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# HAIL TO THE KING



lol

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# TABLE OF CONTENTS

|   |   |
|---|---|
| Introduction .....                      | 4 |
| Keeper's information.....               | 4 |
| Musical background .....                | 4 |
| New artifact .....                      | 4 |
| The yellow sign .....                   | 4 |
| The beginning .....                     | 5 |
| Possible leads .....                    | 6 |
| The Devil's Hole .....                  | 6 |
| The Devil's Hole (The Show).....        | 7 |
| Dave's apartment (after the show) ..... | 7 |
| The address.....                        | 7 |
| The address (The attic) .....           | 8 |
| Bad ending .....                        | 8 |
| Good ending.....                        | 8 |
| NPC stat blocks and skills .....        | 9 |

Hail to the king

# INTRODUCTION

This scenario is designed for a keeper and a player. One session of play will be enough to finish the scenario.

## KEEPER INFORMATION

Set in 1989 in the fictional town of Stepford, near New York, the scenario is more investigative than action. As a matter of fact there is only one scene where the PC might have to use his combat skills, but that is pretty optional as well. The whole thing is thought to bring the PC to the edge of his sanity. The final act/scene is pretty sanity wrecking if the player ends up with bad rolls, which is totally fine.

The PC starts the scenario at a records store where the owner is looking for somebody for a simple job: find a rare record. Unfortunately for the PC, the record is actually a mythos artifact. On both sides the play "The king in yellow" is recorded. The PC might be ended up responsible for the destruction of the world if dice work against him/her.

## MUSICAL BACKGROUND

The pre-gen character has some background in metal music that could help him during the investigation.

The player might ask the keeper some questions about bands and such, here a short list of bands that can be used if asked: Venom, Mayhem, Bathory, Von.

## NEW ARTIFACT

### The heralds of uh'eog (7" vinyl)

Made of somekind of black material, definitely not from Earth, with the yellow sign in the middle of both sides. It looks like a 7" with, supposedly, a side A and a side B. On both side is recorded the play "The king in yellow". The play is recorded in a black metal kind of style. Whoever listens or look at the record for even just a sec, he or she will need to do a POW roll against the record POW roll. If the player gets a higher level of success he or she shrugs off the influence of the record (a sanity roll is still required 1d3/1d6), if the POW roll is failed the player will be seeing the king in yellow and be "possessed" by him.

If the player fails the POW roll, lose 2 MP, his POW reduced by 1d10 as well as his sanity. Every half an hour that passes ask for a POW roll (first time normal difficulty, then hard), if failed his MP will decrease by 2 and his POW and SAN will be reduced by 1d10. This should happen every half an hour. After three successful POW roll (first should be at normal difficulty, the other two should be at hard), the player will be free from its influence but at cost of a sanity roll 1/1d6.

**Cthulhu mythos +1%** (only the first time)

**Seeing the yellow king +5% Cthulhu mythos**

**Record's POW: 80**



## THE YELLOW SIGN

Every time the PC sees the sign call for a sanity roll 1/1d6. After the first time, every time the PC sleeps call for a sanity roll, if failed the PC loses 1 point of SAN. Every time the PC sleeps he will have nightmare about the king in yellow, Carcosa and Hastur. This will end if the roll is successful or the PC went completely mad.

**Cthulhu mythos +1%** (only the first time)

## The beginning

Read or paraphrase it to your player

*You have found the advertisement for the job on the local newspaper. The job seems about a missing record, piece of cake you think. Intrigued, you decide to go to the address to check it out. You have been between jobs for a while; this might be the gig you were looking for.*

*The address takes you to an old records store in an alley downtown. Name is "Record's Heaven", and from the look of it the name fits perfectly. Through the windows extremely rare vinyls can be seen displayed for passer-bys. As soon as you enter the shop, the bell over the door rings.*

*A jazz record is playing in the background, not your cup of tea but still better than classical music you think, A man in his 50s welcomes you in the shop..*

*"Good morning. How can I help you?"*

As the PC mentions the reason he's there for, the owner closes the door behind him and locks it. He takes the PC in the backroom, a small storage with shelves full of records that haven't seen the light of the day for quite some time.

He gives a chair to the PC and starts the conversation.

*"I'm glad that somebody answered my call for help. As the flyer says I'm looking for a rare record that, for the life of me, I seem not be able to track down. Before we go any further though, what could you tell me about yourself?"*

When the PC mentions his musical background the owner will look surprised and happy at the same time and then continues

*"Uhm.. you do seem to know your stuff quite well. I'm pleased. So the job.... I have been looking for a record of a band called "Heralds ot uh'eog" for like a decade now."*

With a **successful (Metal music) Lore roll** the PC recalls to have heard of that band once when he was hanging out with some metalheads back during his metalhead years but nothing more.

If the roll was successful, the owner will say:

*"Well well, you weren't joking about your background then."*

If the roll was a failure

*"I wouldn't be surprised If you haven't heard about this band to be honest, it seems that few people have heard of it".*

No matter what, the owner has the following info about the band and the record:

- Nobody has ever seen them playing live
- Nobody knows the actual names of the band members
- The vinyl is supposed to be held in a black sleeve and some kind of logo on the record itself

If asked about why he's interested in the record, the owner will say the following:

*"As you can see (pointing at the shelves all around them) I am a collector, and my collection won't be complete without that rare gem. I have been collecting for years now, my collection holds rare items that few people have heard of and that piece is the missing one to make my collection complete. I am willing to pay good money for it. Your expenses will be covered as well if you decide to help me. What do you say?"*

When the PC accepts, the owner will hand him his telephone number (he lives upstairs) and tell him to call him anytime day or night with any news. He hands him 100\$ as first payment and tells him that there is more where that comes from.

If the investigator wants to check the shop, he will find a lot of rare vinyls of different music genre, from rock to classical music. A small section of old magazines (classical music) is located near the rock aisle.

Thanks to his background the PC knows at least two people that could help him in his search: Lars Smith, one of his old buddies and Dave the snake, his old drummer. An **idea roll** will help the player.

*If the player asks about other collectors, the owner will say that he doesn't want to get anyone else involved because he wants to be the only one to own it.*

Lars Smith is now a junkie that usually hangs around the bad part of town, Dave is still playing but in another band.

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## Possible leads

### Lars Smith

Even though he's in his 30s he looks like he's 50 something years old. Addicted to heroin, he's homeless and usually begs on the corner of 5<sup>th</sup> and 7<sup>th</sup>. The PC knows that because he kept looking after him after he found out about his addiction. He can be found there basically on any time of the day. When the PC arrives there he will see his friend on the ground with a board saying "No job, no money, help me please". He will not recognize the PC at first but depending on what the player said he will say

*"Hey bud. Any change for your old friend Lars?"*

Whatever the PC gives him some change is up to the player. These are the info he has

- He remembers hearing about that band some years ago at a black metal gig
- There were rumors that the members belonged to some kind of cult

Nothing else related to the band is known to him.

**Note for the keeper:** Lars is wasted when the PC meets him, the keeper should play it like that. Red eyes, talking nonsense and such.

### Dave the snake

In his 30s, long brown hair. He lives on Rendfield St. near the library of town. The PC and he have been kept in touch all these years even though they took different path of life. The PC has his telephone number if he wants to call in first.

Whether the PC calls him or pays him a visit he won't be home. His gf will be though. She will tell the PC that he's at a club called "The devil's hole" for rehearsing since he's going to play there tonight with his band "The buttholes".

### The library

Small building. It's the only library in town. Open from 9-5. Miss Wilier is the librarian there. She's polite and helpful. If the PC decides to check for info about cults, the occult section is on the second floor. It's not that big. With a **Library use roll** the PC will find a book called "Cults and music" where it says that some bands, especially black metal, are believed to be followers of foul cults without specifying any. If the PC wants to check newspapers a **Library use roll** will make the PC find a short article about a black metal gig that was shut down by the police because of complaints from the neighbors.

### Police station

The only clue the PC could find here with a successful **Credit Rating roll** is about the black metal gig that was shut down some time ago by the police.

## The Devil's Hole

The PC knows where the club is located; he played there with his band back in the days. If the PC goes to the club during day time he will need a **successful (hard) Charm/Persuade roll** to be able to get in. The bouncers won't let anyone in before the show. If the PC tries to intimidate them and fail he will get his ass kicked. If the roll is successful he won't find his friend there, only the other two members of the band will there rehearsing. If asked about his friend they will say

*"He was here like an hour ago, then he said he had a thing and left. He was supposed to be back already but, whatever, he will be here tonight I hope"*

If the PC goes to the club at night, he will find queue at the door. There is a backdoor in the alley but a bouncer is keeping everybody's out. A **successful (hard) charm/persuade** will make the bouncer let the PC in, if fail and pushed the bouncer will kick the PC's ass.

Either through the backdoor or the front door (5usd), read this:

*Going back to your roots feels good, almost too good. You had your fun back then. Sex, drugs and rock'n'roll. One of them took your girlfriend away and changed your life forever. But within you, you feel at home here among your own people. And the noise, the sweet loud noise all around you. Yes, you are home now. You look around and at the bar you see your friend.*

Dave is sitting at the bar alone with a pint in his hand and a joint in the other. He looks lost. A **Psychology roll** will make the PC notice that there might be something wrong with him. When the PC talks to his friend, Dave is distant, his eyes really tired, his voice almost gone and just looks exhausted. He will speak slowly and sometime mumbling words.

*"Who are you?"* he will ask. If the PC mentions his name

*"Thomas? Yes, right. You are here for the show? You won't regret it."*

If the PC tries to ask about the band Dave will say

*"Later, ok? It's almost show time and what show it will be. He will be very pleased".*

Then he leaves.

## The show

As soon as Dave gets on stage, the band starts its gig. The crowd goes crazy and a mosh pit is made just in front of the stage. If the PC takes part a **Luck roll** will decide if he stands his ground or falls. An **Intelligence roll** will make the player notice that his friend's play is pretty sloppy. As the second song ends, Dave stands up and takes the mike. He starts saying something in a language that is not English and he looks like he is in a trance. While still speaking in an unknown tongue he takes from his pocket a black piece of cloth with a yellow sign on it and shows it to the crowd. Ask for a **Sanity roll 1/1d6**. Then from another pocket he takes a pocket knife and slits his throat. Another **Sanity roll 1/1d2**. After this all the crowd will sparse and run away from the scene. Some go crazy and start to bump their heads on the floor or on the walls. It's madness. If the PC investigates the corpse of his friend he will find a wallet, some spare change, a pack of cigarettes, and a key. The police will be arriving after 20min from the suicide, if the PC is still there when the cops arrive he will be interrogated at the police station. No matter what he says to the police, he will be let free to go after the interrogation is over.

## Dave's apartment (after the show)

If the PC decides to check his friend's apartment, he will find a cop outside the door and another one checking the place out. The girlfriend can be seen crying in the corner. With a **Spot hidden roll** the PCs will notice a syringe on the floor next to her. The PC will not be allowed to enter the apartment.

The police will take half an hour to check the apartment. After that they will take the gf to the station and they will seal the door. There is a window on the fire escape ladder that would allow the PC to enter the apartment. With a **Luck roll** the window is not closed, if failed the window can be forced open with a **Strength roll** or a **Locksmith roll**. If both failed the window can be broken but doing the neighbors could be alerted by noise (**luck roll**).

The apartment is pretty small with a living room/kitchen, a bathroom and a bedroom. The living room has a sofa, a lamp and a small coffee table with a small TV on it. The kitchen area consists of a fridge and a small electric stove. The bathroom has a toilet, a basin and a shower. The bedroom has a bed, a wardrobe and a record player. On the floor next to the record player there are some vinyls scattered around the floor. Among them the PC will find a black sleeve with nothing written on it, inside the record is missing. The sleeve shows signs of use.

Inside an address can be found. On the walls posters of metal bands can be seen. The wardrobe stinks, clothes haven't been washed for some time. The bed is a mess as well.

Nothing else is to be found in the apartment.

If the PC doesn't go to check out his friend's apartment, ask for an **Idea roll** saying that there might be some clues related to the key the PC's found there or the appointment Dave went to in the afternoon. If failed, the PC will receive a message the next morning at his place saying: "If you want to know what happened to your friend come to this address. I will be waiting."

## The address

Checking the address will take the player to a small abandoned house in the small neighborhood just a little bit out of town. A simple one floor house, it looks like nobody has lived there for some time. The yard hasn't been taken care of and it's full of garbage. All around the property the investigator notices that the grass hasn't been cut in a long time. The mailbox is empty and it looks like somebody kicked it on the ground.

There won't be any neighbors on the street when the PC gets there. If he tries to knock at the door of the other houses (5 in total), all of them will say that that house was abandoned 5 years ago and now only squatters go there.

This is the same house where the black metal gig was shut down some years ago by the police. One of the neighbors can confirm that.

The front door will be locked (the key was on his friend's body), the backdoor will be unlocked but a big dog will be guarding the backyard. Unless the PC has some food for the dog it will attack the PC as soon as he enters the yard.

No matter which door the PC decides to use to enter the house, both will lead to the living room.

The room is dusty, the furniture has been trashed, it looks like somebody has been squatting here, there is rotten food, cans of beer and such. On the wall the yellow sign can be seen. As soon as the PC sees it call for a **Sanity roll 1/1d6**. If failed, they will hear a voice in their head ordering them to go to the attic. There is bedroom on the ground floor as well, but beside trash there is nothing else to be found beside a yellow sign on the wall. The bathroom is filthy with human and animal waste; a **CON roll** must be called because the stench is very strong in there. If failed, the PC will be fall unconscious for half an hour and when up he will find himself in the attic..

Whether the PC failed his sanity roll or not, he will find the trapdoor to the attic on the corridor that would take him to the bathroom. A **Listen roll** will make the PC notice a noise coming from the attic, like the one of a record player.



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### The attic

The ceiling is pretty low but enough for an average person to stand up. The floor isn't in good condition; if not careful the PC could find himself to the lower floor and lose 1HP. There is a window in the attic, if the PC gets there during day time the light of the sun will shine inside, if the PC goes there in the evening he would need a flashlight or something to be able to see what's in there. There are boxes of old family photos (with an **Intelligence roll** the player will realize that it was the family that used to live here), toys and such. There is also a record player that keeps playing even though no music is coming out from the speaker. There is a record on it. As soon as the PC gets close to it, the record player stops. Ask for a **Sanity roll 0/1**. Ask for a **POW roll (opposed a record's POW roll)**, if failed the PC will lose 2 MP, **POW** will be reduced of 1d10 and a san loss of 1d10 then the keeper should this

*Even though the record stopped, in your ears you still hear the buzzing sound of something that resemble music but at the same time, completely distorted. Even though you can't make out the lyrics, your brain is absorbing their meaning and you start to understand what you have to do.*

*You see something or somebody dressed with yellow robe, it looks menacing but at the same time you feel calm. You can't really see him or it clearly, your vision is blurry but you know that the time has come to share with the world his words.*

**For the keeper:** take the character sheet off your player and add the following in his belief: Spread the word of the true king.

If the POW roll is successful ,ask for a **San roll 1d3/1d6** and then read this to player:

*You felt like something was trying to take control of you. Something ancient and definitely not benevolent. But your will was much stronger than you thought it was. You are still yourself. And you know that the record is not to be handled carelessly.*

It's up to the player to decide what to do. He could destroy the record (smash it will do), give to the owner of the shop and get the money or anything else your player could think of (check the **Be free** section for some ideas)

### The player is the menace (bad ending)

If the player failed is POW roll with the record, he has become a slave of the king in yellow. Every half an hour that passes ask for a **POW roll** (first normal,then HARD), if failed his MP will decrease by 2 and his sanity will decrease by 1d10 and his POW reduced by 1d10.

At this point the player is supposed to roleplay the PC's new belief. If he tries to against it, the PC's MP and POW should be reduced accordingly if a **(hard) POW roll is failed** (2 MP and 1d10 for POW). If sanity or mp or POW gets to 0, the PC is completely lost and the keeper should say this to the player

*You have tried hard but failed. The king's will was too much for you to handle and now you are his devoted slave. With the record in your hand, you go to the closest radio station and force your way in. The DJ has no choice but to do what you say. The record is played and chaos begins...*

### Be free (good ending)

After three (first should be at normal difficulty,then HARD) successful **POW roll** the PC will be free from the influence of the record but at a cost of **Sanity roll 1d6**. Once free (and depending on his level of sanity), the player is free to decide what to do with the record.

If he decides to give back to the collector, once the player goes back to the shop he will find the collector in his small storage room dusting the records. When he sees the PC he will say the following

*"So I see you've found it. Give it to me quickly, I need to hear him!"*

With a **Spot hidden roll** the player will notice something that looks like a pocket knife in his pocket.

If the player doesn't hand the record to the collector, he will charge the player. The man doesn't pose a threat to the player.

If the player does hand the record to the collector, he will say that his payment is in an envelope under the cash register. In this case the PC will live another day knowing that the world could come to an end soon.

### Rewards

+1d10 sanity for destroying the record

-1d10 sanity for handing the record to the collector

+300usd for handing the record to the collector

-1d100 sanity for having shared the king's words with the world



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## NPCs stats and skills

### Bouncer

STR 80 CON 75 SIZ 75 INT 50 DEX 40 HP 6

Skills: Fighting (Brawl) 60 (30/12), Intimidate 60 (30/12), Psychology 30 (15/6), Spot Hidden 40 (20/8), Listen 40 (20/8)

### Cops

STR 45 CON 55 SIZ 50 INT 30 DEX 35 HP 5

Skills: Fighting (Brawl) 30 (15/6), Firearms (Handgun) 60 (30/12), Intimidate 60 (30/12), Psychology 30 (15/6), Spot Hidden 50 (25/5), Listen 50 (25/5), Law 70

### Dog

STR 45 CON 55 SIZ 45 POW 35 DEX 70 HP 8

DB: 0 BUILD: 0 MOVE 12

Attacks per round: 1

Fighting 50 (25/10), dmg 1d6

Dodge 42 (21/8)

Skills: listen 75, scent something interesting 90

### The collector

STR 40 CON 40 SIZ 55 INT 60 DEX 30 HP 4 SAN 30

Skills: Art (music) 80, Spot Hidden 50 (25/10), Credit Rating 60, Occult 60

William Fletcher is both the owner of “Records Heaven” and a collector of rare vinyls. He has been looking for the “Heralds of the King” for almost a decade without success. Ten years ago he came in contact with a group of followers of the king in yellow and since then he’s been looking for a way to summon the king. He found out about that record through one of the followers some time ago.