## Unremembered

A Modern-Day Scenario for Call of Cthulhu 7th ed. by Heinrich D. Moore



## CREDITS

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## **Thanks to the Playtesters**

Jessica Colson, Charlotte Kasper, Kris Kasper, Randolph Partain, Joy Partain, Carin Shuford, Bryan Slatner, and Ryan Ubias.

## **Special Thanks**

Special thanks to everyone who provided input and feedback on this module, and in particular to the Reverend Randolph Partain at the Church of Cosmic Indifference Podcast, "Where Lovecraft Meets Humanism" (<u>https://cosmicindifference.org/</u>).

## Disclaimer

This module contains scenes of mental illness and violence, and may not be suitable for all readers.

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## INTRODUCTION

Along the shore the cloud waves break, The twin suns sink behind the lake, The shadows lengthen In Carcosa.

Strange is the night where black stars rise, And strange moons circle through the skies, But stranger still is Lost Carcosa.

Songs that the Hyades shall sing, Where flap the tatters of the King, Must die unheard in Dim Carcosa.

Song of my soul, my voice is dead, Die thou, unsung, as tears unshed Shall dry and die in Lost Carcosa.

-"Cassilda's Song" in *The King in Yellow* 

I met a traveller from an antique land, Who said—"Two vast and trunkless legs of stone Stand in the desert. . . . Near them, on the sand, Half sunk a shattered visage lies, whose frown, And wrinkled lip, and sneer of cold command, Tell that its sculptor well those passions read Which yet survive, stamped on these lifeless things, The hand that mocked them, and the heart that fed; And on the pedestal, these words appear: My name is Ozymandias, King of Kings; Look on my Works, ye Mighty, and despair! Nothing beside remains. Round the decay Of that colossal Wreck, boundless and bare The lone and level sands stretch far away. —"Ozymandias" by Percy Shelley

## **OVERVIEW**

*Unremembered* is a standalone Call of Cthulhu module designed to be completed within about nine hours divided over two or three evenings of play.

The module centers on themes of memory and forgetting. In it, Franklin DuBois, a 17-year old high school senior, receives a letter from a father he doesn't know and his mother doesn't remember. The letter speaks of the King in Yellow and Carcosa, and bids Franklin to follow his father when he is ready. Franklin will discover the means to do so in the text of the play *Le Roi en jaune (The King in Yellow)*. With the help of his friends (the "Yellow Signs" or "Signs"), Franklin prepares to perform the play and the ritual he believes will guide him to his father. After a less than successful school performance, Franklin and the Signs run away to the forgotten town of Elysian Wells, where Franklin's father Raymond previously summoned Carcosa. The Signs partly succeed in performing the ritual, but in so doing suffer, like Franklin's father before, the curse of Carcosa—of being forgotten, or unremembered, from the world. The Investigators are law enforcement officials tasked first with finding Franklin, and then the rest of the Signs. Although the module assumes the Investigators are law enforcement officials, it could easily be revised to substitute private investigators or family friends.

The investigation is divided into three parts. In the first part, Investigators will uncover the forgotten history of Franklin's father. Investigators may interview Franklin's mother, teachers, and friends, as well as search the LaFayette Theater (formerly The Majestic) in which Franklin's father performed, and Franklin's mother still works. In the second part, Investigators will follow Franklin's trail to Elysian Wells, a small Louisiana town that has mysteriously vanished from memory (and maps). There, Investigators will discover that Elysian Wells has merged with Carcosa as a result of the Signs' ritual. Investigators will find some of Franklin's companions and the warped consequences that exposure to the King in Yellow's realm may have. Finally, in the last part of the Investigation, Investigators attempt to infiltrate the Court of the Yellow King to rescue Franklin and his friends, or else suffer Carcosa's curse and be unremembered forever.

## **HISTORICAL NOTE**

*Unremembered* is set in New Orleans, Louisiana, in 1993. New Orleans in the 1990s is a city beset by violent crime. The New Orleans Police Department (the "NOPD) is widely viewed, not unjustifiably, as a corrupt institution. The rotten state of city law enforcement exacerbates, and is in turn exacerbated by, the spread of a deadly, addictive, and profitable new drug: crack cocaine. Easy to produce, easy to transport, the city is severely impacted by the emergence of this narcotic, the arrival of which sees a sharp spike in violence, contributing to a record high 424 murders in 1994 alone.

The arrival of a new police superintendent, Richard Pennington, that same year, will introduce a number of reforms ultimately helping lead to a dramatic decline in murders to 158 by 1999. But the year in which the Investigation takes place, 1993, sees the city at a low point socially, culturally, and institutionally. Keepers should keep this fact in mind as Investigators seek to make use of the NOPD's limited resources, as well as in role-playing the general demeanor and morale of NOPD personnel with whom Investigators interact.

## A NOTE ON SKILL CHECKS

While *Unremembered* will challenge Investigators with a number of skill checks, the majority of the investigation defers to the Keeper for what, if any, skill checks are required to collect clues or learn information from witnesses. It is suggested that Keepers utilize skill checks as dramatically appropriate, and not require them if diligent Investigators search the appropriate locations or ask the correct questions.

## THE KING IN YELLOW

This module takes inspiration from the play The King in Yellow as described in the short story *More Light* by James Blish. The play centers on a city called Hastur, which is being besieged, and is besieging in turn, the rival city of Alar. The first act opens with Queen Cassilda struggling with choosing a successor among several children (Prince Uoht, Princess Camilla, and Prince Thale, and the grandson described only as "The Child"). Neither she nor her daughter Camilla are willing to choose between the possible future regents. Her priest, Noatalba, comes to Cassilda to inform her of a masked stranger who has come to the city. The Stranger is described as wearing a pallid mask and robes emblazoned with the "Yellow Sign," and referred to as the "Phantom of Truth." He is brought before Cassilda and tells her that the King in Yellow comes to destroy the city and that the only way to protect its inhabitants is by wearing masks, which the Stranger described as "a truth" to deceive and hide themselves from the Yellow King. Queen Cassilda is skeptical but agrees to throw a masquerade ball to test his idea.

The second act begins with a monologue by the Child informing the audience that "it is now too late to close the book or quit the theatre," for "the blow has fallen, and now it is too late." The Child continues: "You listened to us; and all the same you stay to see the Sign. Now you are ours, or, since the runes also run backwards, we are yours... forever." The monologue is followed by Queen Cassilda singing "Cassilda's song", after which the play proceeds to the masquerade ball. Everyone is wearing masks, which are removed when the King in Yellow initially does not appear. The Stranger reveals that his mask cannot be removed, because it is actually part of his face.

Queen Cassilda prepares to announce the succession when the Yellow King suddenly appears. The Stranger challenges the King, but is cast down. The King in Yellow then addresses Queen Cassilda and the city's inhabitants. He tells them that they shall continue to be locked in conflict with Alar and that whoever triumphs will rule in his name. But the King in Yellow also extracts a price. Henceforth the inhabitants of Hastur must wear and be known by their masks, "[a]nd war between the masked men and the naked shall be perpetual and bloody, until I come again . . . or fail to come." The King in Yellow departs, followed by a disfigured Stranger, and the Child.

## INVESTIGATOR'S INTRODUCTION

Investigators report to Commander Willem DuPree of the NOPD's Missing Persons Division. Whether Investigators are part of that division or not, a shortage of Division resources will see them temporarily re-assigned for the duration of the investigation as part of an emergency police task force. DuPree will provide the case file for the recently reported disappearance of 17-year old high school senior Franklin DuBois, in the nearby suburb of Desire, containing a cursory police report (**Player Handout #3**). DuPree summarizes the relevant facts to the Investigators as follows: The mother, Acadia DuBois, reported the disappearance of her son on Thursday, March 11, the day

following a domestic altercation between the two. Police officer Charles Harris took Ms. DuBois's statement, along with a recent photograph of Franklin. Franklin was expected to return home, as is often the case with runaways. Unfortunately, 24 hours have now passed since Franklin's mother reported his disappearance, and nearly 48 hours since the mother last saw him.

The case poses a potential public relations nightmare for the city if the NOPD is seen as neglecting the search for a missing child and so the Investigators are being brought together to solve the case before it shows up in the papers. Should Investigators inquire why this matter was not taken seriously when it was first reported, DuPree will gently remind them of the number of missing person reports that get filed, only for the individual to turn up a few hours later. He will also reflect on the dearth of resources available. A mother with a criminal record, reporting the disappearance of a son who had physically threatened her, did not warrant greater attention at the time.

The Investigators involvement evidences that this assessment has since been revised. (Note: While DuPree may describe Acadia DuBois as having a criminal background, a search through NOPD files will reflect no such history.)



## **KEEPER'S INTRODUCTION**

In 1980, Raymond DuBois felt trapped. On the one hand, he had an ailing spouse and newborn son; on the other, a theater that was failing financially. His fortunes changed when he discovered in his theater a crate of play-scripts of *Le Roi en jaune—The King in Yellow*. In what otherwise might have been the theater's final season, Raymond staged the play to wild acclaim—with his own performance in the titular role earning him rave reviews. But in producing and starring in the play, Raymond opened his mind to the corrupt influences of Hastur, the true King in Yellow. Through dreams sent by Hastur, Raymond learned the part he was to play in summoning the City of Carcosa to Earth.

While Raymond's financial fortunes improved, the physical health of his wife and mental health of his son deteriorated. Instead of caring for them, Raymond went on tour. While his company performed along the Gulf Coast, Raymond searched for the venue showed to him in dreams that would be suitable for the summoning. He finally discovered it in the lakeside community of Elysian Wells, a small town of a couple thousand residents.

It was in Elysian Wells that Raymond staged his ultimate performance, a ritual to summon Carcosa hidden within an outdoor performance of *The King in Yellow*, with the gathered audience serving as unwitting sacrifices to power the summoning. The appearance of Carcosa would kill the majority of the audience. Those that survived were driven mad and, in a bloodthirsty rampage, murdered the town's remaining residents. When Carcosa once again disappeared at the conclusion of the ritual, it took with it all memory of the community's existence, including of Raymond DuBois himself.

And so it remained until a letter, sent by Raymond shortly before his fateful performance, and lost in the mail for 6 years thereafter, was delivered to Raymond's wife, Acadia, and her now-grown son, Franklin. The letter, together with the play scripts Franklin would find in the theater, had an immediate impact. Franklin grew convinced that the play held the key to bringing back his father. Franklin had his girlfriend Valencia "Violet" Sanchez translate the play from French into English, and began preparing a performance of it with her and his fellow theater friends-Kris Dee, Paul and David Roger, Aiden Sawyer, and Samantha Beadle. The nightmares that accompanied translating the play helped convince Violet to break up with Franklin, though it was Franklin's increasing obsession with the play that forced her out of their friends' circle, who now started calling themselves the "Yellow Signs" (or "Signs" for short) in honor of their newfound obsession. Franklin and the Signs got so far as to stage part of the translated play during a high school student recital celebrating Mardi Gras. Revealing the Yellow Sign on stage drove many in the school audience, students and teachers alike, temporarily insane. Fights spontaneously erupted among the audience, the school closed for the rest of the day, and the Signs were suspended.

Having seen the power of the play and instigated by his mother destroying his father's letter, Franklin ran away with the Signs to follow in his father's footsteps. Putting together the clues in the letter, the play, and a copy of Raymond's touring schedule, the Signs found the ruins of Elysian Wells. While they attempted to recreate the ritual, without the letter and an entire town to sacrifice, the ritual only partly succeeded. Carcosa manifested, but not completely. The Signs, except for Aiden and Samantha who went insane during the ritual, were taken to the court of the Yellow King, where they are now being prepared for transport to Hastur's realm in Aldebaran in the Hyades.

The same day, the Investigators are assigned to find Franklin DuBois. Investigators will likely begin their investigation by speaking with Franklin's mother, Acadia. They may also visit the Lafayette Theater and talk with Raymond's former acting companion, Harold Jones, and Jefferson High School to talk with Franklin's theater teacher, Santiago "Sandy" Galvez. At some point, Investigators will become aware that Franklin's friends have also disappeared. Investigators may then be approached by Violet. From her, Investigators will be able to get a complete copy of the letter. Like the Signs themselves, the Investigators will need to use the letter and the clues they've discovered to find Elysian Wells.

But the Investigators arrive too late to stop the Signs' ritual. They will encounter Aiden and Samantha, but both have been warped by Carcosa's energies. If Investigators can procure masks to hide their identities, they may attempt to infiltrate the Court of the Yellow King to save the rest of the Signs. Should Investigators succeed in making their getaway with some, all, or none of the Signs, they may face a final horror—whether the world even remembers any of them after their journey to Carcosa.

## **CARCOSA'S CURSE**

The ritual performed by Raymond DuBois, and later the Signs, not only brings Carcosa to Earth, but also takes part of our world back to Aldebaran in the Hyades. It is a transference ritual whereby anything absorbed into Carcosa is erased from the memory of anyone who might have known about it. The thing for all intents and purposes ceases to exist. Questioning individuals or confronting them with seemingly irrefutable evidence of their having forgotten will cause them to become frustrated and even physically aggressive. Other evidence of things removed to Carcosa does not immediately disappear, but the process of its destruction is accelerated. Buildings will rot and erode faster. Files and other documents concerning the place or people will be lost, corrected, or destroyed. The Keeper is encouraged to think creatively about how a place or a people may be unremembered by human history.

## TIMELINE OF IMPORTANT EVENTS

## **Historical Events**

- 1975: Franklin DuBois is born; Raymond DuBois and Acadia Soule marry soon after; Raymond inherits the Majestic Theater in New Orleans from a previously unknown relative in France.
- 1983: Acadia DuBois develops a severe respiratory infection and is briefly hospitalized. Her condition will progressively worsen over the next few years.
- 1985: With the theater on the verge of shuttering permanently, Raymond discovers a trove of copies of Le Roi en jaune—*The King in Yellow*. He stages a production that is an instant hit, rebounding the fortunes of the Majestic.
- 1986: Raymond goes on tour with his theater troupe. They perform along the Gulf Coast for six months.
- 1987: Raymond's tour concludes in Elysian Wells, Louisiana, where performances are scheduled for January 10-15. Shortly before the first performance on January 10 commences, Raymond sends a letter to his son Franklin. Raymond then performs the ritual to summon Carcosa. Most of Elysian Wells's population is consumed in the summoning, with the rest going mad and killing each other. As a consequence of Carcosa's appearance, Elysian Wells and its residents, along with Raymond, are erased from memory.

## **Recent Events**

- Summer 1992: Franklin begins a summer job "interning" at the LaFayette Theater (previously the Majestic Theater), now owned by Acadia. He discovers a papered-over door leading to a hidden room containing the copies of *The King in Yellow* originally discovered by his father Raymond, along with props to stage the production.
- December 18, 1992: Nearly six years after it was sent from Elysian Wells, Raymond's letter is delivered to Franklin.
- December 19, 1992: After a fight with his mother over the identity of the person who sent the letter, Franklin connects clues in the letter to the play he discovered in the hidden room of the LaFayette Theater.
- December 20, 1992-January 2, 1993: Franklin asks his girlfriend, Valencia "Violet" Sanchez to translate the play. Violet agrees and also makes a copy of Raymond's letter. The task will take her almost two weeks, during which time she will experience increasingly severe nightmares of Carcosa and Hastur. After she finishes translating the play into English, Franklin reads it over Violet's plea that he simply forget about the play and destroy the copies and translation.

- January 2-14, 1993: Franklin dreams of Carcosa. In his dreams, he believes his father is speaking to him through the guise of the Yellow King, urging Franklin to join Raymond in Carcosa.
- January 15, 1993: Franklin, now convinced that if he performs the play he will somehow be reunited with his father, shares copies of Violet's translation with friends in the Jefferson High School Theater Club. Although skeptical at first, upon reading the play, witnessing the Yellow Sign, and seeing Raymond's letter, they agree to help Franklin perform the play.
- January-February 1993: Franklin's friends (Aiden Sawyer, Kris Dee, Samantha Beadle, and Paul and David Rogers), now referring to themselves as the "Yellow Signs" rehearse the play, with some help and guidance from theater teacher and guidance counselor Santiago "Sandy" Galvez. Franklin initially pressures Violet to join the Signs in the role of Cassilda, but she refuses. Franklin and Violet break up shortly thereafter. Franklin also increasingly fights with his mother Acadia, whom he accuses of hiding away the truth of his father Raymond.
- February 10, 1993: Police respond to a report of a domestic disturbance at the DuBois residence. Police officer Charles Harris takes Acadia's statement, but at her request, does not arrest Franklin.
- February 23, 1993: Mardi Gras is celebrated in New Orleans.
- March 1, 1993: The Signs perform scenes from *The King in Yellow* as part of a Jefferson High School student recital. Upon witnessing the Yellow Sign, many of the students and teachers in the audience go temporarily insane, and many more, including the school's principal, are injured in the resulting chaos. Franklin and the rest of the Signs are suspended for two weeks for inciting the disturbance.
- March 3, 1993: After further discussions, the Signs agree that their school "rehearsal" was a success and begin making preparations to travel to the site of Raymond's last known performance to perform the ritual to summon Carcosa themselves.

## **Current Events**

• Wednesday, March 10, 1993: Police respond to another domestic disturbance call at the DuBois residence, this time called in by neighbors. By the time police officer Harris arrives, Franklin has already left on his bike. He briefly stops by Violet's home to ask her one last time to join him and the Signs, but she refuses. Franklin then meets with the Signs at his friend Samantha Beadle's home.

- Thursday, March 11, 1993: Acadia DuBois calls the NOPD to report that Franklin has not returned home. Officer Harris again arrives and takes her statement. Also in the morning, the Signs depart for Elysian Wells. They arrive after a three-hour drive, stopping briefly in Delacroix.
- Friday, March 12, 1993: The investigation begins. Investigators are called in to take over the Missing Persons case of Franklin DuBois by NOPD Commander William DuPree. Later that day, Aiden Sawyer's parents will file a missing persons report. The same day, the Signs perform the ritual to summon Carcosa.

## **Possible Future Events**

- Friday, March 12, 1993: Investigators likely interview Acadia DuBois and other witnesses, and visit the LaFayette Theater and Jefferson High School.
- Saturday, March 13, 1993: Kris Dee and Paul and David Roger are reported missing. Violet may approach the Investigators.
- March 13-14, 1993: Investigators likely travel to Elysian Wells.
- March 15, 1993 and beyond: If Investigators do not reach Elysian Wells until March 15 or later it is likely that Franklin and the Signs will start being unremembered as a result of Carcosa's curse. Investigators who continue to fail to make progress will find themselves reassigned as all memory of the Signs is erased.

## ACT I: THE INVESTIGATION

And his is the Yellow Sign, which you mock him by flaunting before the world. I tell you this: he will not be mocked. He is a King whom Emperors have served; and that is why he scorns a crown.

—"More Light" by James Blish

During the first part of the module, Investigators will have the opportunity to visit a number of locations and interview witnesses to attempt to uncover the whereabouts of, first, Franklin DuBois, and, later, the rest of the Signs. The locations and witnesses are presented in the order they will most likely be encountered by Investigators, although there is no requirement that Investigators proceed in this sequence (or even to all the locations).

This part should conclude once Investigators realize that Franklin and the Signs have gone to Elysian Wells and know how to get there. This will likely require some combination of the following clues: Raymond DuBois's letter to Franklin (possessed by Violet, Player Handout #9); the Letter's Envelope (which lists Elysian Wells in place of a return address); Raymond DuBois's 1986-87 Touring Schedule (found in the DuBois's attic and the secret room in the Lafavette Theater; Player Handout #8); the missing road atlas pages (found in Franklin's school locker); and information available at local libraries. As discussed in the opening to Act II, Keepers may also permit Investigators who have a general idea of Elysian Wells's location to explore the Louisiana bayou southeast of Delacroix to find Elysian Wells. Keepers may also use Violet's appearance if Investigators hit a wall in their investigation.

## ACADIA AND FRANKLIN DUBOIS'S HOME

Investigator's likely first stop is the home of Acadia DuBois in New Orleans' Desire neighborhood at 1170 Stonewall Drive. Franklin ran away from his home the evening of Wednesday, March 10, after he and his mother had a fight and the police were called. He has been missing since and was reported so by his mother to the police on Thursday, March 11. Acadia will be at her home the day the investigation begins (the following day) until she goes to work at the LaFayette theater around 4 in the afternoon.

The DuBois's home is located in Desire, a poor neighborhood in New Orleans. Police presence in the neighborhood is light and criminal elements have taken advantage. In the morning and early afternoon hours the neighborhood is quiet, but as the day progresses and evening falls, gangs and drugs hit the streets.

Acadia will greet the Investigators with sleepless eyes, in a tangled blond wig, with the stench of cigarettes heavy in the air. While she will want to know why she is giving another statement to the police, she will be relieved to have heard back from the police at all. Acadia will provide the following additional information to Investigators if they ask:

- Fight: Acadia can relate that she called police Thursday, March 11, after her son Franklin did not return home following a fight between them the night before. The fight was again about Franklin's father and escalated when she admitted to Franklin that she had burned his father's letter. Franklin responded aggressively, punching a wall and smashing anything else around. Acadia called the police, but by the time they arrived and took her statement Franklin had already left on his bicycle. Franklin and Acadia have had a number of fights since he received the letter last December. One of those fights in February resulted in Acadia calling the police, although she did so only because she was scared; she did not want Franklin arrested. When Franklin left on his bike, Franklin took a backpack with him; Acadia does not know what was in it, but was surprised that he seemed to have it ready to go. She does not know where he might have gone. She already tried calling his best friend Aiden Sawyer's house, but no one picked up.
- Father's Letter: Late in December, Franklin received a letter addressed to him from someone identifying themselves on the envelope as "R.D." Acadia didn't recognize the initials, but the author purported to be Franklin's father. The letter itself was very cryptic—it rambled at length about some place by a lake. Acadia thinks it was clearly written by someone mentally ill, but Franklin became obsessed with the letter and repeatedly wanted to know from her who his father really was. Acadia burned the letter in a bucket in the garage. She did not, however, burn the envelope and can provide it if Investigators think to ask. (Note: the envelope includes R.D.'s full name "Raymond DuBois" and lists "Elysian Wells, LA" as the return address.)
- <u>"R.D."</u>: Acadia does not know who Franklin's father was. She explains that she became pregnant with Franklin before she inherited the theater where she now works. She implies she did things she was not proud of, but served her time, and never regretted having Franklin. (Note: While Acadia hints at having been a sex worker and serving prison time, these are invented memories and a search through police files will reveal no arrest records for Acadia.)
- <u>Franklin's Friends</u>: Acadia knows that Franklin had a number of theater friends in school. Sometimes they would hang out at the LaFayette Theater. She recalls there being six or seven of them, though she only really knows Aiden Sawyer, Franklin's best friend, who moved to the area about five years ago. She also thinks Franklin had befriended a couple of exchange students. Finally, she thinks Franklin had a girlfriend, but only remembers the girl dressing all in black.

- <u>Theater Job</u>: Acadia asked Franklin to spend his summer last year helping her run the LaFayette Theater and he has been helping out since. She admits that there is little to do at the Theater, which hosts community productions as often as it plays old movies on an aged projector, and as a consequence Franklin would often have friends over.
- <u>School</u>: Franklin is a senior at Jefferson High School, and supposed to graduate this semester. Acadia remembers meeting Franklin's theater teacher during a parent-teacher conference last semester, a Mr. Galvez, who spoke very highly of Franklin.
- <u>Aiden Sawyer</u>: Franklin's best friend is Aiden Sawyer. Acadia tried calling Aiden yesterday, but no one picked up. While Investigators are interviewing Acadia, the Keeper may have Aiden's parents try to call Acadia to ask whether Aiden is there. Aiden's parents will shortly thereafter contact the police.

Investigators may wish to search the DuBois household. The house has a simple two-floor layout, with an attic and attached garage.

## **Downstairs**

There is little of interest on the first floor, which is made up of a small living room, kitchen, and dining room. The furnishings are plain; while nothing is cheap, nothing is expensive either. There is, however, a notable absence of family photographs.

The hole Franklin punched in the wall by the front door is easily noticeable. Acadia has cleaned up many of the broken remains of the fight, but Investigators can still find leftover shards in the carpet. Although Acadia has turned furniture upright, it plainly still needs to be arranged back to where it was before the fight.

## Upstairs

The upstairs features a single corridor from which branch out two bedrooms and guest room.

Posters adorn the walls. They display advertisements for various plays and musicals like "A Streetcar Named Desire" and "The King and I." Investigators who decide to carefully look at the posters will see that they are all for performances at "The Majestic," which Investigators may discover is the original name for the LaFayette Theater. Investigators who ask about the age of the posters will see that they are all for performances between 1975 and 1985 and many star among other names "Raymond DuBois." If asked, Acadia will of course not know who that is.

### Franklin's Bedroom

Franklin's mother has not gone into the room since Franklin left, though she'll be unable to explain why. Franklin's bedroom is at the end of the corridor on the second floor. Investigators approaching the bedroom will be overcome by a feeling of vertigo, the corridor leading to the room seeming to lengthen and the theater posters hanging on the hallway walls angling towards them. The door itself is unadorned, but locked. Forcing the lock should pose little difficulty to Investigators. Acadia also has a skeleton key, but will take an hour to find it in the attic, in a box full of keys. When Investigators do enter, they will immediately witness the Yellow Sign spray painted on the bedroom wall opposite the door. Investigators seeing the Yellow Sign for the first time must make **sanity** rolls (0/1d6). Investigators who pass the **sanity** check are merely disturbed by the seeming wrongness of the sign. Investigators who fail their sanity tests will walk downstairs as though in a trance and awaken at the bottom of the stairs without memory of how they got there. They will also suffer one of the following effects, which Keepers may read or hand out to the Investigator.

### PLAYER HANDOUT #4: Vision A

You experience a flash of a memory that isn't yours: a broken ruined city on the shores of some body of water, possibly a lake, beneath two black orbs hanging there like suns. When the moment passes you realize your feet, and only your feet, are soaked, as though you had been standing in water.

### PLAYER HANDOUT #5: Vision B

You think of a friend you once had when you were younger, with whom you've since lost touch. You've remained fond of that person, but as their image comes to mind, you realize you can't remember their name. It's on the tip of your tongue, yet will not come. You realize with a feeling of dread that you are certain it will never come to you again. Should you look it up subsequently, you will recall it for a few moments, before it vanishes again from your mind.

### PLAYER HANDOUT #6: Vision C

You recall a conversation with a close relation, maybe a friend or family member. You remember asking them for advice and that this advice and the person's encouragement and confidence in you helped you through a difficult time in your life. You suddenly realize with unmistakable certainty, that person was, in fact, lying to you, and was hiding their true feelings about you behind a mask of platitudes. They hate you. They always have. How could you have been so blind?

Any Investigator who goes temporarily insane as a result of witnessing the sign will experience all of the above visions over the next several hours. They will also begin to suffocate, as though being drowned, a feeling that will continue until they are on the verge of passing out, at which point they will cough up sea water that has filled their lungs. Onlookers may mistake this for some kind of panic attack.

After resolving the effects of the Yellow Sign, Investigators may proceed to search Franklin's room. Sheets are carelessly discarded on the floor, a desk overflows with school books, random papers, magazines, many of which also lie scattered on the floor, and walls decorated with posters for Macbeth, Hamlet, and Titus Andronicus. Investigators who search the room may make **Idea** rolls to realize that Franklin's room is likely a mess as a result of him having searched for his father's letter. The following clues may be discovered with appropriate rolls or by Investigators descriptively searching through Franklin's belongings:

- An interim report card buried beneath other papers on Franklin's desk revealing a substantial drop in grades between the First and Second Quarters. (Player Handout #7)
- Crumpled in a wastepaper bin by the desk is a suspension notice from Jefferson High School suspending Franklin from Tuesday, March 2, 1993, through Tuesday, March 16. The listed reasons for the suspension are violations of Jefferson High School's student code of conduct, specifically provisions addressing hate speech, during the March 1 Jefferson High School Mardi Gras Recital.
- A can of half-empty yellow spray paint that has rolled under Franklin's bed.
- A folded handwritten note pinned to cork board reading: "D, I'm worried about you. You need to stop. This is dangerous. I still care about you. --V. PS: I'm still having the nightmares. Aren't you?"
- A collection of annually printed road atlases stacked around the bedroom dating from 1987 to 1993. In all of them the page for the Gulf Coast area is torn out.
- Taped beneath Franklin's phone are numbers for "The Signs": *V*, *A.S.*, *KD*, *Sam*, and *R&R*.

## Attic

The attic is filled with the typical collection of cardboard boxes and seasonal decorations. Holiday lights are strung along the ceiling lighting up the attic in pale yellow. Cardboard boxes are open and their contents of old theater supplies and costumes scattered on the attic floor. Investigators searching through the boxes can find old playbills for the Majestic Theater dating from 1975 to 1985. Investigators may also find touring dates for the 1986-87 theater season (**Player Handout #8**).

## Outside

Although there is nothing immediately outside the house, less than a block down the street there is a bus stop. Acadia's neighbors are not home, and will not admit having previously called police to the DuBois's residence. Investigators may also see Valencia "Violet" Sanchez, wearing her usual black clothes and a hooded jacket to disguise her face. She will run and disappear into the surrounding neighborhood if Investigators approach her. If the Keeper permits Investigators to chase her down it is likely that she will resist and will, at a minimum, mistrust them, including because of the NOPD's reputation, and withhold information (*see later section on Violet*).

### Garage

The garage contains Acadia's car, a heavyset 1985 Plymouth sedan that looks like it may have had about a year of life left five years ago. There are empty hooks on the wall where Franklin's bike is missing. A metal pail contains the smoldering remains of the letter Acadia burned. Two fragments survive: one fragment contains part of a design that looks like a series of dots forming a V, with what may have been a symbol like that in Franklin's room (the Yellow Sign); the other fragment has writing, which reads "...*Carcosa calls to me, as it calls to them, and as it may call for you some day. If so, seek out Harold...*"

## JEFFERSON HIGH SCHOOL

Jefferson High School is an anachronism. Once revolutionary concepts in educational design are held barely together by patch-jobs and make-do fixes. A series of detached buildings for school rooms, cafeteria, theater, and gymnasium are surrounded by a wire fence, parts of which have been replaced with chipboard and spare fencing. The school mascot is a Saint.

When Investigators arrive, they will be met by acting principal Santiago "Sandy" Galvez. Galvez has been the school's acting principal since Principal Marcus Wayne was injured during the March 1 Jefferson High School Mardi Gras recital, something which the Investigators may have read about in the Times-Picayune. Galvez is also the school's physical education instructor and theater teacher. While Galvez has a negative perception of the NOPD given their reputation and past interactions with the student body, he is able to share the following information:

- <u>Franklin</u>: Franklin became interested in theater as a sophomore, and has been active in the school's small theater program since. Galvez thinks it probably has something to do with his mother owning the LaFayette Theater, where Galvez knows Franklin works parttime. Franklin's academics took a heavy hit this year between semesters. Galvez understands it has something to do with troubles at home, but has not delved deeper, and Franklin did not volunteer any information, despite Galvez and Franklin being otherwise close.
- <u>Franklin's friends</u>: Franklin hung out with a group of theater students with whom he prepared a scene for the school's Mardi Gras recital. Galvez can provide the names of the Signs (although not that they went by that moniker), all of whom participated in the production and were subsequently suspended.
- <u>The Play</u>: Galvez knew the Signs were preparing a scene from some play he had never heard of. He watched some of the rehearsals, although he had never seen the whole thing and didn't understand much of what was going on. Franklin had explained to him that it was originally a French play that they were adapting into English. Galvez found it strange that the Signs did not require any props or costumes from the High School.

- Mardi Gras Recital: Galvez was walking between the school buildings making sure students were not loitering while the recital was going on. He rushed in when he heard screams from inside. When he entered the theater he saw several fights going on in the audience. Those not fighting were laughing, crying, shouting, or trying to get out. The whole place was a mad house. Galvez helped save Principal Wayne from a group of students seemingly trying to eat him. As Galvez was breaking up fights among the audience he noticed the strange yellow symbol displayed on a sheet on stage. Galvez instinctively ran up to the stage and pulled the sheet down. Shortly thereafter, the audience seemed to calm down. At some point the police were called, and the rest of the school day was canceled shortly thereafter so everyone could go home. Principal Wayne blamed Franklin and the rest of the troupe for the violence and suspended them for two weeks. Galvez does not think Franklin and the rest of them deserved to be suspended.
- Franklin's Locker: Investigators may think to request to see Franklin's locker. It contains a few school books (though not his French Language class textbook, which Investigators who found Franklin's report card, Player Handout #7, will realize). The locker also contains a torn photograph of a girl with black eye liner and purple lipstick, and deep violet hair. There also is a stack of loose-leaf notebook pages in English and French of a play-script with stage blocking instructions. Investigators wishing to make sense of the pages will need to spend 2d3+1 hours studying them followed by a sanity roll (1/1d3+1; Cthulhu Mythos +3). Investigators going through the trouble will be able to re-create much of the play The King in Yellow. The missing pages from the road atlases in Franklin's bedroom are also here, though of course Elysian Wells appears nowhere on the maps in the wide areas circled by Franklin in red.
- <u>The School Theater</u>: Investigators wishing to look at the theater will be informed that it has not been used since the recital. On the stage floor, left where it was pulled down, is a sheet with the Yellow Sign in spray paint. Investigators may notice torn bits of clothing, individual shoes, and other debris scattered among the seats, many of which have also been damaged. Backstage, one of the storage rooms has a taped piece of paper on which is scribbled "The Signs", but the room itself is empty.

## V FOR VIOLET & THE LETTER

Violet, unlike the rest of the Signs, was not suspended from school as she did not directly participate in the Recital. She has been skipping classes since Franklin visited her the night of March 10, keeping an eye out on his home, hoping he will return. Investigators going to Acadia's house may see her, although she will quickly run away. Investigators may see her again at Jefferson High School. She will continue evading Investigators until she is convinced that they are actually trying to help. Depending on what Investigators share with her, and how they ask their questions, she may ask them to take her with them, falsely claiming that she has additional information that she won't share unless she is allowed to accompany the Investigators.



Violet is able to provide the following information:

- <u>Relationship with Franklin</u>: Violet won't want to go into any specifics but says that she has been friends with Franklin since they were both sophomores and became interested in theater together. She's been in an intimate relationship with him on and off since they started junior year.
- <u>Franklin's Disappearance and his father's letter</u>: Franklin visited Violet the night of March 10. He wanted her to run away with him, but she refused. He also wanted the copy of his father's letter, but she refused, lying that she had thrown it away. She still has it, however, and will share it with Investigators. (**Player Handout #9**). She knows Franklin received

the letter sometime in December. Afterwards, he became obsessed with it, and a play he found in the LaFayette Theater called *The King in Yellow*, which she translated at his request. The letter reads:

## PLAYER HANDOUT 9: LETTER FROM RAYMOND DUBOIS

Dearest son,

Although too young to understand, there will come a time when you too hear and yearn to walk along the shores of Lake Hali, to hear the songs the Hyades sing, beneath two black suns, in Lost Carcosa. Understand, I never knew the wonders that lay hidden. Through that unassuming manuscript tucked away in the forgotten recesses of the Majestic he opened my eyes to the unseen world. He came to me in dreams and taught me how to reach Carcosa.

I long to take you there, my son. But it has taken me a long time to find a shore by a sea under the light of Aldebaran suitable for raising the stones in his honor and welcoming him to this world. I delight to think to have finally found it, here in this tiny, insignificant town called Elysian Wells. The people live their little lives uncaring and unknowing of the history beneath their feet, of the Natives who left their despised dead here in watery graves and later the Spaniard pirates who hid away their ill-gotten gains in the same holes. Neither this place, nor its people, nor its history will be missed.

The time draws near my son, and my audience is anxious. Little do they appreciate the part they'll play in the coming performance. Carcosa calls to me, as it calls to them, and as it may call for you some day. If so, seek out Harold. He may guide you where I cannot. Until we are reunited.

> Your father, R.D.

[The rest of the letter contains a diagram of an inverter V shape, as well as what appear to be stage directions for a play in two acts.]

- <u>Franklin's whereabouts</u>: Violet doesn't know where Franklin is, but she expects that he ran off to search for his father. She has an idea that it involves *The King in Yellow* and his father's performance of that play.
- <u>The Signs</u>: In the past months Franklin was exclusively hanging out with the Signs. Although Violet claims she did not participate, she knows the members were Franklin, Kris Dee (responsible for props and set design; Aiden Sawyer (Franklin's best friend); Paul and David Roger (English exchange students); and Samantha Beadle ("a rich spoiled bitch that can go fuck herself").

- <u>The King in Yellow</u>: Franklin asked Violet to translate the Play for him, as her French was much better. She found it interesting and creepy, but nonsensical. She summarizes it as about a royal family that hated each other, a "Stranger" who showed up saying he could help them win a war by getting them to all wear masks to hide from some King in Yellow, only for that King to show up and damn everyone to wear those masks forever. As Franklin requested, she produced an English copy for him, but began having nightmares while doing so, which continue.
- <u>Nightmares</u>: Violet has continued having nightmares since reading and translating the Play. In her nightmares she sees a ruined city on a lake shore. Sometimes she sees a figure in yellow robes wearing a white mask extending his black hand to her. Any Investigator who failed their **sanity** roll upon seeing the Yellow Sign and saw Carcosa, or has dreamed of the city since, will need to make another **sanity** roll at hearing Violet's story (O/1).
  - <u>Sleepwalking</u>: If Investigators pursue this line of questioning, Violet may reveal that she's started sleepwalking, and that when her parents wake her they've told her that she was singing a song she recognizes from the Play.
- <u>Mardi Gras Recital</u>: Violet purposefully stayed home the day of the Recital. She heard from those who did go that things got crazy, with students and teachers attacking each other. She heard Principal Wayne got his face bitten off. She knows Franklin and the rest of the Signs were suspended afterwards.

## **OFFICER CHARLES HARRIS**

NOPD Police Officer Charles Harris responded to Acadia DuBois's calls on February 10, March 10, and March 11. He typifies the worst aspects of the NOPD in the early 1990s. Whether Franklin returns home or not does not much matter to Officer Harris, who thinks of Franklin as the kind of kid likely to find an early grave at the end of a gun or a needle. He can share the statements he prepared, which are also available generally in the NOPD's files. He will also freely volunteer his view that helping individuals with criminal records like Franklin and Acadia is not a good use of his (or the NOPD's) resources. A search through the NOPD's records will reveal, however, that neither Franklin nor Acadia have ever been arrested.

## HANDOUT #1: Officer Harris Police Report, February 10, 1993

Officer responded to call received by dispatcher 2030 hours from a Miss Acadia DuBois (Subject A) reporting feeling threatened by her son, Franklin DuBois (Subject B). Arrived at Subject A's residence at 1170 Stonewall Drive at approx. 2052. Upon arriving at scene, Officer observed individual presumed to be Subject B, facing property, shouting and causing a disturbance. Officer subdued Subject B and proceeded to property. Subject A stated that her son was upset with her because of missing father and had become physically violent. Subject A stated she does not know Subject B's father and has no reason to believe he is in the vicinity or poses a threat to either Subject A or B. Officer calmed Subject A down. Subject A then stated that she did not wish Subject B to be arrested. Officer confirmed that Subject A felt safe and secure, and helped Subject B back into the house after Subject B apologized and promised to behave himself. Officer left residence at approximately 2130 hours.

## HANDOUT #2: Officer Harris Police Report, March 10, 1993

Officer responded to call received by dispatcher 2137 hours from anonymous caller complaining of noise and possible domestic disturbance at 1170 Stonewall Drive. Officer arrived at residence at approx. 2200 hours and proceeded to the front door. Before Officer reached door, Subject A, subsequently confirmed to be Miss Acadia DuBois, opened door and approached Officer in a threatening manner. Out of concern for his physical safety, Officer subdued Subject A. Once Subject A was calmed down, Subject A stated that she and her son, Franklin DuBois (Subject B), had been arguing loudly. As stated by Subject A, Subject B was upset that Subject A had destroyed Subject B's property (a letter outside envelope). As stated by Subject A, Subject B had physically threatened her and caused damage to Subject A's residence. Officer confirmed damage to inside wall near residence front door, shattered kitchen-wares, damage to furniture, and other destroyed property in residence. Subject A stated that Subject B had left approximately 15 minutes earlier by bicycle taking a bag of personal belongings. Subject A requested not to file a report against Subject B. Officer confirmed Subject A felt safe and secure. Officer left residence at approximately 2230 hours.

## HANDOUT #3: Officer Harris Police Report, March 11, 1993

Responded to call received by dispatcher at 0745 hours from Acadia DuBois (Subject A) to report her son, Franklin DuBois (Missing Person) missing as of last night (Mar. 10, 1993). Officer arrived at Subject's A's residence at 1170 Stonewall Drive at approx. 830 hours. Subject A related events of Missing Persons departure from Subject A's residence (see Police Report #D-930310-205). Officer took Subject A's description of Missing Person. Subject A describes Missing Person as a teenager, 17 years of age, African-American, light skin, brown eyes, shortcropped hair, height approximately 5'9", weight approximately 160lbs., no tattoos, glasses. Subject A provided recently taken photograph of Missing Person (see Attachment 1 to report). Subject A was unable to provide any next of kin Missing Person may have gone to (Officer Note: Subject A was unable to identify Missing Person's father). Officer reassured Subject A and departed residence at approx. 845.

Addendum: Officer contacted Subject A by phone at 2100 hours and learned that Missing Person had not returned to Subject A's residence.

## THE LAFAYETTE THEATER

The LaFayette Theater in the Lower Ninth Ward reflects a decayed opulence from the days when it was called "The Majestic" (a name that still shows through behind the marquis). Investigators may choose to visit the LaFayette Theater in pursuit of a number of leads, including because Franklin DuBois worked there, they learned from Santiago Galvez or Valencia Sanchez that the Signs met there, or because of clues in Raymond DuBois's letter. If Investigators are truly stumped, an **Idea** roll may suggest that the Lafayette Theater would present a natural place for Franklin to run to, at least temporarily.

Investigators visiting the Theater in the morning will find it closed. From the afternoon until early evening, Harold Jones (or "Old Harold" as he is affectionately known by Acadia and others), the theater's caretaker/janitor will be present. Investigators arriving in the evening will also find Acadia there, working. The theater currently has no production in the works, although initial rehearsal and set design for a community performance of The Tempest is beginning soon. In the interim, the theater has been playing old movies on a projector (current features include a run of Hitchcock classics like *Dial M for Murder, Rear Window*, and *To Catch a Thief*).

The theater itself personifies the city's classic architectural blend of Spanish and French influences. Columns hold up an overhanging second story veranda overlooking the street. The theater's front doors lead into a small open-air courtyard for intermissions, with the main theater lying beyond a second set of doors further on. Investigators may wish to explore the theater or follow up with Old Harold or Acadia. Neither will be able to recall information relating specifically to Raymond DuBois's ownership of the theater. Old Harold, in particular, will have large gaps in his memory owing to him having performed with Raymond in the role of Noatalba, the Priest.



- Theater's History: Either searching through city records or newspapers, or asking Old Harold, can provide Investigators with a history of the LaFayette Theater. The theater was originally opened in 1908, in a building constructed in 1799 to serve as a manor for one of the wealthy merchant families, the DuBois. The building was devastated by fire in 1895 when it was raided by local police, ostensibly on the basis that it hosted an unlicensed brothel, though newspaper stories of the times suggest darker, occult, activities, including human sacrifice. The building was then renovated as a theater, Le Majestic, or the Majestic, in 1920, and successfully ran Vaudeville shows until closing in 1939 following the Great Depression. Ownership disputes within French branches of the DuBois family left the building unused for the next several decades until a number of deaths under mysterious circumstances resulted in the theater passing to the last remaining branch of the American side of the DuBois family-Raymond DuBois, in 1983. When Raymond vanished into Carcosa in 1987, the deed records were damaged in flooding, leaving a seeming gap in ownership, before the building was recognized as the property of Acadia DuBois.
- The Forgotten Corridor: Investigators exploring the theater should discover a main corridor behind the stage from which branch costume, prop, and shop rooms. Investigators should also discover a back corridor with no doors, covered in dirty yellow wall paper that has started peeling from the walls. Investigators may experience a sense of vertigo not unlike that experienced approaching Franklin's bedroom. Harold can explain that he does not know the purpose of the corridor and tends not to use it, except for storage. Investigators should have the opportunity to discover the hidden room utilized by the Signs. Spot Hidden rolls reveal that in some places the wallpaper looks as though it could easily be pulled off by the sheet. Investigators who do not explore the corridor further may be permitted Idea rolls to realize that, based on the layout of the building it would make more sense than not for there to be a room here.
- <u>The Hidden Room</u>: Accessed by peeling away a section of the yellow wallpaper in the back corridor (see above), Investigators will discover a door into which is etched a miniature Yellow Sign, along with the names of the Signs. Valencia Sanchez's name is scratched out. There is a hole where the lock and doorknob used to be. Investigators looking through the hole will see a dark room, but the light coming through the hole will be sufficient to show a theater drama mask propped up on a box staring back at the Investigator. Inside, the room contains the leftovers of a teenage hangout, as well as rolls of fabric, incomplete pieces of set, and the single

theater mask. The room also contains a half-empty box of play-scripts in French of the play *Le Roi en jaune* (*The King in Yellow*). If Investigators search through the booklets they will see that the topmost copy has an English translation written in the margins (**sanity loss** 1/1d3+1; **Cthulhu Mythos** +3). Lastly, Investigators will find an advertisement of the 1986-1987 touring performances of Raymond DuBois's performance of *The King in Yellow* (**Player Handout #8**).

Old Harold: Investigators wishing to get to know more about Old Harold will find an affable elderly man with a deep love of theater. Asking him for any length of time about his background will quickly reveal, however, a shallowness of memory that might otherwise reflect the early onset of dementia, but in this case is a consequence of Carcosa and Harold's performances alongside Raymond DuBois in the role of Noatalba the Priest. Of those performances, Harold only remembers that he used to act in this theater, and will remember some of his early performances. Of his time with Raymond DuBois, Harold will remember nothing. If pressed, in particular the reference to Harold in Raymond's letter, Harold will first become distressed at being unable to remember, and then angry at the Investigators for asking these questions and forcing him to relive memories he no longer possesses. If pressured even further, the old man's mind will snap and he will go temporarily insane as glimpses of the past rear up. Harold will attack whichever Investigator was interrogating him, while screaming quotations from his performance as Noatalba ("His is the Yellow Sign, which you mock him by flaunting before the world." "I tell you this: he will not be mocked." "He is a King whom Emperors have served!").

## THE REST OF THE SIGNS

It is not until the dav Investigators begin their investigation that another missing persons report is filed, this one by the parents of Aiden Sawyer. Investigators may decide to interview the parents of the other members of the



Signs, as additional missing person reports come in. The following information may be learned by Investigators looking into the backgrounds and whereabouts of the Signs. Note that diligent Investigators may easily get waylaid by attempting to investigate the disappearance of each of the Signs and Keepers should consider gently reassuring Investigators when they have exhausted the information available below (including, potentially, by having Commander DuPree call them for an update on the Investigation).

- <u>Kris Dee</u>: Kris Dee was raised by her father who works as a guard with a local security company, but often accepts multiple shifts for the extra money. He will not file a missing person report until the morning of Saturday, March 13. He had believed that his daughter was spending a couple of nights at Samantha Beadle's house, but contacts the police when he is unable to reach anyone there.
- Aiden Sawyer: Aiden Sawyer's parents will report Aiden missing the same day Investigators begin their investigation, around mid-day (or, at the Keeper's discretion, whenever Investigators go to speak with Acadia DuBois). They thought Aiden was spending the night at the DuBois's house.



Aiden's parents cannot share much information beyond that Franklin and Aiden were best friends, both interested in theater, and were suspended because their performance was too provocative in some way.

- <u>Paul and David Roger</u>: The Rogers twins are staying with foster parents, the van Clark's, during their semester abroad in the United States. The foster parents do not spend a lot of time at home and know little about the activities of the children in their care, other than that Paul and David were participating in the High School's theater program and were suspended. The van Clark's are still scheduling an opportunity to sit down with the high school's principal (who they understand is on medical leave) to challenge the suspension, given the questions that might raise about the van Clark's own children's suitability for the exchange program. They will not file missing person reports until the evening of Saturday, March 13.
- <u>Samantha Beadle</u>: Samantha Beadle's parents are on vacation in the Caribbean and will be difficult to reach. They will not return until Sunday, March 14, at which point the Beadle's will contact the police. If they are reached while on vacation they will state that they had entrusted Samantha with the house and that a babysitter was to look in on her. Locating and interrogating the babysitter reveals only that Samantha bribed the sitter not to bother showing up.

## FURTHER RESEARCH

Investigators may also pursue leads through publicly available sources. The below includes a sample of the kinds of information Investigators may discover through the local Times-Picayune newspaper, city records, the NOPD archives, or the Robert E. Smith Regional Library or other libraries.

- <u>Carcosa</u>: Investigators succeeding on appropriate checks may learn that Carcosa is a place or city referred to in obscure poetry with an occult bent. It is a mythical city, something like a dark version of Camelot, located somewhere among the Hyades, though it is said to also manifest on Earth. A hard success will further reveal that the city is part of the plot of a little known French play, known in English as *The King in Yellow*.
- <u>The King in Yellow; Hastur; the Unspeakable One, etc.</u>: A normal success will reveal that the King in Yellow is the central figure in a French play by the same name, copies of which were destroyed by the Third Republic in the early 20th century, and lost to history thereafter. Hard checks to locate information on Hastur (or any of his other names) will reveal him to be a legendary godlike figure residing among the stars and appearing to mortals in various guises, including as a shepherd.
- <u>Criminal Records</u>: Investigators searching for criminal records of Franklin or Acadia DuBois will find nothing.
- <u>Raymond DuBois</u>: Investigators researching Raymond DuBois will find it hard-going. Entries where his name should be (such as birth or marriage certificates) are missing, damaged to the point of being illegible, or otherwise unavailable. Investigators making hard successes can learn from articles that refer to Raymond obliquely that he was an actor who performed at The Majestic theater. An extreme success will further reveal reference to a touring performance of *The King in Yellow* in 1986-1987 (**Player Handout #8**).
- <u>Maps</u>: Investigators may look for road map atlases. While they should be able to find a copy, they will also learn that Franklin DuBois checked out a large quantity of them, going back to 1986. They have yet to be returned.
- <u>Local Lore</u>: Investigators may wish to cross-reference details included in Raymond DuBois's letter with Louisiana geography and folklore. With appropriate skill checks, Keepers may provide Investigators information relevant to narrowing the possible location of Elysian Wells to an area Investigators can feasibly search, though not without some difficulty (see Act 2).

## ACT II: TO ELYSIAN WELLS, TO CARCOSA

I am not the Prologue, nor the Afterword; call me the Prototaph. My role is this: to tell you it is now too late to close the book or quit the theatre. You already thought you should have done so earlier, but you stayed. How harmless it all is! No definite principles are involved, no doctrines promulgated in these pristine pages, no convictions outraged...but the blow has fallen, and now it is too late. And shall I tell you where the sin likes? It is yours. You listened to us; and all the same you stay to see the Sign. Now you are ours...

—"More Light" by James Blish

Investigators tracking Franklin and the Signs will need to utilize the clues found in their investigation to learn, first, that Franklin ran away in search of his father; second, that Franklin went to Elysian Wells where his father last performed The King in Yellow; and, third, that Elysian Wells is located in southeastern Louisiana. This information can be discovered in Raymond DuBois's letter (possessed by Valencia Sanchez); the text of the play itself (located in the Hidden Room in the Layette Theater, and in Franklin's locker); the advertisement listing the King in Yellow tour dates (found in the attic of Franklin's house and also in the Hidden Room); and road atlases from 1986 and earlier, which still include Elysian Wells on maps of Louisiana (easily available from the Robert E. Smith Regional Library or other libraries). Investigators who struggle to connect these clues may be assisted with appropriate **Idea** rolls, as well as help from Violet. Investigators who are truly lost may be granted Idea rolls to look for the torn-out road atlas pages in other atlases in the library, or be allowed to find undistributed flyers advertising Raymond DuBois's performance with directions to the final staging in Elysian Wells.

Investigators reach Elysian Wells following a three-hour drive from New Orleans. Along the way, they may stop in Delacroix, the last town on the way to Elysian Wells, where they encounter a gas station owner who recalls the Signs stopping and asking after a place called "Elysian Wells." The owner, of course, does not know of such a place.



If necessary, in the event Investigators hit a wall in their investigation, Violet may approach them or they may receive word of the gas station owner calling the police about the Signs. Alternatively, Investigators who know the general location of Elysian Wells may decide to search for it even without all the necessary clues. In this case, at the Keeper's discretion, Investigators may make **Drive** or other appropriate skill checks every six hours, and locate the ruins of Elysian Wells on a hard success.

## THROUGH THE LOOKING GLASS

As Investigators near Elysian Wells, driving through the Louisiana bayou, they will see that the area is devoid of any human presence. While there are road signs, the distances to various destinations are simply missing, or the entire sign has been pulled down by winds, or rendered illegible by graffiti. As they get closer still they will also lose radio signal. The weather turns next. Black clouds gather as if to impede the Investigator's advance. Rainfall will obscure, and then hide completely, the road ahead. Intermittent flashes of lightning reveal glimpses of stone columns, ruined half-walls, and masked statutes along the roadside. Investigators who stop to investigate will find whatever they saw gone, but will still get thoroughly drenched for their troubles.

Investigators who stop the car will also risk being flooded off the road. A successful **Drive** roll will be required to restart the car once Investigators realize the water has turned the country road to mud. Investigators unable to restart their vehicle will have to proceed on foot. If they try to wait out the storm they will instead be attacked by a byakhee (see below).

Investigators who succeed in restarting their vehicle or do not stop, can continue. As the weather worsens, the Investigator driving the car will need to make a **Drive** roll to avoid going into a ditch and colliding with what initially appears to be a statue of a masked figure in robes, but turns out to be a tree (1d4 damage per Investigator). On a successful Drive roll, Investigators continue but will shortly thereafter hear a loud thump as something heavy lands on top of the car. This is a byakhee, which will attack the vehicle for three rounds before flying off. It will first attempt to rend a hole in the top of the car (requiring the byakhee hitting and doing a total of 10 points of damage). All Investigators other than the driver will see the byakhee if it successfully peels back the roof of the vehicle, calling for sanity rolls (1/1d6). Once the byakhee is able to attack the Investigators directly, it will prioritize those Investigators who have attempted to damage it.

If Investigators drive off the byakhee, they will emerge from the storm, which breaks as suddenly as it appeared, to be replaced by a thick fog. A sign welcomes Investigators to Elysian Wells, population 3197. A black sedan is parked a few meters ahead. Its license plate matches that of the vehicle owned by Samantha Beadle's parents.

## EXPLORING ELYSIAN WELLS

Regardless of what time Investigators arrive, the town of Elysian Wells will be deathly still. Past the welcome sign, and the parked sedan. Investigators see the road leading into town branches into a pair of parallel roads, which curve their way around the lake and through the village, with a third branch of the road disappearing into the surrounding woods. Road signs point to the sheriff's office, community hall, and school. All three roads are littered with debris. Vehicles, some burnt out, rest here and there. Houses, most of them along the coast, are crumbling, despite not looking particularly old. They have suffered exposure to the weather, and the lake's waters have risen to the point of consuming several of them. Boats tied to private piers float near the second story windows of some houses. While many of the boats have sunk in the water or drifted away from their moorings, a handful of motorized vessels remain in serviceable condition.



As with the cars, many of the houses look burned out. Graffiti of the now-familiar Yellow Sign is scrawled everywhere, partly covering up posters advertising the Majestic Theater's production of *The King in Yellow* starring Raymond DuBois at Elysian Fields. Once Investigators enter the town proper, they should realize that, interwoven with the familiar architecture of a small waterside community, are reminders that something bizarre has happened. As they may have noticed while driving, the landscape is transforming, and now the mirages are no longer fading away, but can be approached and interacted with. Keepers may wish to periodically roll on the below table for what Investigators encounter:

Carcosa Encounters Table		
1	Half crumbled stone columns supporting buildings that aren't there.	
2	A dry fountain with a sculpture of a regal female figure wearing a mask and a crown. Investigators attempting to remove it will find they can and that the mask can be worn. The sculpture's face underneath is smooth.	
3	Cobblestone-paved walkways leading off into the surrounding bayou.	
4	Freestanding archways forming an open air tunnel. Investigators who walk through the archways will get the sense that the archways are part of the interior of some massive structure.	
5	A rocky outcropping sticking out of the ground that upon closer inspection reveals itself to be the top half of a stone head, approximately three meters in diameter, the rest of which is buried beneath the ground. Investigators attempting to recognize the face will think it bears a certain likeness to Franklin DuBois.	
6	A tomb with an unreadable inscription on it, with the sculpture of some nightmare bird creature on top of it. The statue is actually a byakhee, the same that Investigators may have encountered earlier. Investigators who attack or otherwise interact with the "statue" will be attacked for 1d3 rounds, before the byakhee flies into the air, giving Investigators an opportunity to escape. It will attack again 1d3 rounds later if Investigators have not found cover or shelter. It will not attack any Investigator wearing a mask.	

Locations Investigators may encounter either by seeking them out or coming across them are detailed below. Investigators who decide to explore the area around Elysian Wells before going into town should encounter more signs of the transforming landscape. They will also likely encounter Samantha Beadle before Aiden Sawyer, and may reach the Elysian Fields and the Court of the King in Yellow without meeting Aiden at all.

## **Aiden Sawyer**

Aiden will be hiding in either the Sheriff's Office or the Town Hall, wherever Investigators decide to search first. He will appear scrawny and emaciated, with a wild, crazed, look and may attempt to surprise Investigators and attack before running off. A Spot Hidden roll will reveal his location before he does so. Investigators attempting to speak with him will have difficulty making sense of his words. He will not remember who he is, much less how he got here, and will whisper "He watches, he sees all" without specifying to whom he refers. Shortly into any conversation, Aiden's tone will change as though suddenly becoming aware of something, and he will ask "Mask, where is my mask?" and then, with a frightened cry charge out at Investigators, aiming to break through and escape. If subdued he will continue to cry for his mask. He will continue to not remember who or where he is, nor how he got here, or with whom. Aiden, in fact, has lost all his memories as a result of running away in the middle of the ritual to summon Carcosa. He will quickly lapse into unconsciousness if restrained in any way. Investigators who have a mask and show it to Aiden will be attacked by him as he desperately tries to reach it. If allowed to wear a mask, Aiden will have access to his memories, but these fade within moments as soon as he removes it.

## Sheriff's Office

The sheriff's office is a small, one story, structure, the interior of which has been ravaged by fire. A set of double doors have been torn from their hinges. Past them is a reception area with a counter behind bullet-proof glass, and a backroom leading into the rest of the office. Bloody hand prints cover the battered but unbroken glass protecting the counter. The door leading behind the counter is cracked and splintered, and its lock broken. Attempts to push the door open will meet substantial resistance from furniture piled up on the other side. Investigators with a combined STR score of 200 succeeding on STR rolls may push Perceptive Investigators may notice that while the past. barricade barring entry further into the office remains, a small opening has been made, large enough for a scrawny teenager to fit through. If Aiden is here, Investigators may hear him murmuring to himself about his missing mask.

Investigators who spend the time to push past the barricade will find a number of open offices with barred windows, and a storage and evidence room that includes the decayed bodies of Elysian Wells's sheriff and office secretary. From their skeletal remains it is clear that the pair killed themselves with the sheriff's handgun, although there is also a shotgun with three rounds left here. If Aiden is found here, he will be nervously holding the shotgun in the Investigators' direction. If Aiden is not here, Investigators can find his mask between the sheriff's and secretary's corpses.

### Town Hall

Elysian Wells's Town Hall contains the mayor's office, city museum, and community room. The building has been heavily damaged and marred by Yellow Sign graffiti. A hallway formerly containing photographs of the town runs along the front of the building (the town's "museum"). Each image bears a small plaque (town charter, inaugural fishing competition, visit by Louisiana governor James "Jimmie" Davis in 1963, etc.), but the photographs themselves have been replaced with oil paintings of Carcosa (ruins by Lake Hali; the Hyades; two black suns; statues of the Yellow King). The hallway connects to a large community room with folding chairs carefully laid out in a spiral surrounding a three-foot high mound of rusted and bloody kitchen and hunting knives. During the riots, Elysian Wells's maddened residents gathered a number of individuals here and sacrificed them while other residents looked on. If Aiden is in the police station, his mask can be found in the pile of knives. Otherwise, Aiden will be here searching through the pile. The hallway also connects to a suite of three offices for Elysian Wells's mayor, municipal clerk, and secretary.

### Samantha Beadle

Investigators making their way out of town, either continuing their exploration, or following the posters to Elysian Fields will hear singing coming through the trees. Investigators who listen may recognize Cassilda's song from *The King in Yellow*.

Investigators seeking out the singing will see a girl walking towards a black pool of swamp water. If she is allowed to continue, a byakhee will swoop in and lift her up, depositing her at a nearby tomb on which it was resting (and which Investigators may have encountered already) to begin her song and walk anew. It the byakhee has been killed or Investigators allow her to continue, she will walk into the water and drown.



Investigators who rescue her will see that she is wearing a mask and is in some kind of fugue state. They may also be attacked by the byakhee for 1d3 rounds before it flies up to come again at Investigators who have not sought shelter (Investigators wearing a mask will be ignored). If Investigators save Samantha, she will speak only in the character of Queen Cassilda. Investigators who proceed to remove the mask will see that Samantha's face is gone, replaced by a smooth layer of skin through which show only faint indentations of where her nose, mouth, and eyes should be. Removing the mask will also bring Samantha out of her dream state. Initially thinking herself blind, the realization that her face has disappeared will drive her temporarily insane. She will pass out shortly thereafter. Replacing her mask will calm her, but also suppress Samantha's personality. Witnessing Samantha without her mask calls for a sanity roll (0/1).

## **ELYSIAN FIELDS**

Investigators should eventually make their way to the fields outside Elysian Wells Community School. This is where Raymond DuBois, and recently the Signs, performed the sanityblasting play to summon Carcosa. The fog lies heavily here, but Investigators can see that bleachers surround the main field on three sides. Columns of carved stone that clearly were not part of the original design jut out here and there. In the center of the field are discarded costumes from the Signs' performance, as well as nine large blocks of stone arranged in a V-pattern, matching that in Raymond's letter to Franklin. On the fourth side of the field is the school itself. The building is dilapidated like all the buildings in Elysian Wells. It's double-wide front doors are open. Through them can be seen wide stone blocks, approximately 30 feet wide, that clearly do not belong in the building. They are stacked up, like steps, rising up in fog. Soft music, possible from a violin, can be heard coming from above.



Investigators crossing the field will see that the bleachers are more like wooden benches, or maybe pews. Among the benches appear wraith-like shadows visible by their pale masks. These are the Shades of Carcosa, and seeing them in such a large number will call for **sanity** rolls (1/1d3+1). As yet, however, they are not overtly hostile to the Investigators.

Investigators entering the school and proceeding up the stone blocks will see the stones' shape change and become regular, proper stone stairs. At the same time, the fog will grow thick enough that Investigators will be unable to tell where they are. Torches seemingly floating midair appear and provide illumination. After about five minutes of climbing, Investigators will find David and Paul Roger flanking the edges of the staircase. Each wears a mask as though reflecting comedy and tragedy, though the masks are upside down. Neither will respond to mask-less Investigators, but will nod their heads in greeting to any Investigator who is masked. Removing the twins' masks will render each of them unconscious. If Investigators continue on without interacting with the brothers, the Rogers will wordlessly fall in behind them.

## ACT III: IN THE COURT OF THE YELLOW KING

You do not understand me. I will explain it once and then no more. Hastur, you acceded to, and wore, the Pallid Mask. That is the price. Henceforth, all in Hastur shall wear the Mask, and by this sign be known. And war between the masked men and the naked shall be perpetual and bloody, until I come again . . . —"More Light" by James Blish

Investigators reaching the top of the staircase, which now consists of smooth steps of marble, with twisted iron torch holders every other step, will come to a wide arch, adorned with twisting spirals that distract the eye. Through the arch is a great hall, adorned by human-sized sculptures on low pedestals. The sculptures come in many forms, some mostly human but for an arm morphing into a pseudo-pod, while others are nearly unrecognizable monstrosities. All these are adorned with masks of varying types and expressions. Shades of Carcosa move among the statutes, fading in and out of sight, as though in a stutter. The string music continues.

In the center of the room, on a raised throne sits the King in By the uncanny nature of Carcosa, wherever Yellow. Investigators are in the chamber, the King in Yellow will always appear as though facing them. He wears a pallid mask, and his yellow robes move as though by their own volition. Franklin and Kris can be seen moving towards his dais (to be joined by the Rogers if not previously rendered unconscious), where they will prostrate themselves. The King will descend his throne and hand them a bowl filled with a glowing amber liquid from which each of the Signs drinks. This is a mixture of space-mead that will permit the children to traverse space atop a byakhee on their journey to Aldebaran. Witnessing this scene as well as the King in Yellow requires a sanity roll (1d4/1d10). After the ritual, the bowl containing the rest of the space-mead will remain at the bottom of the dais, which the King in Yellow again ascends.

## **ESCAPING CARCOSA**

Having drunk from the proffered bowl, the children will walk towards a platform that rises from the mist behind the Yellow King's throne on which rests, like a steed awaiting its rider, a byakhee. The children will move around the throne towards the platform slowly in a trance. If they are allowed to reach the creature, they will mount it and be taken off to Aldebaran.



Investigators may decide on several courses of action. In the event they are not wearing masks and make no effort to hide themselves, the Yellow King will immediately become aware of their presence and motion with one hand towards them. Nearby Shades of Carcosa (1d3 per mask-less Investigator) will begin to converge on any such Investigator and attack. Donning masks at this belated moment will not stop the attack. Likewise, if Investigators attempt to intercede directly to stop the children they will attract the King in Yellow's attention, with or without masks. If the characters move quickly to interrupt the ceremony, they may have a chance for one of them to escape with the children. This will most likely require at least one of them to die sacrificially at the hands of the King as a distraction and at least one other to fend off the Shades of Carcosa.

Investigators with greater patience (or self-preservation instincts) may have an opportunity to pull the children away without immediate retaliation. Creative Investigators may find various means of rescuing the children, including creating a distraction or attempting to escape on the back of the byakhee. For the latter, Investigators will need to discourage the byakhee from beginning its journey to Aldebaran, which will quickly result in Investigators who have not imbibed space-mead dying in outer space, while leaving those who have done so to likely die when they reach their destination.

Should Investigators intercept the children as they walk towards the byakhee the King in Yellow will only react once the children's movements are interrupted, at which point he will attack, first through Shades, and then personally. If the children's masks are left on, the children will act lethargically, but will not oppose being moved or picked up by Investigators, though they will not hurry their pace. If the children's masks are removed, there will be a tremor throughout the hall, and Kris Dee and Franklin will awaken. Carcosa begins to come apart (cracks appearing in the flooring, pillars and statues collapsing, etc.). Kris will panic and go temporarily insane at the sight of the King in Yellow and the byakhee, becoming hysterical. Franklin will be confused, but will try to go to the King in Yellow, still believing him to be his father. He will physically resist Investigators, insisting that this is why he came. If he is able to reach the King in Yellow he will be immediately killed by the King's razor-sharp tatters.

Investigators may try and drag the children to the stairs. Children with masks on can be dragged to the stairs in three rounds. Without masks, Kris Dee can be pulled along with a successful **STR** test by an Investigator each round, for three rounds. Franklin will more forcefully resist any attempt to be moved. Three successful opposed **STR** rolls over three rounds are required to pull him to the stairs. Alternatively, if Investigators came here with Violet, she may try to persuade Franklin to come along by speaking to him directly. This will require contested **POW** rolls between her and Franklin, which will determine whether he comes with the Investigators on his own free will. If Investigators reach the stairs with the children the trance will be lifted and Carcosa will begin to collapse if it has not already. The Signs will also cease resisting the Investigators' efforts to save them and the King in Yellow will likewise cease its pursuit (though cruel Keepers may ask whether any of the Investigators look back to see the King in Yellow at the top of the stairs without his mask, triggering a **sanity** roll (1d8/1d20)). Once they make their way down the stairs, Investigators can escape Elysian Wells on foot, by car, or ship.

## **Optional Ending: Extended Escape**

Keepers who wish a more dramatic escape may have the byakhee continue the pursuit while Carcosa collapses. Investigators will each require three successful **DEX** rolls (with hard and extreme successes counting for two and three successful checks, respectively). Failure results in the Investigator or child falling into the fog and vanishing. The byakhee will only attack Investigators still attempting **DEX** rolls. Once all Investigators have succeeded on their rolls or fallen, a stray piece of masonry from Carcosa will fall on the creature and drag it into the fog (kindly Keepers may also permit Investigators to make luck rolls each round for the creature to be crushed sooner).

Investigators who fall will, along with anyone else who failed their rolls, suffer 1d6 points of damage and awaken in a charnel pit containing the decomposed bodies of Elysian Wells's former residents. This will trigger a sanity roll (1/1d6). Those who succeeded their **DEX** rolls on the stairs will find the stairs they were descending, suddenly reversing and going up, as they climb their way out of the pit that has appeared in the center of Elysian Fields. From there, Investigators can attempt to escape Elysian Wells. Franklin, Kris, and the Rogers, will be fully conscious, regardless of masks, while Aiden and Samantha will remain in whatever state Investigators left them. This journey will be fraught by spectral shadows of Franklin's father beckoning to him, appearing as though in pain if Franklin does not join him, which will likely require Investigators to further restrain Franklin. Additionally, the escaping party will be pursued by Shades of Carcosa, which will float through the air and catch-up to Investigators delayed by the phantoms of Raymond DuBois.

## **Optional Rule: Masked Perception**

Investigators, having witnessed the disastrous interactions between masks and Aiden and Samantha, may be wary of donning masks themselves. Keepers may wish to toy with this aversion by, in addition to requiring masks to avoid the Yellow King's attention, have Investigators wearing them experience an altered perception while passing through Carcosa. This could mean seeing actual walls and structures, rather than ruins and fog, as well as, more dangerously, the true forms of Carcosa's servants, which appear to mask-less Investigators as mere shadows. Keepers should allow their imagination to run wild with these entities' true forms, which should defy convention, and could require additional **sanity** rolls.

## CONCLUSION

Investigators who escape with any of the children may count the Investigation a success. Investigators will receive 1d8 sanity points +1 point per child (up to a total of +6). Investigators who save Franklin DuBois will gain an additional +2 sanity points (for a maximum of 16 sanity points). Investigators will also receive 3 points in Cthulhu Mythos if they witnessed the Court of the Yellow King. Investigators will receive these points irrespective of the fates of the rescued children.

However, in keeping with the themes of the Cthulhu Mythos, no one truly escapes Carcosa. When the children are returned to their parents, if the Investigation took more than three days, the Signs' parents will not remember their children, with the exception of Aiden Sawyer and Samantha Beadle, reflecting the fact that Aiden and Samantha fled the ritual to summon Carcosa before its completion. While Investigators will receive praise for having rescued the other children, the children themselves will be turned over to foster care. Alternatively, assuming Investigators' timely completion of the investigation, all the children they rescued will be remembered by their respective families. Any children not recovered will, as with Elysian Wells and Raymond DuBois, vanish from public records and collective memory. Investigators, having witnessed the events, will remember, but even they may begin to question their recollection over time.

Whether or not remembered, those rescued will never fully recover. At the Keeper's discretion, Franklin DuBois, having led the ritual to summon Carcosa, will be more severely impacted by its effects and, even if rescued, will not be remembered by his mother. Aiden Sawyer will never recover his memories, except when masked, a fetish psychologists will treat as a mental disturbance brought on by extreme trauma. Samantha Beadle's condition is even more serious. She will require extensive reconstructive facial surgery if she is to survive without a mask, though while she wears it she will continue to exist only in the persona of Queen Cassilda. Her facial deformity will be treated as a medical oddity likely caused by acid burns, while her mental condition, as Aiden's, will be treated as a consequence of her mental and physical trauma. All the other children will require extensive mental health counseling for years to come.

Investigators who are unable to save any of the children from Carcosa should consider their investigation a failure (though assuming Investigators survived and did not go permanently insane, they may consider it some kind of victory). Investigators who abandon children they had the opportunity to save will lose 1d3 sanity points. If Investigators prematurely abandon the Investigation out of concern for their personal well-being, they will lose 1d6 sanity points, and may be severely reprimanded by their superior officers, at least until the children are forgotten a few days later. If Investigators permitted Valencia "Violet" Sanchez to accompany them and, as a consequence, she was killed or remained behind (potentially because she did not wish to leave Franklin), Investigators will suffer an additional 1d3 sanity point loss.

## **Future Threads**

While Unremembered is designed as a stand-alone investigation, depending on how the Investigation concluded, there may be a number of story threads for Investigators to pursue. Franklin DuBois, unremembered by his mother, may become an ally or antagonist. Investigators may take it upon themselves to try and find a way to break Carcosa's curse over Aiden Sawyer and Samantha Beadle. And, of course, having witnessed Carcosa and the King in Yellow, Investigators may work to further oppose Hastur's machinations.



## APPENDIX A: BIOGRAPHIES & BESTIARY

## **Commander Willem DuPree**, NOPD Missing Persons Section Commander

Commander Willem DuPree is the new commander for Missing Persons struggling to combat the corruption and mismanagement endemic of the NOPD. He presents a strictly professional demeanor. However, as a former professional athlete and at 6'4", Commander DuPree towers over most of his subordinates, a fact he uses to his advantage when necessary to emphasize that business as usual will no longer be accepted.

STR 65	CON 60	SIZ 70	DEX 50	INT 70
APP 60	POW 50	EDU 60	SAN 50	HP 13
DB: +1D4	Build: 1	Move: 5	MP: 10	Luck: N/A

## Attacks per round: 1

Brawl	50% (25/10), damage 1D3 + DB
Handgun	50% (25/10), damage 1D10
Dodge	25% (12/5)

Armor: none.

Skills: Law 50%, Library Use 20%, Intimidate 40%.

## **Franklin DuBois,** *High School Senior and Unwitting Servant of Carcosa*

Between his good lucks and stage presence, Franklin is the prototypical leading man. But his promising future has been hijacked by the arrival of his father's letter and the discovery of The King in Yellow. His former confidence has turned to an infectious mania. He has a desperate gaze that seems to exclude everything not directly relevant to his quest to find his father and Carcosa.

STR 40	CON 60	SIZ 40	DEX 60	INT 70
APP 60	POW 55	EDU 50	SAN 20	HP 10
DB: -1	Build: -1	Move: 8	MP: 11	Luck: N/A

## Attacks per round: 1

Brawl	20% (10/4), damage 1D3 +DB
Dodge	30% (15/6)

## Armor: none.

**Skills:** Art/Craft (Acting) 45%, Library Use 20%, Charm 40%, Persuade 40%, French 10%, Stealth 20%, Occult 20%, Cthulhu Mythos 5%.

## The Order of the Yellow Sign (The Signs), High School Theater Troupe

The kids that would come to make up the Signs were always Franklin's friends, but it was not until he showed them the Yellow Sign that they became infected by the same madness afflicting him and agreed to help him find his father and summon Carcosa. While they in many ways personify various teenage stereotypes each also possesses a personal drive that made them especially susceptible to Franklin's requests. The below stats apply to each of the Signs.

- <u>Kris Dee, Sophomore, Props and costume nerd</u>: Short and bookish, Kris has been an extreme introvert ever since her mother vanished several years ago. Kris was just finding her place working on props, costuming, and set design when Franklin presented her with her greatest challenge, and an opportunity to prove herself worthy of her friends.
- <u>Aiden Sawyer, Junior, Franklin's Sidekick</u>: Aiden and Franklin became fast friends when Aiden's family moved to New Orleans five years ago. Aiden looks up to Franklin and constantly tries to emulate him. While he does not share Franklin's love of theater, his desire to copy Franklin and earn his respect overrides his comparative lack of interest (or skill).
- <u>Paul and David Roger, Juniors, Exchange students</u>: Identical twins Paul and David grew up in Birmingham, England and are finishing a year-long foreign exchange program in New Orleans. Bored during their year abroad, and predisposed towards the occult from a teenager's interest in the works of English magician Aleister Crowley, they did not hesitate when Franklin offered them the chance to join a secret magic club to summon mythical city.
- <u>Samantha Beadle, Junior, Primadonna</u>: Samantha was born to be a star, as she is quick to tell everyone. *The King in Yellow* presents exactly the kind of role she believes will help her break out. It may also allow her to one-up Franklin's sometime girlfriend Valencia Sanchez.

STR 30	CON 50	SIZ 40	DEX 60	INT 45
APP 55	POW 50	EDU 45	SAN 30	HP 9
DB: -1	Build: 1	Move: 8	MP: 10	Luck: N/A

## Attacks per round: 1

Brawl	20% (10/4), damage 1D3+DB
Dodge	30% (15/6)

## Armor: none.

Skills: Art/Craft (Acting) 40%, Charm 20%, Stealth 20%.

## Valencia "Violet" Sanchez, Haunted High School Senior and Former Sign

Caught between her native Mexican culture and that of the American South, Violet has instead embraced wholesale the Goth counter-culture. She takes her nickname from her deep violet hair. While outwardly dismissive, she cares deeply about Franklin, even though their relationship has ended. She still has nightmares from translating *The King in Yellow* and may appear exhausted and, as consequence, curt and short-tempered.

STR 40	CON 60	SIZ 45	DEX 70	INT 70
APP 70	POW 60	EDU 50	SAN 40	HP 10
DB: -1	Build: -1	Move: 8	MP: 12	Luck: N/A

### Attacks per round: 1

Brawl	30% (15/6), damage 1D3+DB
Dodge	35% (16/7)

### Armor: none.

**Skills:** Art/Craft (Acting) 55%, Library Use 25%, Listen 25%, Intimidate 20%, French 30%, Stealth 40%, Occult 15%, Cthulhu Mythos 5%.

## Acadia DuBois, Mother and Unaware Widow

Since her son ran away from home, Acadia DuBois has slept little and it shows. She seems forgetful and speaks in halting, oft confused tones, as though she is struggling to understand what is happening. In lieu of doing so, she will default to doing her best to keep going through the motions of daily life.

STR 40	CON 60	SIZ 50	DEX 60	INT 50
APP 50	POW 40	EDU 50	SAN 40	HP 11
DB: 0	Build: o	Move: 7	MP: 8	Luck: N/A

### Attacks per round: 1

Brawl	20% (10/4), damage 1D3+DB
Dodge	30% (15/6)

### Armor: none.

Skills: Art/Craft (Acting) 20%, Profession (Management) 20%.

## Santiago "Sandy" Galvez, Jefferson High School Teacher and Acting Principal

"Sandy" Galvez's professional school attire does a poor job of disguising the physique of a former professional weightlifter. It also does a poor job of disguising the gang tattoos from Sandy's youth that he continues to sport, if not proudly, then as a sober reminder of where he has come from. Sandy offsets his appearance with a quick smile and welcoming demeanor, though he does not hide his disdain for members of the NOPD with whom Sandy recalls several run-ins from his youth and, now, in his role as teacher.

STR 70	CON 70	SIZ 80	DEX 50	INT 50
APP 60	POW 50	EDU 50	SAN 50	HP 15
DB: +1D4	Build: 1	Move: 6	MP: 10	Luck: N/A

## Attacks per round: 1

Brawl	50% (25/10), damage 1D3+DB
Dodge	25% (13/5)

## Armor: none.

**Skills:** Art/Craft (Acting) 10%, Charm 25%, First Aid 15%, Library Use 10%, Intimidate 40%.

## Harold Jones ("Old Harold), Theater caretaker and former actor

Harold grew up in Louisiana's backwoods and retains some of that wild, unkempt, appearance despite a career of stage craft. He is very approachable and friendly, but tends to play up the part of the forgettable granddad. He will get very defensive, however, even aggressive, if he is forced to relive the memories stolen from him by Carcosa of his time acting alongside Raymond DuBois in *The King in Yellow* in the role of Noatalba the Priest.

STR 70	CON 50	SIZ 60	DEX 40	INT 40
APP 40	POW 40	EDU 40	SAN 20	HP 11
DB: +1D4	Build: 1	Move: 5	MP: 8	Luck: N/A

## Attacks per round: 1

Brawl	40% (20/8), damage 1D3+DB
Dodge	20% (10/4)

### Armor: none.

Skills: Art/Craft (Acting) 75%, Charm 20%, Occult 10%, Cthulhu Mythos 10%.

## Byakhee, Star-Steeds of Hastur

Byakhee appear as bizarre, impossible, combinations of avian, insectoid. and bat features. They are most recognizable by their beaks and broad wingspan. Within the borders of Carcosa, the Byakhee are directly responsive to the will of the King in Yellow,



attacking those who do not disguise their appearance with masks.

STR 90	CON 70	SIZ 110	DEX 70	INT 50
POW 50	HP 18	DB: 1D6	Build: 2	MP: 10
Move: 5/1	6 flying			

## Attacks per round: 2

<u>Fighting attacks</u>: The byakhee may strike with claws or crash into its victim, delivering grievous wounds.

<u>Bite and hold (mnvr)</u>: If the bite strikes home the byakhee remains attached to the victim and begins to drain his or her blood. Each round the byakhee remains attached, including the first, the blood drain subtracts 3d10 points of STR from the victim, until death occurs (at STR o). A victim may detach themselves on a successful opposed STR roll. A victim that escapes may recover 1d10+5 STR per day if able to rest and receive a blood transfusion. A byakhee may hold only one victim at a time.

Fighting	55% (27/11), damage 1D6+DB
Bite & Hold (mnvr)	Damage 1D6+3d10 STR
	(blood) drain (single victim)
Dodge	35% (17/7)

Armor: 2 points of fur and tough hide.Skills: Listen 50%, Spot Hidden 50%.Sanity Loss: 1/1d6 Sanity points to see a byakhee.

## Shade of Carcosa, Masked Specter

Shades of Carcosa are the spectral remnants of those sacrificed to the King in Yellow. They appear as vaguely human-formed shadows wearing white masks reflecting who or what they were in life. They do not attack those the Yellow King seeks to harm so much as float through them, causing damage by a preternatural chill and also draining a victim's magic points and memories.



STR 25	CON N/A	SIZ 50	DEX 50	INT 50
POW 5	HP 1	DB: N/A	Build: o	MP: 1
Move: 8 or	can appear	/disappear	at will	

## Attacks per round: 1

<u>Spectral Touch</u>: Shades of Carcosa attack by touching or floating through their victim. Such an attack can only be dodged. Victims successfully attacked loses 1D3 MP and suffers loss of 20% from their highest skill as they are drained of memories. Victims with no remaining MP are drained of all memories and becomes amnesiac (and eventually a Shade in their own right). Lost skill points recover at rate of 10% per day of rest outside Carcosa.

Fighting

50% (25/10)

**Armor:** None. Shades of Carcosa are immune to physical attacks; a successful Hard physical attack roll against a Shade will remove its mark, however, at which point it will vanish. Any magical damage will also dissipate a Shade as though its mask had been removed.

Sanity Loss: 0/1d3.

## The King in Yellow, Avatar of Hastur

The King in Yellow appears as a tall, gaunt, figure dressed in flowing yellow robes that seem to move by their own volition. His face is disguised by a pallid mask and on his brow rests a crown of golden brambles or maybe antlers. Legs are not visible, but end in "feet" encased in colorful shoes that curl backwards at their tips.

 STR 125
 CON 530
 SIZ 70
 DEX 135
 INT 250

 POW 175
 HP 60
 DB: +1D6
 Build: 2
 MP: 35

 Move: 15 or can appear/disappear at will

**Attacks per round:** 1 gaze attack, 6 razor sharp tatters, or 1 face tentacle

<u>Fighting attacks</u>: The King in Yellow may attack with a strange facial tentacle hidden behind his pallid mask or cut with his tattered, razor sharp, robes.

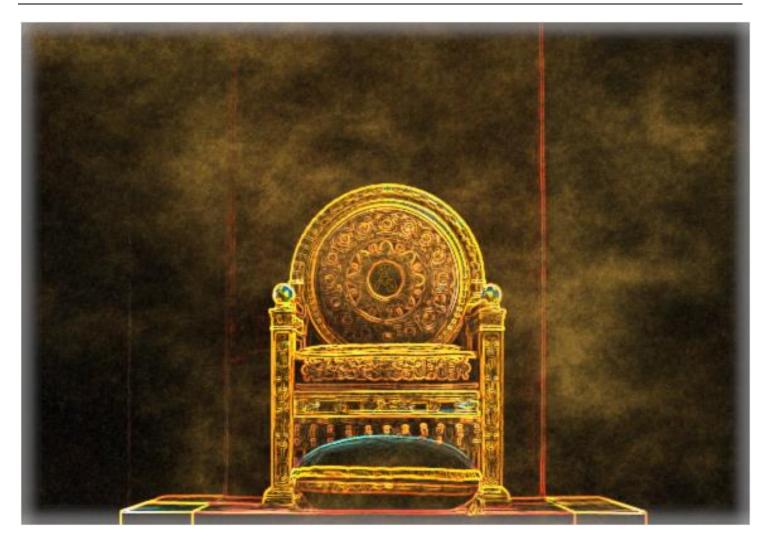
<u>Gaze of the Yellow King</u>: Victim suffers 1d6 sanity points per round while the King in Yellow focuses upon them (costing the King 3 magic points per round). To avoid the gaze for a round, the target must make an Extreme POW roll.

Fighting	100% (50/20), damage by razor sharp tatters is 1d6+DB+1d6 POW per tatter, or by face
	tentacle is 1d10+DB+1d10 POW per round while attached.
Gaze	Gaze target must make an Extreme POW roll to resist, special (see above).

## Armor: none.

**Spells:** All Call and Contact spells, and others as the Keeper desires.

**Sanity Loss:** With the Pallid Mask upon its face there is no Sanity loss; however, in any other form, or with the mask removed, it costs 1d3/1d10 sanity points to see the King in Yellow.



## **APPENDIX B: PLAYER HANDOUTS**

Player Handout #1: Feb. 11, 1993 Police Report

	ity of New Orleans ORLEANS POLICE DEPARTMENT POLICE REPORT
Case No: D-930210-1 Reporting Officer: Cha Incident Summary: Do	urles Harrís Prepared By: Same
INFORMATION ABOUT	PERSON INVOLVED IN THE INCIDENT
Full name: Acadia DuBo	
Home Address: 1170 S	tonewall Drive
Phone Numbers (Home	• / Work): 504-663-6882
INFORMATION ABOUT	
a contract of the second se	/1993 <b>Time of Incident</b> Approx.2030
Location of Incident 11 Additional Information	
	Franklin DuBois (Subject's son)
and the state of the state of the	र समिति हो। एक सुरुष समिति हो। एक सुरु
DETAILS OF EVENT AN	ND ACTIONS TAKEN
from a Miss Acadia threatened by her Arrived at Subject A at approx. 2052. Upp individual presumed shouting and causin Subject B and proceed A. Subject A stated to of missing father Subject A stated she has no reason to bely threat to either Subj down. Subject A ther B to be arrested. O safe and secure, and after Subject B apolo	call received by dispatcher 2030 hours DuBois (Subject A) reporting feeling son, Franklin DuBois (Subject B). 's residence at 1170 Stonewall Drive on arriving at scene, Officer observed to be Subject B, facing property, ag a disturbance. Officer subdued ded to property to speak with Subject that her son was upset with her because and had become physically violent. does not know Subject B's father and ieve he is in the vicinity or poses a ject A or B. Officer calmed Subject A istated that she did not wish Subject Officer confirmed that Subject A felt helped Subject B back into the house ogized and promised to behave himself. ce at approximately 2130 hours.

Player Handout #2: Mar. 10, 1993 Police Report

## City of New Orleans New Orleans Police DEPARTMENT POLICE REPORT

Case No: D-930310-205Date: Mar 10 1993Reporting Officer: Charles HarrísPrepared By: SameIncident Summary: Domestíc dísturbance

INFORMATION ABOUT PERSON INVOLVED IN THE INCIDENT

Full name: Acadia DuBois

Home Address: 1170 Stonewall Drive

Phone Numbers (Home / Work): H 504-663-6882 / W 504-010-5377

## **INFORMATION ABOUT THE INCIDENT**

Date of Incident 03/10/1993 Time of Incident Approx.2100

Location of Incident 1170 Stonewall Drive

Additional Information:

N/A

## **DETAILS OF EVENT AND ACTIONS TAKEN**

Officer responded to call received by dispatcher 2137 hours from anonymous caller complaining of noise and possible domestic disturbance at 1170 Stonewall Drive. Officer arrived at residence at approx. 2200 hours and proceeded to the front door. Before Officer reached door, Subject A, subsequently confirmed to be Miss Acadia DuBois, opened door and approached Officer in a threatening manner. Out of concern for his physical safety, Officer subdued Subject A. Once Subject A was calmed down, Subject A stated that she and her son, Franklin DuBois (Subject B), had been arguing loudly. As stated by Subject A, Subject B was upset that Subject A had destroyed Subject B's property (a letter outside envelope). As stated by Subject A, Subject B had physically threatened her and caused damage to Subject A's residence. Officer confirmed damage to inside wall near residence front door, shattered kitchen-wares, damage to furniture, and other destroyed property in residence. Subject A stated that Subject B had left approximately 15 minutes earlier by bicycle taking a bag of personal belongings. Subject A requested not to file a report against Subject B. Officer confirmed Subject A felt safe and secure. Officer left residence at approximately 2230 hours.

Player Handout #3: Mar. 12, 1993 Police Report

# City of New Orleans NEW ORLEANS POLICE DEPARTMENT POLICE REPORT Case No: D-930311-209 Date: Mar 12 1993 Reporting Officer: Charles Harrís Prepared By: Same Incident Summary: Domestic disturbance Incident Summary: Same

Full name: Acadia DuBois

Home Address: 1170 Stonewall Drive

Phone Numbers (Home / Work): H 504-663-6882 / W 504-010-5377

## **INFORMATION ABOUT THE INCIDENT**

Date of Incident 03/11/1993Time of Incident Approx.0745

Location of Incident 1170 Stonewall Drive

Additional Information:

Criminal history; actual age of runaway unknown

## **DETAILS OF EVENT AND ACTIONS TAKEN**

Responded to call received by dispatcher at 0745 hours from Miss Acadia DuBois (Subject A) to report her son, Franklin DuBois (Missing Person) missing as of last night (Mar. 10, 1993). Officer arrived at Subject's A's residence at 1170 Stonewall Drive at approx. 830 hours. Subject A related events of Missing Persons departure from Subject A's residence (see Police Report #D-930310-205). Officer took Subject A's description of Missing Person. Subject A describes Missing Person as a teenager, 17 years of age, African-American, light skin, brown eyes, short-cropped hair, height approximately 5'9'', weight approximately 160lbs., no tattoos, glasses. Subject A provided recently taken photograph of Missing Person (see Attachment 1 to report). Subject A was unable to provide any next of kin Missing Person may have gone to (Officer Note: Subject A was unable to identify Missing Person's father). Officer reassured Subject A and departed residence at approx. 845.

Addendum: Officer contacted Subject A by phone at 2100 hours and learned that Missing Person had not returned to Subject A's residence.

## Player Handout #4: Vision A

You experience a flash of a memory that isn't yours: a broken ruined city on the shores of some body of water, possibly a lake, beneath two black orbs hanging there like suns. When the moment passes you realize your feet, and only your feet, are soaked, as though you had been standing in water.

## Player Handout #5: Vision B

You think of a friend you once had when you were younger, with whom you've since lost touch. You've remained fond of that person, but as their image comes to mind, you realize you can't remember their name. It's on the tip of your tongue, yet will not come. You realize with a feeling of dread that you are certain it will never come to you again. Should you look it up subsequently, you will recall it for a few moments, before it vanishes again from your mind.

## Player Handout #6: Vision C

You recall a conversation with a close relation, maybe a friend or family member. You remember asking them for advice and that this advice and the person's encouragement and confidence in you helped you through a difficult time in your life. You suddenly realize with unmistakable certainty, that person was, in fact, lying to you, and was hiding their true feelings about you behind a mask of platitudes. They hate you. They always have. How could you have been so blind?

## Player Handout #7: Interim Report Card

Subject	First	
Subject	THE	Second
ar The she want	Quarter	Quarter
English Literature	A	D
French II	B-	В
Social Studies	A-	С
Trigonometry	B+	С
Drama II	A	A
Science ELEC (Astronomy)	B	В
Algebra II	B	D
Phys. Ed.	A	В
146 1 1 1 1 1		ANR LA
		Read
Attendance Absent	<u>1</u>	<u>10</u>
Tardy	2	I
	= Satisfactory Unsatisfactor Grade: <u>12</u>	ry

## Player Handout #8: Theater Flyer

Le Roi en jaune					
the second se	The King in Yellow Starring Raymond DuBois and the Majestic				
Starring Kayn	Players				
<u>1986-1</u>	987 Touring Season				
August 20-	The Grand,				
25	Galveston TX				
September	Little Theater,				
18-23	Port Arthur TX				
October 28-	Strand Theater,				
31	Shreveport LA				
November	Centre Stage,				
10-18	Greenville MS				
November	Playhouse in the Park,				
25-5	Mobile AL				
December	Mississippi Coast Coliseum,				
12-22	Biloxi MS				
January 10-	The Fields,				
15	Elysian Wells LA				

## Player Handout #9: Letter

## Dearest son,

Although too young to understand, there will come a time when you too hear and yearn to walk along the shores of Lake Hali, to hear the songs the Hyades sing, beneath two black suns, in Lost Carcosa. Understand I never knew the wonders that lay hidden. Through that unassuming manuscript tucked away in the forgotten recesses of the Majestic he opened my eyes to the unseen world. He came to me in dreams and taught me how to reach Carcosa.

I long to take you there, my son. But it has taken me a long time to find a shore by a sea under the light of Aldebaran suitable for raising the stones in his honor and welcoming him to this world. I delight to think to have finally found it, here in this tiny, insignificant town called Elysian Wells. The people live their little lives uncaring and unknowing of the history beneath their feet, of the Natives who left their despised dead here in watery graves and later the Spaniard pirates who hid away their ill-gotten gains in the same holes. Neither this place, nor its people, nor its history will be missed.

The time draws near my son, and my audience is anxious. Little do they appreciate the part they'll play in the coming performance. Carcosa calls to me, as it calls to them, and as it may call for you some day. If so, seek out Harold. He may guide you where I cannot. Until we are reunited.

Your father, R.D.

[The rest of the letter contains a diagram of an inverted V shape, as well as what appear to be stage directions for a play in two acts.]

## APPENDIX C: PRE-GENERATED CHARACTERS

## Rico Garcia, The Rook

**Personal Description:** You came to this country from Mexico when you were barely a teenager, in the back of a Coyote's truck. Back then, no one asked too many questions about where you were from; they were satisfied enough to have you working their fields or washing their dishes. Becoming a citizen meant realizing your dream of becoming a police officer. You entered the police academy, graduated top in your class, and joined the NOPD. Now you're a cop, and you're the one asking the questions. At least you try to remember that it's people you are asking them to.

### Profession: Police officer

**Significant People:** Throughout Louisiana, you have about two dozen brothers, sisters, cousins, and other relations that look up to you.

**Meaningful Locations:** One of your brothers runs a small transportation company making deliveries throughout Louisiana. You regularly stop in on weekends to relax with him and other family members and friends.

**Treasured Possessions:** A photograph of your entire family attending your graduation from the police academy.

## Jean Pinoit, The Bad Egg

**Personal Description:** You're a dirty cop. You'd have been at home in any corruption-ridden third world country, but instead you were born in the land of the free, only to realize the system was rigged anyway. The only difference between crooks and the cops who chase them is power differential. You've opted for the best of both worlds. There will always be crime, of course, but it need not be violent or unprofitable. Thus you solve crime as a detective with the NOPD while also using your position to facilitate certain illicit transactions, all for a price of course. **Profession:** Police Detective

**Significant People:** Your former wife won't have anything to do with you, and you don't hold that against her. But although you don't have custody of your daughter, you still cherish the occasional (unsanctioned) visits you pay her, although now that she's started at Jefferson High School it'll prove a lot harder.

**Meaningful Locations:** There's this strip bar where everyone knows who you are, where you work, and what you do. You like to think they respect you there as well, but you know better. That's not what you pay them for anyway.

Treasured Possessions: A creased photo of your daughter.

## Hank Armstrong, The Unknown Soldier

**Personal Description:** History books don't talk about the wars you've fought in. When you weren't needed anymore, you were let go. But you're still not allowed to talk about what you've done, or where you've been. That's not stopped the nightmares of the strange, unnatural, things you saw in jungles and deserts. Your lucky that police work came naturally, and found you before a life as a mercenary did.

**Profession**: Police officer

**Significant People:** Your older sister and parents still live in New Orleans.

**Meaningful Locations:** You don't remember much, and even less of your childhood. But you remember a theater your parents took you to, called "The Majestic." You really should go back sometime.

**Treasured Possessions:** A picture of your original family home from when you were a child.

## Emma Conner, The Scratched Soul

**Personal Description:** Why can't you un-see the thing in the basement? That not-quite-human globular thing with too many teeth and not enough skin. Sure, you put it down, saved the child, got the medal—but you lost something in return. Now you can't sleep and buy drugs from your no-good partner, Detective Jean Pinoit, just to keep going. You don't know for how long you can keep doing this.

**Profession:** Police Detective

**Significant People:** You are separated from your husband, though you still talk occasionally. You are glad he worries about you.

**Meaningful Locations:** The Robert E. Smith Library where your husband proposed to you.

Treasured Possessions: Your engagement ring.

## Martha Foster, The Mistress of Lost Things

**Personal Description:** You grew up in twelve different homes, with almost twice as many different parents. So it made a kind of sense that you'd end up working in Child Services. After all, everything gets lost now and then—sometimes even just to see if anyone will go looking for it. You've made yourself an expert in finding missing things; a kind of profiler of the lost. **Profession:** Social Worker

**Significant People:** Although you went through many foster parents, you still maintain close ties to many of them, even taking care of some in their old age.

**Meaningful Locations:** Although you went through many foster parents, you were able to spend two years in the same high school—Jefferson High School, and occasionally like to drive by there.

**Treasured Possessions:** You have a photograph of your birth parents. You don't have strong feelings for them, and wonder sometimes why you keep the photograph.

## Heather Long, Your Friendly Neighborhood Psychic

**Personal Description:** Con games, hustler, preacher, psychic—you've done them all, and they're all the same. People want to be allowed to believe in something, and you're happy to provide the service, for a fee. Sure, you got caught once or twice, did some jail time. But you're out now, changed your name, got better, and settled into your new identity as local celebrity psychic. Your volunteer work with the NOPD has been one of the easiest ways to build your brand. Half the time you don't even need to pretend using your "magic" powers; you just do the detectives' jobs for them. They seem happy enough to let you. **Profession:** "Psychic"

**Significant People:** You long ago stopped talking to anyone who remembers the original you. Your closest friend is probably your talent agent who landed you a gig with the NOPD, and runs Haunted New Orleans tours, as well as regularly keeps you in touch with the city's occult community.

**Meaningful Locations:** There is a small café known to be frequented by New Orleans' occult practitioners (including you). You enjoy going and exchanging your latest stories.

**Treasured Possessions:** A lucky rabbits foot given to you after dropping out of high school by someone you no longer remember.

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Age Sex		CON –	-   APP   -	- POW -	
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	Wound Insane		Start Max	Current Sanity	
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Archaeology (01%)     Archaeology (01%)     Art / Craft (05%)	(Brawl) (25%)	Listen (25%)		Sleight of Hand (10%)	
		Locksmith (C		Spot Hidden (25%)	
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	Firearms (Handgun) (20%)	Medicine (01		Survival (10%)	
Charm (15%)	(Rifle/Shotgun) (25%)	Natural Wor	ld (10%)	<b>]</b> Swim (20%)	
Climb (20%)		Navigate (10	)%]	Throw (20%)	
Computer Use (05%)	□ First Aid (30%)			Track (10%)	
Credit Rating (00%)	🗖 History (05%)	📄 🗖 Op. Hv. Machi	ne (01%)	╹	
Cthulhu Mythos (00%)	🗖 Intimidate (15%)	Persuade (1	0%)	□[_]	
🗖 Disguise (05%)	🗖 Jump (20%)	Pilot (01%)		ıL⊟	
Dodge (half DEX)	Language (Other) (01%)	Psychology	(10%)	ı <u>ل</u>	
🗖 Drive Auto (20%)		Psychoanalys	sis (01%)	· []	
Weapons Combat					
	Hard Extreme Damage	Range Attacks	s Ammo Malf		
Unarmed	<u>1d3 + db</u>	1		_ Damage Damage	
				- Build	
				- Dodge -	
		1			