



# MYTHOS MYSTERIES

A GREY CELLS HORROR SUPPLEMENT

BY BOGDAN CONSTANTINESCU

A Dapper Fish Designs Publication

Mythos Mysteries

Copyright © 2020 Bogdan Constantinescu

All rights reserved.

First published in 2020 by Dapper Fish Designs.

ISBN: 978-0-6487569-1-0

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise, without the prior express permission of the publisher.

The exception to this is exclusive personal use. Backups and similar copies may be made as long as there is no intent to distribute them.

This book was produced using the Adobe Creative Suite.

Typefaces: Gill Sans MT, Agency FB, Billionaire



# CREDITS

**Bogdan Constantinescu**

*Game Design / Writing / Layout / Editing*

**Blythe Ashton**

*Character & Cover Illustrator*

**Jeffrey Kromer**

*Additional Illustrations*

**Krzysztof Stepień**

*Character Sheet Design*

---



# THANKS

**Super Thanks** to Liviu Constantinescu, my supportive and brilliant brother who is a mystery I've been trying to solve all my life.

**Special Thanks** to Alex Baumann, Andrew Delaney, Ashnil Kumar, Bislab, Brothgar, Caillech, Chiyoko, Dancole, Daniela Constantinescu, Dasdagger, Ehpeaell, Eva, Fliek, George Constantinescu, Hablaman, Herbert Peppard, J. Larkin, Less.weird.nickname, Munkholt, Neylla, Peter Budd, RogueRobotGames, Ryan Thomas, Slyder, Titan, Tympest, Wei Jiang, Woolicane, Yorgen, Zach Benitez and Zombie Horse. Without your help this game would never have come to be.

**Many Thanks** to all Kickstarter backers for your support and patience.

# CONTENTS

## **1: WHAT'S NEW.....1**

## **2: GENRES.....3**

Cosmic Horror.....3

Pulp Lovecraft.....4

## **3: MADNESS.....7**

Sanity.....7

Madnesses.....8

## **4: BACKGROUNDS.....10**

Artist.....12

Initiate.....16

Occultist.....20

Vagrant.....24

## **5: ELDRITCH CLUES.....28**

The Stars Are Right.....28

Devising a Solution.....31

Destroying Mythos Entities.....34

## **6: SPECIAL ACTIONS.....35**

Impossible Odds.....36

Driven by Madness.....38

## **7: EXPEDITIONS.....41**

Supplies.....41

## **8: EXPLOITS.....43**

Academic.....43

Action.....44

Awareness.....44

Eldritch.....46

Police.....47

Social.....47

Underworld.....47

## **9: MOMENTUM POWERS.....48**

Academic.....48

Action.....48

Awareness.....49

Eldritch.....49

Police.....50

Social.....50

Underworld.....50

## **10: TOMES.....51**

Tome Tags.....51

## **11: MASTERING MADNESS.....53**

The Unknowable.....53

Creating Mythos Entities.....55

Using the Mythos Star.....59

Turning Entities into Enigmas.....62

Fighting Against Entities.....64

Running Expeditions.....65

## **12: MYSTERY STARTERS.....67**

Nature.....67

Drive.....74



# WHAT'S NEW

Mythos Mysteries offers investigators a chance to delve into a realm far darker and more uncaring than the one they know. This material is focused on the works of H. P. Lovecraft and the Cthulhu Mythos, though it can be used for other forms of horror.

## TYPES OF CLUES

In addition to Leads, Connections and other form of mundane clues, a new set of Eldritch Clues have been introduced. These deal specifically with evidence or knowledge of supernatural, alien and otherwise impossible subjects. These can be acquired through regular investigation or new Special Actions and investigator abilities.

Eldritch Clues work similarly to mundane clues and can act as Evidence Points. They are also used to Devise Solutions to supernatural threats - strange foes require strange answers. Fortunate and cunning investigators may also uncover Eldritch Truths, terrible knowledge that is more potent in your hands.

## SPECIAL ACTIONS

With new information to discover, Investigators have new tools at their disposal. They may delve into stores of dark knowledge, abandon reason for feats of mind and body beyond human ability, and Devise Solutions to the terrible threats and phenomena that lurk beyond the perception of the rational mind.

## BACKGROUNDS

Investigators can come from new walks of life, some of whom have glimpsed the shadowy vortex into which our reality spirals, and others who have already drunk deep from it.





---

## EXPLOITS & MOMENTUM POWERS

As investigators learn of the tenebrous forces arranged against them, they may learn new ways to discover elusive truths, or even turn their own dark powers against them.

## MADNESS

Faced with threats and foes that defy the laws of reality as we know them, investigators will not only have to contend with threats to their bodies but also a merciless siege upon their minds.

## CONTACTS

There are others who dwell in dark places, and investigators can call upon them for their... unconventional services.

## TOMES

Through the annals of time certain individuals, through fortune or damnation, were able to capture secrets on paper, canvas, and darker mediums. These tomes may share their terrible wisdom, if you are willing to pay the price.

## EXPEDITIONS

Some cases will take investigators beyond the realms of civilization, where their friends and their wealth count for little. From frozen tundras to alien vistas, where will your search take you?

## HORROR MYSTERIES

With descriptions of Lovecraftian and horror subgenres as well as tools and advice for game masters to prepare cases steeped in eldritch nightmare.

# GENRES

H. P. Lovecraft's work means different things to different people. His original work differs substantially from modern interpretations of its themes and content. Following are guidelines for how to approach your characters and cases to create the feeling of two main types of Lovecraft. For supernatural horror without a Lovecraftian angle, use the Thriller guidelines from the Grey Cells core rulebook.

These types of mysteries are not always centered on a crime as the inciting incident - often there is some strange event or some looming threat. As such, these guidelines examine the nature of the threats rather than crimes.

## COSMIC HORROR

### THE INVESTIGATORS ARE...

<b>Competent</b>	Talented, prepared and skilled at what they do. They have the knowledge and resources to tackle any change they could face.
<b>Ants</b>	Although they excel on a human scale, the human scale is woefully insignificant. They cannot fight these threats directly; the best they can hope for is to stem the tide.
<b>Isolated</b>	Who would believe the claims you make about these threats? And even if they did, who could help you?
<b>Doomed</b>	Those with the courage to stand against the darkness will ultimately be swallowed by it.

### THE WORLD IS...

<b>Blind</b>	Just beyond the glow of the city lights lurk terrible things. They stay hidden from prying eyes, though not many actively seek them.
<b>Alien</b>	While humankind clings to their laws and their sciences, the cosmos whirls with creatures and concepts that defy understanding.



# GENRES

## THE WORLD IS NOT...

### **Ignorant**

People are educated and clever. Allies, villains and even madmen have motives to their actions that are rooted in reason.

### **Ending**

The earth is simply not important enough to bother destroying. Mankind is a blip on the cosmic radar, not worth the notice of the things that could snuff it out.

## THREATS ARE...

### **Unknowable**

What is it that you are facing? How is it operating? Why is it doing these things? Are there answers to these questions, and if there are, will your mind survive the revelation?

### **Vast**

Often the threat that investigators will perceive is simply the outermost fringe of the true problem, such as a cult or creature that serves a dark god-being. The true scale of the foe is greater than the investigators could possibly oppose.

### **Intelligent**

Though their motives may be inscrutable, they are not monsters. They possess their own intelligence and culture; they are not rampaging beasts.

### **Creeping**

They are quiet, subtle, and building towards a disastrous resolution.

## DULP LOVECRAFT

## THE INVESTIGATORS ARE...

### **Empowered**

While outmatched, they are capable of fighting back. Their foes may be massive shambling horrors, but a tommy gun usually works just fine.

### **Guardians**

Every day the nightmares push further into our world. Only the investigators and their allies stand against them, allowing the rest of the world to continue its mundane existence.

## ALIENS VS MONSTERS

*The creatures presented in the Cthulhu mythos are rarely shambling monstrosities that exist only to destroy. Instead, they have their own culture, science and motivations - each of which often exist beyond human understanding. Regardless of their form or how many tentacles they possess, they are intelligent and should act that way. To them, humans are usually of little concern; people may suffer as a result of their actions but this is rarely a result of malevolence. Instead they have their own purpose, and sometimes humans happen to be in the way of that. To think that these Elder beings conspire to bring about the destruction of mankind is arrogance of the highest order: our annihilation is entirely incidental to their plans.*



## THE WORLD IS...

### Overrun

Aliens, monsters and their minions build their numbers, pressing in on the walls of normality. When the barrier breaks, blood flows.

### In Denial

Disasters are covered up, witnesses are silenced. The government spends more time controlling the message than protecting the populace.

## THE WORLD IS NOT...

### Magical

Despite the presence of aliens, rituals and what could fairly be described as magic, the majority of the world and its residents are mundane. Supernatural items and powers are rare and restricted to specific groups or individuals.

### Defenseless

Others share the investigators' cause. Agencies, universities and even criminal organisations fight in their own way.

## THREATS ARE...

### Monstrous

Whether human or beast, they wreak destruction for its own sake.

### Visible

A shoggoth tramples down main street, portals to other dimensions are opening across town. The cause of these problems might not be clear, but you definitely know where to start looking.

# MADNESS

Gone are the days of murder and larceny. These cases deal with powers and beings the mere existence of which is enough to shatter a mind.

## SANITY

Every investigator wields a thin shield against the terrors of the cosmos: their Sanity. This acts as a secondary attribute (SAN) that can be spent to activate certain actions like GRIT or INS, or may be lost when faced with terrible things that drive one to madness. However, in madness lies truth, and an investigator bound by petty rationality may be doomed by their lack of vision.

Unlike GRIT or INS, **SAN may be spent or lost even after it has reached 0**, though this has consequences.

## FRACTURE

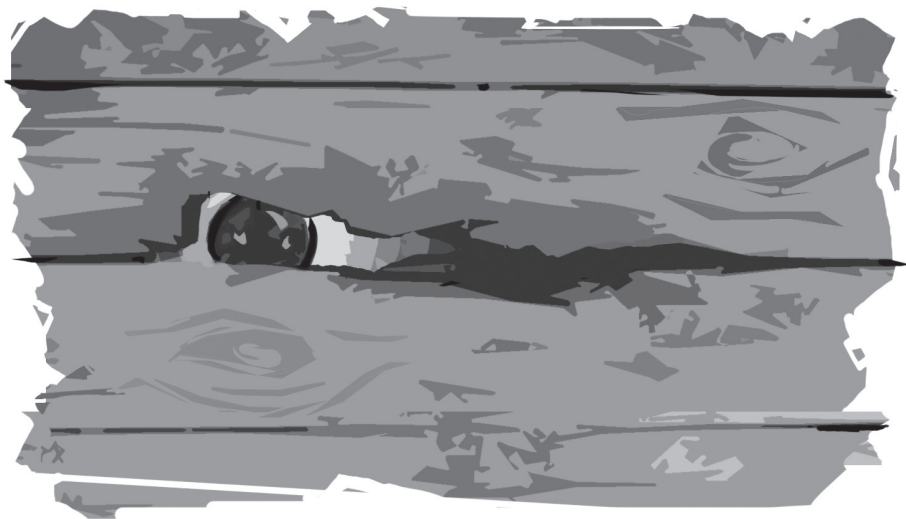
Once the veil of sanity has been torn away, the mind begins to buckle. Fracture is a permanent loss of mental stability and may lead to Madness.

Fracture is marked when an investigator has 0 SAN and must lose or spend a point of SAN. This may lead to multiple Fractures from the same action or effect if multiple points of SAN would be spent or lost.

Once three points of Fracture have been marked, the investigator gains a Madness and the Fracture track resets.

## MADNESSES

Sometimes the only way a mind can survive is by twisting and breaking itself into new configurations, ones that better fit the world it has come to know. Madneses provide Advantage in certain situations but may also drive the investigator further insane under specific conditions.



When choosing a Madness, consider the event that brought it about and the overall context. Choose one that fits the narrative and fits your investigator. When an investigator would gain a third Madness, instead their mind shatters completely and they are removed from play. The player may then create a new investigator.

Following is a list of available Madnesses:

ALCOHOLISM

MADNESS

Gain Advantage on Dutch Courage actions. Make a Resist Madness check after a scene in which you did not use the Dutch Courage action.

COWARDICE

MADNESS

Gain Advantage on AGI checks to escape or hide from a threat. Make a Resist Madness check whenever you make or help with a Brawl check, or an Approach check in a Confrontation.

## ◇ GREED ◇

## ◇ MADNESS ◇

Gain Advantage on checks to acquire Cash. Make a Resist Madness check whenever you spend Cash.

## ◇ PARANOIA ◇

## ◇ MADNESS ◇

Gain Advantage on Strike Out Alone checks. Make a Resist Madness check whenever you visit a Contact.

## ◇ PHARMACOPHOBIA ◇

## ◇ MADNESS ◇

Gain Advantage on EDU checks to identify medicines and their effects. Make a Resist Madness check whenever you use Medical Aid.

## ◇ RESTLESSNESS ◇

## ◇ MADNESS ◇

Gain Advantage on Dig Deep and Dig Too Deep checks. Make a Resist Madness check whenever you take the Recover action. If you fail this check, you do not gain the benefit of the Recover action.

## ◇ TRAUMATOPHOBIA ◇

## ◇ MADNESS ◇

Gain Advantage on OBS checks to notice physical danger. Make a Resist Madness check whenever you mark Injury.

# BACKGROUNDS

Mythos Mysteries adds four new Backgrounds for Investigators to choose from. Some also have access to new options: Weird Contacts, Tomes, and Eldritch Exploits and Momentum Powers. These allow investigators to engage directly with things man was not meant to know, and are detailed in their respective chapters.

## SANITY POOL

Every investigator now gains a pool of Sanity (SAN). This works in a similar manner to GRIT and INS, though in addition to being spent some effects may also cause you to lose sanity.

Backgrounds from other rulebooks have a SAN pool of 2.

## NEW DESCRIPTORS

Several new Descriptors are available for all investigators to take, regardless of Background. These influence the SAN pool and can be used to create investigators with more (or less) resilient minds.

## WEIRD CONTACTS

The new Backgrounds have access to a new Contact tag: Weird. These Contacts represent characters with some connection to the strange and the supernatural. They might be fortune tellers, cultists or madmen. They know something about the dark corners of the earth, either through study or misfortune. Some may not even fully comprehend the significance of the knowledge they possess.

Otherwise, Weird contacts work in the same way as all other contacts.

## TOMES

Some new Backgrounds can begin play with Tomes. These are vaults of dark knowledge. They may provide critical clues, but demand a terrible price. Tomes are described fully on Page 51.



## SCRRAWL YOUR NOTES

In addition to retiring a character, you may also have them record a volume of their experiences. If you choose to do this, your investigator is removed from play as they flee into the darkness, and are never seen again.

When creating your new investigator, they begin play with a free Tome that has one tag for each Madness your former investigator has earned.

Note that an investigator that earns their third Madness loses their mind before they have a chance to write anything even remotely lucid.

## ALTERNATE ADVANCEMENT RULES: DAMNED AND LOST

Instead of the normal XP advancement system you may choose to use the Damned and Lost rules. This variant presupposes that the investigators will go mad, die, or worse.

With these rules, investigators earn an Advancement with 8XP instead of 12XP. However, the investigators cannot spend these Advancements themselves. Instead, these Advancements are stored and given to your next character once your current character retires or is lost. At that point, you create a new character using all your stored Advancements.

Furthermore, if your character meets their end during a case, consider your character's demise and consult the following list. For each item that is met, your next character earns an additional Advancement.

- » I stood against the darkness until my bullets, body and brain were spent.
- » Some great and terrible being will remember me.
- » I am lost in a far away place, forever searching for a way home.
- » My sacrifice kept our world intact for a few minutes more.
- » Whatever I have become, it cannot be called human.
- » I have no mouth, and I must scream.

*Randolph has met his end. He gave up his body to traverse the cosmos, but the voyage proved too much for him and he became lost in time and space. Randolph marks two items on the **Damned and Lost** list - being lost in a faraway place, and no longer being human. Randolph's next character earns two free Advancements, in addition to whatever experience he has earned.*





---

# THE ARTIST

Your muse has always been kind to you, acting as a constant source of inspiration. Your art might be painting, or poetry, or music - it is an extension of your self, and it is what brought you this far. Recently something has begun to appear in your work, or perhaps it was always there - a hint of another place, another world, some grand and terrible secret sitting tantalizingly out of reach like a half-remembered dream.

And now that dream has led you here. Perhaps you could have turned back. Perhaps you should have. But now, it's far too late.

## TOUCHSTONES

Erich Zann (The Music of Erich Zann)

Richard Upton Pickman (Pickman's Model)

Robert Harrison Blake (The Haunter of the Dark)

Edward Pickman Derby (The Thing on the Doorstep)



# Artist

Pick one of the following sets of starting Attributes.

## ATTRIBUTE SET 1

OBS 2, EDU 1, MUS 1, AGI 2

INS 0, GRIT 0, CASH 2, SAN 2

## ATTRIBUTE SET 2

OBS 2, EDU 2, MUS 1, AGI 1

INS 1, GRIT 1, CASH 0, SAN 2

## DESCRIPTORS

Pick one and add its attributes to your total.

**DETERMINED**

Obs +1, Grit +1

**DIRTY**

Obs +1, Cash +1

**ELEGANT**

Agi +1, Ins +1

**HARD-BOILED**

Mus +1, Ins +1

**LEARNED**

Edu +1, Ins +1

**SHARP**

Obs +1, Ins +1

**SHREWD**

Edu +1, Grit +1

**SMOOTH**

Agi +1, Grit +1

**VIOLENT**

Mus +1, Grit +1

**ADAPTABLE**

Agi +1, San +1

**COLD**

Obs +1, San +1

**HARDENED**

Mus +1, San +1

**RATIONAL**

Edu +1, San +1

### EXPLOITS

Select one Academic, Awareness or Social exploit. Mark these tags on your sheet.

### CONTACTS

You have one Admin, Specialist or Weird contact. Don't pick them yet, but mark these tags on your sheet.

### MOMENTUM POWER

Select one Awareness or Social momentum power.

### ARMED

You do not have access to a deadly weapon.

### APPEARANCE

*Choose one of each.*

Fetching face, concerned face

Trim body, hefty body.

Stained clothes, stylish clothes.

### ART

*You create art with:*

- » Paintings or pictures
- » Music or poetry
- » Movies or performances
- » Books or stories
- » Sculptures or plants

### FEATURES

*You have two of the following:*

- » An anonymous patron
- » Contributed to various magazines
- » Rooms full of materials
- » An overactive imagination
- » An inflated ego
- » Mounting debts
- » A bizarre muse

### RELATIONS

*Choose one for each investigator:*

- » You've inspired them
- » You influenced each other's work
- » You made an artwork about them
- » You admire their creativity
- » You've seen through their facade
- » You owe them your support
- » You see them as boorish

### PRICE & THREAT

*Choose one of the following to be your Price: What you value or desire one of these more than anything else, and another to be your Threat: Your greatest fear or vulnerability.*

- |             |              |
|-------------|--------------|
| » Money     | » Freedom    |
| » Power     | » Excitement |
| » Safety    | » Revenge    |
| » Family    | » Love       |
| » Image     | » Lust       |
| » Community | » Obsession  |



# THE INITIATE

They promised you power. They showed you the truth. The person you were slid away like an old skin, and you were reborn as one of them. Finally, you were doing something real. Something important.

But now you've turned away from them. You have seen terrible things... perhaps you have done them too. Now, you use the things you have learned to stave off the clawing horrors, turning the dark life you left behind to the protection of others.

You... *have* left it behind, right?

## TOUCHSTONES

Charles Dexter Ward (The Case of Charles Dexter Ward)

Abdul Alhazred (The Nameless City)

Hildred Castaigne (The Repairer of Reputations)

Obediah Marsh (The Shadow over Innsmouth)



# Initiate

Pick one of the following sets of starting Attributes.

ATTRIBUTE SET 1			
OBS	EDU	MUS	AGI
1	2	2	1
INS	GRIT	CASH	SAN
0	1	1	2

ATTRIBUTE SET 2			
OBS	EDU	MUS	AGI
1	2	1	2
INS	GRIT	CASH	SAN
1	0	1	2

## DESCRIPTORS

Pick one and add its attributes to your total.

DETERMINED
Obs +1
Grit +1

DIRTY
Obs +1
Cash +1

ELEGANT
Agi +1
Ins +1

HARD-BOILED
Mus +1
Ins +1

LEARNED
Edu +1
Ins +1

SHARP
Obs +1
Ins +1

SHREWD
Edu +1
Grit +1

SMOOTH
Agi +1
Grit +1

VIOLENT
Mus +1
Grit +1

ADAPTABLE
Agi +1
San +1

COLD
Obs +1
San +1

HARDENED
Mus +1
San +1

RATIONAL
Edu +1
San +1

### EXPLOITS

Select one Action, Eldritch or Underworld exploit. Mark these tags on your sheet.

### CONTACTS OR TOME

Mark the Specialist, Underworld or Weird contact tags on your sheet. You start with one of these, or a Tome.

### MOMENTUM POWER

Select one Eldritch or Underworld momentum power.

### ARMED

You may have access to a deadly weapon.

### APPEARANCE

Choose one of each.  
Cagey face, impish face.

Firm body, broad body.

Concealing clothes, alluring clothes.

### FAITH

You worshipped:

- » The Great Dreamer
- » The Crawling Chaos
- » The Goat with a Thousand Young
- » The Lock and the Gate
- » The Blind Idiot God

### FEATURES

You have two of the following:

- » People looking for you
- » Lost part of yourself
- » Learned too much
- » Left something important behind
- » Not abandoned your faith
- » Interfered in an important ritual
- » Done something heinous

### RELATIONS

Choose one for each investigator:

- » You're free because of them
- » You know they're being watched
- » You see a dark aura about them
- » You have clashed with them
- » You tried to convert them
- » You covet their knowledge
- » You envy their naïveté

### PRICE & THREAT

Choose one of the following to be your Price: What you value or desire one of these more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- |             |              |
|-------------|--------------|
| » Money     | » Freedom    |
| » Power     | » Excitement |
| » Safety    | » Revenge    |
| » Family    | » Love       |
| » Image     | » Lust       |
| » Community | » Obsession  |





---

# THE OCCULTIST

You know that modern science only scratches the surface of the infinite possibility of the cosmos. Delving into crumbling books, ancient folklore and sources that your colleagues might generously describe as “disreputable”, you seek to unlock the darker secrets of the universe.

Of course, separating fact from fiction is a constant problem. Most witnesses lack the mental fortitude to recount their experiences, and even those that can could hardly be called reliable. No, if you want to get to the bottom of this, you’ll need to get your own hands dirty.

## TOUCHSTONES

Randolph Carter (The Statement of Randolph Carter)  
Henry Wentworth Akeley (The Whisperer in Darkness)  
Dr. Henry Armitage (The Dunwich Horror)  
Titus Crow (Billy’s Oak)  
Thomas Carnacki (The Gateway of the Monster)



# Occultist

Pick one of the following sets of starting Attributes.

## ATTRIBUTE SET 1

OBS 2

2

MUS 1

1

AGI 1

1

INS 1

1

GRIT 0

0

CASH 1

1

SAN 2

2

## ATTRIBUTE SET 2

OBS 1

1

EDU 2

2

MUS 1

1

AGI 2

2

INS 0

0

GRIT 1

1

CASH 1

1

SAN 2

2

## DESCRIPTORS

Pick one and add its attributes to your total.

**DETERMINED**

Obs +1

Grit +1

**DIRTY**

Obs +1

Cash +1

**ELEGANT**

Agi +1

Ins +1

**HARD-BOILED**

Mus +1

Ins +1

**LEARNED**

Edu +1

Ins +1

**SHARP**

Obs +1

Ins +1

**SHREWD**

Edu +1

Grit +1

**SMOOTH**

Agi +1

Grit +1

**VIOLENT**

Mus +1

Grit +1

**ADAPTABLE**

Agi +1

San +1

**COLD**

Obs +1

San +1

**HARDENED**

Mus +1

San +1

**RATIONAL**

Edu +1

San +1

### EXPLOITS

Select one Academic, Awareness or Eldritch exploit. Mark these tags on your sheet.

### CONTACTS OR TOME

Mark the Academic, Political or Weird contact tags on your sheet. You start with one of these, or a Tome.

### MOMENTUM POWER

Select one Academic or Eldritch momentum power.

### ARMED

You do not have access to a deadly weapon.

### APPEARANCE

Choose one of each.  
Sleepless face, keen face.

Homely body, withered body.

Understated clothes, neat clothes.

### FIXATION

You seek the secrets of:

- » Eternal life or resurrection
- » Travel through space and time
- » Lost cultures and technology
- » Cryptids
- » The human mind

### FEATURES

You have two of the following:

- » More confidence than is healthy
- » Lost all credibility
- » Prevented a monster's arrival
- » Caused a monster's arrival
- » Burned an unspeakable tome
- » Made a dark pact for knowledge
- » To find rational explanations

### RELATIONS

Choose one for each investigator:

- » You know they hold a critical clue for your work
- » You sought dark truths together
- » You saved them from an unimaginable fate
- » You know their future
- » You would be dead but for them

### PRICE & THREAT

Choose one of the following to be your Price: What you value or desire one of these more than anything else, and another to be your Threat: Your greatest fear or vulnerability.

- |             |              |
|-------------|--------------|
| » Money     | » Freedom    |
| » Power     | » Excitement |
| » Safety    | » Revenge    |
| » Family    | » Love       |
| » Image     | » Lust       |
| » Community | » Obsession  |



---

# THE VAGRANT

It's easy to get blinded by comfort. All these folk, living their quiet lives, none of them looking past their white picket fences. Not you, though. You may not have had the easiest time of it, always on the move and scraping by on odd jobs and good will. But a life on the road will show you things you'd never see from your sofa. Things that'll turn you white.

You could stay on the move, try to keep ahead of whatever this is. But one lesson the road has taught you is that all roads come to an end sooner or later; some day there'll be nowhere left to run. Might as well make your stand now.

## TOUCHSTONES

Ashcan Pete (Arkham Horror)

Wendy Adams (Arkham Horror)

Wilson Richards (Arkham Horror)



# Vagrant

Pick one of the following sets of starting Attributes.

## ATTRIBUTE SET 1

OBS	EDU	MUS	AGI
1	1	2	2
INS	GRIT	CASH	SAN
0	1	0	2

## ATTRIBUTE SET 2

OBS	EDU	MUS	AGI
2	1	2	1
INS	GRIT	CASH	SAN
0	1	0	2

## DESCRIPTORS

Pick one and add its attributes to your total.

### DETERMINED

Obs +1 Grit +1

### DIRTY

Obs +1 Cash +1

### ELEGANT

AgI +1 Ins +1

### HARD-BOILED

Mus +1 Ins +1

### LEARNED

Edu +1 Ins +1

### SHARP

Obs +1 Ins +1

### SHREWD

Edu +1 Grit +1

### SMOOTH

AgI +1 Grit +1

### VIOLENT

Mus +1 Grit +1

### ADAPTABLE

AgI +1 San +1

### COLD

Obs +1 San +1

### HARDENED

Mus +1 San +1

### RATIONAL

Edu +1 San +1

### EXPLOITS

Select one Awareness, Social or Underworld exploit. Mark these tags on your sheet.

### CONTACTS

You have **two** Legal, Underworld or Weird contacts. Don't pick them yet, but mark these tags on your character sheet.

### MOMENTUM POWER

Select one Awareness or Underworld momentum power.

### ARMED

You do not have access to a deadly weapon.

### APPEARANCE

*Choose one of each.*

Weathered face, wrinkled face.

Slender body, stout body.

Rugged clothes, light clothes.

### HISTORY

*You roam because:*

- » You were downtrodden
- » You lost everything
- » You've seen too much
- » You were born to wander
- » You have to get away

### FEATURES

*You have two of the following:*

- » To keep moving, no matter what
- » A faithful pet
- » Been on the verge of death
- » Forgotten what a bed feels like
- » A treasured memento
- » Tormenting nightmares
- » A positive outlook

### RELATIONS

*Choose one for each investigator:*

- » You've done odd jobs for them
- » You taught them folksy wisdom
- » You knew each other long ago
- » You shared a harrowing vision
- » You've stayed with them
- » You've seen them at their worst
- » You pulled them from danger

### PRICE & THREAT

*Choose one of the following to be your Price: What you value or desire one of these more than anything else, and another to be your Threat: Your greatest fear or vulnerability.*

- |             |              |
|-------------|--------------|
| » Money     | » Freedom    |
| » Power     | » Excitement |
| » Safety    | » Revenge    |
| » Family    | » Love       |
| » Image     | » Lust       |
| » Community | » Obsession  |



# ELDRITCH CLUES

There are terrible truths to be found beyond the bounds of madness, truths that can break a mind with but a whisper. It is these truths that investigators must seek, should they hope to withstand the nightmares arrayed before them. They must drink greedily of this tainted well of knowledge. They must lose themselves if they hope to save others.

With any otherworldly or supernatural problem, creature or anomaly (hereafter known as a Mythos Entity), there are five key types of information:

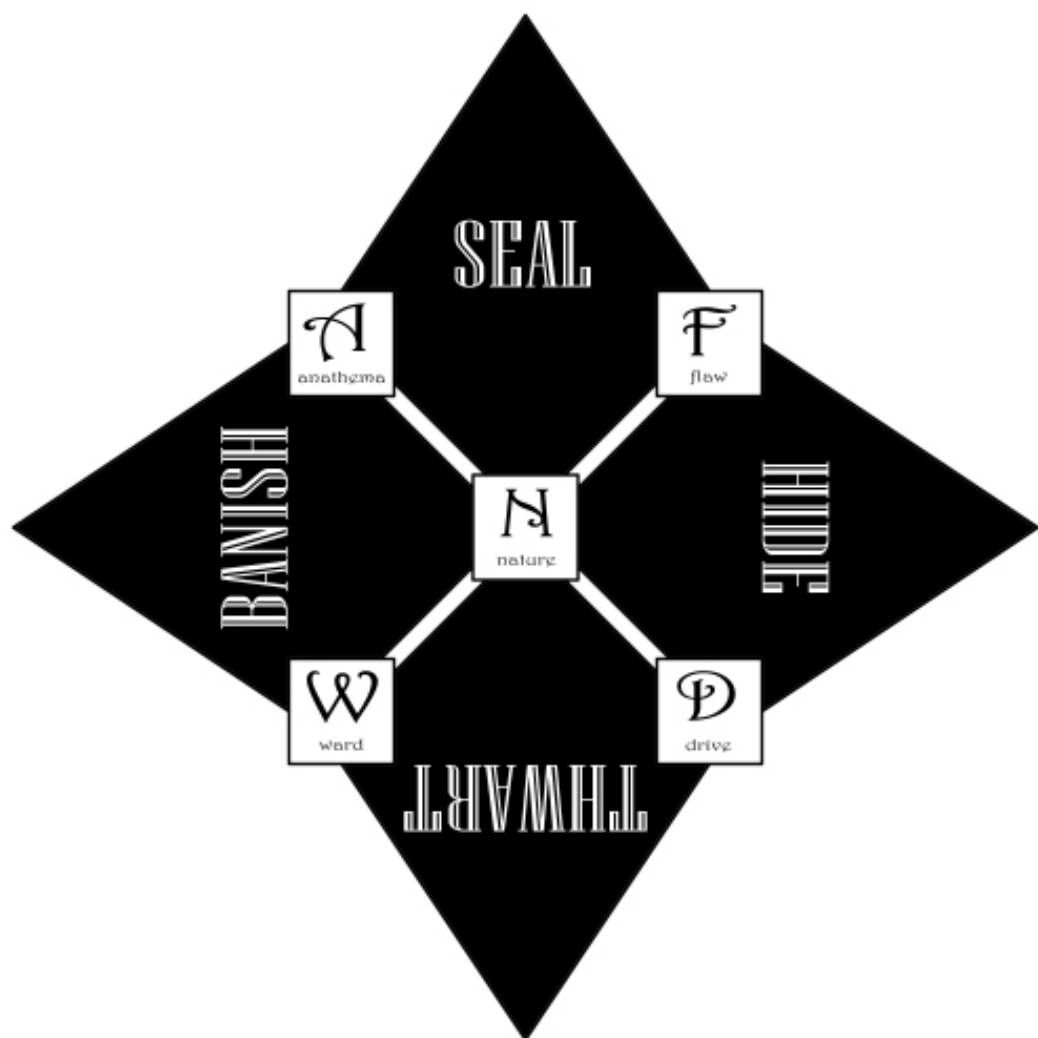
<b>Anathema</b>	A vulnerability, something that can be used to harm it, control it, or directly affect it.
<b>Flaw</b>	A weakness, something it can't do, is blind to, or can be used to trick or manipulate it.
<b>Nature</b>	Its essence, what it is, where it is from, how it was created.
<b>Ward</b>	A wall, something that balks it, protects against it, or that it fears.
<b>Drive</b>	A desire, what it wants, what it's trying to achieve, what it's pursuing.

These work similarly to regular clues, and are generally rewarded through significant discoveries or the use of specific abilities and actions.

When investigating a Mythos Mysteries case, place a star diagram in the middle of the table, either printed or scribbled on a torn scrap of paper: this is the Mythos Star. Arrange Eldritch Clues around the star and place tokens or dice on the central points of the star, representing how many of each type of Eldritch Clue you have accumulated.

## THE STARS ARE RIGHT

The outer sections of the star represent four potential solutions to a Mythos problem. Each solution requires points in each Eldritch Clue type it is touching in order for it to serve as a viable solution.



<b>Seal</b>	Lock it away, block its advance, prevent its progress. Requires Anathema, Flaw and Nature.
<b>Hide</b>	Stay out of the way, allow it to pass, or conceal what it's after. Requires Flaw, Drive and Nature.
<b>Thwart</b>	Foil its plans, stop what it's doing, prevent it from completing its scheme. Requires Ward, Drive and Nature.
<b>Banish</b>	Scare it, expel it, drive it away, maybe even prevent its return. Requires Anathema, Ward and Nature.

# ELDRITCH CLUES

## ELDRITCH TRUTHS

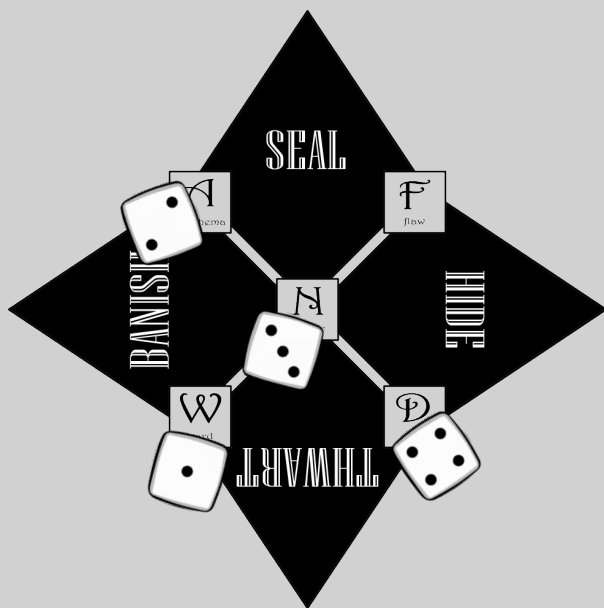
Rarely, investigators may discover Eldritch Truths. These are potent secrets and moments of impossible clarity. They function as two Eldritch Clues; earning one Eldritch Truth adds two points to its section of the Mythos Star.

## ELDRITCH CLUES, INTERROGATION & XP

Eldritch Clues may be used just like Evidence Points for the purposes of Interrogating and Convincing characters. If you use an Eldritch Clue in this fashion, it retains some of its use: flip the token or mark the clue to indicate that it has been spent for the purposes of interrogation, but keep it on the star diagram to indicate that it may still be used to devise a solution.

Once a case has been closed, each Eldritch Clue is worth 1XP, just like Evidence Points. Eldritch Truths are also worth 2XP each.

*Titus and his companions have progressed in their investigation, and have filled their Mythos Star with several Eldritch Clues.*



*With these points, they may attempt to deal with the Mythos entity by Banishing it or Thwarting it, since they have the required clue types for each of those solutions.*

## DEVisING A SOLUTION

Once they are ready, the investigators can attempt to devise a solution to their problem. This works similarly to a Confrontation, except instead of selecting Approaches you Prepare Elements of your solution, utilising the Eldritch Clues you have acquired.

Like a Confrontation, the DIF of the solution is consistent across all rolls. Each Prepare Elements action uses a different type of Eldritch Clue, and the number of dice rolled is equal to the number of clues you have of that type.

Also, form a pool of +Shift equal to the points on the Eldritch Clues that are not key to the solution. These can be spent on any of the Prepare Element checks.

The Prepare Elements action is taken three times (once for each key Eldritch Clue type), and they build a die pool for the final Devise Solution check.

### PREPARE ELEMENT

DIF: Solution's DIF

Roll Eldritch Clues

*Assemble a solution to an impossible problem.*

- |   |  |
|---|--|
| <div style="background-color: black; color: white; padding: 2px 10px; display: inline-block;"> <b>FAIL</b> </div>     | Shift -1 to final Devise Solution roll.  |
| <div style="background-color: black; color: white; padding: 2px 10px; display: inline-block;"> <b>PARTIAL</b> </div>  | Shift +1 to final Devise Solution roll.  |
| <div style="background-color: black; color: white; padding: 2px 10px; display: inline-block;"> <b>FULL</b> </div>     | +1 Die to final Devise Solution roll.  |
| <div style="background-color: black; color: white; padding: 2px 10px; display: inline-block;"> <b>CRITICAL</b> </div> | +2 Dice to final Devise Solution roll.   |
| <div style="background-color: black; color: white; padding: 2px 10px; display: inline-block;"> <b>SPECIAL</b> </div>  | Non-key Eldritch Clues may be spent after the roll is made to gain Shift +1 on this roll fo every point spent. |

*Titus decides to try to Banish the entity. This means that he will make three separate Prepare Elements checks: one with one die (ward), one with two dice (anathema) and one with three dice (nature).*

*The four points he has gathered in Drive grants him four uses of Shift +1 that may be spent on any of the Prepare Elements checks.*

Once three Prepare Element checks have been made, assemble the resultant die pool and use it to make the Devise Solution check; this will determine the outcome of the solution.

## DEVISE SOLUTION

DIF: Solution's DIF

Roll Preparation Pool

*You've done all you can. Pray that it is enough.*

- ◀ **FAIL** ▶ Mark 3 Status, and all has gone horribly wrong.
- ◀ **PARTIAL** ▶ Mark 2 Status, and the solution requires further sacrifice.
- ◀ **FULL** ▶ Mark 1 Status, and the solution works.
- ◀ **CRITICAL** ▶ The solution works better than you could have hoped.

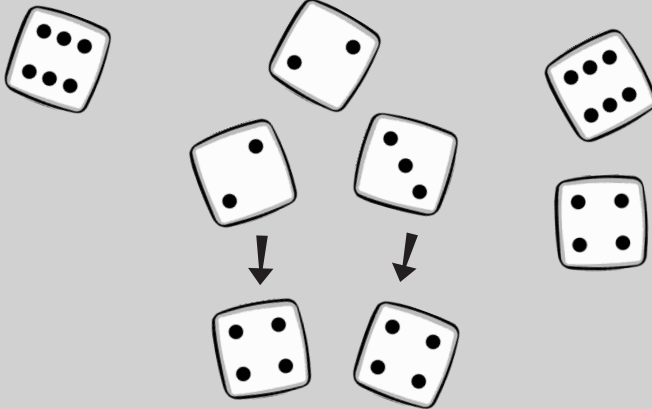


Titus' team begins preparing their solution. They must make three checks, and have four uses of Shift +I. The DIF of this solution is 4.

PREPARE:  
WARD. DIF 4

PREPARE:  
NATURE. DIF 4

PREPARE:  
ANATHEMA. DIF 4



They use three of their four uses of +Shift to raise the 2 and 3 in their Prepare: Nature roll to 4s. Their final point of +Shift cannot change the result of any of the rolls, and is discarded.

This leaves them with two full successes, and one partial: the final Devise Solution roll will be made with 2 Dice, and Shift +I.

DEVISE SOLUTION  
DIF 4



A full success! The Shift +I cannot change the result of the roll, but it was good to have it available should they have needed it.

Titus and his companions each mark 1 Status, and describe how they use their accumulated knowledge of the entity to banish it from our realm.

## DESTROYING MYTHOS ENTITIES

Some alien creatures, while dangerous, may still be destroyed through sufficient application of force. For these, a regular Confrontation may be enough to destroy them. Others are too powerful, or too different to be stopped through mundane means. They might lack physical form, or perhaps the concept of death simply doesn't apply to them. Against such entities, more unusual measures must be taken.

Devising a Solution is usually a temporary solution: destroying an entity permanently stops them, but is far more challenging. This works similarly to Devising a Solution, except the DIF is far higher - usually 2 to 3 points higher than the DIF of a normal Solution. This may push the DIF above 6.

You may spend one Eldritch Clue of each type (five clues total) to reduce the DIF by 1. You may do this multiple times. Then, you may select three Eldritch Clue types to use for Prepare Elements checks continue as normal.

Note that some entities cannot be destroyed, not even by this method.

*Titus has researched extensively, gathering five Eldritch Clues of every type. He decides that this threat cannot be left alive, and decides instead of Devising a Solution to destroy the entity instead.*

*The GM sets the DIF to destroy the entity to 7. Titus spends two of every Eldritch Clue type to reduce the DIF to 5, leaving him with three of every Eldritch Clue. He may then begin to Prepare Elements using three Eldritch Clue types as key to this destruction, and the remaining two serving as a pool of +Shift.*

*If the Solution succeeds, the entity is destroyed utterly.*

# SPECIAL ACTIONS

In Mythos Mysteries investigators are faced with new, alien and terrifying challenges. Following are a suite of Special Actions that will allow investigators to discover the things man was not meant to know.

## DIG TOO DEEP

DIF: Determined by GM

Roll EDU, Spend 1 SAN

*Delve into forbidden knowledge to research an Eldritch topic.*

*Hold one per successful die.*

- |                     |   |
|---------------------|---|
| ◀ <b>OPTION 1</b> ▶ | Discover an Eldritch Clue of your choice.           |
| ◀ <b>OPTION 2</b> ▶ | Gain Advantage on a check related to it.            |
| ◀ <b>OPTION 3</b> ▶ | Discover a connection between it and another topic. |
| <b>SPECIAL</b>      | Takes a long time. Cannot be repeated.              |

## RESIST MADNESS

DIF: Determined by GM

Roll Max SAN

*Maintain your grasp on what you hope is real.*

- |                     |   |
|---------------------|---|
| ◀ <b>FAIL</b> ▶     | Lose 1 SAN and mark 1 Terror.                       |
| ◀ <b>PARTIAL</b> ▶  | Lose 1 SAN.   |
| ◀ <b>FULL</b> ▶     | Resist the effect.                                  |
| ◀ <b>CRITICAL</b> ▶ | Conquer your fear and recover 1 SAN.                |
| <b>SPECIAL</b>      | You may choose to forfeit this roll and lose 1 SAN. |



## DUTCH COURAGE

DIF: 4

Roll MUS, Spend 1 CASH

*The terrible images will never be stricken from your mind, but perhaps they can be dulled with drink.*

- ◀ **FAIL** ▶ Recover 1 SAN.
- ◀ **PARTIAL** ▶ Recover 1 SAN or clear 1 Terror.
- ◀ **FULL** ▶ Recover 2 SAN or Terror, in any combination.
- ◀ **CRITICAL** ▶ Recover 3 SAN or Terror, in any combination.
- ◀ **SPECIAL** ▶ Increase the DIF by 1 each time you take this action during the same scene. Reset the DIF to 4 when the next scene begins.

## IMPOSSIBLE ODDS

It may come to pass that an investigator is confronted with a foe or a force where there is no conceivable way that they may emerge victorious. In these situations where all their plans have amounted to so much dust, investigators are left with two equally hopeless options: Fight or flight.

## FROM HELL'S HEART I STAB AT THEE

DIF: 6

Roll MUS

*This cannot work. You know this.*

- ◀ **FAIL** ▶ You are devoured, horribly.
- ◀ **PARTIAL** ▶ You are devoured, swiftly.
- ◀ **FULL** ▶ You are devoured, but create an opportunity for others.
- ◀ **CRITICAL** ▶ You drive it back. You might even survive.
- ◀ **SPECIAL** ▶ Mark 1 Fracture to gain Advantage. Shift does not apply to this roll.



## RUN FOR YOUR LIFE

DIF: 6

Roll AGI

*You cannot fight. You cannot hide. You cannot run. But you will try.*

- ◀ **FAIL** ▶ You are devoured, horribly.

---

- ◀ **PARTIAL** ▶ You are devoured, but create an opportunity for others.

---

- ◀ **FULL** ▶ Take a permanent Madness, but escape.

---

- ◀ **CRITICAL** ▶ Somehow, you escape mostly intact.

---

- ◀ **SPECIAL** ▶ Mark 1 Fracture to gain Advantage. Shift does not apply to this roll.

---

## DRIVEN BY MADNESS

When the mind is pushed to its limits, it can sometimes go beyond them. When an investigator loses SAN (not spends it) they may take one of the following four actions.

## DERANGED CLARITY

DIF: Determined by GM

Roll OBS

*It's so clear now. How could you have missed it?*

- ◀ **FAIL** ▶ THEY'RE ALL AGAINST ME

---

- ◀ **PARTIAL** ▶ Mark 1 Terror and gain an Eldritch Clue regarding Ward or Flaw.

---

- ◀ **FULL** ▶ Gain an Eldritch Clue regarding Ward or Flaw.

---

- ◀ **CRITICAL** ▶ Gain an Eldritch Truth regarding Ward or Flaw.

---

- ◀ **SPECIAL** ▶ Spend 1 SAN to gain Advantage on this check. You may only take this action after losing at least 1 SAN.

---

## MAD REVELATION

DIF: Determined by GM

Roll EDU

*It all makes sense.*

- ◀ **FAIL** ▶ HA HA HA HA HA HA HA HA HA HA HA HA HA HA HA

---

- ◀ **PARTIAL** ▶ Mark 1 Terror and gain an Eldritch Clue regarding Drive or Anathema.

---

- ◀ **FULL** ▶ Gain an Eldritch Clue regarding Drive or Anathema.

---

- ◀ **CRITICAL** ▶ Gain an Eldritch Truth regarding Drive or Anathema.

---

- ◀ **SPECIAL** ▶ Spend 1 SAN to gain Advantage on this check. You may only take this action after losing at least 1 SAN.

---

## BLIND DESTRUCTION

DIF: Opponent's MUS

Roll MUS

*You see nothing but red.*

- ◀ **FAIL** ▶ BURN IT ALL

---

- ◀ **PARTIAL** ▶ Mark 1 Terror and break something important.

---

- ◀ **FULL** ▶ Whatever it was, it's gone now.

---

- ◀ **CRITICAL** ▶ All that remains is a massive stain. Clear 1 Terror.

---

- ◀ **SPECIAL** ▶ Spend 1 SAN to gain Advantage on this check. You may only take this action after losing at least 1 SAN.

---

## CRAZED FLIGHT

DIF: Opponent's AGI

Roll AGI

*Don't stop running. Don't look back.*

◀ <b>FAIL</b> ▶	THERE'S NO WAY OUT
◀ <b>PARTIAL</b> ▶	Mark 1 Terror and get away.
◀ <b>FULL</b> ▶	Reach safety.
◀ <b>CRITICAL</b> ▶	Reach safety, and gain an Eldritch Clue regarding Flaw.
◀ <b>SPECIAL</b> ▶	Spend 1 SAN to gain Advantage on this check. You may only take this action after losing at least 1 SAN.

### FAILING A DRIVEN BY MADNESS CHECK

Each of these four actions has a thematic result on a failed check. If an investigator gets one of these results, for the rest of the scene the result acts as the investigator's guiding principle. Their actions should no longer work to further the investigation or assist allies, instead acting as an inconvenience or danger to those around them.

Players may choose to surrender control of their characters to the GM for this time.

### MAD CONFRONTATIONS

If an investigator loses SAN immediately preceding a Confrontation, instead of taking a Driven by Madness action they may instead gain Advantage on a **Take Approach** check (e.g. instead of taking the **Deranged Clarity** action they may gain advantage on an OBS-based **Take Approach** check).

# EXPEDITIONS

Sometimes investigators will find themselves far from civilization, inspecting lost ruins, arctic mountains or even alien worlds. In these situations, several of their resources may be unavailable, but they still have an opportunity to prepare for the expedition.

At the beginning of an expedition, every investigator makes a Prepare for Expedition check, rolling an amount of dice equal to their max CASH and number of contacts (both declared and undeclared). An investigator may choose to bring a contact on the expedition with them; in this case the contact is available for that case but they forfeit the die they would gain to the Prepare for Expedition check.



*Assemble what you need for an upcoming expedition.*

◀ <b>FAIL</b> ▶	Add 1 Supply to the Expedition.
◀ <b>PARTIAL</b> ▶	Add 2 Supplies to the Expedition.
◀ <b>FULL</b> ▶	Add 3 Supplies to the Expedition.
◀ <b>CRITICAL</b> ▶	Add 4 Supplies to the Expedition.

## SUPPLIES

After every investigator has made their Prepare for Expedition check, add together all the Supplies gathered. These form a communal pool that every investigator can use; add this number to the evidence board and adjust it whenever a Supply is used.

Supplies are consumed to take the Use Supply action; declare what the supply is and how it benefits you in this situation.

## USE SUPPLY

Spend 1 Supply

### EFFECT

Before making a check, add one die to the check.

### SUPPLIES & EQUIPMENT

*Sometimes using a Supply will create a piece of equipment, such as a map of the area or a snowmobile. These items now exist for the purpose of the fiction, but every time they are used to gain an additional die they consume another Supply.*

*Once all supplies have been depleted these items are no longer effective; they have been lost, broken, run out of fuel, or otherwise no longer effective enough to yield an additional die.*

*It may be possible to discover more Supplies on an Expedition.*



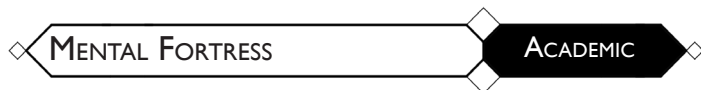
# EXPLOITS

Mythos Mysteries adds several new Exploits for investigators to choose from, including a new Eldritch Exploit tag, representing knowledge and abilities related to supernatural and otherworldly matters.

Some Exploits share the same name as Exploits in the core Grey Cells game; in these cases, the new Exploits override the effect of the originals.



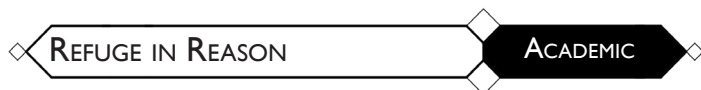
When Devising a Solution to Banish, add one die to a single Prepare Elements check.



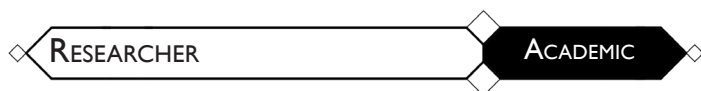
**Tier 1:** Shift +1 on all SAN checks.

**Tier 2:** Shift +2 total.

**Tier 3:** Shift +3 total.



Use Max INS instead of Max SAN for SAN checks.



**Tier 1:** Shift +1 on Dig Deep and Dig Too Deep checks.

**Tier 2:** Shift +2 total.

**Tier 3:** Shift +3 total.



# EXPLOITS

## THIRST FOR KNOWLEDGE

ACADEMIC

When you make or assist with a Dig Too Deep check, recover 1 SAN. Note that this happens after you spend SAN to take the action, so this does not prevent gaining Fracture.

## BERSERK

ACTION

**Tier 1:** You may spend 1 SAN to add a die to Brawl or a MUS-based Approach check during a Confrontation.

**Tier 2:** You may spend 1 SAN to take the Blind Destruction action.

## KNUCKLE DOWN

ACTION

Use Max GRIT instead of Max SAN for SAN checks.

## EYES WIDE OPEN

AWARENESS

When you have Terror marked, count it as +Shift instead of -Shift when making OBS checks.

## LUCID DREAMER

AWARENESS

**Tier 1:** You unlock the Dream Quest Special Action.

**Tier 2:** Shift +1 on Dream Quest checks.

**Tier 3:** Shift +2 total.

**Tier 4:** Shift +3 total.

# DREAM QUEST

DIF: Determined by GM

Roll OBS, Spend 1 INS

*Search for answers beyond the walls of sleep.*

- FAIL
»
A nightmare pursues you into the waking world.

---

- PARTIAL
»
Mark 1 Terror, and gain an Eldritch Clue regarding Nature or Flaw.

---

- FULL
»
Gain an Eldritch Clue regarding Nature or Flaw.

---

- CRITICAL
»
Gain an Eldritch Truth regarding Nature or Flaw.

---

- SPECIAL
»
Takes a long time. This requires a Strike Out Alone check, unless the other investigators are taking the Recover action.

---




# EXPLOITS

## BEARER OF THE SIGN

ELDRITCH

When Devising a Solution to Seal, add one die to a single Prepare Elements check.

## FORBIDDEN LORE

ELDRITCH

**Tier 1:** You may make EDU checks to recall otherworldly and esoteric knowledge.

**Tier 2:** Shift +1 on Forbidden Lore checks.

**Tier 3:** Shift +2 total.

**Tier 4:** Shift +3 total.

## GRANT US EYES

ELDRITCH

Spend 1 INS to ask “has this person engaged with or been affected by a Mythos Entity?”

## TERRIBLE TALES

ELDRITCH

Spend 1 INS to cause another character to lose 1 SAN.

## THE DEFINITION OF INSANITY

ELDRITCH

Spend 1 SAN to reroll a check completely. The new result stands, even if it is worse.

## UNSTABLE

ELDRITCH

Whenever you spend SAN, you may choose to count as losing it instead.

## SWALLOW FEAR

POLICE

When you would mark Terror, spend 1 SAN to reduce the amount of Terror you mark by 1.

## LAST LINE OF DEFENSE

POLICE

When Devising a Solution to Thwart, add one die to a single Prepare Elements check.

## GENEROUS FRIENDS

SOCIAL

Roll 2 extra dice when making a Prepare for Expedition check.

## MISERY LOVES COMPANY

SOCIAL

When an investigator with you loses SAN, you may lose that SAN instead of them.

## COWARDS PROSPER

UNDERWORLD

When Devising a Solution to Hide, add one die to a single Prepare Elements check.

## THE GOOD STUFF

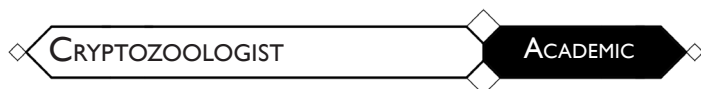
UNDERWORLD

**Tier 1:** When you or an ally with you takes the Dutch Courage action, roll with Advantage.

**Tier 2:** When you or an ally with you take the Dutch Courage action, gain one automatic success.

# MOMENTUM POWERS

Mythos Mysteries adds several new Momentum Powers for investigators to choose from, including a new Eldritch Momentum Power tag, representing knowledge and abilities related to supernatural and otherworldly matters.



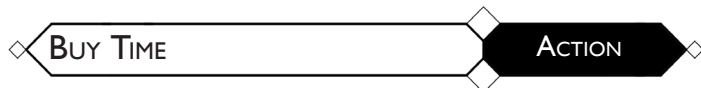
Discover an Eldritch Clue about the Nature of a Mythos creature.



Perform strange experiments to gain an Eldritch Clue about an event or object. Everyone who witnesses this increases their Resistance by 1.



Discover an Eldritch Clue regarding a location.



When in imminent danger, create an opportunity for each other investigator to perform one action safely.

*Buy Time can be used at the beginning of a Confrontation to allow your companions to potentially escape from the entire encounter. Of course, this doesn't do anything to keep **you** safe, as this will usually put you directly in the path of the threat.*

◇ DISCERN WEAKNESS ◇

◇ AWARENESS ◇

When you witness a Mythos Entity, gain an Eldritch Clue regarding its Flaw.

◇ CONTACT OUTSIDER ◇

◇ ELDRITCH ◇

Declare a new Weird Contact, for this case only.

◇ REVELATION ◇

◇ ELDRITCH ◇

When you discover an Eldritch Clue, convert it to an Eldritch Truth instead.

◇ THIRD EYE ◇

◇ ELDRITCH ◇

Notice traces of a Mythos Entity.

◇ TRACE WARD ◇

◇ ELDRITCH ◇

Ward a room or threshold against a specific Mythos Entity. You must have at least one Eldritch Clue regarding Ward to use this power. It may not enter the location or cross the threshold for the rest of the scene.

If this Momentum Power is available while taking the Prepare Element action using Ward, you may use it to gain Advantage on that roll.

# MOMENTUM POWERS

WHISPERS IN DARKNESS

ELDRITCH

Learn a Secret about a POI.

THE RESTRICTED FILES

POLICE

You (and only you) may spend a scene to take the Dig Too Deep action, with Advantage. This does not require a Strike Out Alone check.

SOLIDARITY

SOCIAL

You and all investigators with you clear 1 Terror or recover 1 SAN. Each may choose what benefit they gain.

DENIAL

UNDERWORLD

Restore your SAN to its maximum value.

# TOMES

Mankind has long sheltered beneath its ignorance. The terrible truths of the universe lurk in the darkness, waiting to be found.

Some, however, have glimpsed these truths. Some have committed them to Tomes. And some poor damned souls have found them.

## WHAT IS A TOME?

The classic image of a tome is a book written on yellowed paper (or on more unsettling materials) containing ancient rituals and ravings of madmen. However Tomes can take other forms, especially in the modern day. They might be paintings, sculptures, videos, pieces of music, audio cassettes or more. What unites them is that they all contain impossible information, the mere mention of which is enough to cause a mind to unravel.

Note that only eldritch documents the investigators bring with them count as Tomes; writings found during an case are used for Dig Too Deep checks.

## WHAT DO TOMES DO?

Once per session, a Tome may be perused. The investigator using the Tome **loses 1 SAN, and may make a Deranged Clarity or Mad Revelation check**. If another investigator uses the Tome, no additional benefit is gained. Tomes cannot be used to make a Dig Too Deep check.

## TOME TAGS

Like Contacts, a Tome possesses a specific tag which indicates what the Tome is about. Unlike Contacts, Tomes are not limited by their tags - they can provide information on any topic. However, **they grant Advantage to Deranged Clarity and Mad Revelation checks** when the topic being investigated falls under the Tome's tag.

When you gain a Tome during character creation or advancement, you do not need to choose its tag immediately. Instead you may declare what the Tome is during a case, at which point it becomes permanent.



<b>Alien Beings</b>	Creatures from strange places and strange times
<b>Cults</b>	Organised groups that worship terrible forces
<b>Curses</b>	Supernatural conditions affecting individuals or lineages
<b>Great Old Ones</b>	Cosmic god-beings that defy comprehension
<b>Lost Places</b>	Ruins, cities and lands both alien and ancient
<b>Other Worlds</b>	Dimensions and planets beyond our own
<b>Phenomena</b>	Odd happenings unexplainable by science
<b>Spells &amp; Rituals</b>	Magic borne of unknowable powers



# MASTERING MADNESS

Running a Mythos Mysteries case can be tricky. To quote Sir Arthur Conan Doyle, in a normal Grey Cells case “Once you eliminate the impossible, whatever remains, no matter how improbable, must be the truth.” However, in Mythos Mysteries, the impossible becomes far more common.

This chapter introduces tools and guidelines to help you prepare a case with supernatural elements where the impossible is all too real, while not being unsolvable. The advice here should be used alongside that found in the core Grey Cells book when preparing your mystery.

## THE UNKNOWABLE

There is an inherent paradox in running a mystery game with unknowable elements. How can investigators solve a case when critical aspects cannot be understood? How can a game master prepare a case when they don’t know why things are happening?

In order to create an effective case featuring such ideas, a compromise has to be reached. Generally a supernatural threat will break some laws of reality while adhering to most others. In order to solve a mystery investigators must be able to make certain assumptions; if every case must begin with establishing first principles of how the world works now, very little progress will be made.

It is a good practice to not make unknowable things **too** unknowable. While the problems investigators face and the solutions they implement may be esoteric and otherworldly, there should be logical threads that serve as guides along the way.

## STRANGE ATTRACTORS

A good rule of thumb when creating something horrific and unusual is to take something ordinary and everyday and apply an unusual twist to it. For instance, a hunting hound is dangerous but mundane - add the ability to travel between sharp angles and you have the Hound of Tindalos. How many strange things you attach to a creature or concept is a matter of personal

taste, but anchoring them to a realistic or relatable core makes them far more compelling and memorable.

Even Great Cthulhu obeys this principle. While Cthulhu is one of the most iconic and horrifying entities in Lovecraft's writing, its form is a mix of an octopus, a dragon and the human form - each of which are familiar to the average reader. They are described as the High Priest of the Great Old Ones, which immediately links them to human concepts of religion and hierarchy while also implying that despite how powerful and terrible Cthulhu is, they are but a servant to other, greater beings, and plants humanity even further down on the cosmic ladder.

## FRAMES OF REFERENCE

To continue upon the Cthulhu example, one should not assume that their form is truly that of an octopus, dragon and man squashed together. Their form is something entirely unique that does not exist upon our world; the description is cobbled together from elements that the human mind can comprehend.





Frames of reference serve as convenient shorthand when describing otherwise indescribable entities. Rather than inventing detailed descriptions, think of the things that these things most closely resemble and use those to describe them, and allow the investigators' imaginations to fill in the blanks.

## CREATING MYTHOS ENTITIES

Each case should have only one or two supernatural elements; this might be a single creature, multiple instance of the same type of creature, unusual humans, cults, or locations. The following steps will help you place the foundations for a Mythos Entity in your case, and if you already have an idea, they will help to flesh it out.

Many of these steps provide concepts that you can tie to your case. For instance, if you decide that your entity's Drive is to Destroy, consider what could exist in your case that it wants to destroy. Humans? Time? Itself? Keep your mind open and weave a loose tapestry of ideas; you'll be able to tighten it up later.

Each of the following categories is tied to a separate part of the Mythos Star, and will help you to create Eldritch Clues when preparing and playing the case.

If you desire, you can use die rolls to randomly generate the various aspects of your Mythos Entity.

### DETERMINE ITS NATURE

- |                               |                             |
|-------------------------------|-----------------------------|
| <b>1:</b> A god-being         | <b>5:</b> An individual     |
| <b>2:</b> An alien or monster | <b>6:</b> An object or idol |
| <b>3:</b> A cult              | <b>7:</b> A plan            |
| <b>4:</b> A phenomenon        | <b>8:</b> A location        |

### DETERMINE ITS DRIVE

- |                        |                            |
|------------------------|----------------------------|
| <b>1:</b> To reproduce | <b>7:</b> To experiment    |
| <b>2:</b> To grow      | <b>8:</b> To change itself |
| <b>3:</b> To consume   | <b>9:</b> To destroy       |
| <b>4:</b> To preserve  | <b>10:</b> To awaken       |
| <b>5:</b> To worship   | <b>11:</b> To corrupt      |
| <b>6:</b> To learn     | <b>12:</b> Nothing         |

# MASTERING MADNESS

## DETERMINE WHAT WARDS AGAINST IT

- |                            |                          |
|----------------------------|--------------------------|
| 1: A mystical sigil        | 7: Special light         |
| 2: A phrase or chant       | 8: Sacrifice             |
| 3: Drugs and medicine      | 9: A frame of mind       |
| 4: Rare chemicals          | 10: A specific sound     |
| 5: Fire                    | 11: Embracing corruption |
| 6: Sacred salts or incense | 12: Dangerous radiation  |

## DETERMINE WHAT IS ANATHEMA TO IT

- |                                  |                                 |
|----------------------------------|---------------------------------|
| 1: An alien artifact             | 7: A lost part of itself        |
| 2: Strange and dangerous science | 8: Disease, infection or poison |
| 3: A bigger fish                 | 9: Extreme heat or cold         |
| 4: Blood of the innocent         | 10: A parasite                  |
| 5: An item from its past         | 11: Mirrors and reflections     |
| 6: A prophecy of its doom        | 12: Something mundane           |

## DETERMINE ITS FLAW

- |                                  |                                 |
|----------------------------------|---------------------------------|
| 1: Limited Vision                | 7: A broken body                |
| 2: Slow and ponderous            | 8: Lack of control              |
| 3: Ill-suited to our environment | 9: Divided will                 |
| 4: Newly born or created         | 10: A chink in its armor        |
| 5: Overconfident                 | 11: Limited time                |
| 6: Dying or dead                 | 12: Self-destructive tendencies |

## CODIFIED MONSTERS

Many creatures already exist within the Cthulhu Mythos, such as deep ones, byakhees and mi-go. These may be used as familiar cultural touchstones in your cases, and while they can be interesting their flaw is that they are, indeed, familiar.

### EXCESS ELDRITCH CLUES

*As investigators gain Eldritch Clues in a category, expand upon what you have established or add new details. If you are having difficulty, work with the investigator who found the clue to invent new details about the entity.*

**WANTING NOTHING**

*Sometimes an entity will either have a desire that is completely unfathomable to humans, or its actions in the case don't have any particular motive. An example of this is the book *Roadside Picnic* by Arkady and Boris Strugatsky, where aliens plant a variety of mysterious devices and phenomena on Earth. The locals ascribe all manner of motives to this act, but the implied truth of the matter is that the aliens were simply discarding their trash as one might do after a roadside picnic, without any particular thought for the consequences.*

*In a case where the Mythos entity itself wants nothing, the focus should be on others that have an interest in the entity. Perhaps the alien litter doesn't have its own agenda, but the humans that are fighting to get their hands on it most certainly do.*

Players who are well-read in Lovecraftian fiction will recognise these creatures, reducing the level of mystery and wonder. If you are using them, the focus on the case should be less on learning of and understanding these creatures and more on unveiling their motives and plans. Treat them more as human antagonists than inscrutable aliens.

Remember that the beauty of Lovecraft is that all of these things were new and unheard of once. Creating unique entities of your own will enrich your cases and keep the investigators guessing!

**SPAWNING THE SUPERNATURAL**

Not every Mythos Entity needs to have supernatural abilities. Many monsters work well with mundane power, such as prodigious size or strength - their mere existence is supernatural enough.

However, you may also wish your Mythos Entities to possess inexplicable powers to add elements of the bizarre to your cases. This may be a natural ability, or it may be through the use of strange devices and technology.

Following are some examples for supernatural abilities. Be sparing: a single Entity shouldn't have a swathe of different abilities. Pick one or two that sound interesting and that you feel you can use to good effect.

Investigators that discover the abilities of an Entity should earn Eldritch Clues accordingly.

# MASTERING MADNESS

## CORRUPTION

- 1:** It warps nature
- 2:** It breaks minds
- 3:** It spreads illness
- 4:** It twists flesh
- 5:** It breaks down reality
- 6:** It turns others into itself

## LOCOMOTION

- 1:** Flight
- 2:** Moves through time
- 3:** Moves through matter
- 4:** Travels along light
- 5:** Travels through dreams
- 6:** Moves via lightning

## DEFENSE

- 1:** Electrical discharge
- 2:** Corrosive aura
- 3:** Immaterial form
- 4:** Telekinesis
- 5:** Insatiable consumption
- 6:** Effectively immortal



## IT'S ALL GONE MAD

*The Cthulhu Mythos presents a wide variety of strange and terrible things. While many of them are implied to coexist in the same fictional universe (to a greater or lesser degree depending upon your source) you should be careful about pulling too many different elements into your game, at least at the same time.*

*Lovecraft is about being an insignificant speck in an uncaring universe, not having a circus of strange creatures rampaging through town.*

## USING THE MYTHOS STAR

When creating a Mythos Entity, you are determining what information will be revealed by Eldritch Clues. If the Anathema of the entity is “A bigger fish”, investigators that uncover Eldritch Clues about Anathema should receive information about this other creature, and how it might be utilised.

Generally a case should only feature one Mythos Star. Unless the Villainous Agenda track is very long, investigators are unlikely to have enough time to collect enough Eldritch Clues to devise multiple solutions.

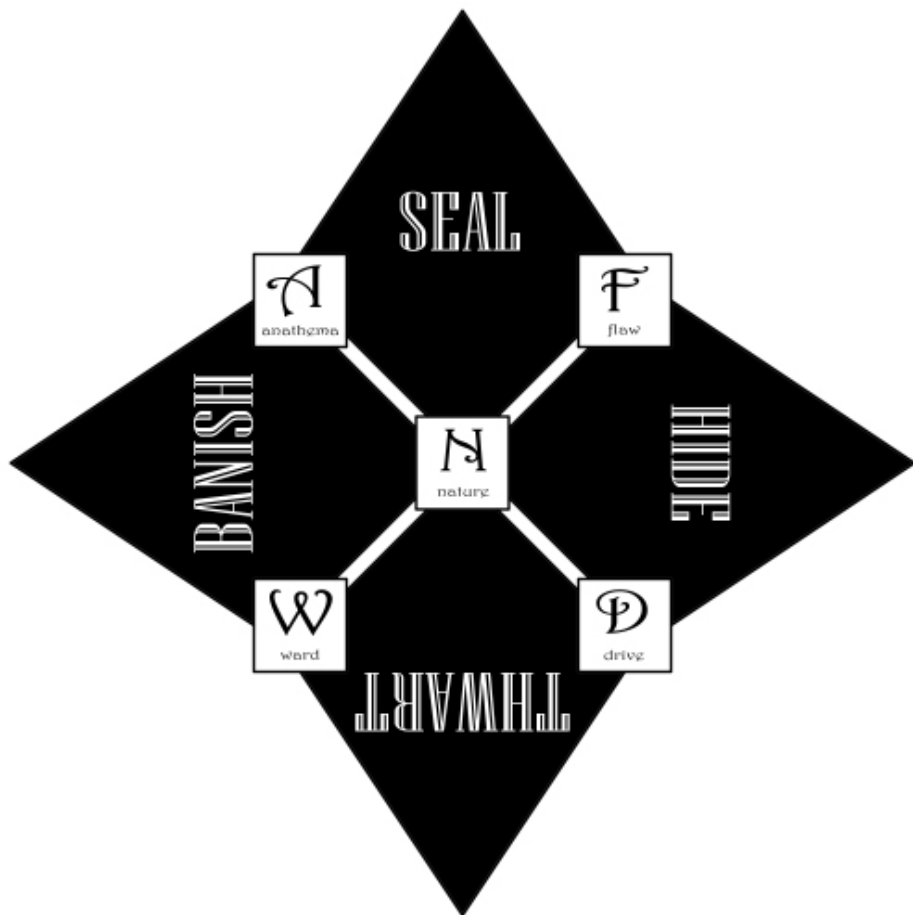
If there are multiple Mythos Entities that have to be dealt with, a single solution should be able to deal with all of them. For instance, if there are many strange creatures rising from the sea, the solution should focus on dealing with the root cause of the problem: whatever is causing these creatures to stir.

That said, you might include a second Mythos Star if only one of them is regarding an imminent threat. While looking into one entity the investigators might discover another looming danger, or realise that this case is but one tendrill of a much larger problem. In such an event, the secondary threat should be addressed in a later case.

## WHEN IS A SOLUTION REQUIRED?

In some cases, a human (or something sufficiently like it) is responsible for the Mythos Entity, and arresting or confronting them is enough to close the case. However, in any case where a Mythos Entity is directly active and no mundane effort will solve the problem, a Devise Solution check will be required.





## WHAT DOES A SOLUTION LOOK LIKE?

While each type of solution has its own objective, they might have some common themes or aesthetics. A solution might be a magical ritual with painted runes and flickering candles, or a desperate experiment complete with tesla coils and bubbling flasks of chemicals. For a more direct solution, one might use an alien artifact while screaming words of power to drive back a great beast.

Thwarting and Hiding from a Mythos Entity do not always engage directly with the entity itself; instead they identify the entity's objective and engage with that instead. In a case where stopping the entity itself is unrealistic (well, more unrealistic), going after its objective instead may be a far more feasible solution.

### EXCESS ELDRITCH CLUES

If the investigators collect sufficient Eldritch Clues of a single type, they may have exhausted your prepared information for that clue. If so, turn that clue over to the investigator that discovers it. Work with them to create new details about the Mythos Entity. Ultimately the GM has the final say on what the clue is.



## SOLUTION DIFFICULTY

When Devising a Solution, the DIF of the check should be 4 or 5. A DIF 6 solution is borderline impossible, even for the best prepared investigators. Remember, even when dealing with godlike beings the point of a solution is to strike them where they are weakest, or avoid the danger they pose as much as possible.

## TURNING ENTITIES INTO ENIGMAS

Once you have created a Mythos Entity, how do you build a case around it? In addition to the core Grey Cells approaches and case prompts on Page 67, consider the following:

### WHISPERS OF MADNESS

The world spins on. Mortals weave their petty schemes, and into the middle of it all, something strange descends.

This option focuses on humans and on how the introduction of unreal horrors change them and their plans. Create the basis of a normal case, make several POIs with relationships, motivations and mistakes to their names. Then introduce the Mythos Entity to this starting situation and ask any or all of the following questions:

- » How would the introduction of this Entity change what is already going on?
- » Who was the first to discover or be affected by the Entity? How?
- » Who could use the Entity to further their own ends? How?
- » Does the Entity have a stake in the existing drama? If so, what? If not, who or what would be most affected by its Drive?

### **CALLING FOR SANITY CHECKS**

*Investigators should make Sanity Checks not only when faced with terrible monsters and mind-bending horror. Checks should be made when something significantly unusual or disturbing is witnessed or realised. These checks should be low DIF, and provide opportunities for investigators to make **Driven By Madness** checks.*



## THE CRAWLING HORROR

Some terrible thing has found its way to our world. Whatever it seeks, whatever it plans: you must stop it.

This approach focuses on the Mythos Entity and its own agenda. Whereas in Whispers of Madness the Entity may simply be a feature of the case, here the Entity itself should be the Villain. The aim of the case might be to stop its plans before they bear fruit, or prevent it from doing further damage.

Consider its features (especially its Drive) and draw connections between them to determine what its Villainous Agenda might be.

- » *What is at stake if its plan succeeds? Why must it be stopped?*
- » *Who else is involved? Who stands against it? Who is assisting it?*
- » *What is the greatest barrier against its progress?*
- » *Has it been here before? Did it succeed or fail last time?*

## REALITY UNWOUND

Something is different. It's the furtive glance of a stranger. It's the unsettling sense you get at exactly the same time, every day, for weeks on end. It is the gnawing dread that something is truly, deeply wrong.

In this style of case the horror is all around you. Whatever is going on, it extends beyond a single creature or individual. The world as you know it begins to buckle under the influence of this new Entity.

This might manifest as strange behaviour in townsfolk, unusual and troubling environmental phenomena, or the rules of nature slowly twisting towards some perverse end.

This is the most subtle variant, and can be challenging to prepare and run. Often the most important part of the investigation is simply identifying what is behind these strange events. Break up the identity of the Entity into discrete but solid clues that combine to point towards the cause of these troubles. Once it has been identified, a plan can be formed to stop it.

Non-creature Entities are best suited for this kind of a case (e.g. phenomena, objects, locations) but creatures can also work; they simply are better hidden than they might otherwise be.

After creating your Mythos Entity, consider the following:

- » *Who or what is first affected by the Entity? What is affected last?*
- » *How does it change the world around it?*
- » *What is a secondary consequence of its changes?*
- » *Who is embracing these changes? Who has succeeded in avoiding them?*

## UNKNOWABLE MOTIVATIONS

*When considering the motivations of strange and alien entities, don't concern yourself too much with "Why" they are doing things. The thoughts and reasoning of such beings is beyond the ken of mortals, and furthermore they are usually not nearly as important as "What" they are doing in this kind of a mystery.*

*Keep the motivations simple, as for all intents and purposes humans can only grasp the most basic concepts when it comes to such creatures.*

## FIGHTING AGAINST ENTITIES

Investigators may find themselves confronted by Entities with abilities far beyond that of humans. Attributes for investigators cannot exceed a value of 4, as this is the upper limit of human ability. However, Entities are not bound by such petty restrictions and can exceed these values.

Aliens and monsters that are still on the same scale as humans could have Attribute values up to 6. Opposed rolls against such Entities cannot succeed (except with significant +Shift), though **Driven by Madness** actions might work, since their DIF is equal to the opponent's Attribute, not the Attribute + 2 as standard.

If attempting a Confrontation against such an Entity, the DIF should be its Attribute + 1.

For Entities that are so large or so dangerous that the thought of a human standing against them is laughable, only a **From Hell's Heart I Stab At Thee** action may be used, and this is always a terrible idea.

*Ash is preparing for a confrontation with a reanimated corpse that has proved highly resistant to conventional violence. He has researched that a special acidic formula should be effective (3 points of Anathema) and that it avoids intense cold (2 points of Ward). Using this knowledge grants him 5 points of +Shift that he can use during the ensuing Confrontation.*

It is for this reason that wise investigators will bide their time and Devise Solutions against these Entities instead.

### COMBINING SOLUTIONS AND CONFRONTATIONS

In some cases research may reveal a more effective way to combat an Entity. When engaging in a **Confrontation** with an Entity, you may use acquired Ward and Anathema points to act as a floating pool of **+Shift**, assuming you have an effective way to implement these into the fight. This **+Shift** may be used for **Take Approach** checks, or for the **Final Confrontation** check.

### RUNNING EXPEDITIONS

When taking investigators beyond the bounds of civilization, it may be tempting to isolate them in a strange place with only alien vistas and ancient relics for company. While this can work, Grey Cells is a game about people, their motivations and interactions. Removing the human element from the mystery also removes many mechanics of the game. Fortunately, there are ways to have that isolation while preserving the human element.

### BRING OTHER PEOPLE

Expeditions tend to be financed and organised by people with a stake in their success. It's rare that a group of investigators will go on an expedition on their own; they require support staff, guides, security, and obnoxious bureaucrats keeping an eye on their investment.

These additional characters can bring the mystery with them, whether they have hidden agendas, dangerous curiosity, or become influenced and controlled by the terrible things that lurk in those lost places.

### MORE HUMAN ALIENS

If there is no reason to have many humans present in the expedition, they can encounter moderately scrutable aliens; beings who may be strange but have some ability to communicate with the investigators and an interest in doing so.

This is an excellent opportunity to use codified monsters, as the focus is more on their motivations and interactions than their supernatural natures. You may also add individual aliens as POIs.

### MYSTERIOUS LOCALS

Even the furthest, darkest reaches of the Earth sometimes have people who

# MASTERING MADNESS

decide to live there, and it's possible that the current expedition is not the first group that thought to visit and explore that place.

With this option, there are humans already on site, somehow connected to this place and the mystery that lurks beneath it. They might be cultists, guardians, or simply shun the darker parts of the place. They could be survivors of a previous expedition that was thought lost. Either way, whatever is going on here has them wrapped up deep within it.



# MYSTERY STARTERS

This chapter offers some prompts to give you ideas for cases. Once you have determined what the Mythos Entity of the case is, find its Nature and Drive in this chapter and see if any of the related prompts spark your imagination.

These prompts could be what is being investigated, or they might be the trigger that puts into motion the events of the case. Feel free to change details to better suit your case.

## NATURE

### A GOD-BEING

#### **Whispers of Madness**

I see them in my dreams: the faces of they who will draw the Great One to us. Some of them don't know the ruinous fruits of their actions, but I must remind myself that ignorance does not equate to innocence. I must harden my heart and do my duty. I will slay them all. I will save this world.

- *Do the killer's actions prevent the God's rise, or do they hasten it? Or are they entirely mistaken about the impact of their actions?*
- *Who has survived the killer's attack?*

#### **The Crawling Horror**

He promised to grant any wish my heart desired, words dripping with honey, sickly sweet. At first I balked at the price he asked, but the more he spoke, the smaller the price seemed in my mind. How I wish I had refused, to run screaming into the street, but I know with hideous certainty that if I had done so the cost would have been greater still.

- *What price does the Fulfiller of Wishes ask for his boon? How does it vary from person to person?*
- *Who is now trying to renege on his part of the deal?*

#### **Reality Unwound**

For three weeks I awaited the return of the SS Golden Aster. I had convinced



myself that the ship - and my friend with it - had been lost at sea, but my grief was interrupted when the ship limped into port, crewed by a single man on the brink of death and bereft of reason. He wailed of a great black isle where there should be naught but clear water, but little else could be gleaned from the man. I should have stayed, but that damnable hope that my friend was still alive drew me outward, towards black waters and that cursed isle that should not be.

- *What did they find upon that isle?*

- *How many of the crew yet live? How many have turned against each other?*

## AN ALIEN OR MONSTER

### **Whispers of Madness**

I know this creature will kill me. The moment I make a mistake, my life is forfeit. But until then - while I can direct it, while I can steer it - I am invincible.

- *What is the person using the entity for? Who are they targeting with it?*

- *Does the entity know it is being manipulated? Does this serve its purposes, or is it trying to break free?*

### **The Crawling Horror**

When I saw it, I was shocked into silence - a blessing, for otherwise it surely would have slain me. It was clawing at the air with dozens of many-jointed digits, heat shimmering around it until I could see a window form in the air. The window steadily grew, but then seemed to collapse and disappear. The creature emitted low clicks and whirrs in what I can only guess was frustration, and while it was distracted I made my escape. I know not what I saw through that window, for my mind has rejected it utterly - but I do know that it spells disaster for us all should it be completed.

- *Is the entity trying to leave, or is it trying to bring something else here?*

- *What does the entity require to complete its portal? Who has it?*

### **Reality Unwound**

These Man-things surround me. They emulate human forms to obfuscate their horrid nature, and hide among us to perform their unspeakable work. Their mimicry is almost perfect, but I have learned how to identify them. Only I have learned how to destroy them. I must act quickly, and I must not doubt, for if I am wrong it will mean that I have just murdered my closest friend.

- *How reliable is the method for detecting the Man-things? Can it be perfected?*

- *What happens to the people who are replaced by Man-things?*



## A CULT

### **Whispers of Madness**

Professor Jonas insisted that the artifact he brought was Sumerian in origin, but I had my doubts. Those doubts were amplified when strange men began to visit the museum and ask pointed and troubling questions about it. Fearing it would be stolen, I have hidden the artifact, but now I fear for my own safety... and if my worst fears are true, the safety of the entire city.

- *Why do the strange men want the artifact? What do they believe it is?*
- *Someone in the city has intimate knowledge of the artifact. How did they learn about it? What experience do they have with it?*

### **The Crawling Horror**

In all my years I had never seen such butchery. Bodies, flayed and scarred, their limbs broken and twisted to form sinister patterns. Despite my revulsion I had to admit there was a disquieting artistry to the work, and I knew that this was only part of a great, tenebrous design... one that I would give my life to uncover.

- *What do the victims have in common?*
- *How long does it take to prepare the victims before they are killed?*

### **Reality Unwound**

Her smile filled me with trepidation. Her visage was not unbecoming, but her smile was exactly the same as I had seen on a half dozen individuals earlier that day, the musculature of her face arranged in exactly the same patterns. This lent me the notion that each was but one stunted appendage of some vast, unseen growth - an unsettling thought, but what truly filled me with desperation was that against my will, I felt the corners of my mouth begin to twitch upwards...

- *How does the cult spread its influence? Can this influence be removed?*
- *Which prominent figure is the cult trying to convert to further their cause?*

## A PHENOMENON

### **Whispers of Madness**

They toy with powers they do not comprehend. All they see is the potential for profit, to harness its strange power for their own. And now, they seek to replicate it! My tests have told me only how much we do not know about this thing, but as evidence of unexplainable events continues to mount, I cannot keep my silence any further. I pray that someone finds this missive before our greed unleashes a blight upon the world.

# MYSTERY STARTERS

- A rival company is trying to steal information about the phenomenon. What disaster will their meddling cause?
- Several employees have been discharged after exhibiting symptoms from contact with the phenomenon. What state are they in? How willing are they to talk?

## The Crawling Horror

I was called to the Yarrowmere fields to help prevent a crop failure, but despite my wealth of experience what I found there confounded me utterly. Some disease spread through the plants, wilting them without any way to restore them to health. Most curiously, after the crops have withered to dust, strange crystalline facsimiles sprout in their place. Other crystal objects have been found in and around the fields, making me wonder if some force is replicating the things it finds in that field. The locals wish to burn the place to the ground, but while I can offer no better solution I have to wonder - what might this thing create if it were introduced to the concept of a firestorm?

- What else has the phenomenon created? Has it created a person?
- Who was responsible for beginning this outbreak? What do they know of it?

## Reality Unwound

The Belton Theatre has been booked out for weeks. Every day at six the crowd pours into the chamber, and those unable to fit inside mass in the streets outside the theatre, pressing past one another and demanding entry. I watched from my window as the police arrived to disperse the crowd. As one, the slaving throng of people descended upon the officers, rending them limb from limb before returning to clamber over one another to spy a glimpse of that accursed stage.

- Who is performing in the theatre? Are they slaves to this phenomenon, or masters of it?
- This performance was meant to be held years ago, but was cancelled. Why? Who was involved?

## AN INDIVIDUAL

### Whispers of Madness

I had heard that the matron of the house was old and fading, but when I visited her she seemed in fine health. Indeed, when she insisted I return, future visits found her more vibrant and beautiful every time, though I believe her decision to dismiss her doctor was reckless for one with a history of infirmity. I still visit her regularly, partly to enjoy her company but also from pity since her family seems to be appearing at her house less and less.



- *Who or what provided the Matron with the means to extend her life?*
- *Who has paid the price for her youth? Who is trying to stop her?*

## **The Crawling Horror**

I have seen the Wretch. Spare your laughter - I have endured enough ridicule to last a lifetime, and it does not change the fact that I speak the truth. The Wretch is real. I saw him lurking amidst the filthy corners of the city, his body a rude mockery of the form we inhabit. He reached for me with a warped talon, calling out in a miserable warble. I fled without a thought, and I carry that shame with me still. In that moment I saw his eyes, watery and pleading for help. Perhaps if I had stayed, things might have been different. If I had helped him, all those people might still be alive.

- *Who is the Wretch targeting? Is he killing in self defense, or to further an agenda?*
- *Who knew the Wretch as they used to be?*

## **Reality Unwound**

I should have turned the man away the moment he arrived at my office, though in truth my fate was tied to his the moment he opened the door. He told me how everyone he came in contact with met grisly ends, as though some wicked luck followed in his wake. This revelation that provided me precious little comfort, as I knew I had mere days to root out his curse before I shared in his gross misfortune.

- *Has anyone survived this dark fate? Does it hound them still?*
- *What did the man do to attract this curse?*

## AN OBJECT OR IDOL

### **Whispers of Madness**

It arrived in the mail, wrapped in layers upon layers of packing material, desperately trying to hide it from the world. Upon unwrapping it, you discovered that the object within was singularly hideous. It was a heavy weight in your hand, heavier than its size would imply, and despite its unfathomable ugliness you found yourself somehow drawn to it, inevitably pulled towards it like a wave crashing upon stones.

- *Who sent the object? What has become of them?*
- *Someone else is looking for the object. Why do they want it? What will they do to get it?*

## **The Crawling Horror**

I can hardly remember when I first came into possession of the thing, but ever

since then I have been plagued by nightmares which I can swear pursue me in my waking hours. I have tried to throw it away, to flee from it, but every time I do I find it once again upon my mantle in the morning, watching me sleep like a jealous lover. I realise now that it is a part of me. I cannot rid myself of it any more than I could tear the eyes from my head.

- *What is the object trying to reveal? What is the host missing?*
- *Something or someone is being attracted by the object. What do they want?*

## Reality Unwound

Something fell from the sky into the Southside streets, burying itself away from prying eyes. The road was repaired in short order and the incident swiftly forgotten. However in the coming days people began to notice strange occurrences - feral animal attacks in dark corners, beloved pets breaking their bonds and fleeing into the streets, now beasts that walk on two legs have been spotted in the fringes, still wearing the rags of their prior lives.

- *Where is the object now? What is it releasing into the soil and water?*
- *Someone is unaffected. What is protecting them? Do they know about it?*

## A PLAN

### Whispers of Madness

A glimpse is all I have seen. A glimpse is all I have *tasted*. That other place, with its manifold wonders and elusive secrets. Can I cross the threshold? Can I tear the veil between worlds? I can. I must. I will.

- *What do they still need to open the gate? What are the side-effects of their experiments?*
- *What is waiting for them on the other side? How is it helping or hindering them?*

### The Crawling Horror

One by one, they fall. They seek to rule this place, and they turn it into a hell for all beneath them. But they have not seen what I have. They do not know what true suffering is. They will learn.

- *What group is being targeted by the killer? What have they done?*
- *Who is working with the killer?*

## Reality Unwound

This is not how it was meant to be. All my efforts, my years of research towards this golden ideal were to change the world for the better. But with every step, my work spirals out of control towards some twisted perversion of my dream. I will not let it end like this. One more step, one more push and

I shall fix everything.

- *What have the consequences of the plan been so far? Who has it affected?*
- *What must be prepared for the final phase of the plan?*

## A LOCATION

### **Whispers of Madness**

This place beggars the imagination. Some unknown civilization dwelt here, their relics indicating cultural and technological advancement beyond their time. The expedition divided into three teams to explore more of these wondrous ruins, but now a sudden storm has forced us to shelter in the ruins, separated from our peers. We shall continue to delve these antediluvian depths and reconvene once the storm has passed.

- *Who bears a secret connection to this place? What is it?*
- *What threats lurk in these ruins? Who will use them to their advantage?*

### **The Crawling Horror**

The hills call to me. Many have felt it, some inexplicable longing beckoning them to those verdant mounds. They wander into the caves, sure of step and purpose, never to be seen again. And now, my turn has arrived. I shall enter



the caves and give of myself until there is nothing left to give. But this is no sacrifice. I do this for love.

- *What happens to those that enter the Lost Hills? What do they become?*
- *What else lives in the Lost Hills? How has it been changed?*

## Reality Unwound

The street used to be a thriving market, but now it is utterly silent. None dwell there, though noone can hazard a guess as to why. It is as though the city itself has simply forgotten that the street exists. Last week, my friend entered the street to search for something he had lost there. I did not see him again. Against my better judgment I prepare to enter the street myself, though I have already forgotten his face...

- *What did the friend lose there? How is it related to the street's curse?*
- *Who or what still lives on that street? How have they changed?*

## DRIVE

### TO REPRODUCE

## Whispers of Madness

My dear Joseph, taken from us at such a young age... I could not bear to lose him, and though I shudder at the price I had to pay, he is now returned to us. He is watching me as I write this, wide eyes seeming to look through me, lips moving in silent conversation with some unseen companion. I shall continue my work. I shall restore him to the bright youth I remember, and nothing will take him away from me again.

- *What must be done to keep Joseph alive? What is the next stage of his treatment?*
- *What is Joseph trying to say? Who is he trying to say it to?*

## The Crawling Horror

I hammered at the creature again and again, the length of wood splintering to pieces in my hands. I did not relent, breaking my bare knuckles against the unmoving flesh until I was certain it was dead. Its form was unrecognisable, for which I was grateful - no longer could I see its grafted mass of limbs. It was naught but a mass of meat, not a twisted amalgam of human parts arranged to birth some other, horrid monstrosity. I heard a low warbling noise, and spied movement in the darkness. I raised by trembling, broken hands, for I knew my work was not yet done.

- *Where is the entity finding the pieces for its progeny?*
- *Can the progeny reproduce, or can only their father make more of them?*



## Reality Unwound

It had been a cruel winter, and all eagerly awaited the warm touch of spring - except that it never came. The city was sealed in a stygian nightmare, the temperature and winds becoming colder and harsher by the day. Paradoxically, the sun hung brightly in the sky shining down upon the frozen city, though its heat never reached us, as though it were stolen away by some great covetous devil. Enduring is not enough: if we do not find the cause of this malefic winter, we shall surely perish.

- *The heat is being used to incubate some divine foetus. Who or what tends to it?*
- *How is the heat being stolen? How may it be traced?*

## To Grow

### Whispers of Madness

My beautiful pets, they languish so. How small they are! How hungry they must be! They look to me with their glimmering, compound eyes, ever wanting. Fear not, my darlings. I shall care for you. I shall ensure you are well fed.

- *Is the carer genuinely willing? Or are they somehow manipulated or infested?*
- *Have any of the creatures slipped free from their captivity? What has the carer done to ensure their return?*

### The Crawling Horror

The storm came yesterday, and they say it will come again tomorrow. It tore through the town mercilessly, seeming to steal all electricity from beneath it and unleashing it as furious thunder. This storm does not break: it moves between cities, growing ever stronger. For weeks it has plagued us, but what can we do but flee in droves before its wrath?

- *There is an intelligence behind the storm. How does it decide where to go?*
- *Someone is chasing the storm. Why? What do they know?*

## Reality Unwound

Ideas are infectious. They spread through words and through actions, but this new idea has taken root silently. Many throughout the city find themselves believing this new notion unquestioningly, despite never having heard or seen it themselves. It spreads through our collective subconscious like some oozing malaise, and with every new host the idea becomes more real, as though sufficient belief is all it takes to rewrite reality itself. As the world around me warps, I ask myself: Do I try to turn back the tide? Or do I find a way to survive in the new world that approaches?

- *What is the source of this phenomenon? Who was the first to bear this idea?*



# MYSTERY STARTERS

- *What is this idea bringing into existence?*

## TO CONSUME

### **Whispers of Madness**

The restaurant was popular in the extreme. Throngs of people lining the streets, all clamoring for a single bowl of soup. I have partaken of it myself, and I at first I could not fathom the slaving intensity with which folk sought it out. But now I too wait in line, mouth watering, for within me has awoken a gnawing hunger, a tainted need that only this meal can satisfy...

- *What is the secret ingredient? How is it acquired?*

- *Do the restaurateurs know the secret of their success? Who else does?*

### **The Crawling Horror**

I have seen it, bowed and rotten. It shambles in a mockery of human gait, hiding its hideous body beneath heavy clothing. I have spied its face beneath its disguise - a pallid, writhing mass! God preserve me, I have seen it feed! I know not what it is, but I know its name! The King of Worms! The King of Worms!

- *How was the King of Worms created? Who was there?*

- *Who is the King of Worms after? Why?*

### **Reality Unwound**

I saw the man wandering, as if in a daze. He walked past me without paying me any heed. I called out in panic as he approached the cliff, then stepped over the edge into the hungry ocean below. I fled at once; by the time I arrived home I had almost convinced myself that I had imagined the entire episode. My delusion lasted until the next day, when I read in the morning paper that a dozen bodies had washed up on shore, the man I saw among them.

- *What is calling people to the sea? What does it take from them?*

- *Who is resisting the call? How?*

## TO PRESERVE

### **Whispers of Madness**

I HAVE CURED DEATH.

- *Who has already undergone the treatment? What are the main side effects?*

- *Who is trying to steal the secret? How far are they willing to go to get it?*

### **The Crawling Horror**

The figure was astonishingly lifelike. It was formed of a pale, translucent wax, and although the edges had begun to melt away in the summer heat, close



inspection proved that the sculptor had even included the pores in the skin - a fascinating and unnerving display. I opened the door to inspect the next room and saw hundreds more of these figures arranged in careful pattern. As I walked among them, I stopped, mouth agape: among these figures were faces I recognised, and in a moment of sickening insight I knew what had become of them.

- *Is the transformation gradual or immediate?*
- *Who is this collection for? What do the victims have in common?*

## Reality Unwound

I had been called in to assist with a land development project, but once I arrived I knew that my expertise was insufficient. Any work done to dredge the swamp or to construct upon it was simply undone within hours, as though no human hands had ever touched the land. Some of the men had ventured deeper into the swamp to search for the source of this phenomenon, but had not returned. Now I stand upon the threshold, peering into the tenebrous bog, mustering the courage to enter it myself.

- *What becomes of the things that are removed by the swamp?*
- *What is the swamp trying to contain? What is it stopping by “resetting” itself?*

## To Worship

### Whispers of Madness

I strained against my bonds desperately. The effort was wasted - the men near me were not even distracted from their chant. I heard an echoing scream as the knife claimed the heart of another victim, and I realised with mounting panic that I was next.

- *Which prominent personage is involved in human sacrifice?*
- *How are victims selected? How are they prepared for sacrifice?*

### The Crawling Horror

The eclectic collection of objects was arranged in a nonsensical pattern - clearly placed with intent, but I could not imagine the purpose. Something in the back of my mind whispered to me that this must be a shrine of some sort. Before I could interrogate this thought further, I heard a crackling noise from nearby, and I knew that I was no longer alone.

- *What is the entity collecting? How is it acquiring those things?*
- *Who has stolen from its shrine?*

## Reality Unwound

Yesterday, this ground was barren. Today, a massive structure stands upon it as though brought into being by the collective wish of the lines of people trying to enter. Cowled figures - not men, for men do not move so sinuously - search the lines, picking out individuals to invite through the pearlescent portal.

- *What happens to the people who enter? Are they seen again?*
- *There is a secret way in - and out. Who knows about it? Who's used it?*

## TO LEARN

### Whispers of Madness

I knew Dr Collins had begun research on identifying signals from outer space, but the passion with which he threw himself into the work shocked me. He refused to discuss his findings, and once stormed into my laboratory, tearing expensive components from my experiments and deaf to any protest. When I tried to confront him, I saw strange lights and noises coming from the room, and threw open the door in time to see his equipment explode in a shower of sparks and flame. Once I brought the blaze under control, I realised that there was no sign of Dr Collins - though I was sure I had heard his voice as I approached...

- *Was the equipment sabotaged? Why and by whom?*
- *Where is Dr Collins now? Who or what was he communicating with?*

### The Crawling Horror

The body had been mutilated, this much was obvious. I was no stranger to medical operations, and although I could not identify what manner of tool had made the lacerations, but the care with which they had been made assured me that this was not a murder - this was a dissection.

- *Who is assisting the entity? What are they gaining in exchange?*
- *Are they using fresh specimens, or cadavers?*

## Reality Unwound

If my research is correct, this medicine can increase the potency of the human mind, breaking through the barrier erected by our primitive physiology. What might it allow? Greater intellect, surely - but perhaps even telepathic connections? Precognition? The only way to find out is to expand my testing. Perhaps I could use the water supply to my advantage?

- *How was the medicine produced in bulk? Where was it poured into the water?*
- *Who has benefited from the treatment? Who has suffered?*



## TO EXPERIMENT

### **Whispers of Madness**

The tablets were written in an ancient tongue, but I concluded that they must be schematics for some strange device. After years of effort I believe that I have successfully replicated the design. The true purpose of the device still eludes me, but the simplest way to determine it is to turn it on.

- *Who did the creator have to cross to complete the device?*
- *Who wants the device for themselves? What do they think it does?*

### **The Crawling Horror**

The explosion was preceded by strange lilting tune, sharp and shrill and tearing through the air, before the explosion tore through everything else. The incident was mourned by the masses, then forgotten with a haste that only the human mind can manage. That was until another incident in a different area, with a different tune but an explosion that was just as deadly. Teams scrambled to decipher the meaning of these attacks, but after the third and fourth detonations it was clear that the destruction was advancing much faster than the solution.

- *Someone predicted the location of the third explosion, but was caught within it. Did someone in their team survive? Did their research survive?*
- *What is the interval between explosions? Is it perfectly constant? Or is it getting shorter?*

### **Reality Unwound**

The cloud twisted upon itself, squirming like a dying insect. It warped and wound inwards, forming a steadily tightening spiral. Men and women gazed upwards in horror at this display, but the screaming only began once the birds descended upon them, warped and maddened and consumed by murderous intent...

- *The phenomenon shows no signs of stopping. What is causing it? What else is being affected by it?*
- *Someone is taking advantage of the chaos. How are they profiting? How will they sabotage efforts to stop it?*

## TO CHANGE ITSELF

### **Whispers of Madness**

I drank deeply of the dark ichor. I welcomed the pain as it pooled inside me. I could feel my organs rotting, transforming, rearranging themselves to a more favourable configuration. I swore I would survive, for if I did I would be their

Chosen. I would become their vessel.

- *How many have died from this procedure so far? How have they been disposed of?*
- *Someone fled rather than drink the dark ichor. What do they know? What pursues them?*

## The Crawling Horror

The restraints worked well. My companion struggled but could barely move at all - ideal, given the level of precision the operation demanded. I hummed softly, partly to entertain myself and partly to distract myself from my companion's screams, as I carefully placed the tool over their eye and carefully aligned it with their cornea. There was a click and a quick sucking noise, followed by a piercing scream. I examined the eyeball - perfectly extracted - and gently lowered it into the preserving solution beside its twin. Satisfied with the quality of my harvest, I took a seat and moved the device over my own eye.

- *What parts of themselves has the Sculptor replaced? What happens to the people they harvest from?*
- *The Sculptor researches their candidates extensively. What are they looking for?*

## Reality Unwound

My perplexion mounted as I looked back the way I came. There it was, Fourier Street: my navigation had been true, but unless my recollection was failing me, the place I was now belonged halfway across the city. Had the streets rearranged themselves without my knowledge? As my eyes wandered over this unfamiliar locale, they settled on a peculiar sight, widening steadily. There, at the end of the street, lay a dead body - or half of one, as it appeared to have been shorn cleanly in half.

- *What precedes the movement of a street? Are there identifiable signs?*
- *Who or what is encouraging the city to change? What is the ultimate effect once the realignment is complete?*

## To DESTROY

### Whispers of Madness

I cannot remember a time where I have been so weary, but I cannot stop - I must keep running. He hounds my every step! Thrice I have slain him, and thrice he has returned! Always watching, always following, always furthering his dark designs!

- *Is something actually following them? If not, who are the people they have slain?*
- *What does the Follower want? If they aren't real, what does the pursued think they want?*



## **The Crawling Horror**

The nobleman was an easy mark. He was a sickly man and infirm despite his relative youth, and he was ill-equipped to defend his belongings. Among the things I stole was an odd bauble, a relic of carved glass. For years he chased me, sacrificing all his wealth in an effort to reclaim it, but to no avail. I had always been crafty, but with this relic I am untouchable. It is my lucky charm, and although I have noticed my own health failing, I know that it shall keep me safe.

- *How many bearers has the Parasitic Glass had? Has any of them overcome its effects?*
- *What happens to the energy that the Parasitic Glass siphons away? Does it have a use for it, or is it sent elsewhere?*

## **Reality Unwound**

The earth churned and roiled like a thousand great worms writhing in frenzy. The house crushed inwards, the screams within swiftly cut short as the structure disappeared, swallowed by the earth. The neighbouring buildings began to tip towards the fault and crack along their foundations, but the earth calmed and settled before they too were destroyed. Onlookers stood with mouths agape, silent horror in their eyes. This had happened before, and all knew now that it would happen again.

- *What intelligence guides the worms? How are their targets chosen?*
- *Where else have the worms appeared in the past? Were they driven away or did they leave on their own?*

## TO AWAKEN

### **Whispers of Madness**

It appeared in my dreams again. Wretched and glorious, the sight of it brought me to my knees in supplication. Somewhere, it awaits. I will find it. I will awaken it. I will receive its boon.

- *Who else has received the vision? Who is closest to finding the Dreamer?*
- *What needs to be prepared to awaken the Dreamer? Who has this knowledge?*

## **The Crawling Horror**

The walls were embedded with magnificent and disturbing sculptures, eerily lifelike representations of some antediluvian monstrosity, each unique in its hideousness. The wall was marked with some ancient, indecipherable script that I reproduced in my notepad, greedily extracting their forms from the masonry, even if the meaning was utterly lost on me. As I moved down the

wall, I stopped. My torch illuminated a sconce in the wall where a sculpture should be, a hole left there as though the resident statue had grown weary of its enclosure and had simply decided to walk away...

- *Where is the entity now? How long has it been free?*
- *How does it seek to wake its brethren? What does it need that was stolen from the site? Whose help does it require?*

## Reality Unwound

The first earthquake passed without issue. The second inspired worry, and the third panic. Tension mounted through the three day cycles, each one punctuated by another, stronger earthquake, like a colossal heartbeat beneath the city. As people fled outwards from the city, my sight turned inwards. Something was stirring, and if it was not stopped I knew that there would be nowhere to flee to.

- *Who or what is waking the Great Old One? How?*
- *What is changing as the Great Old One rises?*

## To CORRUPT

### Whispers of Madness

The museum's security was a paltry affair. Jacob was able to charm the locks, and Susanne disabled the alarm on the artifact's display case in short order. When I grasped it, I was overcome by some inexplicable vertigo and lost my footing. Susanne caught the artifact before it smashed on the ground, leaving me to collapse in a heap. After a moment I was able to collect myself, but a terrible unease had taken root in my core. Even now I feel something growing within me as I hasten to unburden myself of this cursed artifact, but I know that I could hurl it to the farthest reaches of the world and I would still be doomed.

- *Who hired the thieves to steal the artifact? Is it the artifact itself they want, or the seed of corruption that is now within the thief?*
- *What does the museum know about the artifact? What are they missing?*

### The Crawling Horror

The thing touched me, and my very being convulsed in abhorrence. I fled, clawing at my flesh to score it clean, but it was too late. Now my flesh is twisted, and I lack sufficient control over my shattered limbs to even end my miserable life. All I can do is draw feeble breaths, praying that the next one will be my last.

- *What does the entity gain by corrupting bodies?*



- Does this corruption have an effect on inorganic objects?

## Reality Unwound

The haunting symphony lingered at the edge of my hearing. I craned my head out the window, trying to determine its source. I watched as neighbours began to leave their houses still dressed in their nightclothes, apparently bewitched by the same music. As one, they began to sing words that none of them could have known, and with surprise I realised I was singing with them. I knew the words. I had always known them.

- Who is playing the music? What does it encourage people to do?
- What is the music being played with? Where was it found?

## NOTHING

### Whispers of Madness

The group met every Thursday evening. They would don strange robes and meet upon the beach, chanting sinister syllables around a roaring bonfire. At the end of their gathering, they would load a boat with sculptures of jade and gold and cast it out to sea. It will be difficult to intercept the boat without them noticing, but the treasure within is worth the risk.

- The cult hires the investigators to recover the stolen offerings. What do they know of the thieves? How did they discover this?
- How do the thieves plan to fence the offerings? Who or what else wants to get the offerings?

### The Crawling Horror

The creature's vital essences were marvellous to behold. Its blood and fluids had properties for healing and transformation that I was only beginning to understand. Fortunately for my research and my safety, the creature itself seemed to be in perpetual hibernation... or perhaps it was dead, though I cannot say if the concept of death applies to this thing. It continues to produce its fluids, far more than I need for my research. More than I can keep track of, it seems, for I appear to have misplaced a canister of the substance.

- Who took the canister of alien blood? What are they planning to do with it?
- The research is still in its infancy. Who else has access to the notes? Who wants to try the treatment, regardless of the consequences?

## Reality Unwound

I had been tracking the comet for weeks. Its trajectory seemed to be curving towards the Earth, to a most alarming degree. No matter what models or



## MYSTERY STARTERS

---

equations I brought to bear, I could not explain its change of course. It was almost as though it were being drawn here, but by what, I could not guess. All I knew was that the closer it grew, the more panicked and unstable people became - an understandable reaction to this threat, except that they should have been utterly ignorant of its approach.

- *What god-being does the comet represent? What demographic is most susceptible to its influence?*

- *Who is attracting the comet? What do they hope to gain by bringing it here?*

---

## INDEX

- Backgrounds 10-27
  - The Artist 12
  - The Initiate 16
  - The Occultist 20
  - The Vagrant 24
- Damned and Lost 11
- Eldritch Clues 28-34
  - Eldritch Truths 30
- Expeditions 41-42
- Exploits 43-47
  - Bearer of the Sign 46
  - Berserk 44
  - Cowards Prosper 47
  - Eyes Wide Open 44
  - Forbidden Lore 46
  - Generous Friends 47
  - Grant Us Eyes 46
  - Knowledge is Power 43
  - Knuckle Down 44
  - Last Line of Defense 47
  - Lucid Dreamer 44
  - Mental Fortress 43
  - Misery Loves Company 47
  - Refuge in Reason 43
  - Researcher 43
  - Swallow Fear 47
  - Terrible Tales 46
  - The Definition of Insanity 46
  - The Good Stuff 47
  - Thirst for Knowledge 44
  - Unstable 46
- Genres 3-6
  - Cosmic Horror 3
  - Pulp Lovecraft 4
- Madness 7-9
  - Alcoholism 8
  - Cowardice 8
  - Greed 9
  - Paranoia 9
  - Pharmacophobia 9
  - Restlessness 9
  - Traumatophobia 9
- Momentum Powers 48-50
  - Buy Time 48
  - Contact Outsider 49
  - Cryptozoologist 48
  - Denial 50
  - Discern Weakness 49
  - Disturbing Methods 48
  - Revelation 49
  - Seeker of Lost Histories 48
  - Solidarity 50
  - The Restricted Files 50
  - Third Eye 49
  - Trace Ward 49
  - Whispers in Darkness 50
- Mythos Star 29
- Sanity 7
- Special Actions 35-40
  - Blind Destruction 39
  - Crazed Flight 40
  - Deranged Clarity 38
  - Devise Solution 32
  - Dig Too Deep 35
  - Dream Quest 45
  - Dutch Courage 36
  - From Hell's Heart I Stab At Thee 36
  - Mad Revelation 39
  - Prepare Element 31
  - Prepare for Expedition 41
  - Resist Madness 35
  - Run For Your Life 38
  - Use Supply 42
- Tomes 51-52
- Weird Contacts 10
- Scrawl Your Notes 11



Horrors wait upon the fringes of existence, lurking in the shadows beyond mortal comprehension. As investigators you bring light to the darkness - but how can you solve a case that is inherently unknowable? *Mythos Mysteries* introduces horror elements and mysteries to the *Grey Cells* role-playing game. Arm yourself with the new powers and techniques within... and hope that it is enough.

### INSIDE, YOU'LL FIND...

- Four new investigator backgrounds: the **ARTIST**, the **INITIATE**, the **OCCULTIST** and the **VAGRANT**.
- New Exploits and Momentum Powers to assist in tackling the mind-bending machinations of the mythos.
- Rules for sanity and madness, and the bizarre revelations they grant.
- New mechanics to devise solutions to impossible problems.
- Guides for creating compelling Mythos Entities to add strange and supernatural elements to your cases, as well as a range of narrative prompts to get you started creating your own mysteries.

