

**FREE SAMPLER**

AN INFINITE PORTAL VAULT PRODUCTION

# **THE INVESTIGATOR'S ORACLE**

*Random Tables for Horror & Mystery Roleplaying*



*A Preview of Section 2: The Oracle Core*

## WELCOME TO THE INVESTIGATION

**T**his sampler contains the complete Oracle Core from *\*The Investigator's Oracle\**, five tables that form the engine of solo horror investigation. With just these tables, you can: - Ask questions and receive answers weighted by circumstance - Inject chaos when the investigation stalls - Set the emotional tone of any scene - Push the pacing when momentum dies This is not a demo. These tables are fully functional and ready to use tonight. Consider it a first case, on the house. When you're ready for evidence tables, witness generators, location details, conspiracy frameworks, and more, the full 62-page oracle is waiting.



SECTION 2



# THE ORACLE CORE

*"Ask your question. Accept the answer.*

*The dice know more than you do."*

## Table 2.1: Yes/No Oracle

Roll 1d20. The dice know more than you do.

ROLL	RESULT	INTERPRETATION
1	<b>No, and catastrophe</b>	Not only does this fail utterly, but the failure brings ruin. Something precious is lost forever. A door slams shut that can never be reopened. The darkness notices you.
2	<b>No, and it's worse</b>	The failure echoes. A name you spoke reaches the wrong ears. A door you tried now has someone watching it. The lie you told is remembered by the wrong person. Your attempt didn't just fail; it painted a target on something you care about.
3	<b>No, and there's a cost</b>	The attempt burns something. Your contact won't take your calls anymore. The bribe money is gone and the guard remembers your face. The hours you spent here are hours the killer used elsewhere. Failure always takes its cut.
4	<b>No, and you're exposed</b>	Your inquiry or action fails and reveals something about you to hostile forces. They now know you're looking.
5	<b>No, definitively</b>	A clear, unambiguous failure. The door is locked. The witness won't talk. The evidence isn't here. No silver lining.
6	<b>No, as expected</b>	This was never going to work, and some part of you knew it. The lock is beyond your skill. The language is one you don't speak. The gap is too wide to jump. You spent effort confirming what caution would have told you for free.
7	<b>No, but barely</b>	It almost worked. You can see exactly why it failed, and with slight adjustment, another attempt might succeed.
8	<b>No, but you learn something</b>	Failure, but the attempt reveals useful information: a weakness, a timing pattern, a contact who might help.
9	<b>No, but there's another way</b>	Blocked, but in the blocking, you see around it. The secretary who turned you away mentioned a name. The locked door has a window beside it. The official records are sealed, but someone kept unofficial ones. The path forward is uglier, slower, or more dangerous, but it exists.
10	<b>Unclear: something intervenes</b>	The outcome is muddied by an external factor. Roll on the Twist/Interrupt Table (2.3) to determine what complicates matters.
11	<b>Unclear: the truth shifts</b>	Reality refuses to give you a straight answer. What seemed certain becomes uncertain. Roll on the Twist/Interrupt Table (2.3).
12	<b>Yes, but at great cost</b>	Victory tastes like ash. You got what you needed, but: the informant's body will be found tomorrow. Your partner saw what you did to get this. The doctor's hands shook when she handed over the file. You left something of yourself behind to carry this forward.
13	<b>Yes, but with strings</b>	It works, but creates an obligation or complication. Someone now expects something from you. A debt is incurred.
14	<b>Yes, but partially</b>	Partial success. You get some of what you wanted, but not all. The door opens halfway. The witness tells part of the truth.
15	<b>Yes, but not how you expected</b>	The answer comes sideways. You asked about the murder weapon and learned about the affair. You searched for evidence and found a confession meant for someone else. The door opens, but it's not the room you thought. Recalibrate.
16	<b>Yes, exactly as hoped</b>	Clean success. It works as intended, no more, no less.

ROLL	RESULT	INTERPRETATION
17	Yes, clearly	Unambiguous success with confidence. The evidence is solid. The witness is credible. The path is clear.
18	Yes, and you gain insight	Success illuminates more than you asked. The witness mentions the victim changed their routine three weeks ago. The document is dated the day before the first disappearance. The photograph shows someone in the background who shouldn't be there. You came for one answer and left with a better question.
19	Yes, and opportunity opens	Success breeds access. The grateful witness offers an introduction to someone higher up. The discovered key fits more than one lock. The solved puzzle reveals the next layer was waiting for you. Someone notices your competence and decides you might be useful, for now.
20	Yes, and beyond	Complete success with unexpected benefits. Fortune favors you, for now. Something powerful may have taken notice of your luck.

◆ **How to Use:** When you need an answer that isn't determined by your game's mechanics, frame your question as a yes/no query and roll. Accept what the oracle tells you, especially when it hurts.

### ♠ ♥ ♦ ♣ **Alternative: Playing Cards**

**No dice?** Use a modified deck: Remove all 6-King cards, keeping only Ace through 5 in each suit (20 cards total). Draw a card; the **suit** tells you which range (1-5, 6-10, 11-15, or 16-20), and the **card value** tells you the exact number within that range. No math required. Shuffle the discard back in after each draw, or don't, if you want fate to remember what it's already dealt you.

#### Quick Reference:

##### ♠ Spades: 1–5

Ace → 1  
2 → 2  
3 → 3  
4 → 4  
5 → 5

##### ♣ Clubs: 6–10

Ace → 6  
2 → 7  
3 → 8  
4 → 9  
5 → 10

##### ♥ Hearts: 11–15

Ace → 11  
2 → 12  
3 → 13  
4 → 14  
5 → 15

##### ♦ Diamonds: 16–20

Ace → 16  
2 → 17  
3 → 18  
4 → 19  
5 → 20

— *The witness remembered nothing. Nothing useful.* —



## Table 2.2: Likelihood Modifier

Not all questions carry equal weight. Adjust your roll based on the fictional circumstances.

CIRCUMSTANCE	MODIFIER	WHEN TO USE
<b>Nearly Impossible</b>	-6	The odds are overwhelmingly against this. The lock is state-of-the-art, the witness is in a coma, the records were destroyed decades ago.
<b>Unlikely</b>	-3	The situation works against you. The contact owes you nothing, the hour is late, the security is professional.
<b>Even Odds</b>	0	Genuine uncertainty. This could reasonably go either way. Use when the fiction provides no strong indicators.
<b>Likely</b>	+3	Circumstances favor success. You have leverage, the timing is right, or you've prepared well.
<b>Nearly Certain</b>	+6	Almost guaranteed. Only catastrophic bad luck or hidden factors could prevent success.

◆ **How to Use:** Add the modifier to your d20 roll before consulting Table 2.1. A modified result below 1 is treated as 1. A modified result above 20 is treated as 20.

**A Note on Honesty:** Be truthful with yourself about the odds. The temptation to overestimate likelihood corrupts the oracle's purpose. If you find yourself always rolling with +3 or higher, you're not playing; you're merely narrating.

— *Everyone in this town has two stories. Neither one's true.* —



## Table 2.3: Twist/Interrupt Table

Roll 1d20. Reality has a cruel sense of humor.

ROLL	TWIST
1	<b>The dead speak.</b> A victim or previously deceased figure left behind something (a message, a recording, a letter) that surfaces now with terrible timing. What did they know?
2	<b>Old debts come due.</b> Someone from your past appears, demanding repayment of an obligation you'd forgotten or hoped forgotten. They're connected to this, somehow.
3	<b>The evidence contradicts itself.</b> Two pieces of information you considered solid now point in opposite directions. One of them is a lie. Maybe both.
4	<b>Someone has been watching.</b> You realize, through subtle signs or direct confrontation, that your investigation has had an audience longer than you knew.
5	<b>A parallel investigation crosses your path.</b> Another investigator, official or otherwise, is working the same case. They know things you don't. They want things you have.
6	<b>The wrong person trusts you.</b> An innocent, or someone performing innocence, attaches themselves to your investigation, believing you can protect them. Can you?
7	<b>Your sanctuary is compromised.</b> A place you considered safe (your home, your office, a trusted location) has been breached, searched, or marked.
8	<b>An ally reveals hidden motives.</b> You catch them in a lie, or they confess before you can. The professor who offered help is writing a book about this case. The cop feeding you information is building a separate case against your client. The friend who volunteered is looking for their missing sister. Their help is real, but it comes with a destination you didn't choose.
9	<b>The timeline fractures.</b> Something you thought happened at one time actually occurred at another. The sequence of events must be reconstructed.
10	<b>A symbol recurs.</b> A sign, image, or phrase you've seen before appears again in an unrelated context. Coincidence? Pattern? Message?
11	<b>Someone confesses to something you weren't investigating.</b> In the course of your inquiries, you stumble onto an unrelated crime or secret. It demands attention.
12	<b>The threat has a face now.</b> What was abstract becomes personal. You see the enemy, recognize them, or learn their name. They become real.
13	<b>An unexpected inheritance.</b> Someone dead or disappeared has left you something: keys, property, documents, or an object. It's related to your case.
14	<b>Local folklore proves relevant.</b> An old story, legend, or superstition from the area connects to what's happening. The locals knew. They always know.
15	<b>The institution cannot help.</b> The detective's eyes go flat when you mention the name. The hospital has no record of the patient you watched them admit. The clerk processes your request with the careful blankness of someone following orders. You're not being refused; you're being managed. The walls of legitimate help have quietly closed around you.
16	<b>Weather turns hostile.</b> Storm, fog, blackout, or some other environmental factor isolates you, traps you, or forces confrontation.
17	<b>Your body remembers something.</b> A physical sensation (deja vu, sudden nausea, unexplained pain) suggests your connection to this case predates your awareness of it.

**ROLL TWIST**

- 18 The conspiracy is larger than you thought.** A familiar face appears in an old photograph from the cult's archives. The company letterhead matches the one in the victim's files. The judge who signed the warrant is the senator's brother-in-law. One thread you considered safe to pull is woven into the whole rotten tapestry. The clean thing you trusted is dirty.
- 19 Someone you trusted is afraid of you.** Not angry, not hostile, but genuinely frightened. What do they see when they look at you now?
- 20 The oracle itself seems to answer.** This moment of synchronicity is too perfect, too meaningful. Something is communicating through coincidence. Roll again and interpret the second result as a message from beyond.

◆ **How to Use:** Consult this table when Table 2.1 yields a result of 10 or 11, or whenever you want to inject chaos into a stalled investigation. These twists recontextualize; they don't negate your question but rather complicate its answer.

— *She had the kind of eyes that had seen too much and forgotten none of it.* —



## Table 2.4: Scene Tone/Mood

Roll 1d12. Atmosphere is half the horror.

ROLL	MOOD	DESCRIPTION
1	<b>Tense silence</b>	Words die in the air. Every sound is too loud. Someone is about to speak, or scream, or break. The pressure builds in the unspoken.
2	<b>Creeping paranoia</b>	Every glance holds meaning. Shadows shift wrong. That car has passed twice. Trust becomes impossible; suspicion, mandatory.
3	<b>False calm before horror</b>	Everything seems fine. Normal. Perhaps too normal. The mundane details feel like a mask about to slip. Enjoy this moment; it won't last.
4	<b>Melancholic decay</b>	Sadness permeates the space. Old photographs, abandoned belongings, faded glory. This place remembers better times. So does everyone in it.
5	<b>Frantic urgency</b>	Time is running out. Every second costs something. The pace accelerates whether you're ready or not. Decisions must be made NOW.
6	<b>Oppressive dread</b>	Weight presses down on thought and action. Moving forward requires effort. The air itself seems hostile. Something terrible waits ahead, and you know it.
7	<b>Clinical detachment</b>	Cold, sterile, procedural. Emotion is stripped away, leaving only facts and functions. Bureaucracy's answer to horror: forms in triplicate.
8	<b>Feverish mania</b>	Too much energy, wrongly directed. Laughter that shouldn't be funny. Movement that can't stop. Someone, maybe you, is coming apart at the seams.
9	<b>Quiet grief</b>	Loss hangs in the air like incense. Someone is mourning, recently or for a long time. The sorrow is tangible and may never lift.
10	<b>Watchful stillness</b>	Nothing moves. Nothing speaks. But attention fills the space. You are being observed by something patient. It can wait. Can you?
11	<b>Building hysteria</b>	Control is slipping. The secretary's laugh goes on too long. Someone is crying in the next room and no one acknowledges it. Voices rise for no reason, then fall to whispers. People are on the edge of breaking, and when one goes, the rest will follow.
12	<b>Unnatural serenity</b>	Peace that shouldn't exist. Calm where there should be chaos. Acceptance where there should be fear. This tranquility is wrong, and that wrongness is terrifying.

◆ **How to Use:** Roll at the start of a scene to establish its emotional texture, or when you need guidance on how NPCs are behaving. Let the mood color your descriptions and dialogue.

— *The money always talks. The question is what it's confessing.* —



## Table 2.5: Pacing Push

Roll 1d6. When the investigation stalls, the horror moves.

ROLL	PUSH
1	<b>A deadline accelerates dramatically.</b> Whatever time you thought you had is gone. The auction is tonight. The witness is being transferred. The ritual is tomorrow. Move now or lose your window forever.
2	<b>A new victim is discovered.</b> The horror claims another. Whoever, or whatever, you're hunting has acted again. The evidence is fresh. So is the grief. And so is your responsibility.
3	<b>The threat makes itself known.</b> Subtlety ends. The conspiracy, the creature, the killer: it announces its presence. A display of power, a taunt, or a warning. You cannot pretend you don't know anymore.
4	<b>An ally is compromised.</b> Someone helping you is neutralized: captured, threatened, bought, broken, or worse. Their resources are lost. Worse, what they knew may now belong to the enemy.
5	<b>Evidence is about to be destroyed.</b> A fire. A demolition. A cover-up in progress. The proof you need exists for only a little longer. Act now or watch the truth burn.
6	<b>The investigator is directly targeted.</b> It becomes personal. An attack, whether physical, legal, social, or supernatural, focuses on you. Someone wants you to stop. Someone wants you to suffer. Someone wants you to die.

◆ **How to Use:** When the investigation loses momentum, when players are unsure how to proceed, or when the game needs energy, roll on this table to inject urgency. The horror is not content to wait for you to catch up.



*"Ask your question. Roll the dice. The oracle does not lie, but it never tells the whole truth. Nothing does."*



## WHAT YOU JUST EXPERIENCED



You've just seen the complete Oracle Core, the mechanical heart of *The Investigator's Oracle*. These five tables form a complete system for solo horror investigation:

**Table 2.1: Yes/No Oracle:** The core resolution mechanic

**Table 2.2: Likelihood Modifier:** Contextual adjustment system

**Table 2.3: Twist/Interrupt:** Narrative chaos injection

**Table 2.4: Scene Tone/Mood:** Atmospheric guidance

**Table 2.5: Pacing Push:** Momentum when investigation stalls

This is **Section 2 of 8 complete sections** in the full 62-page oracle.

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### The Other Seven Sections:

- §1 How to Use This Oracle
  - §3 Evidence & Clues: 7 tables for physical evidence and documents
  - §4 Witnesses & NPCs: 6 tables for generating and interacting with people
  - §5 Locations: 6 tables for urban and rural investigation sites
  - §6 Complications & Threats: 4 tables for escalating danger
  - §7 The Conspiracy: 5 tables for building organized antagonists
  - §8 Quick Generators: One-roll mystery seeds and NPC generation
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## WHERE TO USE THESE ORACLES

*You've been warned: The next page is page 13...Don't let it end here!!*

### **Call of Cthulhu**

The grandfather of investigative horror. Lovecraft's cosmic dread meets investigation, where sanity is a resource that depletes.

### **Delta Green**

Modern-day conspiracy horror where agents sacrifice careers, relationships, and sanity to hold back threats the public can never know about.

### **Mothership**

Science fiction horror survival. Panic and stress mechanics ensure that the more you discover, the less capable you become of surviving it.

### **Liminal Horror**

Modern weird horror stripped to its elegant essentials. Fast, flexible, and designed for one-shots where ordinary people encounter the fundamentally wrong.

### **Trophy Dark**

A game of doomed expeditions where the horror is guaranteed. The forest always wins; you're just negotiating terms.

### **Vaesen**

Nordic folklore horror set in 19th-century Scandinavia. The old spirits still walk the land.

### **Alien RPG**

Cinematic space horror in the universe of Ripley and the Nostromo. The motion tracker beeps. It's getting closer.

# THE COMPLETE INVESTIGATOR'S ORACLE



- ◆ **62 pages** of professional random tables designed specifically for horror and mystery investigation
- ◆ **8 complete sections** covering every aspect of solo horror play: oracles, evidence, witnesses, locations, threats, conspiracies, and generators
- ◆ **System-agnostic**: works with Call of Cthulhu, Trail of Cthulhu, Delta Green, Vaesen, or any horror RPG
- ◆ **Genuinely useful** for solo play, GM-less games, or as a GM tool for improvisation
- ◆ **Professional design** throughout, in a clean light mode aesthetic

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*"Roll the dice. Follow the evidence. Find the truth."*

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**The Investigator's Oracle**

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