

Mythos Mishaps

Welcome to the Roaring '20s. You are an Investigator, delving into things you would really be much better off not knowing. But you are brave, and someone has to do it.

Who Are You? Roll or Pick.

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| 1: A Professor | 4. A Psychic |
| 2: An Archeologist | 5. An Occultist |
| 3: A Detective | 6. A Scientist |

Professor: You speak several languages, have access to a library, and pick a specialization like history/geology/chemistry.

Archeologist: You have a wide array of unusual tools, speak a long dead language, and have an strange artifact perhaps with some minor power.

Detective: You have some good deduction skills, a gun, and connections on the street.

Psychic: You have a somewhat minor psychic power, like telekinesis, pyromancy, or telepathy. Each encounter, for each use after the first, roll a d6. On a roll of 1 you have exhausted your ability until you get a chance to rest.

Occultist: You have access to a library, as well as one ancient tome. You have learned two spells from it. Work out what they are with the DM.

Scientist: You have access to a laboratory, have a deep knowledge of science, and have access to a wide array of chemicals.

How to Play:

Want to do a thing? Roll a d6. Odd, it succeeds. Even, it fails. The higher the number the better the success or worse the failure.

If the roll is in some way related to something in your background, items, or skills you may roll two dice and choose which roll you take.

Once per session you can take a madness point to make a roll an automatic success. Describe what crazy thing you did to make it happen.

Madness

Every encounter with the creatures or servants of the mythos runs the risk of sending you deeper into insanity. Every time the you encounter such a creature for the first time, roll a d6. If even, you gain one madness point.

Any player than has a total of 10 madness points is insane to the point of unplayability.

Madness can be cured by visiting a therapist at a rate of 1 point per visit (typically once a week or month).

At madness 8-9 you no longer gain madness from learning spells.

Spells

You can learn spells from arcane tomes (anyone can learn a spell). Learning a spell imparts 1 madness point. What the spell does is determined by the DM. An example would be:

The Mirror of Nyril: the player summons up a mirror image of themselves for the duration of the current encounter.

What's Gone Wrong?

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|-------------------------|----------------------|
| 1: Missing People | 4: Library Robbed |
| 2: Odd Creature Spotted | 5: Strange Storm |
| 3: Ruins Unearthed | 6: A Gruesome Murder |

What's Responsible (DM roll in secret)

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|------------------------|--------------------|
| 1: A cult | 4: Dream Creature |
| 2: An eldritch Monster | 5: An Occultist |
| 3: A mad scientist | 6: Family Ancestor |

What Creepy Place Is This Happening In?

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|---------------------|-------------------|
| 1: Ancient Ruins | 4: Dock Warehouse |
| 2: An Old Mansion | 5: Deep Woods |
| 3: Catacombs/Crypts | 6: Tiny Village |

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