

DARK DEPTHS

CREATING SCENARIOS FOR
CTHULHU DARK



GRAHAM WALMSLEY
LAYOUT BY BRENNEN REECE

DARK DESCENT

Here are some early rules for making Cthulhu Dark scenarios. They're untested. Tell me how they work!

THE CREATURE AND THE INVESTIGATORS

Answer the following questions.

- ▶ Which Mythos creature is this story about?
- ▶ Where is the story set?
- ▶ Who are the Investigators?

Try answering one question first. Then, take something that interests you from that answer, and use it to answer the other two questions. For example, if you first decided the Mythos creature was Cthulhu, and you are interested in Cthulhu's dreaming, you could set the story in a mental asylum, with the Investigators as dreaming inmates.

THE VICTIMS

The monster does harm to humans. Make it something that creeps you out. What is it?

(Note: if this harm does not kill them, then the victims that the Investigators encounter will be alive.)

THE BEGINNING

What draws the Investigators into the story? Do they:

- ▶ Hear tales?
- ▶ Find something?
- ▶ Attend an event?
- ▶ Experience something unnatural?
- ▶ Or simply arrive somewhere strange?

THE EVENTS

The Investigators unearth the five layers opposite, one by one.

At the beginning, only the top layer is unearthed. Then, before the Investigators unearth each new layer, they must encounter two events (bullet points) from layers they have previously unearthed. For example, before unearthing level 4, the Investigators might encounter Plants Harmed By The Creature and Direct Action Against The Investigators.

When an event ends with "...", complete it with something from the layer below, even if that lower layer is not yet unearthed. Choose things that make sense. For example: "Ambiguous evidence of the creature itself" or "A letter regarding someone who talks about animal victims of the creature".

Whatever the event is, describe it in detail. For example, the letter above might describe a farmhand, who found a sheep with its brain removed.

THE DESCENT

1.

- ▶ Newspaper reports describing...
- ▶ A letter regarding...
- ▶ Folktales concerning...
- ▶ Someone who talks about...

To unearth Stage 2, the Investigators must be somewhere that is at least two of the following: malodourous, unsettling, decaying, remote.

2.

- ▶ Traces of the creature's passing.
- ▶ Artifacts of unknown material and workmanship, depicting grotesque creatures.
- ▶ Plants harmed by the creature.
- ▶ Indirect action against the Investigators.
- ▶ Folktales of...
- ▶ Someone who talks about...
- ▶ Warnings about...

3.

- ▶ Warnings not to proceed further.
- ▶ Direct action against the Investigators.
- ▶ Ambiguous...
- ▶ Animal...
- ▶ Unnamed...
- ▶ Raving...
- ▶ Someone who talks about...

3.

- ▶ Evidence of...
- ▶ Victims of the creature.
- ▶ A glimpse of...

To unearth Stage 4, the Investigators must be somewhere that is at least two of the following: dark, underground, ancient, alien.

4.

- ▶ The creature itself.
- ▶ A named human harmed by the creature.

SIX

Give each Investigator about six things that disturb them (causing them to make an Insanity Roll).

The Investigators will get additional Insanity rolls when they roll 6s.

