

GRIMLORE PROFANE TRUTHS

An episodic print-and-play game by Heiko Jacobs TMO Consulting

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Icons from <https://game-icons.net/>

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To learn more about the game, please visit <https://grimlore.online/pt> or contact grimscribe@grimlore.online

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WHAT YOU NEED TO PLAY

- A case file (download from website)
- A pencil and an eraser
- 2 six-sided dice of different color, one will be the Investigator and the other the Mythos die
- (optional) a ballpoint pen/soft-liner
- (optional) a third six-sided die to use as the constellation threat counter
- (optional) a separate print-out of the D66-Letter-Matrix – optional, since one is included on the back side of every case file, but if you do not feel like turning over the sheet every time, I suggest printing one out separately

When I play, I use a pencil and eraser to put in my guesses and notes, and I use a ballpen when I “lock in” a letter. That makes it easy to change my guesses.

WHAT IS THIS GAME?

GRIMLORE Profane Truths is an episodical print-and-play word-finding and dice-manipulation game with role-playing aspects. In every episode (or case file), you try to fill several scenarios with letters to form dictionary words to progress in the story and to defeat your opponents. As you progress, the character that you represent gains more knowledge and equipment to help them in their case.

A new case file will be released every week, featuring a new investigators, as well as new opponents and items.

CASE FILE OVERVIEW

FRONT

UPTON SINCLAIR, MYTHOS MUCKRAKER

ABILITY

LIFE FORCE

SANITY

MYTHOS KNOWLEDGE

EXPERIENCE POINTS

EQUIPMENT

ARTIFACTS / SPELLS

NOTES

OPPONENTS

STITCHED WARDEN

6 1 1 1 1

TEST MYTHOS ATTRIBUTE 1101, THEN -2 IT.
SUCCESS: +1 LIFE OR SANITY.
FAIL: YOU MUST PLACE A LETTER IN A HORIZON.
THAT IN THE CURRENT SCENARIO THIS TIME, IF YOU
CANNOT DO THAT, LOSE 1 SANITY.

TRESS-THING

5+ 1 1 2 3

ON A 6, TEST LORE 1101, THEN -1 IT.
SUCCESS: MAY EXCHANGE A LETTER IN A MYTHOS
SLOTS FOR A LETTER WITH THE SAME VALUE →
ADVANCE CONSTELLATION COUNTER BY 1.
FAILURE: THE THING CAUSES ONE ADDITIONAL
POINT OF SANITY DAMAGE.

THE LATE ECHO

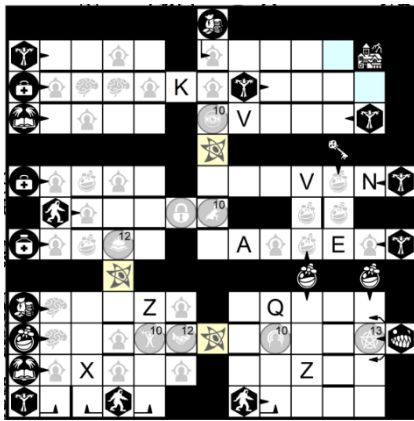
4+ 1 1 3 5

ON A 6+, TEST INFLUENCE 1101, THEN -2 IT.
SUCCESS: YOU TAKE NO DAMAGE, BUT YOU
LOSE ONE POINT OF SANITY.
FAIL: FOR EVERY 5 SANITY LOST, THE ECHO
CAUSES AN ADDITIONAL POINT OF DAMAGE.

**UPTON CAN ACQUIRE GEAR WITH EXPERIENCE
AT ANY TIME.**

HORROR TILE (SEE CONSTELLATION EFFECT)

Scenarios

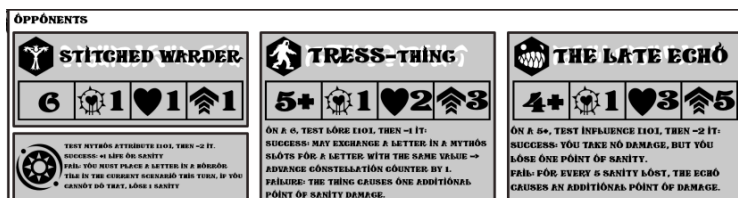


This shows the 4 scenarios of case file #37. You start at 1. and work your way to the finale of the case in scenario 4.

In the example to the left, you start in the top section, then move to the middle section, then down to the third scenario in the lower-left and finally into the lower-right to defeat the boss.

Sections are separated by the yellowish mythos symbol tiles.

Opponent Statistics and Constellation Advance Effect



This shows the three opponents that can be encountered during the case file. They have a name, a statistics bar and some of

them also have an ability. Read the ability descriptions carefully, so you do not miss any of the mechanics. The abilities only trigger if there is an active opponent of that type in the current scenario.

Opponent Stats Bar



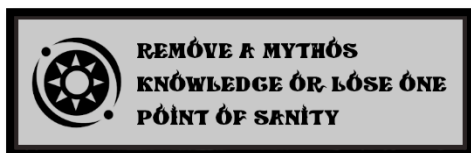
The first column is the Mythos-Die activation trigger for the opponent.

The second column is the amount of damage that the opponent deals.

The third column is the number of hit points of the opponent.

The fourth column is the amount of experience points the investigator gains when defeating that enemy.

Constellation Effect



This describes what happens when you cross out a box on the Constellation Tracker chart. This happens every time you cross one out. The effects will be different from case to case.

Opponent Ability

The opponents of medium and hard difficulty have special abilities that could always trigger or be in effect until they are defeated, this will vary from opponent to opponent.

Investigator

Name & Portrait

UPTÓN SINCLAIR, MYTHÓS MUCKRAKER

ABILITY

♥ LIFE FORCE

🌀 SANITY

Special Ability

The icon reference is at the back of this booklet.

In the image example this means that he can reroll his Mythos Die. The wagon icon means that he can acquire gear for experience at any time, not just in-between scenarios.

Life Force

Cross out a box every time you take a point of damage.

The grey-ed out boxes can be unlocked by completing the first row of the XP Chart.

Sanity

 **SANITY**

Cross out a box every time to suffer a point of sanity loss.

The grey-ed out boxes can be unlocked by completing the second row of the XP Chart.

Attributes

These are the 7 attributes that are used in challenges. They are Strength, Agility, Observation, Lore, Influence and Willpower.

The Mythos attribute might be locked (greyed-out) until the first row of the Constellation chart has been crossed out.

Mythos Knowledge

MYTHS KNOWLEDGE

--	--	--	--	--	--	--

This is the Mythos Knowledge bar, where you can keep letters for later use. The second to last slot might be locked. *An investigator unlocks the first when the first experience row is filled, and the second slot is unlocked when the second experience row is filled.*

Experience Points (XP Chart)

EXPERIENCE POINTS														
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Single-cross out one box per experience point that the investigator receives. When you spend these acquired experience points, properly cross them out so you know you have spent them.

When you fill the first row, you might unlock the first locked Mythos Knowledge slot and the locked life force slots.

When you fill the second row, you might unlock the second Mythos Knowledge slot and the locked sanity slots.

Experience points can be spent when you complete one scenario of a case file, or at any time during the last scenario of the case file.

Gear & Artifacts

EQUIPMENT		
<input checked="" type="checkbox"/> POCKET WATCH	0	1+
<input type="checkbox"/> OLD REVOLVER	4	2+
<input type="checkbox"/> FLASHLIGHT	4	1 2
<input type="checkbox"/> ALCHEMICAL KIT	4	1 2
<input type="checkbox"/> SILVER AMULET	4	1 2
<input type="checkbox"/> LEATHER JACKET	8	1
ARTIFACTS / SPELLS		
<input type="checkbox"/> NECROMANCER'S TOME	8	1 2
<input type="checkbox"/> CURWEN'S PENDANT	8	1 2
<input type="checkbox"/> ELDRITCH SECRETS	8	1 2

Gears and Artifacts can be gained by using experience points. Fill out the checkbox when you acquire one of these. The icons explain the effect of the equipment. *Most artifacts also have several usage slots which must be crossed out every time the item is used.* Refer to the icon reference at the end of this booklet for a full explanation of the meaning of these symbols.

If you are unsure how these icon references work, feel free to pop into our Discord server, we're

always happy to help. You can find an invitation link on the official website.

Constellation Chart

CONSTELLATION														
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Every time you roll doubles you cross out a box and apply the constellation effect (see Opponents & Constellation above). When all boxes are crossed, the stars align just right,

and the case is failed. The world has gone one more step further towards oblivion...

BACK OF THE CASE FILE

1. GATES & PATHS

Upton reaches the shunned manor at dusk. Last spring a helpful groundskeeper lied for him. Tonight, stitched scarecrows guard the posts. His old watch ticks off beat. He straps starsteel carapace, hefts the bone handled axe, and taps the rusted gate with the resonant tuning fork, revealing a hidden slide.

2. A HALL WITHOUT GLASS

Inside, portraits stare as scraped ovals. No mirrors. Upton pings the corridor with the echo launcher; the returning pulse sketches a hollow behind the hearth. Cold shadow creeps toward his boots. He snaps the shadow catcher open, trapping it. In his notebook, an iron etched sigil from spring burns faintly.

3. THE CLIMB & THE KEPT

The stair coils upward past sealed doors whispering his name at wrong ages. Upton sets the dreamcatcher sphere; murmurs settle. A rope of matted hair lashes from darkness, barbed with teeth. He speaks Chains of the Bound One, binding it. Claws rake starsteel. He answers once, with the bone axe.

4. THE ROOM AT THE TOP

At the top, a spare chamber: bed, desk, a covered frame. Footprints circle but never enter. Upton opens the Writ of Shub Niggurath, a door draws itself in the wall. The cloth lifts. Not a mirror-black varnish. His watch ticks true, his pulse lays. A late echo reaches toward him.

5. EPILOGUE

At dawn the path is empty. One scarecrow wears the groundskeeper's cap, neatly folded. Upton's watch keeps ordinary time, the shadow jar feels lighter. The upstairs door is plain wood again. Back in the village, nobody admits the manor exists. He writes, simply: A guest departed by a door unmade.

CHALLENGES

10 BIND THE HAIR-THING WITH CHAINS, THEN SEVER IT

10 SNARE THE LOOSE SHADOW IN THE ARE

10 FIND AND SHIFT THE HIDDEN GATE BOLT WITH THE TUNING FORK

12 ECHO-MAP THE HERE'S HOLLOW AND BREACH IT

12 HUSH THE WHISPERING DOORS WITH THE DREAMCATCHER

10 RESIST THE LATE ECHO AND SEAL THE BLACK FRAME

13 OPEN A LIVING DOOR WITH THE WRIT

UPTON SINCLAIR

Upton Sinclair returns to a ruined manor the locals avoid. Last spring a groundskeeper helped him escape hooded men; the path is empty now. The village speaks of an outsider who lives without mirrors and shuns daylight. Upton carries new tools, an echo launcher, a tuning fork, a shadow catcher, but keeps his old watch and an oil-stained note from that first case. Inside, the stairwell rises past sealed doors and the air smells of old stone. His old watch ticks out of rhythm, as if time here slips. At the top, he expects a mirrorless room and the truth the village refuses to speak.

1	1	A	1
1	2	B	3
1	3	C	3
1	4	D	2
1	5	E	1
1	6	*	0
2	1	F	4
2	2	G	2
2	3	H	4
2	4	I	1
2	5	J	8
2	6	*	0
3	1	K	5
3	2	L	1
3	3	M	3
3	4	N	1
3	5	*	0
3	6	*	0
4	1	O	1
4	2	P	3
4	3	Q	10
4	4	R	1
4	5	*	0
4	6	*	0
5	1	S	1
5	2	T	1
5	3	U	1
5	4	V	4
5	5	*	0
5	6	*	0
6	1	W	4
6	2	X	8
6	3	Y	4
6	4	Z	10
6	5	*	0
6	6	*	0

Character Details and Background Story

UPTON SINCLAIR
Upton Sinclair returns to a ruined manor the locals avoid. Last spring a groundskeeper helped him escape hooded men; the path is empty now. The village speaks of an outsider who lives without mirrors and shuns daylight. Upton carries new tools, an echo launcher, a tuning fork, a shadow catcher, but keeps his old watch and an oil-stained note from that first case. Inside, the stairwell rises past sealed doors and the air smells of old stone. His old watch ticks out of rhythm, as if time here slips. At the top, he expects a mirrorless room and the truth the village refuses to speak.

Every case has its own story on the backside of the sheet. Start by reading the information about the investigator first. Then, when you start a scenario, read its corresponding block on the back of the sheet.

When you have completed the whole case file, you can also read the Epilogue block on the back of the sheet, if one is available.

Feel free to use these plots as small one-shot adventures in your pen-and-paper role-playing campaign – we sure did and had a lot of fun!

Keep in mind that you can also use the investigator of any case file in any other case file. Keep their acquired gear, too – if you want, but remember that the file will be easier to complete if your investigator starts with acquired gear.








Scenario Lore Text Blocks

[illegible]

Every time you start a scenario of the case file, you can read its lore text in the corresponding text block on the back side of the sheet.

Many case files are based on Lovecraft's stories; others are based on Urban Myths and Folklore.

Challenge Descriptions

CHALLENGES	
	10 BIND THE HAIR-THING WITH CHAINS, THEN SEVER IT
	10 SNARE THE LOOSE SHADOW IN THE JAR
	10 FIND AND SHIFT THE HIDDEN GATE BOLT WITH THE TUNING FORK
	12 ECHO-MAP THE HEARTH'S HOLLOW AND BREACH IT
	12 HUSH THE WHISPERING DOORS WITH THE DREAMCATCHER
	10 RESIST THE LATE ECHO AND SEAL THE BLACK FRAME
	13 OPEN A LIVING DOOR WITH THE WRIT

Some tiles in the scenario are locked until the character can complete a challenge. There is an overview of those challenges including a short description in this block for easy reference. For more information see the section on Challenges below.

The D66-Letter-Matrix

1	1	A	1
1	2	B	2
1	3	C	3
1	4	D	2
1	5	E	1
1	6	-	0
2	1	F	2
2	2	G	2
2	3	H	4
2	4	I	1
2	5	J	B
2	6	-	0
3	1	K	5
3	2	L	1
3	3	M	3
3	4	N	3
3	5	-	0
3	6	-	1
4	1	O	1
4	2	P	3
4	3	Q	10
4	4	R	1
4	5	-	0
4	6	-	0
5	1	S	1
5	2	T	1
5	3	U	1
5	4	V	4
5	5	-	0
5	6	-	0
6	1	W	4
6	2	X	4
6	3	Y	4
6	4	Z	10
6	5	-	0
6	6	-	0

This shows the D66-Letter-Matrix that you use to determine your rolled letter in Phase 4. The first column is the Investigator-Die value, the second column the Mythos-Die value and the third column shows the resulting letter.


The fourth column displays the Mythos Value of the letter.

A * means that you can select any letter you want (wildcard).

THE OBJECTIVE OF THE GAME



The main objective is to complete the case. Each case consists of several scenarios.

 To complete a scenario, you must place letters from the start tile to the target tile by forming dictionary words. The target tiles are represented by a yellowish elder sign.

Note: You can “delay” the completion of the scenario and still place letters to gain

upgrades or defeat opponents, but by placing a letter into a tile of the next scenario, the current scenario ends, and no more tiles can be filled in that scenario. There are some investigators who can place letters in already visited scenarios, their sheet will tell you if they can.

Keep in mind that you do not need to form correct words, you can just place a letter anywhere you validly can, but if no valid word is formed, you will not get experience points nor any special tile effect.

HOW TO LOSE THE GAME

If at any time the life force, sanity or constellation chart of the investigator is fully filled out, the investigator either dies, goes insane or is subject to the horrors of the mythos respectively. Better luck next time!

CHALLENGES

Some tiles in the scenario will pose a challenge to the investigator. The whole case usually includes 7 challenges, one for each attribute of the investigator.



This is an example of a Challenge tile. The background shows that we must complete a Willpower attribute test with a difficulty of 10.

Letters can only be placed in a challenge tile, if the challenge is completed. If you fail in the challenge, the letter that you wanted to place there is lost.

First, choose the letter that you want to place there.

Then, to resolve the challenge, you roll 2D6, add your respective attribute value to the result of the roll and compare it with the target number of the challenge (do not forget to add bonuses from acquired gear).

If the result is equal to or higher than the target number, you can place the letter there. If the result is lower than the target number, the investigator suffers 1 point of Sanity loss, and the target number of the challenge rises by 1 for each subsequent attempt. The used letter is lost.

TURN ORDER:

PHASE 1 – INVESTIGATION

Roll the D66 – the Investigator-Die is the 10-digit of the D66, and the Mythos-Die is the 1-digit of the D66. So, if I roll a 4 on the Investigator-Die and a 3 on the Mythos-Die, I have a D66 result of 43. If I roll a 2 on the Investigator-Die and a 5 on the Mythos-Die, I have a D66 result of 25.

PHASE 2 – ENEMY ATTACKS



1) Opponent trigger value

For every undefeated enemy in the current scenario, check their trigger value (1). If the Mythos-Die is of equal to or higher value than the trigger value, the enemy will attack the investigator.



2) Opponent damage value

Check their stats block at the bottom of the sheet for how much damage (2) they inflict and cross out that many boxes in the life force

section of the investigator.

Also pay attention to the special abilities of the medium and hard difficulty opponents during this phase. The abilities need to be resolved immediately.

If the life force section of the investigator is ever filled out, they have been killed by the eldritch horrors and must restart the riddle.

PHASE 3 – CONSTELLATION



If you rolled doubles, cross a box in the Constellation Chart and consult the block at the

bottom of the sheet for this case file's constellation effect and resolve it immediately. The investigator cannot choose if there are two consequences, the second one only applies if the first one cannot be fulfilled.

In case of the given image the investigator must remove a letter from their mythos knowledge. If they cannot, because the bar is empty, they must lose a point of Sanity.

If the Constellation Chart is ever filled out, the case is failed, and the investigator must restart. Better luck next time!

The constellation might also advance if you roll equal to or below the current Constellation Threat Counter in Phase 7.

PHASE 4 – DICE MANIPULATION

1	6	5	7	4
2	5	6	7	4
3	1	3	C	2
4	1	4	D	2
5	1	5	E	1
6	1	6	-	1
7	2	1	F	4
8	2	2	G	1
9	2	3	H	4
0	2	4	I	1
1	2	5	J	8
2	2	6	-	8
3	1	8	K	5
4	2	L	1	1
5	2	M	1	1
6	2	N	1	1
7	3	1	-	0
8	3	6	-	0
9	1	0	1	1
0	4	2	P	3
1	4	3	Q	13
2	4	4	R	1
3	4	5	-	0
4	4	6	-	0
5	0	1	S	11
6	5	2	T	1
7	5	3	U	1
8	2	4	V	1
9	2	5	-	0
0	5	6	-	0
1	5	1	W	4
2	6	2	X	8
3	6	3	Y	4
4	6	4	Z	10
5	6	5	-	0
6	6	6	-	0
7	6	7	-	0
8	6	8	-	0
9	6	9	-	0

The player can now use the investigator's abilities, equipment or coins/specials found during the case file to manipulate the D66 result if possible and if they want to.

No die can be manipulated before this phase, unless an ability or equipment description explicitly says so. Dice can be manipulated as many times as you want to in this phase from different sources (abilities, gear, specials).

By looking at the D66-Letter-Matrix the player can see which letters they will get depending on their D66 manipulations.

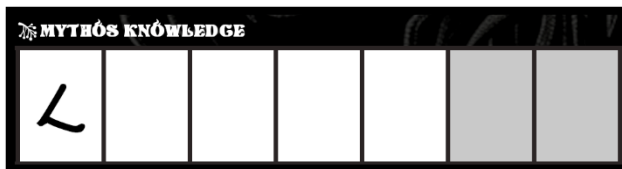
Keep in mind that equipment (gear and artifacts) must be bought using experience points before they can be used.

Take some time to check if you can manipulate your dice with the investigator's ability or by using the coins that you found during the current or previous scenarios.

PHASE 5 – SELECT AND USE THE LETTER.

The player now has a new letter and can decide what to do with it with one of these options:

Replace the letter and use one from your stored Mythos-Knowledge slots



1) The letter L has been added to first slot.

If you have previously stored a letter in a Mythos-Knowledge bar (4) of the investigator, you can replace the current D66 result letter and place a stored letter in the riddle instead. The rolled letter will move into the Mythos

Knowledge slot that was just freed. Raise the Constellation Threat Counter by 1. *Do not confuse this with the Constellation Chart, that would be fatal!*

If you choose this, you must place the recovered letter into the riddle in phase 6 of this turn. Move to phase 6.

Store the letter in a free Mythos-Knowledge Slot

If you do not want to use the letter right away, you can put it into a Mythos-Knowledge Slot. The slot must be empty. You cannot replace a letter in a Mythos-Knowledge Slot without using the previously stored letter in the same turn (see previous option for that). The investigator loses 1 Sanity Point. Move to phase 7.

Store the letter as a value of one the investigator's attributes



2) Received 4 for an X

The player can choose to use the letter's mythos value as one of their attributes (5):

Look up the mythos value of the letter in the D66-Letter-Matrix and divide it by 2 (rounding down) to get the attribute value. *Yes, letter with a Mythos Value of 1 cannot be placed into an attribute slot, as they would give 0 value!*

Note that number down in the corresponding attribute box of the investigator and raise the Constellation Threat Counter by 1. The player can just overwrite an already assigned attribute, even if the new value is lower than the current value, but every time they do this, they will have to raise the Constellation Threat Counter by 1. *Do not confuse this with the Constellation Chart, that would be fatal!*

Keep in mind that some investigators must unlock their "Mythos Attribute" slot first before they can assign a value there.

Move to phase 7.

Place the rolled letter into the riddle

The player can decide to just place the rolled letter into a valid tile of the current scenario. Move to phase 6.

PHASE 6 – PLACE THE LETTER

If the player has not assigned the rolled letter to a free slot on the investigator's Mythos-Knowledge bar or one of the investigator's Attribute slots, the letter must be placed into the current scenario.

Letters can only be placed orthogonally (unless one of the unlocked items of the investigator says otherwise) *next to another letter that is already in the scenario, so there can be no "gaps"*.

The exception is items that allow the investigator to place letters more than one space away or diagonally, in that case, the letter must be placed within the item's range to an already placed letter in the riddle. This is usually the item in gear slot 2.

If there is no letter in the riddle at the start of the game, the player can place the first rolled letter into a tile orthogonally next to the start tile. Most of the time these are marked with a blueish tint.

PHASE 7 – CHECK FOR COMPLETED WORDS AND RESOLVE CONSTELLATION THREAT COUNTER

Rewards

If you have placed a letter in the current scenario this turn, check if you have completed any relevant words in the riddle. For every word that you formed this turn, you gain 1 XP.

Words are always formed from the left to right, or from the top to the bottom, regardless of the direction of the black arrow, those just indicate that there is a word there.

If you have completed an “Opponent Word”, the opponent has been defeated and can no longer trigger in phase 2. The investigator gains an amount of experience points equal to the XP value of the opponent.

If you have completed an “Upgrade Word”, check out their effect in the chapter below. Keep in mind that you still get the XP for the completed word in addition to the upgrade’s effect.

Also check the scenario for any other persistent effects that should be resolved at the end of a turn.

Resolve Constellation Threat Counter

If you have not placed a letter in the current scenario this turn, the Constellation Threat Counter rises by 1 (it starts at 0)!

Roll the Mythos-Die. If the result is equal to or lower than the Constellation Counter value, the Constellation Chart advances, and the Constellation Effect must be resolved immediately. The Constellation counter then resets to 0.

If you roll higher, the Constellation Counter stays at its current value.

Then start the next turn with phase 1.

COMPLETING AN UPGRADE TILE WITHIN THE CURRENT SECTION OF THE RIDDLE

An Upgrade Tile counts as “completed” if any of its arrows form a complete word. In case of some opponents, more than one arrow must form a complete word to defeat that opponent (according to their hit point value). If the opponent does not have the appropriate number of arrows, then only the existing arrows need to form words.

Opponent Tile

The investigator receives as many experience points as it says on the enemy’s stat block. Also check the special ability of the enemy to see if there is an additional effect.

First Aid Kit Tile

The investigator recovers an amount of Life Force equal to the number of letters in the Upgrade Word.

Coin Stacks Tile

The investigator can use this tile in this or any of the next scenarios of the case file to manipulate the Investigator-Die result by +1 or -1 in phase 4 (Dice Manipulation). Cross out the Tile to mark the coins as used.

Book Tile

Once the word for this tile has been formed, the investigator receives one additional experience point.

Coin Bag Tile

The investigator can use this tile in this or any of the next scenarios of the case file to manipulate the Investigator- or Mythos-Die result by +1 or -1 in phase 4 (Dice Manipulation). Cross out the Tile to mark the bag as used.

Key Tile

The investigator can use this tile to place a letter into a locked tile in either the current or one of the next scenarios of the case file. Cross out the Key Tile to mark the key as used.

Laudanum Tile

The investigator recovers an amount of Sanity equal to the number of letters in the Upgrade Word.

Joker Tile

The investigator can add an A, E, I, O or U to their Mythos Knowledge bar if there is still an empty slot.

Gift Tile

The investigator can add any consonant to their Mythos Knowledge bar if there is still an empty slot.

COMPLETING A SECTION OF THE RIDDLE

Once a section of the riddle has been completed, the player can spend the accumulated experience points to acquire equipment and artifacts. The experience points cost for these are shown in the respective item's stat block. Some investigators have an ability that allows them to purchase gear at any time, their sheet will tell you if they can.

You can then start the next scenario in the case file.

Note: *During the last scenario of the case file, the investigator can spend their saved and gained experience points at any time.*

Also note that you can just cut off the investigator part of the case file and use the investigator in another case file. Feel free to keep the items that they have gained in their previous case files. The D66 Letter Chart is conveniently placed right on the other side of the page.

ADDITIONAL CASE FILE TYPE

CRYPTIC CASE FILES

Cryptic Case Files are like cryptic crossword puzzles, where you are given clues as to what word must be entered either across or down for a certain number in the grid:

ACROSS

6 Not what it seems in forbidden texts. (8)

8 Nomadic folk, linked to ancient cursed lands. (4)

9 Filled to the brim with terror. (6)

10 Lovely view, until terror ensues. (6)

11 Listened to eerie warnings. (6)

12 Ancient element, strange beyond the stars. (5)

14 Irish fighter turned mad, lost in the dark. (5)

17 Adhering to rules, even if cursed. (6)

20 Dread's darker counterpart, an evil birthright. (6)

21 Sounds like a simple end to eerie tales. (5)

23 Strange word echoes in the German abyss. (4)

24 Tasks for the brave, or the cursed. (7)

DOWN

1 A strange path through haunted lands. (6)

2 Led by forces, not always seen. (6)

3 Ancient lineage, guarded secrets of old. (4)

4 What one strives to remain. (4)

5 Not difficult for the insane mind. (6)

7 Depart from sanity or sense. (5)

13 Dark, sticky, trapping fears beneath. (3)

15 A figure embodying evil's eerie essence. (6)

16 The way out for those who dare escape. (6)

17 Promise taken, often with dread. (5)

18 A delicacy gone bad, beware the stench. (6)

19 Changed at the end, horror emerging. (5)

22 Descendants of darkened lineage. (4)

A scenario ends when you reach a tile with a yellowish tint, this is when you can spend your experience points. Once you pass this tile, you can't fill any more tiles in the past scenario.

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SECRET	

For your convenience, there is a table on the front of the page in which you can note down your guesses (hopefully answers).

If an upgrade tile or opponent has an arrow that points into two scenarios, the upgrade or opponent is available in both scenarios. Opponents count as defeated for the current scenario their arrow points into.

You must figure out the other letter/number combinations yourself.

ICON REFERENCE

CHARACTERS AND ENEMIES

	Strength		Life Force
	Agility		Sanity
	Observation		Mythos Letters
	Lore		Constellation
	Influence		Damage
	Willpower		Experience
	Mythos		

SCENARIO

	Enemies (examples)		Target Tile
	Coin Stack		Keys (examples)
	Coin Bag		Locked Tile
	Start Tile (examples)		Book
	Challenge (examples)		Target Tile that needs a specific key (examples)
	First Aid Kit		Joker (Add an A, E, I, O or U to your Mythos Knowledge)
	Laudanum		Joker (Add any consonant to your Mythos Knowledge)
	Ally (examples)		Potion (Choose: Heal Sanity or Life Force)

OTHERS

	Armor		Diagonal		Nudge (usually followed by a direction)
	Mythos Die		Orthogonal		Swap the current letter for a letter with the same Mythos Value
	Investigator Die		Numbers, usually XP cost or a target number for attribute checks		Investigator can place letters in scenarios they have already left
	Raise Value +1		Flip Die (single) Swap Dice		Investigator can spend their XP at any time, not only after a scenario is completed
	Lower Value -1		+1 or -1 on Die		
	Reroll		Set to any value		
	Sanity Loss		Double the value		

1	1	A	1
1	2	B	3
1	3	C	3
1	4	D	2
1	5	E	1
1	6	*	0
2	1	F	4
2	2	G	2
2	3	H	4
2	4	I	1
2	5	J	8
2	6	*	0
3	1	K	5
3	2	L	1
3	3	M	3
3	4	N	1
3	5	*	0
3	6	*	0
4	1	O	1
4	2	P	3
4	3	Q	10
4	4	R	1
4	5	*	0
4	6	*	0
5	1	S	1
5	2	T	1
5	3	U	1
5	4	V	4
5	5	*	0
5	6	*	0
6	1	W	4
6	2	X	8
6	3	Y	4
6	4	Z	10
6	5	*	0
6	6	*	0

1	1	A	1
1	2	B	3
1	3	C	3
1	4	D	2
1	5	E	1
1	6	*	0
2	1	F	4
2	2	G	2
2	3	H	4
2	4	I	1
2	5	J	8
2	6	*	0
3	1	K	5
3	2	L	1
3	3	M	3
3	4	N	1
3	5	*	0
3	6	*	0
4	1	O	1
4	2	P	3
4	3	Q	10
4	4	R	1
4	5	*	0
4	6	*	0
5	1	S	1
5	2	T	1
5	3	U	1
5	4	V	4
5	5	*	0
5	6	*	0
6	1	W	4
6	2	X	8
6	3	Y	4
6	4	Z	10
6	5	*	0
6	6	*	0

1	1	A	1
1	2	B	3
1	3	C	3
1	4	D	2
1	5	E	1
1	6	*	0
2	1	F	4
2	2	G	2
2	3	H	4
2	4	I	1
2	5	J	8
2	6	*	0
3	1	K	5
3	2	L	1
3	3	M	3
3	4	N	1
3	5	*	0
3	6	*	0
4	1	O	1
4	2	P	3
4	3	Q	10
4	4	R	1
4	5	*	0
4	6	*	0
5	1	S	1
5	2	T	1
5	3	U	1
5	4	V	4
5	5	*	0
5	6	*	0
6	1	W	4
6	2	X	8
6	3	Y	4
6	4	Z	10
6	5	*	0
6	6	*	0

You can print this page and cut out the D66-Letter-Matrix that you prefer.

The first column is the number rolled on the Investigator-Die, the second column is the number rolled on the Mythos-Die, the third column shows the respective letter for that roll. An * (asterisk) is a Wildcard, you can choose any letter you want. The fourth column shows the Mythos Value of the letter.