MYSTERY FRAMEWORK

CREATING YOUR OWN MYSTERIES

This framework can use to create mysteries for Liminal Horror. The mystery **Plague of Frogs** acts as an example of the mystery components.

TOUCHSTONES	Create a list of films, games, comics, or novels to help anchor the tone and act as visual reference for the mystery.
CONCEPT	Write a clear and succinct concept statement. If it is too confusing, that may mean you need to edit some of the other variables in the mystery.
FACTIONS & THEIR GOALS	List out the initial factions and their goals. Use the agendas to inform NPC reactions in and out of play.
DOOM Clock	Create a baseline sequence of events that will happen if the investigators don't intervene. Actions taken by the PCs change the progression of the DOOM clock. Changes to the DOOM clock should consider the goals of the factions at play.
HOOKS	Create multiple entry points that could be used to entangle the table in the mystery.
POTENTIAL CLUES	Create a non-comprehensive list of potential clues that players can discover. When thinking about the mystery, think of tangible clues that the investigators can find.
NPCs	Create a list of important NPCs with their stat blocks. Use the Paranatural Bestiary for some example monsters or create them using the Creating Monsters Guidance.
LOCATIONS	Decide on a few important locations and write some descriptions for them. Draft some rough maps of locations as a way to anchor investigators during play.