

Supernatural Leads

For noir settings with a spooky twist. Evil mystics, spell books, secret rooms, and things that go bump in the night.

PEOPLE

2	CLAIRVOYANT (CHEAP PSYCHIC, TELEPATH, OCCULT MYSTIC)
3	PERFORMER (ACCORDION PLAYER, ILLUSIONIST, CARNY)
4	PARIAH (TATTOOED, DIVINE, CURSED)
5	ELDER (GUIDE, AUTHORITY, CRACKPOT)
6	APPRENTICE (LOYAL, BUMBLING, AMBITIOUS)
7	TALKING CAT (TRANSFORMED, IMMORTAL, PIRATE)
8	SHOPKEEPER (MAGIC, CURIOSITIES, KNOWLEDGE)
9	CHILD (CHATTY, POWERFUL, IN HIDING)
10	OUT-OF-TOWNER (NAIVE, INQUIRING, UP TO NO GOOD)
J	HUNTER (OF MONSTERS, OF ARTIFACTS, OF PEOPLE)
Q	SPELLCASTER (FOR GOOD, FOR EVIL, BY ACCIDENT)
K	CREATURE OF THE NIGHT (VAMPIRE, WEREWOLF, GHOST)
A	AWAKENED (TO POWER, TO TRUTH, TO LOVE)

PLACES

2	FAIRGROUNDS
3	WOODS
4	ABANDONED BUILDING
5	THE ACADEMY
6	HISTORIC LANDMARK
7	LIBRARY
8	QUAINT SHOP
9	WEIRD HOTEL
10	BIG HOUSE
J	UNDERGROUND
Q	CEMETERY
K	GOVERNMENT PROPERTY
A	SECRET ROOM

THINGS

2	A COSTUME
3	A MUSICAL INSTRUMENT
4	A SMALL ANIMAL
5	A TALISMAN
6	A LIGHT SOURCE
7	A MYSTERIOUS NOTE
8	A DEAD TREE
9	AN UNSETTLING LIQUID
10	AN ANCIENT WEAPON
J	A BODY PART
Q	A HAUNTING MELODY
K	A PRICELESS ANTIQUE
A	NOT OF THIS WORLD

Lynchian Leads

For bizarre noir inspired by the world of David Lynch. Where diners and dive bars mingle with the occult and the owls are always watching.

PEOPLE

2	FRIENDLY TOWNIE (FISHERMAN, LUMBERJACK, DINER WAITRESS)
3	ON THE RUN (ESCAPED CONVICT, RUNAWAY, REFUGEE)
4	RECLUSE (HERMIT, LONER, OUTCAST)
5	GOOD INFLUENCE (ATHLETE, CHEERLEADER, GUITAR-PLAYING HEARTTHROB)
6	BAD INFLUENCE (ATHLETE, CHEERLEADER, BIKE-RIDING HEARTTHROB)
7	ECCENTRIC (EXTRATERRESTRIAL EXPERT, BEAT POET, TALKS TO TREES)
8	PROFESSIONAL HELP (DOCTOR, SCHOOL COUNSELOR, NEW AGE THERAPIST)
9	DEALER (DRUG DEALS, LAND DEALS, WITH THE DEVIL)
10	OUT-OF-TOWNER (CITY SLICKER, MISSIONARY, VACATIONER)
J	THE LAW (OUTSIDE AGENT, LOCAL COP, STERN DETECTIVE)
Q	CHARMER (SEDUCTRESS, SEXY SCHEMER, CHARISMATIC CASANOVA)
K	LOCAL BIGWIG (MILLIONAIRE, LANDOWNER, WEALTHY HEIRESS)
A	OTHERWORLDER (MESSENGER, DEVIL, UNTOUCHABLE)

PLACES

2	DINER
3	DIVE BAR
4	CABIN
5	HEAVY INDUSTRY
6	A BRIDGE
7	SCHOOLYARD
8	SECRET MEETING SPOT
9	PRIVATE RESIDENCE
10	SECLUDED LOCATION
J	THE POLICE STATION
Q	BROTHEL
K	ROOM WITH MANY CANDLES
A	OTHERWORLDLY PARLOR

THINGS

2	A WATCHFUL BIRD
3	A PAIR OF INITIALS
4	A CIGARETTE
5	A CHARM BRACELET
6	A SHARP TOOL
7	A THREATENING LETTER
8	STRANGE FOOTPRINTS
9	INCRIMINATING PHOTOS
10	UNIQUE SHOES
J	A CUP OF COFFEE
Q	OPULENT DECORATIONS
K	A STRANGE SYMBOL
A	A SUMMONING CIRCLE