

INSPIRATION TABLE

SETTINGS

Antarctica
Deep in the Sahara
Out on the Mongolian steppe
High in the Himalayas
In the belly of a rift valley
In the remote Amazon
On a small island far from the mainland
On the Moon
In an asteroid field
Deep in space
Beneath the ocean

WHAT'S STRANGE ABOUT THIS PLACE?

That door leads to nowhere
Strange geometry
Massive dimensions
Impossibly ancient

LOCATIONS

A blasted heath
An uncharted cave network
An isolated village
A nomad camp
A settlement unseen by modern eyes
An almost-abandoned town
A crumbling castle
An abandoned mine
An old dungeon
A ghost town
In a rusting hulk
At the site of a shipwreck
Ancient catacombs
A disused metro station
A former asylum
A former prison
An archaeological dig
The base camp of an expedition
An oil rig
An isolated space station
A highly restricted research installation
The British Museum
An art gallery

STRANGE ART

Statue
Mask
Musical instrument
Board game
Mirror
Clock
Jewellery
Painting

WRITINGS

Scroll
Tome
Hieroglyphs
Carvings
Poem
Sheet music
Journal
Play

SPECIMENS

A bloom
Preserved insects
A fossil
A mummified body part
Bones
Footprints
Meteor fragments

ARCANE ITEMS

Candles and incense
A knife or dagger
Oil, potion or powder
A crystal or gemstone

WHAT'S STRANGE ABOUT THIS OBJECT?

Clearly not made for humans
Made of an unknown material
Crafted from bone, obsidian, crystal
Unpleasant hue
Unusual smell
Gigantic or tiny
Hideous

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SUSPICIOUS BEHAVIOUR

Concealing something
Excessively friendly
Wears oddly concealing clothing
Unusual appetites
Someone is followed or watched
Aggressive or violent
Secretive
Turns up in expected places
Unexplained gathering

VIOLENT OR CRIMINAL

Spate of thefts
Rash of vandalism
Series of arson attacks
Kidnappings/disappearances
Mutilations
Dissections

MENTAL INFLUENCES

Sudden change of personality
Partial or full amnesia
Vivid or eerie dreams
Visions or hallucinations
Vacant stare, silent and unresponsive
Comatose

ARCANE BEHAVIOUR

A strange superstition
Wears strange items e.g. jewellery
Incoherent or cryptic utterances
Chanting
Ritual sacrifice
Ritual mortification

ANIMAL BEHAVIOUR

Predators behave like prey/vice versa
Animals lose instinctive behaviour -
e.g. birds unable to fly straight
Animals lose fear of humans
Animals terrified by something
Animals avoid a specific location

PHYSIOLOGICAL EFFECTS

Strange sleep patterns
Extreme body temperature
Sickness
Minor but ubiquitous physical
characteristic e.g. everyone has six fingers
Strange physique or gait

SINISTER SOUNDS

The sound of hysterical laughter
The sound of a sudden scream
High pitched whistling or piping
A grinding or juddering noise
Whispering voices just out of earshot
An eerily familiar melody

WEIRD VISUALS

The angles are wrong
The world's palette seems wrong - too
bright/dark/colourful/muted
Something moving just out of sight
Something that's uncomfortable to look at

STRANGE SMELLS AND TASTES

Rotting meat
Burnt plastic
Cloying perfume
Moist, earthy smell
Metallic tang
Ammoniac stink
This really shouldn't taste so good
Food tastes foul

SOMATIC

Something thrumming in the earth
Texture is wrong - glass feels dry and paper
thin, metal feels soft and moist
Sudden and powerful heat or chill
Air feels charged, electric
Sensation of being watched
Feeling of someone walking on your grave
Sudden wave of melancholia
Feeling of fatalism / inevitable doom

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MONSTERS

MONSTROUS FORMS

Chitinous (insectoid, arachnid, hairy, feelers, multifaceted eyes)
Crustacean (exoskeleton, claws)
Cephalopod (squid-like, octopoid, tentacles)
Gastropod (mucous, oozing)
Deep sea creature (gelatinous, polypous, fronds, pulsating)
Xeniform (odd number of limbs, weird anatomy, radial symmetry)
Fungoid (anatomically homogeneous, soft, musty-smelling)
Choking plant-like growth (vines, vast, pervasive)
Formless (amorphous, bubbling, liquid, vaporous)
Immaterial (intangible, living shadow, exists in angles, a thought-form)
Almost human (simulacrum, monstrous hybrid)

COMMON CHARACTERISTICS

Massive
Flying
Voracious
Carnivorous
Insensate
Mindless

TYPES OF MONSTER

An intelligent race (a bloodline, a star-spanning empire, ancient forbears)
A beast, predator or other monstrous species
A unique entity (god, demon, alien intellect)

SIGHTINGS

A distant or obscured view of the creature
An account from another, readily discountable
Rumours and stories

TERRIBLE TRUTHS

You are one of them
You shall become one of them
The person you trusted is one of them
People you trusted are colluding with them
The authorities have known all along
They live among us
There are many more like this one
The change is irreversible

You can never go back
You are going to die here
The rumours are true
That story is not a work of fiction
The dreams are real
Everything has been a dream - one you will never wake up from
The coming doom cannot be prevented
Your actions meant nothing
Your actions have only made things worse

INSPIRATION TABLE

LANGUAGE

HORRORS ARE:

Blasphemous
Abominations
Alien
Daemoniac
Nameless
Unknowable
Eldritch
Star-Spawned
Star-Born
Half-Seen or Unseen
Numberless
Unnatural
Gigantic
Interstellar
Misshapen
Hidden
Membranous
Convolved
Web-Winged
Fleshless

LOCATIONS ARE:

Decaying
Degenerate
Crumbling
Blackened
Gothic
Mildewed
Disintegrating
Blighted
Forest-Threatened
Anomalous
Outcast
Pitiful
Abandoned
Blasted
Brittle
Greying
Disintegrating
Encrusted
Carrion
Dimly-Lit
Unpleasant

ARCHITECTURE AND MISCELLANEOUS THINGS ARE:

Cyclopean	Limitless
Vast	A Piece of Bizarrierie
Half-Unknown	Horrible
Labyrinthine	Strange
Interplanetary	Malign
Intangible	Star-Wind
Irregular	Night-Black
Strangely Angled	Antiquarian