



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.