

Sanity & Sorcery

You are investigators who have discovered some of the terrible truth about the universe. Perhaps you have read a blasphemous tome, or been the victim of a deranged cult. Whatever it was, you have encountered **SOMETHING BEYOND HUMAN KEN** and it is slowly driving you mad. Can you keep it together long enough to save the world from horrors beyond spacetime?

Players: Create Characters

1. Choose a style for your character: **Curious, Intrepid, Obsessed, Rational, Studious, or Two-Fisted**
2. Choose a role for your character: **Investigator, Socialite, Cop, Scientist, Hobo, or Occultist**
3. Choose your number, either 2 or 3. The higher your number, the better you are at dealing with the Mythos, but the more tenuous your grasp on reality.
4. Give your character a memorable investigator's name appropriate for their role and social class. Lady Fotherington-Smythe, Mac Shovel, or something

You have: period-appropriate clothing, contacts in society, access to a mode of transport, a firearm (pistol or shotgun) **possibly** an occult library, a science laboratory, or explosives

Player goal: Get your character involved in dangerous Mythos investigations and try to save the world.

Character goal: Choose one or create your own: **Understand New Truths, Save the World, Uncover Mysteries, Prove Your Innocence, Investigate the Weird, Protect Humanity, or Comprehend the Mythos**

HELPING: If you want to help when someone else rolls, say how you try to help and make a roll. If you succeed, give them **+1d**

Rolling the Dice

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're prepared and **+1d** if you're an expert. (*The GM tells you how many dice to roll, based on your character and the situation.*) **Roll your dice** and compare each die result to your number.

If you're using **SANITY** (reason and traditional investigative techniques), you want to roll **over** your number.

If you're using **SORCERY** (knowledge of the Mythos), you want to roll **under** your number.

If **none of your dice succeed**, it goes wrong. The GM says how things get worse somehow.

If **one die succeeds**, you barely manage it. The GM inflicts a complication, harm, or cost.

If **two dice succeed**, you do it well. Good job!

If **three dice succeed**, you get a critical success! The GM tells you some extra effect you get.

If you roll **your number exactly**, you experience a **MOMENT OF CLARITY**. You get special insight into what's going on. Ask the GM a question and they'll answer you honestly. Some good questions:

What should I be on the lookout for? Who is _____ working for? Is _____ a red herring? Where is the nearest Mythos manifestation?

You can change your action if you want to, then roll again.

GM: Create a Mythos Adventure

Roll or choose on the tables below.

A Threat...

- | | |
|-------------------------|---------------------------|
| 1. Academic gone mad | 4. Political extremist |
| 2. Unknowing crime boss | 5. Reckless industrialist |
| 3. False prophet | 6. Desperate victim |

wants to...

- | | |
|--------------------|----------------------|
| 1. Destroy | 4. Awaken / Activate |
| 2. Enact / Perform | 5. Seize |
| 3. Merge with | 6. Hide |

the...

- | | |
|-----------------------|------------------------------|
| 1. Innocent | 4. Black altar |
| 2. Hybrid abomination | 5. Cannibalistic ritual |
| 3. Human-skinned tome | 6. Buried alien intelligence |

which will...

- | | |
|--------------------------------|-------------------------------|
| 1. Summon unspeakable evil | 4. Ascend them into godhood |
| 2. Destroy an entire city | 5. Create a depraved artefact |
| 3. Open a portal to the beyond | 6. Fix everything |

Adjectives

- | | |
|------------------|----------------|
| 1. Squamous | 4. Amorphous |
| 2. Non-Euclidian | 5. Unutterable |
| 3. Cyclopean | 6. Foetid |

GM: Run the Game

Play to find out if the characters defeat the threat, and if they survive. Introduce the threat and show evidence of its badness. Before a threat does something to the characters, show signs that it's about to happen, then ask: *What do you do?*

Call for a roll when the situation is uncertain. Don't pre-plan outcomes—let the chips fall where they may. Use failures to push the action forward. The situation always changes after a roll, for good or ill.

Ask questions and build on the answers. *"Have any of you encountered this cult before? Where? What happened?"*

When a character encounters the Mythos, they have two options: if they **run and hide**, they don't increase their number but don't get the clue. If they **face it head on**, they get the clue but increase their number by **+1**. If your number hits **6**, your character is unplayable