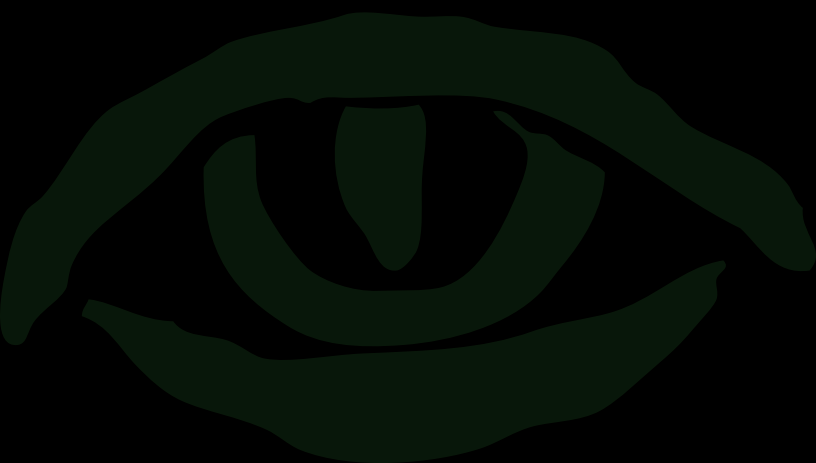


DARK TALES

FURTHER RULES FOR
MYTHOS INVESTIGATIONS



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DARK TALES

INVESTIGATING THE MYTHOS

When you investigate the Mythos, the highest die shows exactly how much information you get.

1. A single word or phrase. If you need information to proceed with the scenario, you get that, but no more.
2. A brief sentence.
3. The basic facts.
4. The full facts.
5. The full facts, plus an item of human knowledge.
 - ▶ something that human knowledge cannot explain.
 - ▶ a strange history.
 - ▶ a whispered legend.
 - ▶ a reference in ancient texts.
 - ▶ a connection to remote foreign parts.
 - ▶ a connection to strange religious practices.
 - ▶ the similarity to prevents events.
6. The full facts, plus an item beyond human knowledge.
 - ▶ something monstrous and alien
 - ▶ a connection to other planets.
 - ▶ a connection to blasphemous creatures.
 - ▶ a suggestion of vast intelligence.
 - ▶ what happened millions of years ago.
 - ▶ what the creatures plan to do.
 - ▶ a dread name.
 - ▶ the harm the creature did.
 - ▶ something monstrous and alien.

For example, let's say you are in Newburyport Library, researching the town of Innsmouth. The highest die tells you what you discover.

1. There is a reference to the Newburyport Historical Society, but you are not sure what it means.
2. The Newburyport Historical Society has some Innsmouth jewellery.
3. In the Newburyport Historical Society, there is a tiara from Innsmouth, with a strange reputation.
4. In the Newburyport Historical Society (and also in Miskatonic University, Arkham), there are specimens of Innsmouth jewellery. One particular piece, a queerly-proportioned tiara, has a strange and fearful reputation in the surrounding area.
5. There are specimens of grotesque Innsmouth jewellery, both in Arkham's Miskatonic University, and the nearby Newburyport Historical Society. One particular piece, a queerly-proportioned tiara, is connected with an Innsmouth cult, The Esoteric Order of Dagon. Although beautiful, the jewellery is feared in the local countryside

6. In the Newburyport Historical Society, there are grotesque pieces of jewellery from Innsmouth. One, a strangely-proportioned tiara, is reputed to be beautiful but curiously malignant. Although the patterns in the jewellery have an unearthly beauty, they hint darkly at unimaginable abysses beyond the Earth.

When you roll a 6 while investigating, what you learn will almost certainly shake your Investigator. If it does, make an Insanity roll.

DRAWBACKS

When any die rolls a 1 in an investigation, choose a drawback:

- ▶ a deep sense of dread.
- ▶ it grows late.
- ▶ someone suffers harm.
- ▶ someone becomes noticed.
- ▶ someone glimpses something horrific.
- ▶ someone is touched, or realises they have been touched, by the Mythos.
- ▶ someone realises they have said too much.

The “someone” may be an Investigator or an NPC.

For example: as the bus arrives in Innsmouth, you study the town’s architecture. You roll a 1. Just for a moment, in the basement of a church, you glimpse a shambling and monstrous figure.

Another example: while questioning a drunk in Innsmouth, you roll a 1. It is growing late. The sun is setting and the bus is about to leave.

(Playtest note: I haven’t tested drawbacks. Let me know how they work for you.)

SOME GUIDANCE

When someone investigates the Mythos, think what a competent investigator would uncover. That’s what you get when the high die is a four.

When the high die is less than 4, pare that information down. When it’s more than 4, add the additional facts given in the bullet points. (Either invent them on the fly or write them in your scenario.)

If in doubt, go for the first bullet point in each list.

You can also discover facts in these bullet points by investigating them directly. For example, if you perform chemical analysis on an alien globule, you would discover a connection to other planets, without rolling a 6 as your highest die.

And, to be clear, these rules only apply when investigating the Mythos. In other investigations, where there is nothing beyond human knowledge to discover, 6s simply indicate a fully successful investigation.

STORIES WITHIN STORIES

Often, you will discover others who have encountered the Mythos. You might talk to them or discover their letters or diaries.

When this happens, you may choose to become these others and play through the story they tell.

Create these others as Investigators. Play through the story. When it finishes, return to the original Investigators, who have just read or heard that story.

(You can play through dreams in the same way.)

THREE ROLLS

Split important rolls into three. For example, escaping from the Innsmouth hotel could be resolved with three rolls. For each roll, describe part of the escape.

Failing two out of three rolls means the whole thing fails. So does failing the third and final roll.

DEATH

If your Investigator dies, create a new one. This new Investigator is connected to the first one: perhaps the new Investigator received letters from or read a newspaper article about the deceased Investigator.

At a suitable point, all attention turns to your new Investigator as they arrive and encounter any living Investigators.

If all Investigators die, create a new team, who investigate the disappearance of the dead Investigators.

(The same applies if Investigators leave play for any other reason.)

PLAYTESTING

These are less solid than the main Cthulhu Dark rules! The Consequences of Knowledge should work well. Everything else needs testing.

Let me know how they work. My email is graham@thievesoftime.com.

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