

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.

PART 1 ONWARDS

Threaten or warn off the *Witness*.

Steal, sabotage, destroy.

Attack someone other than the *Witness*.

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.

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.

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).

PART 2 ONWARDS

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

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

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.

PART 1 ONWARDS

Reveal clear signs of pre-human life.

PART 2 ONWARDS

Introduce clear evidence of pre-human civilisation and technology.

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.

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.

PART 1 ONWARDS

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

PART 2 ONWARDS

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

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.

PART 1 ONWARDS

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

PART 2 ONWARDS

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

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.

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.

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.

PART 1 ONWARDS

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

PART 2 ONWARDS

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

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.

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.

PART 1 ONWARDS

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

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.

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.

PART 2 ONWARDS

Reveal inhuman physiological traits.

Reveal deformity, mutilation or debilitating effects.

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.

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