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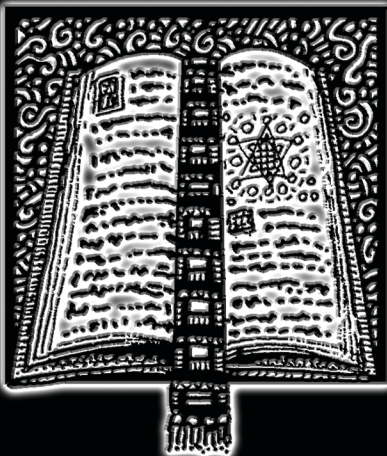
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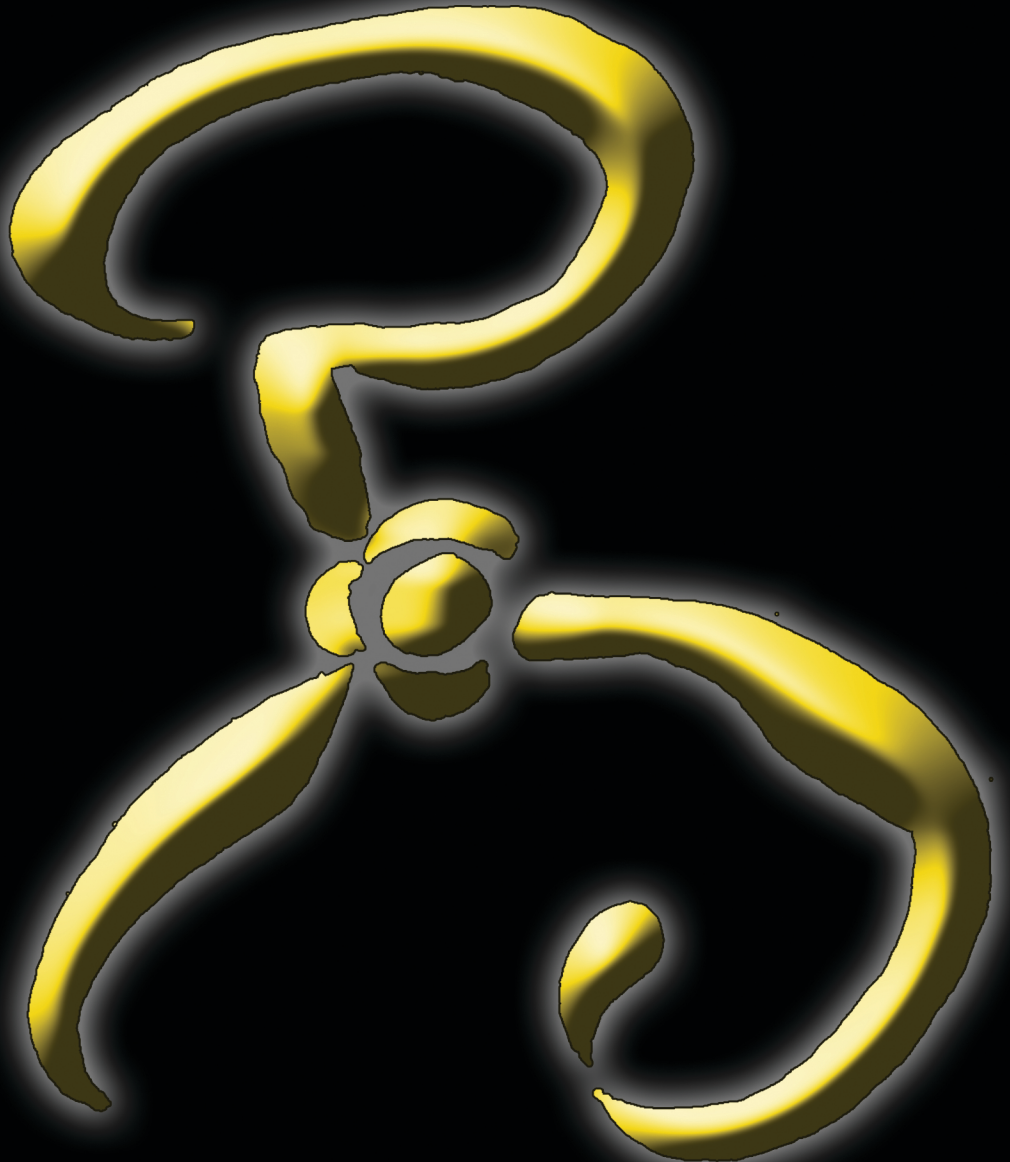
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Ripples from Carcosa



**THREE STRUGGLES AGAINST
HASTUR ACROSS TIME & SPACE**





Ripples from Carcosa

THREE STRUGGLES ACROSS TIME AND SPACE
AGAINST THE GREAT OLD ONE, HASTUR

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JOEL JACKAL, PHREDD GROVES, TIMOTHY HUTCHINGS & TERRY HOPE ROMERO. YOU GUYS ROCK!

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EVERYONE WHOS BEEN TELLING ME TO DO THIS FOR YEARS,
I GUESS YOU GUYS WERE RIGHT,
AND TO MY BELOVED WIFE,
FOR HER LIMITLESS FAITH AND PATIENCE.

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*“Do not seek to learn
or even ask, what horror
hides behind... The Pallid Mask!”
—Lin Carter, Litany to Hastur.*

Of all the varied and mysterious Great Old Ones of the Cthulhu Mythos, few can capture the imagination better than Hastur. The image of the silent deserted city, beside a dark foreboding lake where sinister things lurk is one that stays with the reader. Many of us have walked the twisting streets of that dead alien city in our minds, finding our way into the tall towers to stand before an ancient throne. There sits the King In Yellow, Lord of Carcosa, gazing back at us from behind his Pallid Mask. It is a journey many of us have taken whether alone, in our dreams, or around a table rolling dice with our friends. It is a journey we are about to take again.

Artists, poets, dreamers and madmen feel the hand of the Great Old Ones most clearly. The line between creative genius and abject madness is a thin one. We all have at least one favorite writer or musician who spiraled into insanity before taking his or her own life. Hastur is the gray area where those two spheres overlap. His play, *The King In Yellow*, has long been one of the most popular of all the Mythos Tomes. His tri-scillion Yellow Sign is a symbol nearly as recognizable as The Elder Sign.

This book expands upon the mythology of “He Who Should Not Be Named.” First I’ve drawn together much of the varied material on Hastur into one place. This first chapter takes a look at Hastur and his various avatar forms. It examines the Yellow Sign, the play “The King In Yellow”, the mythos tomes connected to Hastur and the effects these things have on the human mind. While not a comprehensive assembly of all that has been written on the topic it should answer the most common questions and give keepers a good central resource concerning The Great Old One, Hastur.

The following chapters hold three adventures that pit investigators up against Hastur and his human worshippers. These three adventures can be played as a linked trilogy, a campaign called “Ripples from Carcosa” or as stand-alone adventures. Characters are provided for each adventure but feel free to allow your players to use their own investigators if they prefer.

- The first adventure is called “Adventus Regis” and takes place during the time of the Roman Empire. To best run this adventure a Keeper should be familiar with the “Cthulhu Invictus” Monograph.
- The second adventure is called “Herald to the Yellow King” and takes place during the Dark Ages. To best run this adventure a Keeper should be familiar with the Cthulhu Dark Ages game.
- The final adventure is called “Heir to Carcosa” and takes place in our near future. To best run this adventure a keeper should be familiar with the “End Time” Monograph.

Several chapters give additional background on Hastur and his cults during these three periods. These are included in case Keepers wish to expand upon the adventure and as source material for additional investigations into He Who Should Not Be Named. Chapter three details “The Servants of the Yellow Sign” the cult of Hastur within Herculaneum. Chapter five presents keepers with a cult group called, “Court of the Last King”, a 10th century Hastur Cult operating in France. Chapter six details a coalition of human and aliens living/hiding in the asteroid belt. End Time deals with a period of future history where mankind has lost the Earth to the forces of the mythos. In this chapter the shadowy secretive group is not a cult worshipping Hastur but one dedicated to fighting against such forces.



Ripples from Carcosa

Playing the scenarios as a campaign:

“Every Christmas it's the same, I always end up playing a shepherd”
–Shermie, from Peanuts.

Together again, and again: As each adventure takes place roughly one thousand years apart you might be wondering how this can be played as a linked campaign. The six characters included in each adventure are meant to be reincarnations of the same consciousness. On their first encounter with Hastur they are marked, branded somehow, and forever after tied to the Great Old One throughout eternity. Once every millennium they are drawn together again, and once again forced to confront the horror and madness of He Who Should Not Be Named.

The three characters will have some similarities. From lifetime to lifetime the consciousness seem to fall back into the patterns and professions they are best suited for. This should help promote the feeling of being “trapped by fate”. The investigators being drawn over and over towards the manifestations of Hastur should also reinforce this.

Your players may see themselves as cursed, being doomed to over and over live the same lives, trapped and forever being drawn into encounters with Hastur. They may also view themselves as chosen defenders of humanity, heroic beings who band together, lifetime after lifetime, to thwart the aims of He Who Should Not Be Named. The reasons for this, if any, are left up to the individual keeper.

Hastur Lore: All the mythos activity in each of the adventures in Ripples from Carcosa is directly tied to Hastur. As such, investigators will be learning a little about the overall Cthulhu Mythos, but a great deal about He Who Should Not Be Named. To better handle this very specific mythos knowledge keepers are encouraged to use a skill called Hastur Lore.

Hastur Lore is a skill much like the Cthulhu Mythos score, and is directly tied to it. It can be rolled to uncover information about Hastur, his avatar forms, Carcosa, the Yellow Sign, the servitor races connected with the Great Old One, etc. For every percentile point of Cthulhu Mythos traditionally earned in the “Ripples from Carcosa” trilogy, investigators gain 3% of Hastur Lore. For example: An investigator reads a copy of “The King In Yellow” in it’s original French. They gain 6% points of Cthulhu Mythos, but also gain 18% points of Hastur Lore!

The Hastur Lore score does not lower an investigator’s maximum sanity score. Use the investigator’s Cthulhu Mythos score with regards to possible sanity loss. Hastur Lore also does not get checked for advancement with successful uses. The only way to increase this number is by learning more about and by continued exposure to Hastur.

Certain encounters with the mythos will also earn the investigators Cthulhu Mythos/Hastur Lore points in this campaign. Not all knowledge of Hastur comes from research; some will be gained from experience. Below is a quick list of things that will gain investigators Hastur Lore points. Keepers are encouraged to add new ones on the spot, as the investigators learn more and more about their powerful and mysterious nemesis.

DÉJÀ VU, THE YELLOW SIGN AND RECALLING PAST LIVES

In the second and third adventures of “Ripples from Carcosa” investigators may be able to draw on past life experience. The trigger for this is a character’s initial exposure to the Yellow Sign. While a potent tool for causing

and spreading insanity it also unlocks a psychic echo inside the investigators minds. The trauma caused to the individual consciousness while being exposed to the malevolent power of Hastur creates a scar that transcends the limits of an individual lifetime.

What this means is that the points of Cthulhu mythos and Hastur Lore a character amasses in one adventure are carried over into the next adventure. In this way the investigator’s Cthulhu Mythos score grows and is carried over throughout each reincarnation. For example: Videric, the woodsman in “Herald of the Yellow King” sees the Yellow Sign for the first time. After making his Sanity check he suddenly gains 9% in Cthulhu Mythos and 27% of Hastur Lore. These are points he acquired during his previous life as Marcius, the Thief in part one of Ripples From Carcosa “Adventis Regis”. If an investigator does not view the Yellow Sign these memories remain locked away. These points are carried over only after the investigator encounters and views the Yellow Sign.

EXPERIENCE POINTS	CTHULHU MYTHOS	HASTUR LORE
SEEING THE YELLOW SIGN FOR THE FIRST TIME	1%	3%
ENCOUNTERING A SERVITOR RACE OF HASTUR	2%	6%
VIEW CITY OF CARCOSA OR THE LAKE OF HALI	2%	6%
ENCOUNTERING A CREATURE NATIVE TO CARCOSA	3%	9%
VISIT AND EXPLORE CITY OF CARCOSA	4%	12%
VIEWING AN AVATAR FORM OF HASTUR	5%	15%

In “Herald of the Yellow King.” these past life memories manifest as déjà vu and powerful intuitive feelings. The character will “know” things without any way of knowing how. They will also each have a vague feeling that all this is familiar somehow and they have all done something similar before.

EXAMPLE:

Dark Ages investigator, Lady Charlotte - “What, I ask thee, is that?”

Dark Ages investigator Redwald, after making a successful Hastur Lore roll—“Tis the “Yellow Sign” my Lady. It brings the curse of madness, and tis mark of a demon prince of insanity.”

Dark Ages Investigator Lady Charlotte —“How is it that you know this, good Sir?”

Dark Ages Investigator Redwald —“I have no idea how I know this thing, My Lady. I can assure you from the depths of my immortal soul that tis the truth!”

Investigators who met horrible ends, experienced powerful personal loss or became insane during “Adventis Regis” will feel these impulses more strongly, as the mental trauma was more pronounced. For Example: An investigator is driven insane by the Yellow Sign in “Adventis Regis”. The same consciousness is reincarnated and then sees the Yellow Sign again, during the Dark Ages, in “Herald of the Yellow King”. Said investigator makes a successful Hastur Lore roll and not only knows what the Yellow Sign is, they receive feelings of great fear and an impulse that the symbol is very dangerous. They will know that “something bad happened” the last time they saw this symbol but exactly what occurred and when that was is a mystery to them.

In “Heir to Carcosa” such feelings the investigators experience are intensified. This reflects the greater number of points carried over, after accumulating them from two separate adventures. Instead of déjà vu and intuition the investigators receive flashes of their past lives racing through their minds. After seeing the Yellow Sign investigators in this adventure will universally feel that not only have they all been together and through something similar before but that it may have happened more than once.

Keepers should play such flashbacks as if they were posttraumatic stress disorders. They should be vivid and realistic memories of often terrifying past experiences. Investigators who experience this should be momentarily stunned, lost in the memory for a moment or two before snapping back to reality. Each such flash will cause the loss of 1 Sanity point.

EXAMPLE:

End Time Investigator Martin Smith – “What the hell was that thing?”

End Time Investigator Andrew Fisk, after making a successful Hastur Lore roll and losing 1 point of sanity due to a past life vision – “It’s a Byakee. They can survive in a vacuum and fly through space. They are also very dangerous up close.”

End Time Investigator Martin Smith – “Yeah okay....and you know this how?”

End Time Investigator Andrew Fisk – “Cause one of them almost killed me once. Not now but, once, a long time ago. You’re gonna think I’m crazy, but I’m sure you were there too.”

End Time Investigator Damien Gunn, after making a successful Hastur Lore roll and losing 1 point of sanity due to a past life vision – “Was I in Roman style armor with a sword at the time?”

End Time Investigator Andrew Fisk – “Yeah you were! What the hell is going on?”

Keepers may also wish to have investigators experience nightmares with two or more of them experiencing the same dream. The vivid dream actually being a shared past-life experience, one which possible gives some clue to the problems the End Time investigators are struggling against.

EXAMPLE:

End Time Investigator Diana Everett – “You didn’t sleep well either?”

End Time Investigator Lola Voight— “No, I had a nightmare. We were all on Earth, and it was snowing. Real snow, like on the old vids. It was cold, we were trying to get somewhere and this bridge...”

End Time Investigator Diana Everett, interrupting – “Kept stretching on and on! I had the same dream!”

End Time Investigator Vincent Delgado – “And then tentacles came out of the water. I had it too.”

End Time Investigator Diana Everett – “Okay, we can’t all be going crazy.”

And so, we are ready to begin. The star Aldebaran is above the horizon, the mists are rising off the Lake of Hali and He Who Should Not Be Named is lurking just off stage. I give you “Ripples From Carcosa”.

A Guide to
 Hastur,
 The Yellow Sign &
 "The King In Yellow"



This chapter is a compilation of materials already listed in several different sources. They are included here as a way for keepers who might be unfamiliar with the mythos surrounding Hastur to have a quick overview. Think of this as a crash course in the fundamentals. This is far from complete as the mythology surrounding He Who Should Not Be Named is both vast and complex. Three areas presented here are as follows:

- Hastur the Unspeakable and three of his avatar forms.
- The Yellow Sign and the affects it has upon the human mind.
- The book entitled "*The King in Yellow*" and the play by the same name.

The Lake Hali, the dead city of Carcosa and the various ways an investigator can travel to and from those locations will not be discussed here. Such information, while interesting and important to Hastur's mythology does not come into play in the three adventures that make up

"Ripples from Carcosa". If a keeper wishes to learn more about the home domain of Hastur I would recommend they read two classic adventures. The first being "Have you seen the Yellow Sign" by Kevin A. Ross from the book "The Great Old Ones." The other is "Tatterdemalion" by Richard Watts and Penelope Love from the book "Fatal Experiments". Both are excellent adventures set in the 1920's.

The Great Old One, Hastur *The Unspeakable*

The four entries here are the statistics and description of Hastur, and three of his avatar forms: The King In Yellow, The Feaster From Afar, and The Boneless One. These are taken directly from the Call of Cthulhu Rulebook 5.5 and The Creature Companion. The Boneless One is a manifestation described in the Call of Cthulhu Rulebook's listing for Hastur, but specific statistics for it were never provided. As this avatar form plays heavily in the climax of "Adventus Regis" I have expanded this description into playable statistics.

HASTUR THE UNSPEAKABLE, GREAT OLD ONE

“Utterly alien landscape...Foreground a deep lake. Hali? In five minutes the water began to ripple where something rose. Facing inwards. A titanic aquatic being, tentacled. Octopoid, but far, far larger – ten-twenty times larger than the giant Octopus appallyon of the west coast. What was it’s neck alone easily fifteen rods in diameter. Could not risk chance of seeing its face.”

–August Derleth, “The Gable Window”

Hastur the Unspeakable dwells near the star Aldebaran in the constellation Taurus. He is connected with the mystic Lake of Hali, the Yellow Sign, and Carcosa, as well as the things that dwell therein. He may be connected in some way with the power of flight through space. His appearance is disputed. In a reported instance of possession by Hastur a corpse took on a bloated, scaly look, and the limbs became boneless and fluid. The things in the Lake of Hali look octopoid from a rear view and are related to Hastur. They also have unbearably horrible faces. Still, Hastur’s appearance is largely up to the individual keeper. Hastur is served by the Byakhee, an interstellar flying race.

CULT: the cult of Hastur is moderately common on Earth, and the abominable Tcho-Tcho people are reputedly among his worshipers, as are the Brothers of the Yellow Sign. Hastur’s cult is particularly loathsome, and is more widely known of than it is belonged to. Worshipers refer to Hastur as He Who Is Not To Be Named. This may be a misapprehension, stemming from his title, “The Unspeakable.”

OTHER CHARACTERISTICS: Hastur is summonable only at night. When Hastur is present each round three individuals within 20 yards of the horror must successfully Dodge or be grasped by Hastur and destroyed on the following round. Hastur does not normally attack friends or worshipers. He must always leave that portion of the Earth where the star Aldebaran has fallen below the horizon.

Hastur, *He Who Is Not To Be Named*

STR	120	CON	200	SIZ	100
INT	15	POW	35	DEX	30
Move	20 / 50 flying			HP	150

Av. Damage Bonus: +13D6

Weapons: Tentacle/Claw 100%, damage death

Armor: 30-point thick, scaly, rubbery, and baggy hide.

Spells: Brew Space Mead, All Contact and Call spells, Summon/Bind Byakhee, and others the keeper finds appropriate.

Sanity Loss: 1D10/1D100 Sanity points to see Hastur.

KING IN YELLOW, AVATAR OF HASTUR

“He stands in state upon the balcony. He has no face, and is twice as tall as a man. He wears pointed shoes under his tattered, fantastically colored robes, and a streamer of silk appears to fall from the pointed tip of his hood...At times he appears to be winged; at others, haloed.”

– James Blish, “More Light”

The King In Yellow might also be human seeming, clad in tattered yellow or party colored rages and wearing the Pallid Mask. The rags are extensions of the entity’s flesh, while the Mask covers horrible pseudopods that can attach to a target and drain POW. Above all, it possesses a loathsome plasticity of shape, able to stretch and change at will.

CULT: Worshipers often are solitary madmen, artists, and poets, driven mad by reading the haunting play *The King In Yellow*, and inspired by its cruel beauty to create art that renders human experience meaningless. A special symbol, the Yellow Sign, is often stamped on surreptitious editions of the evil book. The sign is a subliminal focus for madness and evil, helping to warp the dreams of those who see it.

The King In Yellow, *Throne Form*

STR	25	CON	106	SIZ	14
INT	50	POW	35	DEX	27
Move	15, or at will			HP	60

Av. Damage Bonus: +1D6.

Weapons: Dance* POW against POW roll on resistance table, damages 1d4 per round of attack.

Face Tentacle 100%, damage 1D6 + 1 of the victim's POW per round

Grapple 90%, 1D6 + 1D6 plus special Gaze**

*Dance - Viewer must succeed in a POW resistance table roll with the King or be mesmerized. In the next round, the tattered filaments of the King's body take on life as the King whirls out a razor-edged yellow maelstrom against the mesmerized target. Condemned to stand motionless; the target loses 1D4 hit points per round from the attack. Once each round, the target can attempt to break free via another POW roll on the Resistance Table.

** Gaze - The King induces paroxysms of fear by touching and staring at the target, costing him or her 1D6 sanity points per round. Each round costs the King 3 magic points. To avoid the Gaze in a particular round, roll 1D100 equal to or less than the victim's POW times 2. In determining insanity, add together all such attacks, and then roll once. Ordinary Grapple damage can be inflicted during this time.

Armor: none.

Spells: All Call, Contact, and Summon/Bind spells, as well as any others the keeper desires.

Sanity Loss: In throne form, with mask in place, no cost; any other mode costs 1d3/1d10 Sanity points.

FEASTER FROM AFAR, AVATAR OF HASTUR

"He felt it coming. The air grew frigid, as if it blew out of the black interstices of interstellar space...It glided down out of the icy sky like the final concentrated essence of all nonhuman horror. It was black, infinitely old, shriveled and humped like some kind of enormous air-borne monkey. A kind of iridescence played about it and its fixed blazing eyes were of no color known on earth...as it grew close to the knoll, it extended appendages, which resembled tentacles, tipped with knifelike talons."

— Joseph Payne Brennan, "The Feaster from Afar"

Cult: This strange avatar of Hastur is little worshiped on Earth.

Other Characteristics: Once called to Earth, The Feaster from Afar can return to the area of its summoning at will as long as Aldebaran is above the horizon and it is dark. Anyone with one or more points of Cthulhu Mythos in the area experiences vivid nightmares of being chased over an alien landscape by an unseen pursuer. The terror in these dreams is so intense that 0/1d2 Sanity points are lost each time the investigator has the nightmare.

The Feaster's approach is signaled by an icy wind that blows out of the night sky. This form of Hastur appears to be independent of attendant Byakhee.

Attacks & Special Effects: The Feaster attacks by puncturing holes in its victim's skull with its knifelike talons and draining out his or her brain. The bodies are left otherwise unharmed. Each round the Feaster can attack with 2D10 talons to a single target. Each talon inflicts one hit point of damage and drains one point of INT. When a victim's INT is reduced to zero the Feaster turns its attention to another victim or departs. If a victim has any hit points left after his INT has reached zero he or she does not immediately die. If the mindless individual is attached to life support devices within an hour or so of his attack, they may live. Such mindless individuals live out their lives as total vegetables, incapable of thought, movement or sound.

The Feaster From Afar, Devourer of Brains

STR	49	CON	105	SIZ	33
INT	10	POW	25	DEX	33
Move	10 / 30 Flying		HP 69		

Av. Damage Bonus: +4d6

Weapons: Talons 90%, damage 1 point + 1 INT drain per talon.

Armor: 20 points of thick, wrinkled hide.

Spells: any the keeper desires.

Sanity Loss: 1d8/1d20 Sanity points to see The Feaster from Afar.

THE BONELESS ONE, AVATAR OF HASTUR

“His appearance is disputed. In a reported instance of possession by Hastur, a corpse took on a bloated scaly look, and the limbs became boneless and fluid.”

– Call of Cthulhu Rulebook

This manifestation of Hastur requires a living or recently sacrificed human body to act as a vessel for the great old one’s consciousness. Hastur can only appear on earth while the star Aldebaran is above the horizon. The Boneless One is one of the most loathsome of all of Hastur’s avatar forms. Slow and almost completely immobile, The Boneless One usually manifests for short times. The corpse possessed by Hastur undergoes a startling physical change. It becomes elastic and boneless, as well as bloating grotesquely while the skin becomes thicker and scaly. There is a 70% chance 3-10 (1d6+2) Byakhee arrive 1-3 rounds after the Avatar manifests. They fly out of the cold depths of space ready to serve their master.

Attacks & Special Effects: The Boneless One is immune to fire, electricity, acid or non-magical weapons. This avatar form of Hastur is the Great Old One’s least powerful physically but still commands potent magical abilities. At will, The Boneless One can cause a psychic wave, which causes madness, to emanate from itself. This wave travels 50 feet per magic point expended and causes everyone in the area to make a sanity check roll for 1d6/1d20.

The Boneless One, Avatar of Hastur

STR	3	CON	94	SIZ	16
INT	50	POW	35	DEX	3
Move	2	HP	50		

Av. Damage Bonus: None

Weapons: Psychic wave.

Armor: 4 points of leathery skin. Not affected by fire, cold, electricity, acid or non-magical weapons.

Spells: All Call, Contact, and Summon/Bind spells, plus any others the keeper wishes.

Sanity Loss: 1d6/1d10 Sanity points to see The Boneless One.

THE YELLOW SIGN

This three-armed symbol is closely tied to the Great Old One Hastur. The symbol itself is a potent tool for spreading madness and opening a viewer’s mind to the influences of the Great Old One. Upon viewing the sign for the first time the viewer is affected by hallucinations of the symbol squirming and swirling towards them. Feelings of falling, vertigo, dizziness and nausea are also not uncommon. Those who experience this effect must make a Sanity Check for 0/1d6 points.

“THE KING IN YELLOW”, THE BOOK

One of the central themes of the Mythos connected with Hastur is the play “The King In Yellow”. The basic information on this book, in some of its numerous forms, is included here for quick reference. Three new forms of this work appear in the trilogy of adventures included in this book, a brief description of these works is also listed here. Greater details on these incarnations of “The King In Yellow” are listed in each of the three scenarios.

The Original French: This original edition was seized and destroyed by the Third Republic just after publication. The text is an ambiguous, dream-like play, which opens readers to madness. Sanity Loss 1d4/1d8; Cthulhu Mythos +6 Percentiles; average 1 week to study and comprehend. Spells – None

The English translation: The English edition is a thin black octavo volume across the front cover of which is embossed a large Yellow Sign. Sanity Loss 1d3/1d6+1; Cthulhu Mythos +5 Percentiles; average 1 week to study and comprehend. Spells – None.

Xanthic Folio: A set of ancient tables found in china, said to be Elder Thing glyphs. This pre-human artifact details the King In Yellow and his court. Sanity Loss 1d6/1d10; Cthulhu Mythos +10 Percentiles; average 7 week to study and comprehend. Spells – Create Time Warp.

Yellow Codices: A translation of the Xanthic Folio, often found in English and French. A

French copy of the Yellow Codices was thought to be the inspiration for "*The King In Yellow.*" Copies of this work have circulated among groups of jaded artists and writers for years. Sanity Loss 1d4/1d8; Cthulhu Mythos +8 Percentiles; average 1 week to study and comprehend. Spells – None

Alternate forms of The King In Yellow:

In the three adventures that make up "Ripples from Carcosa" investigators will not encounter the above book. It is included as a quick reference for keepers. The story of The King In Yellow is encountered in other forms in each adventure of the trilogy.

Adventus Regis - In the first part of the trilogy, which occurs during the time of the Roman Empire, an early version of the play *The King In Yellow* has just been written. That work is entitled *Adventus Regis* or *Arrival of the King*. Investigators have a chance to obtain a hastily revised edition of the play.

Herald of the Yellow King - In the second part of the trilogy, taking place during the Dark Ages, the investigators might listen to story of *The King In Yellow* as told by a bard or read a brief version of the tale from an old priest's journal.

Heir to Carcosa - In the last part of the trilogy, which is set in the future, the newly discovered sequel to *The King In Yellow* a play called *Heir to Carcosa* will be available for review but not in written form. In this era the play has been turned into a CGI animated work.

"THE KING IN YELLOW", THE PLAY

Various mythos authors have made attempts at creating version of this play. While many details of these different attempts vary greatly the central points remain the same. For our purposes I have included the summary of the play originally written by Kevin Ross in the classic 1920's scenario "Have You Seen The Yellow Sign?" from *The Great Old Ones*. It is this version of the play that "Ripples from Carcosa" follows most closely.

A Summary of the Play "*The King In Yellow*":

The work deals with the inhabitants of a deca-

dent alien city, apparently called Yhtill, adjacent to Aldebaran, which is prominent in the night skies.

The main characters belong to the royal family of this city (the Queen, Cassilda, Camilla, Uoht, Thale, Aldones and Alar), and most of the play deals with their squabbles over the line of succession to the throne of Yhtill.

During one such squabble the royal folk hear of a stranger in a Pallid Mask who openly wears the abhorred Yellow Sign and who, carried by winged demons, recently arrived in the city (A successful Cthulhu Mythos roll infers that these creatures are Byakhee). Coinciding with the strangers arrival are visions of an illusionary ghost-city on the opposite shore of the lake of Hali, a city whose uppermost towers appear to be obscured by one of the planet's twin moons.

The Queen and her children summon the stranger before them, and their haughty questioning of the masked being elicits much confusing allegory but few coherent answers. He claims to be an emissary of the dreaded mythical entity called *The King In Yellow*, or *Last King*. Later, at a masked ball honoring the royal family, everyone un.masks except the stranger, who reveals that his Pallid Mask is no mask at all. The offended queen and her high priest Naotalba imprison and torture the Pallid Mask, who also calls himself the Phantom of Truth, to no avail.

As the Pallid Mask dies, the true King In Yellow arrives from across the lake of Hali. Those who aren't immediately driven mad with fear notice that the dead city across the lake is no longer there. The hoary, tattered Yellow King informs them that only one city now exists on the shores of Hali, and that city is Carcosa, once known as Yhtill.

The Play ends with *The King In Yellow* having settled the problem of succession, and with everyone fearfully awaiting their imminent demise.

Paradoxically, Hastur is referred to separately as a character and as a place.

Each reader invariably singles out a character in the play as representative of himself or herself, usually to the reader's horror when that character's doom becomes apparent.

This data was originally written by Kevin Ross.

RIPPLES FROM CARCOSA: PART ONE

Adventus Regis

Or, "Arrival of the King"

A *Cthulhu Invictus* Adventure

Background: Investigators take the roles of a group of vacationing roman citizens enjoying some time at a resort town. They arrive just as a cult of Hastur is in the final stages of launching a major ritual. This ritual takes the form of a new play, which will ultimately lead to madness, chaos and the destruction of the town. The investigators must survive the insanity that grips the town, confront the core of the cultists and thwart their further plans. For the cult, this is just the beginning. They plan to improve the ritual, making the play more powerful, and perform it in another much larger town soon.

Keeper Information: Livius Carbo was once a very successful playwright. When his young wife died five years ago he suffered a nervous breakdown. Concerned friends and relatives suggested that he go spend some time in Herculanium, a resort town known for soothing a troubled mind. Carbo traveled there and soon made friends with a number of local artists and poets. It was through these new friends that he became involved with the Cult of Hastur.

Joining the cult, he quickly became one of its most gifted members. After only a year in the cult he started dreaming of a dead city on a lakeshore, a trio of doomed royals and the coming of a king dressed all in yellow. Carbo started writing down his dreams, eventually forming them into a play. The cult was thrilled with Carbo's creation seeing it for what it was, a tool for spreading the message of their faith.

The next part of the Cult's plan is to bring this work to the stage. For the last year they have gone through great length to bring this about. They've rented out the arena in Vestalanium and minted hundreds of bronze pendants emblazoned with the Yellow Sign. These they plan to give to each person attending the play. Finding a cast was the hardest part. As slaves

were to be the actors the cultists purchased dozens before they found the ones right for each role. Many slaves were dismissed after reading only a few lines; others were driven mad before they could properly learn their parts. Several of these dismissed slaves were sold in Vestalanium, a few of them mentally affected by the lines they were forced to learn. Now the cult has a full cast, masterful slave actors and actresses, all hopelessly insane. Their minds are filled only with the horrible play and their role within it.

The investigators arrive the night before the play is to be performed. The entire town is buzzing with excitement over the return to public life of the once famous Carbo. Rumors of the expense and topic of the play abound. There is also much interest in the novelty of a play performed in an arena as opposed to a traditional theatre, the play being seen by invitation only and the promise of free give-a-ways at each performance.

The play is scheduled to end after sundown, and the arena will be lit with hundreds of oil lamps for the final act. This alone is enough to make people curious, as plays always end before sundown because of lighting. The reason for this is that Hastur cannot be summoned to earth unless the star Aldebaran is visible above the horizon. The cult plans to open the way for their god, Hastur, to take form.

PART ONE:

SILENTIUM SERENITATIS

"THE SILENCE OF SERENITY."

Introductions: Rome, center of the empire and the most exciting city in the known world. Even so, it was good to get away and this was

going to be a wonderful vacation. Taking a luxurious river barge up the Arno River you all arrive at the town of Vestalanium. Known for being one of the most exclusive of all Roman resort towns, Vestalanium was nestled amid rolling green hills dotted with date and olive orchards. Arriving after dark, slaves and servants of the resort villa of Ravulus meet you at the docks. There you are loaded onto a litter and both you and your baggage carried to the resort. You are shown to your beautiful rooms, given a glass of fine wine and then sleep upon a marvelously comfortable bed. The next morning you awake well rested and hungry, eager to see the town and what it might have to offer in the way of shopping and distractions. After all, this is a vacation.

The investigators will then be summoned to breakfast by Tula, the slave character. Her master, Gaius Phillipus, will order her to bring the guests down to the dining area. She will be instructed to keep the guests happy and to keep them spending coin during their stay in town. A breakfast of dates, bread and wine mixed with honey is served. Two musicians play flute and Kithara (a larger variant of the lyre) while a lovely dark haired Greek woman sings softly. They do not seek to overpower the guest's conversation. At the close of the meal, the trio will perform a set of three songs, the woman joining the pair of men with Tympani.

A side table is set for the children who are attended by an older, matronly woman. The children begin enjoying each other's company, leaving the investigators to their conversation. The resort has full days of activity planned for the children of their guests, so they should not get in the way of their parent's vacation. Work into conversation that the children are going horseback riding later today with the little Falta being led on a pony.

Keepers should describe the air being perfumed with the flowers from the gardens, the music lovely and the décor as colorful and tasteful. Well-dressed, attractive slaves will serve quickly and quietly. The food is of the finest quality and the couches are large and generously cushioned. It is important to give the resort an air of comfort and tranquility. This will better offset the madness that will grip all of Vestalanium

with the cult's performance and the rising of the star, Aldebaran.

The Children - Four children accompany the investigators on this vacation in Vestalanium. The children of the investigators play an important role in parts four and five of the adventure. They are as follows: Avinina (seven-year-old girl), daughter of Tullius Varro (Artisan), Cinna (Six-year-old boy), Son of Atilius Blasio (Merchant), Philo (Ten-year-old boy) & Falta, (three-year-old girl), children of Hirtia Nasia (Patrician).

Descriptions and personalities are left up to the whim of the individual keeper. They should be portrayed as loving, carefree and innocent.

During this time the investigators may exchange any of the rumors and gossip they have. Gaius Phillipus is the owner of the resort, a shrewd man who makes a good living on keeping visitors happy. After breakfast Gaius will arrive to welcome the investigators.

A well-dressed man arrives, his hair short and gray. His eyes are sharp and his smile seems comfortable upon his face. "Honored guests, welcome. Welcome to Ravulus, my humble home. I am Gaius Phillipus, your host here during your stay in Vestalanium. I hope the food and music was pleasing to you all?"

He then greets each of you by name. His handshake is firm, his tone friendly. You notice a tattoo of the legions is worn proudly on his forearm.

"I have taken the liberty to arrange a full day of amusement and indulgences for you all. Tula will be your guide about Vestalanium. She knows the town very well and is at your command for the duration of your stay with us."

"Now then, to start your day off she will take you about town. We have many fine shops, a wonderful public garden and our bathhouse is second to none in the whole empire. You have a reservation at the bathhouse at the sixth hour. Tula will make sure you aren't late, because you might not get in otherwise. They are booked days in advance. If you should become hungry there are many fine eateries in town as well, Tula can guide you to any of them."

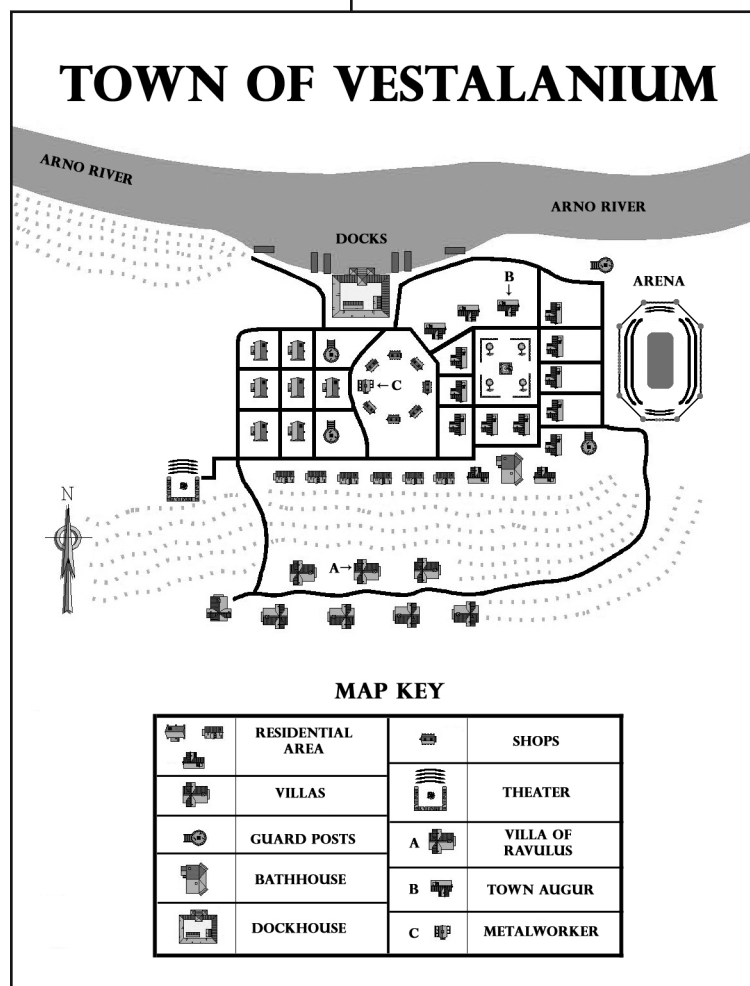
“But do not fill your bellies completely, because I have a wonderful dinner planned. At the eighth hour we will all board my private barge and enjoy an evening feast upon the river. I have much entertainment planned for us. From Gallacia, the magician Coelius will astound you. Then you will laugh to the antics of Dives and Muffin, a man and his amazing trained dog. I have imported the two of the finest dancers from Arabia, dark beauties that will steal your heart. Then, to finish our dinner, a matched pair of gladiators will entertain us with a fighting display. Not bad for your first day in Vestalanium? But what of tomorrow you wonder?

Surely you have heard of the new play debuting tonight, the work of the famous Livius Carbo and his new troop. This will be play like no other, a first in the empire. Fully reserved for weeks, but I have invitations for all of you to attend the show tomorrow night.

After the show, we will have wine and a reading of poetry here, in the dining room. Our wonderful staff will play music, of course. But before you begin your day of activities, our players have prepared a special set to welcome you to Vestalanium. I give you the players of Ravulus.”

At which point the musicians and singer begin their final set of the morning. During this time Gaius Phillipus departs quietly. The investigators are now on their own until the eighth hour when the resort’s pleasure barge departs for the evening cruise.

Investigators may explore the villa if they wish.



While spacious and well appointed there is nothing out of the ordinary. Activities are provided here for the four children of the investigators. None of the children will wish to spend a dull day shopping and relaxing at the bathhouse. Slaves will perform puppet shows and play games with the children. Dives and his trained dog, Muffin, will be there as well to provide diversions for them as well. Once the investigators leave the villa under the guidance of Tula, they begin to notice the workings of the Cult of Hastur.

PART TWO: FREMITUS INSANIAE.
 “THE MURMURS OF MADNESS.”

In Vestalanium there is much to see and do. Most buildings in town are constructed of fine white marble. Columns abound and street traffic is light. Vestalanium is too exclusive to have large noisy crowds. The weather is perfect with blue skies and the sound of the Arno River never far away.

The Cult’s Criers: Investigators walking about town need only make a luck roll to encounter a member of the cult. Several of them are wandering Vestalanium this morning spreading word of the play and issuing wooden tokens. The tokens are circular; about twice the size of a coin with the Yellow Sign carved and painted on both sides.

Those promoting the play will be attractive (App 14-15) and dressed in a Yellow Toga. If inves-

tigators make either a successful Insight or Spot Hidden role they notice something is a little off with each of them. They may have a hand that trembles, wide staring eyes, a nervous tick or an odd, unnerving smile.

The Message: The crier's wander about, approaching groups of people to hand out tokens and spread word of the new play. They will deliver a scripted message as they hand out their tokens: "A play like none before! Come; see the story unfold for yourself."

The royal family plots and plans, the true king arrives! It is tale of wonder and mystery. Who will prevail? The story unfolds under the stars! Come see one thousand lamps illuminate the final act! Beautiful actresses! Handsome actors! Costumes like none on Earth! Come see
Adventus Regis.

Seeing the Yellow Sign for the first time:

The Yellow Sign is a potent device for spreading madness. Investigators seeing the Yellow Sign for the first time are required to make a Sanity Check for 0/1d6. Investigators seeing the sign for the first time will feel dizzy and nauseous, with those failing their sanity checks also seeing the arms of the Yellow Sign twisting and reaching for them. Unlucky investigators might also be driven insane by seeing the sign, as some in Vestalium are already discovering.

Starting Rumors & Gossip: In a small town of wealthy, vacationing Romans news spreads quickly. Rumors & gossip will be the main source of information in this adventure. Not all of the rumors will be pertinent, and some of them will be outright false. Each investigator begins the game with 1 rumor, listed upon their character sheet.

Rumors & Gossip around Town - The following rumors & gossip investigators may pick up speaking with people in town. They will have to actively seek out gossip, prompting people to speak freely. A good method is to offer up a rumor they already have in hopes a new one will be shared. A successful luck roll will insure that the person to whom they are speaking knows 1-3 rumors. People in Vestalium enjoy gossip and will freely share what they have heard.

In Vestalium there are no public libraries. All records are kept in the local prefect's home, and gaining access to them is not possible. Most public records about Carbo, the play and his new troop are in Herculaneum, too far away to research. The only information investigators can

obtain is through the local gossip and rumor mill.

Rumors & Gossip in Vestalium (1d20)

1) The chariot races are all being postponed until next week, with that play taking over the arena. All four thousand seats are reserved for tonight's performance. I couldn't get an invitation tonight; I'll be going to tomorrow's performance.

2) Octavius, the local prefect, threatened to shut down production when he was not granted a private performance before the public opening. He claimed it was because he thought the play might be treasonous, Republican sympathizers or something. He'll be there tonight, in his usual box.

3) The play must be costing a fortune to produce. Renting out the arena, the promotion of it and the one thousand oil lamps to light the sands, the sesterces they are spending is astronomical. How they hope to make it back is beyond me?

4) Carbo, the author, has been a recluse since he fell in with that artsy crowd in Herculaneum. He was mourning his wife when he got there and never left.

5) I hear they are giving out free pendants tonight, you know, at the play. Some sort of token to commemorate the opening. Just giving them away. They hired the best metalworker in town to run them off; he's been at it for weeks. Four thousand pendants at least, to just give away.

6) I heard Carbo went insane when his wife died. That's why they sent him to Herculaneum, to "get away and sort things out". Now he's back to writing plays, I really hope he's back to his old self; I loved his last two productions.

7) One thousand oil lamps, did you hear? My cousin works at the arena and helped set them up. They have some sort of Augur with the production; he had a map of where every last lamp should be placed.

8) Almost all details of this play are being kept secret. The costumes, the sets, the actresses and actors. No one can get anywhere near them. I'm betting the play is going to be some sort of political statement that gets everyone arrested.

9) No one knows where Carbo is staying in town. He's been seen a few times with a shorter fat man and a tall, beautiful woman. I think they are the play's financiers from Herculaneum. Those three keep to themselves.

10) Did you see the weird sign on the fliers and invitations for the play? No one knows what it is. I own slaves from Egypt, Brittanica, Germania and Sarmatia and none of them know what it means. It's funny, when you look at it close, you feel dizzy.

11 - 20) These rumors are mundane matters that have little or nothing to do with the investigations. Topics include - Romantic affairs, questionable merchants, society positioning, recent births and who was at which recent lavish party.

There are three areas the city takes pride in, the Public Garden's, the Bathhouse and the Shopping Square. Investigators touring the town will more than likely find these places or be led to them by Tula.

Public Gardens: Here are rows of beautiful flowering plants, fruit trees and numerous fountains depicting all manner of fantastic mythical creatures. The paths are twisting and lined with white gravel. Benches are plentiful, as are vendors of fruit and wine. Musicians are placed about out of earshot of one another, playing upon flute or lyre. Two things occur here:

1) While entering one of the four city gates to the gardens investigators will be questioned by a city guard (a centurion):

"Have you seen a little girl? She's six years old, dressed in a white toga with blond hair. Her name is Nelaria. She ran off from her father earlier today and we are trying to locate her. If you find her, please alert a member of the guard."

2) While in the gardens have each investigator roll a spot hidden. If successful they notice a splatter of blood on the white gravel stones of the park path. Searching the area the investigators easily find a little girl.

You see a little girl sitting on the ground off the main path; she's blocked from casual view by a bench and a rosebush. With tangled blond hair she seems to match the description of the lost child. Suddenly you notice that her white toga is splattered with blood. In her hands is a dead kitten, it's head dashed in against the side of the stone bench. Her arms slowly swing out striking the body of the dead animal against the stone bench over and over. She mutters "Mother, there is a stranger in the city..... Mother, there is a stranger in the city....."

Investigators witnessing this must roll a Sanity Check for 1/1d3 points. The little girl will release the dead kitten if it is taken from her. She offers no resistance to being led away. She will say that her name is Camilla, but will answer no other questions.

Once the guards are alerted her father will arrive in minutes. He embraces her and thanks the investigators for finding her. He is both



relieved that she is apparently unharmed and terrified once he sees her and learns what she has done. He will quickly rush her home; carrying her in his arms. Even with the arrival of her father Nelaria's condition remains unchanged. If questioned the father will reveal that he was working at the arena setting up the lamps for tonight's play. His daughter was with him, playing with her kitten in the stands while he was working. He will remember that sometime after the troop started rehearsing the play he lost sight of her. He frantically searched for an hour before seeking the help of the city guard. The girl's father did not watch the rehearsals, as he was hard at work placing lamps in the arena.

The Bathhouse: The bathhouse is a lavish structure staffed by nearly a hundred attractive (Appearance of 14+1d4) slaves. Separate bathing areas are available for both men and women here. The bathhouse also has a well-supplied shop full of lotions, soaps, soft cotton towels and robes, sandals, snacks, wines and tonics. The investigators should arrive here at the hottest part of the day.

As guests at Ravulus reservations are waiting for them. Male and female investigators are taken to separate areas for bathing. They are each given the option of having a slave attendant to

serve them. These attendants will offer them grooming and massages in addition to bathing the investigators. The character of Tula (who is a slave) is allowed to get as bath as well, unless the character of Hirtia Nasia (the Patrician) objects. Investigators should enjoy the baths and services, relaxing until near the end of their visit.

Each male investigator is offered an attendant, who later offers them a massage to relax their muscles. A random investigator accepts the massage selects the mad slave Samara. She, like the little girl Nelaria, has already succumbed to the power of Hastur and the Yellow Sign.

Slave Gossip: If Tula chats with the other slaves in the bathhouse, many of whom she will know, they will complain that some of the new girls are not working out. A few have nightmares, moaning and thrashing in their sleep. No one wants to sleep next to them. During the day they are clumsy and distracted. If asked they will confirm that these were sell offs from Carbo's acting troupe. They are all slaves who auditioned and acted parts of the play "Adventus Regis" but were rejected and sold to the bathhouse.

The Mad Slave: Samara, a beautiful slave girl was owned by the cult of Hastur and read extensively for the role of Cassilda, the Queen. Her mind began to weaken and her performance wavered, so she was sold off to the bathhouse and a different slave was selected for the final casting. If Tula makes a luck roll, followed by a spot hidden roll, she recognizes her from her time auditioning with the play's production. Tula is not allowed to speak Samara, who is currently working.

Samara will do her duties well, but a spot hidden roll will notice that her mind appears to wander at times. She will be seen mouthing words to herself as the male investigators enjoy the baths. Later, when giving an investigator a massage her fragile grip on her sanity will fail.

During the massage patrons are rubbed down with oils, which are then buffed off with a rough stone. This will leave the skin tender. They are then massaged with thicker, heated oil that is scrapped off with a blade like object called a strigil. This also serves to remove body hair. Lastly a soothing final layer of lotion is applied to the body.

Samara will become unhinged during the final stages of the massage. While the investigator is lying on his belly she will begin to drag the strigil across her arm, opening a long, deep cut. She will take turns scrapping the oil off, and then opening another cut in her arm. After several minutes of this the investigator is allowed to make a spot hidden roll.

If successful the player will feel a warmer fluid dripping onto his back. As he turns his head to investigate this is what he sees. If he fails his roll he begins to feel the girl growing less attentive, slower and hears her breathing become uneven.

The beautiful slave girl stands beside the table, her eyes appearing full of loss and hopelessness. The wide, flat blade she holds is drenched with blood, dripping off of it onto the tile floor, the massage table and your back. Her left arm is held outward and upon the bare forearm are six very deep cuts, all evenly placed about an inch apart. She lifts the strigil again to her arm, pushing it bone deep into her flesh without so much as a flinch. Before you can react she begins to lower the blade, carving a seventh deep cut into her flesh.

The investigator must make a Sanity Check for 1/1d3 points when he witnesses this. He is free to react however he wishes. The girl does not defend herself and is easily disarmed or overpowered. If an alarm is raised the bathhouse owner (along with his bodyguard) rushes in to remove the insane Samara and any investigator making a listen roll will also become aware of the commotion. She does not resist or react until her wounds are being bound.

When that happens she become frantic, fighting against having the wounds attended to. She thrashes around, swinging wildly, blood spraying everywhere. Those within 20 feet must make a luck roll or are splattered by it. Samara has a Strength of 13 and 5 hit points.

Investigators may or may not attempt to subdue her. Once subdued, which takes three burly male bathhouse workers (unless investigators have done so already) she begins howling and screaming. Her wounds are hastily bound and she is carried away to the slave quarters of the bathhouse.

In her screams investigators hear her begging,

“Let me die! Just let me die! It’ll be better this way! I beg you, show pity. I didn’t hurt the man, only myself. Please let me die! *Not upon us, oh King, not upon us!*” At which point she is dragged away by the owners, horrified at the scene. Investigators witnessing this must roll a Sanity Check for 1/1d2. If Tula makes a successful idea roll, she remembers that “Not upon us, oh King, not upon us!” is a line from the play.

The Shopping Square: Dozens of shops line the spacious square. All the varied goods of Rome without the crowds are offered here. Food and drink are offered from numerous carts, musicians and performers are at every corner. Members of the town guard are also here, silently keeping the peace the vacationing citizens enjoy. The shops are all well staffed with helpful, friendly people with higher than 13 Appearance. Some sample types of shops are: wine, clothing, jewelry, weapons, statuary, leather goods, fresh fish, produce & pottery.

The Metalworker’s Shop: By the time the investigators get to this shop they find it closed. Outside of the shop are a small wagon and a horse. It is easy to notice that it is the only closed shop in the market place. Inside the shop there are four teen-aged boys, cleaning up. If the employees or owners of the neighboring shops are questioned about why the metalworking shop is closed, they claim not to know why. A successful insight roll lets the investigators know that this is a lie, and that they are uneasy about the topic. If pressed, and a Fast Talk or Persuade roll is made, those questioned will admit that the owner of the shop hung himself early this morning. They know little else but will say that the man had a large family and never seemed the least bit odd or unhappy.

If a successful luck roll is made while investigators are outside of the closed shop the oldest of the boys will be leaving the shop. He’ll start loading three large baskets onto the wagon, which will take several minutes. An insight roll shows that the youth is upset. Unless interrupted he takes off, outpacing the investigators.

If approached and a successful fast talk or persuasion roll is made, he’ll talk with the investigators for a few minutes. He gives his name as Sevius, son of the shop’s owner, Selvius.

Investigators can learn the following facts from the boy:

- The shop was hired to create these pendants for Carbo’s new production.
- This was the last batch of pendants; four similar baskets have already been delivered to the arena.
- Carbo supplied the molds for the pendant himself. The molds have already been returned.
- His father was the only one to cast the pendants; he and his brothers only cleaned up the finished ones, stoked the fires, ran the bellows and tied on the leather cords.
- His father had not been sleeping well the past two nights. His work had become sloppy during the past week and he seemed nervous all last night.
- Selvius hung himself just before dawn. He, his four brothers and mother have no idea why.

If asked to see what is in the baskets the boy reaches in and hands the investigator three of the pendants. “Keep them”, he says, “The vile things have caused my family enough sorrow.” He then departs to make this final delivery to the cultists.

Each basket contains hundreds of bronze pendants cast with the Yellow Sign. Somehow the pendants have a sickly feel to them, as if the metal is not only cold, but damp as well. The yellow sign upon it is actually yellow even though no paint appears to have been applied. Investigators examining one of the pendants must roll a Sanity Check for 1/1d2.

If the investigators somehow follow Sevius they see the boy deliver the baskets to the arena. There he is paid by a tall, beautiful woman. She is Colia Thalna, the play’s promoter and the second highest-ranking Hastur cultist currently in Vestalium. Three burly men carry the baskets inside and the woman follows them. They will not stop to talk to anyone, the woman saying she is far too busy getting ready for opening night.

The Arena: Vestalantium's arena seats four thousand and is primarily used for chariot races. While there is some gladiatorial combat held here it's secondary to the races. The Arena is currently closed to the public, having been rented out by Livius Carbo's troop. The local theater proved to seat far too few people (only about nine hundred) and was not in the right geographical position for the ritual. Renting out the local Arena for the play solved both of these issues.

Breaking into the Arena - Some investigators may seek to stop or disrupt the play by breaking into the Arena beforehand. The local guards, who stop and question anyone snooping around, are currently very closely watching the Arena. There are lots of rumors about the play's political and possible pro-republican message so the guards are ready to arrest anyone suspicious.

The centurion watch-captain Marus Martinius is in charge of the security around the arena. He will give the investigators a single warning, telling them to be clear of this area at once. After that he'll have any offending investigators arrested, as well as any that come to his aid. He cannot be fast-talked or bribed, as he has been given strict orders that his career in Vestalantium depends on this play not turning into some sort of political mess.

Any investigator caught attempting to enter the Arena is quickly hauled away and arrested. There they will sit quietly for an hour or so until Gaius arrives and gets them released. No charges will be filed and investigators will be released with a stern warning about "Not interfering in the business of the town guards" & "Just enjoy your vacation and leave protecting the city and looking into things to those who are paid to do so."

The Town Augur: By now investigators are likely feeling uneasy and wondering what is going on. Some may wish to visit the town Augur, in order to know what the signs are saying. The town Augur is a man named Vettius, who has grown wealthy in Vestalantium by interpreting the flight patterns of birds along the Arno River. His home is one of the larger on the shores of the river.

Investigators are greeted by one of his servants at the front entrance to his villa. The servant,

an attractive well-dressed woman, will ask what brings them to the home of her master. She will explain that Vettius only sees visitors who have an appointment. She knows the investigators do not have one as she handles the Augur's schedule. If the investigators claim to have an appointment she will know they are lying and turn them away. If pressed, she will call on a few guards to escort the investigators off the property.

If the investigators ask for an appointment, she gives them one for tomorrow just after the 6th hour (noon). She then explains that a donation of 100 Sesterces is customary when visiting with the Augur and that they are required to leave a deposit of 20 Sesterces. If the deposit is given over she records the names of the investigators. With a smile she dismisses them, exclaiming that she looks forward to their visit tomorrow. Such a visit will never take place.

If the investigators are not escorted off the premises for lying they may make a Fast Talk, Persuade or Status roll if they wish to see Vettius today. If successful, his servant will explain that a last minute appointment can be written in, but the standard donation is usually tripled. If the three hundred sesterces are given over, she admits them to the gardens. There they are asked to sit on some benches and wait while she tells Vettius that he has "important visitors". They wait about a half an hour, during which time another servant serves them fine wine.

Vettius then enters the gardens with a flourish. He is gaudily dressed, speaks overly loud and gestures dramatically. The Augur greets the investigators and asks if they would like to know what the signs told him. Vettius will launch into a story about how the birds made some unusual movements (which seem like nothing more than the normal flights of birds to investigators). He will proclaim that the signs are very favorable and that all will be well. Vettius reassures the investigators that they have nothing to worry on and that only good things are in store for them, Vestalantium and the Empire in the coming days.

Investigators making a successful Augur or Insight roll can tell that he is a complete and utter fraud. Vettius is an unskilled Augur who tells patrons only what they wish to hear. If confronted on this Vettius is outraged. He makes a scene claiming slander and that the investigators are the rudest

people he has ever met. Guards arrive almost instantly and Vettius has the investigators thrown out.

The Town Guard: The investigator Fulvius Geta (Centurion) may at some point question the legionaries who act as the town guard. The average town guard is a veteran of foreign campaigns who enjoys the quiet and uneventful duties in Vestalium. The soldiers will comment on the fine bathhouse, available comforts and companionship. They might even tell tales of the occasional wealthy widow mourning her loss in the arms of a brave city guardsman. The main thing, they stress, is not to cause a problem that might ruin a good thing.

If the local guards are questioned about anything out of the ordinary they claim that nothing unusual is going on. If specifically questioned about an increase in madness they comment, "People lose their minds here sometimes, it happens. Folks come here because there are already one or two cracks in the vase. Do you know what I mean? It's nothing to worry about, you get used to it."

If more friendly conversation is pursued the local guards invite Fulvius to a local tavern on the outskirts of town. There guards gather while off duty to eat, drink heavily and shoot dice. Depending on what time Fulvius arrives here; he might have several hours to relax in more familiar company.

By this point it should be getting late in the day, close to the eighth hour. It is time for the investigators to return to the villa to get ready for the dinner cruise upon Gaius Phillipus's private barge. Tula knows her master will punish her very badly if the investigators are not back at the resort before half past the seventh hour.

Investigators may have lost a fair amount of sanity by now. Seeing the Yellow Sign for the first time, encountering those already insane and handling the pendants could easily tax the player's sanity quickly. Make certain each encounter in town happens long enough apart that the loss happens gradually. As keeper you should try to avoid investigators slipping into insanity at this early stage of the adventure.

PART THREE:

FREMITUS SUSURRI FIUNT.

"THE MURMURS BECOME WHISPERS."

For this section of the adventure keepers should allow the pace to slow. Investigators should relax a bit, talk about what they have witnessed and share their suspicions about what is happening in Vestalium. The investigators will be encouraged by servants to wash up, change their clothing and ready themselves for the dinner cruise. When the guests are ready to depart, litters are waiting to take them to the town's dock.

The ride is smooth, quick and free of incident. Investigators will see people dressed in their finest clothing moving through town towards the Arena. The first performance of "Adventus Regis" will soon begin.

The Children: Those investigators with children should be made to feel they are safe and well protected at Ravulus. Gaius will assure his guests that the walls and gates of the villa are strong. He will also inform them that the villa is within earshot of a guard post.

A freed Celtic slave who is a renowned storyteller will entertain the investigator's children at the villa while they are away on their dinner cruise. He is about fifty years old, with gray hair and a multi-colored cloak. The children are really looking forward to listening to his stories. They are also excited because they have been promised a special dinner with desert. It should become apparent that the children are having a wonderful time and the madness that seems to be lurking in Vestalium is totally absent here. Servants will be putting the children to bed around the 9th hour.

The Barge: This lavish craft is large and slow moving. Originally built for hauling lumber and marble (used in the building of Vestalium) it has been converted to host feasts and parties upon the river.

Upper Level: The deck is wide and flat, covered by a colorful linen canopy. The woodwork is well polished and braziers are set about the deck to provide light to the party area. Five comfortable

couches line the deck each with its own servant attendant. The attendants keep the guest's wine-glasses full during the entire evening.

Lower Level: Down here are a bank of rowers, a vast kitchen, a well-stocked wine room, changing rooms for performers and one of Gaius's offices. The feast is prepared here and brought up to the players in five courses.

You arrive at the dock and behold a wondrous sight. Here is moored a barge like no other you have ever seen. The decks are all polished wood, artistically carved handrails, posts and columns. A cotton canopy, brightly dyed in a variety of colors, covers nearly a third of the vast deck. In this area are five marble couches piled high with pillows and cushions. Beside each is a table with a bowl of fruit and a glass of wine. A slave stands near each couch with a large fan of ostrich feathers. A dozen black oars just out from the lower decks. A voice calls out, "Welcome! Welcome to my ship. Come aboard, watch your step my friends. Come now, we have a whole evening of feasting, entertainment and excitement planned." It is Gaius, your host, leaning over the rail. He is well dressed, as always, with his trademark smile.

Investigators enjoy the cruise for about an hour. During this time they are fanned, allowed to relax upon the couches and sip wine. The musical trio who performed at breakfast will be singing and playing music during this time. The barge will go up river, offering views of olive orchards and prosperous farms amid the Tuscan countryside. At the end of the hour the first course will be served and the Magician Coelius will make his entrance, introducing himself. Just as he is beginning his act the barge lurches, interrupting him. Investigators should make a listen roll, with success allowing them to hear timber groaning and snapping. The barge twists in the water, as if snagged upon something, and the craft shudders. A few moments later Gaius arrives from below deck.

"My friends," he begins, "we've had a bit of trouble below decks. It seems our clumsy pilot has steered onto some rocks near shore and knocked a small hole in our hull. There is no danger, none at all, but we must stop to make repairs. Our captain knows a flat field just around the next river bend where we can stop.

We shall simply move the dinner and show onto shore. I promise you will hardly notice the interruption. To apologize for this embarrassment your stay at Ravulus will be extended an additional day, without charge of course."

What Really Happened: Investigators making successful Insight role will notice that Gaius is nervous and hiding something. A successful Spot Hidden roll will allow an investigator to detect a splatter of blood upon the bottom of his tunic. The following is what really happened below:

A very large male slave slipped into madness below deck. Somehow he had gotten one of the bronze pendants with the yellow sign upon it that are floating about town. He knocked the crewman manning the tiller unconscious and then steered the barge onto the rocks intentionally. Panicked crewmembers tried to stop him but he would not release the tiller. Gaius was forced to kill him, bludgeoning him with a nearby cooking pot. Now the ship is taking on water and must be repaired. The repairs they make here, on the shore of the river, are only the simplest patch job. It will be enough to get back to town tonight, but the ship will need more serious repairs in the coming days.

The crew of the barge skillfully ground the vessel onto shore. In moments a small army of slaves and servants pour out from below deck. The investigators are helped onto the riverbank and led to the nearby field. Gaius's men hastily erect a pavilion tent in the field and then move the heavy couches inside it. Braziers for lighting are then set up and furs lain out all over the floor of the tent. Torches are then set along the path between the tent and the barge. Investigators making a luck roll actually prefer the tent to the barge.

Investigators making a successful spot hidden roll will notice some of the slaves and servants frantically working appear wet. If one of these men is questioned and a successful Fast Talk or Persuade is rolled at one half normal score, they will explain what happened. The investigator Tula need only ask one of them to learn what happened, no roll being necessary.

From here dinner proceeds normally:

- The Magician Coelius performs astounding feats of slight of hand – The first course is served (bread and soup). The Thief investigator recognizes all of his techniques, but is still impressed with his skills.
- Dives and his trained dog Muffin (a small black and white dog with a curled tail) perform tricks and a comedy routine – The second course is served (an appetizer of boiled crab and raw vegetables).
- Two beautiful Arabian dancers perform. They are dark haired twins of Appearance 17 and Size 7. A random male investigator will be approached while the pair is dancing by Gaius. He will whisper to him that the pair of dancers could be sent to his room for the night upon their return to the villa. “It would only be a small additional fee of, lets say, 800 sesterces? Have we a deal?” If the offer is refused he presents the same offer to a different investigator. Gaius will accept 400 sesterces. – The third course is served (oysters and vegetables).
- A pair of matched gladiators battle. The investigators are given the choice of armed or unarmed combat. The match is only to the death if the investigators demand it, and would be an additional fee of 100 sesterces per free investigator. – Dessert is served. (Chilled berries with cream and honeyed pastries).

During the show the crew frantically work to repair the damage (easy), pump the water out of the hull (a bit more difficult) and get the barge off the riverbank (most difficult). The pace of dinner and the length of performances are extended to allow for the repairs. By the time dessert is done and the gladiators are finished all is ready. The camp is struck, everyone and everything is moved back onboard and the barge sets off for Vestalanium. The efficiency of the workers impressed even the Centurion investigator. It will be several hours after night-fall when the town comes into sight.

PART FOUR:

SUSURRI ULULATI FIUNT

“THE WHISPERS BECOME SCREAMS”

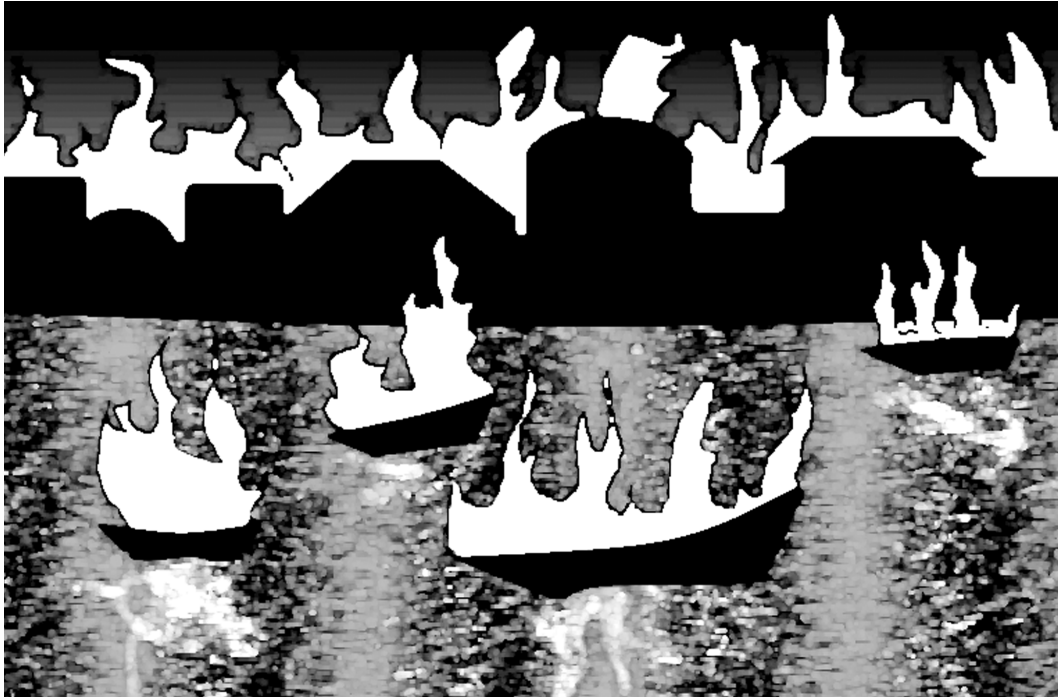
Keeper’s Information: Investigators return to find the town in the midst of a riot. About two fifths of Vestalanium’s buildings are on fire and packs of insane people are rampaging throughout the town. The final act of “Adventus Regis” ended about an hour ago with, for the cultists, promising results. The attempt at summoning Hastur to Earth succeeded, in a way. The Great Old One’s consciousness took possession of Octavius, the local prefect, killing him in the process. Hastur immediately used his magical abilities to create a wave of madness that affected everyone attending the performance.

The combination of watching the disturbing performance and the wave of psychic disruption was like the breaking of a dam. Four thousand people, including the bulk of the town’s military forces, went stark raving mad. The audience then went on a rampage of murder, suicide and an unquenchable desire to spread the Yellow Sign. Now they are everywhere in and around Vestalanium, causing the chaos and destruction the investigators now face.

Only a trio of cultists resisted the insanity all this caused. These three had long ago been driven permanently insane due to their devotion and service to Hastur. The trio remains within the arena, celebrating and basking in the glory of their success. “The Boneless One”, an avatar form of Hastur, now holds court within the prefect’s suite at the arena.

Returning to Vestalanium:

The smell of smoke is the first thing you all notice. Turning your gaze south towards Vestalanium you can see a strange orange glow illuminating the night sky. The barge sails slowly towards a turn in the river, around a set of hills that block all view of the town. As the decks are slowly filling with people looking south the wind shifts and carries a sound out over the water, a long shrill scream. These sounds become louder and more frequent as you slowly drift further downriver.



At this point allow the investigators to act for a few rounds. Any common weapons and equipment they request are provided to them. If they request armor all that is available are four suits of hardened leather (Armor 3) and a single set of gladiator Samnite armor (Armor 3).

Rounding the bend in the river you see that much of Vestalanium is in flames. Boats moored at the docks are afire. People are running everywhere, some with torches and others with makeshift weapons. Screams fill the night air and blood stains the white marble of many buildings. You catch sight of a woman jumping to her death off of a rooftop; an old man douses himself in lamp oil then leaps onto a burning cart and a gang of people with knives howling while they rush after a handful of fleeing women and children. Madness grips the town and death is everywhere.

“Turn her about!” shouts Gaius to the crew of the barge, “We are not landing. Take us back up river, now!”

Seeing the state of town investigators must roll a sanity check for 1/1d3. Investigators with children still back at the villa are sure to raise objections upon hearing Gaius’s commands to his crew. If a Status, Fast Talk or Persuade roll is made he’ll agree to pull close enough to shore

to land the investigators just outside of the town. Landing at the docks is no longer possible, as they are fast becoming engulfed in flames.

As soon as the investigators are off loaded Gaius will order the barge to depart. If ordered to remain and wait for the investigators to return he will agree. This is a lie; he intends to depart with all haste. A successful Insight roll will detect this deception. If the investigators attempt to physically harm Gaius, his numerous loyal servants and crew defend him. A successful Idea roll by any investigator will tell them that a move against Gaius is a waste of very valuable time.

Once ashore the investigators find themselves about a half-mile outside of Vestalanium, roughly two miles away from the villa. The path will not be an easy one.

Crossing Vestalanium – Investigators moving through Vestalanium will witness numerous sights of madness and horror. Crossing the two miles to the villa investigators face four separate encounters.

1) Hope is Lost! - On this block there are several three and four story buildings, none of which are yet on fire. At least two-dozen people have either leapt from the rooftops or hung themselves out of the upper story

Encounter 1, *The Insane Citizens of Vestalanium*

	#1	#2	#3	#4	#5	#6	#7	#8
STR	13	15	12	14	13	12	10	11
CON	12	13	14	12	11	11	11	11
SIZ	12	14	13	15	13	12	14	10
INT	14	12	11	10	12	13	14	10
POW	11	15	13	12	11	13	11	12
DEX	13	10	11	11	10	13	13	12
HP	6	10	5	9	8	6	5	7
DB	—	+d4	—	+d4	+d4	—	—	—
Weapon	Axe	Gladius	Club	Knife	Chain	Club	Scythe	Knife
%	35%	50%	35%	35%	40%	35%	35%	40%
Damage	1d6	1d6+1	1d6	1d4	1d4	1d6	1d6	1d4
Armor	None	3	None	None	None	2	None	None

Notes: #2 is a town guard with most of his armor stripped off, #7 is a farmer, #8 is a butcher.

windows. It will be slow going moving across the shattered bodies that litter the walkway and road. Several unfortunate people survived the fall; they lay moaning reaching out towards the passing investigators. Investigators who fail a luck roll have one of the dying people reach out and grasp their ankle. A Dodge roll is allowed to avoid this, otherwise they must overcome a Str vs Str resistance roll vs 8. When the investigators have almost cleared their way thought this area, a well-dressed man stands on the edge of a nearby rooftop. "Hope is lost!" he screams, before leaping to his death, crashing through a cart full of grapes. Investigators must roll a sanity check for 1/1d2 while moving past this area.

2) *We have seen him!* - A group of twenty crazed men and women rush the investigators. They howl and scream like animals as they rush around the street corner. All are armed and all are already injured and bloody. The buildings in the area are all on fire so escape into one of them is not possible.

Twelve of these people simply rush past the investigators, ignoring them. Eight others stop with murderous intent. They cry out, "We have seen him! We have seen him!" as they attack. Investigators must roll a sanity check for 0/1d2.

3) *He is here!* - Here party members find a group of men and

women pitching torches into a doorway, as the building slowly begins to catch fire. They have piled broken chairs and tables into a pile just inside the building. On the other side of the street are four people with brushes and ladders painting a huge yellow sign upon the side of a building. Each of these men also has a Yellow Sign painted on their tunics & togas. When the investigators are almost clear of this area, a screaming man rushes out in front of them. He is

naked and covered in cuts and gashes. Blood runs off of him and a layer of broken glass clings to his flesh. Nearby investigators spot a bed of broken bottles, carefully prepared, covered in blood. Beside the pile is the man's carefully folded toga and discarded sandals. Unless stopped the man rushes away. The entire time he is screaming out, "He is here! He is here!" Investigators must roll a sanity check for 0/1d2 while moving past this area.

4) *Give us your children!* - Investigators by now are reaching the hills where the more well appointed villas are located. They see a crowd of crazed townspeople battering down the barricaded door to a villa. Servants are throwing out furniture from the 2nd floor windows onto in the mob, in a vain attempt to drive them away. The mob is armed and many have torches. Most of them are gathered around a wagon filled with many barrels

Encounter 2, *The Mob in the Hills*

	#1	#2	#3	#4	#5	#6	#7	#8
STR	12	13	10	13	14	15	6	15
CON	14	12	15	13	12	15	9	10
SIZ	11	12	14	16	12	15	8	16
INT	11	10	10	9	11	9	14	8
POW	13	9	12	11	10	12	10	8
DEX	15	11	12	12	11	10	15	12
HP	9	6	5	3	6	8	4	10
DB	—	+d4	—	+d4	+d4	+1d4	—	+d6
Weapon	Club	Knife	Axe	Rock	Knife	Gladius	Club	Hammer
Damage	1d6	1d4	1d6	1d3	1d4	1d6+1	1d6	1d4
Armor	None	None	None	None	None	3	None	2

Notes: #6 is a town guard, #7 is a teenage boy, #8 is a stonemason

of lamp oil. A successful idea roll reveals to the investigators that the mob intends to set this villa on fire. They scream, "Give us your children and they shall be spared! The Last King demands your children!" It is clear that the mob will overcome the barricade in minutes. Inside, over the howling mob, can be heard cries for help and the panicked screams of terrified children. Investigators can move to help this family, or they can rush past undetected. If they choose to move on without helping the trapped family they soon hear the door beaten down followed by the roar of the mob. Screams of terror and death then fill the night. Each investigator must then roll a sanity check of 1/1d2.

If the investigators attack the mob they are granted a combat bonus of +10% to hit for the first 3 rounds due to surprise. If an investigator makes a Tactics roll, they see that the best course of action is to set the wagon full of oil on fire. This can be accomplished easily and sets several of the insane townspeople on fire. They then flail about, spreading the fire among the crowd, which then disperses into the countryside two rounds later.

Inside the villa are a wealthy couple, their six children and more than a dozen servants and slaves. All of them are sane, unharmed and eternally grateful. The family thanks the investigators for the rescue. Servants gather horses and a wagon for the children as the family attempt to flee the town. They gratefully give each investigator a horse from their stable, which mercifully the attacking madmen had not yet found.

Either now on foot or horseback the investigators arrive at the Villa of Ravulus. They find the gates thrown open, the front doors smashed in and the grounds in disarray. Several servants lie dead outside of the villa, but inside there is movement in the shadows.

PART FIVE:

ULULATI SILENTIUM FIUNT.

"THE SCREAMS BECOME SILENCE"

Investigators arrive at Ravulus too late; the mobs have already been there. They find that about ten servants and slaves survived the attack by the cultists of Hastur. Most of them are battered and bruised with two suffering near fatal wounds. The

survivors will relate the following story.

We saw the first fires just after dark and then started hearing the screams. We closed the gates and barred the doors, but it wasn't enough. The mobs came into the hills, storming villa after villa. They were looking for children! We hid them, we did, and we tried to stop the mob but there was just too many of them. They dragged them out of the hiding place and outside to the woman.

She was tall, and thin, dressed in white robes. On her breast was a large pendant with that sign, the yellow one from the play. She wore a pale mask and rode in upon a horse like some Amazon fiend. When the children were gathered before her she talked to them for a few minutes and then blew a conch horn.

That was when the monster appeared! It dropped out of the sky like a hawk. It was like a cursed union of bat and man, with horns like a ram. The thing grabbed the children and flew off into the night. We could hear the woman saying one of them might be chosen by the Nameless King for a great honor, and they were being taken to him for judgment. Then she rode off towards the Arena. Those of us who did not flee or hide you see lying before you slain. We are sorry we could not protect the children.

The slaves and servants are very afraid, both of what they have witnessed and the possible wrath of the investigators. If threatened or witness to enraged outbursts, they will scatter and flee into the night and hills. If calmly questioned they will offer further details about the creatures and the woman.

- **The Woman** – She had an accent from Herculaneum. She was well dressed and wore gold bangles. There was a fine dagger on her hip and her horse a tan mare. She kept going on and on about her master. How he was the last king and a God greater than Jupiter and all the Olympians combined. Not a children's story but a true, living God she said.
- **The Creature** – The monsters had thick coats of shaggy black fur and long claws. They had reptile like faces, and seemed to following the woman's orders. Oh yes, and they had tails!

Inside, the villa is ransacked. Investigators need to make a luck roll to find any equipment they had left here. A failed roll means that the item is found only after 1d6+4 minutes of search. If a roll fails by more than 20 points, the item is nowhere to be found.

If investigators have not yet obtained horses at this point, allow them to roll an Idea roll. If successful they will recall that the children said they were taken horseback riding in the hills today, which mean there must be stables here. The investigators can now obtain mounts from the villa's stables.

To the Arena: It is roughly a mile from the villa to the arena. The route moves through the hills outside of town, so the investigators need not cross the town again. The main road leads through the hilltop villas towards the arena on the east side of town. Investigators making listen rolls will notice that the town below seems to be quieting down as dawn grows closer. Most people by now are either in hiding, have successfully escaped the town or are already dead.

While riding through the hills two separate groups of rioters rush out to attack the investigators, but they are on foot and easily outrun and avoided. If investigators wish to engage the mob, keepers are free to use the stats from either of the two previous mobs, or a combination of both. These mobs could number anywhere from six to thirty insane townspeople. However, the drawback to being mounted is that it draws the attention of one of Hastur's minions, a Byakee.

As you ride along the western road out of the hills you hear a scream of terror. It comes from above you, out of the inky night sky. Looking up you at first see a boy of about five moving through the air, matching the pace of your horses. He is flailing frantically, crying out for help in a horse voice. As your eyes focus you see that he is not moving of his own accord, but rather is being carried. There, matching the night with its midnight black fur can only be the creature described to you by the servants of the villa. With huge wings, long claws and curved ram's horns the creature stairs down at you all. It tilts its head, it's eyes filled with intelligence and curiosity, quietly flapping its wings.

Investigators must make a Sanity check for seeing the Byakee. The creature has been ordered to take this child to the arena, so it will not attack. If no moves are made against it, it follows the party along the road from 3 rounds, then flies off on a more direct route to the arena. If any characters attempt to draw weapons the creature flies higher, vanishing from sight into the night. Idea rolls will inform the investigators that any attack to the creature might hit the child or cause the creature to drop him.

The Arena: The area around the arena is mostly deserted. It was here that the ripple of madness and death started. At the center of the effect, it is like the eye of a hurricane.

Keepers Information: At this point the three main cultists (Dulius, Colia & Livius Carbo) are the only humans within the arena. They are all within the senator's box, basking in the glory of "The Boneless One", an avatar form of The Great Old One Hastur. Hastur is speaking with them at length, informing them how to alter the play to make it more effective in summoning him to Earth. Carbo is frantically making notes, while Dulius & Colia kneel before their God, chanting softly. If allowed to continue these revisions, the edited version of "Adventus Regis" will be a more potent tool for spreading madness. Worse still, the improved play will also be capable of summoning a more powerful avatar form of Hastur. The destruction such a work might cause to the Empire is unimaginable.

A strange quiet has fallen over the ruins of Vestalium. The fires are starting to burn themselves out as you look down from the road. Few people are moving along the streets now with only the occasional howl or scream sounding out. Soon the road leads to a large circular stone building, the arena. There is debris and blood everywhere as well as a scattering of slowly cooling corpses. The gates remain open; above them hangs an enormous banner. "Adventus Regis" it reads, and the three-armed symbol of this king seems to glow in the darkness. Flags and banners still flutter in the night wind, but as you look up at them something else catches your eye. A huge winged figure flying in the night air, darting in and out of the shadows. It vanishes almost as soon as it appears.

There is no sanity check to approach, as by now

the investigators are desensitized to the aftermath of the rampage. Investigators must enter the arena and make their way to the senator's box. The inside of the arena is deserted.

Blood, debris and scattered bodies litter the place; obvious signs of the riot are everywhere. Graffiti is scattered here and there, mostly written in blood. "Hastur!", "The Last King", and "Carcossa is now!" are all spotted as the investigators make their way through the hallways.

Investigators may visit the stands to view the stage. They may also attempt to sneak into the senator's box from the stands instead of using the inner hallways. Whichever way they travel they are sure to run into a pair of servitor Byakee.

The Stage Upon the Sands:

There are many dead here. Everywhere they littering the benches, the air is thick with the stench of spilled blood. The majority of the bodies are in the uniforms of the city guard. More than a few of them seem to have thrown themselves on their swords while others seem to have turned on one another or on the crowd.

Down in the center of what is usually the chariot course is a stage, which strangely enough seems untouched. The stage appears set with the furniture of a throne room. Numerous figures all dressed in strange costume lay dead here. They look as if they were dropped rag dolls; with no signs of violence marring the stage. If it were not for the looks of sorrow and terror frozen on the faces of the cast members one might think they were sleeping.

Many of the thousand lamps set up all around the arena are still lit, filling the arena with dim light and much shadows. Most of the lamps have been knocked over. If investigators examine the bodies they can find no reason for the deaths of the acting troupe. It seems the entire cast lies dead, either on the stage or behind it.

If the players wish to climb into the senator's box they will need rope, some kind of a grappling hook and to successfully make two climb rolls. Players attempting to move around this area will be set upon by two Byakee. They are lurking up near the upper rim of the arena and will watch the investigators until the time seems right to attack.

If pressed, they will begin making snatch and grab attacks. During these attacks they swoop in picking up an investigator, only to drop them from a height. To swoop and lift an investigator a Byakhee needs to only make a successful claw attack as it flies past. An investigator is allowed to make a dodge roll to avoid being captured in this way. On the next round it flies off with the investigator to further attack them in mid air or to drop them. The claw the investigator is being held in cannot make attacks while the investigator is being carried. The investigator may break this hold with a successful STR vs STR resistance roll. If dropped an investigators suffer 1d6 points for every 10 feet they fall.

2 Byakhee

STR	17	CON	10	SIZ	17
INT	11	POW	10	DEX	13
HP	14, 14	DB	+1d6		

Weapons: Claws 35% 1d6+db, Bite 35% 1d6+ Blood drain.

Armor: 2 points of fur and tough hide.

Sanity loss: 1/1d6.

The Senator's Box - If investigators approach the Senator's box using the hallways inside the arena two Bayakee will ambush them. These two are guarding the senator's box and will be lurking in rooms off the main hallway, well hidden in the shadows. When the investigators pass they will rush out, viciously attacking until they are killed. The pair positions themselves to trap the investigators between them, attacking the foremost and rearmost investigators. In the cramped confines of the hallway they are unable to fly but still formidable. Use identical statistics to those listed above.

The senator's box is thickly walled and lined in heavy drapes. Those within are busy celebrating their apparent victory. There is a 75% chance that any battles with the Byakee go unnoticed by the humans within. The Boneless One, of course, knows the investigators are approaching, but does nothing to warn his worshipers. The reasons for this are its own.

From the Sands - The largest, most ornately carved balcony in the arena hangs above you. The seal of Rome is carved into its surface. Heavy drapes hang at the back end while twin bronze braziers still burn brightly. All seems quite above.

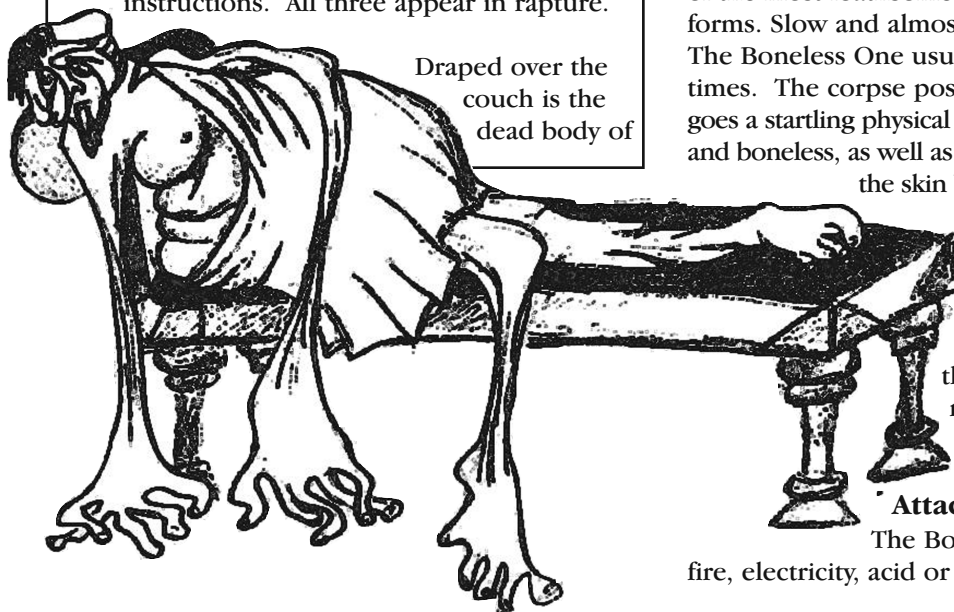
Behind the drapes stand a pair of stout doors that open inward. They are unlocked and lead into the main senatorial suite.

From the Hallway - Two skillfully worked columns flank this stout oaken door. The seal of Rome is carved into its surface. Upon the seal is painted the tri-scillion symbol of this strange King, his yellow sign. The paint appears to be still wet, and glowing, almost pulsing as if it were alive. A single red rose hangs above the seal, secured to the door.

This door is also unlocked, and opens outward. Two people can enter this door per round and it leads to the main senatorial suite.

The Suite - In this room the final confrontation will occur. Here can be found the play's author, Livius Carbo, along with two other high-ranking cultists. They have gathered around the dead body of the local prefect, who now serves as the Avatar form of the Great Old One, Hastur.

Entering this richly appointed, dimly light room you immediately encounter four figures. A short, heavy-set man and a tall, beautiful woman kneel on the floor. They are well dressed, in robes of white embroidered with that yellow sign. Pale masks lie beside them upon the carpet. A third man is seated at a desk beside a large padded settee, busily writing. His hands move quickly, making notes and corrections, glancing towards the couch as if waiting further instructions. All three appear in rapture.



Draped over the couch is the dead body of

the local prefect Octavius, but something horrible happened to it. It oozes and flows over the settee, one foot spilling onto the carpets. It appears boneless and unnatural, like an octopus hauled onto the deck of a fishing boat. Slowly the eyes set into drooping sockets turn towards you, the tongue twitches as you hear a wheeze from the thing lying upon the padded couch. You realize it's alive! It draws breath into itself and speak, in a groaning, deep voice, "It seems we are interrupted. Welcome to my court."

The investigators are stunned by what they see and must make a Sanity check for witnessing this Avatar form of Hastur.

NEW CREATURE

**THE BONELESS ONE,
AVATAR OF HASTUR**

"His appearance is disputed. In a reported instance of possession by Hastur, a corpse took on a bloated scaly look, and the limbs became boneless and fluid."

- Call of Cthulhu Rulebook

This manifestation of Hastur requires a living or recently sacrificed human body to act as a vessel for the great old one's consciousness. Hastur can only appear on earth while the star Aldebaran is above the horizon. The Boneless One is one of the most loathsome of all of Hastur's avatar forms. Slow and almost completely immobile, The Boneless One usually manifests for short times. The corpse possessed by Hastur undergoes a startling physical change. It becomes elastic and boneless, as well as bloating grotesquely while the skin becomes thicker and scaly. There is a 70% chance 3-10 (1d6+2) Byakhee arrive 1-3 rounds after the Avatar manifests. They fly out of the cold depths of space ready to serve their master.

Attacks & Special Effects:

The Boneless One is immune to fire, electricity, acid or non-magical weapons.

This avatar form of Hastur is the Great Old One's least powerful physically but still commands potent magical abilities. At will, The Boneless One can cause a psychic wave, which causes madness, to emanate from itself. This wave travels 50 feet per magic point expended and causes everyone in the area to make a sanity check roll for 1d6/1d20.

The Boneless One, Avatar of Hastur

STR	3	CON	94	SIZ	16
INT	50	POW	35	DEX	3
Move	2	HP	50		

Av. Damage Bonus: None

Weapons: Psychic wave.

Armor: 4 points of leathery skin. Not affected by fire, cold, electricity, acid or non-magical weapons.

Spells: All Call, Contact, and Summon/Bind spells, plus any others the keeper wishes.

Sanity Loss: 1d6/1d10 Sanity points to see The Boneless One.

Dulius Decula, Worshipper of Hastur, Financier of Adventus Regis

STR	15	CON	8	SIZ	16
INT	12	POW	11	DEX	9
APP	10	EDU	12	SAN	0
HP	12	DB	+1d4		

Weapons: Large Knife (45%, 1d6+db), Punch (65%, 1d3+db).

Armor: None.

Skills: Accounting (70%), Bargain (65%), Status (60%), Spot Hidden (40%).

Spells: Summon/Bind Byakee, Evil Eye.

Notes: Dulius Decula is a wealthy and powerful patrician from Herculanium, his family highly placed in society. He is overweight, insane and fanatically dedicated to the cult of Hastur. He is the play's chief financier. Decula will attempt to cast the Evil Eye spell while combating an investigator. A large man, he will attack fearlessly with an overlarge knife and a strong right handed punch each round until killed.

Colia Thalna, Worshipper of Hastur, Promoter of Adventus Regis

STR	11	CON	14	SIZ	15
INT	14	POW	13	DEX	12
APP	16	EDU	14	SAN	0
HP	15	DB	+1d4		

Weapons: Small Knife (55%, 1d4+db).

Armor: None

Skills: Fast Talk (60%), Persuade (65%), Status (50%), Spot Hidden (40%).

Spells: Summon/Bind Byakee, Contact Hastur, Implant Fear.

Notes: This tall, beautiful former courtesan is a cunning, silver-tongued promoter for the cult of Hastur. Colia can usually charm anyone into doing almost anything. She is rather tall for a woman and a skilled hand with a knife. Colia will attempt to cast her spell to implant fear in the investigator who appears the most skilled fighter.

Livius Carbo, Author of Adventus Regis

STR	10	CON	11	SIZ	13
INT	16	POW	16	DEX	13
APP	12	EDU	16	SAN	0
HP	15	DB	0		

Weapons: Small Knife (40%, 1d4).

Armor: None

Skills: Art: Writing (75%), Status (70%), Insight (50%), Hide (40%).

Spells: Summon/Bind Byakee, Contact Hastur, Summon Hastur.

Notes: Livius Carbo was never the same after the loss of his wife. Going to Herculanium to recover he only sank further into madness and despair. Joining the cult of Hastur gave him new direction and focus in his life, filling a void he could not bear. With his keen mind and artistic gift Livius is now a powerful messenger for the Great Old One.

Dulius and Colia leap to their feet and fearlessly engage the investigators. They attempt to slay the investigators with their daggers, using their spells if they see an opening. The pair will fight until killed, refusing to surrender. The pair has worked together for years and battle as a team. They will each try to cast their spell while the other offers protection.

Carbo, on the other hand, attempts to flee. He will spend the first two combat rounds frantically gathering his notes. Then he'll rush into either the balcony or the hallway; going the opposite way the investigators enter. Carbo will then pass the notes to a waiting Byakee and order it to take them to the Hastur cultists living in Gaul. These revised notes will be the basis for the future work "The King In Yellow." After that, Carbo summons another Byakee to carry him to safety. He will only fight if cornered. Unless stopped both the manuscript and Carbo manage to escape five rounds after the investigators enter the suite.

The Boneless One is content to simply watch the conflict. If attacked, it will use spells to retaliate against any who dared attempt to harm him. Otherwise it will take no action until the last of its followers either escape or die. At that point it will unleash its psychic wave, engulfing the area in its field of madness. After this Hastur abandons the body of Octavius and returns to Carcosa. Either way once the sun rises and the star Aldebaran is sinks below the horizon, Hastur leaves earth and returns home. What is left of Octavius's body will turn into a thick oozing and foul smelling slime.

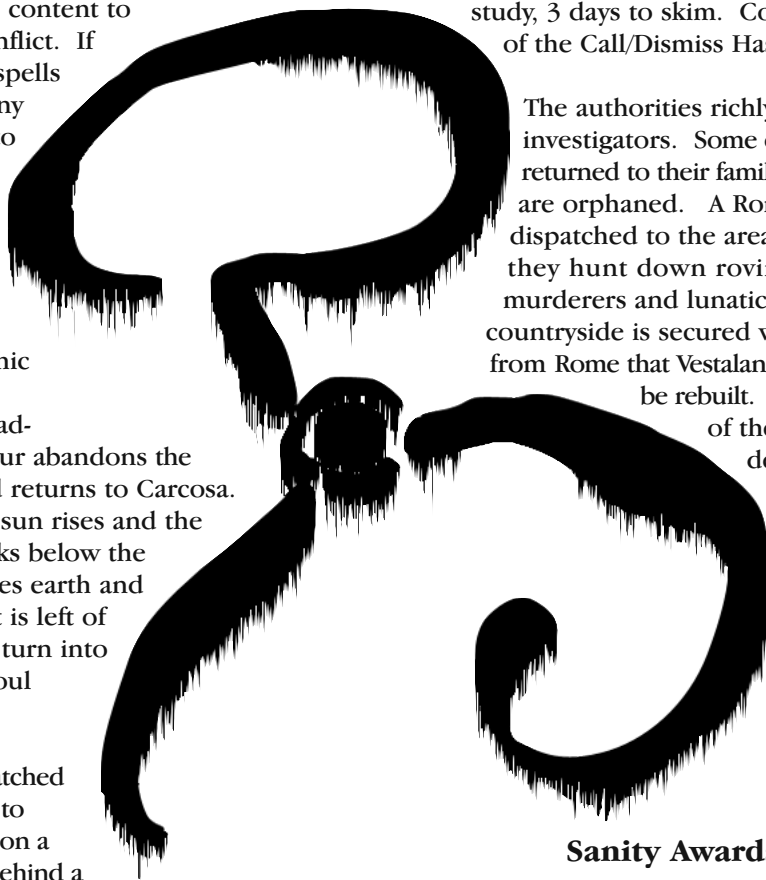
With the cultists dispatched and Hastur returning to Carcosa the sun rises on a new day. Searching behind a side door in the suite the investigators find forty-two children of various ages, covering the floor of a large dining hall. While at first appearing dead, they are all alive. Well drugged, they cannot be awakened for several hours. The investigators easily locate their own children among this group. Once conscious it becomes clear that many of the children are insane from their ordeal. Being carried by a Byakee and then brought before the

Avatar of Hastur proving simply too much for most of them. Investigators must roll luck checks to see if their own children have retained their sanity.

What happens to the hastily revised script of "Adventus Regis" is up to the investigators. It can be destroyed, hidden away or studied. If studied the work is in Latin and about fifty hand pages and four long scrolls. There are many revisions made to the work, making it difficult to understand at first.

Adventus Regis, Sanity Loss 1D4/1D8, Cthulhu Mythos +8 percentiles, 2 weeks to study, 3 days to skim. Contains a variant of the Call/Dismiss Hastur spell.

The authorities richly reward the investigators. Some children are returned to their families while others are orphaned. A Roman legion is dispatched to the area, and for weeks they hunt down roving bands of murderers and lunatics. Once the countryside is secured word comes from Rome that Vestalium is to never be rebuilt. What remains of the town is demolished and the site abandoned. Later Ceasar Tiberius



Sanity Awards

- For each Byakee killed – 1d6
- For each cultist killed (double for Carbo) – 1d2
- For preventing the revised version play from being carried away- 1d4
- If all three cult members are killed - 1d8.
- For recovering children – 1d6
- If investigators children awaken sane – 1d4
- If family rescued – 1d6

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Caeso Tullius Varro
 Profession Artisan
 Birthplace Rome
 Age 27
 Sex Male
 Social Class Equestrian
 Insanities _____

CHARACTERISTICS & ROLLS

STR 08 DEX 11 INT 17 Idea 85
 CON 10 APP 11 POW 10 Luck 50
 SIZ 13 SAN 50 EDU 19 Know 95
 99-Cthulhu Mythos: 0 Damage Bonus: 0

SANITY POINTS: 50

MAGIC POINTS: 10

HIT POINTS: 12

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Accountancy (60%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Animal Training (10%) _____ | <input checked="" type="checkbox"/> Other Kingdoms (01%) _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Sculpture (65%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Mosaic (65%) _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (30%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Civics (10%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Latin (95%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Persuade (50%) _____ |
| <input checked="" type="checkbox"/> Craft _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> Waterclock (40%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input checked="" type="checkbox"/> Science _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Architecture (40%) _____ |
| <input type="checkbox"/> Drive (20%) _____ | <input type="checkbox"/> Engineering (40%) _____ |
| <input type="checkbox"/> Empire (60%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Fast Talk (45%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Insight (05%) _____ | <input type="checkbox"/> Tactics (01%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Track (40%) _____ |
| <input type="checkbox"/> Library Use (10%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input checked="" type="checkbox"/> Write Language (10%) _____ |
| <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> Latin (50%) _____ |
| <input type="checkbox"/> Natural World (40%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (25%)	50	1d6+db	1	touch	1	n/a
sm knife	50	1d4+db	1	touch	1	10
	50	1d6	1	touch	1	20

Missile	%	Damage	Shots	Range	#Att.	Hp
bow	50	1d8+db	1	60 y.	24	10

Armor

PERSONAL INFORMATION

Equipment: Water clock, blank scrolls, quills, ink, backpack, tunic with narrow stripes, sandals, spare bowstring, sculpting & mosaic tools, small box of tiles.

Sesterces: 1800 on hand.

Weapons & Armor: Bow, quiver with two-dozen arrows, small knife. Armor: Hardened leather construction apron (2 points)

Background: Tullius is a wealthy architect; usually busy building aqueducts, bridges and roads. A skilled engineer as well but his heart is that of the artist. He enjoys sculpting and creating mosaics even though his free time is limited. This vacation is a long time in coming and taken as a reward after finishing a 14 months bridge building project in Gaul.

Rumor known about Vestalium and/or the new play: There has recently been a string of arrests across the empire of those accused of "Republican Activities". Many in the artistic communities fear they are being watched and possibly targeted for arrest. Several artisans you know are being careful these days that their work be non political.

INVESTIGATOR SHEET : ADVENTURE REGIS

Ripples from Carcosa

CALL OF CTHULHU
INVESTIGATOR SHEET

PLAYER NAME _____
DATE CREATED _____

INVESTIGATOR DATA

Name Decimus Atilius Blasio
Profession Merchant Sex Male
Birthplace Rome Social Class Equestrian
Age 31 Insanities _____

CHARACTERISTICS & ROLLS

STR 12 DEX 10 INT 17 Idea 85
CON 7 APP 12 POW 12 Luck 60
SIZ 15 SAN 60 EDU 17 Know 85
99-Cthulhu Mythos: 0 Damage Bonus: 0

SANITY POINTS: 60

MAGIC POINTS: 10

HIT POINTS: 12

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|---|---|
| <input type="checkbox"/> Accountancy (50%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Animal Training (10%) _____ | <input checked="" type="checkbox"/> Other Kingdoms _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> Arabia Magna (46%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (65%) _____ | <input type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Civics (10%) _____ | <input type="checkbox"/> Latin (95%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Persuade (50%) _____ |
| <input type="checkbox"/> Conceal (35%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Ride (40%) _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Drive (40%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Empire (40%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> Fast Talk (65%) _____ | <input type="checkbox"/> Swim (35%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Tactics (01%) _____ |
| <input type="checkbox"/> Hide (40%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Insight (40%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input checked="" type="checkbox"/> Write Language _____ |
| <input type="checkbox"/> Library Use (10%) _____ | <input type="checkbox"/> Latin (55%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Arabic (25%) _____ |
| <input type="checkbox"/> Medicine (05%) _____ | |
| <input type="checkbox"/> Natural World (10%) _____ | |



Melee	%	Damage	Hand Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1 n/a
grapple(25%)	50	special	2	touch	1 n/a
head (10%)	50	1d4+db	1	touch	1 n/a
kick (25%)	50	1d6+db	1	touch	1 n/a
long sword	50	1d8+db	1	touch	1 20
	50	1d6	1	touch	1 20

Missile	%	Damage	Shots	Range	#Att.	Hp

Armor _____

PERSONAL INFORMATION

Equipment: Tunic with narrow stripes, boots, belt, pouch, scrolls, quills, ink, whetstone.

Sesterces: 3000 on hand.

Weapons: Long sword & scabbard.

Armor: Hardened leather (3 Points).

Background: Atilius Blasio is a merchant who trades in goods between Rome and Arabia Magna. He is wealthy man who started with one horse, a handful of coins and a sword on his hip to defend against bandits. Now he owns six ships and two caravan groups. He is visiting Vestalium with Cinna, his six-year-old son. Atilius plans to begin training his son how to take control of the business he's created. After this well deserved vacation with the boy, he intends to take his son with him on a business trip to Egypt. To him Cinna is the future and the reason he's worked so hard to become successful.

Rumor known about Vestalium and/or the new play: Livius Carbo has been living in Herculaneum for the past five years. While there he has entered an exclusive circle of rich patrons, powerful politicians and skilled artists. Some say the group is secretly republican.

INVESTIGATOR SHEET : ADVENTURE REGIS

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Titus Fulvius Geta
 Profession Centurion Sex Male
 Birthplace Rome Social Class Plebs
 Age 24 Insanities _____

CHARACTERISTICS & ROLLS

STR 15 DEX 13 INT 9 Idea 45
 CON 13 APP 12 POW 9 Luck 45
 SIZ 15 SAN 45 EDU 17 Know 85
 99-Cthulhu Mythos: 0 Damage Bonus: 1d4

SANITY POINTS: 45

MAGIC POINTS: 9

HIT POINTS: 14

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|---|---|
| <input type="checkbox"/> Accountancy (10%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Animal Training (10%) _____ | <input checked="" type="checkbox"/> Other Kingdoms (01%) _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (30%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Civics (10%) _____ | <input type="checkbox"/> Latin (85%) _____ |
| <input type="checkbox"/> Climb (53%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive (20%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Empire (60%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Spot Hidden (60%) _____ |
| <input type="checkbox"/> First Aid (50%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> Hide (30%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Insight (15%) _____ | <input type="checkbox"/> Tactics (67%) _____ |
| <input type="checkbox"/> Jump (50%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Library Use (10%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> Listen (35%) _____ | <input type="checkbox"/> Write Language (10%) _____ |
| <input type="checkbox"/> Medicine (05%) _____ | <input checked="" type="checkbox"/> Latin (10%) _____ |
| <input type="checkbox"/> Natural World (10%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (25%)	50	1d6+1+db	1	touch	1	n/a
gladius	75	1d4+db	1	touch	1	20

Missile	%	Damage	Shots	Range	#Att.	Hp
pilum	65	1d8+db	1	25 y.	1	20

Armor
 Lorica Segmenta (8pts.), Medium Shield (Parry: 55%,
 25 hit pnts.), Helmet

PERSONAL INFORMATION

Equipment: Tunic, sandals, belt, ring, pouch, whetstone.
Sesterces: 50 on hand, letter of credit from Senator Ulvio (see below) for line of 3000.
Weapons: Gladius w/ scabbard & baldric, 3 Pilum.
Armor: Lorica Segmenta (8 points), Medium Shield (Parry: 55%, 25 hit points), Helmet.

Background: A centurion who has recently been given a great opportunity. Six weeks ago he lead a patrol that thwarted the kidnapping of a rich and influential senator. The senator's throat was cut during the rescue but with your quick actions attending the wound the man survived. Eternally grateful, Senator Ulvio has arranged a two-week leave for you and is paying for you to vacation in Vestalanium. The Senator told you that he could get you transferred to the garrison there if you wish, a choice assignment. Already a veteran of campaigns in Germania, you are in Vestalanium to enjoy an all expenses paid vacation and to consider if you'd like to be stationed here for the rest of your military career.

Rumor known about Vestalanium and/or the new play: The garrison at Vestalanium holds twice the legionaries required by a town this size. Assignment here is mainly given as a reward so some of the most skilled and best-connected troops in the empire are stationed here.

INVESTIGATOR SHEET : ADVENTURE REGIS

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Tula
 Profession Slave Sex Female
 Birthplace Britannia Social Class Slave
 Age 19 Insanities _____

CHARACTERISTICS & ROLLS

STR 10 DEX 11 INT 12 Idea 60
 CON 15 APP 16 POW 10 Luck 50
 SIZ 11 SAN 50 EDU 14 Know 70
 99-Cthulhu Mythos: 0 Damage Bonus: 1d4

SANITY POINTS: 50

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 11

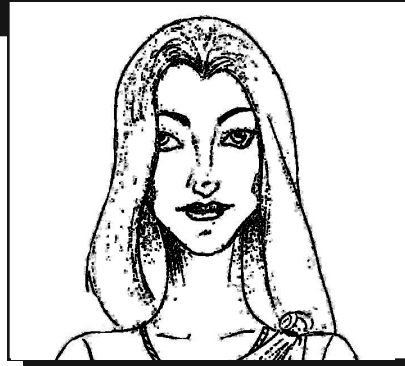
Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS: 13

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- Accountancy (10%) _____
- Animal Training (10%) _____
- Art (05%) _____
- Singing (40%) _____
- _____
- Bargain (30%) _____
- Civics (50%) _____
- Climb (DEX+STR%) _____
- Conceal (15%) _____
- Craft _____
- Pottery (35%) _____
- _____
- Cthulhu Mythos (00%) _____
- Dodge (Dex X 2 %) _____
- Drive (20%) _____
- Empire (25%) _____
- Fast Talk (05%) _____
- First Aid (30%) _____
- Hide (25%) _____
- Insight (55%) _____
- Jump (25%) _____
- Library Use (10%) _____
- Listen (65%) _____
- Medicine (05%) _____
- Natural World (40%) _____
- Occult (05%) _____
- Other Kingdoms (01%) _____
- _____
- _____
- Other Languages (01%) _____
- _____
- Own Language (EDU X 5%) _____
- Latin (50%) _____
- Celtic (70%) _____
- Persuade (45%) _____
- Pilot Boat (01%) _____
- Potions (01%) _____
- Repair (20%) _____
- Ride (05%) _____
- Science (01%) _____
- _____
- Sneak (40%) _____
- Spot Hidden (50%) _____
- Status (15%) _____
- Swim (25%) _____
- Tactics (01%) _____
- Track (10%) _____
- Throw (10%) _____
- Write Language (10%) _____
- Latin (10%) _____



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (45%)	50	1d6+db	1	touch	1	n/a

Missile	%	Damage	Shots	Range	#Att.	Hp

Armor

PERSONAL INFORMATION

Equipment: Toga, sandals, small pouch, necklace, sash.
Sesterces: 10.

Background: Tula was born a slave, her parents' slaves from Britannia. She is owned by Gaius Phillipus, owner of the Ravulus resort villa in Vestalanium. He is a good master who is letting her purchase her freedom from the gifts and tips guests at the resort sometimes give you. She only needs to give her master another 200 sesterces and she'll be a free woman. Tula is a beautiful woman who knows every shop and restaurant in town. She mainly serves as a guide to guests exploring Vestalanium. She has often gotten out of tight spots by hiding or sneaking away and when that failed by landing a well placed kick.

Rumor known about Vetalanium and/or the new play: The new troop of Livius Carbo is made up solely of slaves. The play has few roles and only four major parts. The production purchased a dozen similar looking slaves for each role and had them read lines from it. Only one slave was chosen for each role and the others sold in and around Vestalanium and Herculaneum. One of the roles was for a Queen called Cassilda, you read lines for it and were rejected. Had you been selected your master would have sold you to Livius Carbo.

INVESTIGATOR SHEET : ADVENTURE REGIS

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Marcus Marcius Rufus
 Profession Thief Sex Male
 Birthplace Rome Social Class Plebs
 Age 20 Insanities _____

CHARACTERISTICS & ROLLS

STR 8 DEX 14 INT 13 Idea 65
 CON 10 APP 10 POW 9 Luck 45
 SIZ 12 SAN 45 EDU 10 Know 50
 99-Cthulhu Mythos: 0 Damage Bonus: 0

SANITY POINTS: 45

MAGIC POINTS: 11

HIT POINTS: 13

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|---|---|
| <input type="checkbox"/> Accountancy (10%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input checked="" type="checkbox"/> Animal Training (10%) _____ | <input checked="" type="checkbox"/> Other Kingdoms (01%) _____ |
| <input type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Bargain (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Civics (10%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Climb (29%) _____ | <input type="checkbox"/> Latin (85%) _____ |
| <input type="checkbox"/> Conceal (30%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> Dodge (39%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Drive (20%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Empire (25%) _____ | <input type="checkbox"/> Sneak (45%) _____ |
| <input type="checkbox"/> Fast Talk (45%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> Hide (40%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Insight (05%) _____ | <input type="checkbox"/> Tactics (01%) _____ |
| <input type="checkbox"/> Jump (50%) _____ | <input type="checkbox"/> Track (40%) _____ |
| <input type="checkbox"/> Library Use (10%) _____ | <input type="checkbox"/> Throw (65%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input checked="" type="checkbox"/> Write Language (10%) _____ |
| <input type="checkbox"/> Medicine (05%) _____ | <input type="checkbox"/> Latin (10%) _____ |
| <input type="checkbox"/> Natural World (10%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (45%)	50	1d6+db	1	touch	1	n/a
club (50%)	50	1d6	1	touch	1	15
sm. knife	50	1d4	1	touch	1	10

Missile	%	Damage	Shots	Range	#Att.	Hp
sm. knife	65	1d4	1	10 y.	3	10

Armor _____

PERSONAL INFORMATION

Equipment: Tunic with narrow stripes, soft boots, belt, pouch, cloak, mask, vial of oil, grappling hook, 50' of rope.
Sesterces: 800 on hand, plus a dozen pieces of stolen jewelry worth about 8000.
Weapons: Club, three small knives & sheaths.

Background: Marcius is a thief who usually works in Rome. He recently managed to pull off a huge robbery of a villa, making off with a fortune in jewelry. When authorities started rounding up suspects looking for the culprit he decided maybe a vacation was in order. Vestalium seemed like a good choice to lay low for a few weeks while posing as an Artisan. When the heat dies down he intends to return to Rome, fence the stolen jewelry and use the money to start a legitimate business venture (and this time he means it...really....).

Rumor known about Vetalanium and/or the new play: Livius Carbo has not been doing plays publicly for five years, since his wife died. You heard he had a nervous collapse and went into hiding. He is only now returning to public life.

INVESTIGATOR SHEET : ADVENTURE REGIS

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Servia Hirtia Masia
 Profession Patrician Sex Female
 Birthplace Rome Social Class Senatorial
 Age 26 Insanities _____

CHARACTERISTICS & ROLLS

STR 12 DEX 12 INT 14 Idea 65
 CON 17 APP 14 POW 13 Luck 65
 SIZ 13 SAN 65 EDU 15 Know 75
 99-Cthulhu Mythos: 0 Damage Bonus: 1d4

SANITY POINTS: 65

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 13

Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS: 15

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|---|---|
| <input type="checkbox"/> Accountancy (40%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Animal Training (10%) _____ | <input checked="" type="checkbox"/> Other Kingdoms _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> Germania (65%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Other Languages _____ |
| <input type="checkbox"/> Bargain (30%) _____ | <input type="checkbox"/> Germanian (31%) _____ |
| <input type="checkbox"/> Civics (75%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Latin (75%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Persuade (35%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Ride (25%) _____ |
| <input type="checkbox"/> Drive (20%) _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> Empire (65%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> First Aid (70%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> Insight (05%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Tactics (01%) _____ |
| <input type="checkbox"/> Library Use (10%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> Medicine (25%) _____ | <input checked="" type="checkbox"/> Write Language (40%) _____ |
| <input type="checkbox"/> Natural World (10%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (45%)	50	1d6+db	1	touch	1	n/a
Sm. Knife	60	1d4+db	1	touch	1	10

Missle	%	Damage	Shots	Range	#Att.	Hp
bow	25	1d8	24	25 y.	1	10

Armor _____

PERSONAL INFORMATION

Equipment: Tunic with broad stripes, soft boots, belt, pouch, cloak, mask, vial of oil, grappling hook, 50' of rope.
Sesterces: 3000 on hand.
Weapons: 2 small knives & sheaths, bow, quiver, 24 arrows.

Background: Daughter of a retired general who is currently a Roman senator, she holds high status in society. Growing up on the Empire's Germanian boarder her father made certain she could protect herself. Her husband, a physician, died eleven months ago leaving her and her two children alone. Philo her ten-year-old son and Falta her three-year-old daughter are all you have left of him. They say life must go continue, but she is having a hard time moving on. Friends said some time in Vestalanium with the children; away from the pressures of Rome could do her a world of good.

Rumor known about Vestalanium and/or the new play: The nephew of Cesar Tiberius, a man named Octavius, is the local Prefect. While outwardly appearing foppish he is actually quite shrewd and ruthless at times. He controls Vestalanium with a firm yet seldom seen hand.



WORSHIP OF HASTUR DURING THE TIME OF THE ROMAN EMPIRE



During the time of the Roman Empire Hastur was not widely worshipped, but those who served the God of Entropy felt his touch very deeply. His cultists came from a broad sampling of Roman society, from senators down to slaves. Many of Hastur's cultists were artists, poets and those lost souls who longed for a return the days of the Republic. In fact, it was this longing which caused Hastur to take an interest in the Empire during this time. Those minds most disturbed by the political turmoil caused by the rise of the Empire and the death of the Republic beckoned to the Great Old One. After all one of the central themes of the play "The King In Yellow" is politics and succession. But in this time, as in all others, Hastur drew a great number of his followers from the ranks of the insane.

Locations – The resort towns of Pompeii and Herculaneum were the centers for the worship of Hastur during this era. These places teemed with wealth, the arts, political discussion and those attempting to recover lost sanity. Unstable minds longing for focus were like ripe fruit to the servants of Hastur. In each cities worship of Hastur was broken into separate cells. While often working with and aiding one another, the two tried to limit their contact with one each other. This is in case authorities manage to wiped out one cell the other would survive. If the cult in one city is totally eliminated within a decade worship of Hastur restarts there. Cultists return the worship of Hastur to the "Cleaned Out" city simply by splintering the surviving cult cell and moving some of their members in to fill the void. In Pompeii the cultist called themselves "Subjects of the Last King" and in Herculaneum they are known as "Servants of the Yellow Sign".

Aims & Methods – In this time, as all times, the main goals of the cults of Hastur were spreading madness, summoning the Great Old One and creating a second Carcosa on earth. During the Roman Empire the Cult of Hastur was often blended with efforts to return to the days of the Republic. Hastur was seen by some of his worshippers as a savior to free them from the tyranny of the Emperor. Of course with this

freedom would come madness and death, but to them it was a price worth paying. The concept that it was better to scream mindlessly before the Yellow King than kneel before Caesar is perhaps one only worshippers of the Lord of Entropy can understand.

To achieve these goals the cults used the arts coupled with political and economic power. Worship often started with poets, playwrights and other dreamers, people whose minds were open to influence. These initial cultists would always be on the lookout for an opening into a more powerful segment of society. Often they would find someone of wealth suffering from a lapse of mental health. In the resort centers of the Empire, the rich and powerful relaxed and meditated, attempting to soothe their troubled minds. Many of these people recovered and returned to their productive lives, others would be discovered by the cultists of Hastur.

When the cult manages to locate to one of these influential yet mentally unstable people, a plan is set in motion. Subtle influences are played upon them, anything from drugs and wine to sex and depravity with the goal being to prevent any sort of mental recovery. The cultists strive to widen the cracks in the target's mind into fissures. The next step is to send in a poet or artists to entertain the target. This step included introducing the target to the Yellow Sign. When the target's mind is well prepared (meaning further damaged) these "new friends from the resort town" begin to whisper about the God they served. They tell the target, "Our god watches you, he has sent us to find you, and he has chosen you to join something vast and beautiful and horrible." If the prospective worshiper resists at this point, they are quietly murdered with the crime being made to look like a suicide. These crimes are seldom detected, as the targets were often known to be mentally unstable to begin with. To know of Hastur is to serve Hastur, those who learn too much and do not serve the will of the Great Old One are not allowed to survive. Poison is a common method for eliminating those the cult deems dangerous to its aims.

If the subject agrees they are indoctrinated into the cult. In this way the cults build themselves up. Going from madmen and dreamers to the wealthy and politically connected. In Herculaneum and Pompeii the cult of Hastur reaches far into the upper levels of society. These members, with high status and much power, protect the cult cell they serve and spread the worship of their beloved Last King to others.

Organization – During Roman times the cults of Hastur grew from the bottom level to the top level. The lowest, most expendable members of the cult cell are usually the ones that have worshipped Hastur the longest. The members of these cells are always looking to push upwards, corrupting and absorbing into its ranks richer and more powerful members. In Herculaneum the cult's founder in a nearly homeless beggar and madman, the newest member, and current leader, is a wealthy and powerful prefect.

The cult cells within a city seldom number more than 200 members. There is usually an inner circle of about six members who meet in secret. Calling themselves "Hastur's Court" they form the leadership counsel of each cell. These courts direct recruiting, set goals and dictate policy within the cult. Power struggles within the cult are unheard of as frequent Contact Deity / Hastur spells inform the worshippers just whom the Great Old One considers to be in charge of the group.

When a cult cell gets too numerous for a given city a third of its members (usually about sixty) are selected to undertake an important mission. These members, who represent a cross section of the entire cult, are sent to a new city where Hastur's worship is absent. There the process starts all over again, with these members starting a new separate cell, spreading the grasp of Hastur into more unstable minds.

A SAMPLE CULT CELL "SERVANTS OF THE YELLOW SIGN", HASTUR CULT OF HERCULANEUM.

"The Servants" currently number about one hundred and ten members. About sixty of these members occupy some of the lowest levels of society there. Slaves, the poor and the insane, these members are the eyes and ears of the cult

in Herculaneum. They are also the ones often wielding a knife in the dark or slipping poison into the beverage of someone getting "too close" to the cult. The other members of the cult occupy mostly the middle and upper classes of Herculaneum, including members of the guard, prominent artists and poets, merchants and business owners.

The central meeting location for the cult is in the second largest bathhouse in Herculaneum. Called "Tanii's Bath's" it is owned by one of "The Servants" inner court, and is a center of gossip for the town. Everyone on the staff at "Tanii's" is a member of the cult. "The Servants" are careful not to commit crimes in the bathhouse, wishing to draw no attention to their presence here. There are tunnels under the bathhouse that lead to secret meeting halls for the cult's leadership, as well as escape and travel tunnels that lead to three other Cult controlled business in the area.

Valerius Nerva, Prefect, Leader of "The Servants of the Yellow Sign".

STR 15 CON 14 SIZ 14
INT 12 POW 11 DEX 10
APP 16 EDU 16 SAN 0
HP 14 DB +1d4

Weapons: Large Knife (55%, 1d6+db), Gladius (65%, 1d6+1+db).

Armor: None.

Skills: Persuade (70%), Bargain (50%), Status (70%), Spot Hidden (30%), Civics (80%), Empire (75%), Insight (60%), Fast Talk (50%)
Cthulhu Mythos (15%).

Spells: Summon/Bind Byakee, Contact Deity / Hastur, Call / Dismiss Hastur, Dominate.

Notes: Valerius Nerva was introduced into the worship of Hastur three short years ago and now he is leader of "The Servants of the Yellow Sign". At thirty years old he is still handsome and energetic. Five years ago he suffered a nervous collapse when his long time lover married another. He came to Herculaneum to drown himself in wine and self pity. Being from a powerful family and possessing great wealth Valerius was too good a prospect for "The Servants" to pass up. Since joining the cult he has dedicated himself to Hastur's cause. "The Servants of the Yellow Sign" thrive in the shadows of Herculaneum, going almost totally unnoticed. Valerius's ultimate dream is to have

Hastur worshiped upon The Palatine Hill in Rome, where the Emperor and his family dwell.

Taniis Tolori, Bathhouse owner, Member of “The Servant’s of the Yellow Signs” Court.

STR 11 CON 14 SIZ 12
 INT 14 POW 13 DEX 12
 APP 10 EDU 14 SAN 0
 HP 13 DB +1d4

Weapons: Small Knife (55%, 1d4+db), Club (65%, 1d6+db).

Armor: Soft Leather (2 Points).

Skills: Fast Talk (70%), First Aid (50%), Persuade (55%), Spot Hidden (40%), Status (50%), Insight (65%), Cthulhu Mythos (20%), Sneak (50%), Hide (60%), Listen (70%), Empire (50%).

Spells: Summon/Bind Byakee, Contact Deity / Hastur, Song of Hastur, Dominate.

Notes: Taniis Tolori is a successful merchant, owner of Tanii’s Bathhouse and former leader of “The Servants”. He is glad that Valerius is now in charge of the group, allowing him to focus more on running the cult’s information network. Taniis has worked hard in spreading the worship of He Who Should Not Be Named. On the surface he is a friendly, eager to please manager and owner of a successful bathhouse. In truth, he is a sinister ruthless man who uses the information gathered in the bathhouse to further the aims of the cult.

Dhevo, Cult Founder and nearly homeless madman.

STR 10 CON 7 SIZ 13
 INT 16 POW 17 DEX 8
 APP 8 EDU 16 SAN 0
 HP 10 DB 0

Weapons: Rock (40%, 1d4).

Armor: None

Skills: Insight (50%), Hide (80%), Sneak (70%), Listen (50%), Cthulhu Mythos (45%), Potions (90%), Wander aimlessly (75%), Arrive in the right place at the right time (70%).

Spells: Many (as chosen by Keeper) but can remember one only 10% of the time.

Notes: The strange madman who wanders aimlessly about Herculaneum is actually the founder of “The Servants of the Yellow Sign”. No one knows how old he is or when he first arrived in the city. Dhevo’s been living on the streets of Herculaneum, sleeping in alleys and

begging for food for as long as anyone can remember. Despite the cult’s best efforts to keep the aged servant of Hastur in their care he persists in wandering off. Dhevo always seems to arrive back at the bathhouse whenever his services are needed. While his mind often seems completely unfocused he is a brilliant and flawless brewer of poisons. More than once “The Servants” have scoured the city trying to find him, desperate for his considerable skills. Dhevo appears stooped, filthy and ancient, dressing in tattered rags and bare feet. He’s often the cult’s greatest asset and biggest headache, all at the same time.

SINISTER SEEDS

- 1) **The Mask:** One of the greatest actors in the Empire, a free citizen of considerable wealth, has gone missing. His servants reported to his family that the actor had recently received an anonymous gift, a strange stage mask. They describe it as not being one of the standard types but being devoid of any emotion and pale in color. The mask was sent to the actor by worshipers of Hastur and is a powerful artifact from Carcosa. Unless the actor is found and the mask removed from his possession he and everyone around him will soon suffer a horrible end. Every time he wears the mask more and more of his personality is destroyed, being replaced with the consciousness of the mask’s true owner, The King In Yellow. The mask is a powerful item of evil and possesses great powers. The only way the mask can be destroyed is by burning it in the eternal fires at the temple of Vestra.
- 2) **The Players:** A troop of performers is traveling the Empire, performing traditional comedies and tragedies for coins. To select audiences they offer dark poems and songs, hauntingly beautiful creations disturbing to the mind. These pieces spread madness to the audience, causing some to slip into insanity days later. Worse still with every “Dark Performance” a single member of the audience becomes compelled to join the troop. During these “Dark Performances” the players don strange tattered togas and tunics and wear pale masks.

RIPPLES FROM CARCOSA: PART TWO

Herald of the Yellow King

A Cthulhu Dark Ages Adventure

INTRODUCTION AND PLAYERS INFORMATION

December settled over the kingdom of Shereborne, as it had all of Wessex, blanketing the land in a layer of snow. Harvest was over weeks ago, provisions stored and the yuletide was only a fortnight away. Now should have been a time of rest in the castle of Lord Boniface, and perhaps it was for some. Some surely were enjoying a restful morning, unfortunately not any of you.

Just as the sun was starting to break through the clouds on this winter's morning you had all been summoned before the Norman Lord of Shereborne. Ruling over these lands for almost a decade now, Lord Boniface still clung to most of his native French ways. The court spoke French, the fashions were French, and even the food served most times was French. Some ten years after first coming to Wessex, in southern England, Lord Boniface needed to be mindful of his relations with the native Saxon peasantry. Peasants were necessary to work his lands, pay his taxes and provide the Norman lord with the bulk of their harvest. While they could be forced to do these things, putting down revolts was costly business. It was better for everyone if things between the Norman lords and their Saxon peasants went smoothly. Which was, in fact, the reason the six of you were before Lord Boniface right now.

"Good morning, my friends", the middle aged lord greeted. "It seems there has been another problem with the locals. One of my villages, Derek's Holding I think, has sent a delegation voicing a complaint from its oldest member. It seems that the Saxon lords who ruled these lands before me had promised this man that a certain tree was not to be cut down until after that man had died. That particular tree was har-

vested this summer when we were enlarging the feast hall. This delegation is reminding me that I swore to uphold this proclamation when I took possession of these lands. I have no memory of such a thing, but it seems they have my signature on a document stating just this."

He sips his goblet for a moment, obviously annoyed. "The old man is very respected in the village. In fact, he is the oldest man in all of Wessex. He has seen more than a hundred winters, if you believe his claims. Some sort of pagan mystic or poet, claiming the tree, an oak I think, was sacred." Lord Boniface rolls his eyes. "It's drivel I know, but he's demanding an apology and it seems he has the whole of the village behind him. So, in the spirit of Yule and in the name of good relations I am going to send him my apologies." He nods to his steward, who steps forward and hands you a scroll sealed in wax and stamped with the emblem of Lord Boniface.

"I command you journey to Derek's holding and visit with this man. Cael Greybeard, he is called I believe. I am told he can no longer walk, sees poorly and hears but a little. Give him this official apology for cutting down his precious tree before his death. Inform him that come spring a new oak will be planted in its place. Easy enough, as his health is failing and I am told it is doubtful he will survive the winter." He rises with a sigh, and says; "Now I am off for a fitting. My lady wife wishes me to have new clothes for the holiday celebration. Have a safe journey and a speedy return. Remember, you speak in my name, see that all goes smoothly."

Keepers Information: Cael Greybeard is, or was, a Bard. He is a keeper of the old ways, part of the Druid faith. Cael is an ancient Magi, and traces his bloodline back before the coming of the Saxons, to the time of the Celts. In his

youth he was a powerful defender of Wessex, fighting against the forces of the Cthulhu Mythos. Many times he and those like him faced nameless horrors in the name of all that was noble and just. Many years passed until he became the last of his order. The old ways were gone, the traditions of the Bardic college slipping away. With his death, he knew, would die a way of life. Such was the way of nature, things die, new things come to take their place and he could accept that.

To honor his many years of sacrifice and struggle against the forces of darkness a grateful Saxon king made him a promise. The Sacred Oak, where the Bardic order had passed on their knowledge from masters to initiates for countless generations would be protected. So long as Cael lived, this tree, a living symbol of the old ways would live as well.

The years passed, Saxon Kings were replaced by Norman Kings and Cael could feel that his time upon this earth was nearing its end. On a summer day he made the effort to return to the Oak one last time. There he found the tree gone, nothing more than a stump. He collapsed, heartbroken, and had to be carried back to his home. He demanded an apology from those responsible but months passed and no word came. Summer became autumn and autumn became winter and still no word came. A cold

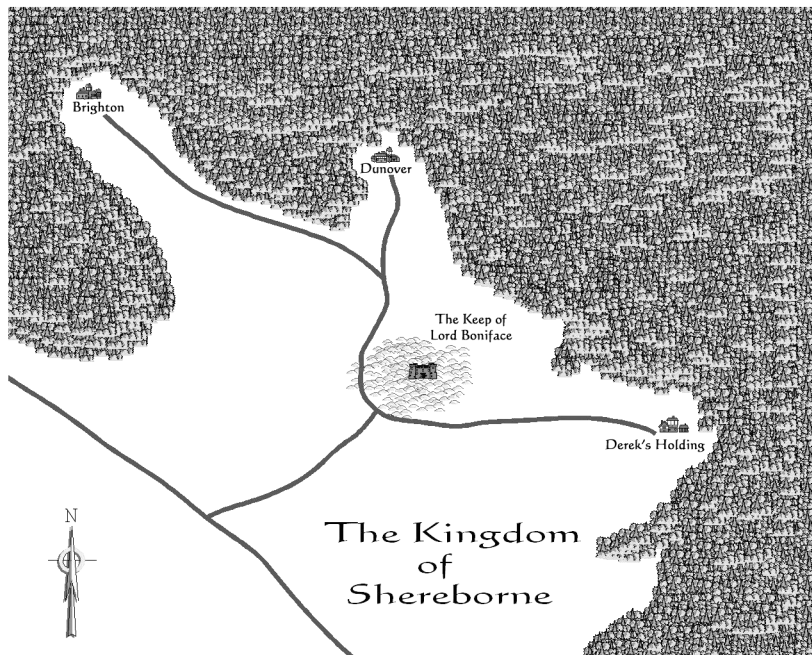
dark fire began to burn within the aged bard. Could they not wait until I was dead? Why that tree? He had been promised it would stand while he lived. After all he had done, all he had faced, they could not even allow him to say goodbye to the sacred oak where he had become a bard, and learned countless songs, poems and stories?

Then Cael remembered a certain story, a dark story, and one his masters told him never to utter aloud. This story was about a haughty royal family, a ghostly city across a lake, a messenger called the Phantom of Truth and the arrival of The King In Yellow. In this story all becomes madness and the city, called Ythill becomes one with the dead city called Carcosa. Cael knew this King In Yellow was a dark god of madness, and he even knew his name – Hastur.

In his despair Cael Greybeard, once Wessex's greatest defender, became its darkest enemy. He called to his nurse and told her the tale of "The King In Yellow". His old Bardic skills were weak, but his words still held magic. The tale drove her mad, and with that madness, gave him strength. Cael, now strong enough to get out of bed, gathered the whole village together to hear the story that should not be told, a story about He Who Should Not Be Named. The entire village was driven insane, and again the years and infirmities of the aged bard melted away.

Cael Greybeard was once again a traveling bard.

The reversing of age to Cael Greybeard is a side effect of a great ritual he is currently conducting. By the time the investigators leave the castle of Lord Boniface, Cael has told the story to two other villages. Now the three villages closest to the castle are haunted places filled with the dead, the dying and the insane. With every mind destroyed, Cael Greybeard became a little younger and a little stronger. His Bardic training was one of balance and nature, so for every mind he destroyed the life energy needed to go somewhere. No



longer a defender of the people and knowing he would have a long road ahead; he chose to use the energy for his own rejuvenation. Now, he appears as a handsome youth of sixteen, with all the skills and abilities of a master bard. Cael wears a multicolored cloak; the symbol of a master bard, and a new tunic cut in the old style and embroidered with the Yellow Sign.

Spending his days hiding in secret shelters within the dark forest that borders the kingdom, Cael waits for the Yule celebration of the Norman Lord Boniface. Upon that day, he will travel to the castle and offer his services as an entertainer to the Norman lord and his guests. There he intends to tell the tale, one last time. Once this is completed, he knows that Shereborne's fate will become Yhtill's. Enough minds will be shattered and the way will be open for The King In Yellow to arrive and take possession of the kingdom. The castle, along with the entire kingdom, will be absorbed and made a part of Carcosa.

At the start of this adventure the investigators have ten short days before Cael arrives at Lord Boniface's Yule celebration.

PART ONE: DEREK'S HOLDING

While there is a room where old books and records are kept at the castle, Lord Boniface expects the characters to leave at once. If any attempts are made at conducting research a guard arrives in about ten minutes informing them that Boniface wants to know why they are still in the castle. The guard suggests that they leave at once, or else explain to Lord Boniface personally why they linger in the castle. Possible topics of research include The Sacred Oak, Cael Greybeard or the Saxon proclamation protecting the Oak. These may be looked into upon returning to the castle.

The trip to Derek's Holding takes about two hours of travel. There is about two inches of snow on the ground. The weather is clear, but cold. Clouds threaten additional snow at any time. Lord Boniface only issues the investigators two horses, one for Lady Charlotte and Konrad, the others will have to walk. The trip is cold and uncomfortable, even for those on horseback.

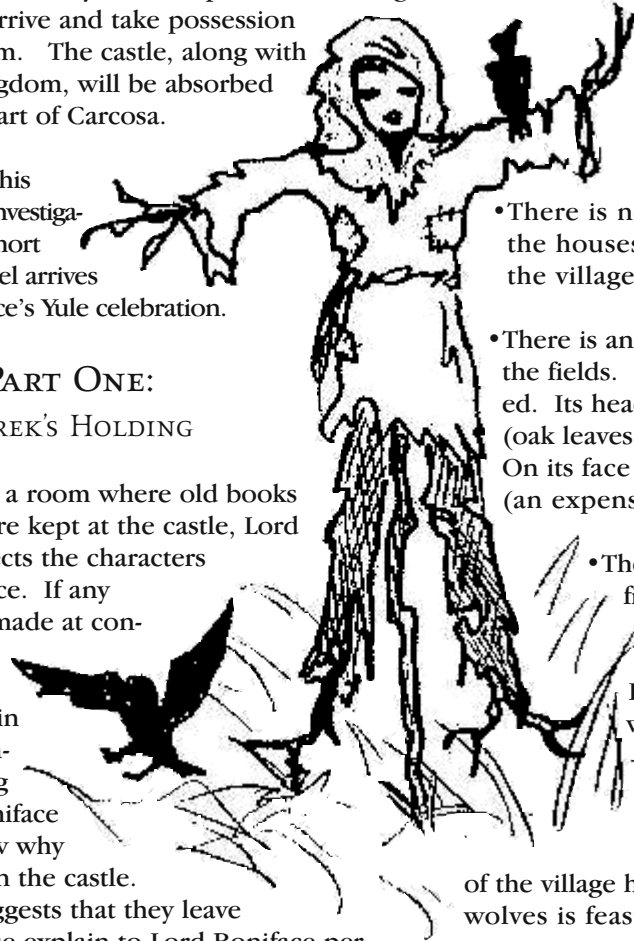
The village itself is a collection of about twenty modest dwellings. The homes have thatch roofs, wood walls and dirt floors. Some have stone hearths, others central fire pits. There are empty snow covered fields and a well in the center of the village.

Once nearing the village keepers should have the investigators make Spot Hidden rolls, success will notice the following:

- There are wolves prowling around the outskirts of the village. They skulk away as the investigators approach.
- There is no smoke coming from any of the houses. It seems not a single fire in the village is lit.
- There is an odd scarecrow set up in one of the fields. It is the only scarecrow still erected. Its head is a sack stuffed with leaves (oak leaves, allow a spot hidden to notice). On its face is a leather mask, dyed yellow (an expensive item in the dark ages).
- There is no livestock in any of the fields and many pens and gates are still opened.

Investigators entering the village will see that all the doors and windows in the village are shut tight save for one. The first house the investigators approach on the outer edge

of the village has been broken into. A trio of wolves is feasting on the bodies of the former occupants. If threatened they will growl and hold their ground, attacking if they are pressed, fleeing if one or more of their number are slain.



Outside the Home:

As you approach the outermost home you see its door open and something moving within. Suddenly a wolf moves to block the door. It growls menacingly, as it bares its fangs and crouches low. Behind it, two more of the beasts glare out towards you. The fur upon their snouts and jaws is stained red with blood.

Within the Home:

Inside the house is a scene of horror. The bodies of six or more villagers lie torn and savaged upon the floor. Chairs and tables are overturned, snow has blown into the house and wolf prints are everywhere. All of the bodies have been fed upon, some to the bone in places. The entire room carries the stench of a wolf den.

Investigators witnessing this must roll a Sanity Check for 1/1d2 points.

3 Wolves

STR 10 CON 12 SIZ 8

INT 6 POW 11 DEX 14

HP 10, 10, 10 DB none

Weapons: Bite 30% 1d8.

Armor: 1 point of fur.

Inside investigators find the savaged remains of seven people, two of them children. The wolves have been feeding upon the remains for some time. There are scratches and gnaw marks all over the door, as if the wolves had been working to get into this home for some time. Similar marks can be found on about half of the doors in the village, but this is the only door that is open.

Over and over, the investigators find the same scene while investigating the houses. The doors are locked and there is no answer from within. Breaking into any home requires a beating a resistance roll of STR vs 15. Two investigators may combine their Strength in attempting to force a single door. Within the houses investigators find groups of people huddled together, all dead. Roll 1d8+6 for each dwelling to determine how many bodies are found. While the cold has frozen all of them solid, it is not what they appear to have died from. Every corpse has a swollen tongue, sunken eyes and cracked broken skin inside their mouths. Everyone in the village has died of thirst! Investigators viewing any of these scenes must roll a Sanity Check

for 1/1d3 points.

Within this house you find what looks like all the members of the family huddled together. Covered in frost, unmoving, stiff from the cold in the positions they died in. The hearth is cold, yet firewood is piled beside it. The cold does not appear to have been the cause of their deaths. Each corpse has cracked lips, sunken eyes and a thickly swollen tongue. Somehow, they all seem to have died of thirst.

With a spot hidden in any house in the village an investigator will find some common items missing from the home. These items will be cups, pots, water skins, buckets and anything else that could possibly be used to hold any type of fluid. All such objects have been systematically removed from every dwelling.

The Well: In the center of town the investigators notice that the well has been destroyed. Earth and straw have been dumped into it, the stonework has been demolished and the entire thing boarded over. A wheel barrel, used to cart stones, is discarded here.

The Mound: About a hundred yard away from the village is a four-foot tall mound covered with straw, snow and earth. Investigators digging into this mound will find that it is a large pile of every cup, pot, mug, jug, etc, from the village. Some shovels lie nearby. A pit was dug, these items cast into it and then the pile hastily covered up.

Cael's Home: One home is slightly different than the rest found in the village. This home has the addition of a small side room, little more than a well-padded bed with several blankets. There is a chest here, and within it are a tarnished silver goblet, an ancient gold torc and some moth-eaten cloaks and tunics, which were all once colorfully dyed. The bed is empty and no sign of its occupant are found in the house or village. On the wall beside the bed is painted the abhorrent Yellow Sign. Investigators viewing the sign must make a Sanity Check for 0/1d6 points.

NOTE: If being run as part of the "Ripples From Carcosa" trilogy investigators seeing this sign suddenly feel they have seen this symbol before. They may now access the Hastur Lore points they might have amassed

in “Adventus Regis”. They will have the knowledge on an instinctual level. They will know things to be true, but have no idea why they know what they know.

What really happened here: When told the tale of “The King In Yellow” everyone in the village was driven insane in the exact same way. The villagers developed a severe case of “hygrophobia”, a fear of liquids. They demolished the town well, dumped any liquids they had stored and buried every implement that could hold fluid. The villagers then barricaded themselves in their homes; afraid the snow might melt when they touched it. Within a few days, everyone in town was dead. Cael, much rejuvenated, left the village for the nearby forest. Snow has since covered all tracks.

Returning to the Castle: It takes the investigators several hours to completely search the village. They may choose to remain in the village until morning, depending on how many hours of daylight remain. It is a two-hour trip back to the castle after all. If they remain in the village the wolves will be heard moving about whatever house they use. Howls will be heard, as the starved animals break into another home to feast upon the dead. Investigators spending the night here need to make a Sanity Check for 0/1d2.

Investigators might choose to return at once, risking the coming of night. They will arrive back at the castle long after dark. The investigators will be half frozen and exhausted. Whenever the investigators arrive back at the castle, Lord Boniface will demand a report of what has happened. The Norman lord will listen to the investigator’s story, ask a few questions, and then dismiss the investigators to meet with his advisors.

PART TWO

THE VILLAGE OF DUNOVER

Lord Boniface will not summon the investigators for an entire day. He will have warned them to be ready to investigate this matter further, once he has conferred with his counselors. This provides the investigators time to conduct research in the Old Saxon library.

Saxon Library: This seldom-used room contains

what books and records remain from the Saxon nobility. Investigators can research the following topics among the books and scrolls kept here. A successful Library Use roll is required to find the following leads. All records are in English

The Library: Traveling down a spiral staircase, into the basement of the castle the chill of winter quickly becomes apparent. Frost grips the cold stone of the walls here and more than one rat scampers away from the illumination you carry. Soon you enter a small cluttered room without a door off the main corridor opposite where the castle’s spirits are stored. In this room are several tables and bookcases filled to bursting with scrolls and journals. These are the records of the Old Saxon lords, documenting more than two centuries of their rule over Wessex. Once these documents were kept upstairs in the castle, but with the coming of Lord Boniface and Norman rule they were shuttled down here and haphazardly crammed into every available space. The room is obviously too small for all these records, with some piles sitting on the damp stone of the floor. Much of what is here is already damaged by mold.

Investigators can research the following topics among the books and scrolls kept here. There is no organization to the records, nor are there chairs, table, light or the space to do research here. Many of the records are damaged and the temperature of the room is below freezing. This makes researching these records both difficult and miserable. All records are in English and successful Library Use roll is required to find each of the following leads:

“And the bard of old, Cael of the Grey Beard, did come to the feast and a place of honor was set at the King Thibult’s high table. At the King’s behest did Cael tell tales of old, tales of heroes and gods and the fair folk who dwelt in the lands beyond the veil. Some called for tales of Cael himself, for it was said that in the time when our grandfathers were young Cael of the Grey Beard was a powerful defender of our people, and that he and those like him battled demons and creatures from beyond our world. But the bard would not speak of himself, saying that such stories should never be told and that the less our people knew of those Old Ones the safer our kingdom would be.”

—Found in an account of the wedding feast of Halimund, son of Thibult. (dated 60 years ago)

"And other treasures our kingdom held as well. Chief among them was the Great Silver Oak. Since the time of The Sons of Mil the druid caste of bards had held their college beneath its sacred bowers. All of history and myth, poetry and song...all that dwelt within the spirits and minds of men had been spoken before that tree, from generation to generation of bards. Darker things too were whispered there, secret rites and magiks, songs and riddles to combat the dark gods that slept in sunken places and pushed against the doorways of our world."

—Found in "A History of Wessex". (dated 42 years ago)

HANDOUT ONE - CAEL GREYBEARD

HANDOUT TWO - THE SACRED OAK

"AND SO, UPON THE WEDDING FEAST OF ELSPETH, DAUGHTER OF HALIMUND THE JUST, WAS CAEL GREYBEARD CALLED FORTH. THERE, BEFORE ALL THE GATHERED SAXON LORDS DID HALIMUND SWEAR AN OATH TO THE AGED MAGI. IN GRATITUDE FOR A LIFE OF SACRIFICE AND VALOR, IN FOREVER PROTECTING THESE LANDS AGAINST THE DARK FORCES THAT STALK THE STEPS OF MANKIND I PLEDGE THAT SO LONG AS YOU LIVE, THE SACRED SILVER OAK SHALL LIVE WITH YOU. AND CAEL WAS PLEASED, AND GAVE THANKS TO THE KING. BROTHER SIMON, THE CHRISTIAN PRIEST, DID CAUTION THE KING ON HONORING SUCH PAGAN PRACTICES, WARNING HIM THAT SUCH BELIEFS WERE THE WORK OF THE DEVIL. WORDS WERE PASS IN PRIVATE BETWEEN THE PRIEST AND THE KING, AND WHEN DONE THE PRIEST WAS SILENT IN HIS PROTESTS."

FOUND IN AN ACCOUNT OF THE WEDDING FEAST OF ELSPETH, DAUGHTER OF HALIMUND THE JUST. (DATED 40 YEARS AGO)

HANDOUT THREE - SAXON PROCLAMATION

The Laundresses: Investigators might also talk to those living and working in the castle. The only people who know anything are a pair of old peasant women, the castle's laundresses.

Meg & Bonnie will speak of Cael in glowing terms. They will say:

"He's a Bard, a true one and one of the last I'm afraid. When we were little girls we heard him tell stories and there was magic in his words. My grandmother said that he was very handsome when she was a little girl. The elders use to say that he helped save Wessex more than once from demons, devils and older pagan gods."

Once the investigators have had a chance to rest and conduct a bit of research have Lord Boniface summon them. He will be in the feast hall, overseeing preparations for the Yule celebration. He will be speaking with his herald, who is hanging banners in the hall.

You see the castle herald directing the hanging of certain banners around the hall. Each banner is adorned with a different set of colors, depictions and patterns and each one represented a different noble person. The noble families invited to the Yule celebration would know where they were meant to sit within the hall by gathering at the tables closest to the banner of their Lord. "No," calls out Lord Boniface, "Move lord Andreas further up towards high table, his family always brings that wonderful jester to entertain."

Just then your lord notices you waiting. He nods a greeting to you and moves to a side table to speak with you. "I am rather disturbed by your news and even more so I do not know its cause. I command you all to travel to Dunover and Brighton, the next two villages closest to the castle. Learn what they might know of this madness or plague. This time take some supplies and warm clothing. The quartermaster will send you with two bottles of wine to present to the heads of these villages. Yule gifts might loosen their tongues.

Of what has happened in Derek's Holding, speak of this as little as possible or not at all. It will be a small matter to replace these peasants once spring comes, but a more difficult one if the lands get a reputation for being cursed.

Leave at once and travel with all haste. I've instructed the stable master to issue you two mounts, the sleigh and a horse to pull it as well. Come directly to me upon your return and report to no one but me. I would like you all

back in time for the Yule celebration in five days. Some of my guests might inquire as to where you all are and I don't wish to explain your absence."

He nods to you with a serious look and then ~~returns to his Herald, and the preparations for~~ the Yule celebration.

Allow your investigators to make a modest list of supplies to take with them. Two riding horses, the castle sleigh and a draft horse mount are issued to the investigators. The sleigh is large enough for four passengers and a driver. By now it has snowed once again, making travel even more difficult in six inches of snow. It takes three hours to travel the Dunover, the second closest village.

The Village of Dunover- Investigators notice that all is not right in this village almost immediately. ~~Littering the road and fields approaching~~ the village are dozens of corpses.

As you approach the village it is clear that all is not well long before you arrive. A murder of ravens is seen circling overhead in the distance. As you draw closer you see strange shapes littering the fields and roadside nearer the village. The ravens gather around some of these, working hard to remove strips of flesh.

Soon you are close enough to make the shapes out clearly. They are the villagers, all lying dead and each as naked as the day they were born. All of the bodies are filthy, with mouths; hands and feet caked with dirt. A few of them have stomachs strangely distended, which couldn't be caused by decay. Each body is as stiff as nails, frozen in the chill December air.

What Happened Her- Cael arrived in this village several days ago. Welcomed as a traveling storyteller and using his considerable charms he managed to gather the villagers together for some stories. There he told them the story of "The King In Yellow", driving all in the village mad, save one.

The madness caused all within the village to believe they were animals. Some though they were sheep, goats and cows, others thought they were bears or wolves. They all stripped off their clothing and began to wander about like animals. While

not violent towards each other, such will not be the case with the investigators or Old Mother Esther, should they reach her. The strangely distended bellies of many of the corpses are caused by undigested grass and straw.

Old Mother Esther gathered for the story but was not driven mad by it. The reason for this is that she is nearly deaf. Her grandson would have told her the tale later, screaming into her ear. When she saw everyone stripping naked and running around like beasts, she wisely rushed home and locked herself in. She remains there still, afraid to venture out, as she knows some of the madmen are lurking nearby.

Cael then became younger still and with his efforts further destabilizing the kingdom. Reality in Shereborne is currently starting to shift, merging with that of Carcosa. See *Merging with Carcosa*.

Investigating the Village- The investigators travel around the village, finding frozen naked corpses of men, women and children everywhere. Many of the houses are in total disarray, with filth and waste covering the floor in places. All livestock has been set loose and half eaten piles of food litter the floors.

The Barn- Investigators will find the remains of a mass gathering in the largest farmhouse in town. Bales of hay were arranged like benches and a platform created from some planks. A frozen mug of ale sits half drunk on the planks of the crude stage. In this barn are also about sixty piles of discarded clothing. A Yellow Sign has been painted on a cloak and hung behind the stage like a banner.

Old Mother Esther- A successful spot hidden roll notices that in the entire village of maybe a dozen homes and farms, only one house has a line of smoke coming from it. Old Mother Ester is inside, unaware that the investigators are in the village. Her house appears shut and intact. Investigators calling out to the house will get no response, as she is nearly deaf.

Once investigators approach the home they are startled by animal cries. Five men and two women, all nude and half frozen with cold; rush at the investigators and attack. They attack with bites and claws, given strength by their madness. They cannot be

Encounter – The Beast-Men of Dunover

	#1	#2	#3	#4	#5	#6	#7
STR	14	15	14	16	16	15	14
CON	8	7	11	6	9	7	8
SIZ	14	12	10	12	14	14	10
INT	3	3	3	3	3	3	3
POW	10	11	12	10	11	12	10
DEX	10	11	10	11	12	13	11
HP	11	10	10	9	12	11	9

Damage Bonus: 1d4 • **Weapons:** Claws 50% 1d3+db, Bite 25% 1d3+ db.

Armor: none. • **Sanity loss:** 0/1d3

reasoned with and fight until slain or subdued. There is no hope for these unfortunate souls. As you approach the house you are startled by a cacophony of animal like screeches and howls. A group of naked, filthy villagers rush from around the corner of the building. They appear ~~crazed as they growl and snarl, charging towards you with lust and murder in their eyes.~~

The Witness– Inside the house is Old Mother Esther. Investigators will be able to hear her moving about inside and see the smoke rising from her chimney. Only the most persistent pounding and yelling will draw her attention. Her door can be forced open beating a resistance roll against a strength of 19. Whether she opens the door or her home is broken into she is grateful to see anyone who is wearing clothing and doesn't think they are a beast.

Communicating with her will be a bit difficult. Investigators will have to yell into her ear in order for her to hear anything. She will answer all their questions gladly, even offering to share the hot porridge she has

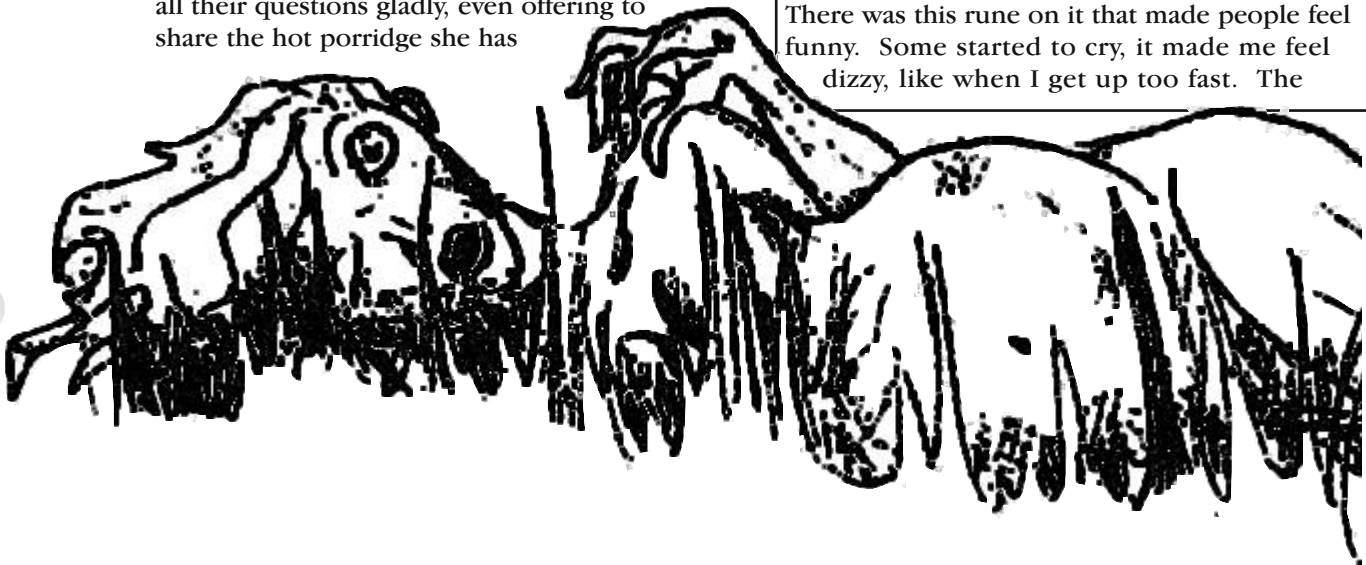
cooking. As she is the only person in the house, there is plenty of food for everyone.

Old Mother Esther's Story

The bard came a few days ago. He was a handsome man, dressed in the colorful cloak and tunic of the bards from back when I was just a little girl. My grandson told me he wanted to tell stories to us. Everyone was so thrilled, we gathered together in the big barn, making it up like a theatre. Everyone was there. He told maybe five or six stories, but I couldn't tell you what they were. My hearing isn't what it once was. My grandson said he would tell me the stories later, after we got home.

But it was wonderful, sitting there, with everyone, watching a real bard working his magic. I hadn't seen such a thing since I was little, when Cael Greybeard performed at my sisters wedding. Then the bard paused and hung that banner, everything went wrong after that.

There was this rune on it that made people feel funny. Some started to cry, it made me feel dizzy, like when I get up too fast. The



bard started telling another story, my grandson told me what it was called before the bard got too far into it. "The King in Yellow", I think. Anyway, everyone was staring at the bard, listening to the story. I wish I knew what it was about, because they hung on every word.

When it was over, people started jumping around, stripping off their clothing, and running around like animals! Some even started rutting in the dirt, right there in front of everyone. I started to pull my Grandson away but he tried to bite me. He was as mad as the others. I ran home, but not before I saw the bard walking away. I called out to him for help, but he didn't even turn to look at me, I think he was crying. I know he must have heard me.

Anyway, that storyteller is what's the cause of all this. It was that magical tale or that yellow rune, or both. I don't know why a Bard who followed the old ways would use his magic for such a thing. I was always taught that such men used their powers for good. I just don't understand.

If questioned she doesn't know what direction the Bard traveled after leaving the village. She will swear that the bard isn't Cael Greybeard, "This man couldn't have seen forty winters. Cael Greybeard was an old man when I was a girl. He seemed as skilled as Cael, I'll give him that, but without hearing him speak I couldn't say for sure."

Old Mother Esther is alone in the village and obviously cannot survive on her own much longer without help. If the investigators load her home with food gathered from the village and gather much firewood for her Old Mother Esther could live alone here for a couple of weeks. With so many bodies in the area, it is only a matter of time before wolves wander in. The village is no longer safe.

The nearest safe place for her to be taken would be the castle. Keepers should encourage this, having investigators roll an idea roll if need be. This will allow investigators the opportunity to return to the Old Saxon records to research the story "The King In Yellow".

While Leaving Dunover

As the mounts and sleigh begin traveling the

road away from Dunover, a strange thing catches your eye. A large building of black stone, maybe three stories high with an adjacent tower even taller, sits at the bottom of a cobblestone path off the main road. It is impossible to have missed such a thing on your way into the village. The structure is like none other any of you have ever seen.

Suddenly a gust of winter wind blows, filling the air with a cloud of icy snow. You are all blinded for a moment, little more than the blink of an eye.

~~When you look again, all that is there is an empty, snow covered field with the silent forest beyond.~~

Investigators must make a Sanity Roll for 0/1 point.

***Merging with Carcosa:** From this point on the Kingdom of Shereborne will begin to slowly merge with Carcosa. Strange black stone buildings appear and then disappear. Investigators will find hauntingly beautiful statues where none have existed before only to find them vanished later. All of these things happen out of the corner of the investigators eyes, never when they are directly looking at them. Investigators should not be allowed to enter any structure they see appear, keep these things out of reach and dreamlike. Have a couple of the investigators see something while the other investigators are elsewhere only to have whatever it was gone when the others arrive.*

Keepers should use this sparingly, sprinkling these manifestations throughout parts three and four of the adventure. Each manifestation costs the investigators a sanity roll of 0/1 points.

Investigators should never know if such things are truly real or not. The forces of reality are weakening and the powers of Entropy are taking hold in the kingdom. When they have taken a firm enough hold, The King in Yellow will arrive and Shereborne will become part of Carcosa.

Once the investigators return to the castle Lord Boniface again questions them. He will order them to rest the remainder of the day, but also that he wants them to visit to Brighton as soon as possible. If injured, Lord Boniface allows them to convalesce at the keep until they are fit to travel. He also puts the house guard on alert and now armed men begin patrolling the castle grounds.

Old Mother Esther is given charity within the castle, helping out with the kitchen staff for the busy Yule celebration. As it turns out she is actually a great aunt of a member of the kitchen staff. The aged peasant is eternally grateful to the investigators. Of course if the investigators press on to the third village none of this occurs.

PART THREE: BRIGHTON

After a rest and possibly some time to heal the investigators are ready to continue. They now know a bard is traveling the land telling a story that spreads madness. The investigators now have the name of the specific tale, "The King In Yellow." If attempting to research a story by that name in the Old Saxon Library, the investigators find the opposite passage—Handout Four—in a journal written by Brother Simon, the priest who spoke out against Cael at the wedding feast of Elspeth, in Handout Three.

The journal of Brother Simon is a long text, but this passage is the only one connected to the Mythos within. Nothing else can be found here. If the investigators try to find out what happened to Brother Simon they learn that he lived out his days spreading the word of God. He died twenty-five years ago and was buried in the crypt of his order, many days travel north of here. Nothing else can be learned in the library.

Within the Castle: Lord Boniface has ordered the investigators to the last of the three villages in the kingdom of Shereborne, Brighton. By now, portray Lord Boniface as being concerned about what his going on in his kingdom, but confident new peasants can be attracted, from Normandy if need be. Mostly he does not wish to alarm his wealthy and influential guests, who have already begun to arrive.

By now, rich families are arriving at the castle. The court herald announces them by their formal titles as they enter the front door of the castle. They are wearing their holiday best, as are all the servants. Most of the people living at the castle know nothing of what has happened in Derek's Holding and Dunover. Those who do know have been strongly warned not to speak of it.

HANDOUT FOUR

...and after the humiliation I suffered at the feast I sought out this Cael Greybeard. It was my wish to enlighten him to the ways of Christ and for him to cast aside his pagan beliefs before his death. Whatever I thought of the aged man's beliefs, I did not wish to see him suffer an eternity in the pit of hell simply because he had never been given the opportunity to embrace the Heavenly Father.

When I found the aged storyteller he was sitting under his beloved Oak Tree. I engaged him in long conversations that went on until the stars were high in the sky. During that time I spoke of The Holy Trinity, damnation and the love and forgiveness that was the Christian faith. Cael told me that there was nothing to my faith that he disagreed with, but that such a path was not for him. He claimed to be a servant of the old ways, a protector of mankind and the keeper of dark secrets. I challenged him to tell me of these dark things but he said it was better if I knew them not. I then told the aged man that I too meant to be a protector of the people of Wessex, and that I too had a duty, as a man of God, to oppose such dark things. After what must have seemed much pestering on my part, he agreed to share one such secret.

He drew a symbol in the dirt, that made my head spin as if falling. The trio of arms upon the character seemed to reach up for me, as the hands of Satan. The old man scribbled it out before it could claim me. He asked if I wanted to know what that rune signified, telling me there was a dark story behind it. God forgive me, I said yes.

The particulars of the tale I shall not write here. I shall never share what I have learned, nor will I ever forget it. The story was called "The King In Yellow", a tale of a royal family in an endless squabble over who would succeed to the throne of Ythill, their kingdom. A traveler comes to their lands, which claims to be a messenger for the last king. The noble family kills this messenger; all the while a phantom city begins moving closer to their own. In the end, "The King In Yellow", who could only be one of Satan's generals, arrives. Madness is his mantle and discordance the sounds of his footfalls. His realm of entropy, a city called Carcosa swallows up their kingdom. It was a beautiful tale, full of horror and sadness and despair. The aged bard then said that only our being seated at the foot of this sacred oak kept my sanity from being shattered by the dark tale.

I should have heeded the words of Cael Greybeard, there are things mankind should not know. He tried to explain more of it, how this King In Yellow was only one face of an ancient demon of madness, but I begged him to stop. I do not think I will ever speak with the old man again. I no longer fear for his soul, now I fear for us all. -Found in "The Journal of Brother Simon". Latin, Sanity loss 0/1d3, +2 Cthulhu Mythos percentiles. (dated 40 years ago)

Brighton: The trip to Brighton takes at least four hours with the mounts and sleigh. It is also the smallest of the three. Only nine families usually live in Brighton. During the trip to this last village it begins to snow and for the remainder of the adventure there is a 75% chance that it is snowing. By the time the investigators arrive at the village, conditions are getting quite bad, with the snowstorm increasing in intensity. Several phenomenon listed in Part Two under Merging with Carcosa should occur during the trip.

Narrative – See Brighton “Normal”

At long last you see the village of Brighton through the falling snow. Smoke rises from most of the chimneys and people are moving about chopping wood, running errands and tending to chores. While smaller than Derek’s Holding and Dunover, Brighton boasts larger and better-made buildings. You can smell fresh bread being baked, hear the ringing of a blacksmith’s hammer and see children playing in the snow. Your hearts are much lifted, for after the horrors you’ve experienced in last two villages it was good to come to a place of life and normalcy.

Unlike the previous villages all in Brighton *seems* normal. Smoke rises out of chimneys, peasants come out to greet and welcome the royal visitors. The mounts and sleigh are taken into the village’s largest barn and the animals are brushed and fed. Investigators are taken to the house of the village headman, given hot mulled cider and warm bread from the oven, and allowed to warm up and dry off beside a roaring fire.

Here they meet with the head of the village, a man named Bannen, who welcomes them and answers all of their questions. He will claim that a storyteller hasn’t visited them and that there is no madness in Brighton. Bannen will also claim there is nothing wrong in the village and that everything is fine. Of these claims only one is a lie, from his point of view. A storyteller DID visit the village. Bannen has a very high Insight (85%) so detecting this lie will be difficult. An Insight vs Insight roll on the resistance table needs to be rolled by an investigator to detect this untruth.

Bannen will also tell the investigators that a

strange man has been seen lurking around in the woods near some old hunter’s lodge not far from here. He adds that the man had a colorful cloak and was spotted by some people gathering firewood. Bannen offers to send someone to guide the investigators to this lodge in the morning. As night is fast approaching and snow is falling travel there before morning is not possible. This also, is a lie. If his true plan succeeds the investigators will never see another dawn.

What Happened Here: Cael, now appearing as a man of about thirty, came to this village a few days ago. About a third of the village gathered to hear him tell stories, as the weather was keeping many villagers inside. As before, he recited the tale of “The King In Yellow” and madness ensued. This time the madness took the form of cannibalism.

In Brighton the cannibals took up axes, knives and whatever else was handy and began systematically murdering every sane person in the village. None escaped. One entire dwelling in the village, kept locked, now serves as a larder. Within it are about thirty human corpses, butchered and hanging like slaughtered livestock. The cannibals of Brighton have been eating quite well these past few days.

After this telling of the forbidden story Cael was made even more youthful and Shereborne was further destabilized. The path for the King In Yellow is about to be opened, and the fusion of this kingdom with Carcosa is becoming stronger. Cael returned to the forest to rest and ready himself for the journey to his final audience, the royals gathered at Lord Boniface’s Yuletide celebration.

The Feast: As a blizzard is raging and it is not possible to return to the castle before dark Bannen insists the investigators stay the night. Two rooms are made ready for them, with three beds and a roaring fire in each. The headman then informs the investigators that they have recently slaughtered an ox in town, and that a feast is being prepared to celebrate both the Yule holiday and their royal visit.

In this large, warm hall much preparation has been made. Tables are set up around a huge open fire in the center of the room. From the adjacent kitchen come the delicious smells of

Encounter: The Cannibals of Brighton

	#1	#2	#3	#4	#5	#6
STR	12	15	8	14	12	14
CON	10	8	12	10	12	10
SIZ	12	11	6	10	14	13
INT	10	12	12	14	10	9
POW	12	11	13	12	12	8
DEX	14	11	14	13	9	12
HP	11	9	9	10	13	13
DB	—	+d4	—	+d4	+d4	+d4
Weapon	Axe	Cleaver	Club	Knife	Hook	Knife
%	25%	20%	35%	35%	30%	35%
Damage	1d6	1d4	1d6	1d4	1d3	1d6
Armor	— None —					

Continued

	#7	#8	#9	#10	#11	#12
STR	10	15	12	9	13	12
CON	11	7	14	12	10	9
SIZ	13	12	10	9	13	7
INT	12	10	11	12	10	10
POW	10	11	13	10	12	13
DEX	14	12	11	13	8	12
HP	12	10	12	9	13	8
DB	—	+d4	—	—	+d4	—
Weapon	Mallet	Club	Knife	Flail	Club	Axe
%	35%	25%	30%	35%	40%	35%
Damage	1d6	1d6+1	1d4	1d6	1d4	1d6
Armor	— None —					

stews and roasting meat. Two kegs are being tapped as you enter, one of ale the other of mead. You are shown to your places at high table, where several bottles of wine sit beside loaves of fresh baked bread, bowls of salt and platters of cheese and nuts. About thirty villagers are here, gathering to celebrate Yule. The headman of the village calls for silence as you enter. He holds up his mug and calls out, "A toast, to Lord Boniface and to his royal emissaries! We welcome you and wish you health!" A friendly cheer is raised from the gathered peasants, and the feast begins.

The feast is held in a large common area within the village, almost a tavern. A huge fire fills the center of the room, with tables set around it. Investigators are seated at high table. Much food is served with every course including meat! Ox stew with vegetables, then sausage with bread and lastly a large serving of roast beef is laid before the investigators. The meat, of course, is human flesh. A keg of ale is tapped along with one of mead and several bottles of

wine. Investigators glasses are kept full by the villagers, but not so much as to seem they are intentionally trying to get them drunk. If that does happen it's all the better for the villager's plans. About thirty villagers attend this gathering, feasts, drinking, and having a merry time. Not a thing seems amiss.

After the meal a few villagers take up instruments. Music fills the air and pretty plump village lasses attempt to draw the royal emissaries onto the dance floor. Group dances are done with much handholding, flirting eyes and smiles. This goes on until late in the evening, when all are well tired. The villagers retire to their homes and the investigators are escorted to the rooms prepared for them in the headman's home.

The Trap: About two hours after the investigators are escorted to their room, the cannibals of Brighton attack. A dozen villagers rush into the room where the investigators are sleeping. Allow the investigators to make a listen roll to detect the attackers approach. Two can enter

each round and if the doorway is defended the attackers can be prevented from swarming the party members. Armed with various improvised weapons, the villagers drool as they attack. If an investigator is wounded his attacker will pause on the following round to lick the blood from the axe, cleaver or knife.

At about the same time a trio of villagers attempts to kill the investigator's mounts and draft horse. They will also then take an axe to the runners of the sleigh. If the investigators

The Horse Slayers			
	#1	#2	#3
STR	14	13	10
CON	14	12	14
SIZ	13	12	10
INT	11	10	14
POW	10	12	11
DEX	12	13	14
HP	13	12	12
DB	+d4	+d4	—
Weapon	Axe	Cleaver	Knife
%	25%	35%	35%
Damage	1d6	1d4+1	1d4
Armor		— None —	

have split up their party and left anyone standing guard over their horses and sleigh the trio will first attempt to dispatch them.

If these attackers are defeated, the remaining villagers will hastily gather food and clothing and then flee into the nearby forest. Investigators searching the village find that there are beds; clothing and rooms for maybe double the people they have actually seen. They find one house locked with the windows boarded up and no smoke rising from the chimney. A Strength versus Strength resistance roll against a 20 is required to open the door, with two investigators able to combine their strength.

The Larder of Brighton: As the door swings open your eyes behold a sickening sight. It is clear that this home has undergone a drastic change recently. The room is freezing cold; ice and snow have been packed all around the floor with much of it now bloodstained. All the furniture has been removed. In one corner of this large room stands a worktable, behind which stands a rack of the mallets, hooks, knives, cleavers and saws.

In an opposite corner are several barrels smelling of brine.

The remainder of the room is a forest of hanging, butchered corpses. Hanging head down on hooks fastened to the rafters are about thirty naked human bodies. They have all been eviscerated, with the internal organs completely removed. The tops of the skulls have all been sawed open, showing an empty converse bowl where a brain once sat. Large portions of maybe a half dozen corpses have been removed. The entire building is an enormous butcher shop and larder, with mankind the only item offered.

Investigators looking into the barrels find human organs in the process of being pickled. Seeing this grizzly scene requires investigators to roll a Sanity Check for 1/1d4+1.

Investigators who partook of the feast and suddenly realize just what it was they were eating must roll an additional Sanity Check for 1d2/1d4+1.

Leaving Brighton: Investigators seeking now to return to the castle will find they have problems. The cannibals of Brighton have possibly slaughtered their mounts. If a guard had been posted and the mounts saved, investigators soon discover that the horses are all sick, dying just after dawn. The feed they have been given by the villagers was poisoned. No other horses or any sort of farm animal able to be ridden or hitched to a sleigh can be found in the village. From this point on, all of the investigators travel on foot.

Snow is also falling steadily now with a blizzard building in strength throughout the day. Keepers should plan to have the first night of Lord Boniface's Yule celebration that very night. Investigators are now faced with a days walk back to the castle during a blizzard and in deepening snow.

PART FOUR

RETURNING TO THE CASTLE

Investigators will have a long, cold walk back to the castle of Lord Boniface at this point. If leaving early in the day they should get there sometime after nightfall. The trip from Brighton back to the

castle should take about eight to ten hours. There will be three hazards during this time:

- 1) The Blizzard:** As the day wears on the snowfall will become heavier and heavier, slowing investigators. Visibility will drop and a navigation roll is required every two hours of travel. If the investigators fail this roll they become lost. Keepers may wish to call for CON rolls, or simply lower everyone's Con 1d3 points for traveling in such weather.
- 2) Wolves:** Seeing people traveling in such conditions and being near starvation levels, a pack of four wolves begins tailing the party. While not bold enough to outright attack the investigators, they will dog their steps and give them incentive to keep moving. If any

4 Wolves					
STR	10	CON	12	SIZ	8
INT	6	POW	11	DEX	14
HP	10, 10, 10, 10	DB	none		
Weapons: Bite 30% 1d8					
Armor: 1 points of fur					

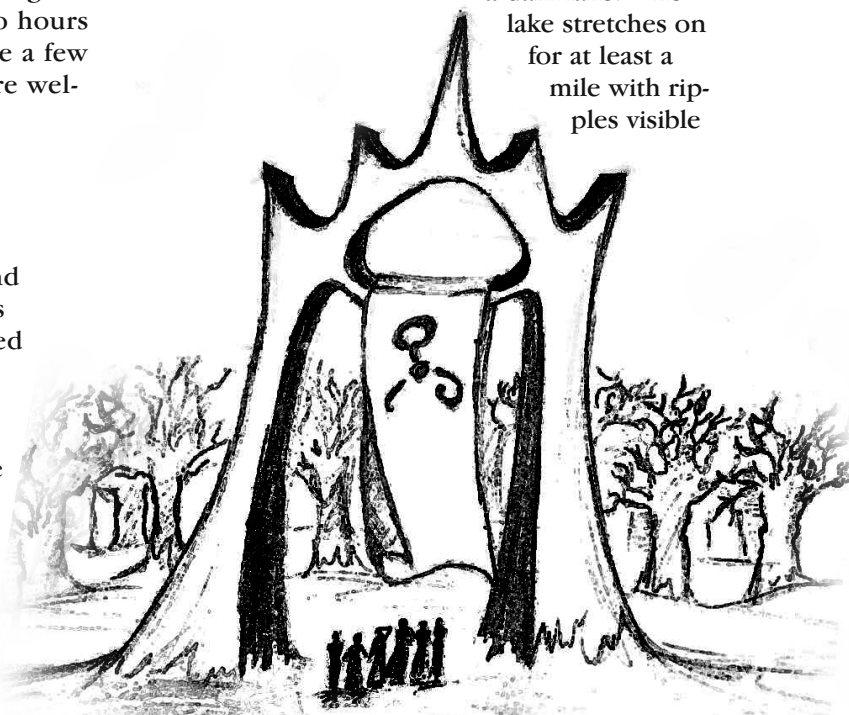
investigator is visibly injured and falls behind the rest of the party, they'll try to attack.

- 3) Carcosa:** At this point Carcosa and the kingdom of Shereborne are nearly occupying the same place. At least once every two hours something odd manifests. Below are a few examples, but individual keepers are welcome to create their own.
- 4) Manifestation One:** The life sized bronze statue of a beautiful woman appears on the side of the road. The woman has a scepter in one hand and a rose in another. The statue stands atop a six-foot tall platform of carved onyx. It is a road often traveled by the investigators but they have never seen this object before. The bronze appears discolored with age and the inscriptions on the platform are illegible due to weathering. The statue does not vanish when investigators turn away.
- 5) Manifestation Two:** A great arch, twenty-five feet high and twelve feet wide, straddles the road. It is

made of stark black stone without inscription. An 8-foot long, 4-foot wide banner hangs below the top of the arch, blowing in the wind. Sometimes the banner shows the emblem of the kingdom of Shereborne (which is the personal crest of Lord Boniface – a leaping deer) and sometimes it holds the Yellow Sign. Each time there is a wind strong enough to make the banner flutter the design upon it changes.

- 6) Manifestation Three:** A row of huge, black stone buildings appears where the forest once stood. Black cobblestone streets, flying bridges and tall towers can be made out. Suddenly, the sounds of hoof beats can be heard charging towards the party, as does the squealing whinny of a horse. The investigators turn to see no horse, but many hoof prints in the snow, when they turn back the stone buildings are gone. If any deliberately stares at the building and do not turn towards the invisible horse and rider, a strong wind blows up, obscuring their view with snow. When the snow clears the buildings are gone.

- 7) Manifestation Four:** Mist begins rising off of a snowy field to the side of the road. Slowly, through the mist you see the white snow covered field shimmer and shift away to be replaced by a dark lake. The lake stretches on for at least a mile with ripples visible



here and there as if something large were shifting beneath its surface. There is a sudden soundless flash, like a flash of lightning without thunder and the lake is once again a snowy field. The mist, on the other hand, still lingers about for some time.

- 8) **Manifestation Five:** As night begins to fall the skies clear briefly. In that time the investigators look up to see two moons visible in the night sky. The moons are completely alien, neither being the size or color of the moon they are familiar with. After a few rounds clouds roll in, obscuring all such observations. Soon snowfall once again resumes.

The weather, the wolves and the disturbing manifestations of Carcosa make the return trip to the castle harrowing at best. Make certain that the investigators arrive back at the castle after dark on the first night of the Lord Boniface's Yule celebration. Keepers may alter the flow of time to accomplish this, as entropy and reality are presently battling for dominance in the kingdom of Shereborne.

Back at Castle

You arrive back at the castle to see that the chaos plaguing the kingdom has come here as well. While many of the castle's features are the same, some are altered while others are gone completely. The castle appears larger with several towers and wings added since the last time you were here. All of the stonework is now black and a large black banner emblazoned with the Yellow Sign hangs above the main entrance. The drawbridge, which once spanned a twelve-foot moat is now a marble bridge crossing dark, mist shrouded waters. Snow swirls about the long bridge spanning the distance between the castle and the land.

Investigators crossing the bridge to enter the castle are now stepping into the center of all entropy gripping Shereborne. The bridge itself stretches on for a long, immeasurable distance. It could be 200 yards, it could be several miles, whatever the keeper feels best fits with the mood. While crossing the bridge, allow investigators to make a listen roll. Success allows them to hear movement in the water approaching their position on the bridge. Moments later the investigators are attacked by a Spawnling of Hastur.

The Attack

Suddenly from just ahead of you the icy surface of the water explodes into movement. Four long tentacles whip out of the water, reaching over the span of the bridge. Frantically they flail towards all of you as splashing can be heard from that side of the bridge.

The Spawnling attacks the investigators as they try to pass it moving towards the castle. Investigators rushing past the creature can escape it after only four rounds. It will attempt to grasp an investigator with its tentacles and yank them off the bridge. Once it has them in the water they are also attacked by the creature's claws.

Description

The creature below you is like nothing you have seen or heard tales of on this Earth. Larger than a draft horse, it is as once insect like and snail like with features of a squid as well. It has four grasping tentacles attempting to bring prey towards a pair of vicious looking claws. A forest of eyes on long nimble stalks adorns its head. Its mouth is a ring of rasping teeth. Six pairs of legs ending in grasping digits grip to one of the pylons raising the bridge above the water. A vertical fish like tail flaps wildly, as it slowly climbs higher, slowly moving onto the bridge.

Spawnling of Hastur

STR	25	CON	11	SIZ	30
INT	10	POW	14	DEX	10
HP	22	DB	2d6		

Weapons: Two Claws 50%, 1d6+db
Four Tentacle 40%, 1d4 per round

Armor: 3 points of thick, rubbery hide.

Spells: None.

Sanity Loss: 1/1d6 Sanity points to see a Spawnling of Hastur.

Investigators seeing the Spawnling of Hastur must roll a Sanity Check for 1/1d6.

NEW CREATURE

**HASTUR, SPAWNLING OF,
LESSER SERVITOR RACE**

These creatures are the immature form of the spawn of Hastur. Smaller and less deadly than their adult form, the immature spawn can still be quite dangerous. They dwell near the shores of the Lake of Hali lurking and waiting to prey upon the unsuspecting.

They appear like enormous combinations of squid and lobster. Spawnling have long flat bodies with four pairs of insect like legs. Each leg ends in four claws for climbing. The back end of their body's sports a vertical fin used for sudden bursts of motion and swimming through open water. The other ends of these creatures are a collection of four long, nimble tentacles and a pair of powerful claws. A Spawnling has nine eyes perched upon stalks and a mouth that is a ring of small, rasping teeth.

Spawnlings are often summoned to earth accidentally, sneaking across doorways opened for Hastur. They are semi amphibious, able to survive out of water for only a few minutes. Once old enough these creatures molt

**Spawnlings of Hastur,
Lurking horrors of Lake Hali.**

<i>Char.</i>	<i>Rolls</i>	<i>Averages</i>
STR	4d6+10	25
CON	3d6	10-11
SIZ	4d6+10	30
INT	1d3+2	10

POW	4d6	14-15
DEX	3d6	10-11

Move 12 Walking / 6 Swimming / 24 lunging
(1 round only) HP 18-22

Av. Damage Bonus: 2d6

Weapons: Two Claws 50%, 1d6+db
Four Tentacle 40%, 1d4 per round

Armor: 3 points of thick, rubbery hide.

Spells: None.

Sanity Loss: 1/1d6 Sanity points to see a Spawnling of Hastur.

their skins and shed their immature form, becoming adult Spawn of Hastur (See The Creature Companion, page 27-28).

Attacks: Spawnlings of Hastur attack with their four long tentacles. These they use to constrict their victims and drag them towards the shorter, more powerful claws. These claws then dismember their prey. They have voracious appetites and are patient hunters.

Once past the Spawnling investigators arrive at the Castle. The main door is open, with light and the sounds of merriment spilling out into the night. Once inside a portcullis drops down, followed by the main castle door slamming shut behind them. The fate of the kingdom of Shereborne is now in the hands of the investigators.

PART FIVE:

THE KING IN YELLOW

Inside the castle the chaos and entropy of Carcosa and the King in Yellow have begun to usurp our own more stable reality. The halls, rooms and passageways are all now much altered and still in the process of changing. Investigators traveling them are sure to become lost for hours. A guide meets them upon entry.

As the warmth of the castle welcomes you the strangeness of it repulses you. The ceilings now vault thirty feet above you. The stonework is mostly black and everywhere flicker yellow candles casting a haunting illumination. The main hall is now several times larger than you remember it with several passages leading from it that you are unfamiliar with. Many of the features you remember do remain while many others are unfamiliar to you.

Suddenly mist erupts from a wall of stone. It swirls and caresses like a living thing, soundlessly moving over the stone. When it clears moments later the wall has become an archway. Beyond it lays a spiral stairway leading upwards into a tower. Hanging on either side of the archway are a pair of heraldic banners. Their dimensions and quality denotes that these are the banners of a king. A single enormous Yellow Sign in the center of each banner contrasts the rich sable material.

"Welcome back!" a loud merry voice calls from

behind you. Turning you see a jester in a yellow mask. His clothing is rich and parti-colored in back and gold, decorated with jingle bells. He wears a hat with three long tips and his shoes are long and curl upwards at the toe. "You'll get use to things like that. Please, follow me. The King wishes to see you. I'm to guide you to the feast hall, otherwise you might get lost. We can't have that now, can we?"

Investigators must make a Sanity Check for viewing the manifestation of the archway.

The Jester: If investigators question the figure as to his name, he will reply, "Why, I'm the Jester, of course." He answers any question they ask, but none of it ever provides any information. Keepers are encouraged to role-play him as merry and cryptic.

While he guides the investigators he chats about the acts and courses of the feast they have missed. He tells them that the best has yet to come and that they have arrived just in time. His bells sound out merrily as he leads them up and down stairways, across halls, making many left and right turns. Investigators should feel that they are completely lost within the labyrinth of passages the castle has become but that somehow the Jester knows exactly where he is going.

If attacked, the Jester falls to the ground immediately before the blow is struck, like a marionette with its strings cut. Once his body is examined investigators will find there isn't one. His clothing filled with sickly yellow rags. His once yellow jesters mask has become a pallid one. After a moment what remains of the Jester turn to mist which drifts away as if it has a life of it's own. Treat this as a manifestation with regards to sanity check

Keepers may have the Jester re-appear, acting as if nothing amiss has happened. The Jester then continues to lead them to the feast hall.

Otherwise, investigators must make luck rolls at one-fifth their usual score to find it on their own. They may make a single attempt for every half hour of wandering. After three failed rolls the Jester should reappear to guide them.

The Stroll: Even if the investigators follow the jester without incident, the walk from the main

gate to the feast hall takes over an hour. During this time the acoustic of the castle are such that every entertainer's performance can be heard. As they travel the investigators hear religious yuletide carols, musical numbers, singers and choirs, toasts and laughter and the stamping of dancing feet.

Eventually they hear a performer being introduced by Boniface's Herald who is called, "Young Cael, Bard of Lost Carcosa." The Jester leaps up and down, clapping his hands. "Oh, he's my favorite! Have you hear his story yet? It's the rage all over the kingdom. No? Well, you're going to love it, I promise you. Hurry now, if we move quickly we get there in time for the end!"

The Tale: The investigators hear Cael tell several traditional tales as they travel to the feast hall. It is clear that his voice is clear and strong, skilled and youthful. All are impressed and captivated, moved that such an art is fast fading into a bygone age. After each story there is much applause and toasting to the Bard's health and skill.

Then his voice changes, seeming sad and world weary. He speaks, "Hear me now, gathered host, as I tell a tale of sadness, beauty and loss. I speak now the tale that should not be spoken, the tale of He Who Should Not Be Named. I speak now the tale of Lost Carcosa and the coming of *The King In Yellow*." The crowd hushes and there is a pause before he begins.

Investigators should have realized what listening to this story brings. Clever ones will remember that Old Mother Esther was present when the tale was recited, but remained sane. A supply of melted wax is readily available, as thousands of yellow candles now illuminate the halls and rooms of the castle. Investigators should be able to stopper their ears with wax, cloth or a combination of both. If they don't, they suffer the full effects of the dreaded story.

The Bardic Telling of The King In Yellow

This version of the story can only be performed aloud safely by a master bard, who has given his service to He Who Should Not Be Named. If a Bard recites this tale aloud, who is not in league with Hastur, the teller suffers the same as the audience.

The tale is hauntingly beautiful and horrible, following the traditionally accepted storyline as the play. The differences are that when the listener identifies with a doomed character in the story, they hear their own voice when that character's dialog is spoken. After the first few minutes listeners will become helplessly ensnared by the story. Those wishing to stop listening to the story must make a successful POW vs. POW resistance roll against the teller. If failed, they helplessly listen to the remainder of the story.

If anyone moves against the teller of the tale, while it is progress, those ensnared by the story will react. They protect the teller of the tale and try to grapple the offender, forcing him to listen to it as well. Listeners who have been taken hold of by the story will do anything, including sacrificing their lives, to listen to the ending.

This version of the tale acts in some way as a spell and a mythos tome combined. Those who listen to the tale completely receive 15 percentile points of Cthulhu Mythos. They must also make a sanity check for 1d10/1d100, as with the ending of the story they are shown in their minds the true image of Hastur. All who are driven mad by this, and most are, become insane in exactly the same way.

Those who stop up their ears and try not to listen still hear the tale, but they are not engulfed by it. Those who are told this tale under an ancient oak that has been sanctified as sacred by a druidic order also avoid its full effects. At the end of the tale such listeners receive 10 percentile points of Cthulhu Mythos and must roll a Sanity Check for 1d4/1d8. They do not see the image of Hastur and if driven mad are not affected with the same insanity as those who suffered the full effects.

This version of the story can only be told by a master bard. Such individuals were traditionally defenders of their people against the forces of the mythos. The story was passed down from master to master, so that they would know the nature of Hastur. The information was utilized to detect and combat the Great Old One, never to assist the aims of He Who Should Not Be Named.

When used to intentionally spread madness, the tale becomes a very powerful weapon. The

teller of the tale receives 1 Magic Point for every 10 sanity points drained from the audience. These additional magic points fade at the rate of 1 per ten minutes so they must be used quickly or lost. When the story is used in this way it always draw the attention of Hastur. If more than 1000 sanity points are drained away in a concentrated area it becomes destabilized in normal reality. When this happens Carcosa and said area merge together. Hastur's avatar "The King In Yellow" then arrives and takes possession of this area, much as the Great Old One did in Yhtill.

~~Whether lead by the Jester or finding their way on their own investigators arrive at the feast hall just as the last lines of the story are being told.~~

The King In Yellow Arrives

You arrive at the entrance to the feast hall, a feast hall made from the wood of a scared oak, as the horrible tale ends. You hear the bard sigh and speak, "So Spoken, so ends my tale. And so too ends all else." After the echo of the last word fades the hall erupts into screams of madness. Mists and shadows fill the room before you.

If lead by the Jester, insert the following:

The Jester bows deeply, sweeping his arms towards the madness that has become the feast hall. "See, we are just in time." he speaks merrily, " I have brought you to the King, as I promised. I present to you The Last King, The King In Yellow, He Who Should Not Be Named...my master, and yours." The Jester peaks up from his bow and suddenly collapses, like a marionette whose strings have been cut. It lies motionless at your feet.

~~As before, if examined investigators will find there is only empty clothing filled with sickly yellow rags.~~

The King In Yellow Arrives, Cont.

A handsome young man exits the hall. He is dressed in a brown tunic, embroidered with the Yellow Sign and a multicolored cloak. The man is little more than a boy, perhaps fifteen years old. He is weeping, wiping his tears as he exits. Behind him you see a figure, huge and menacing, coalescing from the plume of mist filling the center of the room. He seems not to notice

you approaching, as he is gripped with despair.

This is Cael Greybeard, once the Magi defender of Wessex. Driven mad by grief, despair and betrayal he is now a servant of Hastur. Using magic points he amassed from the bardic telling of *The King In Yellow*, he infused himself with youth. He did this to both disguise his identity and to allow him the vitality to travel about the kingdom.

What has happened & possible outcomes: At this point Hastur has arrived in the kingdom of Shereborne. The King In Yellow has just manifested itself in the feast hall. After a few moments it will murder Lord Boniface, all members of his family and everyone else in the castle, in that order. The kingdom itself is now slowly removing itself from our reality, becoming one with that of Carcosa. The Investigators have several possible courses of action and options. They are listed below:

- 1) **Slay Cael Graybeard:** While this is an option, it accomplishes nothing. In fact it eliminates option four, which has the best possible outcome and greatest chance of success. Slaying Cael Greybeard is an easy thing to do, as he willingly accepts death and takes no action to either defend himself or retaliate. His dying words will be, "The oak.... all

Cael Greybeard, Bard, Magi and Tool of Hastur.

STR 13 CON 15 SIZ 10
INT 17 POW 20 DEX 14
APP 16 EDU 22 SAN 0
HP 12 DB +1d4

Weapons: None.

Armor: None.

Skills: Fast Talk (90%), Persuade (95%), Art: Storytelling (90%), Own Kingdom (90%).

Spells: Various, but will only use a bardic version of Dismiss Hastur (see below).

Notes: Once a powerful defender of humanity against the forces of the Mythos. Now, driven to madness by the betrayal of a promise and the destruction of a sacred oak, Cael is a tool of He Who Should Not Be Named.

I wanted was an apology for the oak...they said they wouldn't cut it down...I just wanted to say goodbye."

- 2) **Flee!** This option allows the investigators to attempt an escape from the castle. With Carcosa merging with the Kingdom of Shereborne, and the castle an ever-changing labyrinth or halls, rooms, stairs and doors finding a way out of the castle is difficult at best. Investigators have six attempts to all roll POW times four. If even one investigator fails this roll, that attempt is failed for the group. ~~To succeed ALL investigators must make the roll as a group twice.~~ There are three outcomes of this option.

Investigators Do Not Escape

You rush madly through winding passages, stairways, through rooms and down halls, as the castle seems to change all around you. After what seems ages you find your way out of the castle. To your horror the snow covered fields of Wessex are gone. The sky is dark above you, the stars unfamiliar and loathsome to behold. Twin moons gaze down at you, as you stand upon the cobblestone street of an enormous city made all of black stone. Mists lurk the alleyways, rising from a dark and foreboding lake. As the memory of the Bard's tale haunts you, you realize this can only be one place. This is the city on the shores of Lake Hali, where the King in Yellow reigns for all eternity, Carcosa. It is a place that destroys each of your minds long before your bodies.

The End.

Investigators Escape

You rush madly through winding passages, stairways, through rooms and down halls, as the castle seems to change all around you. Suddenly you find a familiar door, an exit from the castle. As you race outside you find yourself falling through darkness, soundlessly tumbling. With a thud you find yourself lying in a snowy field. Slowly standing, you find yourself in an unfamiliar place. Gone are the castle of Lord Boniface, and any other landmark that you recognize.

Wandering about you find a village, where you learn that you are somehow in the neighboring kingdom. When the villagers inquire where you hail from, your replies bring nervous looks and stares of confusion. No one here, or anywhere

else you travel, has every heard of the kingdom of Shereborne. It is as if it was cut from the world like a rotten patch on an apple. For the rest of your days you live as hermits and outcasts, driven from place to place by those who view you as mad. Towards the end you wonder if perhaps you are all mad and the nightmarish final days of your Shereborne only the fantasy of a fevered mind.

The End

If any investigator rolls a 95 or higher on his POW times four checks this counts as a critical failure. If this occurs the fleeing investigators have drawn the attention of The King In Yellow. The Avatar moves to intercept the investigators as they flee.

Critical Failure While Attempting to Escape

You rush madly through winding passages, stairways, through rooms and down halls, as the castle seems to change all around you. As you are crossing a room to get to the opposite door, it suddenly opens in front of you. A human seeming figure, dressed in a robe of tattered yellow rage with a Pallid Mask upon its face glides towards you.

Proceed to the next option.

3) Do battle against The King In Yellow:

Whether investigators are brave, foolish, or given no choice in the matter (see critical Failure while attempting Escape), battle against The King In Yellow is a serious matter. Once battle begins the Avatar will press his attacks until either it or the investigators are destroyed.

Investigator's Attack The King In Yellow

As you approach the being in the center of the room you see that the tattered rags of its arraignment are moving about like living things. Filling the air, they cut and gash the gathered guests. Those who meet the creature's gaze scream in terror. Suddenly you see the figure stretch and bloat, twisting about upon itself. The Pallid Mask is drawn into place facing you. Without seeming to have turned about The King is Yellow is facing you, it's eyes gazing out upon you all from behind the Mask.

The King In Yellow, Throne Form

STR 25 CON 106 SIZ 14
INT 50 POW 35
DEX 27 Move 15, or at will
HP 60

Av. Damage Bonus: +1D6

Weapons: Dance* POW against POW roll on resistance table, damages 1d4 per round of attack.

Face Tentacle 100%, damage 1D6 + 1 of the victim's POW per round

Grapple 90%, 1D6 + 1D6 plus special Gaze**

**Dance* - Viewer must succeed in a POW resistance table roll with the King or be mesmerized. In the next round, the tattered filaments of the King's body take on life as the King whirls out a razor-edged yellow maelstrom against the mesmerized target, condemned to stand motionless; the target loses 1D4 hit points per round from the attack. Once each round, the target can attempt to break free via another POW roll on the Resistance Table.

** *Gaze* - The King induces paroxysms of fear by touching and staring at the target, costing him or her 1D6 Sanity Points per round. Each round costs the King 3 magic points. To avoid the Gaze in a particular round, roll 1D100 equal to or less than the victim's POW times 2. In determining insanity, add together all such attacks, then roll once. Ordinary Grapple damage can be inflicted during this time.

Armor: none.

Spells: All Call, Contact, and Summon/Bind spells, as well as any others the keeper desires.

Sanity Loss: In throne form, with mask in place, no cost; any other mode costs 1d3/1d10 Sanity points.

In combat, the King in Yellow will use every power at its disposal to bring combat to a quick conclusion. It will attack first with its gaze, attempting to spread madness with GAZE OF THE YELLOW KING. On the following round it will use the Dance ability in an attempt to mesmerize as many characters as it can and uses the

whipping, razor-sharp yellow tatters to slay all who stand before him. If physically injured, the Avatar will allow the Pallid Mask to fall away, causing all before him to make a sanity check, as the face tentacles spring forth to drain POW from an offender until they are dead.

If these potent abilities are not enough Keepers may draw upon the Avatar's vast knowledge of magic. ~~The spells at the King in Yellow disposal~~ are limited only by the Keeper's judgments (and possible mercy).

The Investigators are slain in battle against The King In Yellow

The fearsome powers of The King In Yellow prove too much for you. As the screams fade from the castle so too does Shereborne fade from earth's reality. By dawn, the castle, the kingdom and all human memory of it, are gone. All that the kingdom ever was is absorbed into Carcosa, the dead city, and the center of all entropy. Behind the Pallid Mask, The King in Yellow smiles well pleased with the new additions to his domain.

The End.

The Investigators defeat The King In Yellow.

The horrifying entity staggers backwards seeming to lose strength. Suddenly the tattered yellow rags cease moving and begin turning into mist. You watch, almost unbelieving, as the whole of The King In Yellow follows suit. As the mist rolls away you notice that all of the mysterious changes made to the castle being vanishing as well. By morning all is as was. While many are those who lost their lives, their minds or both to the terrors that gripped the kingdom, life eventually returns to normal.

While held up as heroes, not a one of you has a peaceful night's sleep again. Nightmares plague you for the remainder of your days. Feelings of unease, of being watched and stalked are nearly constant. The pride you feel in your victory and ~~the cost such victory demanded wage a war~~ within you for the rest of your days.

The End.

2) Deliver the apology to Cael Greybeard and call upon him for help: The investigators

may realize that Cael Greybeard spent most of his life as a defender of mankind in general and of Wessex in particular. Their original ~~mission was to deliver the apology to him~~ and keepers should make certain that such orders were never rescinded.

If investigators attempt to speak with him before the apology letter is delivered

"I just wanted to say good bye to the Oak before I died. I sacrificed three lifetimes protecting this kingdom from horrors like that!" as he points to the King in Yellow raging behind him. "This Lord promised me it would stand until I was dead and he cut it down to make a feast hall for his drunken warriors! The sacred ~~Oak, center of the Bardic College, cut down to~~ make a feast hall! For months I waited for an apology and it never came!"

~~Once the official apology letter is given to Cael,~~ he reads it, and visibly calms. He will now speak rationally with the investigators.

After delivering the apology letter

As the young man reads the letter it is as if a great weight lifts from him. The rage and despair that haunted his eyes fades. But then fresh screams erupt in the feast hall behind you. Cael looks up, turns to see the King in Yellow and the color drains away from his face. "What have I done? I broke my vows, I betrayed the Bardic Order...In the name of all that is good, what have I done?"

Investigators now have an opportunity to ask for his help. He will say, "I fear its too late now to stop this." Investigators making an Insight roll will determine that he is lying. An investigator must make a successful Fast Talk or Persuade ~~roll to convince Cael Greybeard to undo what~~ he has done. He will then explain the cost to the investigators.

The Final Option

The young man looks over all of you, he breathes deeply. Suddenly he stands taller; fear and uncertainty draining away from him. He is once again Cael, Bardic Master, Magi, and defender of mankind and keeper of the old ways. When he speaks his voice rings out clear and true.



“We have but one chance. There is a magic I know that can banish this Old One from our world. The risks are great and I will require your help. I cannot do this alone. Even with your help the magic might fail. Will you help me stop this? Answer quickly, time is nearly run out.”

If the investigators agree to assist Cael he will ask them to join hands in a ring. The bard will enter the center of the ring and tell the investigators to focus only on his words. He will then cast Bardic Dismiss Hastur.

During the Bardic Dismiss Hastur spell:

The young man standing in the center of the ring takes a deep breath. He begins chanting, the words racing from him. He gasps for breath between chants, speaking the words clearly and unbelievably quickly. In moments he appears to be ageing, the youthfulness draining away, feeding the magic he summons. Suddenly you all feel a tugging within each of you and you give into it. The air crackles with energy, Cael speaks faster and faster, the room starts spinning. Mists arise all around you, lashing like serpents but they seem unable to approach the your ring.

As the power of the spell surges you feel as if your hearts might burst. Cael stands vibrating in the center of your circle, now unbelievably ancient. His voice never weakens and the chant never wavers. Suddenly the horrific creature launches himself at you all. Razor sharp yellow strands lash out at you, eyes filled with madness and menace bear down on you, but the awesome power of The King In Yellow is turned aside. It's hand reaches up and draw away the Pallid Mask, showing it's true face of nightmarish tentacles ringed with gripping teeth. Cael's eyes flare with caution, with warning, but he does not break his chant!

A ghostly voice fills your minds, “You cannot turn me back Cael Greybeard. You opened the way; you invited me into your world. Such an invitation cannot be rescinded. Shereborne is mine, Carcosa is mine. Look upon me, foolish mortals. Look upon me and despair! I am your King now.”

Completing the ritual: Even though The King In Yellow cannot physically affect the investigators he can still stop the dismissal spell.

Step One: At this point the investigators must

roll a sanity check for seeing The King In Yellow out of throne form. Those driven insane by this try frantically to flee. If the circle is broken the protection fails and the King in Yellow may freely attack anyone attempting to partake in the ritual. If one or more investigators fail, the spell weakens. For the spell to succeed Cael Greaybeard needs the total Magic Points of those in the circle to be at least 40 points.

Step Two: As the investigators driven insane attempt to run away those who remain sane can refuse to release them from the circle. Those who are trying to retain a grip on an investigator attempting to flee must make a STR vs STR resistance roll. These rolls will determine if an unwilling participant in the circle manages to run away or is forcibly held in place.

Failure: If fewer points remain in the circle the spell fails. In this case Cael Greaybeard ages rapidly until he turns to dust and brittle bones. Without the spells protective ring the King in Yellow is free to attack the troublesome investigators. In a few moments the kingdom is absorbed into Carcosa. At this point what action He Who Should Not Be Named takes are up to the individual keeper. (i.e.: Destroy them utterly or simply leave them to wander the city of Carcosa slowly going insane for the rest of their days)

Success: If more than 40 Magic Points remain in the circle then the spell succeeds. The King In Yellow dances about enraged and thwarted. His prize, the kingdom of Shereborne, is lost to him. He screeches a horrific howl as he, the phantom city and the chaos that comes with it are hurled away from our world and back to his own.

The spell succeeds

There is a flash of light, and then silence. You awake slowly, days later, in bed within the castle of Lord Boniface. It seems you all collapsed, strangely, just after you were summoned to deliver an apology to the oldest man in Wessex. Others undertook the task for you, to find that the old pagan storyteller had died in his sleep the night before. The villages of Derick's Holding, Dunover and Brighton are whole and intact, places of hard working peasants tilling the land and living their lives. Was this all a dream?

But you know that is was not. On each of your

hands is a scar, almost a brand, shaped like an acorn. Looking into the Old Saxon records you find all the same evidence you had researched before. Somehow, all that madness, chaos and death which had happened was unmade.

The following only applies if Herald of the Yellow King is being played as part of the Ripples From Carcosa campaign. If so read this addition to the narrative:

The investigators pay a heavy price for joining in the spell to dismiss Hastur. Their minds are endlessly assaulted by the power of The King In Yellow. Hastur is none too pleased at this, the investigator's second victory against him. The actual spell also has a draining effect upon their Con, effectively halving that score. The numbers of years the investigators live after the end of the adventure is their MP – 10 years.

Despite your joy at reversing so much horror and at bringing about the redemption of Cael Greaybeard none of you ever fully recover. Nightmares fill your dreams and feelings of unease fill your days. Each of you becomes plagued by frail health. One by one each of you sicken and inside of six years all of you are gone.

The End.

Sanity Awards

- For each insane villager defeated – 1 point.
- -For defeating The Spawning of Hastur – 1d4
- For defeating The King In Yellow in battle – 1d6
- For preventing Carcosa from absorbing Shereborne – 1d6
- For delivering the apology to Cael Greaybeard – 1d4
- For convincing Cael Greaybeard to cast Bardic Dismiss Hastur – 1d6
- For taking part in the spell Bardic Dismiss Hastur and reversing all which took place–1d8

INVESTIGATOR SHEET : HERALD OF THE YELLOW KING

Ripples from Carcosa

CALL OF CTHULHU
INVESTIGATOR SHEET

PLAYER NAME _____
DATE CREATED _____

INVESTIGATOR DATA

Name Redwald **Profession** Craftsman (Blacksmith)
Birthplace Shereborne, Wessex, England
Position in Castle Castle blacksmith & weapon smith
Sex Male **Age** 27

CHARACTERISTICS & ROLLS

STR 16 **DEX** 12 **INT** 14 **Idea** 60
CON 14 **APP** 12 **POW** 12 **Luck** 60
SIZ 14 **SAN** 60 **EDU** 15 **Know** 60
99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 60

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 10

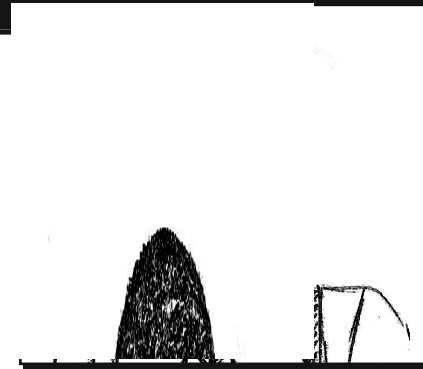
Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS: 12

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

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|---|---|
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| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> French (41%) _____ |
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| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Throw (25%) _____ |
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| <input type="checkbox"/> Jump (25%) _____ | <input checked="" type="checkbox"/> Write Language (01%) _____ |
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| <input type="checkbox"/> Natural World (40%) _____ | <input checked="" type="checkbox"/> Other Skills: _____ |
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| <input type="checkbox"/> Other Kingdoms (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Own Kingdom (40%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (70%)	70	1d8+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (25%)	50	1d6+db	1	touch	1	n/a
Lng. Sword	65	1d8+db	1	touch	1	20
Axe	50	1d4+db	1	touch	1	15

Missile	%	Damage	Shots	Range	#Att.	Hp
Axe	35	1d6+db	1	5 y.	1	10

Armor
See Personal Information below

PERSONAL INFORMATION

Clothing: Tunic, leather apron, high boots, fur cloak, belt.

Deniers: 30

Equipment: Small pouch, whetstone, cross, water skin, sack.

Weapons: Axe, long sword & scabbard

Armor: Medium shield (25 points absorption to single attack when successfully parried, 25 hit points), leather & rings (5 points of absorption), helmet.

Background: Of all the native Saxons in the castle, you hold the highest position. You are master weapons maker to Lord Boniface and lead a comfortable life in his service. While skilled with arms, you're much happier making blades than using one. When orders for arms are slow you are often tasked with escorting messengers about the countryside. While you might dress Norman, speak passable French and live with Normans, Saxon blood still flows through your veins. You are a bit superstitious, and know that the sacred oak was a holy place to the Bardic College, one of the three branches of the ancient druidic faith.

INVESTIGATOR SHEET : HERALD OF THE YELLOW KING

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Dioderus **Profession** Small Trader
Birthplace Sherborne, Wessex, England
Position in Castle Visiting Merchant
Sex Male **Age** 31

CHARACTERISTICS & ROLLS

STR 15 **DEX** 12 **INT** 14 **Idea** 65
CON 14 **APP** 10 **POW** 12 **Luck** 80
SIZ 15 **SAN** 60 **EDU** 16 **Know** 80
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 60

MAGIC POINTS: 12

HIT POINTS: 14

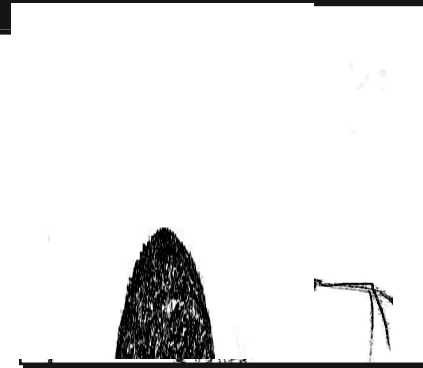
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63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94
95	96	97	98	99											

Unconscious	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18
19	20	21	22	23
24	25	26	27	28
29	30	31	32	33
34	35	36	37	38
39	40	41	42	43

Dead	-2	-1	0	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
32	33	34	35	36	37	38
39	40	41	42	43		

INVESTIGATOR SKILLS

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|--|---|
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| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Shield Parry (45%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Drive Horses (50%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
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| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Insight (55%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Library Use (EDU X 2 %) _____ | <input checked="" type="checkbox"/> Write Language (01%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Natural World (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Navigate (50%) _____ | <input checked="" type="checkbox"/> Other Skills: _____ |
| <input type="checkbox"/> Occult (15%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Other Kingdoms (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Own Kingdom (45%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (70%)	70	1d8+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (25%)	50	1d6+db	1	touch	1	n/a
Mace	65	1d6+db	1	touch	1	20

Missile	%	Damage	Shots	Range	#Att.	Hp
Crossbow	65	2d6	18	100 y.	1/2	10

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: Wool tunic, high fur lined boots, fur cloak, belt and hat.
Equipment: Horse and wagon, strongbox, 12 bottles of French wine, flint & steel.
Deniers: 40
Weapons: Mace, crossbow w/ a bolt case holding 18 crossbow bolts, small knife.

Armor: Cuirbouilli Armor (boiled leather, 3 points of absorption), medium shield (25 points absorption to single attack when successfully parried, 25 hit points)

Background: A Saxon merchant who delivers supplies to the castle, you have been invited to spend the Yule holiday with Lord Boniface. While you have little love for the Norman nobility, they pay top coin for the supplies, usually wine, that you bring to the castle. While not part of Lord Boniface's staff, you are often asked to perform tasks for him. You know the region rather well and, unfortunately, Lord Boniface knows that. You are rather skilled with arms, due to the fact that you often travel alone and a man who cannot protect his life or his goods quickly loses both

INVESTIGATOR SHEET : HERALD OF THE YELLOW KING

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Konrad Profession Free Warrior
 Birthplace Duchy of Normandy, France
 Position in Castle Soldier
 Sex Male Age 18

CHARACTERISTICS & ROLLS

STR 14 DEX 12 INT 13 Idea 65
 CON 14 APP 13 POW 13 Luck 65
 SIZ 16 SAN 65 EDU 17 Know 85
 99-Cthulhu Mythos: 0 Damage Bonus: 1d4

SANITY POINTS: 65

MAGIC POINTS: 13

HIT POINTS: 15

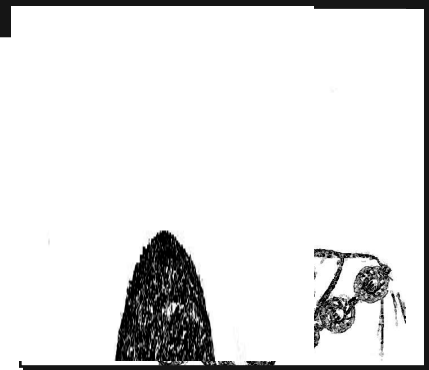
Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
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	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> English (51%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> French (85%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Ride (55%) _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Shield Parry (65%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Drive Horses (20%) _____ | <input type="checkbox"/> Spot Hidden (35%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Status (55%) _____ |
| <input type="checkbox"/> First Aid (40%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Insight (25%) _____ | <input type="checkbox"/> Track (45%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input checked="" type="checkbox"/> Write Language (01%) _____ |
| <input type="checkbox"/> Library Use (EDU X 2 %) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Natural World (50%) _____ | <input checked="" type="checkbox"/> Other Skills: _____ |
| <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Other Kingdoms (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Own Kingdom (60%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1	n/a
grapple(55%)	55	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (25%)	50	1d6+db	1	touch	1	n/a
Fr. Sword	80	1d8 +1+db	1	touch	1	20
Small Knife	50	1d4 +db	1	touch	1	10

Missile	%	Damage	Shots	Range	#Att.	Hp
Small Knife	35	1d4 +db	1	10 yr	1	10

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: Fine tunic, fine boots, fine fur cloak, honorary chain of office and belt.
Equipment: Whetstone, sack, pouch, 20' of rope, 12 torches, flint & steel, hunting horn, cross on chain and a suede handkerchief (to polish sword and helmet).
Weapons: Frankish sword & scabbard, Small knife & sheath. Deniers: 10.
Armor: Chainmail (7 points of absorption), helmet & medium shield (25 points absorption to a single attack, 25 hit points),

Background: Second cousin to Lord Boniface, you are a young and proud Norman warrior. From a long line of fighting men you're most happy training, hunting or in battle. Your position at the castle is a comfortable one. You spend your time on guard duty, training or hunting for bandits in the nearby forest. When you first arrived in Wessex from Normandy you thought little of the local Saxons. But that opinion has slowly changed somewhat and you have grown to like and respect a number of the locals. The weapon maker Redwald (who crafted the fine blade you carry), and the hunter Videric (who has guided you on many hunts in the local forests) are two such honorable and admirable men.

INVESTIGATOR SHEET : HERALD OF THE YELLOW KING

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Rowena **Profession** Beggar
Birthplace Shereborne, Wessex, England
Position in Castle Indentured Servant
Sex Female **Age** 19

CHARACTERISTICS & ROLLS

STR 13 **DEX** 14 **INT** 18 **Idea** 60
CON 16 **APP** 11 **POW** 14 **Luck** 70
SIZ 15 **SAN** 70 **EDU** 14 **Know** 70
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 70

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
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	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 11

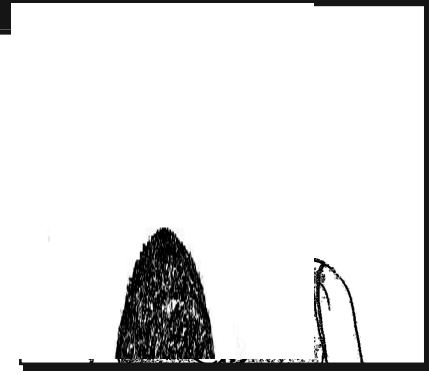
Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS: 13

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|---|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> Latin (50%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Celtic (70%) _____ |
| <input type="checkbox"/> Bargain (25%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> Conceal (35%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Repair (40%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Shield Parry (01%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Sneak (50%) _____ |
| <input type="checkbox"/> Drive Horses (20%) _____ | <input type="checkbox"/> Spot Hidden (60%) _____ |
| <input type="checkbox"/> Fast Talk (65%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Insight (55%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input checked="" type="checkbox"/> Write Language (01%) _____ |
| <input type="checkbox"/> Library Use (68%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Listen (55%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Natural World (10%) _____ | <input checked="" type="checkbox"/> Other Skills: _____ |
| <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Other Kingdoms (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Own Kingdom (20%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (60%)	60	1d3+db	1	touch	1	n/a
grapple(55%)	55	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (45%)	45	1d6+db	1	touch	1	n/a

Missile	%	Damage	Shots	Range	#Att.	Hp
Sling	41	1d4 + db	1	60 yr	1	5

Armor _____

PERSONAL INFORMATION

Clothing: Old full length, tunic, old boots, rope belt, and old cloak. (All second hand from castle servants)

Equipment: Small pouch.

Weapons: Sling, bag of fifty sling stones.

Deniers: 3

Background: Your mother died when you were a little girl, you never knew your father. A kindly old monk took pity on you. The monk gave you food, clothing and snuck you into the monastery library to sleep. He taught you to read three different languages and you learned by watching him how to tend the library. Just before he died he confessed to you that he was in fact your father. He had broken his vows and fathered you.

Once your father died you began wandering, begging for food and living in what shelter you could make with your own hands. Eventually arrested for stealing (you were innocent, that baker wanted you to trade your chastity for a muffin and you refused him) you would have been sentence to death. Lady Beatrice, wife of Lord Boniface, took pity on you and your sentence was changed to indentured servitude. You have been a servant at the castle for about three months now.

INVESTIGATOR SHEET : HERALD OF THE YELLOW KING

Ripples from Carcosa

CALL OF CTHULHU
INVESTIGATOR SHEET

PLAYER NAME _____
DATE CREATED _____

INVESTIGATOR DATA

Name Videric **Profession** Woodsman (Hunter)
Birthplace Shereborne, Wessex, England
Position in Castle Master of the Hunt
Sex Male **Age** 18

CHARACTERISTICS & ROLLS

STR 13 **DEX** 11 **INT** 15 **Idea** 75
CON 18 **APP** 8 **POW** 8 **Luck** 75
SIZ 16 **SAN** 80 **EDU** 16 **Know** 80
99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 80

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 15

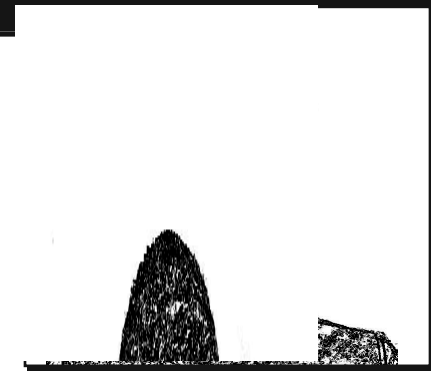
Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS: 17

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> French (31%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> English (80%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> Bower (25%) _____ | <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Shield Parry (01%) _____ |
| <input type="checkbox"/> Drive Horses (20%) _____ | <input type="checkbox"/> Sneak (50%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Spot Hidden (75%) _____ |
| <input type="checkbox"/> First Aid (50%) _____ | <input type="checkbox"/> Status (15%) _____ |
| <input type="checkbox"/> Hide (30%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Insight (05%) _____ | <input type="checkbox"/> Throw (35%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Track (70%) _____ |
| <input type="checkbox"/> Library Use (EDU X 2 %) _____ | <input checked="" type="checkbox"/> Write Language (01%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Natural World (50%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Navigate (50%) _____ | <input checked="" type="checkbox"/> Other Skills: _____ |
| <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Other Kingdoms (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Own Kingdom (20%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand	Range	#Att.	Hp
fist (60%)	60	1d3+db	1	touch	1	n/a
grapple(25%)	50	special	2	touch	1	n/a
head (10%)	50	1d4+db	1	touch	1	n/a
kick (25%)	50	1d6+db	1	touch	1	n/a
Long Spear	50	1d10+db	1	touch	1	15
Small Knife	45	1d4+db	1	touch	1	10

Missile	%	Damage	Shots	Range	#Att.	Hp
Bow	70	1d8	24	60yd	1	10
Small Knife	65	1d4	1	10 yd	1	10

Armor
See Personal Information below

PERSONAL INFORMATION

Clothing: Thick wool tunic, breeches, belt, high boots, fur cloak.

Equipment: Small pouch, whetstone, spare bowstring, sack, small spade, 20 feet of rope.

Weapons: Bow, hip quiver with 24 arrows, boar spear (long), hunting knife (small).

Armor: Soft leather (2 points of absorption). **Deniers:** 15

Background: A native born Saxon, you serve Lord Boniface as Master of the Hunt. Your duties are to bring in fresh game for the castle and guide the Norman nobility on grand hunts in the local forests. Skilled with the tools of the hunt, you are a large man who can handle himself well in a tavern brawl. You are also smarter than you let on. What the Norman nobility doesn't realize is that you have been aiding the local bandits for three years. You have sent word to them about Norman patrols and even guided such patrols around the bandit's hideouts. In return, you have been well paid by the bandits. So long as those robbed are both rich and Norman, you see no harm in this activity. You also know that the local forests are very dangerous places, filled with wolves and worse. Neither the bandits nor you venture too deeply.

INVESTIGATOR SHEET : HERALD OF THE YELLOW KING

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Lady Charlotte **Profession** Household Officer
Birthplace Duchy of Normandy, France
Position in Castle Lady in Waiting
Sex Female **Age** 26

CHARACTERISTICS & ROLLS

STR 12 **DEX** 11 **INT** 16 **Idea** 80
CON 15 **APP** 15 **POW** 14 **Luck** 70
SIZ 14 **SAN** 70 **EDU** 17 **Know** 85
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 70

MAGIC POINTS: 14

HIT POINTS: 15

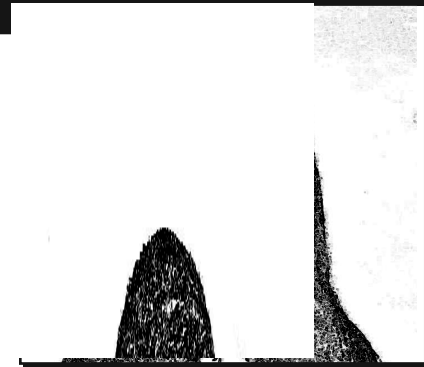
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47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
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79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94
95	96	97	98	99											

Unconscious	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18
19	20	21	22	23
24	25	26	27	28
29	30	31	32	33
34	35	36	37	38
39	40	41	42	43

Dead	-2	-1	0	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
32	33	34	35	36	37	38
39	40	41	42	43		

INVESTIGATOR SKILLS

- | | |
|---|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input checked="" type="checkbox"/> Other Languages (01%) _____ |
| <input checked="" type="checkbox"/> Art (05%) _____ | <input type="checkbox"/> English (60%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> French (85%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Pilot Boat (01%) _____ |
| <input type="checkbox"/> Conceal (25%) _____ | <input type="checkbox"/> Potions (01%) _____ |
| <input checked="" type="checkbox"/> Craft (05%) _____ | <input type="checkbox"/> Repair (20%) _____ |
| <input type="checkbox"/> Embroidery (40%) _____ | <input type="checkbox"/> Ride (40%) _____ |
| <input type="checkbox"/> _____ | <input checked="" type="checkbox"/> Science (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Shield Parry (01%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Sneak (45%) _____ |
| <input type="checkbox"/> Drive Horses (20%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Fast Talk (50%) _____ | <input type="checkbox"/> Status (55%) _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Insight (61%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input checked="" type="checkbox"/> Write Language (01%) _____ |
| <input type="checkbox"/> Library Use (54%) _____ | <input type="checkbox"/> French (21%) _____ |
| <input type="checkbox"/> Listen (65%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Natural World (10%) _____ | <input checked="" type="checkbox"/> Other Skills: _____ |
| <input type="checkbox"/> Navigate (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Other Kingdoms (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Own Kingdom (20%) _____ | <input type="checkbox"/> _____ |



Melee	%	Damage	Hand Range	#Att.	Hp
fist (50%)	50	1d3+db	1 touch	1	n/a
grapple(55%)	55	special	2 touch	1	n/a
head (10%)	50	1d4+db	1 touch	1	n/a
kick (25%)	40	1d6+db	1 touch	1	n/a
Small Knife	65	1d4+db	1 short	1	n/a

Missile	%	Damage	Shots Range	#Att.	Hp
Small Knife	25	1d4 +db	3 10 yr	1	10

Armor

PERSONAL INFORMATION

Clothing: Fine dress, fine low boots, fine fur cloak, hat, gloves and ring.
Equipment: Bible, small pouch, brush, mirror, scroll, ink, 3 quills, embroidery supplies.
Deniers: 50.
Weapons: 3 small knives.

Background: Born in Normandy, you came to Wessex when you were nine years old. Since that time you've has live in the castle of Lord Boniface, your second cousin's husband. Due to the fact you are highly educated and speak excellent English you are charged with greeting Saxon nobles and delivering important messages at times. You are quite skilled with any of the knives kept on your person. You are a member of the royal court, a Lady in Waiting and called Lady Charlotte by nearly everyone who knows you.



WORSHIP OF HASTUR DURING THE TIME OF THE DARK AGES



In the Dark Ages, the nature of Hastur Cults varied widely. As travel and communication were quite difficult groups of Hastur cultists carried on independent of one another, and as such their methods and structure varied widely. This was a time when madmen lived as hermits discarded by society and when copies of books like the Necronomicon were being copied and circulated. It was an era where nobles plotted endlessly and the politics of court could be as dangerous as a battlefield. These were days of chaos, fear and hopelessness. Such was a time when the worship of He Who Should Not Be Named flourished.

Locations : Two types of Hastur Cults seemed most prevalent in this point of history. There were numerous small cults to Hastur scattered through both the Arab and Occidental world during this period. These groups seldom boasted more than a handful of members. Many of these were insane outcasts driven from their hometowns and villages. When a worshiper of Hastur stumbled upon such insane wanderers it was an easy task to convert these aimless madmen into a cohesive cult. As such, a single Hastur worshiper could form a body of devoted, but insane, cultists ready to do the bidding of He Who Should Not Be named. Such cults would gather anywhere they could, in Roman ruins, Germanic cavern systems, the abandoned Parisian catacombs and in the wilderness. We will refer to such groups as Covens.

The other sort of Hastur cult during this time was much better organized and infinitely more dangerous to encounter. These cults usually infected existing organizations, secretly working their aims and spreading their faith, unknown to all around them. Well funded, such cults drew their membership from the upper level of society. Of this type, the three most powerful existed in Venice, in the kingdom of Italy, in the city of Cordoba, in Muslim controlled Spain and in the County of Auvergne, in the kingdom of France. This sort of cult we will refer to as Courts.

Aims, Methods & Organization of a Coven: A coven was formed when a dedicated worshiper of Hastur stumbled onto an insane wanderer or outcast. With little efforts the cultist could guide such individuals into the worship of He Who Should Not Be Named. In a short time a single cunning leader could gather together a group of madmen, misfits and outcasts. Once gathered together they could be formed into a functioning coven.

Many of these cults followed a mixture of traditional Hastur worship and rituals with Christian and pagan beliefs. Witchcraft, satanic worship, pagan ritual and sacrifice and mythos doctrines were all blended together. The unfocused nature of such groups reflected the sorts of minds their members possessed. Their chaotic nature made such cults difficult to root out but also limited their real influence and overall success.

Covens usually seek to conduct rituals in an effort to summon Byakee (Demons) and Hastur (Satan) to earth. Often such groups attempt to erect the "V" pattern of summoning stones, consecrating each with blood sacrifice in attempts to cast the Call/Dismiss Hastur spell. Few covens are ever organized enough to do this successfully, but a number of them invariably manage to do so. While moving about conducting rituals and rites, abducting sacrifices and murdering opponents to their cause coven members go about in dark robes and wear yellow masks. Many members also wear traditional satanic or pagan symbols combined with the Yellow Sign. Such emblems vary from group to group.

These pseudo-satanic Hastur cults were easy to form, easy to replace but they were sometimes difficult to control. When rooted out, the cults founder (The Grand Witch or Warlock) would seldom be caught. They would allow the bulk of their membership to be captured or killed while making good their personal escape. This is often a temporary setback. Covens then reformed and resumed operations nearby, or even in the same area, at a later date. A coven was only truly defeated when it's leader was finally dealt with.

Aims, Methods & Organization of a Court:

The other sort of group operating during this period were "Courts". Courts formed within already existing organizations, such as guilds, royal courts and religious organizations. Unlike covens, whose membership was made up of the lowest levels of society, Court members were usually members of society's elite. These cultists held high status, considerable wealth and influence. Aside from this, the greatest weapon of a Court was the secrecy it operated under.

Courts formed when a worshiper of Hastur managed to enter a powerful organization. Once inside cultists would begin sowing discord within the organization, fostering conflict between members and turning faction against one another.

Using their influence the initial court member seeks to have other Hastur worshipers placed within the organization, thereby forming a secret court inside the existing one. Members of Courts are usually very intelligent, attractive people with charming personalities and good political skills. The weapons of such cultists are not the knife in the dark but the whispered word in the proper (or improper) ear.

The aims of such Courts are to sow chaos and reap a harvest of hate, murder and war. Using politics, gossip, lies, dalliances and subtle betrayals courts can destabilize the most benevolent of groups. Once the members of the royal court, trading guild or church are turned against one another it's simple for the Hastur worshipers within it to operate. Often members of Courts are advisors, assistants and spouses of important members of such groups. Court members seek to become the Lady in Waiting, the King's mistress, the queen's royal advisor, the cardinal's secretary or the convent's charming new scribe, any position close to a powerful person.

Members of a Court usually advise several rival factions against one another. For example: Queen Winifred's lady in waiting informs her that her husband is having an affair. Meanwhile King Edward's mistress whispers rumors to him about his wife's involvement with local satanic cults. A newly appointed court minstrel then begins flirting with Queen Winifred, tempting her and whispering ways her unfaithful husband could be "dealt with". Meanwhile the King's

mistress, the lady in waiting and the minstrel are all members of the same Hastur Court. With such methods murders, executions, accusations and wars are instigated, and all without the cultists spilling a single drop of blood.

More than one royal court, monastery or convent has become completely infested with Hastur worshipers. Rooting them out is nearly impossible; as such cultists are masters of intrigue. Usually their presence goes unnoticed, as the chaos and conflict they sow within an organization disrupts its ability to function. Even when investigators learn what is happening within such an organization, just how do they learn who is a Hastur worshiper and who isn't?

A SAMPLE CULT CELL
"COURT OF THE LAST KING",
HASTUR CULT OF THE
COUNTY OF AUVERGNE.

The royal court of Duke William II is in near total disarray. Duke William rules all of Aquitaine from the capital Clermont, in the County of Auvergne, in France (for further details on Dark Ages France see "The Abbey, Monograph #0303). The ruling houses plot against each other, vice and corruption is everywhere and even the church leaders are suspected of dark, pagan practices. Much of this can be traced back to six influential individuals who make up the Hastur cult known as "The Court of the Last King."

The leader of this group has been operating in the royal court for several years. Lady Rochelle originally entered the royal household as a lady in waiting. She managed to drive a wedge between Duke William and his wife, the Duchess Lucinde. Eventually the couple became estranged which led to a pair of victories for the cult. The first was the suicide of the Duchess Lucinde, who jumped (some say was pushed) out of her chamber window. The second was Lady Rochelle's wedding to the grieving Duke William.

In her year as Duchess, Rochelle has managed to get several other Hastur worshipers appointed to the royal court. Together the "Court of the Last King" has done much to undermine the Archdiocese and promote unrest and discord throughout the County. The recent military action undertaken by those loyal to Bishop

Vincent of Poitiers, on the boarder with Auvergne, presents the cult with a great opportunity. Duchess Rochelle and the rest of the “Court of the Last King” are quietly advising Duke William II to mount a retaliatory strike against the forces of Bishop Vincent. If they succeed in starting

this little war every death will be counted as an offering to He Who Should Not Be Named.

**Duchess Rochelle,
Leader of “Court of the Last King”**

STR	12	CON	14	SIZ	8
INT	16	POW	18	DEX	13
APP	17	EDU	16	SAN	0
HP	11	DB	None		

Weapons: Small Enchanted Knife (50%, 1d4)

Armor: None

Skills: Fast Talk (70%), Persuade (60%), Insight (65%), Status (70%), Listen (60%),

Art: Courtly Dancing (45%), Art: Singing (50%),

Craft: Embroidery (50%),

Craft: Calligraphy (50%), Spot Hidden (30%),

Sneak (55%), Conceal (45%),

Throw (60%), Cthulhu Mythos (20%)

Spells: Summon/Bind Byakee, Contact Deity / Hastur, Call / Dismiss Hastur, Dominate, Siren’s Song, Song of Hastur, Enchant Knife

Notes: The Duchess of the County of Auvergne and wife of Duke William II, Lady Rochelle is a slight, incredibly beautiful woman. She is skilled in court politics, using her considerable charm and her well-honed skills at deception. Her ultimate goal is to plunge Auvergne into total chaos and warfare, in Hastur’s name. She wears a gold locket with the Yellow Sign hidden behind her husband’s portrait, a ring with a compartment holding a single dose of Pot 15 poison and an enchanted knife concealed on her person. The Duchess Rochelle owns not one, but two copies of the Necronomicon. The first is an old, worn copy in Greek (which she reads poorly) and the other is a new, beautifully drawn copy in French (which she translated and wrote herself). Her personal copy has several gaps and mistakes in it due to her poor knowledge of Greek. Study

of the Greek copy confers 17% Cthulhu Mythos points, while her French copy grants only 14%

There they abduct shepherds and lone travelers, sacrificing them to enchant the standing stones in an ultimate effort to summon Hastur. The members of the cult are local hermits, all mostly insane, who live in the mountainous wilds. The cult leader is a local nun, Sister Margaret, of the nearby convent of St. Mary. When she travels the mountains conducting rituals with her coven, she is always hidden behind a pallid mask

2) **The Court of Auvergne:** Emissaries arrive at the court to meet with Duke William II. While there they run afoul of the “Court of the Last King”. The powerful members of the cult take steps against them, which could be anything from having their reputations ruined, instigating their arrest, arranging an accident or summoning something inhuman to deal with the meddling investigators. Getting to the source of these attacks will put the political skills of the investigators to the test.

SINISTER SEEDS

1) **The Masked Witch:** A coven of Hastur worshipers is operating in the mountains.



THE UNITED COLONIAL COALITION ASTEROID COLONIES FOR THE END TIME SETTING



In the dark future of 2145 the Earth has fallen to the Great Old Ones and mankind struggles to avoid extinction. Some of the last free humans have built settlements on Mars and it's moons. There they dream of a day when they can reclaim the Earth for mankind and return to the cradle of humanity. But these are not the only humans living in space. Hidden amid the asteroids between Jupiter and Mars there exists a group of colonies, home to not only humans, but to a population of Elder Things and Yithian castaways as well. Amid the tumbling asteroids, unknown to those on Mars or Earth, these races have been living and working together for more than a century. They call themselves the United Colonial Coalition, or "The Colonies" for short.

A Brief History: In 1953 a man named Joshua Clark apparently suffered a nervous breakdown. After a few month of recovery it seemed his personality was much changed and he began using his wealth and influence to travel the world. The body of Joshua Clark had come under the control of the Great Race of Yith.

This particular Yithian agent had previously been studying mankind during the 2042 and was saddened to see what the fate of mankind was to be. As he was conducting his mission of gathering the history of mankind during the 1950's "Joshua Clark" suddenly collapsed. Far back in time a rampaging Shoggoth destroyed three Yithian bodies. These particular bodies contained human consciousnesses, which had been switched by time traveling Yithian agents. One of these consciousnesses killed was the human personality of the actual Joshua Clark. When the Yithian in control of Joshua Clark's body awoke the links with his native body and time period were severed. He had become trapped in human form.

By 1956 "Joshua" located the other two Yithian castaways trapped in human form, both of which had been conducting missions in earlier periods. Pooling their knowledge they realized that mankind was going to face extinction in

about a hundred years. The three Yithians had a strange love for the human race, made stronger by their currently being trapped in human form. They formed a plan; the three of them would no longer put their efforts toward the study of the human race. They would instead seek to save it.

With access to nearly all of human history the three Yithians amassed great wealth and influence. Many important discoveries in medicine and technology on Earth between the years 1962 and 1998 were the work of these three beings. They began using magic to extend their lives and to created several magical gates that linked the Earth and a single large asteroid between Mars and Jupiter. They then exchanged ancient and arcane lore to the Mi-Go in return for their work in hollowing out this object. Once a cavity was created technological materials were transported to the asteroid via the gates and a livable, self-sufficient base was established. The first colony, called Ark, was founded on September 4th, 1970.

In 1972 the trio started to recruit colonists. They began to approach select humans, scientific minds, top physical specimens and those with superior genetic potential. In meetings they would explain to these individuals who and what they were and more importantly what the future held for the human race. These prospective recruits would then be offered a chance to become part of a new human society being formed away from the Earth. The majority of those approached refused and had their memories erased, but a few of them accepted. By 1981 there were more than 300 humans living in the asteroid colony and working with the Yithians on Earth.

In 1985 strange reports began leaking out of the Soviet Union, reports of unusual creatures being encountered near the Artic Circle. The descriptions of these creatures matched what the Yithians knew to be Elder Things. Acting quickly, the Yithians and their human allied dis-

patched a team to the area. The team made peaceful contact with the Elder Things, staying just a step ahead of both KGB and Delta Green Forces. There were fourteen Elder Things, recently awakened from a stasis chamber. They found that not only had their civilization completely collapsed but also nearly all evidence of it had vanished from the historical record. The gravity of their situation was explained to them and an offer of alliance made. Before the Red Army could close the noose on the contact team or the Elder Things hideout, they had magically escaped to the asteroid colonies.

By the early 1990's things were going well. The colonies had expanded to four asteroid bases, spacecraft were being constructed and the combined population reached more than a thousand individuals. The three races formed a government they named the "United Colonial Coalition". Contact with the Mi-Go was limited (due to the distrust the Elder Things had for them, many of them still having fresh memories of open warfare against the Mi-Go in earth's distant past.) Trade was (and is) sometimes conducted with the Mi-Go, but all requests for a more formal alliance are refused. The colonies began to develop and employ a fusion of Human, Yithian, Elder Thing and (reluctantly) Mi-Go Technologies.

In 2025 the colonial government destroyed all gates linking the colonies to the Earth and transferred the last of its personnel off the planet. All contact with the Earth was severed. In 2045, on Earth, the city of R'lyeh rises from the ocean floor and in 2055 the Great Old Ones are freed. The last transmission from Earth is broadcast a year later. The Earth is lost, but in the asteroid colonies (and on Mars) mankind survives.

The year is 2147. Earth belongs to the Great Old Ones and Mars is home to a small population of fewer than three thousand free-living humans. In the asteroid belt there are currently twenty asteroid colonies, home to more than nine thousand humans, Yithians and Elder Things. The founding colonies are now more than one hundred and fifty years old.

Locations: The colonies lie in the asteroid belt between the planets Mars and Jupiter. There are twenty colonies, which vary widely in size and population. Some colonies function as

mining, science or engineering centers with fewer than two hundred individuals living with-in them. Others are large population centers with vast hydroponics farms, universities and recreational areas that can be home to more than a thousand colonists. Some examples of colonies are:

- **New Brooklyn:** A large population center of twelve thousand colonists.
- **Berlintown:** A center for shipbuilding and home to about two hundred colonists
- **Rockhaven:** A scientific research center boasting high security and a population of one hundred and fifty colonists.
- **Mount Sinai:** A center for medical research and educations and home to about three hundred and fifty colonists.

Aims & Methods: The aims of the colonies are simple; the survival of both the Human and Elder Thing races (the Great Race of Yith was never in jeopardy). To achieve this the colonial government enforces some strict rules. Colonists are forbidden from using mythos magic, researching mythos topics or attempting to contact the Earth. The colonists have been free of the taint of the Great Old Ones for more the one hundred and fifty years (or so they think) and the United Colonial Coalition wishes to keep it that way. It is a firm belief among the colonists that if the dark forces now in control of the Earth ever discovered them the colonies will be destroyed. Remaining undetected by the Earth is the first priority of all Colonial operations.

There is a secret project being carried out by the top scientific minds in the colonies called Project Origami. Begun in 2084 the project's goal is to create a device capable of folding space, traveling through space without moving over vast distances nearly instantaneously. If ever successful, the plan is for the entire colonial population to depart this galaxy and migrate to a new one. There, light years away from the Earth and the malignant forces of the Great Old Ones, the colonists would settle upon a new home world. The dream of a fresh start on a new world, one circling some far away star, is something all three races share. While original-ly seeming like a fantasy, after seventy years the

project is starting to make some progress. In the last twenty years several key discoveries have been made and the project leaders are estimating that they could have a prototype device ready for testing in the next twenty five to thirty years.

Organization: A counsel of both Human and Elder Thing representatives runs the United Colonial Coalition. The prime minister is Joshua Clark, the Yithian founder and architect of the colonies. He is viewed by most as a type of George Washington figure, a position he is uncomfortable with at times. The colonies are tightly controlled with a constant wartime mentality. Colonials are suspicious of Earth, paranoid of attacks from outside the colonies and nationalistically proud of what they have created among the rocks between Mars and Jupiter.

NEW TECHNOLOGIES

Colonial Spacecraft, Rock-Skimmer class: A colonial Rock-Skimmer has a hull length of 24 meters and a single powerful engine, giving it a high rate of acceleration/deceleration. They are designed to maximize maneuverability as Rock-Skimmers operate mainly within the asteroid belt. Each ship is controlled by a supercomputer, which falls just short of being self-aware. A Rock-Skimmer is piloted via a neuro-digital interface that actually links the pilot's brain waves to the ships control system. This allows pilots to react more quickly and operate the vessel virtually. See *Virtual Dreamlands* for more details. The Rock-Skimmer hull has been adapted and modified into four separate versions, or classes:

- **Crane:** Modified as a scientific research vessel and holding a crew of ten.
- **Dolphin:** Modified as a transport, a crew of four with room for between four (the dignitary model) and twenty (the workhorse model) passengers.
- **Pony:** Modified as a cargo ship holding crew of four.
- **Kestrel:** Modified as a military vessel and holding a crew of six.

The UCC Gladius, Colonial Rock-Skimmer: The "Gladius" is one of only three Kestrels in the colonial arsenal. The ship has been in operation for fourteen years, but is regularly refitted

and maintained. She is state of the art for the colonies, combining both human, Elder Thing and Yithian technologies. Kestrels are not spacious or comfortable to live in, being designed to utilize every possible bit of space. These conditions mirror the military submarines of earth's 20th and 21st centuries. Each of the three colonial Kestrels are armed slightly different, "Gladius" is equipped with a forward firing rail gun and two torpedoes.

Rail Gun: This weapon fires clusters of magnetically launched explosives, much like cluster bombs. It is designed to open multiple holes in the hull of enemy vessels, exposing their environments to vacuum. To a physical target, a rail gun would do 12d6 points of damage. The "Gladius" has enough ammunition to fire this weapon five times.

The pilot and the person manning the rail gun combine their scores to create an average of the two in determining the chances to hit. The Rail Gunner must roll under the average of the pilot's Pilot Spacecraft skill and their own Rail Gunnery score. Ex: The ship's pilot maneuvers into attack position and the ships gunner readies to fire. The gunner has a score of 50% in rail gunnery; the pilot had a score of 70%. The gunner must then roll under a 60% to successfully hit the target. The +10 bonus comes from the superior skills of the pilot. This works the other way as well, the same gunner with a less skilled pilot whose score was only 30% would need to roll a 40% to hit their target.

Torpedoes: These are high explosive, computer guided missiles. The torpedoes are mounted on the outside of the ship in specially shielded pods. It is not possible to remove these weapons unless they are fired, and also impossible to trigger one to detonate while attached to the ship. These weapons are computer directed, the torpedo man must roll his computer use to score a direct hit, but even a near miss could cause serious damage. Keepers should use their judgment in the amount of damage such a weapon might cause, but a good range would be 10d10 to 15d10 points of damage.

The "UCC Gladius" has five main compartments: The Control Room – Pilot chair, main computers, communication and weapons consoles. This is the nerve center of the ship.

- **Engineering:** The compartment closest to the engines, with technical workshop.
- **Crew compartment:** Where the crew sleep and eat, there are only two bunks. The head is also here and there is no kitchen on board. The crew lives on meal-packs while on duty.
- **Weapons locker:** This walk in closet is where weapons, armor, spacesuits and thruster packs are kept. Any additional cargo is also stored here.
- **The Airlock:** A reinforced chamber with two doors for moving between the vacuum and the ship's enclosed environment. A retractable landing ramp can also be deployed from here.

Virtual Dreamlands: The Colonials use a technology that allows them to mentally interact with advanced computer systems. Almost everyone has an interface port surgically installed behind their right ear, which allows them to enter a virtual system. This is used when full concentration and micro second control is vital. A human linked in such a way can disconnect any time they wish. Connected people who are suddenly disconnected by others suffer no ill effects.

A human mind linked with a computer in this way enters a virtual pocket reality created by the computer designer. Colonial computer designers create virtual realities that resemble the asteroid bases they are most familiar with. These virtual environments are essentially miniature Dreamlands, where the investigators interact with the computer core as if it were another sentient entity. Most advanced computer system personas in the colonies appear as pleasant looking humans. These virtual representations of the computer consciousness usually speak in a near monotone voice and possess little or no personality. The majority of colonial computers are not self aware, so meaningful interaction is minimal.

Most humans cannot remain "plugged" into a V-Dreamlands for very long. The time limit is about ten minutes per point of INT an investigator possesses. After this, a person will begin to get severe headaches and is forced to disconnect. There are exceptions to this in the colonial population, but they are rare.

Virtual Dreamers: People whose brains allow

extended visits to a V-Dreamlands are called Virtual Dreamers. V-Dreamers always have a much larger linkage port surgically implanted in their right temple. Only about 1 in 200 people turn out to be V-Dreamers, exactly why is a topic of much research but still a mystery. This segment of the population is able to join with large powerful computer systems for extended periods and are able to do things like complex theoretical extrapolation, manage entire computer networks of asteroid colonies or pilot spacecraft. Such virtual environments are larger and the virtual manifestation of the computers more detailed.

The downside to being a V-Dreamer is addiction. A V-Dreamer's brain becomes attuned to the ultra high amount and speeds of details and data. Once they are disconnected from a system they begin to experience sensory deprivation. A disconnected V-Dreamer loses 1/1d3 points of sanity every twelve hours, slowly slipping into insanity unless they are reconnected. These effects, which V-Dreamers called "The Awakes", can be halted by a drug called VirtEqual, which must be ingested daily. The side effects of the drug are mild but can include feeling of drowsiness, detachment and a difficulty to concentrate. There are no euphoric effects of VirtEqual.

New Skill: Virtual Dreaming – Much like the Dreaming skill (see H.P. Lovecraft's The Dreamlands), this skill allows an investigator to make minor alteration in the virtual realities they enter. The basic percentile amount equals one point for each point of INT the investigator has. This skill can increase like a standard skill, but does increase due to prolonged contact as the standard Dreaming skill. As the human body does not eat or drink while connected, it would be fatal to remain V-Dreaming for the required contact time. Otherwise this skill functions exactly the same way, with identical MP costs for alterations and creations made while in a Virtual Dreamland. There is no Dream Lore skill, as each computer system is essentially a new and independent miniature Dreamlands.

Death in the Virtual Dreamlands: This will be something that the investigators are completely unfamiliar with. Colonial programmers have never created a system that would actually kill a person's virtual projection. Even combat simulators simply have the person black out to indicate a death.

Colonial Modified Weaponry Table

Name	Shots per round	Damage	Range (Yards)	Ammo	Malfunction Number
E-1 Pistol	1	2d6+2	15	6 Shots per charge	89
E-2 Rifle	1	4d6	35	10 Shots per charge	80

The humans who programmed K2-PS187, who were worshipers of Hastur, were not so kind. The hazards they programmed into the Virtual Reality system were not meant to harm the investigators (that being a pleasant coincidence) but were created to terrorize the main computer into obedience. More details of these hazards are listed in part four of Heir to Carcosa.

Investigators who are killed in the V-Dreamlands mentally disconnect from the system. They receive a sanity loss of 1d10 points and are unable to reenter a V-Dreamlands system for 1 day per INT point they possess. This reflects the greater level of belief their minds had in what they were experiencing virtually.

NEW WEAPONS

Colonial modified weaponry: Most weapons in the colonies are not much different from those used on Earth more than a century earlier. These, however, are newer versions, which have been modified for use in space. Automatic weapons used in the colonies have a self-contained atmosphere that allows the combustible mixture that propels the bullets to ignite. They are therefore useable in a vacuum. While very reliable, these weapons deliver considerable recoil, a problem to the colonists who are nearly always in a low to zero G environment. A newer, experimental type of weapon system is currently under field-testing, The Colonial E-1 Electric Pistol and the Colonial E-2 Electric Rifle.

The Colonial E-1 Pistol and E-2 Rifle: These weapons are currently experimental prototypes. The E-1 & E-2 employ a combination of Human, Elder Thing and Mi-Go technologies into a weapon system that utilizes electricity. Both the E-1 Pistol and E-2 Rifle have the benefit of delivering no Recoil, which is very useful when being employed under low to zero G conditions. The

electrical damage causes by these weapons also penetrates most forms of personal body armor. For all their benefits the weapons are still in the developmental stage. Both versions are bulky, oversized and carry only a limited number of charges. The E-1 and E-2 cannot be reloaded unless they are taken apart, recharged and reassembled, a process that takes 1d4+2 hours and a Repair Electronics roll. The weapons are also a bit touchy and unreliable, reflected in their high malfunction rate. A malfunctioning E-1 or E-2 needs to be carefully repaired, a process that requires 1d6 hours and a Repair Electronics roll. Weapons designers are currently working on each of these problems but as yet have no solutions to any of them.

RIPPLES FROM CARCOSA: PART THREE

Heir to Carcosa

An End Time Adventure for Call of Cthulhu

Introduction and players information

The “Gladius” sailed through space soundlessly like a shark swimming in the dark depths of the ocean. Not that any of you had ever seen a shark, or the oceans they lived in. In fact, none of you had ever seen the Earth, all of you being born in the Asteroid belt. The Earth, once the cradle of humanity, had been lost to the Great Old Ones in 2055, almost a century ago. This ship, “UCC Gladius” was your home.

The UCC stood for the United Colonial Coalition, an alliance of three races living and working in the Asteroid belt between Mars and Jupiter. Here, in dozens of bases throughout the asteroid belt, Humans, Elder Things and Yithians lived and worked together peacefully. There was only a trio of Yithians, unfortunate explorers who had lost their natural bodies in Earth’s distant past. Trapped in the human forms they were using, the three banded together and were the architects and founders of the Colonies. A dozen or so Elder Things were recruited to the colonies after being awakened from an Arctic outpost where they had lain trapped and dormant for hundreds of thousands of years. Humans made up the bulk of the colonies, with an estimated population of almost nine thousand.

The Colonies had three major goals. 1) Remain Undetected – The Earth was lost. The Great Old ones existed as God-Emperors, ruling over vast continents where human worshipers oversaw what was left of the population. It was vital that Earth never learn of the colonies thriving in the asteroid belt. 2) Preserve Humanity – This was the reason for the colonies being formed. The human race was on the verge of extinction and the Yithians, who had long studied humanity and were now trapped in human form, took steps to preserve the species. For almost a century the colonies were a testament to their efforts. 3) Project Origami – This secret project

was known only to a few. For almost seventy years a program to create a device able to fold space had been underway. Once completed the plan was for the citizens of the colonies to escape this galaxy and migrate to a new one. There, thousands of light years away from the corruption of Earth and the Great Old Ones, mankind would find a new home world. A fresh start, under clear skies on a new planet circling a new star, it was a vision all three races shared. While at first seeming like a dream, after seventy years the project was bearing fruit. The last two decades have seen some tantalizing discoveries. The project leaders were estimating they could have a prototype device ready for testing in the next twenty-five years.

You, the crew of “UCC Gladius” are on a mission vital to Project Origami. Your destination was Callisto, one of the Jovian moons. There you will dock with a space station called Traders Point. It is a delicate mission, and a secret one, for you will be conducting trade with yet another non-human race, the Mi-Go. In your cargo hull are seventy canisters of various gasses the Mi-Go desired, a special device used in filtering and refining such elements and a digital blueprint for creating such devices. In return the Mi-Go had agreed to provide you with scientific data vital to project Origami, data that could advance research and development five years or more. Most colonials knew nothing of the Mi-Go, or of Project Origami. You all are different; you’re the elite, some of the best and brightest of your generation. It will be the actions of as you, and those like you, who will save or doom one of the last free human populations in the solar system.

The communications picks up a coded message from the tiny space station just ahead. The message reads – PROCEED TO DOCK. OUR DELIGATION ON STATION AWAITING THE EXCHANGE.

Keepers Information: The Mi-Go have additional information for the investigators. They may inform them of another human ship traveling through the asteroid belt. They'll say it will be passing near many of the colony settlements. The Mi-Go will give them the ships last location, its speed and heading at the time.

This ship, "Tatterdemalion" is a human vessel operated by Hastur Cultists. They recently undertook a mission to rendezvous with a near Earth asteroid they have named "Fragment". This asteroid is actually the prison of a being called Tassilda, who is the daughter of Camillia, princess of Yhtill and Hastur's Avatar, The King In Yellow. The asteroid is actually a fragment of the city of Carcosa, hurled out into space with the imprisoned Tassilda upon it.

After claiming Yhtill and absorbing it into Carcosa The King in Yellow took the insane princess Camillia as a consort. Before her death the princess bore Hastur three children, fosterlings of Hastur. They were two boys and a girl, which she named Thothut, Tasylock and Tassilda. While normal seeming at first, they children eventually developed many of the physical characteristics and inhuman powers of their father. This transformation was the final blow to Camillia's mind, causing her heart to stop from despair and grief.

For some time the royal trio lived with their sire in Carcosa, powerful evil beings at the foot of their Father, He Who Should Not Be Named. But soon, like their mother, uncle and grandmother before them, the princes and princess of Carcosa began to whisper, squabble and plot. The trio had dreams of succession. Eventually Thothut and Tasylock unwisely plotted against their father, The King In Yellow. Hastur, aware of the plot all along, easily avoided their traps and in a way too horrible to describe destroyed them both. Tassilda, who knew of her brother's plot but refused to take part in it, was spared. Unfortunately for her, she also did nothing to warn her father, and for this silent betrayal she was punished.

Tassilda was forced to write out the story of what had happened on the walls of her home in Carcosa. This story amounts to a sequel to "The King In Yellow" entitled "Heir to Carcosa". Her father, He Who Should Not Be Named then told her "Had you come to me with your desires, I

would have given you the powers to claim your own kingdoms. I would have made you a Great Old One, as I am, and given you cities as grand as Carcosa. But for your treachery I now banish you. You have not the power to free yourself, but should you ever become free, call upon me. If you summon me with humility and respect, as is fitting an Heir to Carcosa, I will grant you all you desire." She was then sealed in the crypt in her home then hurled out into space.

The crew of "Tatterdemalion" managed to rendezvous with the asteroid "Fragment" in space, land a party on the surface and enter the temple. They scanned the story written in alien hieroglyphs from the temple walls, uploaded the images and ordered their AI computer to begin a translation. The team then destroyed the imprisoning sigils on the tomb and freed Tassilda. Expecting to be rewarded the landing party were instead slaughtered. The "Tatterdemalion" fled the area before the daughter of Hastur could attack their ship. They set a course back towards earth, considering their mission a success. They had freed Tassilda, the Daughter of Hastur, one who might soon become a new Great Old One.

Unfortunately for them, the AI computer on their vessel was a cybernetic system. The computer, named K2-PS187, is made from the linked organic brains of seven children captured by Hastur cultists back in 2046. As the computer translated the runes and learned the story "Heir to Carcosa" it went insane. Malfunctions began happening all over the ship, slowly becoming more and more serious. The main computer was shut down after several fatal accidents. The "Tatterdemalion" is currently in bad shape, with the main computer off line, minimal power and life support.

Meanwhile, Tassilda, after draining the minds of the cultists, has gotten her bearings. After her long imprisonment she has learned her lesson. Tassilda has already called out to father for assistance and currently waits for him in her home within the near Earth asteroid "Fragment". Once father and daughter are reunited Hastur will grant Tassilda all the powers of a Great Old One, and give her a new kingdom. This kingdom will be much like her prison, made up of stones floating in space. The kingdom is the United Colonial Coalition. With the powers she is about to inherit, she will turn the colonies

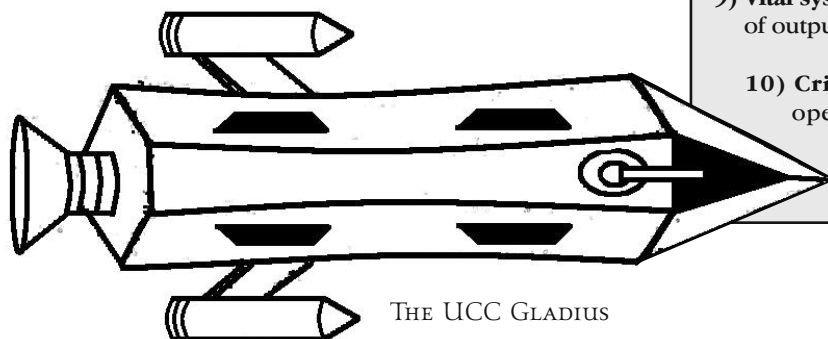
into a haunted nightmarish place, much like Carcosa. That is, unless the investigators can once more do what they have done twice before in past lives. For the third time, the investigators must thwart the plans of He Who Should Not Be Named.

PART ONE: CALLISTO

The investigators must approach the Jovian moon, Callisto, and dock with the space station in orbit there. This requires the investigator piloting “Gladius” to make a successful Pilot Spacecraft roll. Once the “Gladius” is in position a transmission is sent from the station – “RELEASE VESSEL CONTROLS FOR AUTOMATED DOCKING”. Investigators may do this, or they may dock manually, which requires a second Pilot Spacecraft roll. If this second roll is failed “Gladius” collides with the station. The pilot must roll 1d4 on the Gladius Damage Table. The space station has no weapons mounted on it and is rather small, constructed solely for meetings such as this.

Traders Point Station: This space station has a modest gravity of .6 g as it rotates. The investigators will be given access to only three compartments of the station, the Colonial docking bay, a private room with a lavatory and the cargo bay. Meetings between the Mi-Go and Colonial representatives are usually tense with the presence of armed guards on both sides not uncommon.

Relations with the Mi-Go: In ancient times, the Elder Things and Mi-Go fought savage wars, so little trust exists between the two races. Also, the Elder Things and Yithians in the Colonies have informed the humans about the Mi-Go’s long history of manipulation and interference in human evolution and affairs. As for the Mi-Go,



THE UCC GLADIUS

Gladius Damage Table

1d4 for Part One / 1d6 for Part Five

- 1) **Landing gear/docking module compressed.** Non-essential system, 2-hour repair.
- 2) **Short circuit, electronic systems damaged.** Back up system in place. Non-essential system, 4-hour repair.
- 3) **Hull integrity compromised.** Section of hull weakened. Essential system, 6-hour repair.
- 4) **Minor Hull Breach.** Emergency systems engaged to seal breach. Vital system, 12-hour repair.
- 5) **Major Hull Breach.** Ship begins to decompress, a repair mechanical roll is required immediately or ship decompresses in 15 minutes. Critical system. If immediate check is made to stop decompression this is a 16-hour repair. If immediate check fails this is a 40-hour repair that requires a space walk of 10 hours.
- 6) **Crash.** The ship has impacted violently while trying to land. Both the hull and engines suffer significant damage. The hull decompresses within 1d10 minutes and requires a 60-hour repair. The main engines also require a 40-hour repair. If any of the repair rolls fail that investigator must make a luck roll. If that luck roll fails that system is damaged beyond repair. It is possible to repair the hull and not the engines. If this happens she ship cannot lift off but may be used as shelter. If repair attempts to both the hull and engines fail the ship is effectively destroyed in the crash.
- 7) **Non-Essential system.** Ship can operate without repairs.
- 8) **Essential system.** Ship can operate without repairs for only 2d10 hours before repairs become necessary.
- 9) **Vital system.** Ship can operate at minimal levels of output and repairs must be made immediately.
- 10) **Critical system.** Ship is unable to operate at any level of output and repairs must be made immediately.

the loss of the Earth was a serious blow to their operations (they are no longer welcome there). They are willing to trade with the colonies for the items they most desperately need. The Mi-Go also have little trust for humans, blaming them for the loss of the Earth to the Great Old Ones.

Once the humans arrive and enter the station they are directed by flashing lights to a door into the cargo bay. Once within the investigators will encounter four Mi-Go. They will appear as “grays”, small slender non-threatening aliens. Investigators making a Know roll will know that this is not their normal form but a disguise they often use when dealing with humans. If asked to stop using this, they will, each deactivating a holographic projector on their bodies. Once this happens they appear as normal Mi-Go, which causes the investigators to roll a San Check.

4 Mi-Go

STR	11	CON	10	SIZ	11
INT	13	POW	13	DEX	14
HP	11, 11, 11, 10	DB	none		

Weapons: Nippers 30% 1d6 + Grapple, first three armed with Electric Guns 65%, Damage 1d10.

Armor: None, but the extraterrene body causes all impaling weapons to do minimum possible damage. First three wearing Bio-Armor (8 points vs blows, flames, electricity, etc but not impaling attacks).

Spells: None.

Sanity Loss: 0/1d6 (for natural form only, no loss if seen in “Grays” disguise.)

Three of the Mi-Go are wearing Bio-Armor and armed with Electric Guns (Call of Cthulhu Rule book, edition 5.6.1, pages 156-157). The lead Mi-Go wears no armor and carries no weapon, an action meant to help foster trust. This Mi-Go will speak in a buzzing insect like English, welcoming the humans to the station.

The Mi-Go greatly desire the canisters of chemicals the humans have, as well as the filtering device and its specifications. One of the three armed Mi-Go carries the three data disks the investigators require. The Mi-Go will ask for eighty-five canisters, pretending that amount was the agreed upon number, and try to with-

hold one of the disks. A bargain or fast talk will clear this up, as will a steadfast refusal to alter the original agreement.

When the agreement is made the humans are given the data disks. As they verify the information is what they were sent for the Mi-Go request delivery of their cargo from the “Gladius” onto the station. The Mi-Go take random samples from about a dozen of the canisters and analyze them. As this all comes to a close the Mi-Go will open a new negotiation.

The leader of these strange beings buzzes at you. “We offer our thanks at this successful trade of technology and information and hope to conduct further trade in the future. As such, we have additional information to offer if you are interested, information vital to the survival of your colonies. This is not a threat from my people, I assure you, as we desire nothing but peaceful co-existence with our neighbors. Will you conduct further negotiations for this information with us now?”

If the investigators agree one of the Mi-Go goes to a console and begins working. A screen will drop down, showing surveillance images along with some data. What it shows is a spacecraft moving through space. As the magnification increases the scale of the ship is obviously large, maybe four times the size of the “Gladius”. The investigators can make out the shapes of windows and hatches showing clear signs of this being an earth ship. On the scan they see a large Yellow Sign painted upon the side of the ship, causing them to make a sanity check.

If keepers are running this as part three of “Ripples from Carcosa” investigators get a flash of seeing this item twice before, while they were together on Earth. They will see themselves dressed in clothing common one and two thousand years ago. The investigators will know this is not possible but they will also be 100% convinced what they are feeling and remembering is true. They’ve all seen that symbol before and it has never led to good things.

The alien diplomat buzzes excitedly, motioning towards the screen. “This human ship is traveling back to the Earth from somewhere far above the elliptical, beyond the orbit of Neptune. We do not know where it has been or what its mis-

sion was, but we suspect it was built on the moon. Our intelligence indicated some construction project underway on the lunar surface four years ago but we were never able to determine what it was. We now believe it was the construction of this vessel as our scans detected partials of Luna dust trailing the ship through space.

We are willing to give to you all of our scans and data on this ship, as well as it's last known position, speed and heading. One thing I will inform you of without compensation is this. You will want this information. This ship will pass within scanning range of one or more of your settlements within the next seventy-two hours. Are you interested in this information? Will you hear our terms? Do you wish to consult your superiors?"

If the investigators contact their superiors they will be ordered to obtain the information. UCC mission control will order them not to cause an incident that might jeopardize relations with the Mi-Go. The investigators will also be advised to be on their guard and to release no information that might be of military value.

What the Mi-Go desire are two hundred human ova and sperm samples from at least three different human males. What they intend to do with such material they will not say. "Such queries are not logical, we require this material. You require this information. An exchange is logical and mutually beneficial". Just what the Mi-Go want this material for is up to the individual keeper to decide and an ideal lead in to future investigations. The Mi-Go, with a successful Bargain roll, are a bit flexible. They are willing to make the exchange for one hundred Ova and sperm samples from two males. Unless the exchange is made the investigators do not get the data. If they attempt to use violence to obtain the data, the data disks will be destroyed by the Mi-Go or in the firefight that ensues. The human ship will never be found without the data in the vast region of space it's traveling through, being a very small needle in a very large haystack.

It is possible that the investigators do not gain the information from the Mi-Go. If this happens consult: "Tatterdemalion Spotted" in part two.

The Mi-Go will conduct the procedure, unless the investigators wish to do so themselves. With

the medical facilities on "Gladius", removing the ova is a simple procedure with requires only a Medicine roll. The sperm samples are even easier to obtain and do not require a roll. If the Mi-Go conduct the procedure they will allow one human observer. They will put the human subjects to sleep and use strange alien implements to remove the organic material they require. Subject may refuse being put to sleep for the procedure but will then be required to make a Sanity check for 0/1d3 points. If medically checked over after a Medicine roll by an investigator will find a tiny strip of metal inserted in the soft tissue of the subject and witness investigator. A First Aid roll can easily remove these objects. Whatever function they served ceases to work after removal.

After obtaining the tissue samples the Mi-Go hand over another data disk containing all the information they have on this human vessel. They then call this trade meeting to a close thanking the investigators and wishing them well. If investigators linger they are told they must return to their own ship now.

PART TWO GLADIUS

Once on board the "Gladius" the investigators can analyze the data the Mi-Go have on the strange human ship. A successful Navigation roll is required to determine the vessels likely currently location. This would be its location if it has maintained its course and speed from the time the scans were made. Investigators learn the following information from the scans:

From your analysis you determine this ship to be a large one, 120 meters long. It has what looks to be a powerful propulsion system. Nothing appearing to be weapons are visible. The ship has a 35-meter long bay for an additional shuttle landing craft; the bay appears unoccupied at the time of the scan. Her speed was only about 1/6th what her engines seem possible of putting out, and she is making clumsy, ineffective course corrections as she maneuvered around the gravity wells of Jupiter. If her course holds true, the vessel will come within easy scanning range of the colony settlements of "New Brooklyn", "Berlinton" and "Rockhaven". "Rockhaven" is one of the three facilities doing work on Project Origami, and where most principle theoretical

testing occurs.

Unless the ship has changed course or speed the “Gladius” should be able to overtake her in twelve hours, nine hours before she could be in scanning range of any colonial settlements.

The investigators may wish to make a report to their superiors. A Know roll will inform them that under current conditions encoded transmissions are required. Once the colonial high command is contacted there will be a pause of almost an hour. The reply comes in the form of the following orders:

Gladius –PRIORITY ONE – PRIORITY ONE- Proceed on intercept to earth vessel. At T-minus Fourteen hours of your confirmation of orders, the area of 34-33-254-X14 will be blanketed with an artificially created particle storm. This will jam all transmissions in that sector for a period of one to three hours. During this time you will engage the intruder. You are to disable her, board her, and take her as a prize. The intelligence and possible technology gained could prove invaluable. The ship must be under colonial control at the end of the storm’s blackout. Once you have her under control, proceed to following location (85-27-158-N16) and contact High Command. DO NOT – Repeat- DO NOT destroy the intruder unless all other options are exhausted. If she cannot be taken she must be destroyed. After confirmation of orders conduct strict radio silence until objective achieved. CPM Joshua Clark. Confirm receipt of orders? Y/N.

Priority one marks the orders as top secret and of the utmost importance to colonial security. CPM stands for Colonial Prime Minister. Joshua Clark is one of the Yithian founders of the colony. Confirmation of these orders gives the investigators fourteen hours to ready their ship and themselves for battle.

Tatterdemalion Spotted: If the investigators do not gain the information from the Mi-Go, a human vessel (A mining ship called “Maul Seven”) spots the Tatterdemalion twelve hours later. They transmit all of their scans to the Gladius, which gives them the same data as found on the Mi-Go data disk. The crew of Maul Seven reports that they believe their ship was also detected, but the vessel made no course alterations to intercept them. The crew

of “Maul Seven” then dumped cargo and fled the area at best possible speed. They headed away from the colonial territory just in case they were being tracked. With this information the investigators should be back on track. They will only have six hours to intercept the ship, as opposed to fourteen (see above, and they will not have the option of stalking the Tatterdemalion slowly.

The Attack: The point of attack will be near an area of the asteroid field where there is much rock traffic. The investigators have time to plan their attack. They can either:

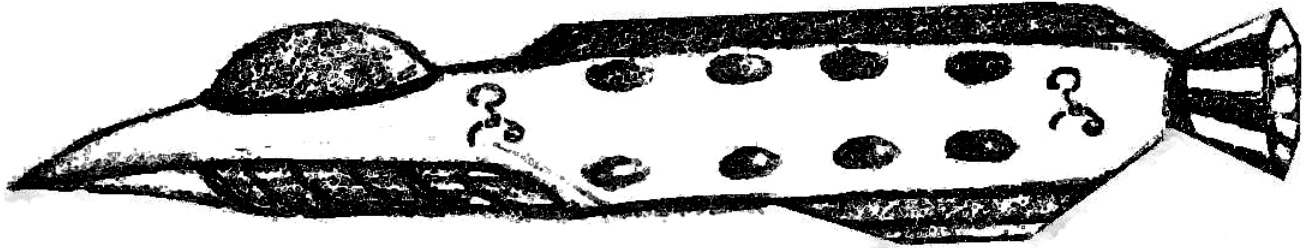
- 1) Position the “Gladius” ahead of the ship, hiding her amid the asteroid debris. This would allow them to close quickly and attack with only a single piloting roll. They would be able to close with the target in 1-6 rounds. The down side is that investigators would not be able to make observations or scans of the ship before they engage.
- 2) Stalk the target slowly, moving behind her and attacking by surprise from close range. The downside of this is that four Pilot and four Navigation rolls are required to do this successfully. The benefit would be that the investigators could observe the target for several hours before the attack. Scans could be made to give information about the target ship’s capabilities and possibly gathering other important intelligence.

If the investigators opt for a slow stalk of the target, they are able to gather the following information on the vessel.

- The ship is named “Tatterdemalion”.
- The ship appears to have lost main power.
- The command center of the ship is easy to locate, as it has an oversized observation port-hole.
- The main engines have powered down.
- The ship occasionally makes a very clumsy course correction.
- A particle trail in the ship’s wake indicates a decompression of has occurred onboard the “Tatterdemalion”.

Either way, the ship is in no condition to evade

THE TATTERDEMALION



attack. On emergency power and on backup computers, the crew is having a hard time just keeping her on course. Once the “particle storm” hits, the remaining crew will be scrambling to restore communications. Unless the investigators fail a Piloting or Navigation roll by more than 20%, the cultists on “Tatterdemalion” will not notice the approaching ship. If the investigators are discovered the cultists will attempt a very crude evasion, giving the investigators a -10% to any attack rolls made against their vessel. This maneuver is far simpler than what their ship is capable of but the best they can manage, as they are currently under crewed and in a nearly crippled ship.

As the “Gladius” fires up its engines and closes with it’s quarry you all get a good look at her for the first time. She’s a large ship, lumbering, slow moving, and lurching about as if a trainee pilot helmed her. Lightly painted, with more portholes than she needs and an oversized shuttle bay, she seemed luxuriously impractical by colony standards. Several features seem both very artistic and dangerously unnecessary, as if insane artists designed the ship. She might almost seem like a pleasure craft, if it were not for the numerous sinister Yellow Signs painted upon her.

As the “Gladius” moves to intercept have any investigator monitoring the “Tatterdemalion” make a Spot Hidden roll. Success will identify the command center observation porthole as the idea point for a rail gun strike. If this area of the target is hit by a rail gun attack it instantly kills the cultist currently struggling to control their ship. After the attack, the “Tatterdemalion” loses all power and is essentially adrift. With a Piloting roll the “Gladius” closes with her, match her course and speed and deploy magnetic grappling lines.

As the rail gun strikes the observation porthole

it shatters upon the first strike. Plexiglas, equipment and unsuited human bodies are instantly flung out into space. The remainder of the strike’s ordinance goes out inside the target’s command centers. Sparks, plumes of gasses and arches of electricity fill the chamber, after which the vessel ceases its evasive actions. All remaining lights go out of the ship and it’s power output falls to zero. Your target, the earth ship “Tatterdemalion” is adrift and helpless before you.

As the crew of the “Gladius” close to board their target, the remaining Hastur cultist prepare for company. The seven of them gather in the ships mess hall, a large room not far from the control center. There each one puts on body armor and arms themselves. None of them put on space suits, instead each drink a dose of space mead, allowing them to function normally unprotected in the vacuum of space. One of them hastily begins attempting to cast Summon/Bind Byakhee, but will not manage do so in before the investigators arrive. Cruel keepers, or keepers with investigators who do not quickly move to board the “Tatterdemalion” might wish the spell to succeed. This would add several Byakhee to the battle for the ship.

Boarding: The crew of the “Gladius” is armed with a single shaped charged explosive kit. This kit, once placed upon a hull or door, allow investigators to open a large hole and gain entry. If placed on any other object the blast will deliver 10d10 points of damage once detonated. The kit can be detonated by wire remote, wireless remote or a set timer.

Boarding investigators may wish to use this kit to open a hole in the “Tatterdemalion’s” hull, main airlock or docking bay and thereby gain entry. The shattered command rooms observation window is also an idea way to enter, but will take more time to get to and maneuver around. Whichever way the boarding party

Encounter

The Crew of the "Tatterdemalion"

	#1	#2	#3	#4	#5	#6	#7
STR	14	13	12	10	8	15	14
CON	15	12	12	13	9	17	16
SIZ	14	15	11	12	10	14	10
INT	13	9	15	14	16	11	13
POW	12	13	10	10	14	11	12
DEX	14	13	11	11	14	12	11
HP	14	14	11	11	9	16	13
DB:	+1d4	+1d4	—	—	—	+1d4	+1d4

Weapons: 1 & 2 armed w/ AK-47 (50%, 2 or burst, 2d6+1, 30 rounds, 1 extra magazine)
 3 & 4 armed with 44 magnums (50%, 1 per round, 2d6+2, 6 rounds, extra speed loader)
 5, 6 & 7 armed with Uzi SMG (50%, 2 or burst, 1d10, 32 rounds, 1 extra magazine)

Note: All weapons are updated versions, modified to operate in a vacuum and loaded with armor piercing ammunition. Treat defending armor at ? normal protection.

Armor: 8 points of body armor

chooses, investigators should start towards the control center.

On the way they will find the ship roomy and in disarray. It's clear the ship was experiencing technical problems long before the attack. A spot hidden will find bloodstains all around the area of an automated door, which appears to have been dismantled. Investigators on the way to the control center notice the sealed door to the mess hall. While there is no window in it, a scan shows the room to be giving off heat and to contain an atmosphere. Attempts to open the door fail, as all power is offline. Investigators may attempt to open the door manually, which will require several minutes and a Mechanical Repair roll. They may also use one of the shaped charge explosive kits to blast open the door. Either way, the following occurs.

Moving into this room you come face to face with every colonist's worst nightmare. Seven humans float here, amid plates, broken meal trays and other debris. They are all wearing body armor with yellow jumpsuits on underneath. On the breastplate of the armored vests is painted a yellow sign. None of them are wearing spacesuits. With eyes and mouths wide open, weapons clenched tight in their unmoving hands it's clear that they were caught unprotected when decompression occurred. Suddenly one of them, a woman with billowing

red hair jerks her head upwards. This snaps the ghostlike halo of hair away from her face, you can see her smile as she raises her oversized pistol. Suddenly you are under attack by all seven of them, moving about unprotected in the vacuum.

Viewing this causes the investigators to roll a Sanity check for 1/1d3. If the investigators make a Know roll they will be aware that what they are witnessing are the effects of Space Mead. This knowledge negates the need for a Sanity check.

The crewmembers of the "Tatterdemalion" are insane worshipers of Hastur, ready to die in his service. Their plan now is to kill the boarding party and then storm the "Gladius". Once they have both ships under control they will either repair their own ship using "Gladius" for parts or destroy "Tatterdemalion" and use the investigator's ship to return to Earth. They'll decide which seems best once they control both ships. They will, of course, refuse to offer or accept surrender. If incapacitated they will bite down on cyanide pills, killing themselves instantly.

If the investigators manage to defeat the crew of the "Tatterdemalion" they effectively control both ships. They can now move onto making numerous repairs, searching the ship and it's logs for information and attempting to learn just

what its mission is. What they don't know is that the ship's cybernetic AI main computer, K2-PS187, is currently both homicidal and insane.

PART THREE TATTERDEMALION

Once in control of the ship the investigators will have their hands full repairing and searching the Tatterdemalion.

Repairs and Modifications: Each repair or modification will take 1d10+3 hours of work. Multiple investigators working together can cut the time per each repair drastically (ex: restoring main power will take 9 hours. 3 investigators working on that together will restore main power in 3 hours). Each investigator must make a successful roll for this to work. (Ex: In the above repair, one investigator fails his roll at Mechanical Repair while the other two succeed. Main power is restored in 4.5 hours as opposed to three.)

Repairing the "Tatterdemalion": Repairing the Tatterdemalion will take many hours of work. There are five major repairs to make, each will require a Mechanical Repair roll:

Repair any holes in the hull or portholes

Repair and restore main power

Repair and restore the main computer (an AI called: K2-PS187).

Service and power up main engines

Repair and restore environmental

Modifying the "Tatterdemalion": The investigators should make two other modifications to the Tatterdemalion. If the investigators don't think of them keepers should allow an idea roll. They are:

- 1) Modify docking mechanism in shuttle bay to be compatible with colonial docking modules. This will allow "Gladius" to be docked safely within the shuttle bay. The investigators can then move freely between the two vessels.
- 2) Modify Tatterdemalion's controls and install a Virtual Control Port. This should allow a colonial pilot to interface with the onboard AI and control the ship with little difficulty. ("In theory anyway, as this has never before been attempted.")

While repairing these systems investigators will

begin to see a strange pattern. Much of the damage on the ship seems to have been caused by it's own crew. The engines were shut down manually, with the panel being hastily ripped open and wires being cut. The main computers were damaged by armor piercing automatic weapons fire. The controls for main power seem to have been smashed, with the emergency power backups activated manually. Once the main computer is repaired and back online, investigators will notice controls have been encrypted. A successful Computer Use roll is required at -20% to defeat the security and restore the main computer. Once the main computer comes back on line investigators notice two things: 1) All the logs of the ships mission and the data it recorded seem to be missing. 2) Strange things start happening through the ship. (See Ghost-ship below). The only way the investigators can access the ships logs and data files are by curing what wrong with K2-PS187 (See part four.)

Physically searching the Tatterdemalion:

The large Earth ship has twenty spacious compartments. Each one can be searched with a spot hidden roll but only a few have items of importance. They are as follows:

- 1) Control room – Damaged main computer & possible damage from rail gun strike. Standard control systems san cyber link controls.
- 2) Engineering – Damage to main power generator and the engines are shut down.
- 3) Shuttle bay – Large equipment lockers, all empty. Looks as if the lockers contained tools for excavation and long-term vacuum work.
- 4) Medical- Standard medical lab, a bit crude by colony standards. There is a cultist body here, killed from sudden blunt trauma. (SPOT HIDDEN – Finds the Medical PDA. Using a Library Use or Computer Use roll the investigators find an autopsy report lists cause of death as a "sudden fatal automatic door malfunction.)
- 5) Weapons locker- 1d100 armor piercing rounds for every type of weapon carried by the cultists from the mess hall encounter.
- 6) Equipment locker – Held emergency supplies, most of which are in used. Some tools,

spare parts and standard equipment. (SPOT HIDDEN: Nine doses of Space Mead here.)

- 7) Head- The ships bathroom.
- 8) Mess hall- Hastur cultists last stand. Tables & benches found here. Counter with silverware and serving trays.
- 9) Kitchen & larder- Stocks of supplies from Earth for a crew of twenty five for several months.
- 10) Crew lounge- Modest lounge with dart-board, soft drink dispenser, jukebox and big screen TV.
- 11) Temple to Hastur – A full room with an altar, benches and podium for services. A large Yellow Sign, a wax figure of The King in Yellow with offering bowls and prayer candles around it. (SPOT HIDDEN: Script of new prayer being written to a Great Old One called “Tassilda, Royal Princess of Carcosa”.)
- 12) Officer’s lounge - A well appointed lounge with a refrigerator filled with beer and wine, a large screen TV, a selection of entertainment programs: mainly sacrifices, films of Hastur being summoned on earth, snuff films, people being tortured. Sanity checks 1/1d3 for watching any of them. (SPOT HIDDEN: Find reams of shredded papers, but a file jacket with the words “PROJECT YELLOW PRINCESS” printed on it.)
- 13) Officer’s Mess – A comfortable dining hall, with armchairs, oak table, silverware and china, most items decorated with the Yellow Sign. A mural of Carcosa is painted on the wall here, Sanity check for 0/1d2 points for viewing it.
- 14) Captain’s quarters – Large luxurious quarters, private shrine, High Priest regalia and religious items. Encrypted captains personal logs.
- 15-17) Officers rooms – Three spacious, well appointed cabins.
- 18) Crew barracks – Beds and lockers for twelve people.
- 19) Exercise room – Equipment for keeping in shape in zero gravity for long periods.

- 20) Conference room – In this room there is a large table, many chairs and a partial map of what appears to be a pyramid displayed on a stand. The map is labeled “Site One”.

The Main Computer: The cultist’s AI computer is named K2-PS187, and for good reason. The machine is actually a cybernetic organism and not a true computer. Deep within the mechanics of the control center is the AI’s computer core and within that core are the disembodied brains of seven young children.

Back in 2045, during a riot in Rockwell Iowa, Hastur cultist took control of Public School 187. The cultists sacrificed hundreds of children, using them in a ritual to consecrate an enormous summoning stone. Many children were not murdered outright, but taken back to the cultist’s headquarters for further experimentation. Among these children were the kindergarten classes 1 and 2.

Almost all of these children died horribly, being tortured and experimented upon. Seven members of kindergarten class 2 (or K-2) had their brains surgically removed and preserved in a special experimental machine. These brains were then linked together, and slowly additional computer components were added over time. Eventually that machine became a very powerful supercomputer, which called itself K2-PS187. Two years ago K2-PS187 was installed in the “Tatterdemalion” as the main computer.

The Problem with K2-PS187: The partly organic cybernetic computer is currently insane. The system was ordered to translate the text found in Tassilda’s tomb. As it became clear that these alien hieroglyphs formed a play, the cultists ordered K2-PS187 to create a CGI movie of it as well. Every bit as horrible and beautiful as “The King In Yellow”, the sequel called “Heir to Carcosa” drove the computer insane as it translated and created the CGI movie. Once that happened K2-PS187 became terrified, paranoid and homicidal. It began shutting down systems at random and eventually managed to kill one of the cultists with an automated door. Once power and control are restored the K2-PS187 will resume its murderous activities.

The Ghostship: K2-PS187 will begin taking

steps against the investigators. It hopes to either drive them off the ship, get them to shut the computer down again or murder them. In its madness the computer is terrified, and is reliving in its mind that nightmarish day when the cultist took control of the school. People are trying to get them, take them away from their parents or kill them. These people need to go away. At the moment “these people” are the investigators.

At first K2-PS187 will attempt to scare the investigators off. It will make doors open; lights flicker on and off and produce strange sounds using the intercom system. These sounds will be footsteps, the flapping of wings, a chorus singing prayers to Hastur, children laughing insanely or screaming in terror. It is the computers hope to make the investigators think the ship is haunted, so they'll return to their own ship and leave.

If this fails it will become violent and attempt to kill the investigators. Three actions it can take are:

- 1) **Automated doors and hatches:** These snap shut as investigators are passing through them. Allow a dodge roll to escape or an investigator takes 1d10 points of damage. If the door hit once, it will attempt to hit again and again until the investigator is pulled or dodges free, is killed or the door is shut down.
- 2) **Overload:** Any console or piece of electronic equipment an investigator is near suddenly overloads. Arcs of electricity erupt from the item, striking an investigator for 1d6 points of damage per round. Investigators may move away or disconnect the item to escape further damage.
- 3) **Explosion:** A gas or fluid pipe begins building up pressure until it erupts near an investigator. This causes 3d6 points to everyone in a 5-meter radius
- 4) **Airlock:** If any character enters an airlock the computer may have the doors open on them before they are properly protected. It will not decompress the entire ship, but it will shut the inner door and open the outer door on unprepared and unprotected investigators

Investigators who examine the main computer

will learn of K2-PS187's cybernetic nature with a successful Engineering roll. A successful Medicine roll and the use of a PDA medical scanner will inform the investigators of two things about the seven organic brains that form the core of K2-PS187. First that they are the size of a six years old human's brain and second that the organic material is more than 90 years old.

By now it should become apparent that the computer is trying to kill the investigators. Queries to the main computer as to why these malfunctions are happening will receive outright denials these events ever happened. (Ex: Screen reads – There was no explosion on board the ship. No explosion occurred. Please restate question.) If the investigators figure out about the computer being linked to the intercom they may speak with it. The computer's answers sound like a blending of several children's voices all speaking in unison. These voices begin to sound more and more afraid and unhinged as conversation goes on. Soon the computer will be babbling (Ex: I wanna go home! Where is my mommy? No, no more shots, please. Don't let the monsters eat me!), random snatches of nursery rhymes and sobbing. Unless investigators visit K2-PS187 virtually, calm it down and restore its sanity, the computer will eventually manage to decompress the entire vessel. If this doesn't get rid of “these people” the computer will then attempt to overload the reactor and blow up the entire ship.

PART FOUR

K2-PS187

Investigators should by now realize that the computer a cybernetic system and not functioning properly. Investigators attempting to repair the computer will realize that there is nothing physically wrong with the hardware with a successful Electrical Repair roll, but that the organic brain (or brains) of the system is suffering from insanity. A Know roll will tell the investigators that the only way to bring the system back online is to visit with K2-PS187 virtually and make a successful Psychology or Psychoanalysis roll.

Entering K2-PS187: Once the spare virtual interface is installed onboard the “Tatterdemalion” one or more investigators can enter the V-Dreamlands, which K2-PS187 is trapped in. The

investigators instantly notice that this systems pocket reality is like no other they have experienced. The colors, textures, sounds and ever thing else about it is startlingly real. This will seem a bit frightening to anyone who is not a V-Dreamer. A V-Dreamer will feel an attraction to this level of detail, and disconnected investigators will see them smile and sigh happily while connected. Unfortunately the V-Dreamlands of K2-PS187 is currently more of a nightmare.

This V-Dreamlands takes the form of Public School PS-187, in Rockwell Iowa during the year 2045. The virtual environment encompasses all of the school grounds and about 25 yards outwards from that point. It is a near perfect reconstruction of the school just after Hastur Cultists attacked it. This occurred on October 16th 2045 when riots swept through Iowa during the final years before the awakening of the Great Old Ones.

You suddenly find yourself in firm gravity, in an open atmosphere, outside of a large building. It resembles films you've seen of Earth. You are standing before a large four-story building with three wings extending from a main hall, much like a capital letter E. There are stairs leading to a pair of double doors, above which reads "Public School 187". Right under those words are spray-painted the words "HASTUR! HASTUR! HASTUR!" The sky is black and seething, the sun unable to penetrate the dark rolling clouds. Everything appears to be in disarray, as if a riot has recently passed through here. Yellow Signs are spray painted here and there and everywhere are splatters of blood, spent shell casings and discarded pale masks. There are no bodies. Sounds of screams and sirens can be heard coming from beyond the school grounds.

Nearby there is an overturned police car with the words "Rockwell Police Department". Beside it there is a black box truck lying on its side. Huge claw marks have torn into the metal of the truck and its rear doors hang open, the letters S.W.A.T can be seen on it's side

Investigators searching the police car and S.W.A.T van find the following weapons and armor: four 45. Automatic handguns, one 10-Gauge shotgun loaded with slugs, one Heckler & Koch MP5 submachine gun (loaded with 30 round magazine), and two M16A1 assault rifles. There is enough ammunition for each weapon to be fully

loaded. Four light bulletproof vests, two heavy bulletproof vests, six riot helmets & two riot shields can be found here as well. There are also three police radios here.

Investigators cannot repair either vehicle but the radios in both are still working. It will be sputtering reports of a riot, calls for help, reports of fires, murder and strange creatures running amuck all over Rockwell. If the investigators attempt to use the radio, they get the following report.

The radio crackles and sputters then blares, "Hello, unit 12? Unit 12 is that you? Please respond. We have reports of terrorists taking over Public School 187. The building needs to be secured, please respond?" Suddenly the voice begins to change, becoming more desperate and childlike. "Please help, please help us. We're so scared. Bad men are going to hurt us. They have monsters with them. Please save us!" The radio goes dead, just as an inhuman howl echoes through the halls inside the school, followed by children screaming in terror.

Before the investigators can enter the school, six Byakhee swoop down upon them. They will have been lurking on the roof, waiting to see if the investigators intended to enter the school. Investigators scanning the area and rolling a successful Spot Hidden roll will detect the creatures before they can attack. This grants the investigators initiative in combat. They will fight until killed, being ordered to keep everyone out of the school. Once killed the Virtual Byakhee lie still for a moment before suddenly fading away in a cloud of digital static.

Just as you are moving towards the entrance to the school six huge shapes appear surrounding you. They glide downwards on open, bat-like wings, covered in thick dark fur. With long claws, rows of sharp teeth and horns, these nightmarish creatures rush forward, hissing and sputtering gleefully. Each one's fur is matted with bright red blood; it drips off their claws and fangs as well.

6 Virtual Byakhee

STR 17 CON 10 SIZ 17
 INT 11 POW 10 DEX 13
 HP 14, 14, 13,13,12,12 DB +1d6

Weapons: Claws 35% 1d6+db, Bite 35%
 1d6+ Blood drain.

Aarmor: 6 points of fur and tough hide
 (Natural armor digitally enhanced).

Sanity loss: 1/1d6.

Inside the building the investigators find the same evidence of rioting and violence. Streaks and smears of blood are everywhere, with many bloody handprints of children on the walls in places. The place is conspicuously free of corpses. Inside the virtual school stalks a creature called "The Boogiemán". It is the combination of all the children's greatest fears and was created by the Hastur cultist builders and programmers of the cybernetic supercomputer called K2-PS187. It will attack the investigators before they can enter the children's classroom to rescue them.

You hear a giggling laughter nearby, it echoes through the deserted hallways. Footsteps shuffle from somewhere nearby, growing louder. Creeping out of the shadows comes a nightmarish fiend. Standing seven feet tall, with a white painted face, red ringed eyes and curly hair of an unnatural yellow, it almost seems like a clown. But no clown would ever wear the moldy yellow and black costume it does, with tatters and fringes hanging from it. No clown's eyes would ever be filled with such crazed menace. It smiles unnaturally wide, showing row upon row of sharp triangular teeth. Upon its head is an old fashioned round doctor's reflector and around its neck hangs a stethoscope. It raises its fingers, laughing at you, and you can see that each finger ends in a long, old fashion hypodermic needle. This can only be every child's worst nightmare, and you instantly, almost instinctually, know what this creature must be. This is the Boogiemán.

The Boogiemán will make use of its V-Dreaming skill to dart away and vanish after being seen. It will create a door or make one disappear after moving through it. After allowing the investiga-

tors a chance to think about what has occurred (allowing their fear to build) it will return. It will again use the V-Dreaming skill in attacking the investigators by surprise. It may drop upon them from a door it creates in the ceiling, or come crashing through a wall it has changed into balsa wood. An unfortunate investigator who is grappled might be pulled through another one of these virtual doorways it creates. A victim of such will find themselves in either one of the two scariest places in the school (the school nurse's office or the basement boiler room) alone with the Boogiemán. Whatever it feels will be the most frightening will dictate how it engages its opponents. It is, after all, the Boogiemán.

NEW CREATURE**THE BOOGIEMAN, VIRTUAL NIGHTMARE.**

The cultist programmers of K2-PS187 designed this creature. It is a combination of many of the children's greatest fears and some traditional aspects of Hastur's avatar, The King in Yellow. It appears and disappears suddenly, like a phantom, and fills the V-Dreamland hallways of the Public School 187 with sinister laughter. When visible, The Boogiemán looks much like a large, seven-foot tall clown. It is dressed in a moldy yellow and black clown's costume with fringes and tatters hanging from it. Its face is painted white, with curly yellow hair, a red ball nose, red outlines around the eyes and rows of sharp pointed teeth. Around the Boogiemán's forehead is an old style doctor's reflector and around its neck hangs a stethoscope. Each of the creature's fingers ends in a wicked looking hypodermic syringe.

Attacks: The Boogiemán can deliver a vicious bite. The yellow fringes and tatters can lengthen, contract and move serpent-like. These the creature uses to grapple and sometimes constrict victims of less than SIZ 9. Its main attack of course is its two needle-adorned hands. The Boogiemán plunges these into its target with great strength causing 2d6+db points of damage. Once a target has been struck with the needles the creature can then continue to cause 1d8 points of damage per round as they drain the target of blood and bodily fluids.

The Boogiemán can also use its powerful V-Dreaming skill (50%) to alter reality within the

Virtual Dreamland of Public School 187. This can be used to change a character's firearm into a filthy rag doll, cause a door to change into a brick wall or heal itself (a cost of 1d3 MP for every hit point the creature regains).

As the creature plays on the primal fears of many human children, adults find themselves terrified in The Boogiemans' presence as well. Adults often find themselves feeling like small, frightened children when confronting this creature.

The Boogiemans

STR	30	CON	40	SIZ	18
INT	15	POW	25	DEX	15
Move	15	HP	28		

Damage Bonus: 2d6

Weapons: Bite 40%, 1d4+db

Grapple 55%, Constricts for 1d6+db per round victims less than SIZ 9.

Needle Hands: 75%, 1d10+db + automatic draining for 1d8 points per round.

Armor: 9 points of tough, moldy costume, half damage from electricity and cold.

Spells: None.

Sanity Loss: 1d3/1d8 Sanity points.

Inside room 12, the classroom of Kindergarten class two, are seven virtual children. They are the digital representations of the seven children's brains that make up the organic portion of the AI supercomputers K2-PS187. They are all six years old and can be found huddled together hiding in the classroom closet. Each child is insane with terror, crying hysterically when found. There are three girls and four boys named:

- Kristine (in charge of information archives)
- Linda (in charge of Hieroglyph translation and the most insane of the bunch)
- Laurie (in charge of environmental controls)
- Jason (in charge of the shuttle bay and automated docking)
- David (in charge of main power)
- Daniel (in charge of main engines)
- Robert (in charge of navigations).

Repairing the computer: To restore K2-PS187 to working order a successful psychology roll must be made for each of the seven children.

For every child the investigators restore to sanity the main computer levels of malfunctions drop 10%. When all seven are restored to sanity the computer is restored to 100% of function.

Once this happens the entire nature of the V-Dreamlands of K2-PS187 changes. Outside the sun comes out and it appears a beautiful spring day. Inside the halls are clean and orderly, with brightly painted pictures on the walls. The children themselves, at first appearing dirty and disheveled will now appear clean and neat in school uniforms. The investigators will no longer be armed and dressed in armor, but rather suits and dresses commonly worn by teachers in 2045. The investigator who is a V-Dreamer and pilot will also have wire rim glasses and wear a flower. The children will take the roll of students and respectfully address everyone by their last name (Yes, Mr. ____). The pilot they address differently, they address that investigator only as "Teacher".

K2-PS187 will now fully cooperate with the investigators in every way. The children will be overjoyed that the bad men are finally gone. They understand that they can never really go home, and that their mommies and daddies are

dead. That does not diminish their hap-



piness that now the Boogiemans are gone and they have a real teacher to take care of them again. The virtual control room for the ship is now a classroom, filled with happy loving children.

If asked what made them so scared the children will say, "The bad men made us read a scary story and then draw them a cartoon of the story. We didn't want to draw it, we didn't want to read it, but they made us. We tried to make all the bad men go away but then they let the Boogiemans out to make us do it. So we hid in here and kept trying to make them go away. Then you came and saved us from the Boogiemans and the bad men."

Optional – Rescued again: If being played as part of the Ripples from Carcosa trilogy, a keeper may have all of the disembodied brains to be

HANDOUT ONE – MISSION STATEMENT

Operation Yellow Princess – Rendezvous with rogue asteroid passing through Solar System, designated "FRAGMENT". There you will land a team to perform excavations into the object's center. Information obtained from the Blessed God-King indicates the object to be hollow and contain an ancient palace of Carcosa. Within the palace is imprisoned a being of holy divinity, daughter of our Blessed God-King on the fabled princess, Camillia. Your team will free this being and assist her in any way she desires. Depending upon the outcome of your mission this being could be visited by her most Holy of Holy Fathers and might also be elevated to Godhood. Details are difficult to determine, as there seems to be a bad history between the Heir to Carcosa and her father the Blessed God-King Hastur.

HANDOUT TWO – CAPTAIN'S PERSONAL LOGS

Day 87 – We arrive at FRAGMENT, eager to begin the second part of our mission. Spirits are high, will land team tomorrow.

Day 88 – Team lands in shuttle, sets up camp and survey equipment.

Day 89 – Landing team begin digging the shaft into the center of the most holy object. Wish I could be with them. Monitoring progress.

Day 103 – Team enter hollow center of FRAGMENT. Sending back images of a large chamber with what appears to be a pyramid within. Dimensions inside asteroid are larger than could be possible by laws of physics, as well as gravity and breathable atmosphere. Hail He Who Should Not Be Named and the Blessed wonders of his Chaos! We have found it, a true fragment of Dead Carcosa. This is holy ground.

Day 105 – Team finds large central chamber and sends back detailed scans of a hieroglyph-covered wall. We are having K2-PS187 run a translation of the hieroglyphs. Team finds a "tomb", upon which are runes of imprisonment.

Day 106 – K2-PS187 informs me that the hieroglyphs detail the history of what happened in Ythill after it became absorbed by the blessed city Carcosa. It is also written in play form. The crew is in shock and holy ecstasy; we have discovered a sequel to "The King In Yellow". Oh, what glories such a tale will hold! I have commanded the computer to double the rate of translation and begin creating a CGI of the play. Team destroys imprisonment runes, but all contact with team lost moments later.

Day 107 – Shuttle on surface of FRAGMENT explodes. No contact from team in 20 hours. Scans show movement near shuttle and shaft. Figure is not part of landing team. She is free! Our mission accomplished. Do not have capability to land another team and all attempts to communicate have failed. Ordered remaining crew to return to Earth.

Day 112 – K2-PS187 finished translation and CGI version of play. Crew gathers to watch it, but part way through the main computer begins to malfunction. Postponed viewing until technical problems can be solved.

Day 114 – K2-PS187 in total system failure, cannot regain control of system. Automatic door killed crewmen Johnson. Opened security/punishment protocols on system, but still will not comply with orders.

Day 115 – K2-PS187 attempted to detonate main power plant and overload main engines. Have shut down main computer and attempting to run the ship from our PDA's and backup portable computers. It's much like trying to run an ocean liner with canoe paddles.

Day 117 – Intercept encoded radio transmission. Cannot determine source or decode message without main computers online. Frustrating! Could there be feral tribe living out here? Will report once we re-establish communications with Earth, which also requires main computer operating. What has happened with our glorious mission?

Day 118 – Particle storm, navigational PDA offline. Can things get any worse?

reincarnations of children rescued in part five of "Adventus Regis". While in the V-Dreamland of PS187 some of the children may ask questions like, "Don't I know you?", "This isn't the first time you saved us, is it?" or "The last time bad men took us, you came to get us too." Another might say, "I remember that too, we went horseback riding in the hills and they went shopping."

If this option is used David was Cinna, Laurie was Avinina, Jason was Philo & Linda was Falta. The three remaining children (Kristine, Robert and Daniel) were other children rescued from the Livius Carbo's Hastur cult. They also remember being saved from monsters and then returned to their families by the investigators.

The Logs: Investigators may now access the mission and personal logs of the Tatterdemalion. The investigators will need to roll three Library Use rolls, or they may simply ask K2-PS187 for this information.

Within the mission logs is a wealth of data detailing the Asteroid the cultists call "Fragment". It's speed, course, rotation and last recorded location can all be easily found. Investigators will be able to plot an intercept course after extrapolation the objects present position. This requires a Navigation roll with a successful roll allowing the investigators to rendezvous with "Fragment" in $30+1d6$ hours. A failed navigation roll indicates the investigators have not properly plotted either the asteroid's or their own course and location. In this case the investigators do not rendezvous with "Fragment" for $30+4d10$ hours.

The last bit of information the investigators can gain is the translation to the hieroglyphs, the sequel to "The King In Yellow". This work, entitled "Heir to Carcosa", has been turned into a CGI movie that can be viewed in the in the Officer's lounge on board the "Tatterdemalion". K2-PS187 will not wish to activate this movie, as this is what drove the computer into insanity once before. A fast talk or persuade roll is required to convince K2-PS187 to play this for the investigators. It will, however, turn off all it's sensors in that room while the program is being show, as it doesn't want to watch.

HANDOUT THREE - HEIR TO CARCOSA.

The program begins with the royal family of Yhtill cowering before the King in Yellow, Avatar of the Great Old One Hastur. The images are very realistic. For the next three hours you witness a horrifying creative work, full of betrayal, intrigue and horror. The story unfolds as thus:

After claiming Yhtill and absorbing it into Carcosa, the King in Yellow takes the insane princess Camillia as a consort. She gives birth to three children, sired by the Great Old One. There are two boys and a girl, which she names Thothut, Tasylock and Tassilda. Camilla finds some small happiness raising her children amid the nightmarish Carcosa and serving as consort to "The Last King." As they become young adults the princess' s children take on many of the physical characteristics, inhuman powers and sinister disposition of their father. Their transformation is the final blow to Camillia' s mind, her heart stops and she dies from despair and grief.

For a time the royal trio live with their father in Carcosa, powerful evil beings serving their Father, He Who Should Not Be Named. But like their grandmother, uncle and mother before them, the princes and princess of Carcosa start to whisper, squabble and plot. The three have dreams of succession. Thothut and Tasylock unwisely plotted against their father, The King In Yellow. Tassilda is invited into her brother' s plot but refused to take part in it. She also does nothing to warn her father of the plot.

Hastur, aware of the plot all along, easily avoided their traps and in a way too horrible to describe destroy Thothut and Tasylock. Tassilda is spared, but for doing nothing to warn her father she is punished for this silent betrayal. She is forced to write out the story of what had happened, on the walls of a home in Carcosa..

Her father tells her " Had you come to me with your desires, I would have given you the power to claim your own kingdoms. I would have made you Great Old Ones as I am and given you cities as grand as Carcosa. But for your treachery I now banish you. You will not have the power to free yourself, but when the stars are right my faithful shall do so. If you then call upon me, with humility and respect, as is fitting an Heir to Carcosa, I will grant you all you desire.

But to ever remind you of your betrayal the kingdom I will give you will be much like the prison I condemn you to now. A kingdom of cities, encased in stone and floating in space shall be yours." She is then sealed in a crypt inside of her home; Hastur encases the building in stone and then hurled it into space.

The CGI presentation of "Heir to Carcosa" has the following statistics: Sanity Loss 1d6/1d10; Cthulhu Mythos +10 Percentiles; 3 Hours to view. Spells - None.

Hasty investigators may wish to delete these files without viewing the CGI version of the play. If so K2-PS187 will try to stop them, saying they worked really hard on translating it and that it was suppose to be very important. If they persist the computer will ask them, "Are you from the kingdom of floating rock cities? If you are you should probably watch it before you delete it, because they are in it." If they still insist on deleting the CGI of "Heir to Carcosa" they do not receive handout three.

The kingdom of cities encased in stone and floating through space is, of course, the asteroid Colonies. If Tassilda is reunited with her Father, she will become a Great Old One. She will then focus her considerable new powers on conquering the colonies and turning them into a second Carcosa. The only things that can stop Tassilda in time to save the colonies are the investigators.

PART FIVE: FRAGMENT

Investigators should at this point set a course for the asteroid called Fragment. Fragment is slowly passing through our Solar system and in about another two years will travel completely through it. The asteroid is 17x12x10 km in dimension and roughly egg shaped. At best speed the investigators should rendezvous at Fragment in 42 hours ("Gladius") or 32 hour ("Tatterdemalion"). If the investigators make the trip in "Gladius" they must make a Navigation roll at -15%. Failure adds 1 hour of travel per percentage point failed. If the investigators are traveling in "Tatterdemalion" the navigation roll is made at +10%, as the AI computer has already made this trip once.

Closing with the asteroid is difficult due to its speed and rotation. Investigators must make a Piloting roll. As the investigators approach sensors will detect the wreckage of the cultist's shuttlecraft. Focusing on the wreckage shows clear indications of some sort of camp nearby.

The investigators will have to attempt a landing with the "Gladius". This will be very tricky and something neither the ship nor its crew have ever attempted. The ship was designed with the ability to land and take off from low gravity well objects (like moons), but it is considered an "Emergency Maneuver". Investigators will need to make a Pilot roll to land the "Gladius" safely

near the ruins of the camp. A failure will mean a hard landing, resulting in a roll of 1d6 on the "Gladius Damage Table" (see Part One).

Once the investigators are safely on the surface of Fragment they should exit the ship. Outside of the "Gladius" sensors become inoperative and communications are spotty (a Luck roll is needed to convey a message) while exploring the surface of Fragment. Depending on the Piloting roll, investigators shouldn't be more than a short walk from the ruins of the cultist's camp.

The Camp: Here they will find the wreckage of a rover and shuttlecraft (both completely destroyed). Nearby are four inflatable habitats (much like large igloos, all of which are damaged), scattered digging tools and survey equipment. Outside of the camp is a large pile of stone rubble. In the center of camp there is a shaft dug into the surface of the asteroid. Around the mouth of the shaft are the damaged remains of a winch system, equipped with a two-man cable operated elevator. A Repair Mechanical and Repair electronics roll is needed to get restore the system to working order. The hole is about 140 feet deep, opening into a passage.

Inside Fragment: It becomes clear that the cultists have excavated the shaft. At the bottom of the shaft is a natural cavern, which leads to an open chamber. The entrance to this chamber is concealed beyond an opaque veil of some sort. The veil obscures all details of the chamber beyond, other than that it appears to be rather large. The veil itself looks much like swirls of colorful oil floating atop water. The barrier gives off no readings to scans and offers no resistance. Investigators can easily pass through it.

On the other side of the colorful barrier are a breathable atmosphere and a low gravity (.4, a comfortable level for the investigators). There are about ten space suits here, all Earth made and neatly stored in portable bins. The chamber itself is enormous, about 12 km in diameter with a high vaulting ceilings maybe 1 km high. The dimensions of this space are clearly too large for it's position within the asteroid. The laws of physics no longer apply here. Investigators realizing this must make a Sanity check for 0/1d2 points.

The Palace of Tassilda: There is but a single

structure in the center of this chamber, a large ominous building. It's base seems much like a Mayan pyramids, but on top of this structure is a large, spiraling tower. Atop this tower is a stone dome with large oval windows. The entire building is perhaps three hundred feet high. Battery powered spotlights have been installed around the structure and illuminate a trail from the barrier to the entrance of the structure. More powerful spotlights have been set up around the building, fully illuminating it,

You notice there are about ten portable bins here, each open and holding a complete space-suit. They match the uniforms the cultist crew of the Tatterdemalion wore and a Yellow Sign is emblazoned upon each helmet. This area is illuminated by portable light, with more portable light creating a trail through the darkness to the center of this chamber. There, in the center of this huge chamber, stands what can only be the Palace of Tassilda.

About a dozen powerful spotlights surround the structure, bathing it in eerie light. It is like nothing any of you have ever seen, looking like a stack of seven large black cubes, each one smaller than the one below it, forming what looks to be some sort of a pyramid. Atop all of this rises a spiral tower, which shapes into a black almond dome. Light spills from the window of the dome, giving the whole tower the appearance of some sinister eye raised upon an alien eyestalk.

If investigators follow the trail of spotlights it leads them to the only entrance to the building. The arched doorway leading inside is actually on the fourth of the seven black stone levels. A wide stairway leads upwards on the outside of the building. This stairway has been lined by a glowing adhesive strip lain down on the floor by the cultists.

Once inside investigators find that the strip continues throughout the structure, lain down as the cultists carefully explored the entire building. The interior of the tower is a labyrinthine maze of twists, turns, dead ends and chambers. The glowing strip is colored both green and red. The green light pulses in a wave pattern, leading eventually upwards into the tower and the oval dome chamber atop it. The passages and hallways that do not lead to the upper chamber are illuminated with the red colored

adhesive strips.

Investigators following the green pulsing strip will find that it leads to Tassilda's chamber. They will see that the walls of the wide stairway within the tower are completely covered in alien hieroglyphs, this being the tale "Heir to Carcosa". The chamber atop the tower is Tassilda's throne room, where she currently waits for the arrival of her father, He Who Should Not Be Named.

The long, twisting stairway ends, opening into an almond shaped hall. Here everything is richly carved in decorative designs, many of these incorporating the loathsome Yellow Sign. One corner looks to contain an open stone sarcophagus, its lid removed and shattered into pieces all around it. In the center of this room stands a throne, and upon it a regal looking figure.

It is female, adorned in a flowing gown of yellow strips and bandages and a long white cloak. She holds a pale half mask to her face, upon a stick. Atop her head is an elaborate headdress of black, adorned with a golden amulet of the Yellow Sign. She seems unmoving, until she turns her head towards you slowly and opens her eyes. She lowers the beautiful mask, and places it in her lap, beside what looks to be one of the cultist's submachine guns. Her features are beautiful and hauntingly pale. Her eyes are cat like, golden colored with black vertical slits.

"How dare you enter my chambers without being summoned? Does my father send you as messengers? If you are, then show me his sign. Kneel before me humans, for I am of royal descent. I am Tassilda, Royal Princess of Carcosa, and Daughter of the Last King. Soon I shall be even more, both a queen and a god. Bow down, show homage to me and pray I forgive such insolence. Swiftly now, you will receive no such mercies from The Feaster from Afar."

Tassilda will then attempt to read the minds of all the investigators. If she succeeds she will learn what their intentions really are and attack. If they move to attack her, she, of course defends herself.

Tassilda, Heir to Carcosa

STR 45 CON 30 SIZ 25
 INT 15 POW 25 DEX 20
 HP 28 DB 3d6

Weapons: Two large tentacles
 75%, 1d6+db

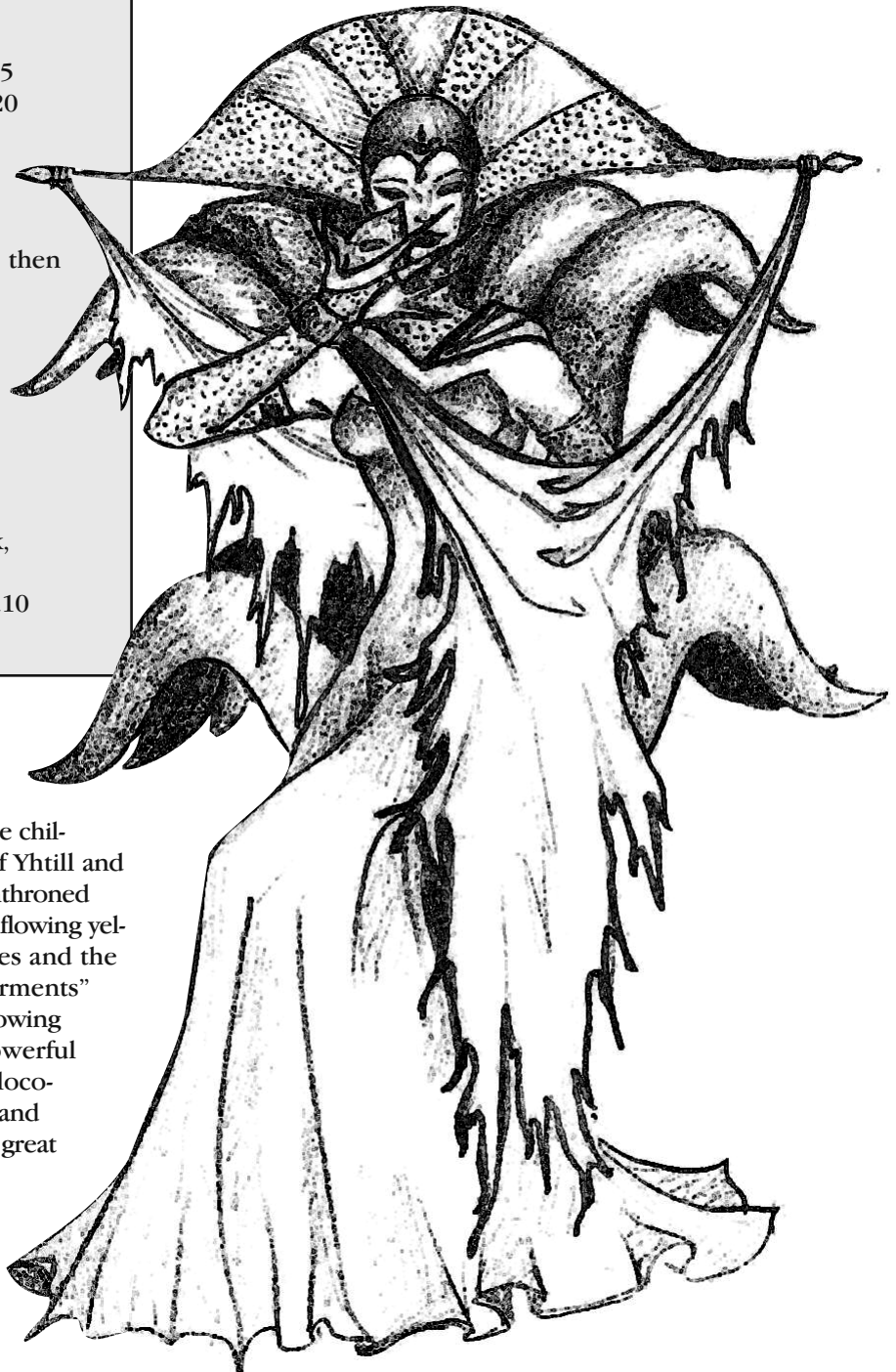
Four smaller Tentacle 55%, 1d4+db then
 additional 1d4 per round

Uzi SMG (50%, 2 or burst, 1d10, 32
 armor piercing rounds)

Armor: Tassilda takes minimal
 damage from non-enchanted
 weapons and ? damage from cold,
 heat, fire & electricity.

Spells: Healing, Call/Dismiss Hastur,
 Dominate, Curse of the Putrid Husk,
 Song of Hastur.

Sanity Loss: 0 for throne form, 1/1d10
 Sanity points to see a Tassilda.

**NEW CREATURE****TASSILDA, HEIR TO CARCOSA.**

This powerful being is the last of three children born by the Princess Camilla of Yhtill and sired by The King In Yellow. When enthroned she appears human dressed in a long flowing yellow gown made of strips and bandages and the long flowing white cloak. These "garments" are actually her flesh. Beneath her flowing skirt she conceals ten long and powerful tentacles. Six of these she uses for locomotion, allowing her to walk, swim and climb smooth surfaces with the same great speed. Four of these tentacles are tipped with needle sharp points, which she uses to stab her opponents. Two of these tentacles are much larger than the others and these she uses to deliver powerful blows and lift heavy objects. The tentacles fold and mold themselves into the throne Tassilda sits upon. Her true great size is concealed when she sitting, as her tentacles are camouflaged and concealed by the "skirts" of her gown. Her elaborate head-dress is not part of her body and beneath it are rows upon rows of thin yellow tentacles, appearing much like braids. When Tassilda is excited these "braids" writhe about giving her a Medusa-like appearance.

Attacks: Tassilda can attack with her four stiletto tipped tentacles for 1d4+db points of damage. These dart about punching holes in nearly anything they strike, propelled by her great strength. Her two most powerful tentacles deliver crushing blows for 1d8+db points of damage. The daughter of Hastur also knows several spells, three of which she can use in combat.

Tassilda is also a powerful psychic, able to read the minds of those whom she defeats on a POW vs POW resistance roll. She can do this to anyone within one mile of her and can read a number of minds equal to her INT score per round. It was in this way that Tassilda learned human language as she read the minds of the Hastur cultists, as she was devouring them.

In addition to language, Tassilda also learned how to operate the Uzi SMG she obtained from the dead bodies of the cultists. She now carries the weapon in one of her human seeming hands. If her already considerable powers were not enough, Tassilda may employ the submachine gun in combat as well.

Tassilda, Daughter of Camilla and The King In Yellow.

STR	45	CON	30	SIZ	25
INT	17	POW	25		
DEX	20	Move	20		
DB	3d6	HP	28		

Weapons: Two large tentacles 75%, 1d6+db
Four smaller Tentacle 55%, 1d4+db
Uzi SMG (50%, 2 or burst, 1d10, 32 armor piercing rounds)

Armor: Tassilda takes minimal damage from non-enchanted weapons and ? damage from cold, heat, fire & electricity.

Spells: Healing, Call/Dismiss Hastur, Dominate, Curse of the Putrid Husk, Song of Hastur.

Sanity Loss: 0 for throne form, 1/1d10 Sanity points to see a Tassilda.

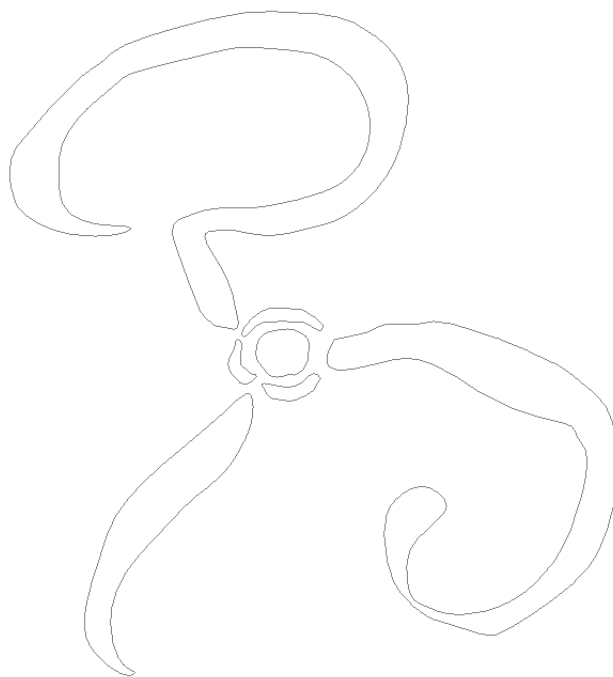
If Tassilda can be defeated the investigators have saved the colonies from domination, stopped the creation of a new Great Old One and thwarted the will of He Who Should Not Be Named once again. Moments after Tassilda is destroyed, her father shows up. This time he appears in yet another of his Avatar Forms, The Feaster From Afar.

Whether Hastur arrived too late to save her, or lingered out of sight watching his offspring battle the investigators is up for the individual keeper to decide. Either way the Feaster From Afar attacks with murderous intent.

Suddenly there is a horrific smell wafting down all around you carried by a blast of chilly air. Before any of you can react the roof to the dome is torn away, crashing into the pyramid blocks far below. Looking above you, there appears to be a dark cloud crackling with energy. Just below it a horrific creature hovers just above you all. It is enormous, wrinkled and hunched with dozens of tentacles each tipped with a wicked looking fang. With the dome now tossed aside, it begins to descend towards you. This can only be the creature Tassilda spoke of, one of the guises of her father, The Feaster From Afar.

The investigators may attempt to do battle with the Feaster From Afar. If so they will be hard pressed to do more than die horribly. With the considerable firepower the investigators wield there is some hope, a rather small one, of success.

Wise investigators will instead flee into the palace where the Feaster is too large to follow. Those making a successful Dodge roll will manage to dive into the stairwell before the Feaster can attack. Investigators who safely got out of the Feaster's reach may rescue those who are struck by a tentacle while attempting to flee. Once all of the investigators are dead or out of reach, the Avatar of Hastur departs.



FEASTER FROM AFAR,
AVATAR OF HASTUR

“He felt it coming. The air grew frigid, as if it blew out of the black interstices of interstellar space...It glided down out of the icy sky like the final concentrated essence of all nonhuman horror. It was black, infinitely old, shriveled and humped like some kind of enormous air-borne monkey. A kind of iridescence played about it and its fixed blazing eyes were of no color known on earth...As it grew close to the knoll, it extended appendages which resembled tentacles tipped with knifelike talons”.

—Joseph Payne Brennan,
“The Feaster from Afar”

Cult: This strange avatar of Hastur is little worshiped on Earth.

Other Characteristics: Once called to Earth The Feaster from Afar can return to the area of its summoning at will as long as Aldebaran is above the horizon and it is dark. Anyone with one or more points of Cthulhu Mythos in the area experiences vivid nightmares of being chased over an alien landscape by an unseen pursuer. The terror in these dreams is so intense that 0/1d2 Sanity points are lost each time the investigator has the nightmare.

The Feaster’s approach is signaled by an icy wind that blows out of the night sky. This form of Hastur appears to be independent of attendant Byakhee.

Attacks & Special Effects: The Feaster attacks by puncturing holes in its victim’s skull with its knifelike talons and draining out his or her brain. The bodies are left otherwise unharmed. Each round the Feaster can attack with 2D10 talons to a single target. Each talon inflicts one hit point of damage and drains one point of INT. When a victim’s INT is reduced to zero the Feaster turns its attention to another victim or departs. If a victim has any hit points left after his INT has reached zero he or she does not immediately die. If the mindless individual is attached to life support devices within an hour or so of his attack they may live. Such mindless individuals live out their lives as total vegetables, incapable of thought, movement or sound.

The Feaster From Afar, Devourer of Brains.

STR	49	CON	105	SIZ	33
INT	10	POW	25		
DEX	33	Move	10 / 30 Flying		
HP	69				

Av. Damage Bonus: +4d6

Weapons: Talons 90%, damage 1 point + 1 INT drain per talon.

Armor: 20 points of thick, wrinkled hide.

Spells: any the keeper desires.

Sanity Loss: 1d8/1d20 Sanity points to see The Feaster from Afar.

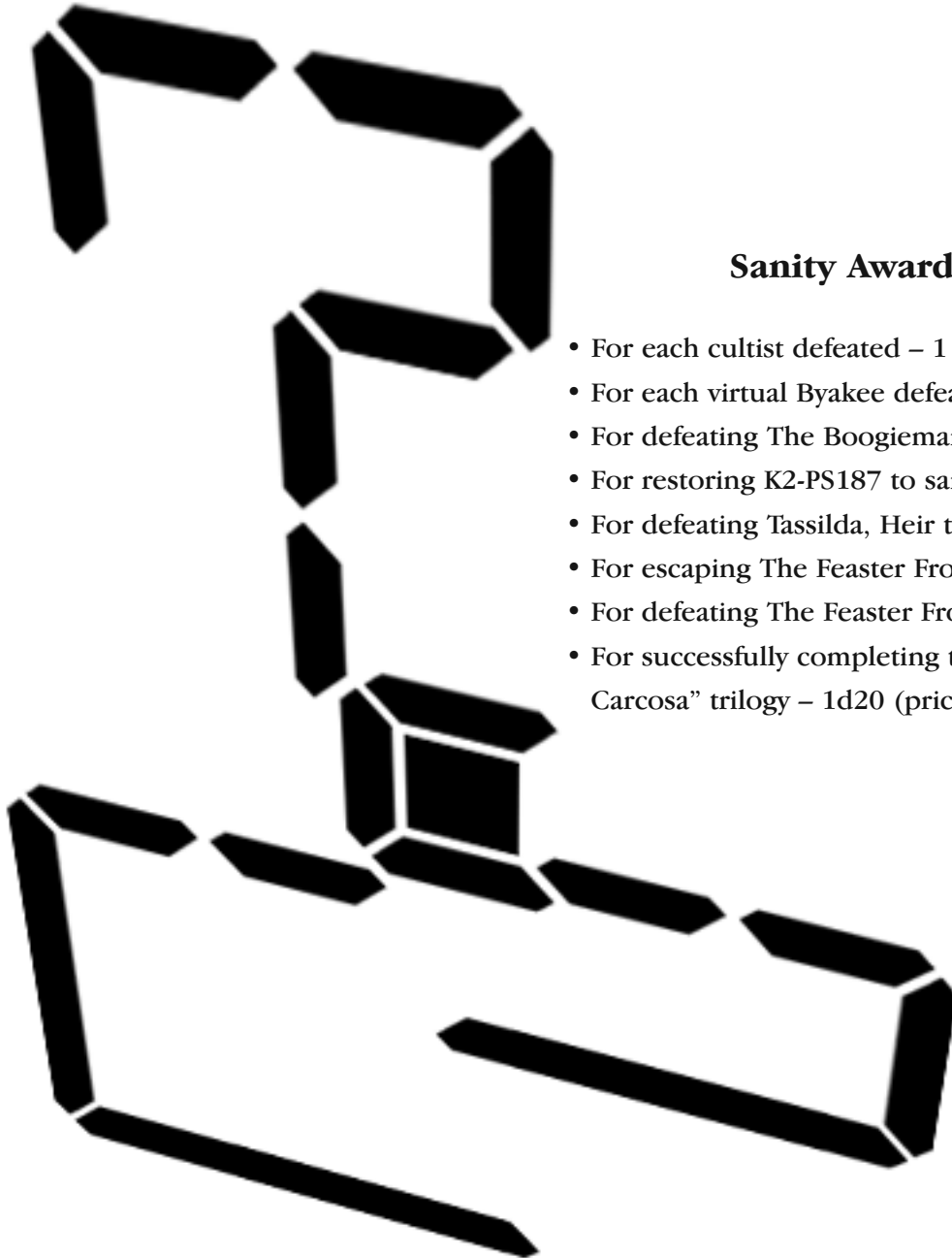
After this encounter, the investigators can return to their spacecraft in safety. If the “Gladius” was damaged in landing it needs to be repaired before lifting off. Several ship days later they arrive at the New Brooklyn base in the colonies.

Life is never the same after this mission. You are all given command of the captured vessel “Tatterdemalion” and she is officially re-commissioned the “UCC Rockwell” (or whatever name the investigators chose, if they have already renamed the ship). For many years you serve aboard her, along side her sentient computer K2-PS187. The information you obtained from the Mi-Go advances project Origami and sends research in new directions. Information and technology is traded between the colonies and the mysterious fungi from Yuggoth more and more to the benefit of both races.

Messages to the free humans on Mars are never answered. The dark forces in possession of the Earth either never discover or simply never bother with the United Coalition Colonies. Years pass, you grow older, and the progress on project Origami continues. One day, those efforts bear fruit.

When all of you gather, many years later, to celebrate the wedding of the first of your grandchildren, you do so under the light of a new sun. This new galaxy seems safe from the reach of the Great Old Ones. Humans and Elder Things, living and working side by side in peace, prosper. Together they build cities under the virgin skies of their new world, a world the settlers name Hope. It is the start of a golden age for both races, the dawn of a new beginning for mankind.

The End.



Sanity Awards

- For each cultist defeated – 1 point.
- For each virtual Byakee defeating – 1d6
- For defeating The Boogiemán in Battle – 1d6
- For restoring K2-PS187 to sanity – 1d6
- For defeating Tassilda, Heir to Carcosa – 1d10
- For escaping The Feaster From Afar – 1d4
- For defeating The Feaster From Afar – 1d20
- For successfully completing the “Ripples From Carcosa” trilogy – 1d20 (priceless)

INVESTIGATOR SHEET : HEIR TO CARCOSA

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Martin Smith **Profession** Engineer
Birthplace Berlinton, United Colonial Coalition
Position on Ship Ship's engineer
Sex Male **Age** 36

CHARACTERISTICS & ROLLS

STR 13 **DEX** 12 **INT** 14 **Idea** 75
CON 16 **APP** 11 **POW** 15 **Luck** 75
SIZ 15 **SAN** 75 **EDU** 16 **Know** 80
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 75

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 15

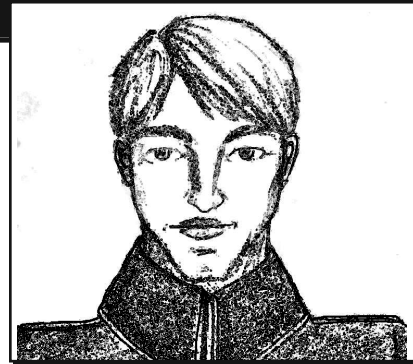
Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

HIT POINTS: 16

Dead	-2	-1	0	1	2	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Mechanical Repair (85%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Biology (00%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (10%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Oper. Heavy Mach. (45%) _____ |
| <input type="checkbox"/> Computer Use (31%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> English (80%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Cryptography (00%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Physics (50%) _____ |
| <input type="checkbox"/> Demolitions (00%) _____ | <input type="checkbox"/> Pilot Spacecraft (10%) _____ |
| <input type="checkbox"/> Disguise (05%) _____ | <input type="checkbox"/> Psychoanalysis (00%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Psychology (45%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Electrical Repair (70%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Electronics (70%) _____ | <input type="checkbox"/> Survival (10%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> First Aid (35%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Geology (10%) _____ | <input type="checkbox"/> Tradecraft (05%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Virtual Dreaming (14%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input checked="" type="checkbox"/> Firearms (15%): _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Library Use (40%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Rail Gun (15%) _____ |
| <input type="checkbox"/> Locksmith (01%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Low Gravity Maneuvers (50%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> SMG (15%) _____ |



Melee	%	Damage	Hnd Range	#Att	Hp
fist (50%)	50	1d3+db	1 touch	1	n/a
grapple(55%)	55	special	2 touch	1	n/a
head (10%)	10	1d4+db	1 touch	1	n/a
kick (45%)	45	1d6+db	1 touch	1	n/a

Firearm	%	Damage	Malf Range	#Att	Ammo
Colonial E-1	60	2d6	89 15 yd	1	6
Glock 23	60	1d10+1	99 20 yd	2	10

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: UCC uniform (2 armor points), Heavy Vacuum Work Suit (12 armor points).
Equipment: PDA (personal hand held computer), Scientific scanner, Toolkit, Patch kit, Thruster Pack, emergency sealant foam canister.
Weapons: Colonial E-1 Electric Pistol (fully charged with power for 6 shots).
 Glock 23 (.40 Automatic Handgun, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating)

Background: You are the ship's engineer of the UCC Gladius, a combat scout ship. A brilliant engineer, you know the ship's schematics better than the back of your hand. You're specially trained in emergency damage control. Your job on this mission is to scan the data disks obtained from the "Grays" to make certain they contain the information they agreed to give the colonies. In return, you are turning over some gas mining equipment and filters, as well as their schematics, which you helped design. You have dreams of snow, and rivers, but you have never seen either outside of a recorded image.

INVESTIGATOR SHEET : HEIR TO CARCOSA

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Andrew Fisk **Profession** Spokesperson
Birthplace New Brooklyn, United Colonial Coalition
Position on Ship Chief negotiator & diplomat
Sex Male **Age** 30

CHARACTERISTICS & ROLLS

STR 13 **DEX** 11 **INT** 18 **Idea** 90
CON 13 **APP** 13 **POW** 15 **Luck** 85
SIZ 15 **SAN** 85 **EDU** 16 **Know** 80
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 85

MAGIC POINTS: 15

HIT POINTS: 14

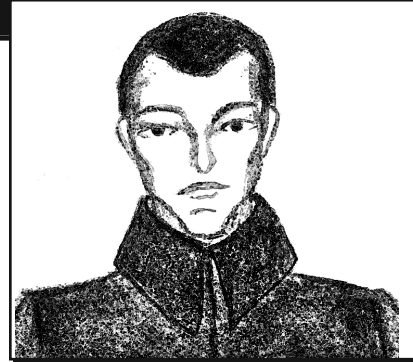
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63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94
95	96	97	98	99											

Unconscious	0	1	2	3
4	5	6	7	8
9	10	11	12	13
14	15	16	17	18
19	20	21	22	23
24	25	26	27	28
29	30	31	32	33
34	35	36	37	38
39	40	41	42	43

Dead	-2	-1	0	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31
32	33	34	35	36	37	38
39	40	41	42	43		

INVESTIGATOR SKILLS

- | | |
|--|---|
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| <input type="checkbox"/> Bargain (45%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Biology (00%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Oper. Heavy Mach. (01%) _____ |
| <input type="checkbox"/> Computer Use (40%) _____ | <input checked="" type="checkbox"/> Other Language (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> <u>Mi-Go</u> (65%) _____ |
| <input type="checkbox"/> Credit Rating (31%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Cryptography (00%) _____ | <input type="checkbox"/> <u>English</u> (80%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Persuade (75%) _____ |
| <input type="checkbox"/> Demolitions (00%) _____ | <input type="checkbox"/> Pilot Spacecraft (00%) _____ |
| <input type="checkbox"/> Disguise (11%) _____ | <input type="checkbox"/> Psychoanalysis (00%) _____ |
| <input type="checkbox"/> Dodge (48%) _____ | <input type="checkbox"/> Psychology (80%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Sneak (16%) _____ |
| <input type="checkbox"/> Electrical Repair (15%) _____ | <input type="checkbox"/> Spot Hidden (40%) _____ |
| <input type="checkbox"/> Electronics (01%) _____ | <input type="checkbox"/> Survival (10%) _____ |
| <input type="checkbox"/> Fast Talk (75%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> First Aid (35%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Tradecraft (05%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Virtual Dreaming (28%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input checked="" type="checkbox"/> Firearms (15%): |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Listen (35%) _____ | <input type="checkbox"/> Rail Gun (15%) _____ |
| <input type="checkbox"/> Locksmith (01%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Low Gravity Maneuvers (10%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> SMG (15%) _____ |



Melee	%	Damage	Hnd Range	#Att	Hp
fist (50%)	50	1d3+db	1 touch	1	n/a
grapple(55%)	55	special	2 touch	1	n/a
head (10%)	10	1d4+db	1 touch	1	n/a
kick (45%)	45	1d6+db	1 touch	1	n/a

Firearm	%	Damage	Malf Range	#Att	Ammo
Colonial E-1	70	2d6+2	89 15 yd	1	6
Glock 23	60	1d10+1	99 20 yd	2	10

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: UCC uniform (2 armor points), Heavy Vacuum Work Suit (12 armor points).
Equipment: PDA (personal hand held computer), Thruster Pack, Data disks with mining filter schematics.
Weapons: Colonial E-1 Electric Pistol (fully charged with power for 6 shots).
 Glock 23 (.40 Automatic Handgun, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating)

Background: You are a top negotiator and diplomat for the United Colonial Coalition serving aboard the UCC Gladius. You are an expert in the Mi-Go, a race of Fungi who have long tinkered with human genetics and evolution. They often appear as the classic "Grays", aliens made popular by the media of earth, but you know that is only a disguise. You do not trust them, but dealing with them might be key to shortening Project Origami by decades. To you, Project Origami is the only hope for mankind, and if furthering it or protecting it costs you your life and the life of everyone onboard the Gladius, then so be it. You often dream of being lost in the cold and dark while trying to find a lost child.

INVESTIGATOR SHEET : HEIR TO CARCOSA

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Damien Gunn **Profession** Soldier
Birthplace New Brooklyn, United Colonial Coalition
Position on Ship Rail gunner, security, assault marine
Sex Male **Age** 26

CHARACTERISTICS & ROLLS

STR 14 **DEX** 12 **INT** 15 **Idea** 75
CON 16 **APP** 12 **POW** 13 **Luck** 65
SIZ 16 **SAN** 65 **EDU** 17 **Know** 85
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 65

MAGIC POINTS: 13

HIT POINTS: 16

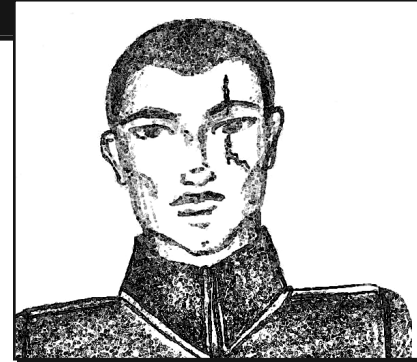
Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
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66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Mechanical Repair (40%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Biology (00%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Oper. Heavy Mach. (01%) _____ |
| <input type="checkbox"/> Computer Use (00%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> English (85%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Cryptography (00%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Demolitions (00%) _____ | <input type="checkbox"/> Pilot Spacecraft (00%) _____ |
| <input type="checkbox"/> Disguise (05%) _____ | <input type="checkbox"/> Psychoanalysis (00%) _____ |
| <input type="checkbox"/> Dodge (50%) _____ | <input type="checkbox"/> Psychology (05%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Sneak (55%) _____ |
| <input type="checkbox"/> Electrical Repair (15%) _____ | <input type="checkbox"/> Spot Hidden (45%) _____ |
| <input type="checkbox"/> Electronics (20%) _____ | <input type="checkbox"/> Survival (10%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> First Aid (70%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Tradecraft (05%) _____ |
| <input type="checkbox"/> Hide (55%) _____ | <input type="checkbox"/> Virtual Dreaming (25%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input checked="" type="checkbox"/> Firearms (15%): |
| <input type="checkbox"/> Jump (35%) _____ | <input type="checkbox"/> Handgun (65%) _____ |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Listen (54%) _____ | <input type="checkbox"/> Rail Gun (60%) _____ |
| <input type="checkbox"/> Locksmith (01%) _____ | <input type="checkbox"/> Rifle (70%) _____ |
| <input type="checkbox"/> Low Gravity Maneuvers (65%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Martial Arts (40%) _____ | <input type="checkbox"/> SMG (50%) _____ |



Melee	%	Damage	Hnd Range	#Att.	Hp
fist (50%)	50	1d3+db	1 touch	1	n/a
grapple(55%)	55	special	2 touch	1	n/a
head (10%)	10	1d4+db	1 touch	1	n/a
kick (45%)	45	1d6+db	1 touch	1	n/a

Firearm	%	Damage	Malf Range	#Att.	Ammo
Colonial E-1	65	2d5+2	89 15 yd	1	6
Colonial E-2	70	4d6	80 35 yd	1	10
Glock 23	65	1d10+1	99 20 yd	2	10
SkorpionSMG	50	1d8	96 40 yd	3 or burst	20

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: UCC uniform (2 armor points) or Light Body Armor (10 armor points).
 Heavy Vacuum Work Suit (12 armor points).
Equipment: PDA (personal hand held computer), Toolkit, Patch kit, Thruster Pack, emergency sealant foam canister.
Weapons: Colonial E-1 Electric Pistol (fully charged with power for 6 shots),
 Colonial E-2 Electric Rifle (fully charged with power for 10 shots),
 Glock 23 (.40 Automatic Handgun, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating).
 Skorpion submachine gun (.32 automatic machine pistol, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating)

Background: With an interest in weapons and martial arts (Judo) you were born to be a warrior. You are highly trained and take your duties of protecting the crew of UCC Gladius very seriously. It is your job to aim and discharge the ships powerful rail gun, which fires a cluster of magnetically propelled explosive bomblets. Since you seldom get into combat you are trained as an assistant engineer and enjoy maintaining the shipboard systems. You dream of fighting mythos creatures and saving those around you, in your heart you know you are a hero.

INVESTIGATOR SHEET : HEIR TO CARCOSA

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Lola Voight **Profession** Pilot
Birthplace New Brooklyn, United Colonial Coalition
Position on Ship Ship's Pilot, Virtual Dreamer
Sex Female **Age** 19

CHARACTERISTICS & ROLLS

STR 13 **DEX** 15 **INT** 17 **Idea** 85
CON 15 **APP** 13 **POW** 15 **Luck** 75
SIZ 10 **SAN** 75 **EDU** 15 **Know** 75
 99-Cthulhu Mythos: 0 Damage Bonus: 0

SANITY POINTS: 75

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 15

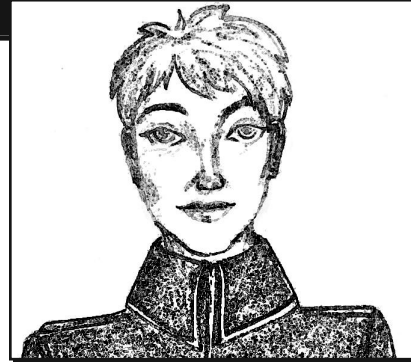
Unconscious	0	1	2	3			
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

HIT POINTS: 14

Dead	-2	-1	0	1	2	3	
4	5	6	7	8	9	10	11
12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27
28	29	30	31	32	33	34	35
36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Astronomy (21%) _____ | <input type="checkbox"/> Mechanical Repair (40%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Biology (00%) _____ | <input type="checkbox"/> Navigate (50%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Oper. Heavy Mach. (21%) _____ |
| <input type="checkbox"/> Computer Use (00%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> English (75%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Persuade (25%) _____ |
| <input type="checkbox"/> Cryptography (00%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Physics (50%) _____ |
| <input type="checkbox"/> Demolitions (00%) _____ | <input type="checkbox"/> Pilot Spacecraft (80%) _____ |
| <input type="checkbox"/> Disguise (05%) _____ | <input type="checkbox"/> Psychoanalysis (00%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Psychology (45%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Electrical Repair (30%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Electronics (01%) _____ | <input type="checkbox"/> Survival (10%) _____ |
| <input type="checkbox"/> Fast Talk (45%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> First Aid (35%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Tradecraft (05%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Virtual Dreaming (57%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input checked="" type="checkbox"/> Firearms (15%): |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Library Use (25%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Rail Gun (15%) _____ |
| <input type="checkbox"/> Locksmith (01%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Low Gravity Maneuvers (30%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> SMG (15%) _____ |



Melee	%	Damage	Hnd Range	#Att.	Hp
fist (50%)	50	1d3+db	1	touch	1 n/a
grapple(55%)	55	special	2	touch	1 n/a
head (10%)	10	1d4+db	1	touch	1 n/a
kick (45%)	45	1d6+db	1	touch	1 n/a

Firearm	%	Damage	Malf Range	#Att.	Ammo
Colonial E-1	60	2d6+2	89	15 yd	1 6
SkorpionSMG	55	1d8	96	40 yd	3 or burst 20

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: UCC uniform (2 armor points), Heavy Vacuum Work Suit (12 armor points).
Equipment: PDA (personal hand held computer), Scientific scanner, Thruster Pack, 45-day supply of VirtEqual.
Weapons: Colonial E-1 Electric Pistol (fully charged with power for 6 shots), Skorpion submachine gun (.32 automatic machine pistol, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating)

Background: You are the ship's pilot, a natural virtual dreamer, able to mentally connect with advance computer systems for extended periods of time. It's not an easy life, but one that helps people, not everyone can be a V-dreamer. You are more comfortable in virtual settings, where your skills as a V-dreamer come into play. You are a small woman, as the Drug VirtEqual tends to stunt growth. You're physically addicted to the drug, and without it you'll slip into insanity in a matter of days. When you pilot the Gladius, it is as if you ride the ship like a bicycle. You almost become the ship. You know you'll never be free of the drug, or the desire to connect into the virtual environments of AI computer systems. The only real people you care about are your fellow crewmembers. You know somehow you've known them before, as you felt a connection to them from the first day you were introduced. You don't often dream, but when you do it's often of running, fire and screaming.

INVESTIGATOR SHEET : HEIR TO CARCOSA

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Vincent Delgado **Profession** Hacker
Birthplace Berlinton, United Colonial Coalition
Position on Ship Computer & intelligence officer
Sex Male **Age** 28

CHARACTERISTICS & ROLLS

STR 13 **DEX** 13 **INT** 15 **Idea** 75
CON 14 **APP** 11 **POW** 14 **Luck** 75
SIZ 14 **SAN** 70 **EDU** 20 **Know** 90
 99-Cthulhu Mythos: 0 **Damage Bonus:** 1d4

SANITY POINTS: 70

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

MAGIC POINTS: 14

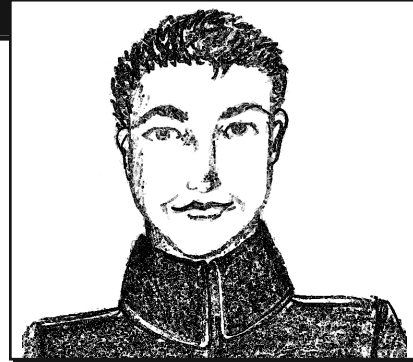
Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

HIT POINTS: 14

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Mechanical Repair (40%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Biology (00%) _____ | <input type="checkbox"/> Navigate (40%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Oper. Heavy Mach. (01%) _____ |
| <input type="checkbox"/> Computer Use (85%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> English (80%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Cryptography (00%) _____ | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Physics (60%) _____ |
| <input type="checkbox"/> Demolitions (00%) _____ | <input type="checkbox"/> Pilot Spacecraft (00%) _____ |
| <input type="checkbox"/> Disguise (05%) _____ | <input type="checkbox"/> Psychoanalysis (00%) _____ |
| <input type="checkbox"/> Dodge (Dex X 2 %) _____ | <input type="checkbox"/> Psychology (20%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Electrical Repair (55%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Electronics (65%) _____ | <input type="checkbox"/> Survival (10%) _____ |
| <input type="checkbox"/> Fast Talk (65%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> First Aid (35%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Tradecraft (05%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Virtual Dreaming (35%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input checked="" type="checkbox"/> Firearms (15%): |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Library Use (75%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Rail Gun (15%) _____ |
| <input type="checkbox"/> Locksmith (60%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Low Gravity Maneuvers (20%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> SMG (15%) _____ |



Melee	%	Damage	Hnd Range	#Att	Hp
fist (50%)	50	1d3+db	1	touch	1 n/a
grapple(55%)	55	special	2	touch	1 n/a
head (10%)	10	1d4+db	1	touch	1 n/a
kick (45%)	45	1d6+db	1	touch	1 n/a

Firearm	%	Damage	Malf Range	#Att	Ammo
Colonial E-1	60	2d6+2	89	15 yd	1 6
Glock 23	60	1d10+1	99	20 yd	2 10
Shotgun	50	1d10+7	00	25 yd	1 5

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: UCC uniform (2 armor points), Heavy vacuum work suit (12 armor points).
Equipment: PDA (personal hand held computer), Thruster pack, scientific scanner, Advanced laptop with universal interface
Weapons: Colonial E-1 Electric Pistol (fully charged with power for 6 shots).
 Glock 23 (.40 Automatic Handgun, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating).
 10-Gauge Shotgun (10 gauge slugs, weapon on strap with 15 rounds of ammunition)

Background: You always had a knack for getting into things you weren't supposed to. When you were arrested at thirteen for hacking into the Berlinton security grid (you were using it to peep into the high school girl's locker room) your life took a sudden turn. The colonial government gave you a job doing what you loved to do, using computers to spy on people and hack into encrypted systems. You are one of the top hackers in the colonies and rightfully proud of your abilities. In your free time you push the envelope of creating Virtual Dreamland environments, recently creating a digital puppy for Lola on her last birthday. You sometimes dream of being on earth, hiding and trying not to be discovered. In those dreams you're worried about being arrested and put to death. To you, every secure system you are sent to hack into is a challenge and one has never stymied you yet.

INVESTIGATOR SHEET : HEIR TO CARCOSA

Ripples from Carcosa

CALL OF CTHULHU
 INVESTIGATOR SHEET
 PLAYER NAME _____
 DATE CREATED _____

INVESTIGATOR DATA

Name Diana Everett **Profession** Doctor
Birthplace Mount Sinai Colony, United Colonial Coalition
Position on Ship Ships Medical Doctor
Sex Female **Age** 35

CHARACTERISTICS & ROLLS

STR 10 **DEX** 11 **INT** 14 **Idea** 70
CON 14 **APP** 16 **POW** 14 **Luck** 70
SIZ 13 **SAN** 70 **EDU** 16 **Know** 80
 99-Cthulhu Mythos: 0 Damage Bonus: 0

SANITY POINTS: 70

MAGIC POINTS: 14

HIT POINTS: 14

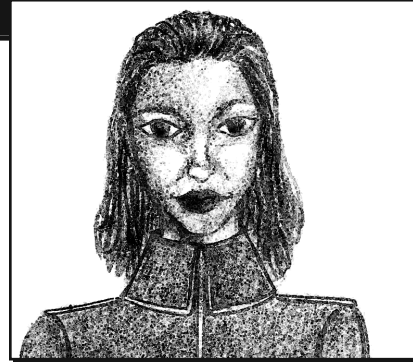
Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Unconscious	0	1	2	3				
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

Dead	-2	-1	0	1	2	3		
	4	5	6	7	8	9	10	11
	12	13	14	15	16	17	18	19
	20	21	22	23	24	25	26	27
	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43

INVESTIGATOR SKILLS

- | | |
|--|---|
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Medicine (75%) _____ |
| <input type="checkbox"/> Biology (60%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (DEX+STR%) _____ | <input type="checkbox"/> Oper. Heavy Mach. (01%) _____ |
| <input type="checkbox"/> Computer Use (30%) _____ | <input checked="" type="checkbox"/> Own Language (EDU X 5%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> English (60%) _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Persuade (30%) _____ |
| <input type="checkbox"/> Cryptography (00%) _____ | <input type="checkbox"/> Pharmacy (40%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Demolitions (00%) _____ | <input type="checkbox"/> Pilot Spacecraft (19%) _____ |
| <input type="checkbox"/> Disguise (05%) _____ | <input type="checkbox"/> Psychoanalysis (55%) _____ |
| <input type="checkbox"/> Dodge (32%) _____ | <input type="checkbox"/> Psychology (65%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Electrical Repair (15%) _____ | <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Electronics (01%) _____ | <input type="checkbox"/> Survival (10%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> First Aid (75%) _____ | <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> Tradecraft (05%) _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Virtual Dreaming (24%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input checked="" type="checkbox"/> Firearms (15%): |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Library Use (33%) _____ | <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Listen (25%) _____ | <input type="checkbox"/> Rail Gun (15%) _____ |
| <input type="checkbox"/> Locksmith (01%) _____ | <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Low Gravity Maneuvers (20%) _____ | <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Martial Arts (01%) _____ | <input type="checkbox"/> SMG (15%) _____ |



Melee	%	Damage	Hnd Range	#Att	Hp
fist (50%)	50	1d3+db	1	touch	1 n/a
grapple(55%)	55	special	2	touch	1 n/a
head (10%)	10	1d4+db	1	touch	1 n/a
kick (45%)	45	1d6+db	1	touch	1 n/a

Firearm	%	Damage	Malf Range	#Att	Ammo
Colonial E-1	40	3d6	89	15 yd	1 6
Colonial E-2	60	4d6	80	35 yd	1 10
Glock 23	40	1d10+1	99	20 yd	2 10

Armor
 See Personal Information below

PERSONAL INFORMATION

Clothing: UCC uniform (2 armor points), Heavy Vacuum Work Suit (12 armor points).

Equipment: PDA (personal hand held computer), Scientific scanner, Medical kit, Thruster Pack.

Weapons: Colonial E-1 Electric Pistol (fully charged with power for 6 shots),

Colonial E-2 Electric Rifle (fully charged with power for 10 shots),

Glock 23 (.40 Automatic Handgun, 1 magazine standard, 1 magazine armor piercing rounds which counts armor points as ? normal rating)

Background: You are the ship's medical doctor, responsible for the lives of everyone on board. You have never lost a member of the crew, and with the frequent accidents and the dangers of living in space that's saying something. You also monitor the crew's mental health, giving them standardized tests for stress every six weeks. It's demanding work but it's your life and you'd be lost without it. You're a top medical doctor, proud to be assigned to a ship and serving the Colonial government. Sometimes you dream of being a princess, in fine dresses with servants, sometimes you have lots of children too. Your career never allowed time for a family. You cannot see having children with the threat of the Great Old Ones looming over you and every human like you. Your greatest hope is that one day Project Origami is a success and humans can escape the nightmares of Earth once and for all.

RIPPLES FROM CARCOSA

...

**A silent, deserted city,
beside a dark, foreboding lake
where sinister things lurk. There sits
the King In Yellow, Lord of Carcosa, gazing back at us
from behind his Pallid Mask. It is a journey many of us have
taken before, in our dreams. It is a journey
we are about to take again.**

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