled. |
| 55 | Pit | A pit is found in the ground, and not somewhere that would be expected. It may be a hole cut into the concrete, or into the soil. If in an urban area, it is not fenced off as it should normally be, should it have been dug for maintenance work, nor is there any equipment or tools nearby that suggests any work is being carried out. The pit is curiously dark inside, a darkness that seems to swallow any illumination shone into it. The edges of the pit appear rough and crumbling, and warm, damp, foul smelling air is being emitted from it. The pit seems far deeper than it should be. |
| 56 | Puddles | This will only happen if there is standing water of some type. Puddles of water on the ground take on the appearance of blood, with the bloody colouration slowly spreading through them like blood in water. If the water is touched, it actually seems like blood, being thicker and stickier than water. The colouration disappears in the |

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| | | same way, slowly swirling away. |
| 57 | Root | This will only happen in an area where tree roots are present, such as in a park or stretch of woodland. The player almost, or actually does, trips over a root on the ground, but it felt to them as if the root had squirmed in a deliberate attempt to trip them, rather than it being simply an accident. |
| 58 | Scarecrow | A scarecrow in a field when viewed from a distance looks disturbingly lifelike. Should the player(s) look away from it, when they look back they will get the impression that it has changed its position, although it is still in the same place. Should they examine it closely, it seems to be normal, although there may be something wrong on further inspection, such as recent bloodstains on the clothing, or a disturbing face that appears to change expression slightly between glances. |
| 59 | Shadow | A shadow will be seen being cast in front of the player(s). The shadow is of an unnaturally tall, inhuman looking shape, with long, spindly fingers that appear to be reaching out for them. If the player(s) turn around to confront the figure, all they will see is some trees behind them, and the shadows of their branches and limbs have combined to produce the threatening shadow they saw. |
| 60 | Shadows | This happens at night. A player will suddenly notice that they are casting two shadows. Both shadows are definitely theirs, but no source of illumination for the second shadow can be seen, and the shape of the second looks deformed, appearing to have properties such as unusually long arms, a hunched back, or an odd-shaped head. |
| 61 | Shadows | This only happens during poor lighting, whether at night or due to a heavy overcast. Shadowy figures can be seen some distance down an alley. They are not visible as anything other than shapes, as there isn't enough light to make them out, yet the figures seem wrong and deformed. Should player(s) go down the alley, as they approach, the shadows disappear, seemingly merging with the walls. Nothing can be found of what was there, and there are no doors, ladders or exits they could have used to vanish. |
| 62 | Shoe | This may be of any type of footwear, work, casual or dress, a man's or a woman's, or of any size, from child up to adult. The shoe is just lying on the pavement or |

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| | | <p>path, or beside the road. At first glance, it just appears to be a piece of lost or discarded footwear, as can commonly be found in many places just lying around. A closer examination of the footwear will reveal that it is damaged and torn, as if it has been wrenched from its owners foot, and it is also covered in blood.</p> |
| 63 | Shoulder Tap | <p>A player feels something on their shoulder, as if someone has just reached out and tapped them on it to get their attention. If they turn around to look who it was, there isn't anybody there.</p> |
| 64 | Silhouette | <p>As the player(s) go through a tunnel, which may be a railway tunnel, underpass, bridge or something else, as long as it's dark enough in the tunnel that the exit can be clearly seen as a brighter area, a silhouette passes the exit. The proportions of the figure look wrong, but it is only briefly glimpsed. No sign of whatever made the silhouette can be found when the tunnel is exited.</p> |
| 65 | Sky | <p>This will only happen at night, with a clear sky, and preferably in an area where there isn't much light pollution, such as in the country. A player who stares up into the night sky will suddenly get the feeling that it has changed. The sky is no longer the regular sky, but a vast, sucking emptiness that is trying to swallow them whole. The feeling that they are going to fall up into the sky may be strong enough that they will need to throw themselves to the ground, and hold onto it, or grab hold of a tree, to stop them being dragged upwards.</p> |
| 66 | Smell | <p>There is a sickly sweet smell in this area, as if there is something rotten or dead nearby, but nothing can be seen or found to account for it.</p> |
| 67 | Snow | <p>This will naturally only happen when it is snowing, and preferably quite heavily and with enough wind to cause the snow to swirl about. A player who starts looking at the swirling patterns that the snow is making starts to make out shapes in it. These may be of people, perhaps familiar, or of animals. The faces, if they can be discerned, may appear to be threatening. The shapes also seem to follow the player, disappearing when the latter gets too close, but reforming again as they retreat.</p> |
| 68 | Sound | <p>A slithering sound can be heard coming from somewhere out of sight, the sound of scales brushing over each other. Whatever is making the noise gives the impression of being much, much larger than a snake.</p> |

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| 69 | Sound | Footsteps can be heard echoing, They aren't the players, as they are slightly out of synch, but they sound close. Every time the player stops, the footsteps stop almost, but not quite, immediately afterwards, but if they turn around, there is no-one there, certainly no-one as close as would have been inferred from the sound. Nor, if the conditions are suitable, such as snow, is there any sign of a person walking. |
| 70 | Sound | From a nearby sewer grate or drain comes an odd gurgling sound. This gurgling noise does not sound like that of water passing through the drains; it sounds much more organic than that, resembling, to players who concentrate on it, digestive processes more than anything else. |
| 71 | Sound | Nearby wind chimes, or something similar, such as bells or any other suspended mobile that makes a noise when moved or disturbed, are heard to suddenly jangle or chime, as if someone has brushed past them or they have been caught by a gust of wind, yet there is no-one near them when checked and the air is still, with no wind or breeze to move the chimes. |
| 72 | Sound | There is a crack or crunch nearby, followed by a sudden feeling of watchful stillness, as if something accidentally stepped on a branch or piece of glass and then stopped moving to hide its presence. |
| 73 | Sound | This is most likely to happen at night, or during poor light. From a nearby darkened alley, or perhaps a clump of undergrowth or trees, a breathing sound can be heard. The breathing is loud, slow and heavy; whatever is making it does not appear to be trying to keep quiet at all. The sound gives the impression that whatever is making it is much, much larger than human size. |
| 74 | Sound | This will only happen at night, in an area where the light is too poor to make out what is happening, perhaps in the countryside. The player(s) will hear a sound overhead, as of enormous wings beating above them. The sound comes from one direction, and disappears in another. It is not possible to determine what was making the noise, but it sounds much, much larger than any bird. |
| 75 | Sound | This will only happen at night, in the countryside, or possibly a large park. Baying, as of a pack of hunting hounds, can be heard in the distance, but hounds are not |

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| | | normally used to hunt at night. The baying does not sound quite right, with weird, atonal, reverberations to the cries. Any animals in the area who hear the baying are affected by it, and attempt to get away as fast as possible; dogs may run off and horses bolt. |
| 76 | Sound | This will only happen at night, preferably in a deserted area or in the countryside. As the player(s) walk along a path, they can hear whispers, as of several people conversing. The whispers are never loud enough to make out distinct words from, and the precise location they are coming from can never be determined. They occur in the same location on whatever path is being used, and the area is shrouded in shadows, such as from trees. The whispers may happen on several different occasions when the path is used. |
| 77 | Sound | This will only happen at night, or when there is poor illumination. It could happen in the countryside, or a park, or maybe in a dark alleyway. A panting noise will be heard coming from the shadows, as if from a dog, but the sound doesn't sound right for a mere animal. If the area in which the noise comes from is investigated, it stops and nothing can be found, but it could come back afterwards, or in another, similarly dark spot later on, perhaps multiple times as if something is following the player(s). |
| 78 | Sound | This will only happen in a darkened and enclosed area, such as a tunnel, pedestrian subway, or enclosed alley, most likely at night with no lights working. The player(s) hear a faint tittering noise, followed by sounds of movement, as if something is in the area with them. Shining a light source around does not reveal anything, but there might be a glimpse of movement just at the edge of the area of illumination. If the player(s) flee, or especially if they trip over something or drop an item, the tittering will get louder. |
| 79 | Sound | This will only happen in a graveyard. The player(s) will hear what sounds like a digging noise of some type, although what they can hear doesn't resemble that of a shovel cutting through earth. Instead, it resembles the noise made by hands digging through the soil. What is making the noise cannot be determined, as they will not find anyone else in the graveyard, should they look, and the sound tends to stop when they move around, making pinpointing where it is coming from difficult. |

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| 80 | Sound | This will only happen near water, especially the sea. A faint sound of bells, as if from a church, can be heard. If the player(s) try to locate where the bells are, they will quickly discover the direction that the sound is coming from is out in the water. Moreover, there isn't anything in sight, such as a buoy or ship, that could be the source; in fact, the sound seems to be coming from below the surface. |
| 81 | Sound | This will only happen when visibility is limited, such as at night, and where there is water on the ground, perhaps in puddles from a heavy rain. A sudden splashing, as if someone, or something, is running towards the player(s) is heard coming from nearby puddles. Visibility is too limited for the player(s) to see what is making the noise, and the sounds suddenly fade away before what is making them gets close enough to be seen. |
| 82 | Statue | A statue that it is near the player(s) seems to have changed position slightly every time it is looked at. This is gradual; the position of a limb may appear to have changed, or perhaps the position of the head, or facial expression if the statue has a face, rather than it being a sudden, immediately noticeable change. The shift, especially of the face, makes the statue take on a threatening air. |
| 83 | Statue | This is a stone idol that will most likely only be found somewhere in the wild, in an overgrown area. This idol is about man height, and crudely carved into a demonic shape. The statue shows signs of weathering, suggesting that it has been in the elements for a long, long time, although it is made from a dark granite. There are various brownish splotches around the base of the statue. Should any blood be spilt on it, the liquid is absorbed immediately. Careful examination of the idol after this happens will give the impression that it is actually in slightly better shape than it was before. The vegetation at the statue's base seems more lush than any of its surroundings. |
| 84 | Stone Carvings | These cannot be easily made out close too, as the perspective is wrong, but when the cliff is viewed from a distance, immense lines can be seen on it, apparently carved into it, but in some unknown language that looks runic. When the carved lines are viewed close-up, they appear well weathered, suggest great age, but how they were actually made cannot be discerned. They do not |

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| | | appear to be possible to make without substantial technological (or magical, if appropriate), assistance. |
| 85 | Stone Circle | This is a small ring of roughly cut stones, each only a few feet in height. The stone from which they are made cannot be determined and, if touched, the stones feel oddly warm, even if the weather is cold. |
| 86 | Thorns | This is most likely in the countryside, or in an unkempt area, rather than anywhere that is being actively maintained. Some bushes have unusually long sharp thorns, although they break off the branches easily enough. If a player passes close to the bush, they are highly likely to end up with some of the thorns impaling them. This happens even if they don't seem to be close enough to have brushed against it, almost as if the bush moved to actively attack them with its thorns. |
| 87 | Tracks | These may be footprints, shoed or bare, or the tracks of an animal. Whichever they are, something appears to be wrong with them. The difference is not huge, but perhaps the prints are unusually elongated, with the toes being longer than normal. Bird tracks or paw prints may appear deformed in some way; perhaps there do not seem to be the correct number of claws, or the shape of the paw is not normal. |
| 88 | Tree | A bird lands on a nearby tree, or a suitable small creature such as a squirrel runs up it, only to be suddenly swallowed whole by a fanged maw that appears on a branch or in the trunk. |
| 89 | Tree | A tree crashes down to the ground near the player(s), potentially hitting one, or more, of them. Upon investigation, the tree appears to have broken near to its base. The break isn't jagged, suggesting a natural break, or cut by implements. Instead, the break looks almost liquefied, as if the tree had suddenly become rotten at that point. |
| 90 | Tree | A tree has some odd and rather disturbing carvings cut into it. These appear to be similar to runes, or perhaps hieroglyphs, only not in any recognisable language and something about the curves or angles just doesn't look quite right. |
| 91 | Tree | A tree, or trees, has what look like movement under the bark. There definitely seems to be something, or several somethings, moving around just under the surface of the bark, but it never breaches the bark itself. If a player |

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| | | attempts to find out what is causing the movement, perhaps by hitting whatever's moving, the object moves out of the way too fast, and then disappears, perhaps into the tree itself. Should they remove the bark from the tree, nothing can be found. The moving shapes disappear, and no evidence can be found that would suggest they have burrowed into the tree. |
| 92 | Trees | The trees in this area seem oddly misshapen and deformed in some way. Strange nodules protrude from the trunks and branches, and the limbs and trunk themselves are twisted into odd shapes, rather than simply growing normally. The trees look to be of normal, and appropriate for the region, species; they just seem to have been affected by something. |
| 93 | Vapour | Steam, mist or other vapour is coming from either the ground or from something such as a steam vent. The vapour is moving in an odd fashion, though; although it is swirling, it isn't reacting to the wind or anything else that can be perceived. Instead, it appears to have a life of its own, or be reacting to something else. |
| 94 | Vegetation | This is most likely to be in a park in a city, or in the countryside. A roughly circular region of vegetation is all dead. Grass is blackened and crunches when it is walked on, plants are withered and dead and larger vegetation such as shrubs and trees lack leaves, are grey in colouration, and are dry and fragile, breaking easily if touched, rather than in a manner that would be normal. Vegetation outside the area is unaffected, and is normal. Possibly, of the player(s) have been in the area before, the vegetation on the first visit was normal and healthy. |
| 95 | Vehicle | A vehicle of some description, or perhaps just a pedestrian, turns into an alleyway near to the player(s) and doesn't come back out again. If they follow it, perhaps because it looked odd, they find that the alleyway dead ends in a wall, and whatever or whoever it was cannot be seen. If it was a person, and should there be any doors in the alley, they are all firmly shut, lacking any handles and with no apparent means of opening them from the alley itself. |
| 96 | Vision | This will only happen in the outside, in areas such as fields and moorlands, at night. There will be enough moon to illuminate the area, but this will be frequently cut off by scudding clouds. On one occasion, after the moon goes behind clouds, when it reappears the land |

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| | | appears to have transformed into a violent seascape. This vision lasts until the moon goes behind clouds again, and when it reappears, everything is back to normal. |
| 97 | Water | A ripple can be seen in a nearby, and probably reasonably sizeable, body of water, such as a lake. The ripple isn't being made by anything swimming on the surface of the water; instead, it's coming from something beneath it. The size of the ripple suggests that whatever is making it is much bigger than a fish or other small water life, and it also follows the player(s) around, moving to wherever they are, all without breaching the surface of the water. |
| 98 | Water | The nearby area is covered in a large puddle of water, even if it hasn't rained recently. The water has an unpleasant, greasy feel to the touch, and is nauseating to the taste. The source of the water cannot be determined; it hasn't rained recently, there are no nearby water sources, and nothing that it could be from. It seems to have simply appeared out of nowhere. |
| 99 | Wind | A gust of wind suddenly blows around the player(s). The wind is of a different temperature to the rest of the surrounding air; in cold weather, the wind is hot, whilst in warm weather, it is cold. There is a foul smell being carried on the wind, sweet and sickly and decaying, and odd noises can be heard below the breeze. |
| 100 | Wind | This is most likely to happen when the player(s) are outside in windy conditions for a period of time, and away from any built up areas. The wind is strong, but not gale force. After a while, players start to notice that the wind seems to be making almost coherent noises, such as snatches of songs or rhymes, or what sound like the voices of people they know, just not quite coherent enough to fully make sense of what tunes or words are being said, but coherent enough that it seems that there are delineable words and tunes on the wind. |