

Sinful Season

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Keeper's Background

A heavy metal rock band, 'Sinful Season', is actually composed of three avatars of Hastur. They were once human but they have become infected with the degenerative fever of Hastur. No-one is aware of their true identities, as they each wear a blank, white mask when on stage or being interviewed. Even their record company has only a generic bank account and some phone numbers for contact. The original band members are now lost in Carcosa. Only their safe return will end the power of the avatars.

The band acts as a conduit for Hastur's influence, and their songs have been linked with despair, suicide and degenerate acts. The band members themselves cause no direct harm, but their influence is profound, recently even triggering a riot when stocks of their new album ran out. Their unsavory reputation is only further enhanced by their habit of recording songs at the scene of a murder or suicide.

The Keeper should acquire a blank white mask, typically sold to be decorated. At each stage where the investigators encounter someone in such a mask, the Keeper should don the mask and act out the part masked.

Other Sources

Note that this scenario makes use of the following sources:

- The statistics for the Mythos tome 'The King In Yellow' is taken from 'Tatters Of The King', page 23 © 2006 Chaosium.
- Concepts from 'The Hastur Mythos' in Delta Green: Countdown © 1999 The Delta Green Partnership, in particular 'Sanity Travel' from page 209 (see below).

Sanity Travel

When or if the group reaches Carcosa, travel there is dependent on how much SAN they have lost due to Hastur-related shocks. It forms a kind of 'Navigate Carcosa' skill. Eg. an investigator who has lost 8 SAN from the scenario, would have 8% in 'Navigate Carcosa' which is used whenever they wish to travel to another point in Carcosa which they cannot directly see. Typically, this is pooled and all the Investigators' ratings added together.

To this end, the Keeper is required to keep track of SAN loss throughout the scenario for each investigator, and also for the group.

Investigators' Introduction

On 9/19/2012, the Investigators are called to an old murder scene in apartment 404 in New York, from a week ago. On 9/11/2012, in a fit of rage, Vincent Sabatell, strangled his girlfriend, Carla Bell at their apartment. The investigators are called in as 'special' consultants by Detective Karl Winters.

If they are Delta Green agents, then they are told to *unofficially* work the case by A-Cell, at the request of Winters. This would mean they wouldn't be able to apply for search warrants, detain suspects, etc – they'll be on a par with regular investigators.

Initially, when Winters was called to the scene, it appeared to be an open and shut case; Sabatell was still at the scene, detained by officers, and the evidence clearly pointed to him. When interviewed, he was surly and aggressive, but eventually broke down and confessed. He is currently held in the County Jail awaiting sentencing.

Winters thought nothing of the case, until a few days later. He had heard that an unsavory rock band, Sinful Season had recorded a track at the apartment shortly after the murder, on 9/13/2012. Their reputation for recording at murder scenes is fairly well known. However, his interest was piqued when, speaking to the landlord for the apartment regarding some paperwork for Sabatell, he discovered that the band's agent had enquired about recording at the apartment more than a week *before* the murder.

Although he is suspicious, there is nothing more he can do – he has a confession, and his Lieutenant doesn't want anything clouding the case. Also, the band's other tracks were recorded at murder scenes in other states. Hence, he has passed it to the investigators. He explains the situation, then unofficially hands them a copy of the case file.

Everything is completely off the record.

The Case File

Carla Bell was murdered on 9/11/2012 by her enraged boyfriend, Vincent Sabatell, in apartment 404, on the Lower East Side. If they interview him, he will say that Carla was *laughing* at him, and he just snapped.

A reference to this murder is possibly made in the bonus track, 'The Bitch' on Scarlett Woman 'The Whore' DVD (see below).

The band recorded there two days later.

Clue (Spot Hidden or Law while reading the case file): An old black and white photo was found of a woman standing on a heath with a hooded hawk on her arm. Forensics will confirm the photo to be about a hundred years old, whereas Anthropology will confirm the woman's clothes as hunting garb consistent with that worn in France around 1900 (For those who've read *The King In Yellow*, and *Idea* roll will link this to era to the setting of the play). When they've watched the *Maniac Cop Music* DVD, they may roll *Idea* to recall that this was one of the extras in the video (SAN 0/1D3). Digital Forensics comparing the faces in both the photo and the DVD will confirm this.

Researching Sinful Season

The band was formed two years ago, and although their first album, Maniac Cop certainly gave them notice, it was not until A Mind To Kill, their second album, dedicated to Varg Vikernes, that they became such an item. The band is formed on a winning heavy metal formula, vocal, lead and bass. However, they have a very soulful, sad blues side to them as well.

The most unusual aspect of the band is that they are completely anonymous. They each wear a white mask when making appearances, and use pseudonyms instead of names: Lost, Sickness and Sorrow. Although speculation as to their identities is rife, to date they have remained hidden.

Fans of the band have been linked with violent actions, such as random acts of violence, even copy-cat murders. Discussing this interview, the band claim that they engineer their albums with special frequencies and magickal rituals, designed to have specific psychological effects on the listener. However, the intention is for the listener to be 'freed'. The actions of the listener are their own responsibility. The band states that they didn't create these people, or urge these acts, they are symptoms of society, 'They are your sickness, not ours.'

Despite their angsty image, their fan base is diverse, and often breaks the stereotype of a 'rock fan'.

Recently stocks of Scarlett Woman ran out in New York, triggering a small-scale riot. Fire gutted the music shop involved, and there were dozens of arrests and injuries.

The physical albums are in demand, as the cover art, and internal literature, accompanying the CD are rumored to contain occult material, and the CDs often contain hidden tracks not available on download. In addition, the band is notorious for restricting the number of CDs which can be pressed of each album, although inevitably they end up copied for download on the internet.

In addition there are a number of releases, with extra tracks, which were only available to members of the fan club.

Sinful Season Papers #1

Anyone researching the band for any period of time will come across the following information with a Library Search roll.

Rumors of missing people surround the band. These include a number of fans, especially those attending gigs. In a number of cases, fans have gone on to parties, or gone with other fans to follow the band from city to city, never to return.

The most notable disappearance though, is of Mark Parfice, reporter for the music magazine, Soul Shout. He was apparently investigating who the band were, and whether their tracks were linked to violent acts, when he disappeared, shortly after the pre-release of the album, The Judge.

Sinful Season Papers #2

A further Library Search roll or Idea roll leads them to the main fan forum on the band's website (see below), where wild speculation about the band can be found, as well as some good information about the band's discography.

Discography

The basic list of albums and tracks can be had from most any worthwhile source. However, the notes for each album require up to an hour's research and a Library Search roll (which may be retried).

Despite their wide following, the Season deliberately release only short runs of their albums. Although digital versions can be downloaded fairly cheaply, the physical albums can only be had second-hand from various websites, usually for at least \$50, sometimes much much more.

If the Investigators turn to download sites, then they will find the basic discography (below) to be readily available, but the rare discography (further below) is harder to track down, possibly by extended Library Search rolls, over a few days.

Only 'A Mind To Kill' has any direct influence in its raw form, imposing a possible SAN loss.

Maniac Cop

Release Date: 7/18/2010

Significant tracks: Cell Beating.

A Mind To Kill

Release Date: 11/8/2010

Significant tracks: Church Burner, Suffer The Little Children, The Party That Never Ends, Chainsaw Symphony.

SAN: 0/1D3

Notes:

This album, especially the first track, is dedicated to Varg Vikernes.

Suffer The Little Children caused controversy as it was recorded in a house where a father had slain his entire family due to stress from heavy debts. This was further inflamed, when the incidence of such slayings increased shortly after the release of the album.

Chainsaw symphony is interspersed with a woman screaming, while a chainsaw is revving in the background, until eventually she is silenced. This track was recorded in some part of South America, fuelling rumors that it is a genuine murder, a rumor which the record company has been quick to quash, claiming 'special effects'. The band, however, have never issued a statement on the matter.

The Judge

Release Date: 2/20/2011

Significant tracks: The Mask, Twin Moons.

Notes: This album, especially the track, The Mask, have been linked to the reporter, Mark Parfice.

The tracks tell the story of someone following the band 'judging' them, but who eventually becomes lost in an endless maze and goes insane.

Scarlett Woman

Release Date: 5/5/2011

Significant tracks: The Demons of Boleskine, Vagina Dentata.

Notes: This album is filled with occult references, especially regarding Aleister Crowley. It gives a check in Occult.

Maze of Madness (*Forthcoming)

Release Date: To be confirmed

Significant tracks: Spooks.

Notes: The band are known to be working on this album currently. The first track, Spooks, will be released as the scenario progresses. It was recorded at the Carla Bell murder scene.

Music Label and Agent

The label – Black Halo of Chicago – can provide very little. Like any other label, they handle the business side of the band, negotiating contracts, etc. as well as managing fan correspondence. They are bound by confidentiality and even if warrants were to be sought, no judge would be convinced of the connection between the murder and the band without further evidence.

The manager at Black Halo is very busy, but a successful Credit Rating, or Fast Talk may be able to get his attention.

Even their label has no idea of their identities – on the rare occasion that they turn up at the offices, they are all masked. All payments are made to an account handled by their agent.

The Season's agent is an experienced Australian called Jeff Baines, currently living in New York city, however, he is obliged to travel far and wide to meet the demands of his band. His is busy (see the manager, above) but may chat to the investigators over the phone, or possibly meet up if they make the appropriate rolls.

He won't discuss the band's identities (he doesn't know himself), or their future plans, but he will discuss matters that are in the public domain, such as the locations of their recordings, etc. He will give out no information about direct contact with the band.

Although he won't discuss it, payments from the record label are made to an account bearing the name of the band, which then uses various transfers out to further disguise the band members' identities. Apart from the banks or the IRS, no-one really knows who they are.

He has only met the band masked, mainly at concerts.

He is willing discuss the most recent recording and murder scene, but knows just the facts – that the band contacted him by email to tell him to try to rent the apartment. He contacted the landlord, but was told that it was already let, although the tenants were behind on their payments, and would probably be evicted soon. When the murder took place, the band contacted him again, and arrangements were made to record there the following day.

Forums

There is a main fan forum on the Season's website. Although it is predictably full of crazies and lunatics, it can also be a mine of information. The Keeper should feel free to populate it with the most disturbed people he has ever met or heard about.

Identity of Band Members: Allow misleading Library Search rolls if desired. The speculation is as wild and unhinged as you'd expect. Anything from senators to aliens. The only useful information on this subject was posted by the journalist Mark Parfice. See below for his section.

Murder Scenes: As armchair detectives, the fans have very little to offer here, except rumors. None of the items marked 'Clue' are known.

Music Label and Agent: No information.

Rare Discography: Not only an exhaustive list, but also where to get hold of these items which should speed things up, and enable them to be bought more cheaply. In addition, for every two hours spent on the forum researching a specific rare item, allow a Library Search roll to uncover a hidden item which a fan has discovered and posted. The information should be partial, giving indications rather than details.

Murder Scenes

The murder scenes are listed by the album that was recorded at the scene. In the first instance, all they will have is the initial paragraph from public sources. If they wish to obtain the case notes, they can either use a Law, Credit Rating or a personal contact. Once they have obtained the case notes, they can roll to try to obtain each 'Clue', which requires anywhere up to a day's study of the notes, or at least 2 hours per Clue.

Interviewing the murderers can be time-consuming, and Psychology reveals that they are simply unhinged individuals.

Maniac Cop

On 7/8/2010 Sergeant Wilson Acarabo, an LA cop abducted a young couple, Tony Halpin and Suzanna London, from their car at night, and forced them into an empty house in the foothills nearby, 1709 Coyote Palm, where he raped and murdered them. When it became public it emerged that he had assaulted other couples, but without killing them, but were too terrified to accuse a cop. Acarabo is serving a long sentence, and can be interviewed.

The band recorded there on 7/14/2010.

Clue (Spot Hidden or Law): A detective at the scene grabbed a cat, but only got the collar. Turned out it was an unusual designer bracelet worth over \$1000. It is from the artist Wendell Casent (see 'Rare Discography', below). The owner of the cat was never established.

A Mind To Kill

As indicated under 'Discography', this album was recorded at 45066 Cambridge View in Boston where, on 10/15/2010, David Forrester, a Realtor (37) slew his family, his wife Kelly (30), daughter Lucy (2) and son Karl (8), due to stress from heavy debts, using an axe. He then slit his own wrists in the bathtub.

The album was recorded on 10/24/2010.

Clue (Spot Hidden or Law): One of the first cops at the scene, Nichola England, thought she heard a party going on in the kitchen, but it was empty.

Clue (Forensics or Library Search): An unusual item, which was unaccounted for, was a stocking found in the kitchen. It was not closely examined. If the investigators get hold of this item of evidence somehow (Law or Credit Rating), then they can use Forensics to determine that it is of a style and material from the early twentieth century. If carbon-dated, they find that it *is* from this time. If they interview Nichola England, who found the stocking, she will say that it was still warm when she bagged it, but the case was clear, so it wasn't examined.

The Judge

On 2/7/2011, Vadim Balsandrov, an undercover cop, was garroted in the passenger seat of a stolen car, in Gravesend Brooklyn (in a Russian enclave). They cut off his nose, to show that he had been poking it in where it wasn't wanted.

A week later, on 2/13/2011, the band used a recording studio in a truck parked at the side of the road, and recorded the whole album at the scene.

Those responsible for the murder were never found.

Clue (Spot Hidden or Law): A woman came out while they were examining the scene and started shouting hysterically in some strange language, which was later identified as Breton (This is spoken only in Brittany, where the play, *The King In Yellow* may be set). Her right ear was missing.

Scarlett Woman

A prostitute, Miss Lucy 'Cara' Carawell, was murdered on 4/21/2011 in 6756 Chestnut Ave, Detroit by Marmaduke Locke, an itinerant and known schizophrenic, who was off his medication. Voices told him to "sacrifice" her to their god. In interview he can reveal that the voices did tell him the name of their god, but he can't remember and he will become extremely frustrated trying to remember. He tied her up, then hacked her to pieces in her bedroom.

The landlord was paid off by the band's agent, to allow them to record there, two days later.

Clue (Spot Hidden or Law): A white mask was present at the scene, but her flatmate said that she had never seen it before, and Locke knows nothing about it. Forensics reveals that it is about a hundred years old.

Maze of Madness

Already outlined in the investigator's introduction, this is where Carla Bell was murdered on 9/11/2012 by her enraged boyfriend.

Mark Parfice

This music reporter set out to try to get a scoop on the identities of the band. He wrote a teaser article for the music magazine, 'Soul Shout' titled, 'Unmasked', in which he stated his intention to discover and prove the identities of the band. The article was published at the end of 2010.

About three months later, he disappeared. Soul Shout published a short piece about Parfice, appealing to anyone for information. It is widely speculated that he committed suicide.

Speaking to the Season's label or manager will reveal that he tried to harass them into revealing the bands' identities, but there was nothing they could reveal. Neither have anything positive to say about Parfice.

If the investigators somehow have contacts who can trace Parfice's credit card payments, they will be able to discover that his last known movement was to fly from New York city to Atlantic City on 3/8/2011. From there he bought fuel at a gas station near the Egg Harbor Township. Library Search for fairs in the area near Atlantic City, will turn up Benson's Fair which Winter's over at a farm here.

Fan Forum

The main clues as to Parfice's activities is via his postings on the fan forum. A Library Search roll is required for each of the following handouts:

1/10/2011 – The Unmasking

As many of you may know, I'm intent on unmasking Sinful Season. So far I've got no definite names, but it's only a matter of time. I'm following the money!! I've been able to find out that the label makes payments to an account called 'Sinful Season'. This is under the control of the management company, headed up by Jeff Baines. They must make payments to individuals. At the moment I'm hitting a brick wall of offshore accounts, but someone must know their identities, such as the IRS. I'm going to focus my attention here. I've passed a letter to the band, via the management company, asking them to tell me without all the cloak and dagger stuff. I'm expecting a reply in the next few days. Watch this space!!

Sinful Season Papers #3

1/22/2011 – Lost in Carcosa!

Ok, the gloves are off boys! I've had a reply to my letter, passed to me by Jeff Baines. They say they reside with 'the King in Yellow in Carcosa'. Yeah. Right. In case you're wondering, 'The King In Yellow' is an obscure play from over a hundred years ago, set in a fantasy world called – you guessed it – Carcosa. Maybe this is an abstract clue, or maybe they're just pulling my chain. I'll check it out, like any journalist would. I'll keep you posted.

Sinful Season Papers #4

2/6/2011 – Down the rabbit hole...

I tried reading the King in Yellow, but it's just some weird play. After following a series of clues, I've reached an artist called Wendell Casent, who lives in New York. I think she's connected with the band somehow, and she may even know who they are. I can't tell you how I got to this point. It's all getting a bit witchy. But there's enough material here for a book deal!

Sinful Season Papers #5

2/18/2011 – Casent

Well, I met Casent, but I don't think she is who she says she is. I'm pretty sure that the band has people following me now. I think they may be listening in to my phonecalls as well. Casent wouldn't tell me who the band were, but she offered to take me to meet them. It's weird, but I can't remember where she lives now, or what she looks like. I think the band are screwing with me. I need to get away from here. I'm not sure if I'll post on here again, I don't want the band knowing what I'm up to, but I think they already know.

Sinful Season Papers #6

3/2/2011 – This is my final post

I understand now. Casent's art is designed to resonate with certain parts of the brain. It allows abstract connections to occur. Certain brain frequencies allow the mind to see other conceptual realities. Casent's art triggers this.

Think about it. If someone hypnotized me and told me that I could multiply 2, 6-figure no's in my head, then I would suddenly gain this ability. But I must have had this ability all along, for my brain to suddenly be able to do this. So are they hypnotizing me into thinking I can do it, or de-hypnotizing me out of believing that I can't?? This is what Casent's art is doing. This is what she meant by taking me to meet them, and the band by 'in Carcosa'. They may have expanded their minds to see these other realities. The King In Yellow is a coded art work that starts this process. Casent's final work was a huge installation – a fairground ride – which completes the process. I know where I'm going. I won't be back.

Sinful Season Papers #7

It hardly needs a Psychology roll to notice Parfice's paranoia. The final posts, noticing patterns where none exist, could even be the beginnings of schizophrenia.

Extensive Library Search rolls over several days may turn up the fairground ride in question – it was a ghost train, last known to be owned by Benson's Fair.

Benson's Fair

Investigators who visit the fair at a farm near Atlantic City, will find a motley collection of tents and caravans, populated by carnies. They will be suspicious of outsiders. The ghost train is no longer an active part of the fair, but travels along with them, and is used as storage more than anything else.

The owner of the ghost train, Macy Hague, will confirm that Parfice asked to have a ride on the ghost train, and offered \$100 for the privilege. Hague is a stocky woman of about thirty years of age, with sawdust in her hair, and two scratch-built feathered wings attached crudely to the back of her dress. She explains, "I warned him that it was cursed though. Ever since some kids were killed on it, we never used it no more. Two of the carnie electricians were checking it over once, and one came out screaming, his hair white over. Never did find the other fella. But this Parfice guy kept on and on, so I set it up and gave him a ride. I wasn't even sure it would work anymore. Anyways, it stopped half-way round, and it took us a while to get the car out again. When we did, he was gone. I tried to warn him."

The ride is a gate, straight to Carcosa. It costs 1/1D6 SAN to take the ride, and 2MPs. If an investigator fails their SAN roll, and becomes insane in any way, they may jump free of the car before entering the gate (roll Dodge to avoid taking 1D8 damage). Otherwise, they suddenly find themselves falling down the unlit back staircase of a warehouse with crates of curios. Those failing a Jump roll, take 1D6 damage.

Rare Discography

Some of the band's more limited edition items have hidden mythos clues within them. Almost all are limited edition, and many were only available through the fan club. Now, these items are available through the second-hand market at 4D6 x\$10 each, allowing a Bargain roll each day to obtain an item.

The Cthulhu Mythos skill obtained from these sources does not stack, so if +2% is gained from one album, and +3% from another, they gain only a total of 3%, not 5%.

The Hastur Mythos

This is a subset of Cthulhu Mythos, the Hastur Mythos (as far as this scenario is concerned) is associated with the following points of knowledge. Some sources, such as an album, have only point one, others all six, dependent on the source.

1. A dream world called Carcosa exists beside ours, its essence is degeneration.
2. Carcosa is associated with the god Hastur.
3. Some claim that it is possible to cross over into Carcosa, with the right understanding.
4. A play called The King In Yellow is all about Carcosa, and aids understanding.
5. It is also claimed that The King In Yellow is a representative of the god Hastur.
6. Understanding of Hastur leads to madness, and to becoming 'Lost'.

Catalog of Rare Discography

If trying to obtain these items by pirated download, allow a Library Use roll per day to locate a random item from the rare discography. Keepers may wish to have a virus or other malware included in a download.

Maniac Cop Music DVD

Spot Hidden to notice that one of the extras in a video, matches the woman in the very old photo found at the murder scene of Carla Bell (SAN 0/1D3). Researching the modern woman, will take considerable time. She is Maria Lyle, a fan of the Season. The video was shot on 7/23/2010. Lyle has not been seen since. This might be learnt after around a week, possibly with a Law roll. Posting her image in the fan forum may speed this up.

She was an art student living in New York, working part time as a receptionist.

An Easter Egg on the DVD, can be located with Spot Hidden or Computer Use. It contains a confusing series of oddly cut scenes, which display a marionette figure in a different pose each time, together with odd ritual paraphernalia, including a whistle. A voice in the background utters part-English ritual phrases. An Occult roll indicates that the ritual is calling and commanding a spirit to 'act as a guide'. It is actually the spell Summon/ Bind Byakhee, which will wait patiently until mounted, then take them to Carcosa. Unless they fail the Bind roll, in which case it tears them into bloody

chunks. Byakhee stats are at the end. The video scenes are shot in a stark, decaying room with bloodstains on the bare floorboards.

Days: 1 SAN: 0/1 Cthulhu Mythos: +0% Hastur Mythos: Item 1 Spells: Summon/ Bind Byakhee.

A Mind To Kill Limited Edition Album

An extra track on this version, called The Hearse Driver, is mostly obscured lyrics through a combination of speeded up, shuffled and backwards phrases. Although the track is only 15 minutes long, it contains plenty of content. One Computer Use roll is allowed per day of rehashing the track to get the final message out, and at least four days to read and understand the content.

Days: 4 SAN: 1/1D4 Cthulhu Mythos: +3% Hastur Mythos: Items 1-6 Spells: None

The Judge Limited Edition Album

No direct information, but has several remixed tracks which have unusual frequencies and back-beats. Ask the listening player for their Listen skill, then make a private roll every time they listen to the album (the actual roll is irrelevant, but will encourage the meta-gaming player to listen to the album more...).

If listened to for any length of time, these tracks have the effect of altering the listener's brain to trigger haunting dreams of Carcosa. Some examples are:

- They awaken to see a small clockwork soldier walking slowly across the floor of their room, holding an invite to a masked ball. In the morning it's gone, but they injure their foot on a tiny cog.
- They are at a party in a huge palace, with party-goers drinking and copulating in the corridors. However, the dreamer is in a cold sweat, as they wander the corridors, as a demonic creature in yellow robes wanders through, devouring the party-goers, but only the investigator can see them.
- In a deserted city of old buildings, but gradually they are aware that there are people in some buildings, but they are keeping themselves hidden. They start to see marionettes in the street behind them. When they look back to see them again, they have either moved or disappeared.

Experiencing the dreams over several nights is the same as reading a Mythos tome. The dreams are quite vivid, and worrying. The dreamer has the nagging feeling that they are a terrible warning, but they can't figure out what of.

For each person experiencing the strange dreams caused by this album:

Days: 5 SAN: 1/1D3 Cthulhu Mythos: +2% Hastur Mythos: Items 1-3 Spells: None

Amongst the various digital mayhem which forms this album, are a series of buzzing sounds. With about a day's time and Computer Use, it can be discerned that these are spectrographs – images, encoded as sound. The images are:

- Mark Parfice, screaming. SAN 0/1D3
- A particular travelling fair, Benson's, which is over forty years old.
- A further image of the fair, featuring a 'Ghost Train' ride.

It might take several days and a Library Search to hunt down the Benson's fair, which is currently resting over near Atlantic City (see the section "Mark Parfice").

Scarlett Woman "The Whore" DVD

This signed, limited edition DVD has a premium DVD case, with extra information in the booklet, and a hidden booklet *inside* the case. The Yellow Sign features prominently in the material, roll Cthulhu Mythos to notice it as significant amongst the deluge of images and bizarre information. SAN loss is 0/1D6 to see the Yellow Sign for the first time. It is imparted partly through rough sketches, poetry and abstract passages.

Chemical analysis of this DVD's cover using Chemistry or Forensics, reveals that it has additional ink layers, activated by water. Brushing water on it, reveals completely new artwork, and an obscure message of numbers. These are references to scenes, and the times on those scenes, which reveals series of words which make up a quite dark, sexual ritual involving a "Scarlett Woman" which opens a gate to Carcosa.

A tattoo, visible on a body part in the video (its owner can't be determined, except a white female), depicts a haunting, willowy figure amongst intricate knot-work. Library Search and a few hours legwork, will identify this as the work of the artist, Wendell Casent.

An extra track on the DVD, 'Bitch', is about a woman laughing at a man, and him getting more and more angry, until he strangles her to death. A Listen roll will hear '404, 404, 404...' repeated in the background of the song. An idea roll will link this to the murder of Carla Bell, in apartment 404.

Days: 7 SAN: 1D3/1D6 Cthulhu Mythos: +4% Hastur Mythos: Items 1-6 Spells: Open Gate To Carcosa (MP4 SAN 1/1D6 for all participants)

Wendell Casent

Casent is an obscure, but sought after, New York designer. Unfortunately, leads to her tend to run dry. A website for her work has lapsed, a phone number just goes to answer phone, and the address given is an old apartment, where she no longer lives. The only open lead is a reference to her on a tour bus website, 'Twin Moons'.

The website claims to give a guided tour of New York's artists, but doesn't mention where. Other names on the itinerary are either unknown, or very small time. The owner and driver, Crosby Warren, is a sly looking guy, in a crumpled suit, who smells of strong drink, and chain-smokes Gitannes. He claims he can't remember the exact address of Casent's studio, but offers to take them there for \$50. He is a thief, a drunkard and possibly violent. He will take the investigators out to an obscure, run-down, and largely deserted neighbourhood of old, brick tenements and warehouses. He will stop the bus, and leave them on the bus, saying he's going to go inside and check for her. If he goes out of sight, he remains so. The investigators are now in Carcosa. If they stay close to him, then she won't be there. He gets angry and kicks the door, but will try an alternative address. Once in Carcosa, if they lose sight of the tour bus, it will disappear when they come back to it.

The King In Yellow

There are perhaps a hundred or so copies of this work around the world. It might be possible to purchase a copy for anything up to \$800 if they wish, or alternatively, there are reference copies in the Bibliothèque Nationale de France in Paris, and the British Library in London. It can also be found in other major libraries at the Keeper's option, such as the Library of Congress in Washington DC.

It is a thin black octavo volume, published in 1895; a large yellow sign is embossed across the front cloth cover. The sign costs 0/1D6 Sanity points to see for the first time only. The text is an ambiguous, dream-like play that opens readers to madness.

Reading the book will not assist with the investigation, other than to provide background regarding the 'Hastur Mythos' (see above, under 'Rare Discography'). Note that this information is not revealed explicitly, but the reader come to understand that the play is not merely poetry, but is based in mythos fact.

The Keeper may allow the Investigators to read through the book in 7 days, or perhaps only to skim read the book to obtain relevant information for the scenario, with the book taking much longer to read fully.

SAN: 1D3/1D6+1 Cthulhu Mythos: +5% Spells: None

Events

As the story progresses and the investigators begin to uncover aspects of the Hastur Mythos, behind the band's existence, they will themselves begin to cross over into the realm of Carcosa, and be affected by Hastur's influence, especially by listening to the band's rare discography.

The band will signal this to the investigators through an interview on MTV, which the investigators will tune into 'by accident'. If the Keeper has acquired a plain white mask for the scenario, this would be an appropriate time to wear it.

It follows a teaser track, 'Spooks' from their forthcoming album, Maze of Madness. The song is about several 'spies' or 'detectives', referred to as 'spooks'. The Keeper is at liberty to make up any lyrics they wish here, but the following can suffice:

*Think they know something
But they don't know nothing
[Three]. Little. Spooks.
Creeping around and dogging my steps
Looking for something that don't exist
[Three]. Little. Spooks.*

It should be clear from the song, that it refers to the investigators – it should have the same number of 'spooks' as investigators, and the video is of faceless people who dress like the investigators, creeping around apartment 404, the murder scene of Carla Bell. Note that this was filmed before the investigators became involved. If they are creeped out by this, call for 0/1D2 SAN rolls.

After the video, the interviewer will gush about the masked band beside her, then begin interviewing. After pleasantries, she asks:

"So what's the album about?"

"It's a concept album about a bunch of people who don't know they're crazy, hunting around for a conspiracy which doesn't exist."

“And what happens to them?”

“They go crazy and kill each other.”

Call for Spot Hidden rolls, to notice a spot of pink goo drip from behind the mask, as it stares at the investigators from the screen.

It soon wraps up, and the band leaves.

Manifestations

From this point on, the investigators experience manifestations which threaten them. They can occur at whatever point the Keeper deems appropriate. Note that in each case, these are delusions, even the sudden manifestation of the Byahkhee.

If the investigators try to get treatment at any stage, they will be diagnosed schizophrenic, and possibly detained.

After several manifestations, the players may decide that it's all an illusion, and their characters aren't going to react at all, an understandable tactic from a roleplaying point of view. In this case, make the illusions more and more severe, and keep them guessing what's real and what's not. Eg. All around them, masked figures stand and stare at them, NPCs whisper near them, etc. Despite their players' best intentions, this will slowly drive the characters insane – impose frequent SAN 0/1D3 rolls, representing their gradual deterioration. Also see 'Driving' and 'Balcony', below.

During a manifestation, the Keeper is encouraged to don a white mask.

Marionettes: As the investigators are passing some marionettes, advertising some clothes, they appear to be subtly watching them. After they pass, if they look back, they appear to have moved. SAN 0/1D3.

Glimpses: As the investigators are walking down a crowded street, they happen to glimpse a person in a white mask in the crowd. But no matter how they chase them, they cannot catch them. This can also happen just as an elevator is closing, or glimpsed in a tall, glass-fronted office building from afar. SAN 0/1D2.

Driving: Whilst driving from one location to another, the driver notices that the passenger now wears a white mask. With careful deliberation, they reach over, and start violently moving the steering wheel, trying to make them crash. By the same token, the passenger sees the driver suddenly wearing a mask, and to start driving violently probably trying to crash. For the most dramatic potential, separate the players, then explain to the first what is happening, and their response. If each responds by trying to stop the other, then a battle will ensue for the steering wheel. Run this as a normal combat, with grappling. If the driver tries to brake and stop the vehicle, then they will find that the brakes are stuck (another delusion). Only when one person is the victor will the delusion end. This could result in the investigators shooting each other and engendering paranoia. Enjoy.

Balcony: Similar to 'Driving' above, but this time, on a balcony, possibly of their hotel. One goes out then is suddenly wearing a mask, and announces that they wish to fly, and start to climb onto the railing. If anyone comes to their assistance, then the 'jumper' will see the other person trying to push them. This theme can continue in other dangerous situations, as the Keeper sees fit, eg. Crossing a busy road. If the investigators carry guns, so much the better.

Monster: In a dangerous situation (eg. Inside the car, while driving along the freeway), or public situation (eg. A busy street, or at a police station), a Byahkhee appears from nowhere and attacks the investigators for 1D3 rounds. Run the combat, with all NPCs around ignoring the monster, and reacting only to the actions of the investigators themselves. After 1D3 rounds, or until the creature is dead, it vanishes, at which point, all wounds inflicted by it disappear as well (they were never really

there). This could be a good opportunity for the investigators to get into trouble for firing guns wildly in the street, possibly hitting passersby (or each other). Obviously, tales of invisible monsters are likely to have their own consequences. Byakhee stats are at the end.

Lost Carcosa

The possible travel methods to Carcosa in this scenario include:

- Bensons Travelling Fair Ghost Train
- Summon/ Bind Byakhee (on Maniac Cop music DVD)
- Sexual ritual to open a gate to Carcosa on "The Whore" DVD
- Twin Moons tour bus (from Wendell Casent)

In addition, if the investigators press the agent, Jeff Baines re the band's identities, he may eventually receive a letter from the band, addressed to the investigators, which he duly passes to them. It is an invitation to an art studio, to see the band recording, where they will answer the investigators' questions.

When they get there, it is an old apartment building with no elevator, their destination on the third floor. The door is open into a first room, an antechamber of some sort, but beyond that the next door is locked. The loud, familiar blast of Sinful Season playing can be heard behind the door. The song is clearly about some amateur detectives, and makes some unfavorable comparisons to cockroaches. The chorus is 'Break down the door! Break down the door!'

No reply is made to any knocks on the door, and the door will prove difficult to pick, although not impossible. It is STR 12 to break. When the door is eventually opened, the music instantly stops, and behind the door, the room is almost shoulder to shoulder with marionettes in Victorian-era clothing. At this point, the outer apartment door slams shut, and those within are now in Carcosa. Anyone outside, who opens the door afterwards finds only an empty art studio.

Encounters in Carcosa

The most dangerous aspect of this dream-like realm is not coming back. Unless the investigators have learnt Summon/ Bind Byakhee, or the sexual ritual Open Gate To Carcosa, or have some other cunning plan, they may find it hard to return from this dark realm. A possible exit exists in the palace, in the Hall of Mirrors.

For any degree of success to be had, then at the very least the investigators must return back alive. To count as a victory, they should return with one or more members of the band, who lie soporific in the Palace, unaware of their surroundings.

When they first arrive, they will find themselves amongst old, decrepit, but often beautiful buildings. There is no-one around, and night sky holds twin moons. SAN 1D2/1D8. The most obvious destination is the palace, which stands at the center of this strange city, and even at this distance, a loud party can be heard taking place.

It is assumed that the investigators make their way through the city to the palace. Otherwise, they can wander at will. Encounters are recommended below, but the Keeper is encouraged to borrow from other supplements or his own imagination for fresh torments.

Carcosa is a city of dreams and nightmares, and shifts momentarily, so that it is difficult to keep to a track. To successfully navigate from one part to another, beyond line of sight, then use "Sanity Travel" (above).

If they try to figure out how this world works, they must make an Idea roll, with **success** costing 1D3 SAN, failure only 1.

Muse of Regret

A dark emissary of Hastur is the Muse of Regret. This loathsome fellow shows up on earth wherever there is corruption and decay, with a view to Hastur taking the people or place into Carcosa. Presently, he is standing in an alleyway in Carcosa, with some paintings to sell.

After walking for nearly a mile without encountering a soul, although perhaps hearing nearby voices, they spot an unwashed hunchback, wearing old clothes, crouched down in alleyway, picking up discarded tobacco nubs, and trying to make a single cigarette from the leftovers.

Around him in the alleyway are a number of bizarre and disturbing paintings, each on a stand for display. Clearly they are for sale, with prices in French Francs. When the investigators come closer, he will greet them, and present the paintings for their attention. He is wearing a Yellow Sign as a medallion around his neck, which carries 0/1D6 SAN for the first time it is seen.

There are some which may represent an individual investigator's regret, or loss, such as a lost sister, or that book they never wrote. Still others may represent scenes from the next scenario the Keeper has planned. This may entail a further SAN loss in the following scenario, when they realize the significance of the paintings. If asked about the origins of the paintings the hunchback will humbly admit that he is the artist, but insists that the subject matter is from his muse, not him.

In addition, there are strange depictions of the zodiacs, in which each is a corrupted version of the traditional figure. An Occult roll will reveal that only Aquarius, seems to retain her purity, and is seen leaving the others through a shining doorway. This is a reference to the Hall of Mirrors in the palace, where return to earth may be achieved by stepping through the mirror of Aquarius.

It may become evident through conversation with the hunchback, that he knows who they are, and why they are here. But he will give them no information, and will likely choose to run if they turn confrontational. If asked for advice, he will mock them, insisting that their efforts are futile, while he rolls a dirty cigarette of used tobacco.

If it is not already obvious to them, the Muse will relate that they are in Carcosa, and mention, if required, the party happening at the Palace of Yhtill, it is Queen Cassilda's birthday.

Muse of Regret

Avatar of Hastur, apparent age 56

Race: Caucasian

STR	14	CON	11	SIZ	15	INT	17	POW	15
DEX	8	APP	4	EDU	10	SAN	0	HP	13

Damage Bonus: +1D4

Skills: Art (Painting) 80%, Bargain 40%, Climb 55%, Cthulhu Mythos 20%, Dodge 35%, Fast Talk 25%

Languages: English 30%, Breton 80%, French 80%

Attacks: Fist/ Punch 50%, 1D3+db

Description: Squat and loathsome, he is an aging hunchback with a wisp of greying hair over his toothless head.

Spells: Call/ Dismiss Hastur, Mindblast, Shrivelling.

Sentinel

One of many Byakhkee which flap across the night sky, suddenly catches sight of the Investigators, and decides to attack. A Spot Hidden may notice its swift attack, and revert to normal initiative order, else the creature gets a surprise round to itself. If they know the Bind spell, they may put this to good use, otherwise their options are limited to hiding and escaping, or fighting it flat out.

Byakhee stats are at the end.

The Lake of Hali

As the Investigators approach the palace, they may notice that part of it is frozen, and there are several pairs of skates by the edge. Through the mist they may chance to notice that someone familiar is out skating. Ideally, it should be someone they've lost, eg. Fox Mulder's sister. If no NPC presents themselves as a candidate, then it is Mark Parfice, depressed and suicidal, seeing how far out on the ice he can go.

They can go out and try to get him back, but they may fall thru the ice. As they go out further, the ice begins to crack, and a Dodge roll is necessary to avoid falling through. Failure should result in Swim rolls, and the beginning of the drowning rules at CON x6 (1D6 damage), for each failed roll.

If they reach the skater, then they can use Psychology to get them to return to shore with them. If they ignore them, they will surely die, with SAN 0/1D3 as a penalty. Reward 1D3 SAN for their rescue. If they try to physically tackle the skater, then have them roll Grapple.

How much useful information Parfice might have in his maddened state is up to the mercy of the Keeper.

Mark Parfice

Lost and insane journalist, age 26

Race: Caucasian

STR	7	CON	14	SIZ	15	INT	8	POW	12
DEX	10	APP	12	EDU	13	SAN	18	HP	15

Damage Bonus: +0

Education: High School

Occupation: Music Journalist

Skills: Cthulhu Mythos 8%, Computer Use 31%, Fast Talk 75%, History 30%, Library Use 85%, Locksmith 21%, Persuade 65%, Photography 20%, Psychology 35%, Sneak 30%, Spot Hidden 45%

Languages: English 85%

Attacks: Fist/ Punch 50%, 1D3+db

Description: In a sort of catatonia, this harrowed young man looks bedraggled and lost, endlessly skating around the frozen part of the Lake of Hali. He looks nondescript, and wears conservative working clothes.

The Palace

Upon reaching the palace, they will find that a masked party is in progress, with party-goers in various states around the building. Some are drunk, others copulating, still others fighting or laughing. They speak only an aged dialect of French (Breton, around 1900), which an experienced French speaker may be able to work with. The only facts they can glean are that this is the Palace of Yhtill, and it is Queen Cassilda's birthday.

Working their way around the various rooms, halls and wings, they will eventually overhear an American accent, which sounds exactly like a member of the band. If questioned, they will confirm that they are part of the band, Sinful Season, but they don't recall any of the antics which the Investigators may regale them with, such as the albums, their recording at murder sites, etc. To worsen matters, the band members don't recall how they got here, where 'here' is, or even what year it is, just that it is an after-gig party.

It will take successful Persuade or Psychology rolls (or maybe Fast Talk depending) to get the band to come with them, and not stay at the party. As soon as the Investigators manage to gather one or more of the band together and get them moving to an exit, a Byahkhee may arrive to intercept them. However, although these are no illusions, only the Investigators will be able to see these creatures – they are invisible and soundless to all others.

The original members of Sinful Season are:

- Gary Cocambo – a dark skinned guy with dreadlocks, with a permanent smirk. Vocalist.
- Charlie Strell – a blond haired dreamer, forever wondering. Lead Guitarist.
- Liam Keardell – young, wiry, dark-haired, energetic. Bass Guitarist.

Band members, age 20

Race: Caucasian

STR	9	CON	12	SIZ	13	INT	8	POW	12
DEX	10	APP	15	EDU	13	SAN	50	HP	13

Damage Bonus: +0

Education: High School

Occupation: Musician

Skills: Art 75%, Bargain 55%, Computer Use 31%, Dodge 40%, Drive Auto 40%, Fast Talk 35%, Listen 45%, Persuade 55%, Psychology 25%

Languages: English 75%

Attacks: Fist/ Punch 65%, 1D3+db

Description: See above.

Although it is certainly possible to get the band members to accompany the Investigators, it should feel surreal and desperate, especially as they're being pursued by murderous Byakhee, and one of the members is insisting on 'saying goodbye to Cassie' before they go. But concerted effort should be rewarded, not thwarted.

In the ballroom, of course, at the center of the palace, the King in Yellow has recently arrived and departed, quietly informing those present that all are doomed. Word has yet to spread to those in the outer hallways, where partying continues.

Byakhees

	1	2	3	4
STR	21	20	16	18
CON	12	8	15	5
SIZ	28	18	19	13
INT	6	13	17	10
POW	13	11	9	8
DEX	11	16	16	14
HP	20	13	17	9
DB	+2D6	+1D6	+1D6	+1D4

Weapons: Claw 35%, damage 1D6+db, Bite 35%, damage 1D6+blood drain

Armor: 2 points of fur and tough hide

Skills: Listen 50%, Spot Hidden 50%

Sanity Loss: 1/1D6 to see a byakhee

Getting Out

As the Investigators move along the hallways, they will begin to notice that the mirrored panels often have decorated frames, especially in the sign of zodiac. An Occult roll will notice that many of the symbols have been twisted into darker representations. Only Aquarius remains unspoilt, which is actually a portal back to earth, although it will require an Occult roll to identify the correct mirror. If they try to pass through the wrong mirror, then touching it will cause their reflection to *adhere* to them, *and then be pulled out of the mirror* (SAN 2/1D8). Their reflection, identical in every way, including stats, will then attack them. Other investigators can join the fight, but may strike the simulacrum instead of the investigator. Once one is slain, the two will part, but until that point, they are fused together. Hopefully, they've killed the right one...

Whether via the mirrors, or via some other magick, the Investigators should be able to return to earth. If they bring any members of the band back with them, the masked avatars are never seen again – their reign has ended. Reward 1D6 for the first band member returned, and 1D4 for each additional band member, and another 1D6 for the return of the skater, whoever they may be.