

# The ColouRPG Out of Space

## For the Player:

Something strange has happened out at Nahum Gardner's farm. His closest neighbor, Ammi Pierce, has some into Arkham looking for folks to go with him out there and investigate just what happened. He claims that Nahum is dead, as is the rest of the family, but his tale is too crazy to be believed.

## Who are you?

One of you can be Ammi Pierce, a farmer who is a friend of the family. Another can be the Medical Examiner, or a Veterinarian. The rest of the member should be made up of policemen. Together you have piled into a pair of carriages and headed out into the rural countryside, down a road the country folk have all but abandoned, as it passes too near to Nahum's home.

## Describe yourself.

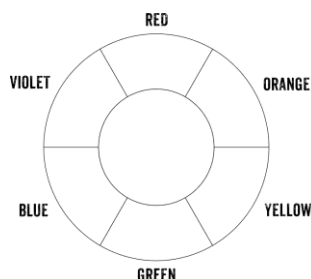
Describe in detail what you are wearing, and the items you are carrying. Pay close attention to what color they are. Be sure to write this all down. You can have anything your DM allows.

## 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.

The blasted heath is mostly grays and browns. There is not a lot of color to be found, it is as though much of the life has been leeches from the area. But if there is color, something may happen when you interact with it.

Consult this color wheel:



If something you are using to do an action is a complementary color to the thing you are trying to act on (adjacent to the color on the wheel) you can roll 2 dice and choose which to keep.

If it is opposite in color on the wheel from what you are using to do a task, then you must roll 2 dice and take the worst roll.

## For the GM only:

First, you really need to go read the Colour Out of Space. No really. Once you are done, you should be able to run what happens next. Have the players investigate what happened. If no one is playing Ammi, maybe you should run him as an NPC. He has good information.

The players need to find all the bodies, investigate what happened to all the family, and try to piece it all together. All before their excursion down the well triggers the climatic 'blow up.'

Feel free to change the story to fit your needs. If they players do not get far enough away before the explosion, feel free to have them suffer terrible consequences.

Feel free to have one of the members get possessed, at least to some degree, but the Colour. Or have the Colour do something strange, like animate a body, or use the trees to attack in some way.

Use the text to set the tone, but you are not married to it. You'll pretty much get only one shot with this group to run this, so make it as fun for them as possible. Creepy, spooky, and fun.

Description is very important, both in setting the tone and building the atmosphere, but also because of the dice rolling mechanics. Use bright colors to draw them towards clues, or traps. Make the risk/reward as real as possible, and they will love you for it.