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Don't Lose Your Mind (Don't Rest Your Head RPG)

Benjamin Baugh, Fred Hicks

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A pair of government agents stalk a runaway girl armed only with a teddy bear. They are never heard from again. A psychopathic hero wields every blade that ever murdered, carving off pieces of his personality in an effort to beat back the Nightmares. A temptress lures the cruel and vile to assault her-only to trap them in a prison built from her own ribcage. Trailing ash and burning footprints with every step, a man cursed with Orpheus' gift delves deeper into Hell each day on a quest to find the last missing puzzle-piece needed to rebuild his late girlfriend from the wreck she has become... This is the story of the Awake. From the depths of their terrible and deliberate Madness, they face Nightmares both strange and dire, always knowing they are only a few moments away from becoming what they fight. From author Benjamin Baugh (Monsters & Other Childish Things) comes Don't Lose Your Mind, a Don't Rest Your Head supplement that explores the darkest depths of Madness for your game. Inside you'll find twenty-six unique Madness Talents that push the boundaries of imagination. Each gives way to its own unique Nightmare, ready to darken every player's door. And at the rich, nougaty center of this tome you'll find a toolbox of new techniques and perspectives for supercharging insanity at your table, and making the most of Madness in the Mad City. Contains mature subject matter. Not recommended for the abnormally sane.

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