



MYTHOS WORLD

Horror Roleplaying



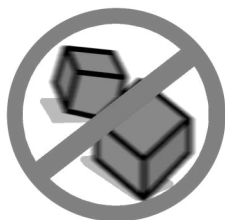
RESOURCES
VOLUME 1

Russell Brown

MYTHOS WORLD

RESOURCES Volume 1

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Mythos World uses the Apocalypse World roleplaying engine developed by D. Vincent Baker. The move mechanics, as well as Gamemaster Agenda and Principles are key to a player-driven storytelling experience. This book could not exist without the inspiration of the Mythos authors,



PROFESSION

ATHLETE

You are adept at most forms of sports and individual athletics. A climb or leap that may seem daunting to others may be barely a challenge for you. If your physical prowess isn't enough to accomplish your goal, you can always rely on your teammates.



Name (choose one)

Milton Door, Johnny Amazing, Becky Bloom,
Doralena Mendelova.

Look (choose one from each line)

Strong chin, expressive eyebrows, deep dimples

Pimples, small mustache, black eye

Crew cut, short pony tail, dark wavy hair, tight braid

Wealth

1+MGT or 1+SPD=

Passion (choose one)

I must constantly prove I'm physically superior, even to the point of stupidity

Competition is good in all situations

Nothing is more important than the bond between friends and teammates

Equipment

Choose one: bicycle, painkillers (5 uses)

Choose one: bow, brass knuckles, baseball bat, golf clubs

Choose one: athletic clothes and shoes, white pants and sweater, sport coat.

Choose one: baseball cap, headband, chewing tobacco, sunglasses

Connections

I must beat _____ at his own game.

_____ inspires me to try harder at what I do.

I suspect _____ of unsportsmanlike cheating.



Starting Moves

Adrenaline Rush

When you *Defy Danger* in a situation that requires athletic prowess and roll 7+, choose of the following effects in addition to the other results of the move.

- You discover a trick to success (reduces threat level for others)
- You impress everyone watching
- You carry someone with you through the danger
- Reduce the cost if you rolled 7-9

Hail Mary Play

Once per session, when you come up with a nearly impossible plan that uses your physical prowess, the GM will let you carry out that plan with a chance of success. The GM may still require a normal *Defy Danger* move.

Profession Moves

Me Mates!

Once per session, if you need help and are in a location where you have competed in sports, you may randomly run into, or call upon, one of your old teammates or competitors and they will help you if possible.

Glory Days

You are famous, or at least you were for awhile. When you acquire this move, explain what you are famous for and increase your Wealth by 1. When you try to convince someone who knows your achievements, you may use your celebrity as leverage by telling them about one of your great moments.

Constitution

You are physically tougher than the average human. When you *Rest*, you may reduce the level of two physical injuries. Once per session, when you acquire a disease or are poisoned, you may *Defy Danger* using *Might* to reduce the maximum threat of the disease or poison to one level below its normal maximum.

One Too Many Blows to the Head

You have had enough head injuries to reduce your ability to comprehend new situations. When you acquire this move, if your *Intelligence* bonus is +1 or higher, reduce it to +0. When you *Overcome Fear*, treat the threat level as if it were one level lower.



Equipment Checkout

Once per session, when you need a sports or athletic item of Value 7 or less, you have a local connection that will loan it to you. Explain how you know this person.

Pugilist

You have special skills in boxing, martial arts, wrestling or other unarmed combat. *When you are unarmed and roll a 10+ on an Attack Up Close move, chooses on of the following.*

- The opponent is knocked down or incapacitated by your blow
- You disarm your opponent
- You escape to a safer location nearby
- You discover a weakness of your opponent



SCHOOL TEACHER

You are a school teacher, skilled at instructing children and getting them to follow instructions. You have limited knowledge in a broad range of topics and a way with children.

Name (choose one)

Myrtle Johnson, Patience DeLaney, Horace Thurgood, Mack Day



Look (choose one from each line)

Perfect teeth, deep set eyes, large forehead, handlebar mustache

Hair in a tight bun, balding, floral head scarf, crew cut

Glasses with chain, pencil behind ear, ornate cane, bowtie, pipe

Wealth

1+EMP=

Passion (choose one)

Rules exist to be followed

No one is too old for a lesson

Children are more important than anything

Equipment

Reference books on science and history (5 uses), Chalk (10 uses)

Choose one: record player, scientific supplies (5 uses), small magnifying glass

Choose one: business suit, respectable dress, wool pants and cardigan

Choose one: parasol, bowler hat, ornate necklace, cigarette lighter

Connections

_____ should have more respect for education.

I could learn a lot from _____ .

I see _____ as an interesting math puzzle.



Starting Moves

Teacher Voice

When you try to Convince someone to stop doing something immediately, you may use a voice of authority as leverage.

Textbook Knowledge

When you roll a 7+ on a Consult Knowledge move involving academic topics, the GM will remind you of one additional piece of related and interesting information that you remember from a children's textbook.

Profession Moves

Child Sense

Once per session, when you observe a child or group of children, you may ask the GM what they are going to do next, and she will tell you the truth. Also, whenever you roll a 7+ on a Detect Truth move involving children, you may ask one additional question from the list.

Students Everywhere

Wherever you go, you run into old students. Once per session, when you are out an about, you may declare that you run into an old student who has useful information or resources. Describe the student and the GM will tell you what information or resources they have.

Language Credits

You are fluent in two common languages learned by American college students. Choose from the following: Latin, Spanish, French, German, Italian

The Classics

You are very familiar with classical stories and diverse mythologies. When you consult knowledge about a Mythos creature or location and roll a 7+, the GM will tell you a classic story or mythology that the creature or location might be related to. This is in addition to any other results of the move. Explain how you know this.



Death of Imagination

You are good at keeping children, and adults, grounded in reality, suppressing their daydreams and flights of fantasy with stern words and dire warnings. *When you roll a 10+ on an Overcome Fear move caused by something unnatural or supernatural, you may immediately chastise up to two companions for their fear of the unknown and make an Aid or Interfere move to help them make their own Overcome Fear move.*

Community Support

You are well liked by the community you serve. Community members and the parents of your students are ready to help you when needed. *Once per session, When you are in trouble near your community and need help, roll+EMP.* •On a 10+ someone arrives with help. •On a 7-9 someone arrives with help, but choose one of the following:

- The helper or another community member becomes suspicious of your lifestyle
- The help you need is embarrassing
- The helper expects something in return
- No help is available for the next session



MYTHOS MOVES

Resist Ritual

You have an innate resistance to magical forces. When you are targetted by a supernatural or magical ritual or ability, you may Defy Danger using WIL to resist or reduce it's effects. The GM may decide that a particular ritual or ability cannot be resisted in this way.

Past Lives

You are at least partially aware of the past lives you've lived, and in at least one of those lives, you encountered the mythos. *Once per session, when you need to know something about an unfamiliar topic*, you may recall a past life experience and make a Consult Knowledge check. Describe your past life experience. If you roll a 7-9 on your Consult Knowledge check, the GM chooses one of the following:

- You remember something terrifying. Make an Overcome Fear move at Moderate difficulty.
- You acquire a moderate phobia.
- You believe you are your past self until the end of the session
- Your experience somehow costs valuable resources

Handle Supernatural Creature

You have a special connection with supernatural or alien creatures. When you acquire this move, describe why you have this connection. When you try to control the behavior of a supernatural or alien creature of relatively low intelligence, Roll +EMP. •On a 10+, gain 2 hold. •On a 7-9, gain 1 hold and after you spend your hold, the creature may put you or your friends in danger. Spend 1 hold to do one of the following:

- Calm an attacking or enraged creature for a couple minutes..
- Convince the creature to move away.
- Touch, examine or harness the creature



THREATS

Poison

Bad Liquor

Prohibition on sales of alcohol has inspired thousands of petty criminals to distill their own and sell it. Often their stills are wired together from spare car parts or salvaged machinery and may contain high levels of dangerous metals, petroleum products, or methanol.

Minor: You feel nauseated and exhausted.

Moderate: You can't concentrate on mental tasks. Treat any INT or WIS based result of 10+ as a 7.

Serious: You can only see light and shadows.

Critical: You are completely blind and die of kidney failure.

Lasting Effects: If you reach Serious symptoms, you must Defy Danger using Might or become permanently blind.

Monkshood

This poison is easy to produce from the Monkshood plant, also known as wolfsbane. It has been popular for murder throughout history because it leaves very little trace.

Minor: You are short of breath and tire easily.

Moderate: It is very difficult to breathe. You get dizzy whenever you do anything strenuous and may pass out.

Serious: You lose consciousness and are barely breathing.

Critical: You stop breathing.

Lasting Effects: Your symptoms decrease normally, but you must Defy Danger using Might or fall into a coma for the remainder of the session.





Disease

Cholera

Cholera is a highly contagious disease that quickly (sometimes within hours) dehydrates the body. More than half of its victims die, but basic treatments for dehydration can significantly reduce mortality.

Minor: You feel weak. *When you make and End of Session move*, you must succeed on a Defy Danger move using MGT or increase the level of this disease by one additional level.

Moderate: You begin vomiting and are very thirsty. Treat any MGT result of 10+ as a 7.

Serious: You have severe diarrhea.

Critical: You die of dehydration.

Lasting Effects: None. Your symptoms decrease normally.

Contagion: Contaminated water, contact.

Rabies

Rabies is usually spread by the bite of an infected mammal, typically a dog. It infects the nervous system, causing crazy behavior and terrible surges of pain. The rabies vaccine has been available since the 1880's, and if used immediately after infection, before any symptoms begin, it prevents further progress.

Minor: You have pain in your joints.

Moderate: You have terrible surges of pain when you move in certain ways. Defy Danger using WIL before making any SPD based moves. You gain Serious hydrophobia (fear of water).

Serious: You are in severe pain, foaming at the mouth, and not in control of your own actions. You gain Serious schizophrenia.

Critical: Your organs shut down and you die.

Lasting Effects: Your symptoms decrease normally, but any hydrophobia or schizophrenia you gained remain a temporary mental disorders.

Contagion: Bloodstream. Typically bite of infected animal.

MENTAL DISORDERS



Hyperactivity

You are unable to sit and do nothing. Sometimes just one activity isn't enough and you have to read a book while you talk to your fiends, or knit a scarf while you sit in a movie house.

Minor: It is difficult for you to concentrate for very long on one thing. *When you perform a task that takes an hour or longer, you must Defy Danger using WIL.*

Moderate: You can no longer concentrate on a single task for more than about ten minutes.

Serious: You have to be doing at least two things at once, and one of them must keep your hands busy. You also have trouble sleeping and develop Moderate paranoia and Moderate sleepwalking.

Critical: You are so distracted by everything around you that you can no longer complete the simplest tasks, like feeding yourself, putting on clothes, or crossing the street. Left unattended, you will probably die of neglect or a terrible accident.

Compulsive Lying

You react to uncomfortable situations by lying. You lie to boost your own reputation when you feel socially challenged, or lie about what you've done to avoid criticism or consequences. You might lie just because you like to see the reaction of others.

Minor: Your instinct is to lie when seriously challenged or threatened to avoid any trouble. *When a lie might give you an advantage in a threatening situation, you must Defy Danger using WIL to avoid lying.*

Moderate: *Whenever you feel the least bit uncomfortable, you lie.* This could be when someone asks a question you can't answer, when you meet new people, or when someone criticises something you do.

Serious: You no longer feel at all comfortable with the truth about yourself. You lie about everything.

PLACES

Ancient Holy Site

This cavern, or hilltop, or island was dedicated to the Old Gods long before modern religions emerged, perhaps before mankind walked upright. At the right time, with the right ritual, this could be the place where Cthulhu rises, or Dagon appears, or Yig is revived from slumber. Often the evidence that this is a special place is clear - ancient carvings of tormented worshipers, perpetual shadows in full sunlight, deep droning only certain people can hear, or a strange sense of "otherness."

Alternate Dimension

The universe is made up of innumerable dimensions, and great Azathoth floats in the void where they all intersect. Humans may find their way to these alternate dimensions using rituals or powerful artifacts, or by being dragged there by mythos creatures capable of crossing interdimensional boundaries. Some dimensions may just be weird reflexions of our reality, while others are so different that they would instantly kill any visitors or drive them insane. Even a vision of one of these dimensions could be enough to cause mental trauma.

Hidden Street

This street lies in the center of a bustling metropolis, but is nearly impossible to find. Only those who possess the secret incantation, a rare elixir, or an otherworldly escort can enter. Inside is a dark, twisted, more ancient version of the city outside. The hidden street could sit on a crack between dimensions, or perhaps it's the creation of a powerful sorcerer, or the hideout of a murderous cult.

Visit the Hidden Street

When you know the way to the Hidden Street and perform the necessary actions, roll+EMP. •On a 10+, you find your way into the hidden street. •On a 7-9, you arrive in the Hidden Street and choose two of the following:

- You can't remember how to leave the hidden street for two hours
 - You find yourself in immediate danger
 - Something important is lost or left behind
 - You put your companions in danger
-



FORBIDDEN BOOKS

Dhol Chants

Moderate, Frightening

This is a collection of ritual chants and sacrifices used by the ancient inhabitants of the Plateau of Leng to contact the Outer Gods and open portals to other dimensions. The oldest and rarest copies are written by the scholars of Hyperboria in the Tsath-yo language. Translations in Mandarin and Latin exists, but are useless for learning rituals as the chants only work in their original language. Reading any version of the Dhol Chants can cause detachment disorders like catatonia, depression, psychopathy or self-mutilation.

Book of Thoth

Moderate, Frightening

This book is one of the rare, bound books produced by the ancient Egyptians. It contained the secrets of contacting the gods and communicating with all creatures, but was buried along with an Egyptian princess and protected by the spirits of the dead so it wouldn't fall into the hands of the living. It appears that at least one of the doomed mortals who hunted down this book in the first century wrote down parts of its contents on a set of scrolls and translated them to Latin. Reading the Book of Thoth often causes mutism, panic attacks, or paranoia.

RITUALS

Animal Speech

Minor, Frightening

This ritual gives the subject a few minutes in which they are able to understand and communicate with animals. The usefulness of this ability is limited by the intelligence of the animals. This ritual can also be used to communicate with very intelligent creatures, but it only allows for conveying very basic impressions and concepts.

Control Weather

Minor, Frightening

This extensive ritual can change one significant factor of the weather for a few minutes. It involves at least three people, a long series of body motions, and at least an animal sacrifice. Most forms of this ritual must be performed in specific terrain, or at a specific time of day. This ritual can bring clouds or rain on a sunny day, or patches of sun on a cloudy day. It can also strengthen or calm the wind or make moderate changes to temperature. Performing this ritual can cause mania, agoraphobia, or delusions of grandeur.



ITEMS

Pathfinder Monocle

Frightening, Moderate

The lens of this ornate monocle has a strange, fluid grey tint. Looking through it removes most of the color from the world, but also reveals the path to a hidden location or dimension. Each monocle is designed to reveal or guide the wearer to one specific destination. Some have side effects, revealing hidden creatures or strange and disturbing signs.

Imprinting Statuette

Frightening, Minor

This is a small statue of a powerful mythos creature, often carved from strangely colored jade or soapstone. Staring at the statuette for a period of time can create a mental connection to the mythos creature or its minions. That creature may use this connection to single out a victim. For instance, Cthulhu might use this connection to communicate and dominate through dreams.

Summoning Charm

This is a small token that allows the possessor to call upon mythos creatures. This may be a flute that calls servants of Hastur when played, a stone that calls Deep Ones when dropped in the ocean, or a knife that summons a hunting horror to kill anyone who unsheathes it. If the creature is from another dimension, it appears in our world for a short time. If it exists in hidden places of our world, it makes its way as fast as possible to the summoner. Usually the first time a charm is used, the possessor can make a request of the summoned creature and it will obey if it can. After that, the charm may summon the creature but no longer provide control.

CREATURES



Umr At-Tawil and the Ancient Ones

Serious

Close, Large, Impervious

Umr At-Tawil is the first among the ancient ones. The ancient ones are very tall, robed figures who dream atop stone pillars outside of all dimensions. Umr At-Tawil uses a crystal sphere to control the dreams of the ancient ones, and those dreams control the relationships between all dimensions. Umr At-tawil controls access to the first and second gates, through which someone can reach the point where all dimensions intersect and that person exist in all of them at once. *Instinct:* to keep order between dimensions and nudge destiny.

Send someone home to the wrong dimension

Impart wisdom

Remain silent for while

Open the Second Gate for someone

Awaken a sleeping Ancient One to cause cataclysm

Yig, Father of Serpents

Serious

Close, Reach, Impervious, Huge, Frightening, Fast

Yig is a reptilian Old One who reigned over the Americas for millions of years. Ancient Americans worshipped him, as did even more ancient reptilian races before humans arose. *Instinct:* gather and protect new worshippers.

Grab someone and squeeze them

Summon a large snake

Inject poison with a bite

Crush someone with his tail

Rat Thing

Minor

Close, Small, Frightening

A rat thing looks like a very large rat, but with a human-like head and neck. Rat things don't speak, and in most ways act just like large, viscious vermin. Rat things generally travel at night in packs of three to six and return to large, communal lairs during the day. *Instinct:* to bite and kill.

Climb sheer surface

Leap attack

Bite and don't let go

Laugh Distrurbingly



Chauffeur

Moderate

Near

In the 1920s, it's not unusual for wealthier people to employ chauffeurs. Cars are confusing, temperamental, and not everyone has learned to drive them. Chauffeurs sometimes double as bodyguards, carrying weapons or controlling access to their employers. *Instinct*: get their employer to the destination safely.

Intervene on behalf of employer

Make a tricky driving maneuver

Take a secret short cut

Librarian

Minor

Close

The player characters may find themselves spending time in libraries, searching for mundane information about people or places, or trying to uncover the secrets of the mythos. They'll have to deal with the librarian, who is knowledgeable about the books in the stacks, but also a vigilant defender of them. *Instinct*: provide information to respectful visitors.

Show up when not expected

Call the authorities

Reveal the library's hidden secrets

Take a disliking to someone

Suffragette

Minor

Close

Women organized demonstrations in the 1920s, advocating for their rights, especially the right to vote. They also marched for workers' rights and to make alcohol illegal. A suffragette is likely to shun traditional role divisions between men and women. *Instinct*: to point out gender biases.

Organize a gathering of demonstrators

Advocate for her own rights

Point out the evils of drink

Produce a megaphone



THE HIDDEN CITY

In backstreets of College Hill in Providence, a hidden passage leads to a city on the edge of the Dreamlands. With the help of special rituals, those who know about the Hidden City can travel there and interact with the denizens of the Dreamlands. Sometimes a lone traveler, lost in the environs around Brown University at night, will accidentally stumble into the Hidden City and never return to the fully waking world.

Danger

The Cult of Yellow Sign intends to use the Hidden City to sacrifice the people of Providence to the ghouls of the Dreamlands in exchange for the Regalia of Hastur. The Regalia is benign, even beneficial in the Dreamlands, where Hastur rules as a benevolent shepherd king, but in the waking world, the three items worn by the king - his staff, crown and lute - can be used to summon his waking form - Hastur the Unspeakable. If the cult is not stopped, or the secrets of accessing the Hidden City not destroyed, Hastur could destroy the city.



NPCs

Elvin Morask is a local jeweler and leader of the Cult of Yellow sign, He prefers to keep his position private and works through other cultists like Rita Vostik. Elvin has moderate schizophrenia

Rita Vostik works as a teller at the First Bank of Providence. She is a deceitful cultist, completely loyal to Morask. She helps cult members commit minor fraud and theft at the bank to fund printing of the King in Yellow. She has moderate depression.

Will Nash is a newspaper delivery man who wants to be a reporter but is afraid of just about everything. His Dreamlands alter ego is Nash, the fearless head of the Hidden City militia

Barry Lister is a Brown University student who entered the Hidden City and made it back alive. While there, he saw someone eaten by ghouls and now has a serious food phobia and moderate mutism. Whenever he sleeps, he finds himself in the Dreamlands, hunted by ghouls.

Maria Stone is a fifth grade teacher who has read the King in Yellow and has decided to lead her whole class into the Hidden City. She has serious hallucinations and moderate suicidal.



Possible Clues

The King in Yellow published locally in Providence.

Increase in mental disorders in Providence

Drunk dinner party group performs ritual to enter Hidden City

Barry Lister makes it out of the Hidden City alive

Bodies of half-eaten ghoul victims found in streets of Providence

Barry Lister reading Cultes de Goules

Cultists of the Yellow Sign cross into Hidden City to trade with ghouls

The ghouls give cultists the Shepherd's Staff of the King (power to lead)

Man with staff leads group of criminals down alleyway

Maria Stone's entire fifth grade class disappears

Moonbeasts appear in Providence as large seaworms

The ghouls give cultists the Lute of Leisure (power to calm)

Lute music heard at night, people become lethargic

Dreamlands militia defend dream city from ghouls and nightgaunts

Dreamlands militia distracted by real world ghoul attacks

The ghouls give cultists The Yellow Crown

Cultists use three regalia to summon Hastur the Unspeakable in Providence