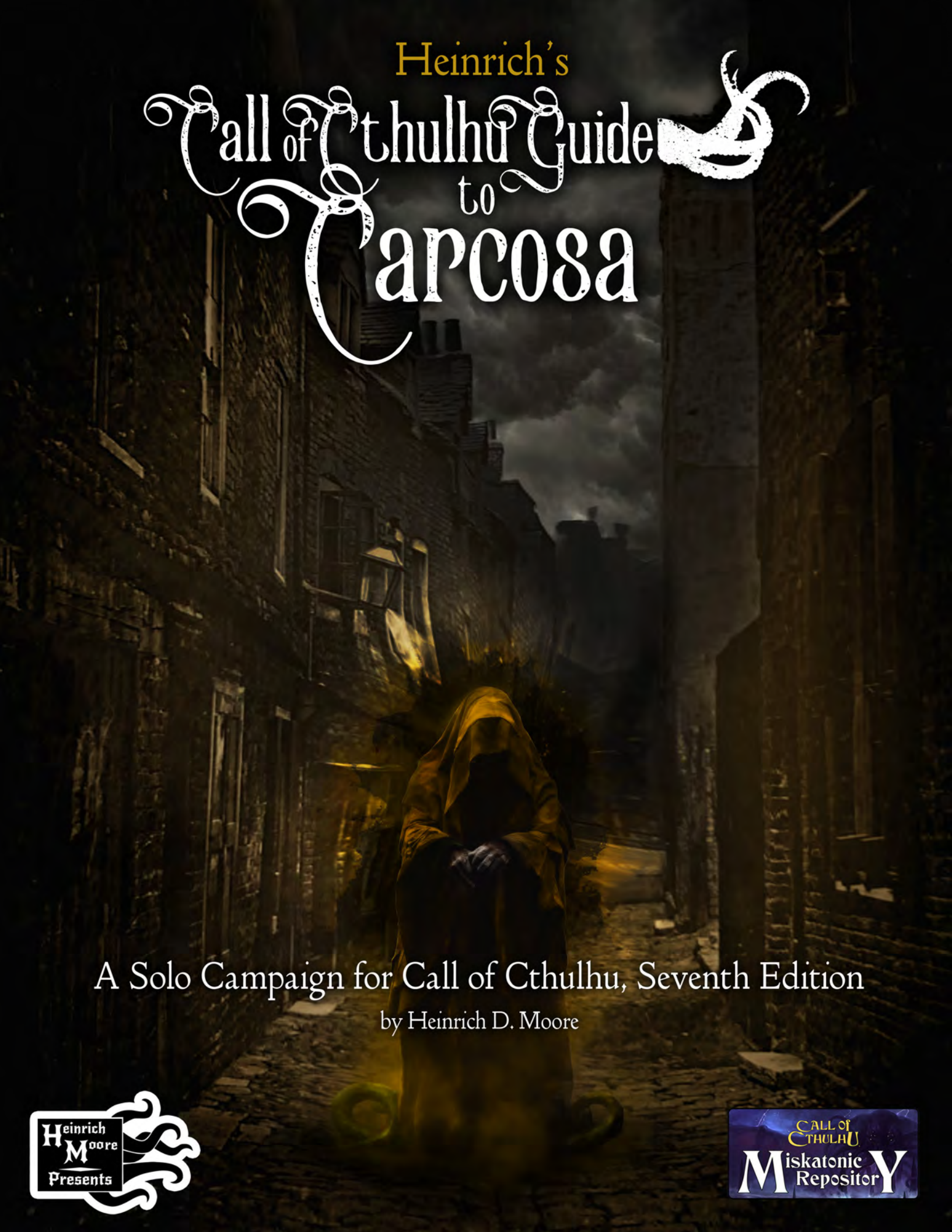
Heinrich's
Call of Cthulhu Guide to Carcosa
A Solo Campaign for Call of Cthulhu, Seventh Edition
by Heinrich D. Moore
Heinrich Moore Presents
Call of Cthulhu
Miskatonic Repository

To Larry

I wish you had escaped with us.

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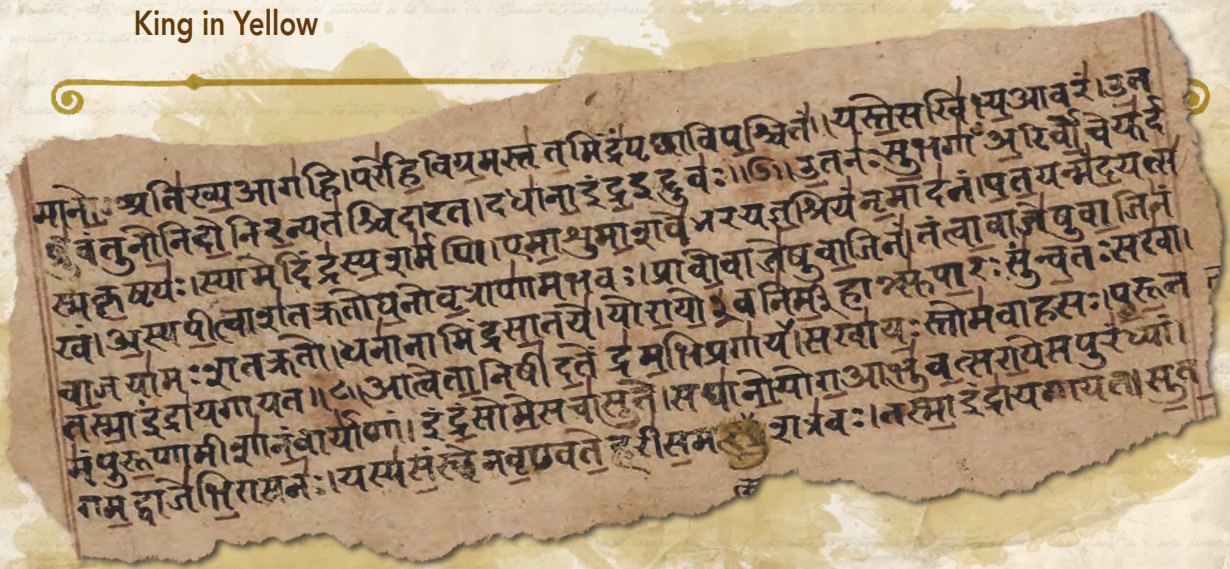




Introduction

Prolegomenon, Preface, Foreword

"City Ruins (Rays of Light)," by Square Enix Music (available on NieR: Automata Original Soundtrack)

"What's Carcosa like? That's difficult to explain. You'll just have to see for yourself." — The Stranger

Welcome to *Heinrich's Call of Cthulhu Guide to Carcosa*, a ***Keeper***-optional solo campaign for Chaosium's *Call of Cthulhu*, 7th Edition, Role-Playing Game. In the following pages, you will find instructions for generating investigators or using existing investigators, and taking them through a replayable exploration of the cursed city of ***Carcosa***. As you make decisions throughout your journey, your investigator will grow and degenerate in response to the horrors they encounter. These experiences may color future events they, or another investigator, confront on subsequent playthroughs. After several sojourns into ***Carcosa***, you may come to discover your own personal version of the ***Lost City***, though with that knowledge may come madness.

Carcosa & The King in Yellow

The city known as **Carcosa** first appeared in the short story by American writer Ambrose Bierce titled **An Inhabitant of Carcosa**. In that short story, Bierce describes the city only briefly as something ancient and mysterious. American writer Robert W. Chambers subsequently incorporated the idea of Carcosa in his 1895 book of short stories, **The King in Yellow**. The short stories in Chambers' collection describe a forbidden theatrical play known as Le Roi en Jaune (i.e., **The King in Yellow**) that induces despair or madness in those who read the two-act play. Chambers' stories do not go into further detail on the contents of the play, other than to quote a few cryptic passages from the script and to introduce some of the characters in the play, such as Queen Cassilda, Princess Camilla, and the Priest Naotalba (though generally by name only).

As with the play **The King in Yellow** itself, Chambers' short stories provide scant details of his underlying mythos. The concepts of Carcosa, the entity known as **The King in Yellow**, as well as the same-named play have, however, been significantly expanded by authors like H.P. Lovecraft and August Derleth, who incorporated Chambers' ideas into the Cthulhu Mythos, linking the King in Yellow to the Great Old One Hastur. Later authors, including James Blish and Lin Carter, further expanded on Chambers' work, including by attempting to reconstruct the play in its entirety.

Heinrich's Call of Cthulhu Guide to Carcosa and its descriptions of the city and its inhabitants take heavy inspiration from these authors, most particularly Blish's 1970 reconstruction of the play in the story **More Light**. Likewise, the idea of a city that attracts damned souls and a ruler that manifests these individuals' darkest nightmares draws significant inspiration from media like the Silent Hill franchise, which owes its own creative debt to authors like Chambers and Lovecraft.

How to Use the Guide

Heinrich's Call of Cthulhu Guide to Carcosa, or simply ***The Guide***, provides the tools to create a series of unique solo scenarios set in the ***City of Carcosa*** utilizing the rules contained in Chaosium's *Call of Cthulhu Keeper Rulebook*. The ***Guide*** is designed to be played through several times, with different investigators. These investigators may come from existing *Call of Cthulhu* campaigns, be newly created with the rules contained in the *Keeper Rulebook* (and optionally, *Heinrich's Call of Cthulhu Guide to Character Creation*), or generated specifically for this ***Guide*** through the Prologue, which provides an opportunity to create an investigator if you do not already have one at hand.

This ***Guide*** is written to be fully compatible with the previous publication, *Heinrich's Call of Cthulhu Guide to Character Creation*, to allow players to first generate an investigator and then continue their story through a replayable solo scenario. However, it is not necessary to use the earlier character creation guide. The ***Guide to Carcosa*** contains everything you need, other than a copy of the rules for the *Call of Cthulhu* tabletop role-playing game.

Each run through the ***Guide*** details parts of the ***City of Carcosa***, which become permanent fixtures you may re-encounter on future playthroughs. However, while you may visit a particular location many times with different investigators, how you interact with what you find there may vary based on your investigator's abilities and background. The nature of ***Carcosa*** is defined not only by what it is, but by who encounters it.

It is likely that many of your playthroughs will be cut short by death or indefinite insanity. Few investigators will reach the palace at the city's center, and fewer still will traverse the palace's halls to confront the ***King in Yellow***, much less survive that encounter. This should not be cause for dismay. While failure is likely to be frequent, it also constitutes a means of preparing you for your next playthrough. Each playthrough may also progress the story at the ***Guide's*** heart, and which unites your playthroughs into a *Call of Cthulhu* campaign.

With all that said, the ***Guide*** exists for your enjoyment. That may mean repeat playthroughs, but it may also mean paging through the ***Guide*** for inspiration for material in your own campaigns. You may allow your investigator to succeed where they would otherwise fail, or even ignore outcomes that would tell a different story from the one you want to experience. Simply put, there is no wrong way to use *Heinrich's Call of Cthulhu Guide to Carcosa*.

Structure

The playable parts of the ***Guide*** are divided into the **Prologue, Act I, Act II**, and the **Epilogue**. The **Prologue** includes the rules for creating an investigator or incorporating an existing investigator into the campaign. The **Prologue** also details the investigator's arrival in ***Carcosa***. Like the play The ***King in Yellow***, the majority of the ***Guide*** is then divided into two acts. **Act I** sees the investigator traveling through ***Carcosa*** and encountering its many locations and inhabitants. **Act II** begins once the investigator reaches the palace at the city's center, and takes the investigator through the palace halls and on to their final confrontation with the ***King in Yellow***.

Chapter Layout

Each location and encounter in **Act I** and **Act II** is presented as a separate chapter referred to as a **Scene** in the play, ***The King in Yellow***. Scenes are identified by the **Act** in which they appear, the scene's number, and an entry number corresponding to different entries within the scene. So a reference to **1.7.2** would refer to **Act I, Scene 7**, and that scene's second entry.

Each of the scenes that make up **Act I** and **Act II** also has a title, description, and entries reflecting what the investigator is experiencing or attempting. The scene's title is the name of the location or encounter, and how it appears in the ***Guide***. The title also includes alternative names for the location or encounter to fit your particular imagining of what your investigator perceives. Lastly, the title includes a recommended musical selection to accompany the scene. The scene's description is included in ***italicized text***, and describes the investigator's surroundings and what they encounter. If you are playing with a ***Keeper***, this is the text the ***Keeper*** would read out loud. Lastly, the scene contains a series of numbered entries corresponding to various decisions your investigator may make (or mishaps that may befall them), with ***italicized text*** again describing the underlying narrative.



Rules

Heinrich's Call of Cthulhu Guide to Carcosa uses the rules of Chaosium's *Call of Cthulhu*, 7th Edition. Because the participation of a ***Keeper*** is optional, a few additional instructions are provided to facilitate play, beyond those contained in the *Keeper Rulebook*.

As with all role-playing games, it falls to you to decide how or whether to implement these rules, and how to resolve any ambiguities that may arise as a result of an unexpected combination of rolls. In such circumstances, consider permitting the narrative to direct the appropriate outcome. As the player and the ***Guide's*** owner, you decide what happens.

Keeper or No Keeper?

Heinrich's Call of Cthulhu Guide to Carcosa is a ***Keeper***-optional solo campaign. The ***Guide*** can be fully enjoyed by a single player. Alternatively, some may enjoy experiencing the ***Guide*** with the help of a second player referred to in the *Call of Cthulhu* tabletop role-playing game as a ***Keeper of Arcane Lore***, or simply a ***Keeper***. The ***Keeper*** can inform the ***Player*** of their investigator's available actions, and read out the description and outcome of each scene, while the ***Player*** decides on the actions taken by their investigator. The ***Keeper*** need not however limit their role to that of an audience member. A ***Keeper*** may choose to adapt a scene to the investigator's background and improvise outcomes to investigator actions the ***Guide*** has not foreseen. In short, a ***Keeper*** can run a playthrough of the ***Guide*** as they might any solo scenario for the *Call of Cthulhu* role-playing game.



Combat, Social, and Other Skill Rolls

At various points in the ***Guide***, you may be instructed to make a "combat" or "social" roll. In a regular game of *Call of Cthulhu*, engaging in combat may involve rolling **Fighting (Brawl)**, **Firearms (Weapon)**, **Throw**, or other skills depending on how you are armed or fighting. Interacting with non-player characters may involve **Persuasion**, **Fast Talk**, **Intimidation**, or **Charm**. As the Player of a solo scenario, you are best placed to envision the specifics of a particular situation described in the ***Guide***, including which skill is the most appropriate to roll. Accordingly, when making a "combat" or "social" roll, you should choose and roll that skill most appropriate for your investigator. Likewise, if the ***Guide*** instructs you to roll for damage, you should roll those dice called for by the weapon you are using, together with your damage bonus, if appropriate.

May vs. Must

Sometimes the ***Guide*** will instruct that you "must" choose a particular result or action, in which case you should continue reading the specified entry as instructed or making the requisite roll. Other times, the ***Guide*** will state that you "may" choose a particular result or action. This may be the result of a prior decision that provides you a particular opportunity not otherwise available, or because the outcome of an action is difficult to predict. You are never compelled to take the stated action, and always are encouraged to make your decision based on your investigator's inclinations.



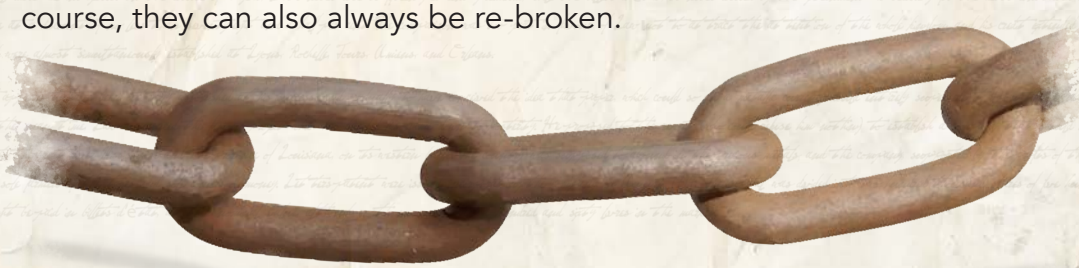
Luck

The ***Guide*** utilizes the optional **Luck** mechanics described on page 99 of the *Keeper Rulebook*. As described there, an investigator begins with a number of **Luck** points equal to their **Luck**. **Luck** points may be spent following a characteristic or skill roll to adjust the roll on a one-to-one basis. This may allow you to succeed a roll you would otherwise fail, or turn a Regular success into a Hard or even Extreme success. Note that you cannot use **Luck** points to modify a **Sanity** roll.

Pushed Rolls vs. Luck
While the ***Guide*** uses the optional rules for **Luck**, the ***Guide*** does not utilize the rules for ***Pushed Rolls*** described in the *Keeper Rulebook*, page 84. You may, however, incorporate these mechanics if using the ***Guide*** with a ***Keeper*** who can describe the consequences of failing a ***Pushed Roll***. Just remember that you cannot expend **Luck** points to succeed on a ***Pushed Roll***!

Keyword: Break

Early in your playthrough of the ***Guide***, your investigator will receive a ***Mask*** representing some unresolved trauma in their backstory. The four ***Masks*** are: the ***Mask of the Lost***, the ***Mask of the Addict***, the ***Mask of the Masochist***, and the ***Mask of the Guilty***. Each ***Mask*** is described in greater detail in the **Prologue**. The ***Mask*** an investigator wears is bound to them by three "chains," as reflected in **Appendix F: Investigator Sheet**. Different events in the ***Guide*** may instruct you to **BREAK** one of your three chains. As each of these chains is broken, the investigator takes one step closer to reconciling their trauma. Track the number of broken chains under the investigator's respective entry in **Appendix F: Investigator Sheet**. Note that only a total of three chains can be broken at one time, and it is possible that chains broken may reforge themselves as a result of your decisions. Of course, they can also always be re-broken.



Keyword: Explore

Throughout **Act I** you will move from one location to another within the city of ***Carcosa***. These locations are shown on each of the maps contained in **Appendix D: Maps of Carcosa**. Each location represents a scene your investigator encounters. After resolving a scene, you will typically be instructed to **EXPLORE**. This signals that you should move from your present location on your copy of **Appendix D: Maps of Carcosa**, to a new adjacent location. **Appendix D: Maps of Carcosa** details which locations are adjacent, though you may need to cross through hallways that may contain further horrors (and require you to refer to **Act I, Scene 30: Halls of Carcosa**).

Note that while many of the locations in **Appendix D: Maps of Carcosa** identify to what scene you should refer, many more are unnumbered. For these, **Appendix D: Maps of Carcosa** provides a table to randomly determine that location's scene. Once you have rolled a scene for an unnumbered location you should write in that scene's number on your copy of the map contained in **Appendix D: Maps of Carcosa** (e.g., **Act I, Scene 4: The Library**). On subsequent playthroughs, that location will now always contain that scene. By contrast, the spaces that instruct you to refer to **Act I, Scene 30: Halls of Carcosa** are always changing, and so are never fixed.

Example

If your investigator is at the start of their journey into the ***Necropolis***, they may after passing through the ***Guide's*** opening scenes (e.g., **Prologue**, **Beginning: Lakeshore**) find themselves at **Act I, Scene 1: The Lake**. Referring to **Appendix D: Maps of Carcosa** and the map of the Necropolis, you should see that **Act I, Scene 1: The Lake** is connected by passages to two other locations. These locations are **Act I, Scene 3: The Chapel** and a blank ***Outer City Location***. If you are instructed to Explore after concluding **Act I, Scene 1: The Lake**, you would have the choice of proceeding to either of these locations. Regardless of which location you chose, because of the passages connecting the locations to **Act I, Scene 1: The Lake** (the scene you are presently at) you would need to refer to **Act I, Scene 30: Halls of Carcosa**. Once you overcame whatever encounter you were presented with there, you would then proceed to your destination.

If you traveled to **Act I, Scene 3: The Chapel** you would simply refer to that section of the ***Guide*** to learn what happens next. If you decided to go to the blank ***Outer City Location*** you would roll 1D6 and consult the ***Necropolis*** map of **Appendix D: Maps of Carcosa** to see what

scene in **Act I** you should refer to. You would also write in that scene on the map to remember that on future playthroughs, the blank ***Outer City Location*** would no longer be blank, but contain the scene you rolled in the present playthrough.

Backtracking

Once you have visited a location, you cannot revisit that location in the same playthrough – your investigator has experienced that scene, and your story must progress. You may still move through that location to access other adjacent locations, but do not repeat the scene there during this playthrough. Note that this may mean that you have to travel through several connecting passages that require you to refer to **Act I, Scene 30: Halls of Carcosa** before reaching a location with a scene you have not yet experienced during this playthrough.

Keyword: Rest

Time within ***Carcosa*** is fluid and unpredictable. Days may pass in hours and hours in days. This means that while some injuries may never heal, others close within minutes. To represent this temporal dilation you may be instructed to **REST** at the end (or rarely, in the middle) of a scene. This gives you the opportunity to heal and recover your wits, as well as potentially improve your skills. When the ***Guide*** directs you to **REST**, undertake the following steps:

- **Heal:** Increase your current hit points by 1, up to their maximum, unless you currently suffer from a major wound (see *Keeper Rulebook*, page 120). Regardless of whether you are suffering from a major wound, you may attempt a **First Aid** or **Medicine** roll and, on a success, regain one additional hit point (up to your investigator's maximum) OR recover from the major wound (erase the tick by the ***Major Wound*** box).

- **Reflect:** As described in the *Keeper Rulebook*, page 156, an investigator becomes indefinitely insane upon losing one-fifth or more of their Sanity points in a single day. When instructed to **REST**, however, you should recalculate the number of sanity points you can lose before becoming indefinitely insane based on the investigator's current **Sanity** points.

- **Improve:** The investigator may make improvement checks for each of the skills they have ticked as a result of successfully overcoming a skill roll, as well as **Luck**. See the *Keeper Rulebook*, pages 94-95, for further information.

Keyword: Unlock

At times you may accomplish something that unlocks one of the 13 achievements listed in **Appendix E: Penitents**. The ***Guide*** will instruct you to **UNLOCK** the specific achievement at that time. These achievements may have consequences in-game, or in a future playthrough of the ***Guide***. Achievements also persist throughout your playthroughs. That is, once you have unlocked an achievement once, it is unlocked forever. Additionally, you will be directed to specific passages in the **Epilogue** at the end of a playthrough, after you unlock your second, fifth, seventh, and ninth achievements.

Death and Madness

Unlike in a regular game of *Call of Cthulhu*, in the ***Guide*** when your investigator reaches 0 hit points, or becomes indefinitely insane by losing one-fifth of their **Sanity** points, they are not immediately removed from play. Instead, throughout **Act I** of the ***Guide*** you should refer to **Act I, Scene 31: Death** in the **First Act** or **Act I, Scene 32: Madness** in the **First Act**, depending on whether you went unconscious after losing your remaining hit points, or went indefinitely insane. There you will be directed to roll to determine whether your playthrough has indeed come to an end, or whether a different end awaits you. Should you make it to **Act II**, the ***Guide*** will instruct you as to what happens when you would otherwise die or go indefinitely insane.

Major Wounds

Investigators may suffer major wounds. When an investigator suffers an amount of damage equal to or greater than half of their maximum hit points from a single roll they have suffered a major wound (see *Keeper Rulebook*, page. 120). Investigators in the ***Guide*** who suffer a major wound must make a successful **CON** roll or immediately reduce their hit points to 0 as they fall unconscious and are rendered helpless to the horrors of ***Carcosa***. If an investigator with a major wound suffers a second major wound, they must immediately reduce their hit points to zero. Major wounds are typically only healed through a successful **First Aid** or **Medicine** roll after you are instructed to **REST**, though note that while an investigator may recover from a major wound, this does not negate all the long-term effects from such an injury for gameplay purposes (e.g., a lost appendage will not suddenly regrow).

Temporary Insanity

As detailed on pages 155-156 of the *Keeper Rulebook*, when an investigator loses five or more **Sanity** points as a result of a single roll, and then succeed on an **INT** roll (and thus fully grasping the horrors they are witnessing) they become temporarily insane. For purposes of the ***Guide***, the duration the investigator is temporarily insane is the remainder of the scene at which they are located, and results in the investigator suffering a penalty die on all characteristic and skill rolls during that scene. Additionally, you should add a new entry or modify an existing entry on the investigator sheet's backstory reflecting the consequences of their temporary insanity. This may mean, for example, developing a new entry under ***Phobias & Manias***, gaining or changing an existing entry under ***Ideology/Beliefs*** or ***Traits***, or altering an investigator's relationship to an entry under ***Significant People***, ***Meaningful Locations***, or ***Treasured Possessions***. Of course, an investigator who loses that many Sanity points on a single roll is also likely to become indefinitely insane. If they do become indefinitely insane during **Act I refer to Act I, Scene 32: Madness in the First Act**, while during **Act II**, the scene will describe what happens.

How damaged can your investigator be before entering ***Carcosa***? Especially for more veteran investigators who have suffered severe **Sanity** loss in previous adventures (and whose capacity for further **Sanity** loss is consequently very low, i.e. less than five), the **Sanity** losses contained in the ***Guide*** may result in a very short journey. Accordingly, you may wish to choose an investigator with a greater **Sanity** score, or alternatively increase the amount of **Sanity** loss you can sustain before going indefinitely insane. Of course, you can also just start playing and see what happens!



Gear & Possessions

Your investigator may have various pieces of gear and possessions on their person. Throughout their journey through ***Carcosa***, they may also accumulate additional items to record under ***Gear & Possessions***. Such items may include mundane possessions like a flashlight or a lighter, as well as weapons like a switchblade or pistol, but also more extraordinary possessions. These items provide your investigator a series of tools to overcome challenges. Whenever confronted with a characteristic or skill roll, you may consider whether any of the items the investigator carries would aid them in succeeding at the task. If so, you may make the roll with one bonus die. Note that even if you could justify the utility of several items, you are limited to one bonus die as a result of an entry under ***Gear & Possessions*** or ***Treasured Possessions***. Additionally, after you make the roll, whether it results in a success or failure, make a **Luck** roll. On a failed **Luck** roll, cross the item used off your list of ***Gear & Possessions*** or ***Treasured Possessions***. The lighter may have run out of fuel, the pistol jams, the switchblade snaps – whatever happens, ***Carcosa*** has claimed it.

Some players may be tempted to outfit their investigators prior to beginning their journey through ***Carcosa***. No rule prevents an investigator from arming themselves with machine guns, shotguns, and explosives (within the limits of what they might be able to afford and carry of course). If you find yourself unsure of what you should list under ***Gear & Possessions***, a good rule of thumb is to ask what three or four items would the investigator have a reasonable expectation of having on their person when not otherwise expecting danger.

Appendix F: Investigator Sheet includes a tracker for ***Helpful Advice***. This is a reference to any kind of information the investigator may have discovered that may be helpful to their traversal of ***Carcosa***. As shown in **Appendix F: Investigator Sheet**, you may in the course of a playthrough have at most three pieces of ***Helpful Advice***. Each piece of ***Helpful Advice*** may be expended to grant one bonus die on a characteristic or skill roll (up to two bonuses dice on any one roll), reflecting your investigator making use of the information they've received. After a piece of ***Helpful Advice*** has been used, it should be erased. Of course, your investigator may receive more useful information later in their playthrough (up to three pieces of ***Helpful Advice*** at any one time).



Prologue

Prelude, Exordium, Proem

"I'm Not Human At All (Copenhagen X Sessions)," by Sleep Party People
(available on Sleep Party People, 10th Anniversary Edition)

"These Things I know: There is always a Sign; there is always a City; there is always a King." — *The Stranger*

There are as many stories of Carcosa as there are nightmares in our imagination. This story is yours. Choose wisely.

Select from the below.

1. I have an existing *Call of Cthulhu* investigator: Proceed to **Prologue 1**.

2. I have a *Call of Cthulhu* investigator created using *Heinrich's Call of Cthulhu Guide to Character Creation*: Proceed to **Prologue 2**.

3. I want to create a *Call of Cthulhu* investigator: Proceed to **Prologue 3**.

Prologue 1: A Story Continues

You have traveled far. The heat outside is oppressive, and even more so in the restroom in which you've stopped to catch your breath. You open your eyes and look at your reflection in the cracked mirror. You wipe away condensation from the glass, and see your face. Are you really ready for what is to come?

Review your investigator sheet. Confirm that the sheet is filled out with your investigator's information (e.g., characteristics, skills, backstory). Also confirm that you have at least one entry under ***Meaningful Locations***, ***Significant People***, ***Traits***, and ***Treasured Possessions***. If you do not, fill those entries in now based on your backstory, or refer to the *Keeper Rulebook*, p. 39-45, or *Heinrich's Guide to Character Creation*, Chapters 8-11. Then, proceed to **Prologue 4**.

Prologue 2: Welcome Back

You have traveled far and experienced much. The heat outside is oppressive, and even more so in the restroom in which you've stopped to catch your breath. You open your eyes and look at your reflection in the cracked mirror. You wipe away condensation from the glass and see your face.

Review your investigator sheet. Confirm that the sheet is filled out with your investigator's information (e.g., characteristics, skills, backstory). Also confirm that you have at least one entry under ***Meaningful Locations***, ***Significant People***, ***Traits***, and ***Treasured Possessions***. If you do not, fill those entries in now based on your backstory, or refer to the *Keeper Rulebook*, p. 39-45, or *Heinrich's Guide to Character Creation*, Chapters 8-11.

In the course of using *Heinrich's Guide to Character Creation*, you may have received a number of ***Player Handouts***. Refer to the below entries and follow any instructions in connection with those ***Player Handouts***, then discard them.

1. **The Injured:** Reduce your current hit points by 1D6 (to a minimum of 1).

2. **The Disturbed:** Reduce your current Sanity points by 1D6 (recalculate the number of **Sanity** points necessary before going indefinitely insane based on your new score).

3. The Pendant of the King: Record that you have the "Pendant of the King" under ***Treasured Possessions***. So long as you have the pendant listed under ***Treasured Possessions***, you automatically succeed on all **Sanity** rolls (though you may still lose **Sanity** points and go indefinitely insane). Also record that you have ***The Key***, though should you ever lose the ***Pendant of the King*** you will also have lost ***The Key***.

4. The Dreamer: Record under ***Encounters with Strange Entities*** that you are "A Dreamer." So long as you still have listed under ***Encounters with Strange Entities*** that you are a dreamer you automatically succeed on all **SAN** rolls (though you may still lose **Sanity** points and go indefinitely insane). Remember that when you come to **Prologue 4** whichever ***Mask*** you wear should be interpreted through your experiences journeying through the ***Dreamlands*** (e.g., the "***Mask of the Lost***" may reflect an individual you encountered in the ***Dreamlands***; the "***Mask of the Masochist***" may signify your attempts to escape reality through the ***Dreamlands***).

5. The Badge: Increase **Intimidate**, **Law**, and one other applicable skill of your choice by 1D10 points each. Confirm that you have listed under ***Treasured Possessions*** some item relevant to your authority (e.g., "Federal Agent Badge," "Military Uniform"). Remember that when you come to **Prologue 4** whichever ***Mask*** you wear should be interpreted through your occupational experiences (e.g., the "***Mask of the Lost***" may reflect a former partner or someone you were unable to save in the course of your duties; the "***Mask of the Guilty***" may signify the many terrible things you have had to see on missions or the responsibilities you failed to uphold).

6. Friend of Ghouls: Record the name of a ghoul under ***Significant People***. While you have listed this ghoul under ***Significant People***, you may reduce all damage suffered from one roll to zero by crossing off the ghoul from your list of ***Significant People***. Note that some results in the ***Guide*** may still compel you to reduce your hit points to zero.

7. Friend of Cats: Record the name of a cat you have befriended under ***Significant People***. While you have listed this cat under ***Significant People***, you may reduce all sanity loss suffered from one roll to zero (make a mark by the entry for the cat under your list of ***Significant People*** to remind you that you can only use this effect once per playthrough). Note that some results in the ***Guide*** may still compel you to become indefinitely insane.

8. The Blessed: Increase your current **Luck** points by 20 points, up to a maximum of 90.

9. The Cursed: Reduce your current Luck points by 20, to a minimum of 1.

10. The Magician: List any spells that you know under ***Arcane Tomes, Spells & Artifacts***. If you do not have any spells to list, instead write that you are a "Wizard," "Sorcerer," or other magical descriptor under ***Encounters with Strange Entities***. You may utilize each of your powers to gain a bonus die on any characteristic or skill roll once a playthrough (crossing off the spell or the description "Wizard" thereafter).

11. The Artificer: List any artifacts you possess under ***Arcane Tomes, Spells & Artifacts***. If you do not have any artifacts to list, instead write that you are an "Artificer," "Magic Wielder," or other magical descriptor under ***Encounters with Strange Entities***. You may utilize each of your powers to gain a bonus die on any characteristic or skill roll once a playthrough (crossing off the artifact or the description "Artificer" thereafter).

12. The Good Luck Charm: Record the "Good Luck Charm" under ***Treasured Possessions***. Once per playthrough you may cross out your ***Good Luck Charm*** to succeed on any characteristic or skill roll as though you had achieved an Extreme success.

13. The Invitation: Record that you have "An Invitation" under ***Treasured Possessions***. Also record that you have ***The Key***, though should you ever lose "The Invitation" you will also have lost ***The Key***. Remember that when you come to **Prologue 4** whichever ***Mask*** you wear should be interpreted through the invitation you received (e.g., the "***Mask of the Lost***" may reflect an invitation from a lost loved one; the "***Mask of the Masochist***" may invite you to discover the real you).

14. The Jade Amulet: Record that you have "The Pendant of the Butcher" under ***Treasured Possessions***.

15. Mysterious Letter: Record that you have "An Invitation" under ***Treasured Possessions***. Also record that you have ***The Key***, though should you ever lose "The Invitation" you will also have lost ***The Key***. Remember that when you come to **Prologue 4** whichever ***Mask*** you wear should be interpreted through the letter you received (e.g., the "***Mask of the Lost***" may reflect a letter from a lost loved one; the "***Mask of the Addict***" may contain a promise to cure or overcome your addiction).

16. The Innsmouth Look: Record under ***Traits*** that you have "The Innsmouth Look." Also record under ***Encounters with Strange Entities*** that you have a "Cursed Lineage." Remember that when you come to **Prologue 4** whichever ***Mask*** you wear should be interpreted through

your inhuman lineage (e.g., the "***Mask of the Lost***" may reflect your lost humanity; the "***Mask of the Masochist***" may signify your failure to reconcile yourself to your genetic legacy).

17. Bearer of the Silver Key: Under ***Treasured Possessions*** record "The Silver Key." So long as you have ***The Silver Key*** listed under ***Treasured Possessions*** you will gain a bonus die on all **POW** rolls. Additionally, once per playthrough you may cross out ***The Silver Key*** to automatically succeed on any **POW** roll.

18. The Unattainable: Destroy your investigator. Return to the **Prologue**.

Proceed to **Prologue 4**.

Prologue 3: Created Identity

Your eyes are closed from exhaustion. You have traveled so long. The heat outside is oppressive, and even more so in the restroom in which you've stopped to catch your breath. You open your eyes and look at your reflection in the cracked mirror. You wipe away condensation from the glass, and your face slowly comes into focus. There are a myriad of possible faces waiting in that reflection, but only one of them is you.

Take a copy of **Appendix F: Investigator Sheet**. Roll 1D3 or choose from among the three individual investigators listed below. Record the investigator's name, birthplace, age, and pronouns. Then record the listed characteristic values. You may then swap any two characteristic scores. Determine your starting **Luck** by rolling 3D6x5. Then continue reading.

1. Alice: Birthplace – Arkham, MA; Age – 43; Pronouns – She/Her; Characteristics – STR 55, DEX 70, POW 60, CON 50, APP 60, EDU 60, SIZ 55, and INT 70.

2. Benjamin: Birthplace – Dunwich, MA; Age – 41; Pronouns - He/Him; Characteristics - STR 70, DEX 60, POW 50, CON 40, APP 50, EDU 50, SIZ 80, and INT 60.

3. Cassidy: Birthplace – Kingsport, MA; Age – 18; Pronouns - They/Them; Characteristics – STR 50, DEX 60, POW 80, CON 50, APP 50, EDU 60, SIZ 40, and INT 70.

You are wearing a crumpled uniform. What does the logo beneath your name tag read in the mirror's reflection?

Roll 1D3 or choose from among the three options listed below, and mark the occupational skills on your investigator sheet. Also record the listed items under Gear.

1. S.H. Trucking: Your occupation is "Driver" – mark the following as occupational skills: Drive Auto, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Mechanical Repair, Navigate, Psychology, any two other skills as personal specialties, and Credit Rating. Additionally, record the following items under ***Gear*** – Wallet & Truckers License, Flare, Wrench, Company Hat & Shirt, Vehicle Keys.

2. West Virginia State Trooper: Your occupation is "Police Officer" – mark the following as occupational skills: Fighting (Brawl), Firearms, First Aid, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Law, Psychology, Spot Hidden, Drive Auto or Ride, and Credit Rating. Additionally, record the following items under ***Gear*** – Wallet & Police Badge, Pistol, Handcuffs, Baton, and Vehicle Keys.

3. Morgantown Public Library: Your occupation is "Librarian" – mark the following as occupational skills: Accounting, Library Use, Other Language, Own Language, any four other skills as personal specialties or specialist reading topics, and Credit Rating. Additionally, record the following items under ***Gear*** – Wallet & Library Card, a Book of Fiction (your choice; with Bookmark), a Book of Nonfiction (your choice; with Bookmark), Writing Material (eg., Pen and Paper), and Vehicle Keys.

Replace the base skill values for your occupational skills with one each of the following (refer to *Keeper Rulebook*, p.48, for more information): 70%, 60%, 60%, 50%, 50%, 50%, 40%, 40%, and 40%. Then continue reading.

This uniform was never what you were meant to be. You think back to what you should have done.

Roll 1D3 or choose one of the below and apply the relevant bonuses to four non-occupational skills. Then continue reading.

1. Studied More: Boost four non-occupational academic skills by 20 points [e.g., add +20% to History, Occult, Science (Any), Language (Other)].

2. Pursued Your Passions: Boost four non-occupational creative skills by 20 points [e.g., add +20% to Art (Any), Craft (Any)].

3. Lived Life: Boost four non-occupational physical skills by 20 points (e.g., add +20% to Climb, Jump, Survival, Throw, Track).

You start the tap and hold out your hands to catch the brown water that flows out. As you do, you look at your hands. What do you see?

You may roll 1D6 or choose from the entries below and summarize the results under ***Physical Description***. Then continue reading.

1. Scarred over cuts criss-cross your wrists.

2. The ring finger on your left hand is missing.

3. Your fingernails are filthy with black earth.

4. The fingernails on your right hand are broken or missing; there is red-crusted blood where they once were.

5. Your fingers are long, as though they could wrap themselves around even the largest musical instrument, or perhaps a throat.

6. Your hands are heavily calloused; protrusions under your skin show where you have broken your hands in the past and the bones have healed poorly.

The brown water fills the cup of your hands. As you go to splash your face you look back in the mirror and think.

You may roll 1D6 or choose from the entries below and summarize the results under Traits. Then continue reading.

1. This is what you deserve. You hate yourself.

2. You will do whatever you have to. One last chance to make it right. To survive.

3. It doesn't matter that you don't look like the rest of your family. You still worry about them. You still care.

4. This world is no better than you. You will defy the world. It will not defeat you.

5. They say you should always get back up. But how many times is too many before you should just give up?

6. Your eyes are cold. They reflect the same deadness you feel inside.

Trails of rust run along the filth-encrusted mirror. Unbidden, unwanted feelings surface within you. What are you thinking about in this moment?

You may roll 1D4 or choose from the entries below and summarize the results under ***Ideology/Beliefs***. Then continue reading.

1. How hard it is to think that people are innately good.
2. Whether this is truly what your destiny intends for you.
3. That it is these moments when your belief in a higher power is truly tested.
4. Whether you turned the oven off.

There's someone else in the mirror, just for a moment. Who do you see? What face are they making?

You may roll 1D8 or choose from the entries below and summarize the results under ***Significant People***. Then continue reading.

1. Your father.
2. Your mother.
3. Your brother.
4. Your sister.
5. One you love.
6. A friend.
7. An enemy.
8. Your child.

You wish you were somewhere else. Or maybe you are just glad not to be there anymore. Where are you thinking of?

You may roll 1D4 or choose from the entries below and summarize the results under ***Meaningful Locations***. Then continue reading.

1. Your home.
2. Your hometown.
3. Your workplace.
4. Your favorite watering hole.

You should now have a filled out *Call of Cthulhu* investigator sheet. Proceed to **Prologue 4**.



Prologue 4: A Mask

Refer to **Appendix F: Investigator Sheet**. If this is the tenth or higher investigator to playthrough the ***Guide*** **UNLOCK** the "Found Yourself" Achievement in **Appendix E: Penitents**. Continue reading.

You struggle to remember just how you got here. Maybe it was after you read that book. Maybe it was after you went and saw that play. What was written; what was said? You don't remember. You only remember there was a sign. A yellow sign. Three curved lines like question marks surrounding the caricature of an eye. The Yellow Sign. You saw it once, but now you see it all the time. You see it even here, in this filthy restroom mirror. It emerges from the condensation on the glass; it may be drawn on the mirror in yellow marker or filth; it may adorn a fading sticker, partially peeled away; or perhaps it is just scratched into the glass.

Upon seeing it again, a feeling surfaces within you. Your face does not feel like your face. It is as though your true self is being buried. Or maybe something else is being extracted from within. You try to shake the thought away, but there it remains all the same.

Is this face really you, or is it just a mask?

Roll 1D4 or choose a "***Mask***" from the results below that best reflects your investigator's background. You may choose to roll on the corresponding table for further inspiration. Record the result on **Appendix F: Investigator Sheet**.

1. <u>The Mask of the Lost</u>: You may have loved this person, you may have hated them, but their absence is a void into which stray thoughts fall. Maybe the person died, ran off, or disappeared. Perhaps something worse happened to them. Whatever the reason, they have left your life, and the chasm left behind threatens to swallow you whole. Proceed to **Prologue 4.1** if you would like additional details. Otherwise, proceed to **Prologue 5**.

2. <u>The Mask of the Addict</u>: There is a disease inside that devours you even as you feed it. Your craving may be for alcohol or drugs (either illicit or pharmaceutical). Or maybe it's for something more wholesome - like exercise, work, your children, or a lover. Whatever it is, it is always with you intruding upon your thoughts, demanding your attention. Your existence is bisected between when you are able to get the next hit of your chosen

addiction, and everything else. One feels like life, the other like so much wasted time. Proceed to **Prologue 4.2** if you would like additional details. Otherwise, proceed to **Prologue 5**.

3. The Mask of the Masochist: There is something wrong with you. Maybe it is because of who you are, who you identify as, or what you believe in. Or maybe it is because of what you are not, but long to be, whether beautiful, famous, rich, or simply cared for. The thing you are, you despise. The thing you wish you were, you resent. Proceed to **Prologue 4.3** if you would like additional details. Otherwise, proceed to **Prologue 5**.

4. The Mask of the Guilty: Your legs are always aching; your heart is ever pounding. Even if you are not physically running, you feel pursued all the same. Perhaps it is for something you have done. Perhaps it is because of something you survived. Whatever it is carries with it the threat of pain or punishment and compels you to run ever onwards. Proceed to **Prologue 4.4** if you would like additional details. Otherwise, proceed to **Prologue 5**.

Prologue 4.1: The Nature of the Lost

Who have you lost?

Roll 1D4 or choose from the results below and record the result. Then proceed to **Prologue 5**.

1. A Lover: You have lost the person who might have been your soulmate.

2. A Sibling: You have lost a sibling to whom you were very close.

3. A Child: You have lost a child – it may have been your child by birth, or by adoption, or for which you were otherwise responsible.

4. A Friend: You have lost a person who was not only your friend, but your confidant.

Prologue 4.2: The Nature of the Addiction

To what are you addicted?

Roll 1D4 or choose from the results below and record the result. Then proceed to **Prologue 5**.

1. Alcohol: You are addicted to alcohol, whether it be beer, wine, hard liquor, or something else.

2. Drugs: They could be illicit narcotics or something pharmaceutical (e.g., prescription pain medication, sleeping tablets); it might be a medical treatment, such as plastic surgery.

3. Gambling: Your gambling addiction may manifest as a compulsion towards games of chance or the adrenaline high of extreme danger.

4. Sex: You have a compulsive desire to perform sexual acts by yourself or with others.

Prologue 4.3: The Nature of Masochism

What about you do you hate?

Roll 1D4 or choose from the results below and record the result. Then proceed to **Prologue 5**.

1. Gender Identity: You know you are not who you are supposed to be; instead of embracing the person you might be, you hate the thing you are now.

2. Appearance: You hate something about your appearance. This could be a perceived cosmetic flaw or something deeper, like the symptoms of a chronic sickness.

3. Beliefs: You hate yourself for something you believe, such as your cultural or religious background.

4. Social Status: You jealously look upon those who have what you do not – whether it is wealth, status, respect, or other possessions.

Prologue 4.4: The Nature of Guilt

Of what are you guilty?

Roll 1D4 or choose from the results below and record the result. Then proceed to **Prologue 5**.

1. Left Behind: You left the ones you cared about behind to face some danger all by themselves (e.g., a natural disaster, misfortune, responsibility for an act you were all jointly responsible for).

2. A Crime: You have committed a crime (e.g., murder, terrorist bombing), and you are currently being pursued by law enforcement, the victims of your crime, or by your own conscience.

3. Inattentive: You never gave the ones you cared about the attention they deserved. You may have drifted away from them, but they never abandoned you, even as they navigated life's challenges in the absence of your friendship.

4. Betrayal: You have betrayed the trust of an individual, a group, or other entity; you stabbed them in the back when they were most vulnerable. Whether or not they seek to hold you accountable, the guilt for your betrayal haunts you still.

Prologue 5: A Way Station

You turn away from the stranger looking back at you in the mirror, and step out of the bathroom to emerge into the cool night air. Looking back, you see the bathroom door swing closed on the building behind you.

Roll 1D3 or choose from the results below to determine your surroundings. Then record the listed item under ***Gear & Possessions***. Then continue reading.

1. **Rest Stop:** You carry a flashlight.
2. **Gas Station:** You carry a lighter.
3. **Campground:** You carry a hatchet.

You are in a parking lot beside a highway. There are trees on either side of the road. It is night. You see only one other person around. They are leaning against one of the street lamps. You do not see any other cars.

The street lamps flicker and the figure briefly disappears before re-emerging from the darkness. "Evening traveler. Fancy meeting someone else on this road." They are wearing a long pockmarked trench coat. A filthy fedora seemingly rescued from a garbage dump completes the outfit. "Have we met before? Swear you look familiar." The stranger takes a long drag from their cigarette, the light disappearing briefly as they inhale, and then glowing more brightly as they exhale. Strangely, the cigarette extinguishes after another drag.

Choose one of the results below, and then continue reading.

1. **Help Out (requires a fire source):** You take out a lighter, flick it on, and offer up the flame. Continue reading.
2. **Quiet:** You remain quiet. Proceed to **Prologue 6**.
3. **Mistrustful:** You hear yourself say, "Stay the fuck away from me," or words to that effect. Proceed to **Prologue 7**.

The stranger nods in thanks. In the low glow of the cigarette and the lighter's flame you see an impossibly wrinkled face. "Seems like we're going to the same place, you and me." They continue to regard you. "Let me give you some advice," they say. "Stay away from the Butcher, the Dancer, and the Artist. They are not your friends." He pauses. His breathing grows labored. "And don't seek out the Palace until you have the key, lest you must face the gatekeeper." The cigarette goes out again. "'Course there's always a backdoor..."

Gain +1 **POW**, +1 Cthulhu Mythos, and +5 Luck points (up to a maximum of 90). Then, proceed to **Prologue 7**.

Prologue 6: No Matter

Your silence drags. "Well, no matter," the stranger says at length. "I'm here to deliver a message, whether you want it or not." Another pause, followed by a sigh. "Fine."

Proceed to **Prologue 7**.

Prologue 7: Unwanted Rendezvous

When the street light comes back on, the stranger is gone. Where they were, there is now something slender. It leans against the lamp post. Between flickers of the street lights, the thing unfolds - two arms, two legs, a head hanging at a broken angle, and a face covered by nylon or maybe fishnet. Its clothes, such as they are, are multicolored, ragged, and more like dirty ribbons. They are wrapped around its dancer-like body. When the lights flicker off and on, the thing has moved closer to you. It has also drawn two serrated knives. Two expanding patches of blood across its chest suggest from where it drew the blades.

Make a **Sanity** roll (0/1), then choose one of the actions below.

1. **Fight:** Refer to **Prologue 8**.
2. **Run:** Refer to **Prologue 9**.
3. **Drive:** Refer to **Prologue 10**.

Prologue 8: Fight

The person-thing comes at you, serrated knives twirling.

Make a **Combat** roll. On a Hard success, continue reading. Otherwise, suffer 1D6+1 points of damage. If this reduces you to 0 or fewer hit points, refer to **Prologue 12**. If it does not, choose again from the options listed in **Prologue 7**.

You strike. As you advance, it backs away. The thing dances backwards towards the nearby trees. You are about to turn back to the parking lot, when the thing suddenly re-emerges and comes back at you. You

succeed in landing another blow. This time you press your advantage and batter at the thing's retreating form even as it vanishes into the woods. After a short pursuit you emerge from the woods. You've only chased it a few steps, yet you find yourself coming to a gasping stop. How long have you been chasing that thing? There is no sign of it anywhere. Instead, you find yourself suddenly standing by a lake.

Proceed to **Prologue 11**.

Prologue 9: Run

Your heart threatens to explode out of your chest as you duck one way, then the other, in an effort to get away from this thing.

Make a **Dodge** roll. On a success, continue reading. Otherwise, suffer 1D6+1 points of damage. If this reduces you to 0 or fewer hit points, refer to **Prologue 12**. If it does not, choose again from the options listed in **Prologue 7**.

You run. From the tip-taps of the creature's feet you know it is pursuing you. Occasionally, there is a sensation of wind blowing at your back, but it is just the thing's blades passing close over your skin. In an effort to lose it, you disappear into the nearby woods.

Proceed to **Prologue 11**.

Prologue 10: Drive

You race to start your vehicle. You do not hear so much as feel your pursuer's footsteps closing in.

Make a **Drive** roll (if your occupation is Driver gain a bonus die by virtue of using your tractor-trailer or other vehicle). On a success, continue reading. On a failure, suffer 1D6+1 points of damage. If this reduces you to 0 or fewer hit points, refer to **Prologue 12**. If it does not, choose again from the options listed in **Prologue 7**.

You imagine its long limbs wrapped around the tires and axle. You think you can almost hear the body's rattling, but it is barely audible over the engine's roar. You keep driving long after the rattling stops. When you do stop it is because your gas gauge is low and your way is barred. Ahead of you, there is a lake. There is no sign of the creature.

Proceed to **Prologue 11**.

Prologue 11: Through the Looking Glass

You don't remember seeing a lake around here. You also don't know when exactly the stars disappeared from the night sky, if it's even night anymore. There is no moon... but there is also no sun. Instead, the sky is filled with two spheres, each of which is black, both outlined by a blazing light as though in the midst of a total and unmoving solar eclipse. A clock chimes in the distance.

Make a **Sanity** roll (0/1). Gain +1D6 **Cthulhu Mythos**, then continue reading.

Across the lake you see structures. In the light of the blazing black suns you see what appears to be an entire city...

Roll 1D3 or choose from the below to learn about the city that you see.

1. **Necropolis:** Refer to **Prologue 13**.
2. **Metropolis:** Refer to **Prologue 14**.
3. **Disturbia:** Refer to Refer to **Prologue 15**.

Prologue 12: Die

You wake with a start. Stiffness and pain stab across your body. There is a strange tingling sensation from the digits on one of your hands. Looking yourself over, you neither see the injuries you sustained, nor do you remember how long ago they occurred. It all feels like a terrible dream. The dream refuses to fade as you examine the source of the tingling and realize that one of your fingers is missing. Thick calluses cover the joint where it should be.

Adjust your investigator sheet so you are at full hit points. Lose 1 **Sanity** point. Choose which of your fingers is missing and record this loss under ***Injuries & Scars***. Then, proceed to **Prologue 11**.



Prologue 13: Necropolis

Some great calamity befell this place. What might once have been a glorious medieval city is now a crumbling ruin. Everywhere in the distance there are signs of destruction. Some buildings are bombed out. Others look abandoned. Still others appear defaced with yellow graffiti.

Refer to **Appendix D: Maps of Carcosa** and take a copy (or your existing copy if this is not your first playthrough) of the map for the ***Necropolis***. Then proceed to **Prologue 16**.

Prologue 14: Metropolis

In the distance there is a labyrinth of skyscrapers and factories, but also bomb shelters and bunkers. What appear to be trenches lined with barbed wire connect one structure to the other. No lights illuminate the Metropolis, but spotlights search the sky as though guarding against some flying enemy.

Refer to **Appendix D: Maps of Carcosa** and take a copy (or your existing copy if this is not your first playthrough) of the map for ***Metropolis***. Then proceed to **Prologue 16**.

Prologue 15: Disturbia

Across the lake there is a suburban township. Identical, idyllic houses border straight avenues that end in cul-de-sacs. Strategically placed and carefully manicured parks complete the image of an ideal middle-class neighborhood. The only thing missing is the people.

Refer to **Appendix D: Carcosa** and take a copy (or your existing copy if this is not your first playthrough) of the map for ***Disturbia***. Then proceed to **Prologue 16**.



Prologue 16: Next Steps

You briefly consider leaving. You wonder whether there are more things like what you already encountered. Absent other guidance, you admit that there is something within you that is drawn to the City.

Select from the actions below.

1. **To the City:** Refer to **Prologue 17**.
2. Try to Leave: Refer to **Prologue 18**.
3. Look Around: Refer to **Prologue 19**.

Prologue 17: To the City

You set forth.

Refer to **Act I: The City**.

Prologue 18: Try to Leave

You turn away from the lake and go into the woods. You try to retrace the steps that brought you here. Eventually, however, the trees turn to bushes, then hedges, then walls. You turn around. You are lost.

Make a **Luck** roll. On a success, continue reading. On a failed roll, refer to **Prologue 20**.

Not only are you lost, but you are back to where you began. The city awaits.

Refer to **Act I: The City**.



Prologue 19: Look Around

You take the time to carefully inspect your surroundings. Maybe there is something useful to be found here?

Attempt a **Luck** or **Spot Hidden** roll. On a success, continue reading.
On a failed roll, refer to **Prologue 20**.

You find something useful.

Roll 1D10 and record the result under ***Gears & Possessions***.
Then continue reading.

1. A broken bottle (1D4+1 points of damage, single use).

2. A camp knife (1D4 points of damage).

3. Silver coins (very shiny).

4. The Pendant of the Butcher.

5. A loaded flintlock pistol (one shot only).

6. A bottle of gin (still half-full).

7. A set of polyhedral dice (all four-sided).

8. A bag of blue marbles.

9. A note with a riddle tied around a Rock (record one use of "Good Advice").

10. A bottle of disinfectant.

You had best get a move on. Who knows what else may be looking for you out here?

Proceed to **Act I: The City**.



Prologue 20: Ambushed

The sensation of being watched raises the hackles on the back of your neck. The wind blows and when you turn around, you see the spirit. Its face is hidden behind a decorated mask, something you might see from a puppet show or a Kabuki theater. The mask is some kind of animal – maybe a fox or something unreal. The rest of its form is virtually translucent. It hovers towards you.

Make a **SAN** roll (0/1), then choose.

1. **Hold Your Ground:** Continue reading.
2. **Run:** Proceed to **Act I: The City**.

Wisps of thread reach towards you. Whether you try to retreat now or flail at it, the tendrils continue extending, reaching for your face, cradling your head, and then penetrating.

Reduce each of your **Occupational Skills** by 10% (with the exception of **Credit Rating**), and reduce your **EDU** by 5 as well.

You don't know exactly when you passed out, but you awaken to a pounding headache. There are things you knew, but don't remember. There are also things you did not know, and now cannot forget. Mutely, your mind in a fog, you turn towards the City and begin to walk.

Gain +5 **Cthulhu Mythos**. Proceed to **Act I: The City**.



Before You Start

Before you begin your playthrough of the ***Guide***, we recommend that you have a copy of your ***Investigator Sheet*** (**Appendix F**), as well as **Appendix E: Penitents**, and the map of ***Carcosa*** in **Appendix D** (whether ***Disturbia***, ***Metropolis***, or the ***Necropolis***) printed out and on hand as you will be referring to them frequently, and writing in developments resulting from your investigations of ***Carcosa***.







Act I: The City

The Necropolis, Metropolis, Disturbia

"Theme of Laura," by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

"It doesn't matter what it looks like, or what you call it — Hastur, Yhtill, Metropolis. They are all the same; they are all Carcosa." — *The Stranger*

Welcome, Traveler, to Act I. Welcome to Carcosa.

Throughout **Act I**, you will have the opportunity to explore the city by consulting **Appendix D: Maps of Carcosa** and the maps for the ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Prologue 11** if you missed receiving one of these handouts). Each of the maps in **Appendix D: Maps of Carcosa** is a city map of one version of ***Carcosa*** for you to navigate. Each map also has one location titled ***Beginning — Lakeshore***. This is where you are at present.

From here, you may begin **Act I** by following any of the passages to an adjoining location. As discussed in the **Introduction**, a location may include a name and scene number, in which case refer to that **Act I** scene. Alternatively, the location may be blank. In this case, it will have one of two colors to identify whether it corresponds to an ***Outer City*** or ***Inner City*** location. Your copy of the map for the ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**) includes a table for you to randomly determine the location and scene number. Make sure to record the location and scene number on the corresponding map. On subsequent playthroughs, you as the player will already know what is located there.

Note: Should you ever roll a result for a location that is already on the map, simply re-roll until you discover a new location. Remember also that once you have visited a location, you cannot re-visit or repeat the scene at that location in the same playthrough, although you may still move through that location to access other adjacent chambers and corridors. Simply treat that location as an empty space.

Note that locations are separated by passages that may contain further horrors. These are also represented on **Appendix D: Maps of Carcosa**, and require you to refer to **Act I, Scene 30: Halls of Carcosa**. Once you overcome whatever you run into, you can continue on to your destination.

The Halls of Carcosa

Carcosa is filled not only with bizarre and maddening locations, but also any number of ever changing horrors between those locations. You may when moving from one location to another (such as after having been instructed to **EXPLORE**), see that your copy of a map from **Appendix D: Maps of Carcosa** instructs you to refer to **Act I, Scene 30: Halls of Carcosa**. What you discover in ***Carcosa's*** passages as you travel from one location to another is ever-changing, unlike the locations themselves that you will explore.

If you ever need a reminder of a relevant rule or keyword, refer here or the Introduction. Each of the maps in **Appendix D: Maps of Carcosa** also contains a summary of the relevant rules.

Now, begin your journey by starting at ***Beginning — Lakeshore*** and moving to an adjacent location. Should you ever seek to escape ***Carcosa***, you must make your way towards the ***Palace*** at the city's center, there to gain entrance and confront the ruler of this realm.



Act I, Scene 1: The Lake

The Water Reservoir, The Cesspool, The Pool

"True" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

You approach the lake, the City looming large and foreign upon the opposite coastline. For a moment this feels like nothing more than a light night stroll. The sight of the two eclipsed orbs in the sky, casting down their dark light onto the lake's inky black waters, quickly dispels this feeling. No waves disturb the water. There is, though, an occasional air bubble that emerges to the lake surface and bursts. The ripples move across the water too slowly, viscous-like. A lone row boat rests on the shore.

1. **Look for Anything Washed-Up:** Refer to **Scene 1.1.1**.
2. **Investigate the Lake:** Refer to **Scene 1.1.2**. You may not choose this action if you wear the ***Mask of the Guilty***.
3. **Row the Boat:** Refer to **Scene 1.1.3**.
4. **Ignore the Lake: EXPLORE**.

1.1.1: Look for Anything Washed-Up

You walk along the shoreside. Perhaps there is detritus washed up on shore that might be useful.

Make a **Spot Hidden** roll. On a success, roll 1D8 to learn what you find below. Then succeed on a **Luck** or **Stealth** roll to EXPLORE. Should you fail either your **Spot Hidden** roll or your subsequent **Luck** or **Stealth** roll, refer to 1.1.8: The Spawn of Hali.

1. A coil of strong rope tied in a noose.
2. A rusted machete.
3. A pouch of silver coins (very shiny).
4. The Pendant of the Butcher (if you already possess this item, re-roll).
5. A loaded flintlock pistol (one shot only).
6. A subway map.
7. A six-sided die carved from bone.
8. A bag of yellow marbles.

1.1.2: Investigate the Lake

You approach the Lake's thick waters. Despite the lack of waves, the water sways up towards you and back again. The effect is relaxing, hypnotic even... your eyes blink as though waking up from a deep slumber. In the time between when you lost and regained awareness you moved to the lake. You are crouching by the water and have scooped some of it up into your cupped hands.

1. Drink the Water: Refer to 1.1.9.
2. Return the Water: The water falls back into the *Lake* and generates ripples across its surface. The ripples travel far further than should be possible. Make a **Luck** roll. On a failure, refer to 1.1.8. On a success, EXPLORE.
3. Splash Your Face: Continue reading.

The liquid's texture feels creamy against your skin. The black ink adheres to you, finds the hidden pores in your face, and seeps in. For a moment you feel as though you are drowning. Then, the sensation passes, to be replaced by something else. When you look back into the Lake you see a reflection of yourself against the blackness and you know that you have been changed.

Roll 1D4 to learn how you have been changed.

1. Your skin has aged 20 years (**Sanity** 0/1D3).

2. Your skin has become smooth and flawless, like porcelain (**Sanity** 0/1). Increase your **APP** +5.

3. Your skin blisters as though sunburnt (**Sanity** 0/1). Decrease your **APP** -1D6.

4. The muscles in your face stiffen as you take on an almost doll-like appearance. Record under ***Personal Appearance*** that you have a "Doll-like face."

EXPLORE.

1.1.3: Row the Boat

You set forth across the Lake on the lone craft, beneath two black suns, rowing towards an impossible city.

Refer to the appropriate entry below based on the ***Mask*** you wear.

1. **Mask of the Lost:** Proceed to Scene 1.1.4.
2. **Mask of the Addict:** Proceed to Scene 1.1.5.
3. **Mask of the Masochist:** Proceed to Scene 1.1.6.
4. **Mask of the Guilty:** Proceed to Scene 1.1.7.

1.1.4: A Rowing Companion

Although you were alone when you set out on this journey, you are not alone anymore. A thick fog rolls across the Lake from the City and envelops you. Thus it is not until the second rowboat is but a few oar strokes away that you see it. Sitting in that boat, facing you, is the one you Lost. Their boat is sinking. In the time your mind spends trying to process their sudden appearance, their boat sinks further into the water.

1. **Try to Save Them:** Refer to 1.1.10.
2. **Let Them Sink:** Continue reading.

Your boat drifts past the person just as they sink beneath the water. Their eyes never blink and remain focused on you until the end. You are not sure whether this was just some vision, or whether you have let something go.

Make a **POW** roll, and on a success **BREAK** a chain. Regardless of the result, you then make it across the ***Lake***. Go to **Act I, Scene 2: The Overlook**.

1.1.5: An Insatiable Thirst

Whether it is the strain of rowing or the sight of so much water around, you find yourself becoming increasingly thirsty. Your throat grows parched and the skin on your hands leathery from dehydration. A chattering sound turns out to be your own teeth. Reaching up to your face you feel how the skin of your lips has pulled away from your teeth and gums. You must drink.

Make a **POW** roll to resist drinking the water from the Lake. On a success, you make it the rest of the way across the ***Lake***, at which point your thirst wanes – **BREAK** a chain and then proceed to **Act I, Scene 2: The Overlook**. On a failure, you reach out of the boat to cup some of the water to raise to your lips. Your unsteady movements cause the boat to tilt and then capsize – continue reading.

Water goes up your nose and into your mouth. You gulp it down, your insatiable thirst uncaring about the possibility that you might drown. The more you drink, the heavier you become, and the harder it is to get a single breath of air.

Make a **Swimming** roll and remember whether you succeed or fail. Refer to **1.1.9** – when you are subsequently instructed to **EXPLORE** do so only if you failed your **Swimming** roll – if you succeeded, do not **EXPLORE**, but proceed to **Act I, Scene 2: The Overlook** instead.



1.1.6: Shape in the Water

The lake is peaceful. On its surface you see the reflection of the city ahead. As you continue watching, you see other images in the water. The images are of other row boats, just like yours. And just like your own rowboat, each carries a copy of you, though one that is not quite you. Although there may be superficial resemblances, the other rowers are more finely clad, more beautiful. Some are you, but as though brought up in a different culture, or even ethnicity. Before long, you are surrounded by reflections that crowd your boat.

1. Lash Out: Using an oar, you strike out at the reflections. As some waiver and break apart, they are replaced by more copies of yourself. Make a **Fighting (Brawl)** or Hard **STR** roll to successfully pass through the reflections and reach the other shore (proceed to **Act I, Scene 2: The Overlook**). Otherwise, the unbroken reflections pass underneath you and rock your boat back and forth, causing you to fall into the water – continue reading.

2. Study the Images: You gaze into the eyes of the other oarsmen. Their black eyes stare back. Make a **Sanity** roll (0/1). On a success, they let you pass – **BREAK** a chain and proceed to **Act I, Scene 2: The Overlook**. On a fail, you emit an involuntary scream as the reflections pass underneath and rock your boat back and forth, causing you to fall into the water – continue reading.

Make a **Swimming** roll and remember whether you succeed or fail. Refer to **1.1.9** – when you are subsequently instructed to **EXPLORE**, do so only if you failed your **Swimming** roll – if you succeeded, do not **EXPLORE**, but proceed to **Act I, Scene 2: The Overlook** instead.

1.1.7: Turn Back

"This is an unnecessary risk," a voice inside you says. "This is dangerous," says another. "It will be the end of you," they speak in unison. Perhaps you should turn back before you've gone too far. Why, you're not even in the boat yet.

Make a **POW** roll. On a success, you steel your nerves, get in the boat, and row across the ***Lake*** physically unharmed – proceed to **Act I, Scene 2: The Overlook**. On a failure, continue reading.

You agree with the voices. Perhaps another path would be best. You turn away from the Lake, unmolested by any of its potential dangers, but humiliated by the sudden laughter of the voices that moments ago told you to turn away.

Make a **Sanity** roll (1/1D3). EXPLORE.

1.1.8: Spawn of Hali

The water's ripples coalesce. It is not so much something emerging from the water as it is the black water itself taking the shape of a tumorous mass of pseudopods. With impossible speed they converge upon you from multiple directions.

Make a **Dodge** roll, a **STR** roll, and a **Combat** roll. If you succeed on at least two out of the three rolls, you are able to get away from the monstrosity – EXPLORE. If you fail two or more of the three rolls, continue reading.

A dozen tentacles grasp and wrap themselves around you. Immediately you feel the blood flow to your arms and legs constrict. The pain of pins and needles preludes the loss of all sensation. You are dragged into the water.

Make a Hard **STR** roll and a **Swim** roll. If you fail both, reduce your hit points to zero. If you succeed on one of the two rolls, make a **Sanity** roll (1/1D6), and then suffer 2D6 points of damage – continue reading. If you succeed on both rolls, continue reading.

The tentacles pull you through the lake like currents of currents. The only question is whether you will be crushed to death before you die by drowning. The space of a few seconds spreads out into what feels like hours. Your mind stops wondering and you lose consciousness. When you awaken, you find yourself on the lake shore yet again, now, however, on the opposite side of where you started.

Proceed to Act I, Scene 2: The Overlook.



1.1.9: A Taste of Water

The water tastes strangely brackish and sweet at the same time. Your vision blurs. You see a kingly figure silhouetted against a blazing sun. Then you wretch as much of the water up and back into the Lake as you can. What remains, becomes a part of you, and changes you forever.

Roll 1D4 to learn how you have been changed.

1. Your lung capacity expands to preternatural levels (**Sanity** 0/1D1). Increase your **CON** +5.

2. The water eats away at your insides like acid. Decrease your **CON** -5.

3. The microscopic organisms in the water take up permanent residence inside you, strengthening you, but also cursing you with terrible visions and knowledge (**Sanity** 0/1D3). Increase your **STR** +5. Gain +5 **Cthulhu Mythos**.

4. The water changes you from within. You feel your organs contort and twist into new positions while you writhe in pain. When your distress finally dissipates you still appear, at least externally, human. What an autopsy of your corpse would reveal, however, is far less certain. One thing though, which becomes immediately obvious, is that you now have two hearts beating inside you (**Sanity** 1/1D6). Record under ***Traits*** that you have "Inhuman Biology." Increase your **CON** +10.

EXPLORE (unless you were referred here from **1.1.5** and succeeded your **Swimming** roll, in which case proceed to **Act I, Scene 2: The Overlook**).

1.1.10: Swim

You try to save them. You first attempt to row towards them but it quickly becomes apparent that you can't get there quickly enough, forcing you into the water instead. As you swim you realize that the person and their boat were much farther away than you thought. Whether an optical illusion or something else, the harder you swim towards them the quicker their boat sinks, and the more they disappear under the water. By the time you finally make it to them, there is no sign of them above or below the water's surface. Turning around, you see that your boat, too, has disappeared.

Make a **Sanity** roll (0/1), then make a **Swimming** roll. On a success, move to **Act I, Scene 2: The Overlook**. On a fail, you swallow some of the water, and struggle back unto the shore from which you left – proceed to **1.1.9**.



Act I. Scene 2: The Overlook

The Lighthouse; The Scenic View; Observation Point

"Alone in the Town" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

From here you can see the Lake that divides where you began your journey from where you find yourself now – Carcosa. An elevated stone walkway follows a steep decline towards the water affording a panoramic view of your surroundings.

Proceed based on the ***Mask*** you wear.

1. **Mask of the Lost:** Refer to **1.2.1**.
2. **Mask of the Addict:** Refer to **1.2.2**.
3. **Mask of the Masochist:** Refer to **1.2.3**.
4. **Mask of the Guilty:** Refer to **1.2.4**.

1.2.1: The Lost, Lost

You see the one you Lost a little further down the walkway. Like you, they are looking over the Lake. When you approach, they turn towards you and smile. Their smile makes it immediately apparent that however much they resemble them, this is not the one you knew. Too many teeth. "The King awaits," the doppelganger says. As they walk past you they whisper something else in your ear, but you cannot make it out. After they are gone, you see that they dropped – or perhaps left – something behind: a key.

Record that you have found *The Key*. EXPLORE.

1.2.2: Empty

You look out across the Lake. The calm water is undisturbed and inky black. It looks empty. Not just devoid of anything on its surface, but empty as though it weren't really there. You feel a similar emptiness in the pit of your stomach.

EXPLORE.

1.2.3: Reflections

You look out across the glassy Lake. The water is undisturbed and casts a perfect reflection. Impossible though it is from this distance, you see your reflection staring back at you. It keeps getting bigger as though growing closer. Eventually, it covers the Lake entirely. It smiles at you. You are not smiling back.

Make a **Sanity** roll (0/1). EXPLORE.

1.2.4: Chased

You look out across the Lake from the elevated walkway to see a fog rolling across the water. From amidst the fog, you see numerous rowboats, each carrying a dozen indistinct forms. They are rowing directly towards you.

1. **Run**: EXPLORE.

2. **Wait**: The Boats approach. Continue reading.

As the boats near the shoreline, their crew disembark. Some run, some shuffle, others walk with a halting gait as though dragging their limbs forwards. In the dim light, cast by the night sky's twin black suns, you see that each of these figures is some version of you. Most are visibly injured, some grievously, others simply appear enraged. They come for you.

1. Run: You ascend stairs from the walkway to get away. Attempt an Extreme **DEX** roll or a regular **Climb** roll. On a success, you are able to escape and **EXPLORE**. On a fail, you are caught and pulled down to the ground, suffering 1D4 points of damage – remember that you tried to run away and continue reading.

2. Resist: You struggle against the figures' advance. Make a Hard **Combat** roll. On a success, you are able to escape and **EXPLORE**. On a fail, you suffer 1D6 points of damage as the figures climb up to you and attack – tearing, grasping, and strangling you. Continue attempting Hard **Combat** rolls until you roll a Hard success, are reduced to 0 hit points, or submit (see ***3. Submit***).

3. Submit: You do not resist the figures' advances. Whatever will happen, will happen. Continue reading.

One of the figures, a grimmer version of "you", grabs your arm and holds you fast. The throng reaches you soon after and surrounds you. They take you back to the boats. You are forced into one of the seats, and the handle of an oar is thrust into your hands. Compelled to row, you join your doppelgangers in maneuvering the vessel back into the fog with the other boats. Briefly, you look back and see yourself standing on the shore. Or rather, not you, but the "you" that restrained you. This is your last concrete memory before time blurs. You remember emerging from the fog many times thereafter. Each time, you see yourself standing at the stone Overlook. Each time, you are forced to join in the chase with your comrades. You don't know how many times this cycle repeats before something changes.

Make a **Luck** roll, an Extreme **DEX** roll, or a regular **Climb** roll. On a success, continue reading. On a fail, make a **Sanity** roll (1/1D3) and then again attempt a **Luck** roll, an Extreme **DEX** roll, or regular **Climb** roll. Continue until you succeed or become indefinitely insane.



You don't know how much time passes. Hours, at least. Maybe days. Maybe longer. Eventually, you succeed in chasing down a version of yourself. The other crew members grab a hold of your "catch" and escort them back to the boats. "You," they leave behind at the Overlook. You watch the boats vanish back into the fog, along with whatever version of you, you have condemned to that cursed voyage, just as you were... however long ago.

If you attempted to run away from the figures, make a **Sanity** roll (1/1D3). If you did not run away, make a **Sanity** roll (0/1), and **BREAK** a chain. **EXPLORE**.





Act I. Scene 3: The Chapel

The Church; A Battlefield Memorial; Sacrificial Altar

"Alone in the Town" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

Although the ceiling is missing, this place is unmistakably a kind of chapel. The lingering smell of incense imbues and clouds the air. The chancel's altar is dominated by the statue of a shrouded figure, its face hidden beneath a cowl. The palm of one hand is turned towards you, with the middle and index fingers raised. In front of the pedestal on which the statue stands, a man with straw-like hair lights candles and murmurs to himself. As he turns a corner you see that his face is adorned with the long-nosed white mask of a plague doctor.

Choose your next course of action.

1. **Listen In:** Proceed to **1.3.1**.
2. **Speak Up:** Proceed to **1.3.2**.
3. **Look Around:** Proceed to **1.3.3**.

1.3.1: Listen In

You creep towards the front of the chapel and its keeper.

Make a **Listen** roll. On a fail, refer to 1.3.5. On a success, continue reading.

The muttering is not so much a prayer as a supplication. "Not upon us, O King, not upon us!" the "priest" repeats over and over again. "How were we to know of your coming, that your mask-like visage, is but your true self revealed, and that we are naught but masks ourselves." The man continues like this, speaking an arcane mythology you struggle to understand. As you come closer to better hear what they have to reveal, you realize that the figure has retreated into a dark corner of the chapel and vanished. You are alone again.

Gain +1 **Cthulhu Mythos** and make an **INT** roll, gaining an additional +1 **Cthulhu Mythos** on a success. Regardless of the result, **EXPLORE**.

1.3.2: Speak Up

You approach the figure, who turns towards you. "Greetings to you Stranger. I am Naotalba, once high priest to Cassilda, the Queen, from before the arrival of the King," gesturing to the statue behind him. "Be not afraid. This is a safe place where you may rest. That is, unless you have something of which you seek to unburden yourself."

1. **Rest:** REST. Then continue reading.
2. **Confess:** Refer to 1.3.4.

When you awaken, you are alone.

EXPLORE.

1.3.3: Look Around

You ignore the man for now, and explore the altar and statue. You are not sure if the "priest" is aware of your presence or not, but they leave you alone regardless – for the most part, at least. When you turn around, you realize the strange man (for who else could be responsible), has placed an unlit candle in front of the shrouded statue. He stands a short distance away, as though waiting to see what you will do.

1. **Don't Light the Candle:** Proceed to 1.3.5.
2. **Light the Candle:** Continue reading.

The priest is suddenly beside you. "May I take your confession?" he asks, taking your hand.

If you choose to confess, refer to **1.3.4**. Otherwise, continue reading.

Taking your silence as a kind of answer, the priest instead tells you a story of a hunter who became lost. As the hunter searched around, he found a maiden and her falcon. The man explained his unfortunate circumstances. The maiden wanted to help him, but explained that it would take centuries for him to return from where he came. She invited him to rest and spend the night at her castle nearby.

The man was enchanted by the lovely maiden; he confessed his love for her immediately. A day turned into a week turned into a month, flowing like sands through an hourglass. Eventually, the maiden also proclaimed her own love. Together, they hunted and he learned the art of falconry. All seemed well. However, during one of her lessons, a poisonous viper slithered from the undergrowth. The maiden pleaded for her beloved not to put himself in danger, but he investigated, despite her begging. The viper bit him, sinking its fangs into his leg, and the last thing he saw was the maiden's face leaning over him as darkness closed in. When he awoke, she was gone. Her castle had been reduced to ruin, with a gravestone in her memory nearby. As a falcon circled overhead, upon the cold stone the grave marker the man found a woman's glove, still warm and perfumed.

As the priest finishes his story, your eyes drift back to the lit candle; it has burnt down and extinguished. Looking around, you realize that the priest too, is gone. You are alone.

Gain +1 **Cthulhu Mythos** then **EXPLORE**.

1.3.3: Look Around

You ignore the man for now, and explore the altar and statue. You are not sure if the "priest" is aware of your presence or not, but they leave you alone regardless – for the most part, at least. When you turn around, you realize the strange man (for who else could be responsible), has placed an unlit candle in front of the shrouded statue. He stands a short distance away, as though waiting to see what you will do.

1. Don't Light the Candle: Proceed to **1.3.5**.

2: Light the Candle: Continue reading

1.3.4: Confess

You share your deepest thoughts, your fears, and your regrets. As you speak, the priest slowly removes his mask. His face is old, deeply creased by years of age. More than that, his face looks soft and rubbery, like melted wax. As you finish speaking, the priest squeezes your hand. His hand is damp; it feels somehow too soft and too hard at the same time. The firmness of the embrace, you fear, might leave permanent indentations on him. Shaking your head, you realize the priest has been speaking to you, though for how long you're not sure. You catch only the last few words, before the priest rises, and walks away.

Refer to the appropriate entry based on the ***Mask*** you wear, and regardless of the result, continue reading.

1. Mask of the Lost: "I am sorry that you lost someone. All of us here… have lost something or someone. That we keep searching, is what keeps us here."

2. Mask of the Addict: "You are fettered by chains. Maybe you were the one to forge them. Maybe you never realized they were there. Maybe they have always been a part of who you are. Until you recognize them for what they are, though, they will bind you."

3. Mask of the Masochist: "None of us are what we want to be, or, for that matter, who we think we are. Those of us who continue searching for our true selves, are condemned to search here forever."

4. Mask of the Guilty: "What does it mean to live; what does it mean to survive? Do you seek to excel, or to avoid disappointment? If prolonging your existence is your only goal, then you may prosper here for a long time indeed."

BREAK a chain, **EXPLORE**.

1.3.5: Distracted

The sound of a great pipe organ blares from behind you. When you turn to look, there is no sign of the instrument. Likewise, the figure of the priest has vanished. You are alone.

EXPLORE.



Act I. Scene 4: The Library

The Room of Records; Public Library; The Burnt Study

"Terrible Fate" by Theophany (available on Time's End: Majora's Mask Remixed)

The smell of wet parchment permeates the air – a heady musk of mold and mildew. A weak breeze disturbs the pages of books scattered open across the floor. Closing your eyes, you imagine the room filled with page-turning readers. Opening your eyes again, they are drawn to a bookcase standing alone against a wall. It is the only bookcase with any books left. The titles written on most of them are nonsense. Some, however, are emblazoned with large individual print letters. Gaps between them suggest where volumes are missing. Looking down at your feet, you see that many of the books lying there likewise bear a single letter on their spines, as though making up some kind of set.

1. **Solve the Puzzle:** Proceed to **1.4.1**.
2. **Search the Books:** Proceed to **1.4.2**.
3. **Leave:** Proceed to **1.4.3**.
4. **Mask of the Addict:** If you wear the ***Mask of the Addict*** refer to **1.4.4**.

1.4.1: The Crossword

You collect all the books with single letters on their spine that are laying scattered on the floor. Arranging them in alphabetical order, you come up with the following:

A - A - C - E - E - E - E - E - E - F - H - H - H - H - H - H - I - I - I - L - L - M - N - O - R - S - S - S - S - S - T - T - T - T - T - Y.

Looking at the shelves, you count the gaps between books.

_ _ _ g _ t _ a _ t _ e H _ a d _ s s _ a _ l _ _ n g,

W _ _ r e _ _ a p t h _ _ a t _ ers of _ _ _ King,

M u _ _ d _ _ u n _ _ _ _ d in

D _ _ C _ r _ o _ a.

If you believe you have solved the puzzle, refer to 1.4.5. You may also attempt to receive a hint in which case refer to 1.4.6. If you remember the solution from a prior playthrough, proceed to 1.4.7.

1.4.2: Sensical Nonsense

You search through the collection of moldy tomes. Each of the books is heavy with mildew, and your breathing is labored as you stack and meticulously look through each of the volumes.

Make a **CON** roll. On a fail, the spores you breathe cause lightheadedness and a violent cough that further compounds your nausea. You are barely able to stumble out of the room before losing consciousness. When you awaken, the entrance to the ***Library*** is shut. You have no choice but to push deeper into ***Carcosa*** – EXPLORE. If you succeed your **CON** roll, continue reading.

You laboriously start cross-referencing the books despite their overwhelming pungency, trying to find a pattern to the cipher you are sure masks the books' contents.

Make a **Library Use** roll or a Hard **INT** roll. On a success, refer to 1.4.6. On a fail, you are barely able to stumble out of the room before losing consciousness from inhaling the virulent spores that fill the air – when you awaken the entrance to the ***Library*** is shut – EXPLORE.

1.4.3: Leave

Maybe you were never much of a reader. You leave the library no better informed.

EXPLORE.

1.4.4: Feeding the Worm

Whether or not books are the source of your obsession or addiction, you find the smell of these particular texts intoxicating. They remind you of all the best times you had indulging in your stimulants of choice, before you became ever more isolated from friends and family. Were you of the mind, you might just find yourself staying here, poring through texts, always learning – always absorbing – more.

Make a **POW** roll. On a fail, attempt a Hard **POW** roll, and, on another fail attempt an Extreme **POW** roll. After three failed rolls, you do not leave. You continue to read. Eventually, malnourishment takes its toll, and your mind can take no more. You become indefinitely insane. On a success of any of the rolls, you resist the urges arising within you and **BREAK** a chain – return to the beginning of **Scene 1.4** and choose to refer to either **1.4.1**, **1.4.2**, or **1.4.3**.

1.4.5: A Solution

Songs that the Hyades shall sing,

Where flap the tatters of the King,

Must die unheard in

Dim Carcosa.

If this is the solution upon which you arrived, proceed to **1.4.8**. If this was not your solution, proceed to **1.4.9**.



1.4.6: A Hint

You puzzle over the shelves of books, fitting in one book only to withdraw it for another. All the while the reek of this place intrudes upon you. Whether it is your imagination or a hallucination inspired by the airborne toxins, you find yourself hearing a female voice singing. You do not catch all the words, but what you do catch spurs you onwards.

Make a **Sanity** roll (0/1), then continue reading.

Looking at the shelves, you count the gaps between books, along with the volumes laying on the ground, and try to match letters to the words the female voice sings.

A-A-C-E-E-E-E-E-F-H-H-H-H-H-I-I-L-L-M-T-T-T-T.

Songs t_a_ t_e Hyad_s s_a_l sing,
W__re __ap th_ _at_ers of ___ King,
Must d__ unheard in
D__ C_r_o_a.

Once you believe you have solved the puzzle, refer to **1.4.5**.

1.4.7: Another Go

You collect all the books with single letters on their spine that are laying scattered on the floor. Arranging them in alphabetical order, you come up with the following:

A-A-A-C-C-D-E-E-E-G-G-H-I-I-K-L-L-L-M-N-O-O-O
-O-R-R-R-R-R-S-S-S-S-S-S-T-T-T-T-T-U-U

St_a_ge i_ t_e ni_h_ wh__e b_ac_ s__rs ri_e
An_ s_ran_e __ons ___cle thr__gh _he sk___
B_t _t__ng_r sti__ i_
L___ _a_c_s_

Looking at the shelves, you count the gaps between books.

If you believe you have solved the puzzle, refer to **1.4.11**. You may also attempt to receive a hint in which case refer to **1.4.10**. If you remember this solution from a prior playthrough as well, proceed to **1.4.12**.

1.4.8: A Reward

As you place the last volume in place, the bookcase shudders as a hidden mechanism triggers, shifting the bookcase aside to reveal a hidden chamber. A single pedestal in the room's center is the whole of the revealed room's furnishings. On the pedestal rests a slim folio. Its title, in yellow script, reads – Le Roi en Jaune, 1895. A shudder passes through you.

When it passes, you realize you are no longer standing, but sitting down, your back against the pedestal. The folio lies open, at your side, to the final page of Act I. You re-read the closing lines of the play: "... Camilla's agonized screams and the awful words echoing through the dim streets of Carcosa."

Increase your **Language (French)** skill to 50%, unless it is already higher, in which case increase it by 1D10. Gain +5 **Cthulhu Mythos** (regardless of whether you may previously have read ***The King in Yellow***). Record under ***Arcane Tomes & Spells*** that you possess a copy of the ***King in Yellow***. Make a **Sanity** roll (0/1D3).

EXPLORE.

1.4.9: A Consequence

As you place the last volume in place, you know that this is not right. As though responding to your thoughts, the bookcase shudders as a hidden mechanism triggers. A scream comes from beyond, from some chamber that must be hidden behind the bookcase. As you watch, blood seeps from beneath the shelving, staining the bottom row of books red. You hastily step backwards. What have you done?

Make a **Sanity** roll (0/1). EXPLORE.

1.4.10: A Different Hint

You puzzle over the shelves of books, fitting in one book, only to withdraw another. All the while the reek of this place intrudes on your concentration. Whether it is your imagination or a hallucination inspired by the airborne toxins, you find yourself hearing a female voice singing. You do not catch all the words, but what you do catch spurs you onwards.

Make a **Sanity** roll (0/1), then continue to solve the puzzle.

A-A-D-E-E-G-G-H-L-L-M-O-O-O-R-R-S-S-S-S-S-T-T-T-T-U-U

Strange i_ t_e ni_h_ wh__e black s__rs ri_e
An_ s_ran_e __ons circle thr__gh the skies
B_t _t__ng_r sti__ i_
L___ Carcosa

Once you believe you have solved the puzzle, refer to **1.4.11**.

1.4.11: A Different Solution

Strange is the night where black stars rise,

And strange moons circle through the skies

But stranger still is

Lost Carcosa.

If this is the solution upon which you arrived, proceed to **1.4.8**. If this was not your solution, proceed to **1.4.9**.

1.4.12: It Has All Happened Again

You recall memories of another life. You, or someone like you, has been here before. Your hands move without thought, as the solution to this puzzle comes to you by instinct alone.

Gain +1 **Cthulhu Mythos** and make a **Sanity** roll (0/1). Then refer to **1.4.8**.





Act I. Scene 5: The Game Room

The Toy Box, The Nursery, The Puzzle Room

"For the Damaged Code" by Vasaria Project (available on Downfall)

You feel as though you are wading through snow. The soft crunch of your feet is not on ice, however, but on game pieces from every era and civilization intermingled like grains of sand. A picked up handful of the pieces contains the King and Pawn of a chess set; the smooth black and white stones of a game of Go, and countless other tokens, dice, and figurines. Arising like a pillar from amidst this landfill of discarded toys is a complex arrangement of tubes and gears that coalesce into the suggestion of a many-armed machine. A rickety card table in front of this mechanical turk appears to be the only cleaned-off surface here.

1. **Play a Game:** Proceed to **1.5.1**.
2. **Make for the Exit:** Proceed to **1.5.2**.
3. **Destroy the Machine:** Proceed to **1.5.3**.
4. **Mask of the Lost:** If you wear the ***Mask of the Lost*** you must proceed to **1.5.4**.

1.5.1: Play a Game

You sort through the pieces, looking for anything familiar. Finally, you settle on a game, and place the playing pieces on the table. A loud hiss raises the room's temperature several degrees as the "statue" whirls to life. As though knowing the exact location of each piece, a multitude of appendages spring out from the machine and pick up from around the room the remaining game pieces to place on the table. You are now ready to play.

Proceed to make a series of Hard **INT** rolls or Regular **Craft (Gambling)** or other applicable skill. When you accumulate a total of three successes, you have defeated the "Player of Games" – proceed to **1.5.5**. Should you accumulate a total of three failures, you have been defeated – proceed to **1.5.6**.

For any roll, you may attempt to cheat. If you attempt to cheat, make an Extreme **INT** roll or a Regular **Sleight of Hand** roll. On a success, you automatically pass the roll and have one further success towards the three successes you need to proceed to **1.5.5**. On a failure, refer to **1.5.6**.

1.5.2: Make for the Exit

As though moving through knee-high water, you lurch through the mass of game pieces. Every step is followed by the rustling of highly-stacked pieces falling back into your wake as you pass.

Halfway across the room to the exit, you are close enough to see the web of appendages jutting out from the mechanical monstrosity at the room's center. The thing seems to be growing taller. You realize you are sinking.

Succeed at a Hard **DEX**, **STR**, or **SIZ** roll to muscle your way through and exit the room before you sink underneath the mass of game pieces. On a failed roll, you may attempt another roll with one of the other two characteristics, though with a penalty die (as you have sunk even deeper). You may attempt this once more on a failed roll with the remaining of the three characteristics and two penalty dice. After three failed rolls each on **DEX**, **STR**, and **SIZ** you have sunk beneath the mass of game pieces and suffocate. Reduce your hit points to zero.

If you succeed on any of the Hard characteristic rolls, **EXPLORE**.

1.5.3: Destroy the Machine

The machine springs into gear. Appendages with pincers – some the size of your fingernail, some the size of your skull – stab out as though to take control of you, not unlike one of the game pieces littering the floor.

Succeed at a Hard **Combat** roll or a Regular **Operate Heavy Machinery**, **Electrical Repair**, or **Mechanical Repair** roll to succeed in damaging the machine. Regardless of the weapon or tool used, inflict 1D10 points of damage. Continue making rolls until you have done a total of 15 points of damage. Until then, after every skill roll (regardless of whether it is a success or failure) make a **Combat** or **Dodge** roll to avoid suffering 2D4 points of damage from the ***Player of Games*** in return. If you successfully destroy the ***Player of Games***, continue to **EXPLORE**.

1.5.4: A Playful Memory

You pick up a game piece from the landfill of toys around you. The piece reminds you of the one you Lost. Perhaps this was their favorite game; perhaps it was yours. Before you've even had a chance to place the piece on the table, the machine at the room's center whirls to life. As though knowing the exact location of each piece, a multitude of appendages spring out from the machine and pick up from around the room the remaining playing pieces to place on the table. You are now ready to play.

Proceed to make a series of Regular **POW** rolls. With each attempted roll you realize more and more that, despite looking like a mechanical nightmare, your opponent plays with the flare and style of the one you ***Lost***. When you accumulate a total of three successes, you have defeated the ***Player of Games*** – proceed to **1.5.7**. Should you first accumulate a total of three failures, you have been defeated – proceed to **1.5.8**.

1.5.5: Victory

Although lacking eyes, you have the sensation that the construct is watching you, as though seeing you for the first time. A clunking sound from the thing's inside distracts your attention and the Player of Games is once again an inanimate machine. A flap near its base swings open to reveal your apparent "prize."

Record under ***Treasured Possessions*** that you have received "A Trophy from The Player of Games." **EXPLORE**.

1.5.6: Defeat

The construct once again shudders into motion. A single appendage extends towards you ending in a curious flipper-like appendage. The Player of Games, despite lacking eyes, appears to look at you, watching for your next move.

1. Decline to Shake Hands: Refer to 1.5.3.
2. Shake Hands: Continue reading.

You shake the appendage of the Player of Games. As you do, the flipper-like surface reverses its grip in your hand and curls around your thumb and little finger, before prying open your hand. With preternatural speech and machine-like efficiency, another appendage descends. This one is adorned with a sharp tip from which drips a black ichor. However much you pull, scream, or try to escape, the Player of Games will not be denied. Before your eyes the tip springs into piston like movements, each strike on your palm leaving a part of your flesh permanently marked. When it is done, the machine releases your hand, and withdraws into itself. Looking at your tattooed palm, you read the words that are now etched into you forever: "Good game."

EXPLORE.

1.5.7: A Good Game

You win. You may never have won against the one you Lost, but this time, you did. Maybe you've learned; maybe they let you win. Regardless, in competing against the memory of a person it becomes clear that while you have been moving forward in time since losing them, they have not — and perhaps never will.

BREAK a chain; EXPLORE.

1.5.8: Never Enough

You've lost. Again. Eager for another round, you set up the game, again. The machine complies. Again, you lose, and again you set up the pieces. You stop paying attention to the time. Here, now, there is a connection you cannot deny to a memory of the one you've Lost. You won't let that go, even if, eventually, you must. Like you always do.

Make a **Sanity** roll (0/1D3). EXPLORE.



Act I. Scene 6: The Clinic

The School Nurse's Office, The Medical Tent,
The Healer's Hut, The Embalming Room

"Bloodlines Main Theme" by Rik Schaffer (available on Vampire: The Masquerade - Bloodlines Original Soundtrack)

Stairs wet with moisture from suddenly humid air cause you to take each step slowly. Rows of storefronts line the sides of the underground subway corridor. The stores advertise sales for toys, masques, and children's supplies. All of them are closed, many with "everything must go" signs prominently displayed. Amidst the closed storefronts, light emerges from a single room. The markings on the outside walls identify it as a medical clinic. The sound of a crying child comes from within. Looking through the storefront window reveals only a small examination room and filth-encrusted autopsy table on which something unrecognizable lies motionless. Turning back you are confronted by a mob of unmoving figures. The several dozen figures seemingly materialized behind you while you were investigating. Each of their limbs is contorted in different shapes and angles, as though caught mid-dance, having stopped only the moment you turned around.

If you choose to enter the clinic, continue reading. If, instead, you wish to brave the mob refer to **1.6.1**.

The door chimes when you push it in. The cheerful jingle doesn't fit the blood-graffitied examination room. The autopsy table drips with corruption. Your foot connects with something on the floor and sends a dull scalpel scraping across the room. Whatever was dissected here was very sick. Looking back, the crowd of figures is now in front of the clinic. They wait atthe storefront window like an expectant audience. You don't have much time.

1. **Carve into the Body:** Refer to **1.6.2**.
2. **Decipher the Bloody Symbols:** Refer to **1.6.3**.
3. **Look for a Way Out:** Refer to **1.6.4**.

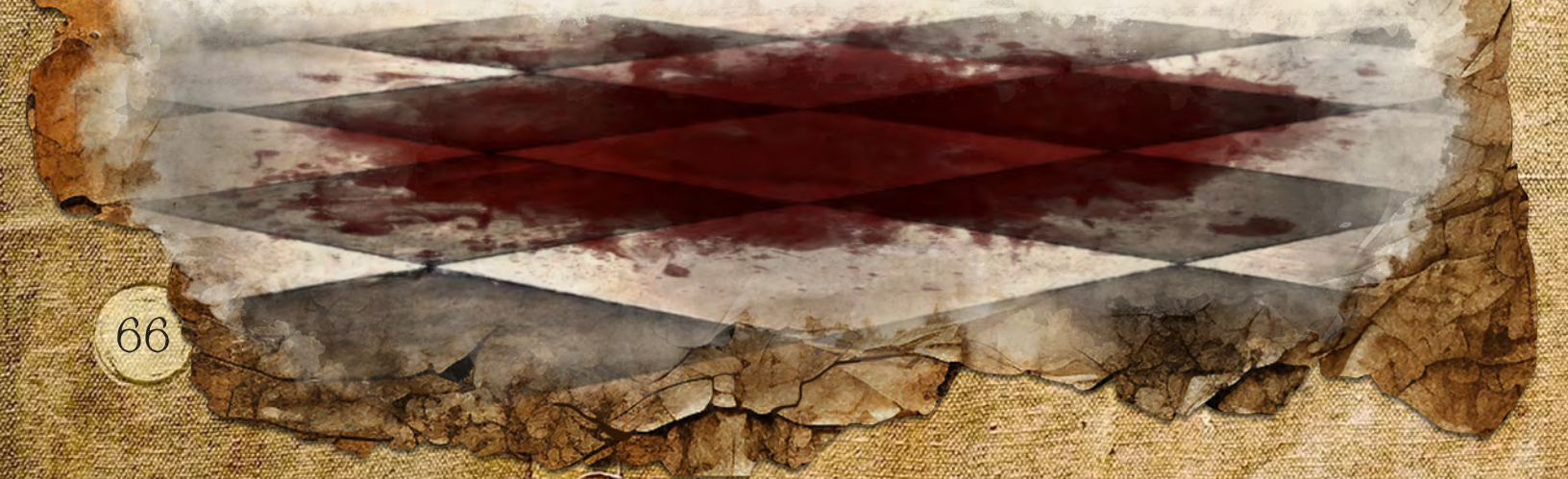
1.6.1: Through the Mob

You make your way through the crowd, stretching your peripheral vision to its limits to keep within sight the many faceless figures. Even so, every step draws you deeper amidst their contorted forms. You feel more than hear the jerking movements wherever your eyes do not reach.

Make a **POW** or **Sanity** roll. If your **POW** or **Sanity** roll is successful, you are able to move through the figures, narrowly avoiding their grasps – **EXPLORE**. On a fail, continue reading.

One of the figures lashes out. Its jagged fingernail draws a line of blood across your skin. The sight of drawn blood sends the rest of the figures into a frenzy of flailing limbs.

Make a **Dodge** roll. On a fail suffer 1D8 points of damage. For every level of success (Regular, Hard, Extreme) reduce the die rolled for damage (1D6, 1D4, 1D2). Then, **EXPLORE** (and if you also wear the ***Mask of the Guilty***, **BREAK** a chain).



1.6.2: Autopsy

Picking up the scalpel you feel what you must do. You insert the knife into the black fleshy mass. Your hand drags the scalpel across the shape, more than cutting through the stuff.

Make a **Sanity** roll (0/1), and on a fail, you drop the scalpel in disgust and must refer to **1.6.4** instead. On a success, proceed to making a **First Aid**, **Medicine**, or **Natural World** roll. If you succeed at the skill roll, you discover hidden within the folds of scarred and blackened flesh a key. You are able to seize your prize and head out the back just as you hear the jingle of the clinic's front door opening. Record that you have ***The Key*** and **EXPLORE**. If you fail your skill roll, continue reading instead.

The thing into which you cut has no cavities, just deeper and deeper layers of flesh. Your attention is drawn away from your grisly work by the chime of the clinic's front door opening. Silently the figures from outside shudder their way into the small room. They surround you. Then, as one, they grab hold and hoist you on top of the autopsy table. The next few seconds are pure agony, madness, and blood. Cracked fingernails from a dozen of the things explore your insides. Eventually, you lose consciousness. When eventually you awaken, your world is once again in pain. At least your tormentors are nowhere to be seen. Looking down you see where your stomach was opened and then roughly sewn shut. A metal handle from what appears to be a key sticks out.

You may pry out the key, in which case make a **Sanity** roll (1D3/1D6), then suffer a **Major Wound**, and lastly record that you have ***The Key*** and **EXPLORE**. If you choose not to pry out the key, make a **Sanity** roll (1/1D3), and **EXPLORE**.

1.6.3: Decipher the Bloody Symbols

The blood graffiti is, of course, disturbing. Worse, though, is the smell. Written in blood, the coppery scent is overwhelming in the examination room's cramped confines.

Make a **CON** roll. On a fail, you wretch and cannot continue – refer to **1.6.4**, instead. On a success, continue reading.

Steeling yourself, you commit yourself to the task of examining the symbols.

Attempt an **INT** roll. On a fail, you can't decipher whatever logic is behind the bloody scrawling – refer to **1.6.4**, instead. On a success, continue reading.

Your mistake was to think that the symbols were written in a kind of language. But it was never any particular symbol you were supposed to focus on, but the collective whole. Swallowing down the bile that rises up your throat, you allow your eyes to unfocus and take in the entire grisly display at once. When you do, you see a single word.

You head out the back just as you hear the jingle of the clinic's front door opening. Record that you have ***The Key*** and **EXPLORE**.

1.6.4: Look for a Way Out

It's no good. You can't stay here.

Make a **Sanity** roll (0/1). On a successful **Sanity** roll, you keep a cool head and attempt to go out the back just as you hear the jingle of the clinic's front door opening – make a **DEX** or **Dodge** roll and on a success **EXPLORE**, while on a failed **DEX** or **Dodge** roll refer to **1.6.5**. On a failed **Sanity** roll, continue reading.

You could just go out the back, but what if they are waiting for you there as well? Some combination of fear, adrenaline, and pure panic grips you. You start scraping at the bloody walls. Your fingernails tear as you look for any edge to the tiled walls. Your fingers pry loose one tile, then another. You find a hole. You crawl through.

EXPLORE.

1.6.5: Here They Come

The storefront window shatters as the mob breaks through. Within moments, you are overwhelmed and begin to suffocate under the mob's combined weight.

Reduce your hit points to zero.





Act I. Scene 7: The Ballroom

The School Dance, The Tavern, The Officer's Mess.
The Hellfire Club

"Firefly" by Johnny Hollow (available on A Collection of Creatures)

The atmosphere is bright, and the assembled crowd gay and mirthful. Singles, couples, and groups of all genders waltz or parade their way across the dance floor. The crowd mingles seamlessly, bowing, curtseying, or exchanging kisses to one another. The assembled are attired in dress of many ages and styles – tuxedos and flowing silk dresses, kimonos and saris, as well as skin-tight fetish wear accented by spikes, collars, chains, or ornately knotted ropes. The unifying feature is that each of them wears a carnival masque – sometimes blending with their outfits, other times intentionally clashing. As you enter, the dance and music cease. The crowd as one turns to you. Some smile, others scowl, but none disclose whether you are an awaited guest or an unwanted intruder, you do not know.

1. **Join the Dance:** You attempt to join the gathering – go to 1.7.1.
2. **Escape:** You attempt to leave – go to 1.7.2.
3. **Wallflower:** You try to blend into one of the walls – go to 1.7.3.
4. **Introductions:** You announce yourself – go to 1.7.13.
5. **Jealousy:** If you wear the ***Mask of the Masochist*** you may refer to 1.7.15.
6. **Familiar Face:** If you wear the ***Mask of the Lost*** you may refer to 1.7.14.

1.7.1: Join The Dance

You cause a single clap of your hands to ring across the room. You take the first step in a coming dance as the music resumes.

Attempt an **Art/Craft (Dance)** or Extreme **DEX** or **APP** roll. You may make this roll with the benefit of up to two bonus dice. However, for each bonus die used, make a **Sanity** roll (0/1D3), as you feel and permit your movements to be compelled by unseen forces. On a success, refer to 1.7.4. On a fail, continue reading.

The crowd erupts in laughter at your blundering efforts. Someone points at you shouting "FOOL FOOL FOOL" and the crowd picks up the chant. You are surrounded. Arms grasp hold of you. A dunce cap materializes from somewhere and is secured to your head. The straps of your new headwear bite into the flesh of your neck and chin. You are violently pulled and pushed back and forth as your tormentors attempt to compel you to continue your dance.

Make a **Sanity** roll (0/1D2). On a success, proceed to 1.7.6. On a fail, refer to 1.7.5.

1.7.2: Escape

You attempt to leave the orgiastic ballet. As you do, a new figure blocks the doors through which you intend to depart. They wear a pallid mask, flowing yellow robes, and multi-colored shoes with curled toes. There is something compelling about them. You are unsure whether it is sadness or menace that they exude. They extend a sleeve with no hand in the offer of a dance.

1. **Have this Dance:** If you take the "sleeve" go to 1.7.7.
2. **Spurned:** If you decline to take the sleeve and attempt to leave, instead refer to 1.7.8.

1.7.3: Wallflower

"That won't do," a voice nearby says. The voice's lilt is androgynous, and when you look over to the one who has joined you. They wear a pallid mask, flowing yellow robes, and multi-colored shoes with curled toes. There is something compelling about them. You are unsure whether it is sadness or menace that they exude. They extend a sleeve with no hand in the offer of a dance.

1. **Have this Dance:** If you take the "sleeve" go to 1.7.7.

2. **Spurned:** If you decline to take the sleeve and attempt to leave, instead refer to 1.7.8.

1.7.4: Dancing

You are welcomed into the throng of dancers. You aren't sure how much time passes as an unseen force takes control of your movements, driving you to mimic and mirror the movements of the dancers around you. Divorced from the need to guide your own movements, you are able instead to listen to the voices of the masked dancers around you.

Make a **Listen** roll. On a success, continue reading. On a fail, refer to 1.7.5.

Amidst your steps and turns you overhear snippets of conversation.

"The Queen? I've heard she has not had a physical lover in ages."

"Castaigne is worse than a madman, he is a fool. There is no reasoning with him. It is good he is in the dungeon."

"The books in the Library speak secrets. A good thing as I've no eyes to see."

"Entry into the palace? Only by invitation, or the secret word..."

Record that you have ***The Key***. Then, refer to 1.7.6.



1.7.5: Transformed

You go among the dancers. You strain to hear their words. Every snippet you catch sounds less like a conversation and more like a chant. The world increasingly sounds underwater, swallowing up the voices and the music alike. Your eyes blink as they struggle to stay open.

Make a **POW** roll (if you wear the ***Mask of the Addict*** suffer a penalty die on this roll). On a success, refer to **1.7.6**. On a failure, continue reading.

Your body feels less and less like your own. Dimensions and centers of gravity feel progressively alien. One of the other dancers spins you towards a wall-length mirror. When you see yourself, the room erupts in laughter and the symphonic music is replaced by a sole sad trombone horn. You don't know for how long the laughter continues. When you come to, the lights around the dance hall have extinguished. The revelers have all gone. Yet you remain changed. Someone has left a key in your hand with a note tied to it, reading, "Welcome home."

If you have broken all three of your chains, the changed sight of yourself gradually changes back, record that you have discovered ***The Key***, and **EXPLORE**. Otherwise, choose or roll 1D6 to learn your new appearance and follow all accompanying instructions from the nearby table, record that you have discovered ***The Key***, and **EXPLORE** – also remember that should you ever break all three of your mask's chains, you may revert to your original appearance and regain your original characteristics.

1. Marionette: Your skin has hardened and your face has become doll-like. Rivets at your joints encumber your otherwise unbending body. Your entire form moves as though manipulated by invisible strings. Change your **APP** to 30. Reduce your **DEX** by 10, and increase your **STR** and **CON** by 10. Record that you have 1 point of armor. Make a **Sanity** roll (1D4/1D20).

2. Swine: Your features have taken on subtle swine-like features. Your nose is pressed upwards and flattened. Your ears hang down lower on the sides of your head. Any hair you may have had has been replaced by coarse short bristles. When you have speak, you struggle not to snort. Change your **APP** to 20. Increase your **STR** and **SIZ** by 10 each. Record that you have 1 point of armor. Make a **Sanity** roll (1D4/1D20).

3. Sex: Whatever your original sex and gender identity, you have been transformed. Where you possessed masculine features, you may now possess feminine physical characteristics, vice versa, or both. You may increase your **APP** by 10. Make a **Sanity** roll (1D3/1D8).

4. Ghoul: Looking back at you is a thing with canine-like features – pointed ears, an elongated nose resembling a snout, and sharp dagger-like teeth are the least of your changes as you feel within you a cannibalistic hunger you have never felt before. Increase your **STR**, **DEX**, and **CON** by 10 each. Record that your unarmed attacks now do 1D6 points of damage as your fingernails have become clawlike. Under ***Phobias & Manias*** record "cannibalism." Make a **Sanity** roll (1D4/1D20).

5. Marked: Your form appears haggard, wilted, like one exhausted by life. In your brow, is carved the ***Yellow Sign***. Reduce your **APP** by 10, increase your **POW** by 10, and gain +5 **Cthulhu Mythos**. Make a **Sanity** roll (1/1D4).

6. Aged: You have aged. If you would have been considered young or middle-aged before, you are now into your senior years. Change your age to 70 (reduce your attributes according to the instructions in the *Keeper Rulebook*, p.32, ignoring any positive changes to your characteristics). If you would have been considered older, you have become young. Change your age to 18 (increase your attributes according to the instructions in the *Keeper Rulebook*, p.32, applying changes to your physical characteristics in reverse, i.e., increasing them instead of decreasing them, but ignoring any changes to your **EDU** or **INT**).

1.7.6: Exhausted

You don't know how long you move among the dancers, but you feel compelled to continue. Eventually, though, you collapse from exhaustion. When you awaken, you are still in the ballroom, now empty. You feel yourself covered in sweat and other substances.

Increase your **Art/Craft (Dance)** to 20%, unless it is already higher, in which case increase it by 1D10 skill points. **EXPLORE**.



1.7.7: Have This Dance

You accept the offered sleeve. You move as though on a cushion of air. At times you lead, other times you are led by the yellow-clad noble. Without thought you execute dance steps of which you did not know yourself capable. The other revelers form a circle around you, clapping appreciably. As the music reaches its crescendo, your partner dips you to the ground, holding you with nothing but yellow silken strands. The fading music abruptly cuts off. You fall to the ground as though having fallen out of bed. The floor is dusty. There is no more flame, no warmth. The revelers and the figure in the pallid mask have all vanished. The entire dance hall seems to have stood abandoned for a very, very long time. The only indication that any of what just transpired actually happened is a golden key laying next to you. Tied to it by a string, a note simply reads, "You are invited."

Increase your **Art/Craft (Dance)** to 35% unless it is already higher, in which case add 1D10 points to the skill. Record that you have discovered ***The Key***. EXPLORE.

1.7.8: Spurned

The yellow-clad figure is not so easily denied. The offered sleeve comes to life and wraps around your arm. Fine red slashes appear across your arm where the fabric touches skin and grows taut. The music takes on a menacing tone as the other revelers form a wall of bodies around you. Their laughter and jeers contrast sharply to your screams and shouts of alarm as the yellow threads continue to tighten tourniquet-like.

1. **Resist:** Attempt a **Combat** roll with one penalty die (resulting from one arm being restrained). On a success, refer to 1.7.9. On a fail, refer to 1.7.10.

2. **Beg Forgiveness:** Attempt a **Social** roll with one penalty die (resulting from your initial refusal). On a success, refer to 1.7.11. On a fail, refer to 1.7.10.

3. **Flee:** Refer to 1.7.12.

WHISPERS LINGER IN THE AIR,
TALES OF MADNESS,
TALES OF DESPAIR.

1.7.9: Resist

You lash out, succeeding in striking your captor squarely in its mask. It recoils as the mask appears to shift ever so slightly. In the moment it does, the menacing tones of strings abruptly cut off. The lights around the dance hall extinguish. There is no more flame, no more warmth. The revelers and your pallid masked attacker have all vanished. The entire dance hall seems to have stood abandoned for a very, very long time. The only indication that any of what just transpired actually happened is a golden key laying in front of you. Tied to it by string, a note simply reads, "Finish What You Start."

Gain +1 **Cthulhu Mythos**. Record that you have ***The Key***. EXPLORE.

1.7.10: Resistance is Futile

You ineffectually struggle against your captor by word and deed. As you struggle, your arm continues to bleed, until, before your eyes, the entire appendage just falls apart, the razor-sharp yellow threads cutting through muscle and bone. Rather than release you, the threads work their way up to what's left of your shoulder, and enwrap you entirely, covering your eyes last.

Record that you have suffered a serious injury and lost one of your arms. Reduce your hit points to zero.

1.7.11: Ask Forgiveness

Words spill out from your mouth seeking to appease, threaten, charm, or deceive your captor. The threads of yellow around your arm soften, then pull away entirely, leaving ugly scars, but no visible open cuts. As you examine your arm, the sound of stringed instruments abruptly cuts off. The lights around the dance hall extinguish. There is no more flame, no more warmth. The revelers and the pallid-masked figure have all vanished. The entire dance hall seems to have stood abandoned for a very, very long time. The only indication that any of what just transpired actually happened is a golden key that has suddenly manifested in your scarred hand. Tied by a string to the key, a note simply reads, "Come."

Permanently reduce your **APP** by 1D6, and gain +1 **Cthulhu Mythos**. Record that you have ***The Key***. EXPLORE.

1.7.12: What You Leave Behind

You pull away from your captor, looking for an escape. Too late you realize that the yellow threads around your arm have not loosened. As you move away, the threads bite deeper into your flesh until, before your eyes, the appendage simply comes apart, the razor-sharp yellow ribbons cutting through muscle and bone. The crimson that jets forth from your arm coats the floor, and you slip in your own blood. As you fall, your head collides with the floor. At that moment, the sounds of stringed instruments abruptly cut off. The lights around the dance hall extinguish. There is no more flame, no more warmth. The revelers and your pallid masked attacker have all vanished. The entire dance hall seems to have stood abandoned for a very, very long time. The only indication that any of what just transpired actually happened is the bleeding stump where once was your arm, and the arm itself, laying a few feet away. In its closed fist, there is a golden key. Tied by a string to the key, a note simply reads, "Bring the Rest."

Suffer a serious injury and take 2D6 points of damage. Gain +1 **Cthulhu Mythos**. Record that you have ***The Key***. **EXPLORE**.

1.7.13: Introductions

You state your name, loud enough so all can hear.

Make a **POW** or **APP** roll. On a fail, you are welcomed among the dancers – refer to **1.7.4**. On a success, continue reading.

"Just one name," a voice from among the throng asks. The voice's lilt is androgynous. "That seems unlikely," the voice continues as a figure steps out towards you. They wear a pallid mask, flowing yellow robes, and multi-colored shoes with curled toes. There is something compelling about them. You are unsure whether it is sadness or menace that they exude. They extend a sleeve with no hand in the offer of a dance.

1. **Have this Dance:** If you take the "sleeve" go to **1.7.7**.

2. **Spurned:** If you decline to take the sleeve and attempt to leave, instead refer to **1.7.8**.

1.7.14: Lost in the Crowd

The throng of revelers returns to their merriment, seemingly having lost interest in you. Watching them dance, you think you see the one you Lost among them. Like the other guests, they are wearing a mask and formal wear. There is no question that you must search for them.

Make a Hard **POW** or a Regular **Spot Hidden** roll. On a fail, you do not find them, and lose yourself among the dancers – refer to **1.7.5**. On a success, continue reading.

They are always just out of sight no matter how rudely you force your way through the crowd. You keep seeing them. You are unsure how long you spend searching, or if you can even stop.

Make a **POW** roll. On a fail, refer to **1.7.6**. On a success, continue reading.

Eventually, you stop. Even if you think you see them, they can't really be here. You leave.

BREAK a chain, and then **EXPLORE**.

1.7.15: Envious

The throng of revelers returns to their merriment, seemingly having lost interest in you. Part of you can't stop watching them though. They are beautiful, in their own way. If only you had something to wear, you might have joined them.

Make a **POW** roll. On a fail, the dancers notice you, and pull you amongst their number – refer to **1.7.5**. On a success, continue reading.

None of them seem to notice you. But, perhaps, that doesn't matter.

Make a Hard **POW** roll or a Regular **Art/Craft (Dance)** roll. On a fail, you "dance" – refer to **1.7.6**. On a success, continue reading.

You dance. By yourself. Alone. Your eyes close as you lose yourself. When you open them, you see a crowd has formed a circle around you. They begin to clap, and some attempt to mimic your dance.

BREAK a chain, then refer to **1.7.6**.



Act I. Scene 8: The Tunnels

The Subway, A Mining Tunnel, A Dungeon

"The Ballad of Fiedler and Mundt" by Disparition (available on Neukrk)

You descend into the passages beneath the city. The tunnels you traverse are bloated with darkness. Sometimes you hear things: drops of water, a faint knocking, murmured whispers – the collected baggage of humanity's fears coalesce into the sounds and smells of the underground.

Select one from among the following skills and attempt a skill roll to find your way: **Archaeology**, **Anthropology**, **Natural World**, or **Track**. On a failed roll refer to **1.8.1**; on a Regular success refer to **1.8.5**; on a Hard success refer to **1.8.2**; on an Extreme success refer to **1.8.3**.

1.8.1: A Trap

There are things here, lurking in the dark, everywhere around you. They chitter and chortle as you pass. That one of them will lunge out seems a foregone conclusion. When the blow falls, you do your best to weather it and escape onwards.

Make a **Dodge** roll. On a fail, suffer 1D6+1 points of damage as something drags you into the dark. On a success, suffer no damage. EXPLORE.

1.8.2: A Hidden Passage

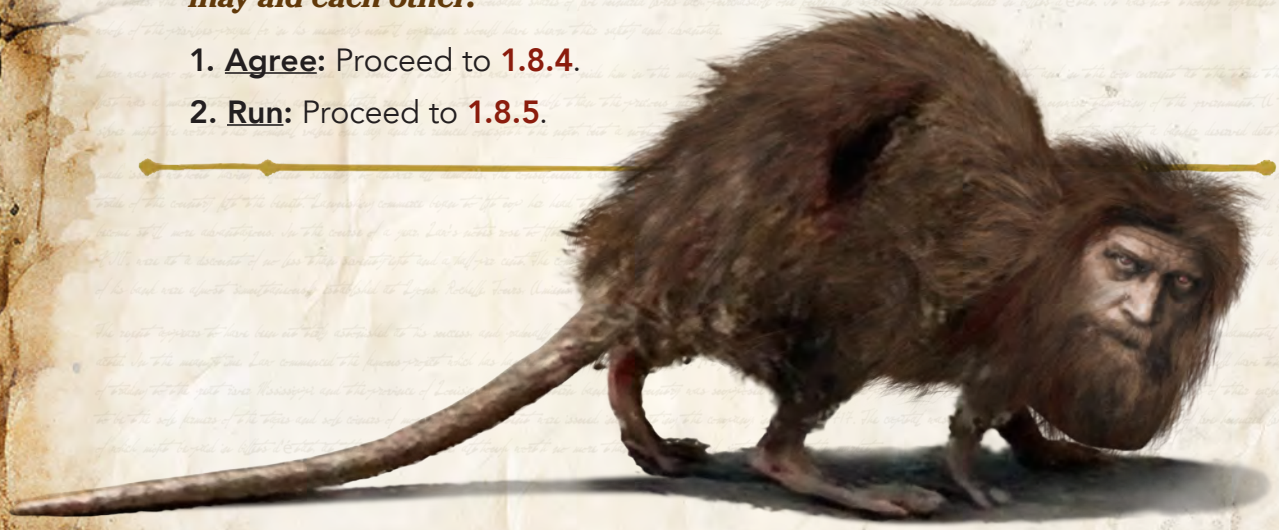
There is a secret path here. You do not know where it leads, even as it seems to bend and twist to your expectations.

Select any location outside of the ***Palace*** on your copy of the ***Necropolis***, ***Metropolis***, or ***Disturbia*** (depending on what map you are playing on) from **Appendix D: Maps of Carcosa** and move there now without crossing any of the intervening spaces.

1.8.3: A Conjuring of Rat-Things

You come across a warren of small openings and caves. From the many crevices, a thousand red eyes stare back at you. When they emerge, you see they are not rats – at least, not wholly so. Their faces have human features, and their rodent bodies are more the size of a small dog than a rat. The rat-things gather around you, chittering. When they speak, they speak with one voice. "You are not here in the service of the King in Yellow, and we do not reside here by the King's grace. Perhaps, we may aid each other."

1. **Agree:** Proceed to 1.8.4.
2. **Run:** Proceed to 1.8.5.



1.8.4: An Ally?

"To assist you, we first require something of yours. Grant us this sacrifice, and we shall lend you what power of the Demon Sultan is ours to convey."

Select from the options below, and follow the instructions.

1. **Offer Your Possessions:** Remove one item from your list of ***Treasured Possessions***. Continue reading below.
2. **Offer Your Mind:** Reduce your **POW** by 5. Continue reading below.
3. **Offer Your Blood:** Reduce your **CON** by 5. Continue reading below.
4. **Run:** Proceed to **1.8.5**.

The rat-things accept your sacrifice. They bring forth a black book, which they clasp in miniature human hands. "The Black Book of Azathoth," they say in one voice, extending it in your direction. "Take it, sign it, embrace it, and gain the power you need to escape this place."

1. **Sign the Book:** Continue reading.
2. **Run:** Proceed to **1.8.5**.

With each of your name's letters that you write, you feel new ideas invade your mind – visions of nuclear fire and an endless symphony piping.

Gain +10 **Cthulhu Mythos**. Then make a **Sanity** roll (1D4/1D10). Gain two of the following four spells and record them under ***Arcane Tomes & Spells***: ***Dismiss Hastur***, ***Dread Curse of Azathoth***, ***Melt Flesh***, or ***Shrivelling*** (see *Keeper Rulebook*, pp.246-265 for more information). **EXPLORE**.

1.8.5: Safe Passage

You travel through tunnels, occasionally seeing other passersby. They are like shadows though, incorporeal to you, passing silently in the night.

EXPLORE.



Act I. Scene 9: The Lounge

"Silent Heaven" – A Jazz Club, A Speakeasy, The Opium Den, A Tavern

"Hollywood" by Rik Schaffer (available on the Vampire: The Masquerade - Bloodlines Original Soundtrack)

The smell of flavored tobacco and incense wafts through the intimate lounge. Smoke obscures and refracts what little light there is, revealing a few cocktail tables and a stage just wide enough for a single performer. Cabaret staff with contorting faces encourage you towards a table. Moments later you are offered your choice from a tray with three beverages and an opium pipe.

1. **Decline:** You choose not to partake. Refer to **1.9.1**. If you wear the ***Mask of the Addict*** you may not choose this result.
2. **Just Water:** A glass of water (apparently). Refer to **1.9.2**. If you wear the ***Mask of the Guilty*** you must choose this result.
3. **A Dirty Martini:** It brims with olives. Refer to **1.9.3**.
4. **The House Red:** A glass of red wine. Refer to **1.9.4**.
5. **An Opium Pipe:** Perhaps it is filled with something else? Refer to **1.9.5**.

1.9.1: Sober

You wave your hand to decline any of the proffered substances. In response, the server grabs your arm. You are pulled from your table and pushed towards the stage. Apparently, if you are not a patron, you must be a performer.

1. **Refuse:** Refer to 1.9.6.
2. **Perform:** Refer to 1.9.7.

1.9.2: Just Water

You sip your water. Tap. A man appears on stage. He resembles a priest, but his face is adorned with the mask of a plague doctor. From within his vestments, he pulls out a sheath of papers. Even from your vantage point, it is clear that the pages (maybe from a playscript?) are heavily annotated. With a staged cough, the man begins to preach.

We suffer by the grace of the King in Yellow. The strongest among us have no power to resist him. There is no fortress that is any defense from his power. Those who would stand against him, are as chaff before the whirlwind, or weeds before devouring flames. What are we, that we should think to stand before him, at whose rebuke the earth trembles, and before whom the curtain sets?

Make a **Sanity** roll (0/1). Then choose whether to continue listening. If you do, continue reading. If you stop listening, refer to 1.9.11.

We are foolish children miserably deluding ourselves of our own wisdom and strength. But we are already under a sentence of condemnation. Hastur holds us over the pit of hell, much as one might hold some loathsome insect: his wrath towards us burns like fire; he looks upon us as worthy of nothing else, but to be cast into the fire. Each of us, we are in the hands of a Living God.

Make a **Sanity** roll (0/1D3). Then choose whether to continue listening. If you do, continue reading. If you stop listening, refer to 1.9.11.

O sinner! Consider the fearful danger you are in. There will be no end to this exquisite misery. Not until you give yourself over to the Living God. Not until you embrace the divine transformation only made possible

by the sovereign power of the King in Yellow. Therefore, make haste towards your awakening for the wrath of the Unspeakable One hangs over you even now.

Make a **Sanity** roll (0/1D4).

The priest falters in their sermon. It is as though they have run out of words. They look down at you, as though surprised to find you still listening. They smile, perhaps in gratitude?

+5 Cthulhu Mythos. If you wear the ***Mask of the Guilty***, also **BREAK** a chain. Regardless, **EXPLORE**.

1.9.3: A Dirty Martini

A woman emerges from behind the stage curtains. She wears a Moorish costume emblazoned with tinsel. Her long black hair is bound above her forehead with a circlet of turquoise and her feet are encased in embroidered pointed slippers. Electric light bulbs in the cursive shape of her name light up – Camilla.

If your **APP** is 70 or higher, refer to **1.9.8**. Otherwise, continue reading.

Withdrawing an elongated dirk from its sheath, the woman commences an erotic burlesque. She cuts each piece of clothing from her body. When she is reduced to tassles, she does not stop, but continues cutting. Strategic cuts along her thighs, ankles, neckline produce threads of red across her pale skin.

Make a **Sanity** roll (0/1D4). Then choose whether to continue watching. If you do, continue reading. If you stop, refer to **1.9.11**.

A mosaic of crimson lines crisscross her skin. When she completes the pattern, she grabs a hold of her skin and, with a terrific ripping sound, she pulls the skin away from her flesh and lets it drop wetly to the stage. Her flayed flesh luxuriates in the limelight. There is a drip drip sound of blood pooling at her feet, but it is made inaudible under the cheers from the audience and staff.

Make a **Sanity** roll (1/1D6). +5 **Cthulhu Mythos**. If you wear the ***Mask of the Masochist*** also **BREAK** a chain. Regardless, **EXPLORE**.

1.9.4: The House Red

As you take the frail glass of red wine, a woman in queenly attire emerges onto the stage. She advances upon a solitary microphone that rises out from the platform. She takes a deep breath. Then, she sings in a deep sorrow-filled alto.

Each time we say goodbye
I die a little
Each time we say goodbye
I wonder why a little
Why the King above
Tells me so little
And yet compels me to go on

Make a **Sanity** roll (0/1). Then choose whether to continue listening. If you do, continue reading. If you stop listening, refer to 1.9.11.

I'm with you here in Lost Carcosa
where we'll be mad together
I'm with you here in Dim Carcosa
where we'll murder each of us in turn
I'm with you here in Dark Carcosa
where we all work off the same sad typewriter
I'm with you in Cursed Carcosa
where you scream that you're losing the game
Even as you dance into the abyss

Make a **Sanity** roll (0/1). Then choose whether to continue listening. If you do, continue reading. If you stop listening, refer to 1.9.11.

There's such an air of hope about this moment
As I hear the music play
And how strange that change
From major to minor
Each time we don our masks and say goodbye

Make a **Sanity** roll (0/1), then continue reading.

The woman looks at you with tears in her eyes.

+5 Cthulhu Mythos. Additionally, if you wear the ***Mask of the Lost***, **BREAK** a chain. Regardless, **EXPLORE**.

1.9.5: The Opium Pipe

The figure that shuffles onto the stage smells of sweat and piss. He wears a straightjacket with cut-off sleeves, and an embroidered shirt collar reading "H. Castaigne." On his brow rests a tin crown. As he closes his eyes, he speaks in a broken and halting rhythm.

I saw the best minds of my generation destroyed by madness, starving hysterical – naked,

dragging themselves through the streets of Carcosa at dawn looking for themselves – burned

under twin suns of black in search of a heavenly connection to the machinery of – night,

Their hollow-eyes bared their brains to Heaven and perceived yellow angels – illuminated,

with dreams, with drugs, with waking nightmares, incomparable blind streets of – shuddering

cloud and lightning in the mind illuminating all the motionless world of Time between.

Make a **Sanity** roll (0/1). Then choose whether to continue listening. If you do, continue reading. If you stop listening, refer to **1.9.11**.

Yellow King, hear the children screaming under stairways, the adolescents sobbing in your armies, and the old and withered weeping in chapels! Lord of the Interstellar Spaces! Thy incomprehensible prison, the crossbone soulless jailhouse, thine Congress of sorrows is here!

Make a **Sanity** roll (0/1D3). Then choose whether to continue listening. If you do, continue reading. If you stop listening, refer to **1.9.11**.





Hastur!

Whose eyes are a thousand blind windows!

Whose shadow stands in long streets!

Whose factories dream and croak in the fog!

Whose smoke-stacks crown Carcosa!

Great Prince!

Whose love is endless oil and stone!

Whose soul is the specter of genius!

Whose name is Mind!

Unspeakable One!

In whom I sit lonely!

In whom I dream angels crazy!

I'm a sucker for Hastur, a lacklove and manless lackey in Carcosa!

Make a **Sanity** roll (0/1D4). then continue reading.

The man opens his eyes and is looking at you, as though knowing where your gaze was all along.

+5 Cthulhu Mythos. Additionally, make a **POW** roll and, on a success, regardless of the Mask you wear, BREAK a chain. EXPLORE.

1.9.6: No Song and Dance

You sense the eyes of those around you boring into you. Seconds pass like hours. There is an awkward cough. Then you hear a single "boo" of disapproval. The voiced disdain seems to break a dam. The room erupts in jeers. The first beer bottle catches you off guard and slams against your brow. It is followed by many more.

Make a **Dodge** roll. On a success, suffer 1 point of damage. On a fail, suffer 1D6 points of damage. Continue reading.

You run out of the lounge, avoiding the flying projectiles as best you can.

EXPLORE.

1.9.7: A Song and Dance

You stand, awkwardly, for a moment, before you step onto the stage. You are unsure what to do.

Make an **Art/Craft (Dance)**, **Art/Craft (Sing)**, **Art/Craft (Music)**, **Charm**, or **Psychology** roll. On a fail, a single audience member claps for your performance. You are eventually shuffled off stage – refer to 1.9.11. On a success, continue reading.

The stage, the lights, the anxiety, and your talent all mix to produce honesty. So you share what's on your mind, and in your heart. You may do so through words, song, or dance, but the theme is the same. You tell of those you have lost; the things you crave; the persons you crave to be; or what you're running from. The room's attention is locked on you. Eventually, the rapt attention turns to applause.

BREAK a chain. EXPLORE.

1.9.8: A Volunteer from the Audience

The woman called Camilla steps down the stage with sultry steps. She approaches your table and produces a yellow silk scarf to swirl around you. With pursed lips and a wink, she tugs at you to follow her on stage.

1. Audience Participation: Proceed to 1.9.10.
2. Decline: Continue reading.

Her eyes widen with fear. "Please," she whispers, "they must see me." As she pleads with you, she seems smaller – no longer the confident performer from moments ago, but something frail, a victim to a single compulsion.

1. Audience Participation: She breathes a sigh of relief and mouths the words "thank you," as she pulls you up on stage. If you wear the ***Mask of the Masochist***, BREAK a chain. Proceed to 1.9.10.
2. Continue to Decline: Continue reading.

Camilla's doe-like eyes turn hard. "What makes you think you are so different from the rest of us?" A knife appears in her hand and is held to your neck. "What makes you think you may avoid performing for his pleasure?"

If you wear the ***Mask of the Addict*** **BREAK** a chain.

1. Escape: Make a **Combat** roll. On a fail, suffer 1D6 points of damage and record under ***Injuries & Scars*** that you have a long scar across your neck and face – reducing **APP** by 5, and continue reading. On a success, refer to **1.9.11**.

2. Talk: Make a **Charm**, **Persuade**, or **Intimidate** roll, or a Hard **APP** roll. On a success, proceed to **1.9.9**. On a fail, suffer 1D6 points of damage and record under ***Injuries & Scars*** that you have a long scar across your neck and face – reducing **APP** by 5, and refer to **1.9.11**.

1.9.9: Not Alone

"Perhaps you're right," she says, the knife falling from a hand suddenly bereft of strength. "It is true that I do not merely perform because he compels me," she pauses. "I want to be seen." She shakes her head as though shaking off a momentary lapse of concentration. "Go, now, while you still can." The audience around you begins to jeer. This was not the performance they were expecting. "Perhaps we shall meet again, even though I shall not remember you."

Gain 1 **Sanity** point and **REST**. Additionally, if you wear the ***Mask of the Masochist***, **BREAK**. **EXPLORE**.

1.9.10: Audience Participation

You join Camilla on stage as she commences an erotic burlesque, sensuously dancing around you, pushing her body against yours. She takes your hand and maneuvers you through a few simple steps. She twirls you in rhythm to the music. Your feet gracefully keep pace.

Increase your **Art/Craft (Dance)** by 1D10.

"Perfect," Camilla whispers. You aren't sure from where she produces the dirk that is suddenly in her hands. With the knife she cuts off the rest of her attire, save for the tassels on her breasts. She then makes strategic cuts into her thighs, ankles, and neckline. Her blood slicks the floor and makes your movements more challenging, but some force that has possessed you compels you to continue dancing and framing the macabre performance.

Once the knife has criss-crossed her skin, Camilla grabs a hold with both hands. With a jerk and a terrific ripping sound, she pulls the skin away from her flesh. The limelight gives her red flesh a terrible sheen. The bloody mess of skin is dropped to the ground. The audience cheers.

Camilla turns to you and smiles. Her unmarred face contrasts with the horror into which she has turned her body. "Thank you," she whispers in the same moment the stage lights turn off and you are bathed in darkness.

Make a **Sanity** roll (1/1D6). Additionally, if you wear the ***Mask of the Masochist***, BREAK one of your chains. EXPLORE.

1.9.11: Take No More

You stumble away from your table, suddenly aware of how light-headed you feel. You have the sensation that the wait staff snicker as you escape the lounge.

EXPLORE.





Act I. Scene 10: The Oracle

The Orphanage, The Sweat Lodge, The Vespers

"Inquisition" by Olivier Deriviere (available on the A Plague Tale: Innocence Original Soundtrack)

You enter a space with three prisoners. Each is identified by a metal plate. The first is at the room's end. The "Oracle of Lamia" is imprisoned in stocks; her head shaven, lips and eyes closed, gesticulating fingers as far as they can reach. The second, the "Oracle of Delphi" can be heard wailing through a tiny window in a metal door, behind which she is imprisoned. The name of the third – "Oracle of Pythia" – is written on a sign hanging from a table that contains nothing but a woman's severed head. From nearby, you hear the sound of footsteps. You may not have much time, should you choose to linger here at all.

1. **Approach the Oracle of Lamia:** You go to the figure in stocks. Proceed to **1.10.1**.
2. **Approach the Oracle of Delphi:** You go to the metal door. Proceed to **1.10.2**.
3. **Approach the Oracle of Pythia:** You go to the table. Proceed to **1.10.3**.
4. **No Questions:** Proceed to **1.10.16**.

1.10.1: The Oracle of Lamia

You approach the stockade. The trapped woman struggles to look up at you, but only succeeds in getting her stringy hair in her eyes. You see her wrists are raw where the skin has rubbed against the restraints. "What do you wish to know," the woman asks. "I know much about the others that occupy this space. Knowledge that may help one such as yourself. Release me, and you shall have all the answers you desire."

1. Release Lamia: Proceed to 1.10.5.
2. No Questions: Proceed to 1.10.16.

WHERE AM I?

1.10.2: The Oracle of Delphi

You approach the metal door. There is darkness visible through the small pull-aside window. A single beam of white light shines through some hole in the ceiling. You can make out a single occupant in the cell. She is an occasional shadow that crosses through the beam of light. And she speaks. "What do you wish to know," she asks. "I know much about this place, and all its prisons of the body and the mind. Release me, and you shall have all the answers you desire."

1. Release Delphi: Proceed to 1.10.6.
2. No Questions: Proceed to 1.10.16.

1.10.3: The Oracle of Pythia

You approach the table. The woman's decapitated head is gaunt. Skin sags deeply into hollow cheekbone cavities. It is surely dead. Then she opens her eyes. Pearly white pupils regard you. "What do you wish to know," the head asks. "I know much about you and the reasons you are here. Release me, and you shall have all the answers you desire."

1. Ask How To Release Her: It is not clear how to free a severed head. Continue reading.
2. No Questions: Proceed to 1.10.16.

"A kiss," she answers as though the answer should have been obvious.

TO COME IS EASY AND TAKES HOURS;
TO GO IS DIFFERENT- AND MAY TAKE CENTURIES

1. A Kiss It Is: Succeed on a **POW** roll to kiss her and refer to 1.10.4. On a fail, you cannot bring yourself to do it. Continue reading or leave and proceed to 1.10.16.

2: No Way: Continue reading.

You dither over the request. For its part, the severed head seems to delight in your indecision. She makes lewd motions with her lips and tongue. Amidst the sounds of her smacking lips, you realize that there is one sound too few. The approaching footsteps. They've stopped. They've arrived. "Too late," the head cackles. "A rougher fate than I awaits you now."

Refer to **Act I, Scene 20: The Butcher**. If you already have the "Defeat the Butcher" Achievement, continue reading.

The sound of wings fills the air.

Refer to **Act I, Scene 26: Winged Thing**.

1.10.4: A Kiss It Is

Her lips are cold; her teeth soft. Her breath reeks of roses and rot. Despite all that, you find yourself unable to hold back. You caress the back of her head. For a moment of haunting intimacy, you both fully commit. When you pull back at last, you see the oracle's head looks refreshed. Her hair has a sheen to it, and her cheeks are flushed. You feel exhausted.

Reduce **CON** by 5.

"Now," the head's sultry voice says, "we know each other."

1. If you wear the ***Mask of the Lost***, refer to 1.10.7.

2. If you wear the ***Mask of the Addict***, refer to 1.10.8.

3. If you wear the ***Mask of the Masochist***, refer to 1.10.9.

4. If you wear the ***Mask of the Guilty***, refer to 1.10.10.



1.10.5: Release Lamia

"Gladly, shall I tell you of those who would confine me," the bound woman speaks as you work to undo her manacles. "Of who shall I tell you?" She pauses in thought as the last restraint is released, and rubs her bruised and scarred wrists.

1. If you wear the ***Mask of the Lost***, refer to 1.10.12 and 1.10.13.
2. If you wear the ***Mask of the Addict***, refer to 1.10.13 and 1.10.15.
3. If you wear the ***Mask of the Masochist***, refer to 1.10.12 and 1.10.14.
4. If you wear the ***Mask of the Guilty***, refer to 1.10.14 and 1.10.15.

After you are finished referring to the two sections, return here, and continue reading.

The woman steps away from the stockade. In this room's dim light she looks even more haggard, the effects of torture and neglect plainly carved upon her body. "Would you like me to tell you another secret," she asks. You continue to hear the plodding footsteps from elsewhere draw closer.

1. **Yes:** Refer to 1.10.11.
2. **No:** Continue reading.

"A shame, but I shall be put away again soon enough. Until then, I shall play with my sisters. Thank you stranger." She pauses. "We will meet again," she says, not looking at you, but some other unseen presence. You leave the oracles before the approaching sound of plodding footsteps gets any nearer.

EXPLORE.



1.10.6: Release Delphi

"A wise decision," the shadow croaks as you begin to unlock the door. "Let me fill in the shadows..."

Choose a location on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** from **Appendix D: Maps of Carcosa**, for which you do not yet know the contents (i.e., a space for which you do not yet know the scene number). Roll it now as though you had just traveled there. Read the scene's description, through to the first choice you may may, then stop. Return here, and continue reading.

The woman steps out of the cell. In this room's dim light she looks even more haggard, a sad portrait of dehydration and starvation. "Would you like me to tell you another secret," she asks, her breath foul against your cheek. You continue to hear the plodding footsteps from elsewhere draw closer.

1. **Yes:** Refer to 1.10.11.
2. **No:** Continue reading.

"A shame, but I shall be put away again soon enough. Until then, I shall play with my sisters. Thank you stranger." She pauses. "We will meet again," she says, not looking at you, but some other unseen presence. You leave the oracles before the approaching sound of plodding footsteps gets any nearer.

EXPLORE.

1.10.7: Answers of the Lost

"No one finds their way to Carcosa by accident. Some are compelled here; others simply called. You have come in search of someone you lost. You do not realize yet that they are not here. Only you are. The more you look, the more you will remain. Once you feel ready to stop searching, make your way to the palace. There you will find the true object of your search – he who wears the tatters of yellow and the pallid mask." The head pauses as though to draw breath. "And one more thing." This last, it whispers into your ear.

Record that you have ***The Key***. BREAK a chain. Gain 1D6 **Sanity** points. REST. EXPLORE.

1.10.8: Answers of the Addict

"No one finds their way to Carcosa by accident. Some are called, others compelled. In your case, it is your craving that has called out to this place. And it has answered. Now you must contend with what it offers. The more you take, the less you'll have. Once you understand that and accept the emptiness within, make your way to the palace. There you will find the true object of your desire – he who wears the tatters of yellow and the pallid mask." The head pauses as though to draw breath. "And one more thing." This last, it whispers into your ear.

Record that you have *The Key*. BREAK a chain. Gain 1D6 **Sanity** points. REST. EXPLORE.

1.10.9: Answers of the Masochist

"No one finds their way to Carcosa by accident. Some come because of who they are, others because of what they wish they were. You have come here in search of yourself. Only when you accept the answer you receive, will you be ready to move on. Once you are, make your way to the palace. There you will find the true reflection of your Self – he who wears the tatters of yellow and the pallid mask." The head pauses as though to draw breath. "And one more thing." This last, it whispers into your ear.

Record that you have *The Key*. BREAK a chain. Gain 1D6 **Sanity** points. REST. EXPLORE.

1.10.10: Answers of the Guilty

"No one finds their way to Carcosa by accident. Some are called, others compelled here. Still others, you included, choose to be here. You have come to run away. But far from sanctuary, you have found a trap. You are in a wheel that will continue to spin so long as you choose to continue to run. Only when you are ready to stop running, should you make your way to the palace. There you will find someone truly worthy of fleeing from – he who wears the tatters of yellow and the pallid mask." The head pauses as though to draw breath. "And one more thing." This last, it whispers into your ear.

Record that you have *The Key*. BREAK a chain. Gain 1D6 **Sanity** points. REST. EXPLORE.

1.10.11: Patience as Virtue and Sin

"The palace of He Who Waits may always be accessed through indirect means, but should you need to pass through the Gate, here is what you must tell the Gatekeeper..." She whispers something to you. She then cackles and runs off, her fading footsteps contrasted to the much heavier footsteps now upon you.

Record that you have ***The Key***. Refer to **Act I, Scene 20: The Butcher**. If you already have the "Defeat the Butcher" Achievement, continue reading.

The sound of wings fills the air.

Refer to **Act I, Scene 26: Winged Thing**.

1.10.12: Queen Cassilda, The Lost Masochist

"Queen Cassilda was this city's former monarch. In desperation to preserve her realm and win a war that was never meant to end, she invoked the power of a Stranger. She and the rest of the citydom paid the price for their ambition with the arrival of the King in Yellow." The oracle looks up, as though considering. "Should you encounter her, make sure not to join her in her sorrow, but try to pull her out of it. An individual such as her is like a river – if you do not push against, you will get pulled along."

Gain +1 **Cthulhu Mythos**. Return to **1.10.5**.

1.10.13: Naotalba the Priest, The Lost Addict

"Queen Cassilda's most trusted servant before the arrival of the Stranger was a priest, Naotalba. It was he who brought the Stranger before Queen Cassilda. His doing, led to Yhitll's fall and Carcosa's rise. In pursuit of his penance, the priest has become the most fervent of the Yellow King's believers. Unfortunately, what Naotalba believes in, depends on what happens to be in front of him at the time. If you can convince him to believe in you, he may prove a powerful ally."

Gain +1 **Cthulhu Mythos**. Return to **1.10.5**.

WHAT A PRECIOUS TRIPLE DONKEY I HAD MADE OF MYSELF!

1.10.14: Princess Camilla, The Guilty Masochist

"Princess Camilla, daughter of Queen Cassilda, presumptive heir to Yhitll before its fall and Carcosa's rise. She is perhaps amongst the city's most damned residents. Her entire life, she has been a means to an end. Now, even that future is taken from her. She alternates between moments of lucidity and madness. Sometimes, she tries to escape her fate. Other times she embraces her objectification. Make sure you know which she is when you speak with her. A cornered animal is capable of anything."

Gain +1 **Cthulhu Mythos**. Return to **1.10.5**.

1.10.15: Hildred Castaigne, the Guilty Addict

"Hildred Castaigne – self-proclaimed heir to the dynasty of the King in Yellow. Insignificance can be a form of madness. Castaigne is the proof. He has persuaded himself of lies born out of desperation. He is dangerous. What he has to offer is not worth the price you'll pay."

Gain +1 **Cthulhu Mythos**. Return to **1.10.5**.

1.10.16: No Questions

Whatever curiosity you may have is not worth waiting to find out what you may have to pay to satisfy it. You leave, hoping to get away before the pounding footsteps get any closer.

Succeed on a Hard **DEX** or Hard **CON** roll, or a Regular **Stealth** roll. On a fail, refer to **Act I, Scene 20: The Butcher**. If you already have the "Defeat the Butcher" ***Achievement***, continue reading.

The sound of wings fills the air.

Refer to **Act I, Scene 26: Winged Thing**.

A HORDE OF TAME, TRAINED HYBRID WINGED THINGS THAT NO SOUND EYE COULD EVER WHOLLY GRASP, OR SOUND BRAIN EVER WHOLLY REMEMBER.



Act I. Scene 11: Venus Grotto

A Public Swimming Pool, The Underground Spring, The Flooded Subway Tunnel

"The Reverse Will" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

The sound of laughing water reverberates against the walls. The laugh is full of mirth and carefree. It is a laugh of untroubled joy. A sound utterly alien to you. The laughter comes from a person in the water.

If you wear the ***Mask of the Lost*** refer to **1.11.2**. If you wear the ***Mask of the Masochist*** refer to **1.11.3**. Otherwise, continue reading.

The figure emerges from the water. They are wholly nude. Whatever you might have imagined in a carnal companion stands before you. Their head tilts to the side. With a single curling finger they beckon you to them.

1. **Go To Them:** Refer to 1.11.4.

2. **Resist:** Succeed on a **POW** roll to successfully resist going to them and refer to 1.11.1 (Note that if you are asexual, you may choose to succeed on this **POW** roll automatically). On a failure, continue reading.

They pull you into the water, and remove your clothes. Their hands explore your skin. Over the next seconds, minutes, and hours you are a passenger in your own body. They manipulate you in whatever way they need to exhaust themselves against you. "Too easy," you hear them moan, but it doesn't matter. When they are finished, they pat you on the cheek. "Not so bad, was it?" Before you can answer, they pull you under the water and hold you tight. Water rushes into your mouth. You begin to drown.

Attempt a series of **CON** rolls. If you accumulate a total of three successes, you may continue reading. Should you accumulate three failed rolls before accumulating a total of three successes, reduce your hit points to zero.

You break the water's surface. Of your assailant, there is no sign. To your frustration, part of you misses them.

EXPLORE.

1.11.1: Resist

You force your feet to move. With great effort, you take a step back. The unclothed figure tries to tempt you forwards, with a pout, giggle, or cocksure smile. "There's no need to resist," they say. "I'm here to show you that not everything about this place is terrible." They step out of the water. "Even the damned deserve a moment's affection. Let me be that for you."

1. **Relent:** Refer to 1.11.4.

2. **Continue to Resist:** Continue reading.

"A bargain then," the figure proposes. They twirl the fingers of one hand. "Lay with me, and I shall tell you how to enter the palace of the King in Yellow."

1. **Accept:** Refer to 1.11.6.

2. **Refuse:** Refer to 1.11.5.

1.11.2: Embrace of the Lost

Looking back at you is the one you lost. They are dressed as they might when going out for a swim. Watching water droplets fall from their body as they emerge from the water, you realize that something is different about them. Maybe it's the way they've cut their hair, or the absence of a prominent birthmark, or even just the play in their eyes that makes clear they are not who they appear to be. Thinking back, you are unsure whether you went into their arms, or they came and embraced you.

If the one you Lost was your lover (whether in fact or in your desires), continue reading. Otherwise, refer to **1.11.7**.

You smell them. You are rewarded with the scent of your Lover's favorite flower. "You are not them," you hear yourself say, if only in your mind. "Does it matter?" they respond.

1. It Does Matter: Attempt a **POW** roll to resist their advances (Note that if you are asexual, you may choose to succeed on this **POW** roll automatically). On a success, **BREAK** a chain, and refer to **1.11.5**. On a fail, refer to **1.11.5**.

2. It Does Not Matter: Continue reading.

You return their embrace. You remove their clothes, then they remove yours. The rest is a blur of wet sensation.

Make a **Sanity** roll (1/1D4). **REST**, then continue reading.

You are unsure whether minutes or hours have passed. When the time is up, all that you know is that you were happy, in this place, for just a moment. Now you are alone again. There is no sign of the one you Lost. Perhaps, though, you can find them again.

1. Keep Moving: EXPLORE.

2. Keep Searching: Continue reading.

Make a **Sanity** roll (0/1) and then continue reading.

There is no trace of them.

Make a **Sanity** roll (0/1). **REST**. **EXPLORE**.

1.11.3: A Vision of You

It is as though looking in a mirror. You see your naked self emerge from the water. At least, the figure looks the way you wish you did. Thinking back, you are unsure whether you went into their arms, or if they came and embraced you. "How is this possible," you think to yourself. "Does it matter?" they respond.

1. **It Does Matter:** Attempt a **POW** roll to resist their advances. On a success, **BREAK** a chain, and refer to **1.11.5**. On a fail,refer to **1.11.5**.

2. **It Does Not Matter:** Continue reading.

"Now," they say as they slowly push you to your knees. "Give in, and let your dreams come true." There's little for you to do. Your clothes are removed. You are pulled into the water. The other you is all too eager to do everything. Over the next seconds, minutes, and hours you are a passenger in your own body. They manipulate you however they need to exhaust themselves against you. When they are finished, they pat you on the cheek. "Submission suits you."

1. **Leave**: **EXPLORE**.

2. **Remain:** Continue reading.

The other you smiles. "Eager, aren't we?" They take your face in their hands. "Then let me give you something to truly remember me by." You close your eyes, and they kiss you. When your eyes open, they are gone, and you are changed.

REST, then make a **Sanity** roll (1/1D3+1). Increase your **APP** by five points for every point of **Sanity** you lost. **EXPLORE**.

1.11.4: Embraced

There's little for you to do. Your clothes are removed. You are pulled into the water. The other you is all too eager to do everything. Over the next seconds, minutes, and hours you are a passenger in your own body. They manipulate you however they need to exhaust themselves against you. When they are finished with you, they pat you on the cheek. You understand that your function here has ended.

REST, **EXPLORE**.

1.11.5: Spurned

The person's look is no longer inviting. Gone is the smug confidence. In its place, is something angrier. "You don't seem to understand," they say. "In this place, we are all tools." The water around them has taken on a shade of pink. It quickly reddens as blood seeps from tiny cuts appearing all over the person's body. "And tools that do not fulfill their function are thrown away." You realize that you too are bleeding.

Make a **CON** roll. Suffer 1D3 damage on a success, and 1D6 damage on a fail. On a Hard success, suffer only a single point of damage, while on an Extreme success you suffer no damage, other than a few superficial scrapes. If you wear the ***Mask of the Addict***, BREAK a chain.

You make a hasty retreat out of this place. Behind you, you hear the figure come apart, and collapse into the water in pieces.

EXPLORE.

1.11.6: Bargained Well and Done

There's little for you to do. Your clothes are removed. You are pulled into the water. The other you is all too eager to do everything. Over the next seconds, minutes, and hours you are a passenger in your own body. They manipulate you however they need to exhaust themselves against you. When they are finished with you, they pat you on the cheek. "Not so bad, was it?" You find your clothes, soaked, in a pile outside the pool. In one pocket, there is a crumpled note. You look at it and leave.

Record that you have gained *The Key*. EXPLORE.

1.11.7: A Familiar Sight

They embrace you. "I have missed you," they say. Holding them, you realize that something is different about them. Maybe it's the way they've cut their hair, or the absence of a prominent birthmark, or the way they talk. It is clear that they are not who they appear to be. "Does it matter?" they respond to your unspoken question.

1. **It Does Matter:** Attempt a **POW** roll to release them. On a success, BREAK a chain, and refer to 1.11.5. On a fail, refer to 1.11.5.
2. **It Does Not Matter:** Continue reading.

You return their embrace.

Make a **Sanity** roll (1/1D4), then continue reading.

You are unsure whether minutes or hours pass while you hold them. When the time is up, all that you know is that you were happy, in this place, for just a moment. When you release your arms, the one you Lost is gone, and you are alone again. Maybe it's not too late to find where they've gone?

1. Keep Moving: EXPLORE.
2. Keep Searching: Continue reading.

Make a **Sanity** roll (0/1) and then continue reading.

There is no trace of them.

Make a **Sanity** roll (0/1). EXPLORE.





Act I. Scene 12: The Choir Room

Glee Club, The Choristers, The Singing Caves

"Shadowlord" by Square Enix Music (available on the NieR Gestalt & NieR Replicant Original Soundtrack)

As you enter, you are greeted by melodic singing from the voices of some two dozen vocalists. You do not recognize the choir's words, but the beauty of their song is a welcome contrast to the city around you. Then you see that their eyes are each sewn shut with razor wire, and you remember where you are. Their sorrow filled melody now seems entirely appropriate.

If you wear the ***Mask of the Lost***, refer to **1.12.1**. If you wear the ***Mask of the Guilty***, refer to **1.12.2**. Otherwise, refer to **1.12.3**.

1.12.1: A Familiar Melody

You listen to the tortured choir. The more you listen, the more the music seems to shift and change until, after a while, you can understand their words. More than that, you recognize the song. It was the favorite song of the one you lost. Your lips mouth the words to the melody as you continue to listen.

1. Continue to Listen: Refer to 1.12.4.
2. Join in the Song: Continue reading.

You begin to sing. Your words join with those of the choir. They sink into the melody. Become one with it. You think you see some of those singing smile. Despite the frightening sight of the sewn-shut eyes, it is not a frightening smile. They look as though they are remembering a fond memory. You close your eyes.

Make a **POW** roll. On a fail, refer to 1.12.5. On a success, continue reading.

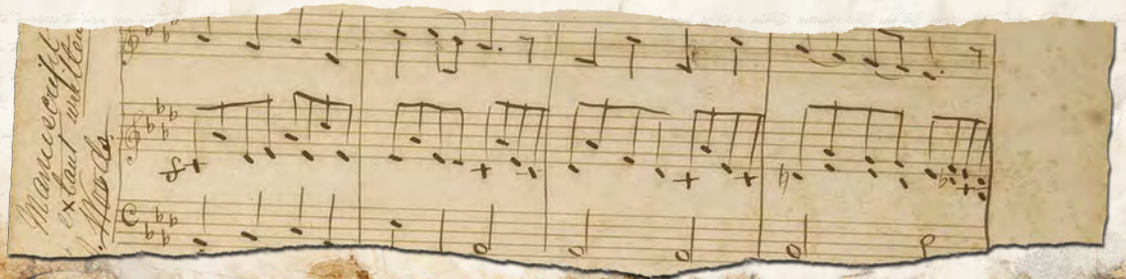
You continue singing, louder and louder. You do not even realize when the choir went silent, and yours remained the only voice still singing. Opening your eyes, you see that the choir is gone. You do not know for how long you have been singing, here to yourself, but there is a sense of relief within you. A weight has been lifted from your heart.

Gain 1D4 **Sanity**, BREAK a chain, REST, EXPLORE.

1.12.2: The Choir of the Fates

You listen to the tortured choir. The more you listen, the more the music seems to shift and change until, after a while, you can understand the words. The song is about you. It is a song of accusation. It reminds you of your sins. You close your eyes as though that could silence out the music.

1. Run Away: Attempt a **POW** roll. On a success, refer to 1.12.4. On a failure, refer to 1.12.5.
2. Stay: BREAK a chain and refer to 1.12.5.



1.12.3: Intoxicating Melody

Even if you cannot understand the words, the melody the choir sings is beautiful. You're not sure when you begin to sway, much less when your head begins to bob up and down to the choir's rhythm.

1. Run Away: Attempt a **POW** roll. On a success, refer to 1.12.4. On a failure, refer to 1.12.5.

2. Stay: BREAK a chain and refer to 1.12.5.

1.12.4: Run Away

You turn to leave. At that moment, the choir stops singing. As one, the singers step into motion towards you. Each individual's footstep lands in the same instant as that of the rest of the choir. They are moving with perfect synchronicity. Worse, they are pursuing you.

1. Run Faster: Make a **CON** roll. On an Extreme success, increase your **MOV** by 1 for the remainder of this scene, while on a fail decrease your **MOV** by 1. Whether your **MOV** changes or not, roll 1D3 and add 5 to find the **MOV** of the pursuing choir. If your **MOV** values are the same, repeat the **CON** roll (potentially increasing or decreasing your **MOV** score further). Continue until your **MOV** is higher or lower than that of the choir. If your **MOV** is higher, continue reading below. If your **MOV** is lower, refer to 1.12.6.

2. Create an Obstacle: Make an **INT** roll. If you make a Hard or Extreme success you are able to topple a well-placed piece of furniture to create enough of a barrier to slow down the choir and escape, in which case continue reading below. If you fail, refer to 1.12.6. On a Regular success, repeat this roll.

3. Turn to Fight: Make a **Combat** roll. If you make a Hard or Extreme success you are able to fight off enough of the choir to escape, in which case continue reading below. If you fail, refer to 1.12.6. On a Regular success, repeat this roll.

The footsteps of the choir sound like a metronome. Fortunately, one that is increasingly hard to hear as your pursuers fall further and further behind. You have escaped.

EXPLORE.

1.12.5: One of Them

You sing. Your voice melds seamlessly with that of the rest of the chorus. As you continue to sing, your eyes remain closed, and yet you see images. They are visions of the other choir members. You see a child, lost to a fatal illness, buried by the parent that raised them. In another vision there are endless lines of white powder that first stole the person's youth, and then their life. In a third vision you see a bathtub filled with blood, a pale hand with slit wrists hanging over the bath's rim. Vision after tortured vision comes to you. You are reminded of your own grief; that you are part of this choir – a fellow spirit called to this City to live your loss, your compulsion, your envy, your guilt. You barely notice when one of your eyes is opened ever so slightly and a needle is threaded through your eyelid.

Make a **Sanity** roll (1/1D6) and record the loss of one of your eyes under ***Injuries & Scars*** as it is permanently blinded by the barbs of metal wire. Next, attempt a **STR** or **SIZ** roll (whichever is higher). On a success, your one remaining eye opens and you struggle away from the choir members holding you down. On a failure, you suffer 1 point of damage and may re-attempt the **STR** or **SIZ** roll, suffering another point of damage with every subsequent failure. Should you succeed on your **STR** or **SIZ** roll, refer to **1.12.4**.

1.12.6: Caught

The choir swarms over you. Coils of barbed wire bind around your hands, your legs, your face. The pain is excruciating. It becomes even worse when you are dragged back and hoisted up to hang in the room's center – a macabre center piece to bear witness to the choir's song.

Suffer 1D6+1 points of damage, and reduce your **APP** by 5 as the barbs scar your face and your body. Make a **Sanity** roll (1D3/1D6). Continue reading.

You are not sure how long you hang there. The choir sings. Then stops. Leaves. Returns. Sings again. Over and over again. You fade in and out of consciousness listening to their melodies.

Make a **STR** or **CON** roll. On a fail, suffer 1D3 damage and make a **Sanity** roll (0/1). Retry a **STR** or **CON** roll, suffering 1D3 damage and making a **Sanity** roll (0/1) after every failure. On a success, continue reading.

One painful inch after another you extricate first your fingers, then your hands, and finally slip your arms through the grooves the barbs have cut into your flesh. You wait until the choir is not present, then squirm out of the binds. You are a bloody rag falling to the floor. Despite your injuries, you waste no time. You are gone.

EXPLORE.





Act I. Scene 13: Hall of Mirrors

The Gestation Chamber, The TV Room, The Funhouse

"Gelida Expiracion" by Carlos Viola (available on the Blasphemous Original Game Soundtrack)

You enter a room and see a reflection of yourself doing the same thing. First there is one of you, then two, then a dozen versions of yourself look back at you and each other, creating a cascade of seemingly infinite reflections of yourself. When you reach out to touch one of the reflections your fingers touch something viscous. Your fingers sink into the gelatinous substance that a moment earlier appeared as solid as yourself. You pull your hand back and watch as ripples spiral out from where your fingers touched the mirror's surface. Looking closer, you realize your appearance in the reflection has changed.

Proceed to the associated section based on the mask you wear.

1. **The Mask of the Lost:** Refer to **1.13.1**.
2. **The Mask of the Addict:** Refer to **1.13.2**.
3. **The Mask of the Guilty:** Refer to **1.13.3**.
4. **The Mask of the Masochist:** Refer to **1.13.4**.

I CAN SEE THE VAST UNSEEN!

1.13.1: A Reflection of What Was Lost

You see the one you Lost as they were when last you saw them. At the moment your eyes meet theirs, they turn away and flee.

1. **Call Out:** You try to catch their attention. Refer to 1.13.5.
2. **Give Chase:** You attempt to catch up to them. Continue reading.

You attempt to give chase. You break through one of the reflective surfaces. The surface does not shatter, but gives way as you sink through it. Where your skin comes into contact, you feel it redden and flake as though immediately and painfully sunburnt. Looking ahead, you see you are a step behind the one you Lost.

Suffer 1 point of damage. Attempt a Hard **INT** or **POW** roll. On a success, you stop yourself from pursuing further – **BREAK** a chain and refer to 1.13.5. On a fail, continue reading.

You continue your pursuit. You break through surface after surface in your chase for the one you Lost. Each time, your skin reddens further, cracks, and bleeds.

Suffer an additional 1D4 points of damage. Continue reading.

Eventually, the pain is too much. You sink to your knees – defeated.

Refer to 1.13.5.

1.13.2: Your True Self

You see a reflection of yourself indulging your addiction. The physical and mental consequences of your addiction are plain to see across your body. As you watch, the symptoms worsen. Needle marks appear on your arms; burst blood vessels spider web across your nose and cheeks; deep crevices sink beneath your eyes. One moment you have grown grossly obese, the next your ribs are pushing out against paper-thin skin. The snapshots continue through cuts on your wrists, vomit on your chin, jaundiced skin, thinning hair, involuntary muscle spasms, and worse.

1. **Continue Watching:** You force yourself to continue watching. Make a **Sanity** roll (0/1D8). Then, **BREAK** a chain, and refer to 1.13.5.
2. **Break the Reflection:** Continue reading.

IF YOU DON'T TURN BACK NOW, YOU NEVER WILL.

You go to smash the reflection. It begins to laugh.

Make a Hard **APP** or **POW** roll. On a fail, the mirror does not break and the disturbing reflections continue, forcing a **Sanity** roll (1/1D3), after which refer to 1.13.5. On a success, continue reading.

Your first blow strikes the reflection as though you were hitting water. The reflection ripples and re-materializes. You continue to lash out, until eventually there is no reflection, only ripples.

BREAK a chain, and refer to 1.13.5.

1.13.3: Run Down

A rundown vision of yourself appears in the reflection. In it, you are gaunt and worn. As you look at the other reflections surrounding you, each has grown progressively older and more frail. Always your eyes remain the same, however. Haunted. Chased.

1. Continue Watching: You force yourself to continue watching. Make a **Sanity** roll (0/1D8). Then, BREAK a chain, and refer to 1.13.5.
2. Break the Reflections: Continue reading.

You start smashing the reflections. As you start in on the first, the others begin to cry.

Make a Hard **INT** or **POW** roll. On a fail, the mirror does not break and the disturbing reflections continue, forcing a **Sanity** roll (1/1D3), after which refer to 1.13.5. On a success, continue reading.

You strike at each of the reflections in turn. As soon as one is reduced to ripples you move on to the next, following the sound of crying to identify the next reflection to be destroyed. Eventually there are no reflections left; no more crying; only ripples.

BREAK a chain, and refer to 1.13.5.



1.13.4: Two Reflections

You see yourself reflected in two mirrored surfaces. The two images face each other. In the first, all your flaws and deficiencies are put on display – your most unflattering angle is brought to the fore. In the second, your reflection is flawless, perfect. You feel a rage grow within you. The urge to lash out in anger threatens to overwhelm you.

1. Break the Flawed Reflection: Succeed on a **CON**, **STR**, or **SIZ** roll, or suffer 1 point of damage. Then, make an **APP** or **POW** roll, whichever is lower. Continue reading below.

2. Break the Flawless Reflection: Succeed on an **INT** or **EDU** roll, or suffer 1 point of damage. Continue reading below.

3. Resist the Urge to Act: Make a Hard **POW** roll. On a success, refer to 1.13.6. On a fail, refer to 1.13.7.

You lash out at one of the reflections. The glass does not break at once, so you continue to strike it. Your reflection looks pitifully at you as the glass finally shatters, and the image collapses. Turning around, you look for the other reflection.

Make an **APP** or **POW** roll, whichever is lower. On a fail, refer to 1.13.5. On a success, continue reading.

The other reflection is there. It stares into your eyes. Neither of you moves for several torturously silent minutes. Eventually, your reflection nods to you. Something within you falls into place, and you see them not as reflections, but as part of your true self. You have seen all you need. You walk away.

BREAK a chain, and EXPLORE.

1.13.5: Alone

Moments pass. All the reflections are gone. You are alone.

EXPLORE.

THE AMBITION OF CAESAR AND OF NAPOLEON PALES BEFORE THAT WHICH COULD NOT REST UNTIL IT HAD SEIZED THE MINDS OF MEN AND CONTROLLED EVEN THEIR UNBORN THOUGHTS

1.13.6: Resist the Urge to Act

You stare into the eyes of your doppelgangers. They stare back. Neither of you moves for several torturously silent minutes. . Eventually, both of them nod to you in unison. Something within you falls into place, and you see them not as reflections, but as part of your true self. You have seen all you need. You walk away.

BREAK a chain, gain 1 **Sanity** point, **REST**, then **EXPLORE**.

1.13.7: Fail to Resist Acting

You stare into the eyes of your doppelgangers. They stare back. Neither of you moves for several torturously silent minutes. Time drags on. Sweat begins to bead across your brow. Your nose twitches. Your eyes sting. You blink. When your eyes open, your reflections are still there, staring back and smiling. You're not sure what overcomes you, but the rage returns. When you recover your senses, you are surrounded by shattered glass, and your hands are completely drenched in your own blood. You feel like you have let yourself down.

Suffer 1D3 points of damage, and make a **Sanity** roll (1/1D4). **EXPLORE**.





Act I. Scene 14: Music Room

The Room of Arcane Instruments,
A Musical Instruments Museum, The Audition Room

"Moonlight Sonata - Epic Trailer Version" by Hidden Citizens (available on Revivals)

The chamber carries the silence of a museum. Instruments both familiar and foreign fill the space. Dominating the room, on a raised platform, is a grand piano. Approaching it, you become aware of how loudly your footsteps echo. You feel the urge to muffle them.

If you have at least 20% in **Art/Craft (Music)** or a similar skill (e.g., any musical instrument) you may attempt to play the piano. If you do, refer to **1.14.1**. Otherwise, continue reading.

A single note rings out. The sound came from somewhere behind you, maybe? Some kind of stringed instrument. Perhaps the harp you passed, or the mandolin? Neither they nor any other instrument has a musician to play them though. A second note is heard, this time from in front of you. This one sounded as though it came from an accordion. Again, no one there.

If you wear the ***Mask of the Addict***, refer to **1.14.6**. Otherwise, continue reading.

The room erupts in sound. A cacophony of discordant notes drowns out all other noise. Your senses are assaulted from every direction.

If you wear the ***Mask of the Masochist***, refer to **1.14.3**. Otherwise, refer to **1.14.5**.

1.14.1: Piano Lessons

Your fingers skim the keys. You play a few scales up and down the keyboard. Although the sounds are familiar, you are unused to the pressure necessary to push down the pieces of ivory. Settling in, you decide to play something familiar.

Make an **Art/Craft (Music)** or similar skill roll. On a success, continue reading. On a fail refer to **1.14.2**.

The melody you play was not meant to be heard in a place like this. The tune's familiarity dispels some of the darkness of this place.

Recover one **Sanity** point and **REST**. If you wear the ***Mask of the Lost*** refer to **1.14.4** and if you wear the ***Mask of the Guilty*** refer to **1.14.7**. Otherwise, gain an additional 1D3 **Sanity** points, and **EXPLORE**.

1.14.2: Not Even Music

No matter how hard you try or how many times you restart the melody, the result is always the same. As you play, the notes turn discordant and out of tune. The rhythm falls apart. Apparently, even music itself is transformed and warped by this place. Or maybe the piano is just broken. You begin to walk away.

Refer to **1.14.6**.

1.14.3: One is the Loneliest Number

You continue to listen to the noise. A moment later you come to understand it wasn't noise at all – the instruments were tuning. Now, they begin to play. Not just properly, but perfectly. The symphony is beautiful and overwhelming, and familiar. Even if you could play any of these instruments as well as the invisible musicians, you could never be so in tune with the rest of the orchestra. It is complete.

Make a **POW** roll. On a success, refer to **1.14.8**. On a failure, continue reading.

You continue to listen to the symphony. So perfect. There is nothing for you to add. You are not needed here. You are superfluous. You realize one of your hands has idly spooled a spare piece of piano wire. You wonder how tightly you would need to wrap it around your neck to stop breathing. Part of you decides to find out.

Make a **STR** roll and a **CON**. If the result of the rolls are tied (i.e., both succeeded by the same level of success or both failed), roll again. If your **STR** roll was more successful than your **CON** roll (e.g., you got a Hard success on **STR**, but a regular success on **CON**), you suffer 1D4 points of damage. If your **CON** roll was more successful than your **STR** roll, you suffer no damage and may make a **POW** roll to attempt to escape this place and **EXPLORE**. Continue making **STR** and **CON** rolls like this until you are reduced to zero hit points, or **EXPLORE**.

1.14.4: Melody of the Lost

You continue to play. The music you choose continues to evolve. Your mind wanders. The familiar melodies evoke familiar feelings. You think of the one you've lost. Perhaps the melody you play was their favorite song. Perhaps it was something you enjoyed when they played, something you played together. Perhaps it was simply something that brought them to mind.

Attempt an Extreme **POW** roll. On a success, you bring yourself to stop playing – **BREAK** a chain and **EXPLORE**. On a fail, make a **Sanity** roll (0/1) and continue reading.

You could stop. If you did though, this moment would pass – this moment, when the one you Lost is present, even if only in your mind.

Attempt a Hard **POW** roll. On a success, you bring yourself to stop playing – **EXPLORE**. On a fail, make a **Sanity** roll (1/1D3), and continue reading.

What would be the point in stopping? At least right now, in this moment, you are happy thinking of them. Best to make that moment last as long as you can – forever, if possible.

Attempt a **POW** roll. On a success, you bring yourself to stop playing – **EXPLORE**. On a fail, make a **Sanity** roll (1D3/1D6), record that you have aged 1D10 years, suffer 1 point of damage, and attempt another **POW** roll, suffering the same effects until you are driven indefinitely insane, you reach zero hit points, or you succeed and **EXPLORE**.

1.14.5: Hidden Talent

You move among the playing instruments as though in a daze. As you pass one of them, an unseen force grasps hold of you and compels you to start playing it. You grip it like a plank on a turbulent sea. To your surprise, you begin to play like a trained musician.

Increase **Art/Craft (Music)** or similar skill (e.g., any musical instrument) to 20%. If you already have the requisite skill at 20%, gain 2D10 skill points in that skill instead. Then, attempt a skill roll using that skill (e.g., **Art/Craft (Violin)**). On a fail, make a **Sanity** roll (0/1D3) and refer to **1.14.6**. On a success, continue reading.

You continue to play. As you do, first the instruments nearby, then those further away, begin to mimic your rhythm. Piece by piece, the orchestra comes into harmony.

Gain 1 **Sanity** point, **REST**, then **EXPLORE**.



1.14.6: An Artistic Appetite

The grand piano at the center of the room plays on its own accord. The music is jarring. You feel it vibrate through you. Compel you. Control you. First your hands, then your feet twist at odd angles. Your arms and legs follow suit. Despite your struggles, your limbs pull you along like a marionette's invisible strings. You are being drawn to the piano. The instrument has opened along its lid and casing. Inside, you see not hammers and strings, but teeth.

Make a **Sanity** roll (0/1). Next, make a series of **POW** rolls to resist going towards the piano. Each success allows you to move away from the piano, while each failure takes you closer to its snapping maw. If you accumulate three successes before you accumulate three failures, you are able to reach the exit, and pull yourself through a doorway to escape, and **EXPLORE**. Otherwise, should you accumulate three failures before accumulating three successes continue reading below. Note that a Hard and Extreme success count as two and three successes respectively, while a critical fail counts as three failed rolls.

You are almost at the piano's gnashing teeth when the entire instrument comes to life. Strings from somewhere inside it reach out and wrap themselves around and pull you off your feet. It is thus your feet that are pulled into the piano first; first to feel the impact of those teeth closing down, tearing through flesh and crunching bone. The rest of your body is slowly tenderized as it is devoured. The music continues to play.

Suffer a major wound. Make a **Sanity** roll (1D4/1D10). If you do not go indefinitely insane, reduce your hit points to zero.

1.14.7: Guilt-Ridden

You continue to play. The music you choose continues to evolve. Your mind wanders. The familiar melodies evoke familiar feelings. You think of the things you've done and the people you've left behind. Perhaps the melody you play was their favorite song. Perhaps it was something you enjoyed when they played, or something you played together. Perhaps it was simply something that brought them to mind.

Attempt an Extreme **POW** roll. On a success, you bring yourself to stop playing – **BREAK** a chain and **EXPLORE**. On a fail, make a **Sanity** roll (0/1) and continue reading.

You could stop. If you did though, this moment would pass – this moment, when you remember what you've done, and perhaps, truly feel remorse.

Attempt a Hard **POW** roll. On a success, you bring yourself to stop playing – **EXPLORE**. On a fail, make a **Sanity** roll (1/1D3), and continue reading.

What would be the point in stopping? At least right now, in this moment, you aren't running. Even if you are suffering. Best to make that moment last as long as you can – forever, if possible.

Attempt a **POW** roll. On a success, you bring yourself to stop playing – **EXPLORE**. On a fail, make a **Sanity** roll (1D3/1D6), record that you have aged 1D10 years, suffer 1 point of damage, and attempt another **POW** roll, suffering the same effects until you go indefinitely insane, reach zero hit points, or you succeed and **EXPLORE**.

1.14.8: Drop It

You let the piano wire drop, unsure what came over you. The instruments stop playing. A moment passes. You consider the silence compared to the symphony that just played. You listened to both. You were the audience – perhaps the most important part of this performance. With that thought in mind, you depart.

BREAK a chain and **EXPLORE**.





Act I. Scene 15: The School

The Academy, A College, The Re-Education Camp

"Overdose Delusion" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

You are in a school lobby. A side door leads into an administrative space. On a nearby cork board are pinned classroom photos, lesson schedules, and floor plans. Although this is clearly some kind of school, of the teachers and students there is no sign. You suspect that the longer you linger here, the more likely you are to discover the reason for their absence.

Select one of the following rooms to investigate and refer to the appropriate section. After you have investigated the room and are instructed to "return to the lobby," return here and make a **Luck** or **Stealth** roll and, on a successful roll choose another room, while on a failed roll, refer to **1.15.6**.

1. **Infirmary:** Refer to **1.15.1**.
2. **Gym:** Refer to **1.15.2**.
3. **Classrooms:** Refer to **1.15.3**.
4. **Principal's Office:** Refer to **1.15.4**.
5. **Cafeteria & Kitchen:** Refer to **1.15.5**.
6. **Exit:** You've seen enough. **EXPLORE**.



1.15.1: Infirmary

The infirmary floor is covered in bandages. Some are old enough to have begun to yellow. Others look freshly applied. All are dirty and soaked through. The nurse's desk is likewise covered, though not in bandages, but medical records – rows of names, all crossed out. The examination table on the other hand appears spotless. The metal is clean and reflective. Arrayed on it are a series of instruments.

Make a **Sanity** roll (0/1). On a failure, return to the lobby (**Act I, Scene 15**) immediately. On a success, gain 1 hit point and further roll 1D4 to learn what you pickup from the examination table to take with you (and record the result under ***Gear & Possessions***), before returning to the lobby.

1. **A hypodermic needle filled with an unknown liquid.**
2. **A roll of (mostly) fresh bandages.**
3. **A Half-full bottle of disinfectant.**
4. **A bottle of different types of painkillers.**

1.15.2: Gym

Your footsteps echo through the empty sports hall. You walk the lines and circles drawn on the floor for various games and physical activities. You walk up and among the wooden bleachers. Turning back, you behold the hall in its entirety. You realize the floor of the court has been marked not only with lines and circles, but with a string of nonsensical numbers. You record them.

Make an **INT** roll. On a success, you come to understand that the numbers are a code and are able to decipher it – record that you have found ***The Key***. On a failure, the numbers remain inscrutable. Regardless of the result, continue reading.

It isn't until you hear the sound of dripping that you think to look up. There, hanging from a web of metal rafters supporting the ceiling, is the missing student body. The dozens of disconnected arms, legs, and bodies make it difficult to say whether you are looking at one hundred or one thousand dead pupils. But as you watch, first one, then another, of the appendages drops to the ground from the ceiling. It isn't long before there is a veritable rain of falling meat pieces. The sounds of wet meat impacting on the floor follow your footsteps as you run out back to the lobby.

Make a **SAN** roll (1/1D6). On a fail, refer to **1.15.6**. On a success, return to the lobby (**Act I, Scene 15**).

1.15.3: Classrooms

Each of the classrooms looks mundane. Other than the disquiet of entirely empty rooms with vacant student desks, nothing seems amiss (except perhaps the bars on the windows). It is only when you get closer and examine the desks in detail that you discover something more.

Roll 1D6 to learn what you find (and record the result under ***Gear & Possessions*** if appropriate), before returning to the lobby (**Act I, Scene 15**).

1. A Photograph of a Family: Black ink has blocked out each of the family member's faces.

2. A List of Names: The student names match past investigators in **Appendix F**. Make a **Sanity** roll (0/1). On a fail, refer to **1.15.6**. On a success, return to the lobby (**Act I, Scene 15**).

3. Chewed Gum: It is stuck to the underside of the desk. Ew.

4. A House Key: Record that you have found ***The Key***.

5. School Supplies: There are pens and pencils, notebooks, and erasers.

6. A Word: The word is repeated, somewhere, on every desk, wall, and chalkboard you examine. Record that you have found ***The Key***. Make a **Sanity** roll (0/1). On a fail, refer to **1.15.6**. On a success, return to the lobby (**Act I, Scene 15**).



1.15.4: Principal's Office

It is not difficult to locate the office of the school's administrator. It is vacant, though clearly not abandoned.

Roll 1D6 to learn what you find to learn what you find (and record the result under ***Gear & Possessions*** if appropriate), before returning to the lobby (**Act I, Scene 15**).

1. Photographs: In the left desk drawer there is a stack of photographs depicting terrible images of students in compromised and pain-filled positions. Make a **Sanity** roll (0/1). On a fail, refer to **1.15.6**. On a success, return to the lobby (**Act I, Scene 15**).

2. Letters: In the right desk drawer there is a stack of handwritten letters. Although unsigned, they are presumably from the principal. In them, the school administrator confides their carnal love to individual students to whom they are attracted. Make a **Sanity** roll (0/1). On a fail, refer to **1.15.6**. On a success, return to the lobby (**Act I, Scene 15**).

3. Student Yearbooks: Some of the faces have check marks. Others are crossed out. The books contain photographs of past investigators in **Appendix F: Investigator Sheet**. Make a **Sanity** roll (0/1). On a fail, refer to **1.15.6**. On a success, return to the lobby (**Act I, Scene 15**).

4. A Janitorial Key: Record that you have found ***The Key***.

5. A Riding Crop: Well-used.

6. Pornography: Pornographic magazines.



1.15.5: Cafeteria

You come through a set of double doors to find the cafeteria is empty. You have the thought that you could sit anywhere. This is closely followed by another thought – you won't; for you, there is only one place to sit. You look over into the corner, at the most distant, remote, part of a dining hall that could sit hundreds.

Make a **Sanity** roll (0/1). On a failure, you return to the lobby (**Act I, Scene 15**) immediately. On a success, continue reading.

You sit down. Memories not your own flash before your eyes. You see the cafeteria filled with students. They sit with their friends, in their respective social groupings, or with their activity clubs. No one sits with you. But they all, the entire cafeteria, is looking at you. What will you do?

Make a **POW** roll. On a failure, refer to **1.15.6**. On a success, continue reading.

What will you do? The answer, it seems, is nothing.

BREAK a chain and then return to the lobby (**Act I, Scene 15**).

1.15.6: The Student Body

You are just about to reach the relative safety of the lobby. Then, from somewhere within the school there is a sound of rumbling. Something massive is on the move. It sounds like a boulder, or maybe an avalanche. When you see it, you may even think at first that this is exactly what it is. But then you see the gray flesh, the faces staring out, and the contorted human limbs wrapped around the mass like rubber bands. The collection of human bodies moans as it rolls towards you.

Make a **Sanity** roll (1/1D4). Then, choose one of the following paths to avoid the monstrosity.

1. **Dodge Into a Classroom:** Refer to **1.15.7**.
2. **Run for the Lobby (and the Exit):** Continue reading.
3. **Make for the Cafeteria:** Refer to **1.15.8**.

Attempt a **CON** roll and a **DEX** roll. If you succeed on both rolls, you make it to the lobby, and escape through the school's front doors just as the mass of flesh, its girth too wide to fit, slams against the school exit's

sturdy door frame – **EXPLORE**. If you fail one roll, but not the other, the outstretched appendages grab hold of you – make a **STR** roll and on a fail continue reading, while on a success you get away, but don't have enough time to make it to the lobby and must choose to hide in a classroom (and refer to **1.15.7**) or go to the cafeteria (and refer to **1.15.8**). If you fail both rolls, continue reading.

The mass catches up to you. You are crushed underneath it.

Reduce your hit points to zero.

1.15.7: Dodge into a Classroom

You turn into one of the many classrooms. The flesh mass attempts to follow and slams into the door frame. The wooden beams immediately begin to fracture. They won't hold long.

1. Break Through the Window: The windows are barred, but perhaps you can get through. Make a Hard **STR** roll or a Regular **SIZ** roll. On a success, you have created a means of escape – gain 1 **Sanity** point and **EXPLORE**. On a fail, continue reading.

2: Fight at Close Quarters: With the thing pinned in place, perhaps you have a chance at fighting it off. Make three **Combat** rolls. If you succeed on two out of the three rolls, you injure the mass sufficiently for it to roll away and permit your escape – gain 1 **Sanity** point and **EXPLORE**. On a fail, continue reading.

The mass breaks through the door frame and enters the classroom. It rolls over desks and chairs, absorbing them before catching up to you, and doing the same.

Reduce your hit points to zero.



1.15.8: Make for the Cafeteria

You turn into the cafeteria. Although it appears empty, you sense a presence. You have little time before the flesh mass comes through the dining hall's double doors.

Make a **POW** roll. On a success, continue reading. On a fail, suffer 1D6 points of damage, as the rolling mass breaks long tables and benches, filling the room with flying debris – then continue reading.

The cafeteria is not empty, but filled with spectral shapes. They sit at tables even after the tables have been smashed by the hulking mass of bodies. They stare at you, even as you struggle for your life.

1. Appeal to the Shades: Make a Hard **POW** or a Hard **Social** roll. On a success, continue reading. On a failure, the ghostly forms watch as the mass catches up and crushes you underneath it – reduce your hit points to zero.

2. Keep Running: The thing may be slowed down by the cafeteria's interior giving you a chance of getting away out the back of the school building. Make a **Dodge** roll, a **DEX** roll, and a **CON** roll. If you succeed on two out of the three rolls, you are able to get away – gain 1 **Sanity** point and EXPLORE. On a fail, the mass catches up to you and crushes underneath it – reduce your hit points to zero.

You plead, cajole, perhaps even threaten the ghostly shapes. For a moment, they continue to watch you impassively. Then, just as the looming shadow of the rolling mass appears behind you, groups of the specters rise from where they were sitting. In their various cohorts, the student spirits fly towards you, through you. You do not see so much as hear the specters tear at the creature pursuing you, perhaps to reclaim what remains of their bodies.

1. Turn to Watch: You watch the thing be most horribly destroyed. Make a **Sanity** roll (1/1D3), then gain 1D8 **Sanity** points. If you wear the ***Mask of the Guilty***, BREAK a chain. EXPLORE.

2. Walk Away: You do not need to watch the thing be destroyed. Gain 1 **Sanity** point and EXPLORE.



Act I. Scene 16: The Observatory

The Astrolab, The Backyard, The Planetarium

"Where Civilization Once Lay," by Jeremiah Pena (available on Lift the Atmosphere)

Before you is a telescope set up to view the stars. It is surrounded by comfortable-looking furniture within an observatory's equatorial room. As you get closer, you see the optical illusion for what it is. Though the room appears normal in size, its contents are in fact miniature. The telescope that looked massive from a distance is, upon closer inspection, small enough to be lifted up and carried away. You have to lean all the way over to look through its lens and see at what the telescope is pointing. As you do, you wonder how an onlooker, coming up behind you, must think you look against this miniature-scale room.

1. **Like a Giant:** You look into the Telescope. Proceed to **1.16.1**.
2. **Like a Monster:** You look into the Telescope. Proceed to **1.16.2**.
3. **Like an Illusion:** You look into the Telescope. Proceed to **1.16.3**.

1.16.1: A Giant

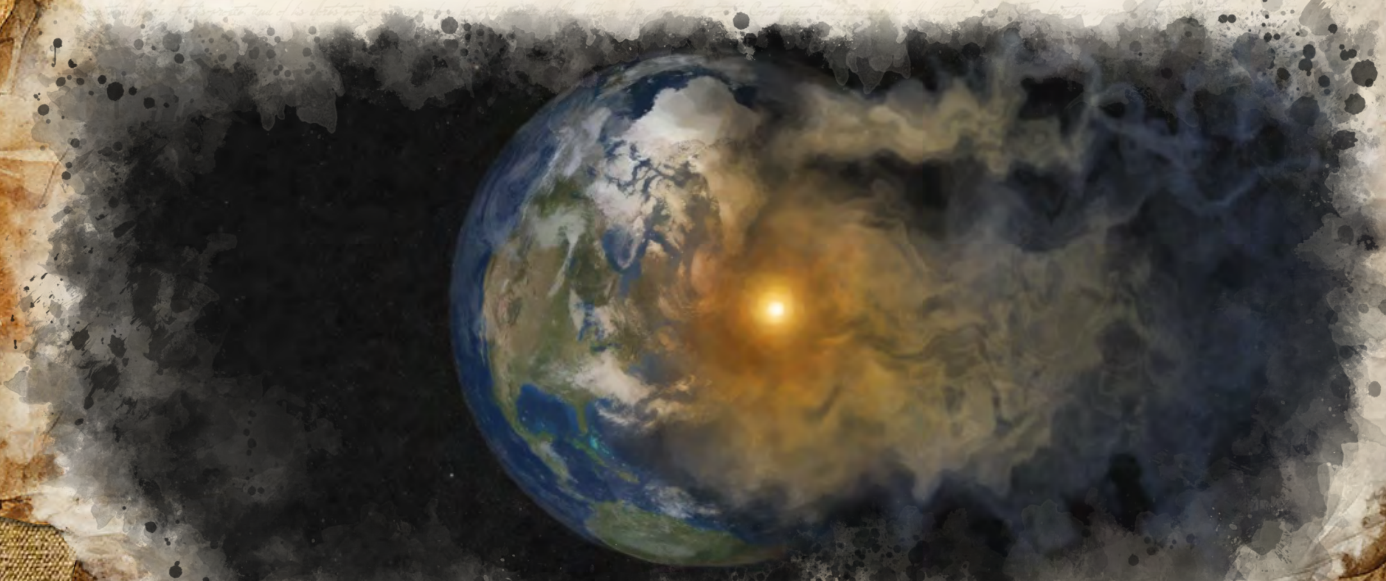
The telescope is aimed at the night sky. Looking through it, you witness a sea of stars otherwise invisible to the naked eye. The longer you look, the more evident a pattern of constellations becomes.

1. If you wear the Mask of the Lost: Proceed to 1.16.4.
2. If you wear the Mask of the Addict: Proceed to 1.16.5.
3. If you wear the Mask of the Masochist: Proceed to 1.16.6.
4. If you wear the Mask of the Guilty: Proceed to 1.16.7.

1.16.2: A Monster

You look through the telescope's lens. You see a microscopic blue dot against a field of black amidst a sea of stars. You have the distinct feeling of looking at yourself. You manipulate the lens magnification until the blue dot becomes a blue and green sphere, filled with continents, oceans, and clouds. That's when the eclipse begins. You're not sure what is causing it. But as you watch, you realize the planet is not merely being shrouded – it is being devoured. Oceans spill into space, mountain ranges dissolve as the world bit by bit collapses away and is consumed by an invisible "it."

Make a **Sanity** roll (0/1). On a failed roll, refer to 1.16.8. On a success, select one of the entries under ***Meaningful Locations***, imagine it destroyed, and cross it off your list – gain +1 **Cthulhu Mythos**, REST, then EXPLORE.



1.16.3: An Illusion

You look through the telescope. You witness a sea of stars. Among them, seven shine with great intensity. They are the Seven Sisters, otherwise known as the Pleiades. More thoughts rush into your head. You know (or remember) that together with the Hyades star cluster, the Pleiades make up the Golden Gate of the Ecliptic. Yet more knowledge of your planet's cultures assails you – the Celts who knew these stars as Tŵr Tewdws and Streoillín; the Māori of New Zealand who called them the Matariki; the Hindu faithful who referred to them as the Kṛttikā. Countless others. The knowledge floods your mind unbidden of the Achaemenid Empire, China, Japan, the Maya, Aztec, the Sioux, the Kiowa, the Cherokee – all the cultures and peoples who saw these stars and ascribed them their own meaning. All of them wrong, you think (conclude?). So very wrong.

Make a **Sanity** roll (1/1D6). On a failed roll, refer to **1.16.8**. On a success, gain +1D6 **Cthulhu Mythos** and 2D6 points in **Science (Astronomy)** – then, **REST**, and **EXPLORE**.

1.16.4: Andromeda – The Chained Maiden

The stars visible in the telescope's lens take the shape of a person chained – a sacrifice. You wonder who that sacrifice resembles.

1. **It Resembles You:** Make a **Psychoanalysis** roll.
2. **It Resembles the One You Lost:** Make a **Psychology** roll.

On a successful **Psychoanalysis** or **Psychology** roll, **BREAK** one of your chains and **EXPLORE**. On a failed roll, refer to **1.16.8**.

1.16.5: Aquarius – The Water Bearer

The stars visible in the telescope's lens take the shape of a person carrying a heavy burden. You at once feel incredibly heavy.

1. **Lift the Burden Up:** Make a **STR** roll.
2. **Set it Down:** Make a **Psychology** roll.

On a successful **STR** or **Psychology** roll, **BREAK** a chain and **EXPLORE**. On a failed roll, refer to **1.16.8**.

1.16.6: Cassiopeia – The Queen

The stars visible in the telescope's lens are beautiful. Their beauty enraptures you. All else pales to their splendor. The rest of reality feels somehow inadequate.

1. **Admire the Stars:** Make a **POW** roll.
2. **Reflect on Your Own Beauty:** Make an **APP** roll.

On a successful **POW** or **APP** roll, **BREAK** one of your chains and **EXPLORE**. On a failed roll, refer to **1.16.8**.

1.16.7: Orion – The Hunter

The stars visible in the telescope's lens show the constellation of a Hunter. You feel the truth in that symbol. Whether it is translated as the Greeks' Orion, the heavenly shepherd of the Babylonians, the ancient Egyptians' god Sah, the al-jabber of Muslim astronomy, or the Nimrod of Hungarian tradition – each brings truth from a different perspective. The cultural permutations cycle through your mind – the folkloric archer, the reaper, the war engine. And all of them, you realize, are watching you.

1. **Cower:** Make a **Stealth** roll.
2. **Confront:** Make an **Intimidate** roll.

On a successful **Stealth** or **Intimidate** roll, **BREAK** one of your chains and **EXPLORE**. On a failed roll, refer to **1.16.8**.

1.16.8: Lunacy

You have witnessed the cosmos and shrink from its grandeur. You are infinitesimal, a speck so utterly insignificant that the most meaningful thing to be said about you is the number of atoms that compose the space you occupy.

Under ***Phobias & Manias***, record that you suffer from "Astrophobia." Add to or replace one of the entries under ***Ideology & Beliefs*** with "You are insignificant." **EXPLORE**.



Act I. Scene 17: The Secret Entrance

The Backdoor, a Sewer Grate, an Open Window

"The New Century" by Jessica Curry (available on the Amnesia - A Machine for Pigs Soundtrack)

You have gone around the Palace and have found a secret entrance inside. It is hidden in shadow, and not without risk, but the way lies open.

1. **Leave:** EXPLORE.
2. **Enter:** Proceed to 1.17.1.

1.17.1: Entering the Secret Passage

You pull open the passage, and enter to face your first challenge.

Refer to **Act I, Scene 30: Halls of Carcosa**. Fully resolve the encounter there, and when you are instructed to **EXPLORE** go to **1.17.2**. If you are forced to refer to **Act I, Scene 31: Death in the First Act** or **Act I, Scene 32: Madness in the First Act** as a result of being reduced to zero hit points or being driven indefinitely insane, do not roll randomly for the result, but refer directly to **1.31.1** or **1.32.1**, as appropriate.

1.17.2: Navigating the Secret Passage

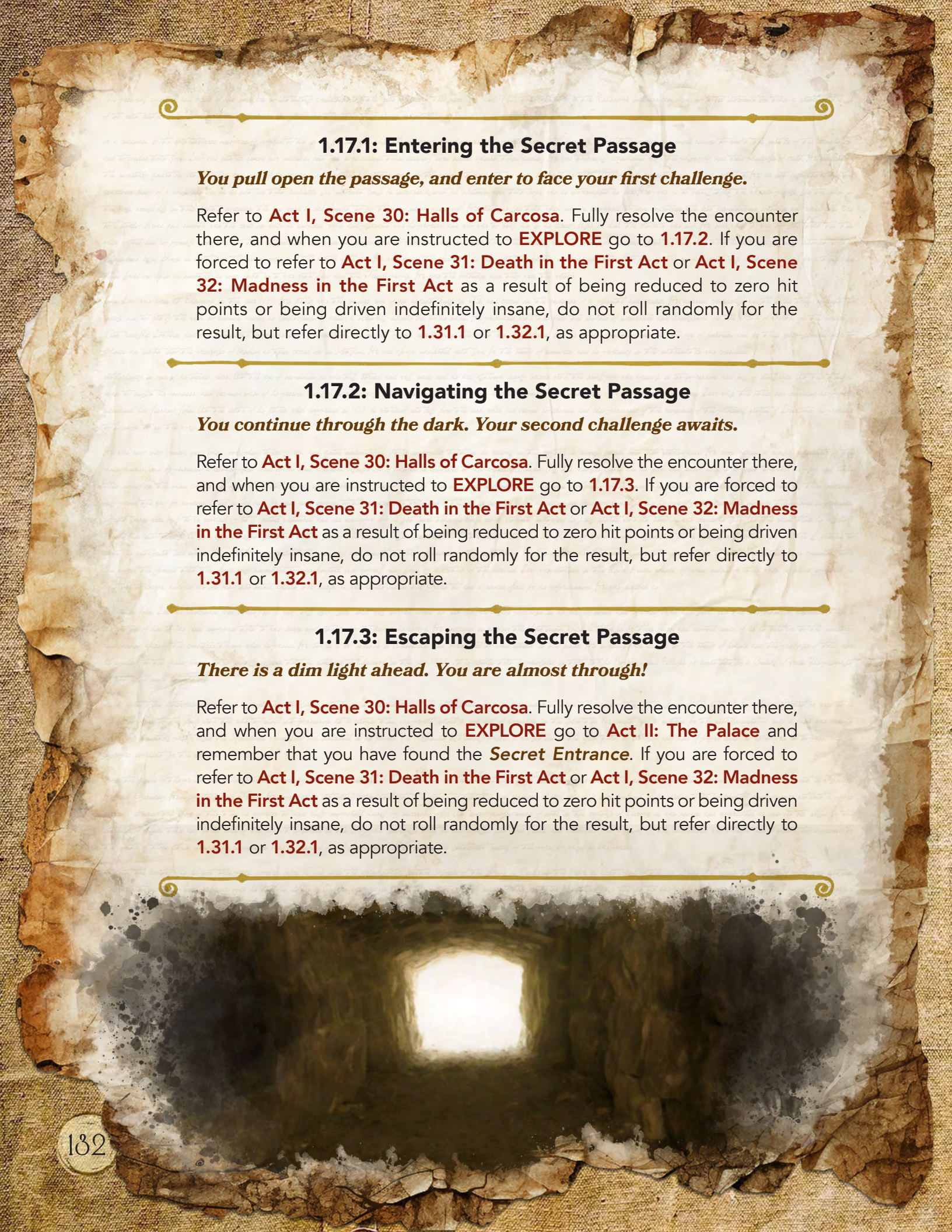
You continue through the dark. Your second challenge awaits.

Refer to **Act I, Scene 30: Halls of Carcosa**. Fully resolve the encounter there, and when you are instructed to **EXPLORE** go to **1.17.3**. If you are forced to refer to **Act I, Scene 31: Death in the First Act** or **Act I, Scene 32: Madness in the First Act** as a result of being reduced to zero hit points or being driven indefinitely insane, do not roll randomly for the result, but refer directly to **1.31.1** or **1.32.1**, as appropriate.

1.17.3: Escaping the Secret Passage

There is a dim light ahead. You are almost through!

Refer to **Act I, Scene 30: Halls of Carcosa**. Fully resolve the encounter there, and when you are instructed to **EXPLORE** go to **Act II: The Palace** and remember that you have found the ***Secret Entrance***. If you are forced to refer to **Act I, Scene 31: Death in the First Act** or **Act I, Scene 32: Madness in the First Act** as a result of being reduced to zero hit points or being driven indefinitely insane, do not roll randomly for the result, but refer directly to **1.31.1** or **1.32.1**, as appropriate.





Act I. Scene 18: The Artist

The Alchemist, The Sculpting Instructor, The Master

"Counting the Atmospheres" by Jessica Curry (available on So Let Us Melt)

You walk amongst a garden of statues. Each statue is constructed from the cleanest and brightest marble. The statues are strikingly lifelike. More than once, you imagine a statue's eyes following you. The statues primarily reflect still life. As you go deeper, you come upon statues on their knees, caught in acts of prayer, supplication, and pleading – tears from eyes, carefully captured in cold marble, running down cheeks. The artist's signature inscribed in the statue's base reads "Boris Yvain."

1. Go to the Garden's Center: Continue reading.
2. Flee: Refer to 1.18.1.

At the garden's center you find a man. He is hunched over a fountain adorned by the most beautiful and lifelike statue you have seen thus far. The man – perhaps Boris Yvain himself – raises a hand, though whether in greeting, warning, or alarm, you cannot say.

1. Approach: Proceed to 1.18.2.
2. Flee: Refer to 1.18.1.

I'M SCARED TO CLOSE MY EYES,
I'M SCARED TO OPEN THEM

1.18.1: Flee

You retreat. As you do, you knock into one of the statues that seem to have clustered around you. The marble goes crashing to the ground far too easily and shatters, revealing its hollow interior. The artistry with which the insides of a human being have been recreated in stone are truly extraordinary.

Make a Hard **DEX** roll. On a fail, refer to 1.18.3. On a success, refer to 1.18.7.

1.18.2: A Plea for Help

The man is young with brown curls for hair. He waves you over and relates a tragic tale. The man explains his development of an alchemical formula capable of turning flesh to stone. Alas, this formula was accidentally ingested by Genevieve, his love, who mistook it for a tonic. It is her form that adorns the fountain's center. "I have nearly perfected the cure to reverse the process," he explains. "I need perform only a final test." He withdraws a corked vial from his waist pocket.

1. **Agree to Help:** Continue reading.
2. **Lie:** Refer to 1.18.4.
3. **Decline:** Proceed to 1.18.5.

You take the vial from the man and down the liquid. It tastes of licorice.

Attempt a **CON** roll, and refer to the below results.

1. **Failure:** Reduce your hit points to 0 and continue reading.
2. **Regular Success:** Suffer 3D6 points of damage and if the damage you suffered reduced you to zero or fewer hit points, continue reading. Otherwise, refer to 1.18.11.
3. **Hard Success:** Suffer 2D6 points of damage and if the damage you suffered reduced you to zero or fewer hit points, continue reading. Otherwise, refer to 1.18.11.
4. **Extreme Success:** Suffer 1D6 points of damage and if the damage you suffered reduced you to zero or fewer hit points, continue reading. Otherwise, refer to 1.18.11.

AM I WALKING AWAY FROM SOMETHING I SHOULD BE RUNNING AWAY FROM?

You experience a moment of vertigo, but find your footing. It is the last step you will ever take. The stiffness begins in your feet, first in your toes and then up your ankles. Your body's transformation to pale ivory continues up your legs, pinning you in place. You have a second to consider the form your statue will take before you are locked forever in this shape. When the transformation is complete, you realize you retain a vague sense of your surroundings, but no ability to move.

Refer to **Act 1, Scene 31: Death in the First Act**, and **1.31.1**.

1.18.3: Caught

A figure emerges from behind one of the statues. They move with shocking speed. As they attempt to tackle you, they withdraw from a waistcoat one of several flasks hidden there. It is plain they mean to spill the contents on you.

Make a **Listen** roll. Then, make a **Combat** roll with either a bonus or a penalty die, depending on whether you heard the man approach. Based on the outcome of your **Combat** roll, refer to the following chart for what occurs next.

1. Failure: Suffer 1D4 points of damage. Then, refer to **1.18.6**.

2. Regular Success: Roll damage. If you succeed in doing 5 or more points of damage, refer to **1.18.7**. If you do less than 5 points of damage, you get away, for now, and refer to **1.18.1**.

3. Hard Success: Refer to **1.18.7**.

4. Extreme Success: You may decline to do damage and force the liquid in the vial onto him, in which case refer to **1.18.9**. Alternatively, you may do maximum damage and roll an additional damage die as per the weapon you are using. If you do five or more points of damage refer to **1.18.8**. If you do less than five points of damage refer to **1.18.7**.



1.18.4: A False Friend

You take the vial from the man. As you go to swallow the liquid, you pause.

1. **Ask Him to Confess:** You question his intentions – is he really searching for a cure, or is he merely trying to expand his collection? Make a **Social** roll. On a success, **BREAK** a chain and refer to **1.18.10**. On a fail, refer to **1.18.5**.

2. **Use the Vial Against Him:** Succeed at a Hard **Fighting (Brawl)** or a Regular **Throw** roll to refer to **1.18.9**; otherwise refer to **1.18.6**.

3. **Pretend to Drink:** Continue reading.

"Thank you, thank you, thank you," the man watches you in anticipation.

Succeed at a **Fast Talk** or **Sleight of Hand** roll to continue reading; otherwise refer to refer **1.18.6**.

You deftly discard the vial's contents without the man's notice. He continues to watch you. When nothing happens his face becomes crestfallen, then confused. His face twitches with introspection. "Is this what I wanted," he asks at last. He looks up to the woman's statue, then back at you and the empty vial.

BREAK a chain, then refer to **1.18.10**.

1.18.5: Taking "No" for an Answer

"Do you take me for a monster," the man asks. "This tonic is perfectly safe. I am an artist, you know?"

Make a **Social** roll. On a success, continue reading; on a fail, refer to **1.18.6**.

He listens to you, hanging on every word. One moment his face is confused, another crestfallen, before silencing into twitches of introspection. After you have said your peace, he considers. "Is this what I wanted," he asks at last. He looks up to the woman's statue, then back at you. He is shivering.

1. **Tell Him to Drink:** If you wear the ***Mask of the Addict***, ***Mask of the Masochist***, or the ***Mask of the Guilty***, you may **BREAK** a chain. Regardless, refer to **1.18.9**.

2. **Comfort Him:** If you wear the ***Mask of the Lost***, **BREAK** a chain. Regardless, refer to **1.18.10**.

1.18.6: Struggle with the Artist

The man has the eyes of a starving artist, though it is clearly not food he craves. He jumps at you. His hands go for your throat. There is no more time for words.

Make a **Combat** roll and consult the following chart based on your result:

1. **Failure:** Suffer 1D4 points of damage and make another **Combat** roll and consult this chart.

2. **Regular Success:** Roll damage. If you succeed in doing 5 or more points of damage, refer to 1.18.8. If you do less than 5 points of damage, you get away, for now, and refer to 1.18.1.

3. **Hard Success:** Refer to 1.18.7.

4. **Extreme Success:** Do maximum damage and roll an additional damage die as per the weapon you are using. If you do five or more points of damage refer to 1.18.8. If you do less than five points of damage refer to 1.18.7.

1.18.7: Escape

Whether because you outran, outfought, or outthought him, you get away. As you run back through the garden of statues, you see their shapes turn to you. Their accusing eyes follow your retreat, though whether out of a desire for you to save them or join them, you are not sure.

Make a **Sanity** roll (0/1D3). EXPLORE.

1.18.8: Slain

In death, the man is small. It seems a cruel joke for someone like him to have filled up so large a space with his many victims. Yet one victim appears to mourn him still. Past the man's dead body, the statue of the woman at the room's center steps from her fountain. She approaches the corpse and picks it up as though it had no weight. As she cradles it in her arms, a single tear rolls down her stone cheek. You leave the two lifeless bodies to each other's company.

Gain 1D3 **Sanity** points. UNLOCK the "Defeat the Artist" Achievement in **Appendix E: Penitents**. REST, then EXPLORE.

I LOVE ONLY WHAT A PERSON HAS WRITTEN WITH THEIR OWN BLOOD.

1.18.9: Victim to His Triumph

The vial's contents enters the man's mouth. His eyes go wide, then his body spasms as though in a seizure. The first part of him to stop are his feet. Then, his legs, torso, arms, and finally his face are transformed from pink flesh to smooth ivory. When the process is complete, a new statue stares back at you. You can't help but feel as though the man's eyes, even in stone, continue to follow you.

UNLOCK the "Defeat the Artist" Achievement in **Appendix E: Penitents**.
EXPLORE.

1.18.10: Confession of a Killer

The man cradles his face as he begins to sob. A small pool of tears grows at his feet. "It is true, I suppose" he says, as he collects himself, a trail of snot running along his shirt sleeve. "I long ago gave up on ever curing my Genevieve." He wipes his nose again. You see that his shirt sleeve is filthy. Much of the filth, however, does not look to be new; almost as if this is a well-rehearsed performance. "Now," he says seeing where your gaze has landed, "I merely seek to find her better company." The man launches himself at you. He withdraws another vial from his waist pocket – identical to the one you received, and plainly one of a large set. Just as he is about to reach you however, the fountain statue behind him awakens into motion. Smooth marble hands encircle the man's neck. They hold him back as would the leashed collar of a dog. The statue's hands tighten. The man's eyes bulge wider. You hear the snap of the man's neck and his tremblings cease. The woman's statue does not release him even then. Instead, it draws him nearer, cradling him and finally embracing him, before once again becoming still and unmoving, save for the drops of red blood dripping into the fountain waters.

UNLOCK the "Defeat the Artist" Achievement in **Appendix E: Penitents**.
REST, then EXPLORE.

I PRAY GOD WILL CURSE THE WRITER, AS THE WRITER HAS CURSED THE WORLD WITH THIS BEAUTIFUL, STUPENDOUS CREATION, TERRIBLE IN ITS SIMPLICITY, IRRESISTIBLE IN ITS TRUTH-A WORLD WHICH NOW TREMBLES BEFORE THE KING IN YELLOW.

1.18.11: The Fruits of Gratitude

The man stares at you in disbelief. He then introduces himself as Boris Yvain and vigorously shakes your hand. Words of gratitude spill from his mouth like puzzle pieces. He withdraws a second vial, goes to the fountain in the room's center, and pours the liquid as best he can into the pursed lips of the woman's statue. Miraculously, the statue transforms. White ivory turns to pink flesh. As the woman revitalizes before your eyes, Yvain is beside himself. You can't make out all the promises of love he spews forth as he buries his face in her bosom. For her part, she does not look happy. Yet still she embraces her erstwhile lover. It is only when words fail Yvain along with his breath that her true purpose reveals itself. You stand transfixed as he struggles against her and she does not let go. It takes minutes for life to finally leave him. When it does, his skin starts to turn the color of slate. The woman releases him, but does not look as though she wishes to discuss her actions, or your future.

Gain 1D3 **Sanity** points. **UNLOCK** the "Defeat the Artist" Achievement in **Appendix E: Penitents**. If you wear the ***Mask of the Lost***, **BREAK** a chain. **EXPLORE**.





Act I. Scene 19: The Statue Garden

The Art Gallery, An Artist's Studio, A Museum's Sculpture Exhibition

"Facing the Past" by Anne Sophie Versnaeyen and Gabriel Saban (available on Soul Stories 2 Emotional Orchestral Drama Tracks)

The garden of statues extends in every direction. The sculptures are principally humanoid, but only in the loosest meaning of the term. They are otherwise unified by neither style nor era. Instead, they form a wild tangle – a wilderness formed by intertwining appendages rising from tree trunk-like pedestals.

1. Find a Path Through: Proceed to 1.19.1.
2. Search for the Center: Proceed to 1.19.2.

1.19.1: A Path Through

You try to find a path through this wild garden of bizarre stone statues. So strange are some of the images you see depicted in sculpture that you could truly believe you are traversing a forest.

Attempt a **Navigate**, **Track**, or **Art/Craft (Sculpture)** (or similar artistic skill) roll. On a success, continue reading. On a fail, refer to **1.19.3**, unless you wear the ***Mask of the Guilty*** in which case refer to **1.19.6**.

You eventually discover a path that takes you through.

If you wear the ***Mask of the Lost***, refer to **1.19.4**. If you wear the ***Mask of the Masochist***, refer to **1.19.5**. Otherwise continue reading.

The "path" is flanked by a series of statues, some depicting the same individuals over and over again. They seem strangely familiar to you.

Refer to **Appendix E: Penitents** and **Appendix F: Investigator Sheet** to see the individual's depictions in stone sculptures along the path. Make a **Sanity** roll. On a success, you do not lose any **Sanity** points and **EXPLORE**. On a fail, count the number of entries in past investigators and lose 1, 1D3, or 1D6 depending on whether there are up to three entries, up to five entries, or six or more entries – then, **EXPLORE**.

1.19.2: Search for the Center

You forage deeper into the statue garden in search of its center. You know you are almost there when the wilderness of bizarre statues gives way to more orderly rows of lifelike human sculptures.

If you have the "Defeat the Artist" Achievement in **Appendix E: Penitents** continue reading. Otherwise, proceed to **Act I, Scene 18: The Artist**.

The statues here are constructed from the cleanest and brightest of marbles. At the garden's center you find a beautiful engraved fountain. Water flows from various spouts in the stone pedestal adorning the middle of the fountain. But whatever statue was intended to rest on the pedestal is missing. The only other evidence that there should be a statue at all is a small bronze name plaque. The plaque identifies the absent sculpture's title as "Genevieve." The listed sculptor's name is "Boris Yvain."

1. **Drink:** **REST**, then **EXPLORE**.
2. **Leave:** Gain 1D3 **Sanity** point, then **EXPLORE**.

1.19.3: Strayed from the Path

No matter how long you search, you seem unable to find a path through the maddeningly bizarre garden of stone statues. In time, you may even come to believe the statues are moving themselves as though to close off potential means of escape or bewilder your efforts to retrace your steps. Just how long have you been roaming these woods of granite and marble?

Make a **Sanity** roll (0/1). Then attempt a **Navigate**, **Track**, or **Art/Craft (Sculpture)** (or similar artistic skill) roll. On a success, continue reading. On a fail, lose 1 hit point and 1 **Sanity** point, then re-attempt a **Navigate**, **Track**, or **Art/Craft (Sculpture)** (or similar artistic skill) roll, again losing 1 hit point and 1 **Sanity** point with each subsequent failure until you succeed, in which case continue reading.

You've been lost in the woods. Perhaps for a long time. But now you are out. Looking back, you clearly see a path through the entirety of the statue garden, all the way back to where you started, however long ago.

If you wear the ***Mask of the Addict***, attempt an **INT** roll and on a success **BREAK** a chain. Otherwise, and regardless of the result, **EXPLORE**.

1.19.4: Monument to the Lost

Amidst the wilderness of insane sculptures, you come across one that looks very familiar. Carved in the stone, you recognize the image of the one you Lost. How they came to adorn this garden you do not know. The granite replica seems to look at you imploringly.

Make a **Sanity** roll (0/1). Then, attempt an **INT** roll to **BREAK** a chain. Regardless of the result, **EXPLORE**.

1.19.5: A Statue of You

Amidst the wilderness of insane sculptures you come across one that looks very familiar. You recognize yourself carved in stone. How you came to adorn this garden you do not know. What you do notice are the subtle differences between yourself and your granite replica.

Make a **Sanity** roll (0/1). Then, attempt an **INT** roll to **BREAK** a chain. Regardless of the result, **EXPLORE**.

1.19.6: A Stone Hunter

Your search for a path through the statue garden is interrupted by the sound of a rumbling stone avalanche. It comes from ahead of you, but even as you turn away you hear it coming from another direction. You see statues toppling wherever you look – the tumbling rubble continuing to move towards you as though tracking you.

You may attempt an Extreme **DEX** roll, a Hard **Dodge** roll, or a Regular **Navigate**, **Survival**, or **Track** roll. On a success, refer to 1.19.7. On a failure, continue reading.

The stones are unavoidable. The rubble is always moving – a fresh earthquake seemingly cuts off every avenue of retreat. It is almost as though it is not possible for you to escape. Perhaps you were never meant to.

Suffer 2D6 points of damage. Then succeed on a Hard **INT** roll to **BREAK** a chain. Regardless of the result, **EXPLORE**.

1.19.7: A Narrow Escape

The stones seem unavoidable. The rubble is almost moving – a fresh earthquake seemingly cuts off every avenue of retreat. Yet there is always some means of escape – one path left open, almost as though you were meant to keep running. Eventually, you do escape the sculpture garden.

Succeed on an **INT** roll to **BREAK** a chain. Regardless of the result, **EXPLORE**.





Act I. Scene 20: The Butcher

The Warden, The Pig-Beast, The Lunch Lady

"Terror and Madness (Trailer)" by Stuart Chatwood (available on the Darkest Dungeon Original Video Game Soundtrack Deluxe Edition)

It reeks of meat gone bad. Its scent is as repulsive as its visage. A face mask cannot hide the open sores and welts that cover brow and cheeks, but also its burly arms and exposed knees. The apron it wears is stained red, as are the implements that extrude from the stumps where its hands should be – one is a meat hook, the other a cleaver. Each is raised in warning as the eight foot behemoth closes on you.

1. **A Gift:** If you have ***The Butcher's Locket*** you may refer to **1.20.1**.

2. **Evade:** Whether out of panic or tactical acumen, you may opt to let the thing tire itself out. Succeed a **Dodge** roll to avoid suffering 5D4 points of damage. Then, refer to **1.20.2**.

3. **Avoid the Hook:** There's no way you can avoid all its swings. You focus on avoiding the meat hook at the expense of suffering a blow from the cleaver. Suffer 2D4 points of damage, then attempt a **Dodge** roll to avoid suffering a further 2D4 points of damage. Then, refer to **1.20.2**.

4. **Avoid the Cleaver:** There's no way you can avoid all its swings. You focus on avoiding the meat cleaver at the expense of suffering a blow from the hook. Suffer 2D4 points of damage, then attempt a Hard **CON**, **STR**, or **SIZ** roll to avoid suffering a further 2D4 points of damage. Then, refer to **1.20.2**.

5. **All Out Attack:** You will not run; you will fight. Make a **Combat** roll. On a failed roll suffer 5D4 points of damage. On a Regular success suffer 2D4 points of damage, on a Hard success, suffer 1D4 points of damage, and on an Extreme success suffer no damage. Then, refer to **1.20.2**.

6. **Talk to It:** You attempt to communicate with it. Refer to **1.20.5**.

1.20.1: The Butcher's Locket

The beast of a man towers over you, prepared to strike. Then, you hold up the locket. The creature freezes at the sight of it. The locket's clasp snaps open revealing the image of a precocious teenage child. Slowly, cautiously, as though unsure of itself, the creature reaches out with its rusted hook.

1. **Strike Out:** With the creature distracted, you take advantage of your opportunity and strike. The creature rears back in pain, stumbling backwards. Record that you have lost ***The Butcher's Locket***, and proceed to **1.20.2**.

2. **Depart:** With the creature distracted, you take the opportunity to slink away. Record that you have lost ***The Butcher's Locket***, and **EXPLORE**.

1.20.2: Round 2

The beast rears up in preparation for another attack. If you are to take it down or escape, it will have to be soon.

1. **Evade:** You run. Succeed on a **Dodge** roll to avoid suffering 5D4 points of damage. Then, **EXPLORE**.

2. Hook the Hook: You focus on avoiding the hook while luring the creature into missing a strike and catching the hook in the floor or a wall. Make a Hard **Dodge** or Hard **INT** roll. On a fail, suffer 2D4 damage. On a success, the hook is caught. You may **EXPLORE** or press your advantage and refer to **1.20.3**.

3. Break the Cleaver: You focus on avoiding the cleaver while luring the creature into missing a strike and snapping the blade against the floor or wall. Make a **Luck** or a Hard **DEX** roll. On a fail, suffer 2D4 damage. On a success, the blade snaps. You may run away and **EXPLORE** or press your advantage and refer to **1.20.3**.

4: All Out Attack: You press the attack. Make a **Combat** roll. On a failed roll suffer 5D4 points of damage. On a Regular success suffer 2D4 points of damage, on a Hard success, suffer 1D4 points of damage, and on an Extreme success suffer no damage. Then, refer to **1.20.3**.

1.20.3: Round 3

The beast reels. Whether from injuries it has suffered or simple exhaustion, now is your chance. If you are to finish this – if you are to destroy it – the time is now.

1. Strike: You try to finish the thing. Attempt **Combat** rolls until you succeed, suffering 2D4 points of damage on every failed roll. Once you succeed, proceed to **1.20.4**.

2. Retreat: You can get away while the thing recovers. Gain 1 **Sanity** point and **EXPLORE**.

1.20.4: The Butcher's Fall

You strike the Butcher down. It lands on the floor with a mighty thud, looking much reduced. The last few blows you land do not even elicit the hint of resistance. You have the opportunity to end this.

1. Slay the Butcher: You murder the Butcher. **UNLOCK** the "Defeat the Butcher" Achievement on **Appendix E: Penitents**. **EXPLORE**.

2. Spare the Butcher: You turn away from your enemy. Gain 1D8 **Sanity** points, **REST**, and if you wear the ***Mask of the Guilty***, **BREAK** a chain. **EXPLORE**.

1.20.5: Not One For Words

The blow across your face comes suddenly. A feeling of weightlessness precedes your hard collision with a wall. You pass out shortly thereafter.

If **Act I, Scene 21: The Larder** is at a location on your copy of **Appendix D: Maps of Carcosa**, you are now at that location, and should proceed to **1.21.4**. Otherwise, proceed to **1.21.4**, but remember your current location in the event you are subsequently instructed to **EXPLORE** (e.g., for purposes of moving to a connecting location).





Act I. Scene 21: The Larder

The Meat Locker, The Wine Cellar, The Pantry

"A Brief Respite (Camp Theme)" by Stuart Chatwood (available on the Darkest Dungeon Original Video Game Soundtrack Deluxe Edition)

Your skin pimples as you enter this room and the temperature drops. You breathe in air, and breathe out white mist. All around you hang animals from hooks. It's not clear to where the hooks connect – the ceiling is not visible. Among the carcasses you recognize livestock. Also domesticated animals. You even see a few people. Without clothes, it is hard to distinguish them from the other cuts of meat. You don't recognize them; their faces have been slashed into so much unrecognizable gore.

If you wear the ***Mask of the Lost*** proceed to **1.21.1**. Otherwise, proceed to **1.21.2**.

1.21.1: Familiar

One of the hanging bodies draws your attention. Even absent a face, you can make out telltale features on their ashen, cold, stiff corpse. You would know them anywhere. The one you Lost. You've found them. Or have you?

Make a **Sanity** roll (1/1D3). If you succeed, continue reading. On a fail, proceed to 1.21.2.

No, no it couldn't be. Even if they look just like them, they couldn't be here, not in a place like this. But even though you were mistaken, you realize you just confronted the possibility that the one you Lost is well and truly gone.

BREAK a chain. Proceed to 1.21.2.

1.21.2: Found

The suspended carcasses and cadavers may not be the only thing here.

If you have unlocked the "Defeat the Butcher" Achievement in **Appendix E: Penitents**, proceed to 1.21.3. Otherwise, continue reading.

There is a hulking beast in this room. Maybe you hear it behind you, or perhaps you spy it out of the periphery of your vision. It moves between the walls of meat, breathing heavily through its mask.

Refer to **Act I, Scene 20: The Butcher**.



1.21.3: Pickings

You were mistaken. This place is quiet. Just you and the dead. But perhaps there is still something for you to take away.

1. **Search the Bodies:** If you wear the ***Mask of the Addict*** proceed to **1.21.6**. Otherwise, record that you have found a giant meat cleaver. **EXPLORE**.

2. **Search the Room:** Continue reading.

You try to find the walls to this room to see if there is anything but hanging meat. You only find more meat. There are no walls. Just more hooks, with more bodies, be it livestock, pets, or humans. You aren't sure how long you are left wandering.

Make a **Spot Hidden** or **Navigate** roll. On a success, you find an exit and **EXPLORE**. On a fail, make a **Sanity** roll (0/1D3), then **EXPLORE**.

1.21.4: Hung

You awaken. You feel weightless, but also in incredible pain. By and by, you discover the source of both. A hook attached to a chain is embedded deep in your shoulder. You are hanging from the hook. You are one of many pieces of meat hanging in this room. You recognize the carcasses of livestock, but also domesticated animals. Even a few people. Off in the distance, you hear the plodding footsteps of the creature that must have brought you here.

Make a **DEX** or **STR** roll to disentangle or lift yourself off from the meat hook. On an Extreme success, you are able to extricate yourself from the meat hook without further injury and escape – gain 1 **Sanity** point and **EXPLORE**. On a Hard success, you suffer 1 point of damage, while on a Regular success you suffer 1D3 points of damage, but in either case are able to free yourself from the hook, though not without crying out in pain – make a **Listen** roll and on a success **EXPLORE** and on a fail refer to **1.21.5**. On a failed attempt to free yourself, you suffer 1D3 points of damage and release yourself from the hook while filling the room with your screams – refer to **1.21.5**.

I COULD TELL MORE, BUT I CANNOT SEE WHAT HELP IT WILL BE TO THE WORLD. AS FOR ME, I AM PAST HUMAN HELP OR HOPE.

1.21.5: The Butcher Returns

The noise you make attracts the very creature responsible for bringing you here. Though the creature moves slowly, you find yourself moving even slower. Perhaps it is the cold or maybe the exhaustion that's wormed its way into your bones. More likely it is the aching pain from where the meat hook pierced you. Whatever your condition, you must defend yourself.

Refer to **Act I, Scene 20: The Butcher**, but if you are subsequently instructed to **EXPLORE** remember to move from your current location.

1.21.6: Choice Pickings

You search the bodies. Thoroughly. Over and over again, you bury your hands into the cuts covering the carcasses. You try to limit your search to the livestock, but it isn't long before you are digging through cats and dogs as well.

Make a **Sanity** roll (0/1). Then, make a **POW** roll. On a success, you realize what you're doing and cease your search – **BREAK** a chain, then **EXPLORE**. On a fail, continue reading.

You are not finding what you're looking for. Maybe you need to expand your search. You dig deeper, sparing none of the hanging meat bags from your probing fingers. Your hands violate the hanging human corpses as you continue your search.

Make a **Sanity** roll (1/1D4). Continue reading.

Unsure how much time has passed, you only stop when your muscles cramp. You've pulled countless bodies from their hooks, flesh strewn on the floor. But your own flesh refuses to further interrogate the insides of these carcasses.

Make a **Spot Hidden** roll. On a success, record that you have found the *Pendant of the Butcher*, then **EXPLORE**. On a fail, **BREAK** a chain and **EXPLORE**.





Act I. Scene 22: The Dancer

The Courtier of the King; A Pallid Dancer; The Leading Lady

"Music Box - Silent Hill" by Erutan (available on A Bard's Side Quest)

You are surrounded by flowing sheets that hang from an unseen ceiling. You can't be sure whether they are gowns, or laundry sheets, or tattered pieces of cloth, but they obscure your vision all the same. They flutter this way and that, propelled by some breeze or other force. Through the waving strands you spy the outline of a person. They move through the motions of plie, releve, and saute, concluding each sequence with a graceful pirouette. The dancer's movements are beautiful. You find yourself having to crane your neck to continue following their performance through the sheets.

Make a Hard **POW** roll. On a success, continue reading. On a failure, refer to **1.22.2**.

The sheets form labyrinth-like walls around you. Still, you try to catch a better sight of them. You do, but just for a moment. You see skintight strands of cloth wrap across the dancer's body. Other strands hang loose and bisect the air as the figure dances. You hear the air hiss as the dancer's outfit cuts through it. For a moment, you wonder what it would feel like, to be kissed by those strands; whether you would feel anything at all. You shake yourself awake and realize the finely cut sheets that mark the dancer's passing tell you everything you need to know about the danger you are in.

Continue to 1.22.1.

1.22.1: Confronting the Dancer

You consider the best way to confront – or perhaps avoid – the hypnotizing dancer. You might try to hide among the flowing sheets, looking for a way out, or even use those sheets and attempt to entangle the dancer. Then again you might choose violence.

1. Hide: Proceed to 1.22.4.
2. Choose Violence: Proceed to 1.22.5.
3. Lay a Trap: Proceed to 1.22.6.

1.22.2 A Dancing Partner

You struggle to get a better look at the dancer's alluring form. Your body pulls one direction then the other as you maneuver between the sheets hanging from the ceiling. You push ever deeper into the labyrinthine maze of cloth. As you do, your skill at evading the sheets improves. Whereas before you had to jerk out of the way, now you gracefully slip past them. It is only once you have caught up to the dancing figure that you realize your movements are mirroring theirs.

Succeed at an Extreme **DEX**, a Regular **Craft (Dance)**, or other appropriate skill roll to refer to 1.22.3 A Worthy Performance. Continue reading.



Your movements are but a pale imitation of the dancer's, its tatters floating freely around it as it jumps and spins. You barely notice that each time your steps fail to keep up with those of the dancer's that a razor-sharp tatter slices your skin. You try to get your bearings before you are literally cut to ribbons.

Suffer 1D6 points of damage, then attempt a series of Hard **POW** rolls. On each failed **POW** roll, suffer a further 1D6 points of damage. On a success, refer to **1.22.1**.

1.22.3 A Worthy Performance

You do not know for how long you match the macabre figure's dance. When it is over, you feel exhausted, but the creature is satisfied. It bows to you and extends a hand. From the hand, hanging on one of the same tatters that moments before threatened to eviscerate you, is a key. Once you take it, the wraps encasing the dancer loosen, and fall to the ground. Nothing of the dancer is left behind.

Record that you have ***The Key***. **UNLOCK** the "Defeat the Dancer" Achievement in **Appendix E: Penitents**. Gain 1D4+2 **Sanity** points. **REST**. **EXPLORE**.

1.22.4: Hide

You try to use the flowing sheets hanging from the ceiling to disguise your movements while you search for a way out. So long as you can keep moving from one spot to the next, always keeping walls of sheets between you and that thing, you might be safe.

Make a **Stealth** roll. On a success, next attempt to succeed on a **Navigate**, **Spot Hidden**, or **Track** roll to proceed to **1.22.7**. If you failed the **Stealth** roll or failed the subsequent skill roll, continue reading.

It spots you before you see it. The dancer twirls and one of the loose strands of yellow cloth hanging from it whips out towards you.

Attempt a **Dodge** roll to avoid the razor-sharp tatter slicing into you. On a success, refer back to **1.22.1**. On a failure, continue reading.

A moment later, you feel a laceration open up your skin. A spray of your own blood across one of the sheets marks your failed attempt to avoid the Dancer.

Suffer 1D6 points of damage. Refer back to **1.22.1**.

1.22.5: Choose Violence

You choose violence. Perhaps the dancer is as fragile as it appears.

Attempt a Hard **Combat** roll. On a success, roll damage as normal and, if you succeed in doing 4 or more points of damage proceed to **1.22.7**. On a failure or if you cause 3 or less points of damage, continue reading.

The dancer bends, then pivots back towards you. It choose to lash out with a long strand of razor-sharp cloth.

Suffer 1D6 points of damage. Refer back to **1.22.1**.

1.22.6: Lay a Trap

Perhaps the flowing sheets hanging from the ceiling present an opportunity to entangle the dancer and temporarily ensnare and trip its movements.

Make a successful **Dodge** roll to lure it towards you, followed by an **INT** roll. If you succeed both rolls, you may **EXPLORE**. If you fail either roll, the dancer cuts through the sheets you pull from the ceiling, catching you with one of the tatter's razor-sharp edges (1D4 damage).

Make a **Dodge** roll or **Stealth** roll. On a success, you lure the dancer toward you and may attempt an **INT** roll to entangle the dancer and, on a success, refer to **1.22.7**. If you failed either roll, continue reading.

The dancer twirls and cuts through each of the sheets you pull down from the ceiling. With blinding speed it evades, leaps over, and rolls under your attempts to entrap it. In response, it attempts to catch you with one of its tatter's razor-sharp edges.

Attempt a **Dodge** roll to avoid the razor-sharp tatter slicing into you. On a success, refer back to **1.22.1**. On a fail, continue reading.

A moment later, you feel a laceration open up your skin. A spray of your own blood across one of the sheets marks your failed attempt to avoid the Dancer.

Suffer 1D6 points of damage. Refer back to **1.22.1**.

THE MASK OF SELF-DECEPTION WAS NO LONGER A MASK FOR ME, IT WAS A PART OF ME.

1.22.7: Get Away

You have momentarily waylaid the dancer. This is your opportunity to get away, unless... could you press your advantage? At that moment all of the sheets hanging around you descend simultaneously as the dancer cuts away any protection you might have had.

1. Run: Continue reading.

2. Attack: Refer to 1.22.8.

This is not an opportunity, it is a reprieve. You run.

Gain 1 **Sanity** point. EXPLORE.

1.22.8: A Final Performance

You advance upon the dancer. Only one of you will leave this stage.

Alternate making Hard **Combat** rolls and Regular **Dodge** rolls. Each time you succeed on a **Combat** roll, roll damage as normal and track the total amount of damage you inflict. Continue reading below once you have inflicted a total of 12 points of damage. After every **Combat** roll, make a **Dodge** roll and, on a failure, suffer 1D6 points of damage. Note that if you previously hid from the dancer (see 1.22.4) your first Hard **Combat** roll automatically succeeds; if you previously attacked the dancer (see 1.22.5) reduce the total number of points of damage you have to inflict from 12 by however much damage you have already inflicted (reducing it a minimum of 4 points of damage down to 8); lastly, if you previously laid a trap for the danger (see 1.22.6) your first **Dodge** roll automatically succeeds.

The dancer lies before you, defeated. Like a marionette with cut strings it makes no further movements. It is difficult to think that this rag doll ever moved, much less performed the acrobatics you witnessed mere moments ago.

UNLOCK the "Defeat the Dancer" achievement in **Appendix E: Penitents**. Gain 1D4 **Sanity** points. REST. EXPLORE.

FOR I KNEW THAT THE KING IN YELLOW HAD OPENED HIS TATTERED MANTLE AND THERE WAS ONLY GOD TO CRY TO NOW.



Act I. Scene 23: The Theater

The Neighborhood Playhouse; A Dance Studio; the Opera House

"Le chateau abandonne" by Guilhem Desq (available on Visions)

You enter a theater. Albeit a bit dusty, it is otherwise in pristine condition. The curtain is drawn across the stage and from somewhere in the back of the chamber, you hear music.

1. **Find a Seat:** Refer to **1.23.1**.
2. **Step Onstage:** Refer to **1.23.2**.
3. **Go Backstage:** Refer to **1.23.3**.

1.23.1: In the Audience

You do not have a ticket, but take a seat all the same. You are the only member of the audience as the curtain rises on a stage depicting the background of a city and the interior of a palace. Actors dressed as queens and princesses, and a priest appear. They speak their lines, but the action is difficult to follow – the language is archaic and filled with obtuse double entendres. It is also in French.

If you have read the play, ***Le Roi en Jaune*** (the King in Yellow) attempt and succeed on a **Language (French)** roll, or attempt and succeed an Extreme **POW** roll; continue reading. Otherwise, refer to **1.23.4**.

The play appears to concern the final days of a dynasty, the arrival of a Stranger at the bidding of a priest, a masked ball, and finally the disastrous arrival of a King in Yellow. The plot scratches the inside of your head and you absent-mindedly wipe away the blood running from your nose.

Make a **Sanity** roll (1/1D6). Gain +5 Cthulhu Mythos. Continue reading.

The play reaches its climax during a masqued ball. The Princess Camilla approaches The Stranger and says "You, sir, should unmask." The Stranger behind their mask responds, "Indeed?" The two are joined by the Queen Cassilda – "Indeed, it's time. We all have laid aside disguise but you." The Stranger's head cocks at a strange angle. "I wear no mask." The stage goes dark as the voice of Princess Camilla is heard screaming, "No mask? No mask!"

You may go backstage (refer to **1.23.3**), **EXPLORE**, or wait for the play's second ***Act*** (continue reading).

The second Act is even less intelligible than the first, yet twice as horrible. Your vision blurs as you continue to watch. Your hands, no, your entire body is shaking as though caught in the throes of a seizure. Before the play is even over you know there will be no curtain call.

Make a **Sanity** roll. On a failure, you are driven indefinitely insane. On a success, lose 1D3 **Sanity** points (do not count this towards the number of points you may lose before going indefinitely insane) and record under ***Arcane Tomes and Spells*** that you have memorized ***The King in Yellow***; additionally, increase your **Language (French)** skill by 1D10 points or, if you have fewer than 20 points in that skill, increase it to 20. **EXPLORE**.

1.23.2: On Stage

You step onto the stage. As you do, the curtain rises. The play begins. Actors step on stage. They play different roles, but there are always at most four of them – two men and two women. The women could be related; one younger and the other older, perhaps her mother? One of the men is usually dressed in a robe or religious vestments. The last man is the strangest of all, with tangled hair and a distant and crazed expression even as they calmly and rationally deliver their lines. Your part in each scene is always the same – you are playing yourself, and this is the story of your life.

1. Resist the Play: Make a **Sanity** roll (0/1D3); continue reading.
2. Play Along: Lose 1 **Sanity** point; continue reading.

The themes of this play are not hard to guess. Again and again, you are encouraged to act out the most difficult, humiliating, or self-defeating moments of your life. Will you try to change your fate?

1. Change the Play: Make a **Sanity** roll (0/1D3); continue reading.
2. Let It Play Out: Lose 1 **Sanity** point; continue reading.

The Play reaches its climax with your arrival in a city at a Stranger's apparent invitation. As you struggle with whether to proceed or not, you look over the audience. You can only barely make them out under the bright stage lights emulating the light of two blazing black suns, but you think you recognize the faces in the audience as those of friends, family, and others, some of whom you know no longer to be alive.

1. Go to the City: Lose 1 **Sanity** point; continue reading.
2. Turn Away from the City: Make a **Sanity** roll (0/1D3); continue reading.

When at last it is time for the curtain call, you are exhausted. As the curtain rises, you see there is no longer an audience. Perhaps they all left before the end; perhaps they were never there to begin with. You take your bow only to find that your fellow actors likewise have disappeared. You are all alone, again.

BREAK a chain. REST. EXPLORE.

SONGS THAT THE HYADES SHALL SING, WHERE FLAP THE TATTERS OF THE KING, MUST DIE UNHEARD IN DIM CARCOSA.

1.23.3: Backstage

You might have expected set pieces, the machinery of stagecraft, or any number of other tools necessary to operate a theater. Instead, your vision is obscured by flowing sheets hanging from an unseen ceiling. The music continues to play, and there is something else.

Refer to **Act I, Scene 22: The Dancer**, unless you have unlocked the "Defeat the Artist" Achievement in **Appendix E: Penitents**, in which case **EXPLORE**.

1.23.4: Unintelligible

The play appears to concern the final days of a dynasty, the arrival of a Stranger at the bidding of a priest, a masked ball, and finally the disastrous arrival of a King in Yellow. The plot scratches the inside of your head, and you absent-mindedly wipe away the blood running from your nose.

Make a **Sanity** roll (1/1D6). Continue reading.

The play reaches its climax during a masqued ball. The Princess Camilla approaches The Stranger and says "You, sir, should unmask." The Stranger behind their mask responds, "Indeed?" The two are joined by the Queen Cassilda – "Indeed, it's time. We all have laid aside disguise but you." The Stranger's head cocks at a strange angle. "I wear no mask." The stage goes dark as the voice of Princess Camilla is heard screaming, "No mask? No mask!" You remember nothing thereafter. You aren't even sure whether there was a second Act. There is no curtain call.

Gain +1 **Cthulhu Mythos**. You may go backstage, in which case refer to **1.23.3**, or otherwise **EXPLORE**.





Act I. Scene 24: The Hospital

Mobile Army Surgical Hospital (MASH), Urgent Care Clinic, Medical Academy

"Ashes and Ghost" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

You find yourself in the lobby of some kind of hospital. There is something here beyond the sterile nature and pervasive silence of this place. Your vision keeps blurring, revealing flashes of metal cells and barbed wire – a dark, parallel world, hidden just out of sight. You have the distinct sense that the longer you linger here, the more closely this reality and the other one will become merged.

Select one of the following rooms to investigate and refer to the appropriate section. After you have investigated the room and are instructed to "return to the lobby," return here and make a **Luck** or **Stealth** roll and, on a successful roll, choose another room, while on a failed roll, refer to **1.24.6**.

1. **Patient Rooms:** Refer to **1.24.1**.
2. **Pharmacy:** Refer to **1.24.2**.
3. **Intensive Care:** Refer to **1.24.3**.
4. **Maternity Ward:** Refer to **1.24.4**.
5. **Morgue:** Refer to **1.24.5**.
6. **The Exit:** Time to go. **EXPLORE**.

1.24.1: Patient Rooms

No doors separate these patient rooms from the hallway – just thin, musty privacy curtains. Behind each one, a patient lies on a bed, seemingly oblivious to your every effort to wake them.

Make a **Spot Hidden** roll. On a failure, roll 1D6 to learn what you find below before heading back into the Lobby. On a success, roll 1D6 twice and choose the result you prefer.

1. Identification: You search through one of the patient's belongings and discover a wallet with identification. Refer to **Appendix E: Penitents** and **Appendix F: Investigator Sheet** and choose one of the entries to learn whose body you find. You may also find one item that individual would have carried.

2. Useful Letter: In the pocket of one of the patients you discover a half-written letter. It appears to describe some of the encounters in this place, and how to avoid them.

3. A Key: In the pocket of one patient, you find, in addition to a ring of keys that may belong to a house or other personal belongings, a large ornate brass key. Record that you have found ***The Key***.

4. Something for You: You find a patient who shares something about you. If you wear the ***Mask of the Addict***, they may have the object of your addiction on their person; if you wear the ***Mask of the Lost***, they have the well-creased photograph of something they held dear; if you wear the ***Mask of the Guilty***, you find an unfinished apology letter; and if you wear the ***Mask of the Masochist***, you find a broken mirror. Regardless of what you discover, make a **Sanity** roll (0/1).

5. Favorite Book: One of the patients has a book – you recognize it as one of your favorites. It may even be signed by the author themselves. You peruse the pages, finding your favorite passages. Gain 1 **Sanity** point.

6. Coins: You are not sure how useful the collection of shining silver coins will be in this place, but they have a bizarre stamp on them, unlike any currency you've ever seen.



1.24.2: Pharmacy

Cases – some locked – hold rows of vials with tablets and liquids. All of them are labeled, but the letters identifying the contents are scrambled, turned into useless nonsense words.

Make a **Medicine**, **Science (Chemistry)**, **Science (Pharmacology)**, or other suitable discipline), or **Locksmith** roll. On a failure, roll 1D6 to learn what you find below before heading back into the Lobby. On a success, roll 1D6 twice and choose the result you prefer.

1. **Stimulants:** Pills that will keep you awake.
2. **Sedatives:** Pills that will help calm you in times of distress. You may use these immediately to reset the number of **Sanity** points you may lose before going indefinitely insane based on your current **Sanity** score.
3. **Painkillers:** Pills that will reduce your pain. You may use them immediately to heal 1 point of damage.
4. **Anti-Psychotics:** Medication that may bring you back from the edge of madness.
5. **First Aid Kit:** A small box of bandages, sutures, and other emergency implements. You may immediately attempt a **First Aid** roll to heal 1 point of damage.
6. **Unlabeled Vial:** The liquid inside could be anything.

1.24.3: Intensive Care

You enter an operative theater, seemingly prepped for surgery. Adjacent is a complete radiology suite, including an X-ray machine, as well as a separate ward for burn victims. The only thing missing are the patients and the physicians.

The equipment here may help you overcome, or at least mitigate, the negative effects of a serious injury. If you have at least 20% in a relevant skill, you may attempt a **Medicine** or **Science (Radiology)**, or other suitable discipline roll, and, on a success, heal the serious injury condition (you do not regain any points of damage). If you are not currently suffering from a serious injury, you may attempt the same roll to instead heal 1D3 points of damage. Alternatively, you may make a **Spot Hidden** roll and on a failure, roll 1D4 to learn what you find below before heading back into the Lobby, while on a success roll 1D4 twice and choose the result you prefer.

1. **A Set of Scalpels:** Very sharp (damage 1D3, two attacks per round).

2. **A Bone Saw:** Apparently unused (damage 1D6+1).

3: **Syringe:** Perhaps it is filled with a sedative; perhaps something else entirely.

4. **Surgical Scissors:** Sharp and pointy (damage 1D4).

1.24.4: Maternity Ward

This ward appears to be completely empty. You nevertheless hear the sound of a dozen unseen babies crying.

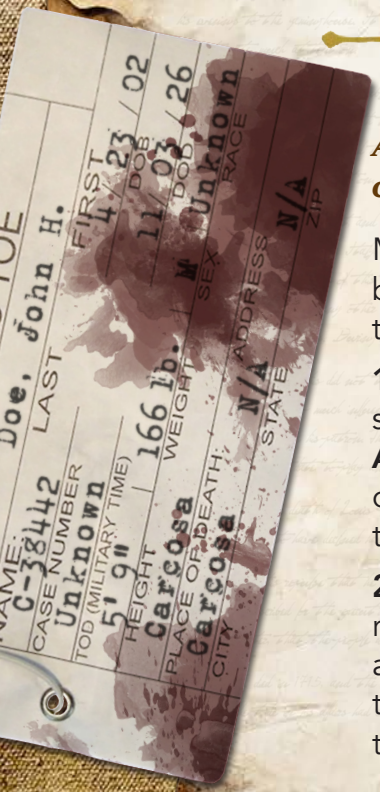
Make a **Sanity** roll (0/1D3). On a failure, return to the Lobby immediately. On a success, you are able to remain and explore. Roll 1D4 to learn what you find before heading back into the Lobby.

1. **The Butcher's Pendant:** Record that you have found the "Pendant of the Butcher."

2. **A Toy:** You find a baby's toy (e.g., stuffed animal, rattle). The item was clearly well-loved. Regain 1 **Sanity** point.

3. **Register:** List of babies with names. The names match those of past investigators under **Appendix E: Penitents** and **Appendix F: Investigator Sheet**.

4. **Surgical Notes:** The notes reflect various experiments and the consequences of the resulting failures. Make a **Sanity** roll (0/1).



1.24.5: The Morgue

A single row of beds flanks a wall with two rows of latched mortuary cabinets. On each bed, a white blanket covers the outline of a body.

Make a **Spot Hidden** roll. On a failure, roll 1D6 to learn what you find below before heading back into the **Lobby**. On a success, roll 1D6 twice and choose the result you prefer.

1. **Identification:** You search through one of the deceased's belongings stashed in a nearby drawer, and discover a wallet with identification. Refer to **Appendix E: Penitents** and **Appendix F: Investigator Sheet**, and choose one of the entries to learn whose body you find. You may also find one item that individual would have carried.

2. **Useful Letter:** A pile of neatly folded clothes belonging to the deceased rests in a nearby drawer. In a pocket, you discover a half-written letter. It appears to describe some of the encounters in this place, and how to avoid them. The letter fails to describe the encounter that apparently resulted in this individual's demise (record that you have one use of ***Valuable Advice***).

3. A Key: In one of the drawers holding a deceased's belongings you find a large ornate brass key. Record that you have found ***The Key***.

4. Someone for You: You uncover a body of someone who has special meaning to you. If you wear the ***Mask of the Addict***, you discover the body of someone who died because of the object of your addiction; if you wear the ***Mask of the Lost***, you find the body of someone who bears a resemblance to the one you Lost, though they are clearly not that individual; if you wear the ***Mask of the Guilty***, you find someone who was apparently murdered in cold blood – executed for some deed or crime; and if you wear the ***Mask of the Masochist***, you find someone who looks the way you wish you did. Regardless of what body you discover, make a **Sanity** roll (0/1).

5. Chemicals: You find embalming fluids and other preservative chemicals.

6. Surgical Supplies: Scalpel (damage 1D3, two attacks per round), scissors (damage 1D4), rib spreader (damage 1D6).

1.24.6: The Doctor Is In

You have taken too long. Your luck has run out and this place has seen you. Now, the illusory veil sheds to reveal the nightmare reality underneath. Everywhere the hospital's appearance melts away. In its place, there are corroded pipes, rusted surgical instruments, and walls padded with sheet metal. A grating machine-like noise is omnipresent. A raspy voice speaks behind you. "The doctor will see you now." Turning around, you see a vision out of children's nightmares. The doctor is a shadowy gestalt, limbs and clothing transforming as you watch. One moment the thing has metal drills in place of fingers, in another its bloody surgical mask is replaced and hidden behind a gas mask, while its legs are sometimes covered by an apron and other times formed by spoked wheels.

You must choose where you might confront (or hide from) this monstrosity.

1. Patient Rooms: You try to lose it among the patient rooms. Refer to **1.24.7**.

2. Pharmacy: You retreat to the pharmacy. Refer to **1.24.8**.

3. Intensive Care: You will take your chances in the intensive care unit. Refer to **1.24.9**.

4. Maternity Ward: Maybe it won't follow you into the maternity ward? Refer to **1.24.10**.

HELL IS EMPTY
AND ALL THE DEVILS ARE HERE.

5. Morgue: At least if things go poorly for you, you will already be where you belong. Refer to **1.24.11**.

6. The Exit: Try to rush past the thing through the exit. Continue reading.

Make a **Sanity** roll (0/1). Then, make a series of **Combat** rolls to escape. Every time you fail a **Combat** roll, suffer 1D6 points of damage. Every time you succeed on a roll, make a damage roll as normal. If you are able to accumulate a total of 10 points of damage, continue reading.

You stagger the monstrosity long enough to push your way through the exit and escape the hospital.

EXPLORE.

1.24.7: Patient Rooms Redux

You try to hide among the patient rooms. Your task is seemingly made impossible by the patients in each of the examination rooms – now transformed into prison cells – awakening, pointing, and screaming. You realize however that the patients are not screaming at you, but at each other. As the doctor enters, it looks to where the patients are pointing and begins surgically executing its victims.

Accumulate a total of three successful **Stealth** rolls to escape. Whenever you fail a **Stealth** roll, the monstrosity closes on you, and you must either make a **Dodge** roll (suffering 1D6 points of damage on a fail) or point the doctor to one of the other patients, in which case make a **Sanity** roll (1/1D4). Once you have accumulated a total of three successful **Stealth** rolls, continue reading.

You are able to flee the hospital through the lobby and escape, though you still hear the sounds of the doctor going about its murderous business inside the patient rooms.

EXPLORE.



1.24.8: Pharmacy Redux

You try to hide among the rows of shelving. What before held various medications now appears to be a collection of alchemical ingredients. As the doctor enters, the monstrosity starts overturning tables and pushing down entire shelves. You don't have long.

Accumulate a total of three successful rolls to escape. You may utilize the following actions and associated skills, but only once each. Every time you fail a roll, suffer 1D6 points of damage. Once you accumulate a total of three successes, continue reading (or alternatively, after you attempt a total of seven rolls, reduce your hit points to zero).

1. **Stealth:** Sneak between the shelves, avoiding the doctor.
2. **Science (Chemistry, Pharmacy, or other appropriate skill):** Combine various ingredients to create a smoke to blind your pursuer.
3. **Occult:** Find incendiary potions among the alchemical formulas to use against the doctor.
4. **Throw:** Throw jars from the shelves.
5. **Hard STR:** Push shelves on top of the doctor.
6. **Dodge:** Avoid the doctor's attacks.
7. **Combat:** You attack the doctor directly.

You escape the pharmacological labyrinth through which the doctor stalks you and make it through the lobby and out of the hospital.

EXPLORE.

1.24.9: Intensive Care Redux

This part of the hospital has been transformed into a gruesome operating theater with burn victims the only patients. They are everywhere, on stretchers, in beds, even the floor, screaming through horribly burnt throats. All the implements of surgery remain available to try and defend yourself from the doctor.

Make a **Sanity** roll (0/1). Then, make a series of **Combat** rolls to escape. You may use the surgical instruments available to do a minimum of 1D4 damage (in addition to any Damage Bonus) for each successful hit. If you are able to accumulate a total of 10 points of damage done to the doctor, continue reading. However, after every **Combat** roll that does not reach the 10-points of damage threshold suffer 1 point of damage as the other victims in this burn ward claw and bite at you.

You land blow after blow on the doctor, who receives each of your attacks impassively, leaving it to the other victims of this place to cause you injury. The doctor never even makes a move to stop you after you bring it down and escape through the lobby and out of the hospital.

EXPLORE.

1.24.10: Maternity Ward Redux

The maternity ward is filled with cribs and screaming. The screams come from the dolls – some missing appendages, some in pieces – laying in each of the cribs. The doctor pursues you but stops at the sight of the child mannequins. Reaching down, it gently rocks one of the lifelike baby dolls.

Make a **Sanity** roll (0/1). Then accumulate a total of three successful rolls to escape. You may utilize the following actions and associated skills, but only once each. Every time you fail a roll, make a **Sanity** roll (0/1D3). Once you accumulate a total of three successes, continue reading (or alternatively, after you attempt a total of seven rolls, you go indefinitely insane).

1. **Stealth:** Hide behind the cribs while the doctor is distracted.
2. **Psychology/Psychoanalysis:** Use the doctor's preoccupation with the dolls to your advantage.
3. **Intimidate or Fast Talk:** You threaten to harm one of the dolls if the doctor does not let you go.
4. **Throw:** Throw one of the dolls at the doctor.
5. **Dodge:** You try to go around the cribs and rush past the doctor.
6. **Combat:** You attack the doctor directly amidst the sound of crying dolls.
7. **Sleight of Hand:** You hide one of the dolls, forcing the doctor to find it before pursuing you.

You escape the maternity ward and the sound of babies crying. You make your way back to the lobby and out of the hospital.

EXPLORE.

NE RAILLONS PAS LES FOUS; LEUR FOLIE DURE PLUS LONGTEMPS QUE LA NOTRE... VOILA TOUTE LA DIFFERENCE.

1.24.11: Morgue Redux

You run through the nightmare hospital. Eventually you reach a dead end – the morgue. You wonder how terribly this place might have changed only to find that, among all the rooms you've encountered, the morgue looks strangely unchanged. A single row of beds flanks a wall with two rows of latched mortuary cabinets. On each bed, a white blanket covers the outline of a body. The only thing distinguishing this room from what might be found in any other hospital is that each of the blankets is soaked through with blood from a corpse still actively bleeding as though just murdered.

Make a **Sanity** roll (0/1). Then, choose whether to hide under one of the blankets on a stretcher, or inside one of the mortuary cabinets.

Continue reading.

You hear the doctor shuffle into the morgue.

If you hide yourself as one of the other bodies make a **Disguise** roll; if you hide yourself in one of the mortuary cabinets make a **Stealth** roll. In addition to the skill roll, make a **POW** roll to remain still. If you succeed on both rolls, the doctor does not find you and eventually leaves, making it possible for you to return to the lobby and escape the hospital – **EXPLORE**. If you failed either the skill roll or the **POW** roll continue reading.

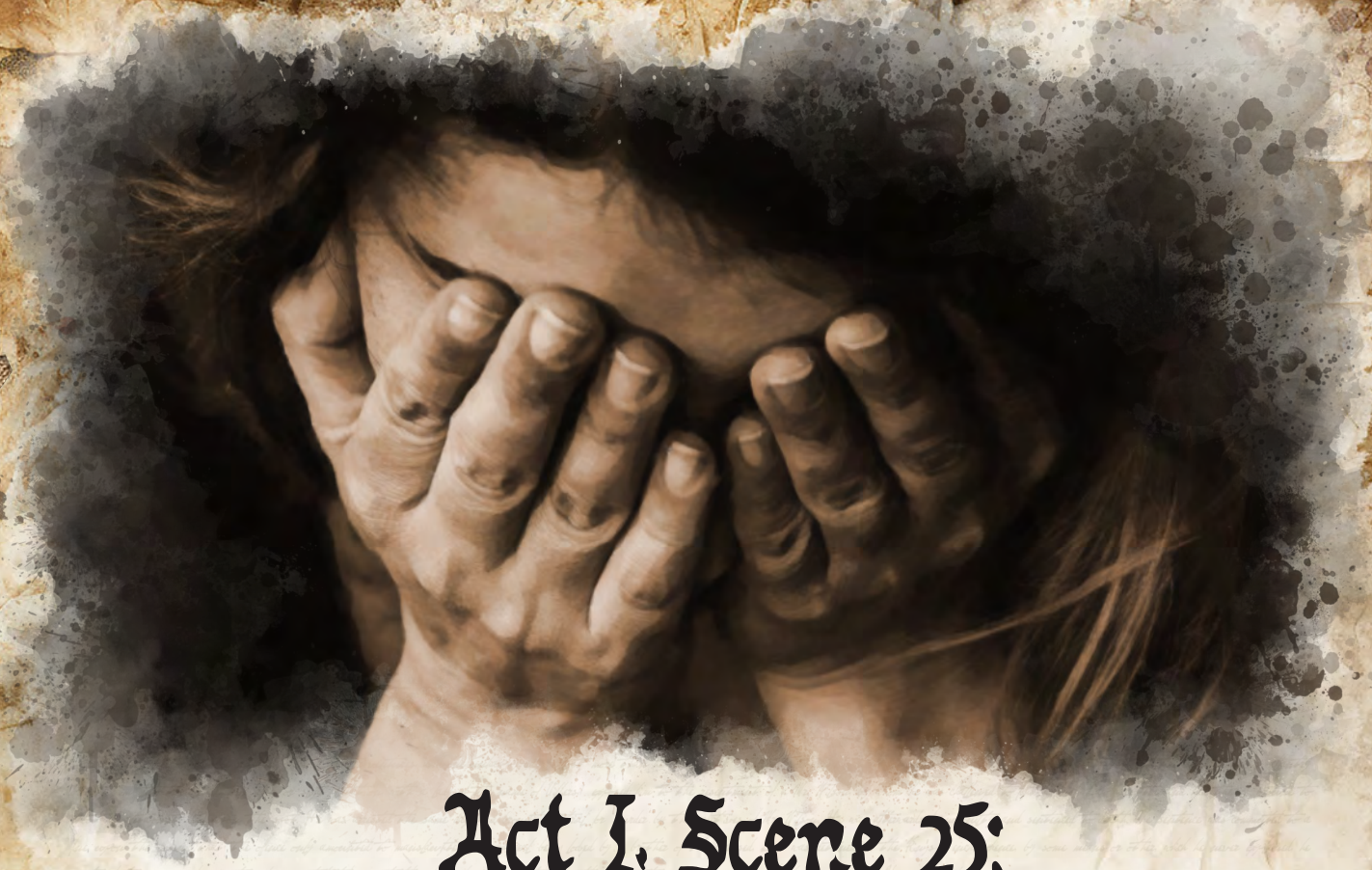
There is the sound of stabbing as the doctor plunges something into the bodies and the mortuary cabinets. You feel a stabbing pain as something sharp – a scalpel? – cuts into you.

If you failed either the skill roll or the **POW** roll, suffer 1D8 points of damage and then, after the doctor leaves – **EXPLORE**. If you failed both the skill roll and the **POW** roll, continue reading.

Whether because your disguise or hiding place gives you away, or whether it is because you scream when the doctor slices into you, you have been found. You have no time to avoid what comes next.

Reduce your hit points to zero.

AM I WALKING AWAY FROM SOMETHING I SHOULD BE RUNNING AWAY FROM?



Act I. Scene 25: The Weeping Woman

The Weeping Woman, The Beggar, The Lost Soul, The Hag

"The Stars Are Already There" by Arkadiusz Reikowski & Penelopa Willman-Szynalik
(available on the Layers of Fear 2 Original Game Soundtrack)

You come across a woman. She is hunched over, kneeling on the floor. Her face hidden in her hands. She weeps.

You may ignore her, in which case **EXPLORE**. Otherwise, if you choose to stop, whether to help or inquire what's wrong, proceed to **1.25.1**. Alternatively, if you have unlocked the "Mystery of the Weeping Woman" ***Achievement*** in **Appendix E: Penitents**, proceed to **1.25.7**.

1.25.1: A Kindness

You stop to check on the Weeping Woman.

Refer to the relevant entry below based on how many times you or other investigators have encountered the ***Weeping Woman***. If all the below entries have been crossed out, refer to **1.25.7** instead.

1. **First Encounter:** Continue reading below.
2. **Second Encounter:** Refer to **1.25.2**.
3. **Third Encounter:** Refer to **1.25.3**.
4. **Fourth Encounter:** Refer to **1.25.4**.
5. **Fifth Encounter:** Refer to **1.25.5**.

The Weeping Woman whirls about. In a moment she is on top of you. Flashes of dirty nails cut across your face and arms. You imagine yourself inside a food processor so fine are the pieces into which she shreds you.

Cross out the above result "1: First Encounter" to remind you that you have encountered the ***Weeping Woman***. Then suffer 3D10 points of damage. Refer to **1.25.6**.

1.25.2: A Second Kindness

The Weeping Woman whirls about. You find yourself wondering whether there might be a spark of recognition in her eyes. Then you sprout crimson as her sharpened nails strike out and sever your throat.

Cross out the result "2: Second Encounter" in **1.25.1** to remind you that you have encountered the ***Weeping Woman*** again. Then suffer 3D8 points of damage. Refer to **1.25.6**.

1.25.3: A Third Kindness

Before you even realize, the Weeping Woman has already moved behind you. She knocks you down with a strength that belies her stature. With one hand she pushes your face into the ground as though not wanting to see it. Then the pain blossoms as she, with nails and teeth, tears into your back and through to your ribcage.

Cross out the result "3: Third Encounter" in **1.25.1** to remind you that you have encountered the ***Weeping Woman*** again. Then suffer 3D6 points of damage. Refer to **1.25.6**.

1.25.4: A Fourth Kindness

For a moment the Weeping Woman seems to hesitate. Memories of others flash through your mind. In your mind, you see her pounce and rip them open. That does little to alleviate your own pain when she proceeds to do the same to you.

Cross out the result "4: Fourth Encounter" in **1.25.1** to remind you that you have encountered the ***Weeping Woman*** again. Then suffer 3D4 points of damage. Refer to **1.25.6**.

1.25.5: A Fifth Kindness

At the sight of you, the Weeping Woman takes a deep breath, as though preparing to speak.

Cross out the result "5: Fifth Encounter" in **1.25.1** to remind you that you have encountered the ***Weeping Woman*** again. Then, continue reading.

"You do not seem to understand," she says, carefully articulating each syllable as though it were its own sentence. You realize you have never heard her speak, other than in sobs and shrieks (but was that you, or someone else?). "I am what I am," she continues. "Nothing more, nothing less."

She pauses. Then she rises from where she is hunched over. Her preternaturally long fingers with their sharpened nails sway from side to side as she walks towards you. "Not all things in this place are like me – but I am, and nothing you do will change that."

The next sound you hear is her familiar shrieking as she throws herself at you, tearing at the soft parts of your face.

UNLOCK the "Mystery of the Weeping Woman" ***Achievement*** on **Appendix E: Penitents**. Suffer 3D3 points of damage. Refer to **1.25.6**.

1.25.6: Awaken Alone

You wonder whether the Weeping Woman's barrage of blows will ever end. By the time it does, you are long unconscious. When you awaken, you are alone. Strangely, although you may still be near death, it appears as though all your wounds have been treated.

If you have suffered any **Serious Injury** in the course of your exploration it is healed. **REST**. **EXPLORE**.

1.25.7: What I Am

You approach the Weeping Woman's hunched over form. A moment before you place your hand on her shoulder, you hesitate. Memories of this moment flood your mind. You pull your hand back, and wait. Eventually, she begins to speak. You listen. When she is finished, you make a wide circle around her, and continue on your way.

Record that you have one use of ***Valuable Advice***. **EXPLORE**.





Act I. Scene 26: Winged Thing

Gargoyle, Star Steed, Wind Spirit

"Formless" by Arkadiusz Reikowski (available on the Layers of Fear 2 Original Game Soundtrack)

You pass through part of the city open to the sky above. Gazing up at the twin black suns, you realize too late that there is a darker blackness hiding within. The hybrid winged thing swoops down. Not altogether a crow, nor mole, nor buzzard, nor ant, nor decomposed human, but something no sound eye should ever wholly grasp, or sound brain remember.

Make a **Sanity** roll (1/1D6). On a fail, the creature is on top of you before you can react, and slashes you with talons inflicting 1D6 points of damage. On a success, suffer no damage. Refer to **1.26.1: Fight or Flight**.

1.26.1: Fight or Flight

You struggle against the aerial assailant, desperate for some way to prevail.

1. Dive for Cover: Refer to 1.26.3.

2. Strike Out: Refer to 1.26.4.

3. Bend It To Your Will: If you have relevant magical abilities (see any entries under *Arcane Tomes & Spells*), you may attempt to force the creature's will – refer to 1.26.5.

1.26.2: On Wings of Black

The winged monstrosity effortlessly lifts you up by its talons and abducts you to another part of the city.

Randomly select one of the locations on your copy of the map for the *Necropolis, Metropolis, or Disturbia* (see **Appendix D: Maps of Carcosa**). The creature carries you to this location before flapping away. Continue your exploration with that location.

1.26.3: Dive for Cover

You throw yourself behind anything that might separate you from it.

Make a **Dodge** roll. On a failure, suffer 1D6 points of damage and refer back to 1.26.1. If you succeed, attempt a **DEX** roll to escape and **EXPLORE**. Should you fail your **DEX** roll, the creature lifts you up – refer to 1.26.2.

1.26.4: Strike Out

You retaliate against the bird-like monstrosity.

Make a **Combat** roll. On a failure, suffer 1D6 points of damage and refer to 1.26.1. On a success, roll damage as normal (subtracting 1 point because of the creature's thick hide). If you succeed in inflicting a total of 4 or more points of damage, the creature is driven off and you continue to **EXPLORE**.

1.26.5: Bend it to your Will

You reach out with sheer willpower and attempt to direct the Winged Thing's actions.

Assuming you have relevant magical abilities (see any entries under ***Arcane Tomes & Spells***) that might help you impose your will upon the creature make a **Sanity** roll (0/1). Regardless of the result, then make a **POW** roll. On a fail, you are unable to sway the creature and suffer 1D6 points of damage, and are abducted – refer to **1.26.2**. On a success, the creature is driven off – **EXPLORE**. On a Hard or Extreme success, you are able to compel the creature – select one of the locations on your copy of the map for the ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**) and have the creature take you there.





Act I. Scene 27: Masked Spirit

Nameless Walker, A Lost Memory, The Forgotten Ones

"The Red Room" by Arkadiusz Reikowski (available on the Layers of Fear 2 Original Game Soundtrack)

You are being watched. You turn to see a highly decorated mask floating in midair – the kind one might find in Kabuki theater or Commedia dell'Arte. It has a cheery expression, but no body. At least, no corporeal body. Below the mask you see little more than wisps of white cloth.

Looking back in the direction you had been proceeding, you see a second mask. Unlike this first, this mask is drawn with narrow eyes and a feral grin. You're not sure how many more of these things may be lying in wait.

Make a **Sanity** roll (0/1), then proceed to **1.27.1**.

1.27.1: Encountering the Masked Spirit

The masks float towards you.

You must decide on your next course of action.

1. **Take the Next Turn:** A mask ahead of you and a mask behind. Best take the next left. Refer to **1.27.4**.

2. **Run:** They don't seem to move very quickly, so perhaps you can race past. Refer to **1.27.5**.

3. **Confront:** Perhaps these masks are just that? Refer to **1.27.6**.

4. **Dispel:** If you have relevant magical abilities (see any entries under ***Arcane Tomes & Spells***), you may attempt to force the creature's will – refer to **1.27.7**.

5. **Wait:** See what happens next – refer to **1.27.3**.

1.27.2: Trapped

You are surrounded by the masked spirits. Their faces form a circle closing in around you. As the spirits converge, unbidden memories of your past come to you. You realize this is the last time you will experience these memories, before they are forgotten forever. You lose consciousness soon after. When you awaken, you are a changed person – entire years of your life having been erased.

Reduce each of your **Occupational Skills** by 10% (with the exception of **Credit Rating**), and reduce your **EDU** by 5 as well. Then **EXPLORE**.

1.27.3: Touched

The masks continue to close. As you wait and observe, they pass through you as though you weren't even there. You feel your head grow cloudy as one of the masks moves through you. When you resurface, you realize that where once there was knowledge and memories, there now is nothing.

Identify your **Occupational Skill** with the highest skill percentage, and permanently reduce it by 20%. Refer to **1.27.1**.

MONSTERS ARE REAL,
AND THEY LOOK LIKE PEOPLE.

1.27.4: The Next Turn

You try to outmaneuver the masks through a series of left and right turns.

Make an **INT** or **Track** roll. On a failure, refer to 1.27.2., and on a success, continue reading.

Although initially successful, more and more of the masks keep appearing. It's becoming harder to stay one step ahead of them.

Make an **INT**, **DEX**, or **Track** roll to escape the net closing in around you. On a success, gain 1 **Sanity** point, and **EXPLORE**. On a failure, refer back to 1.27.1.

1.27.5: Run

The longer you remain, the more of these spirits are liable to appear. You commit to racing past them.

Make a **DEX** or **CON** roll (make the roll with a bonus die if your **MOV** is 8, and two bonus die if your **MOV** is 9 or higher). On an Extreme success you escape the net closing in around you, **EXPLORE**. Otherwise, remember the level of your success or failure and continue reading.

As you run, you pass through at least one of the masked spirits that suddenly materializes in your path. As you touch the spirit's translucent being, you feel your head grow cloudy. When you resurface, you realize that where once there was knowledge and memories, there now is nothing.

If you previously had a Hard success on your **DEX** or **CON** roll, you pass through one spirit, and must identify your **Occupational Skill** with the highest skill percentage, and permanently reduce it by 20%. On a Regular success, you must perform this reduction twice (possibly to the same skill if it remained the highest after the first 20% reduction). On a failed roll, you must perform this reduction three times. Once you finish reducing the relevant skill(s), **EXPLORE**.

NORMAL IS AN ILLUSION. WHAT IS NORMAL FOR THE SPIDER IS CHAOS FOR THE FLY.

1.27.6: Confront

You lash out at the floating masks with whatever you have at hand, but more of them continue to appear in the air around you.

Roll 1D4+1 to determine the total number of masks that appear around you. Make a **Combat** roll for each spirit. If you succeeded on each roll – EXPLORE. Otherwise, remember the number of rolls you failed, and continue reading.

Despite your best efforts, the masks continue to close. When they do, they pass through you as though you weren't even there. As the spirit's translucent being moves through you, you feel your head grow cloudy. When you resurface, you realize that where once there was knowledge and memories, there now is nothing.

For every **Combat** roll that you previously failed, you must identify your **Occupational Skill** with the highest skill percentage, and permanently reduce it by 20%. This reduction may impact the same skill if it remained the highest after a 20% reduction. Once you are finished, EXPLORE, unless you failed all your rolls, in which case refer to 1.27.2.

1.27.7: Dispel

You attempt to impose your willpower on these beings and dispel them.

Assuming you have a relevant magical ability (see your entries under ***Arcane Tomes & Spells***), roll 1D3 to determine the number of spirits you must overcome. Make a **POW** roll for each one. If you succeeded on each roll – EXPLORE. Otherwise, remember the number of rolls you failed, and continue reading.

Despite your best efforts, the masks continue to close. When they do, they pass through you as though you weren't even there. As the spirit's translucent being moves through you, you feel your head grow cloudy. When you resurface, you realize that where once there was knowledge and memories, there now is nothing.

For every **POW** roll that you previously failed, you must identify your **Occupational Skill** with the highest skill percentage, and permanently reduce it by 20%. This reduction may impact the same skill if it remained the highest after a 20% reduction. Once you are finished, EXPLORE, unless you failed all your rolls, in which case refer to 1.27.2.



Act I. Scene 28: The Slit-Mouthed Woman

Kuchisake-onna, Hako Onna, Madam Koi Koi

"Bloodborne" by SIE Sound Team (available on the Bloodborne Original Soundtrack)

The woman stands at the corridor's end. She wears a beautiful dress and her eyes are inviting. In one hand, she holds an ornate fan that hides the lower half of her face. Her other hand is tucked in the folds of her dress.

"Do you find me beautiful?" she asks, each word lingering in the air.

She seems to take your silence as confirmation. She lowers her fan to reveal the rest of her face. You see that her face has been mutilated. A serrated cut extends from the corners of her mouth all the way to her ears. The parody of her smile is at once too much mouth and teeth. "What about now?" she asks.

Make a **SAN** roll (0/1). On a failure, you are caught off guard and must roll 1D4 to randomly select one of the results below. On a success, you may choose one of the answers for how to respond to the ***Slit-Mouthed Woman***.

1. **"Beautiful":** Refer to **1.28.1**.
2. **"Ugly":** Refer to **1.28.2**.
3. **"Average":** Refer to **1.28.3**.
4. **Do not Respond, but Distract:** Refer to **1.28.4**.

1.28.1: Beautiful

You tell her that you find her beautiful. She blushes and her smile somehow widens even further. Her fan falls from her hand, and she withdraws from the folds of her dress a pair of oversized rusted scissors. "Then, I shall match your smile to mine so you won't be jealous." She launches herself at you.

Make a **Combat** roll, and refer to the below results.

1. **Extreme Success:** You are able to drive her off – **EXPLORE**.
2. **Hard Success:** Her scissors knick you, leaving a lasting scar (record the result under ***Injuries & Scars***) and causing 1 point of damage. You are then able to drive her off – **EXPLORE**.
3. **Ordinary Success:** She pins you to the floor, opening the scissors wide. Make a **STR** roll. On a success, the ***Slit-Mouthed Woman*** is only able to stab you with the scissors, inflicting 1D3 points of damage, before you are able to push her off and **EXPLORE**. On a failed **STR** roll, refer to the "Critical Failure" result below.
4. **Fail:** She pins you to the floor. Make a **STR** roll with a penalty die. On a success, the ***Slit-Mouthed Woman*** stabs you in the chest with the scissors, inflicting 1D6 points of damage, before you are able to push her off and **EXPLORE**. On a failed **STR** roll, refer to the "Critical Failure" result below.
5. **Critical Fail:** The ***Slit-Mouthed Woman*** pins you to the floor. Her knees hold your arms down as she opens her rusty scissors. You feel the blade enter your mouth a moment before the scissors snap shut. She cuts first one side of your face, then the other. The pain is overwhelming. The woman's cackles even as she gets off you and walks away. Suffer 2 points of damage, reduce your **APP** by 20%, and record under ***Injuries & Scars*** that you are now slit-mouthed.

1.28.2: Ugly

You tell her that she is ugly. The Slit-Mouthed Woman's eyes widen at this affront. Her mouth opens as far as it can as she screams. In a rage she charges you, the rusty scissors in her hands opening and snapping shut.

Make a **Combat** roll, and refer to the results below.

1. **Extreme Success:** You are able to drive her off – **EXPLORE**.

2. **Hard Success:** Her scissors knick you, leaving a lasting scar (record the result under ***Injuries & Scars***) and causing 1 point of damage. You are then able to drive her off – **EXPLORE**.

3. **Ordinary Success:** She pins you to the floor, opening the scissors wide. Make a **STR** roll. On a success, the ***Slit-Mouthed Woman*** is only able to stab you with the scissors, inflicting 1D3 points of damage, before you are able to push her off and **EXPLORE**. On a failed **STR** roll, refer to the "Critical Failure" result below.

4. **Fail:** She pins you to the floor. Make a **STR** roll with a penalty die. On a success, the ***Slit-Mouthed Woman*** stabs you in the chest with the scissors, inflicting 1D6 points of damage, before you are able to push her off and **EXPLORE**. On a failed **STR** roll, refer to the "Critical Failure" result below.

5. **Critical Fail:** The ***Slit-Mouthed Woman*** pins you to the floor. Her knees hold your arms down as she raises the rusty scissors high above you, before plunging them down into your stomach over and over again. Suffer 3D6 points of damage before the ***Slit-Mouthed Woman***, apparently satisfied with her work, gets off you and walks away.

1.28.3: Average

You tell her that she looks neither beautiful nor ugly – she is simply average. The Slit-Mouthed Woman's eyes squint in confusion. "Wh-what do you mean?" she asks. You waive your hand back and forth. "You know," you say, "so-so."

Make a Hard **INT**, a Regular **Fast Talk** roll, or a Regular **APP**. On a failure, she realizes what you are trying to do – refer to **1.28.2**. On a success, continue reading.

She continues to puzzle over your words while you cautiously make your way past her.

EXPLORE.

1.28.4: Distract Her

You look for something to draw her attention away from you.

Make an Extreme difficulty **EDU**, Hard **Occult**, or Regular **Luck** roll. If you have coins or other shiny materials in your pocket, you may discard them to succeed on this roll automatically. On a failure, she emits a terrible laugh – refer to **1.28.2**. On a success, continue reading.

You throw whatever coins or other shiny materials you have in your pockets onto the ground. At the sight of them, she drops the scissors and begins to pick up and count them. You are able to retrieve her scissors before cautiously making your way around her and away.

Record that you have "The Slit-Mouthed Woman's Shears" (damage 2D8) under ***Treasured Possessions***). **EXPLORE**.





Act I. Scene 29: Suicide Booth

A Monument to Death; The Fates; A Second Chance?

"Don't Be So Serious" by Low Roar (available on the Death Stranding - Songs from The Video Game)

The corridor you are traversing opens into a garden. In its center, there stands a small, white marble building, severely classical in architecture, and surrounded by thickets of flowers. The building is surrounded by six Ionic columns that support the roof. The building has a single door, which is made of bronze. In front and flanking the door are positioned marble statues in the shape of the Greek "Fates." A small plaque at the bottom of the statues identifies their sculptor as one "Boris Yvain."

1. Proceed Past the Building: EXPLORE.
2. Examine Further: Continue reading.

Entering the garden and walking among "The Fates" you see inscribed in the door a commemoration to the building. The text reads:

"The laws prohibiting suicide and providing punishment for any attempt at self-destruction have been repealed. The government has seen fit to acknowledge the right of man to end an existence which may have become intolerable to him, through physical suffering or mental despair. It is believed that the community will be benefited by the removal of such persons from its midst. Now that the government has determined to establish a Lethal Chamber in every city, town, and village in the country, it remains to be seen whether or not that class of human creatures from whose desponding ranks new victims of self-destruction fall daily will accept the relief thus provided."

1. Leave the Building Behind: EXPLORE.

2. Enter the Building: Continue reading.

Within the building, the single room is surprisingly small. A bench made of the same white marble as the rest of the structure is positioned in front of a simple lever, made of bronze like the door that closes behind you. Above the lever, a plaque reads:

"There a painless death awaits him who can no longer bear the sorrows of this life. If death is welcome, let him seek it here."

1. Pull the Lever: Continue reading.

2. Leave: The door does not open. The lever moves as though by its own volition. Continue reading.

Your death is quick. Contrary to the promises written on the plaque, it is not without pain.

UNLOCK the "Chose Death" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

HE SPEAKETH WITH A VERY CLEAR AND SUBTLE VOICE.



Act I. Scene 30: Halls of Carcosa

A Cobblestone Path; Darkened Pathways; A Quiet Alley

"The City Must Survive" by Piotr Musial (available on the Frostpunk Original Soundtrack)

You navigate the twisting passages of this place on your way to your next destination. Who can tell what strange encounters you may experience along your way?

When you **EXPLORE** by traveling between one location and another, even if you have previously explored that location, and cross a space titled ***Halls of Carcosa*** roll 1D100 and refer to the results below. After you resolve the event, continue on to your destination.

1-10. The Weeping Woman: Refer to **Act I, Scene 25: The Weeping Woman**.

11-13. The Tunnel: Refer to **1.30.1**.

14-18. A Shadow in Flight: Refer to **Act I, Scene 26: A Winged Thing**.

19-21. Mannequins: Refer to **1.30.2**.

22-26. The Slit-Mouthed Woman: Refer to **Act I, Scene 28: The Slit-Mouthed Woman**.

27-44. Mask Event: Depending on the mask you wear, refer to **1.30.3** (***Mask of the Lost***); **1.30.4** (***Mask of the Addict***); **1.30.5** (***Mask of the Masochist***); or **1.30.6** (***Mask of the Guilty***).

45-48. A Familiar Place: Refer to **1.30.7**.

49-52. A Familiar Somebody: Refer to **1.30.8**.

53-56. Lucky Find: Refer to **1.30.9**.

57-61. Rare Find: Refer to **1.30.10**.

62-68. Masked Spirit: Refer to **Act I, Scene 27: Masked Spirit**.

69-75. Carcosa-Specific Event: Depending on the copy of the map for the ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**) you are exploring, refer to **1.30.11** (***Necropolis***), **1.30.12**: (***Disturbia***), or **1.30.13** (***Metropolis***).

76-79. Scouting Ahead: Refer to **1.30.14**.

80-83. Eerie Sight: Refer to **1.30.15**.

84-85. A Collection: Refer to **1.30.16**.

86-87. A Crypt: Refer to **1.30.17**.

88-89. Blocked: Refer to **1.30.18**.

90-94. Suicide Booth: Refer to **Act I, Scene 29: Suicide Booth** (note, if you have previously unlocked the "Chose Death" ***Achievement*** in **Appendix E: Penitents** – gain 1 **Sanity** point and 1 hit point and **EXPLORE**).

95-96. The Artist: Refer to **Act I, Scene 18: The Artist** (note, if you have previously unlocked the "Defeat the Artist" ***Achievement*** in **Appendix E: Penitents** – gain 1 **Sanity** point and **EXPLORE**).

97-98. The Dancer: Refer to **Act I, Scene 22: The Dancer** (note, if you have previously unlocked the "Defeat the Dancer" ***Achievement*** in **Appendix E: Penitents** – gain 1 **Sanity** point and **EXPLORE**).

99-100. The Butcher: Refer to **Act I, Scene 20: The Butcher** (note, if you have previously unlocked the "Defeat the Butcher" ***Achievement*** in **Appendix E: Penitents** – gain 1 **Sanity** point and **EXPLORE**).

1.30.1: The Tunnel

The tunnel ahead of you becomes circular. Then it becomes a spiral. You lose the ability to tell up from down as the tunnel seems to turn beneath your feet.

Make an **INT** roll or Hard **DEX** roll. On a success, you are able to proceed – EXPLORE. On a failure, you lose your balance, and fall, tumbling over and over, eventually making it out either through your own efforts or the tunnel's centrifugal forces; make a **CON** roll and on a failure suffer 1D3 point of damage, whereas on a success you suffer 1 point of damage, along with intense nausea and vomiting – EXPLORE.

1.30.2: Mannequins

You pass a display of storefront mannequins. Although their faces are blank, their bodies are overly defined – their bodily proportions diverge from those of a regular human, making clear that they do not, in fact, resemble humans at all.

1. Proceed Past Them: EXPLORE.
2. Smash Them: Continue reading.

As you break open the first of the mannequins, you hear a horrific scream. Although the construct may be distorted far beyond human shape, the cry of a person within is all too lifelike.

Make a **Sanity** roll (0/1) – EXPLORE.

1.30.3: Hallway Lost

You find a photograph dropped on the ground. When you pick it up, you see the photograph is of you and the one you Lost.

1. Leave It: Make a **POW** roll. On a success, you leave it where it is and BREAK a chain – EXPLORE. On a failure, though you intend to leave it – even going so far as to walk past it – after a few steps you find yourself turning around to grab the photo. Unfortunately, by then, it's gone – make a **Sanity** roll (0/1) and then EXPLORE.
2. Take It: You take the photograph. Record it under ***Treasured Possessions***. EXPLORE.

1.30.4: Hallway Addict

You find a cupboard containing the object of your addiction. A small note hanging from the handle has your name written on it.

1. Walk Past: Make a **POW** roll. On a success, you are able to proceed and **BREAK** a chain – **EXPLORE**. On a failure, you walk past it, but you cannot stop thinking about it. For hours afterwards, you think about going back, but you know it's too late – make a **Sanity** roll (0/1) and then **EXPLORE**.

2. Indulge: Make a **POW** roll. On a success, you partake in moderation (gain 1 **Sanity** point). On a failure, you overindulge – make a **Sanity** roll (1/1D3), then **EXPLORE**.

1.30.5: Hallway Masochist

You pass by graffiti-covered walls. The images are nonsense, yet the longer you look at them the more you recognize words among the clash of colors. The words spell out epithets of self-hate and loathing. They remind you of all the things you see when you look in a mirror, or hear in the quiet whispers of others.

1. Walk Past: Make a **POW** roll. On a success, you are able to proceed and **BREAK** a chain – **EXPLORE**. On a failure, you walk past the graffiti, but you cannot stop thinking about it, and for hours afterwards dwell on it – lose 1 **Sanity** point, then **EXPLORE**.

2. Deface: Using whatever you have at hand, you try to cover up the hurtful words written on the wall. The more you succeed, however, the more words you find hidden in the graffiti. Make a **POW** roll. On a success, you are able to stop yourself and keep moving – **EXPLORE**. On a failure, you exhaust yourself – make a **Sanity** roll (1/1D3) and then **EXPLORE**.

1.30.6: Hallway Guilt

You pass a flier on the wall. Glancing at it, you see it is a "Wanted" poster. Your own face stares back at you. "Fugitive – wanted dead or insane," the poster reads. The reward offered is the choice of one of the fugitive's (your) eyes and left thumb, or alternatively, their pituitary gland. The word "negotiable" has been handwritten underneath. Looking down the hallway, you see variants of the flier plastered on both sides, a collage of photos of you as a child, teenager, and adult.

1. Walk Past: Make a **POW** roll. On a success, you are able to ignore the fliers and **BREAK** a chain – **EXPLORE**. On a failure, you walk past them, but cannot stop thinking about them, eventually finding yourself breaking into a run, even though you do not know why you are running – make a **Sanity** roll (1/1D3), then **EXPLORE**.

2. Deface: You pull fliers down by the fistful. Always, though, there appear to be more of them just underneath. Make a **POW** roll. On a success, you are able to stop yourself and run away – **EXPLORE**. On a failure, you exhaust yourself – make a **Sanity** roll (1/1D3), then **EXPLORE**.

1.30.7: A Familiar Place

Inexplicably, you come across a place that is familiar. A place that is important to you.

Choose one of the entries under ***Meaningful Locations***. You discover that place. Even though you know its existence in this place must be temporary, perhaps a figment of your imagination, it nevertheless sets you at ease. **REST**, **EXPLORE**.



1.30.8: A Familiar Somebody

You encounter a person. Not only do you recognize them, but they recognize you. Somehow, they are here. You find yourself embracing, not knowing what else to do, and caught off guard by their sudden inexplicable appearance.

Choose one of the entries under ***Significant Persons***. Gain 1 **Sanity** point. Then continue reading.

Your embrace seems to last forever. Eventually though, you release them. As you do, you watch them turn to ash.

Make a **Sanity** roll (0/1). EXPLORE.

1.30.9: Lucky Find

Maybe it is laying along the path. Maybe it is in a chest. Maybe it is underneath a school desk inexplicably placed in the middle of the hallway. However you find it, you are glad you do.

Roll 1D8 to learn what you find and record it under your ***Gear & Possessions***.

1. **A coil of strong rope.**
2. **A rusted machete.**
3. **A bag of silver coins (very shiny).**
4. **The Pendant of the Butcher.**
5. **A loaded flintlock pistol (one shot only).**
6. **A subway map.**
7. **A six-sided dice carved from bone.**
8. **A bag of yellow marbles.**



EXPLORE.

1.30.10: A Rare Find

Maybe it is laying along the path. Maybe it is in a chest. Maybe it is in a museum's glass case. However you find it, you are left with a decision of whether to take it.

Roll 1D4 to learn what you find. You may record the item under ***Arcane Tomes & Spells***, in which case follow the instructions there. Alternatively, you may leave the item be.

1. A Letter Addressed To You: The letter reveals a dark secret or unwanted truth about you – make a **Sanity** roll (0/1). At the end of the letter, there are instructions for entering the Palace – record that you know about the ***Secret Entrance***.

2. A Sacrificial Dagger: The dagger buzzes with energy at your touch. It tells you that so long as you wield it, you will always grow stronger. Record that you have a dagger that inflicts 1D8 points of damage, heals 1 point of damage from you whenever it inflicts damage, and costs 1 **Sanity** point to use (regardless of whether you do damage with it or not).

3. Arcane Tome: You discover an ancient tome. Refer to the list of tomes in the *Keeper Rulebook*, pages 237-239, and randomly determine or select what you discover.

4. Silver Key: Under ***Treasured Possessions*** record the ***Silver Key***. So long as you have the ***Silver Key*** listed under ***Treasured Possessions*** you will gain a bonus die on all **POW** rolls. Additionally, you may cross out the ***Silver Key*** to automatically succeed on any **POW** roll. If you already have recorded a ***Silver Key***, when the second ***Silver Key*** is brought into proximity to the first, there is an explosion, causing 6D10 points of damage and resulting in the disappearance of both copies of the ***Silver Key***.

EXPLORE.

1.30.11: Meanwhile in the Necropolis

You pass an open doorway. Within stands a figure in a yellow robe. When they pull down their hood, you see yourself. You watch as the other you pulls out a curved blade, and slits their throat. They collapse to the floor, writhing as the blood gurgles from them. The moment you try to move to help or run, the sight is gone. You have shifted. You are again passing an open doorway. Again, there is a yellow robed-figure. Again, it is you. Again, they move to murder themselves.

1. Close Your Eyes: Continue reading below.

2. Keep Your Eyes Open: Lose 1 **Sanity** point. Refer to the beginning of 1.30.11.

You struggle to keep your eyes closed to what is about to transpire.

Make a Hard **POW** roll. On a success, you keep your eyes closed until the sound of a falling body (falling over, and over, again) finally stops – EXPLORE. On a failure, you peek – lose 1 **Sanity** point, and refer to the beginning of 1.30.11.



1.30.12: Meanwhile in Disturbia

You walk into a cul-de-sac. The houses here all look identical. Each house has its front door closed. Shades are drawn across every window. Inside each house you hear crying and the occasional knock on a door within.

Make a **Sanity** roll (0/1). **EXPLORE**.

1.30.13: Meanwhile in Metropolis

There is a sound of thunder. Something like lightning comes from the sky and detonates the ground. The earth shakes. Looking up, you see what look at first like fireworks but turn out to be projectiles raining down flames and shrapnel from above. You take shelter in one of the many trenches that crisscross the city, only to find the trench floor beneath a foot of water. As the artillery barrage continues, the water in your trench ripples and churns. Submerged bones ripple to the surface, the remnants of those who did not survive.

Make an **INT** roll to try to predict where the shells will land, or alternatively make a **Luck** roll to avoid the explosions. On a success, **EXPLORE**. On a fail, first make a **CON** roll and suffer 1D10 points of damage on a success, or 1D20 points of damage on a fail, and then **EXPLORE**.

1.30.14: Scout

An old map is plastered on the wall. It might have been a treasure map, the schematic for an underground train system, or a road atlas. Whatever it once was, deciphering and making sense of it takes time, but helps you navigate the way through the city.

Choose one unexplored location which has not yet been assigned a ***Scene*** number on your copy of ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**). You may now fill in what is located there from the list of locations available for that space. Also gain one use of ***Valuable Advice***.

1.30.15: Eerie

Your mind is playing tricks on you. Your imagination conjures shapes and sounds in shadows – a laughing skull; a squeaky wheelchair; a crying child.

Make an **INT** roll. On a success, **EXPLORE**. On a failure, make a **Sanity** roll (0/1), then **EXPLORE**.

1.30.16: A Collection

You pass a set of shelves that hold a variety of sealed ceramic jars. From within, you hear muffled cries. The voices call for fathers, mothers, children. When you brush against one, it falls to the ground and shatters. Mummified remains scatter across the ground in a cloud of dust.

Make a **Sanity** roll (0/1). **EXPLORE**.

1.30.17: Crypt

An opening in a wall reveals a staircase leading downwards. The air has a crypt chill to it, and a stone slab at the base of the stairs reveals the chamber's grim purpose. The room is not, however, unoccupied. Sitting on the tomb is a shadow-shrouded figure. You have a vague sense of having encountered them before.

Randomly select one of the entries in **Appendix E: Penitents** and **Appendix F: Investigator Sheet** to identify who is sitting on the tomb – make a **Sanity** roll (0/1). That individual provides you ***Valuable Advice***. **EXPLORE**.

1.30.18: Blocked

The passage ahead of you is collapsed.

Put a cross through this location on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**). You may not pass through this location on this or future playthroughs. Ignore this result if it would mean no way to proceed to **Act II: The Palace**.





Act I. Scene 31: Death in the First Act

The Possible End of a Bit-Part Player, Do-Over, A Death Offstage

"Intro / Menu" by Atrium Carceri (available on The Old City Original Soundtrack)

You have suffered a likely fatal injury. Fortunately, the audience may not yet have grown attached to you as a character.

You have been reduced to 0 or fewer hit points in a scene in **Act 1: The City**. Roll 1D10 to learn whether this is truly the end of your story.

- **1-4** **Dead:** Refer to **1.31.1**.
- **5-6** **Back to the Beginning:** Refer to **1.31.2**.
- **7** **Injured:** Refer to **1.31.3**.
- **8** **Nearly Dead:** Refer to **1.31.4**.
- **9** **Changed:** Refer to **1.31.5**.
- **10** **Weakened:** Refer to **1.31.6**.

1.31.1: Dead

You are dead; definitely dead. This is the end of your story. Hopefully you learned something.

UNLOCK the "You Died" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your death in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

1.31.2: Back to the Beginning

You don't know how, but you awaken back where this nightmare began. By all rights, you should be dead. Instead, you find yourself unscathed – as though the past few hours had never happened. Is this really a second chance, or just a continuation of your suffering?

Return your hit points to their maximum (the sum of your **SIZ** + **CON** divided by 10). Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score. Refer back to **Act I, Scene 1: The Lake** on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**).

1.31.3: Injured

You awake a short distance from where you collapsed. You are still dangerously injured.

Roll 1D8 to determine how many hit points you have remaining. Additionally, you are missing a finger. Where it should be, the wound has been skillfully sewn shut. If you have no fingers remaining, lose a hand instead. Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score.

Continue to **EXPLORE** from your current location on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**).

I WISH ONLY FOR IT ALL TO END.

1.31.4: Nearly Dead

You awaken nearly dead. You are not immediately sure where you are.

Record that you have 1 hit point remaining. Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score.

Continue to **EXPLORE** from location listed below based on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**):

1. **Disturbia: Act I, Scene 23: The Theater**.
2. **The Necropolis: Act I, Scene 19: The Statue Garden**.
3. **Metropolis: Act I, Scene 21: The Larder**.

1.31.5: Changed

You fall unconscious from your injuries. You awaken some time later – whole, but also, changed.

Follow the instructions below based on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**), unless you have broken all three of your chains, in which case follow the instructions for that entry. Regardless, then continue reading.

1. **Disturbia:** Your skin has hardened and your face has become doll-like. Rivets at your joints encumber your otherwise unbending body. Your entire form moves as though manipulated by invisible strings. Change your **APP** to 30. Reduce your **DEX** by 10, and increase your **STR** and **CON** by 10, and then increase your hit points to their maximum (the sum of your **SIZ** + **CON** divided by 10). Record that you have 1 point of armor. Make a **Sanity** roll (1D4/1D20) – if this causes you to go indefinitely insane refer to **Act I, Scene 32: Madness in the First Act**, otherwise recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score, and retain any items found along with any other details entered on your Investigator sheet.

2. **The Necropolis:** Your form appears haggard, wilted, like one exhausted by life. In your brow, is carved the ***Yellow Sign***. Reduce your **APP** by 10, increase your **POW** by 10, gain +5 **Cthulhu Mythos**. Make a **Sanity** roll (1/1D4) – if this causes you to go indefinitely insane refer to **Act I, Scene 32: Madness in the First Act**, otherwise recalculate the number of **Sanity** points

you may lose before becoming indefinitely insane based on your current **Sanity** score, and retain any items found along with any other details entered on your Investigator sheet.

3. Metropolis: Your features have taken on subtle swine-like features. Your nose is pressed upwards and flattened. Your ears hang down lower on the sides of your head. Any hair you may have had has been replaced by coarse short bristles. When you try to speak, you struggle not to snort. Change your **APP** to 20. Increase your **STR** and **SIZ** by 10 each, and increase your hit points to their maximum (the sum of your **SIZ** + **CON** divided by 10). Record that you have 1 point of armor. Make a **Sanity** roll (1D4/1D20) – if this causes you to go indefinitely insane refer to **Act I, Scene 32: Madness in the First Act**, otherwise recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score, and retain any items found along with any other details entered on your Investigator sheet.

4. Three Chains Broken: Return your hit points to their maximum (the sum of your **SIZ** + **CON** divided by 10). Record under ***Traits*** that you are "Unmarred." Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score.

Continue to **EXPLORE** from your current location.

1.31.6: Weakened

You fall unconscious from your injuries. You awaken some time later. You feel exhausted. You sense this feeling of weariness will never leave you.

Reduce your **CON** by 1D6x10. If this would reduce your **CON** to less than 30, subtract the remaining amount from your **SIZ**. Then adjust your hit points to their new maximum (the sum of your **SIZ** + **CON** divided by 10). Record under ***Traits*** that you are "Frail." Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score.

Continue to **EXPLORE** from your current location.

I HEAR THEM FOLLOWING FROM WITHIN THE SHADOWS.



Act I. Scene 32: Madness in the First Act

The Endless Trip, Sometimes the End is Only the Beginning, Psychosis

"Room of Angel" by Akira Yamaoka (available on The Silent Hill 4 Original Soundtrack)

You have had a break with sanity. Perhaps you can serve as a cautionary tale? Fortunately, the audience is unlikely to have grown attached to you as a character.

You have become indefinitely insane as a result of losing one-fifth of your **Sanity** points over the course of **Act 1: The City**. Roll 1D10 to learn whether this is truly the end of your story.

1-4	**Insane:** Refer to **1.32.1**.
5-6	**Back to the Start:** Refer to **1.32.2**.
7	**Got Better:** Refer to **1.32.3**.
8	**Awakened:** Refer to **1.32.4**.
9	**Fragile:** Refer to **1.32.5**.
10	**Madness:** Refer to **1.32.6**.

1.32.1: Insane

This place is not kind to those who lose their wits. Perhaps if thiswere a place with doctors, medicines, and above all quiet, you might find yourself back to some level of normalcy. But this is not that place. For lack of care, you are doomed to wander the halls indefinitely. Your journey is at an end. Hopefully you learned something.

UNLOCK the "You Went Mad" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your insanity in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the Prologue. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

1.32.2: Back to the Beginning

You do not know for how long you roam Carcosa's halls – the nightmare feels never-ending. Until one day, it does. You awaken back where this nightmare began. Is this really a second chance, or just a continuation of your suffering?

Restore your **Sanity** points to half your **POW** or if your currency **Sanity** points are greater than half your **POW**, gain 1D6 **Sanity** points. Recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your currency **Sanity** score. Retain your current hit points, any items found, and other details entered on your Investigator sheet. Refer back to **Act I, Scene 1: The Lake** on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**).

1.32.3: Got Better

You come to your senses... somewhat. You are a short distance from your last coherent memory.

Gain 1D6 **Sanity** points and recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your new **Sanity** score.

Continue to **EXPLORE** from your current location on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**).

1.32.4: Awakened

You awaken from madness. You are not immediately sure where you are.

Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score.

Continue to **EXPLORE** from the location listed below based on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**):

1. **Disturbia: Act I, Scene 23: The Theater**.
2. **The Necropolis: Act I, Scene 19: The Statue Garden**.
3. **Metropolis: Act I, Scene 21: The Larder**.

1.32.5: Fragile

Your lunacy eventually exhausts you, and you fall unconscious. You awaken some time later, feeling more unsure of yourself than ever before. Also, your hand won't stop shaking.

Reduce your **POW** by 1D6x10. If this would reduce your **POW** to less than 30, subtract the remaining amount from your **DEX**. Then adjust your magic points to their new maximum (the sum of your **POW** divided by 5). Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score. Record under ***Traits*** that you are "Fragile."

Continue to **EXPLORE** from your current location on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**).

1.32.6: Madness

You never fully "recover."

Select an appropriate **Mania** or **Phobia** (see *Keeper Rulebook*, pages 160-161) based on the cause of your indefinite insanity and record the result under ***Phobias & Manias***. Retain all **Sanity** point loss, any items found, and other details entered on your Investigator sheet, but recalculate the number of **Sanity** points you may lose before becoming indefinitely insane based on your current **Sanity** score.

Continue to **EXPLORE** from your current location on your copy of the map for ***Necropolis***, ***Metropolis***, or ***Disturbia*** (see **Appendix D: Maps of Carcosa**).







Act II: The Palace

City Hall, The Command Bunker, The Citadel

"Mandus—from 'Amnesia: A Machine for Pigs'" by the Vasaria Project (available on Ascension)

"Is it not a fearful thing to fall into the hands of a Living God?" — *The Stranger*

Now that you have arrived at **Act II**, ***Traveler***, there is no turning back. Welcome to the ***Palace of the King in Yellow***.

Having made it through the ***City***, you arrive at the ***Palace of the King in Yellow***. Before you awaits the prospect of confronting the ruler of this realm and perhaps finding a means of escape. To do so, you first have to find a means of ingress into the palace. You no longer navigate by consulting **Appendix D: Maps of Carcosa** and your copy of ***Necropolis***, ***Metropolis***, or ***Disturbia***. Instead, follow the directions in each scene; these will take you from the palace entrance (**Act II, Scene I**) to the palace interior (**Act II, Scene 2**), through the palace halls (**Act II, Scene 7**), and finally to the ***Court of the King in Yellow*** (**Act II, Scene 16**).

Unless otherwise specified, all rules described in the **INTRODUCTION** and **Act I: The City** remain the same, except now if you are reduced to zero hit points or if you become indefinitely insane, the scene will instruct you on what happens. If you ever need a reminder of a relevant rule or keyword, return here or to the Introduction.

Now, **REST** and then continue by referring to **Act II, Scene 1: Palace Gate**.



Act II. Scene 1: Palace Gate

A Gated Community, the Black Gate,
A Door bearing a Sign that reads "No Entry"

"What Comes Next" by Arkadiusz Reikowski & Brunon Lubas (available on the Vampire the Masquerade: Coteries of New York Digital Soundtrack)

You stand in the twin shadow of a cathedral-like palace. Above its doors, a tattered banner displays a sign in putrid yellow that turns your stomach. Behind you, the dark streets beckon you back into Carcosa's folds. Before you, an impenetrable barrier blocks your path. A small opening in the gate slides open. A trio of eyes look out at you, each a different shade of yellow. "Have you the Key or the Word?" a raspy voice inquires.

1. **Use the Key:** If you have the ***Key*** you may proceed to **2.1.1**.
2. **Force:** If you attempt to force your way in, proceed to **2.1.2**.
3. **Talk:** If you attempt to talk your way inside, proceed to **2.1.3**.
4. **Go Around:** If you know about the ***Secret Entrance*** you may proceed to **2.1.4**.
5. **Leave:** If you attempt to return to the ***City***, proceed to **2.1.5**.

2.1.1: Open Sesame

You proffer to the Gatekeeper the correct word or artifact. The Gatekeeper's three eyes blink in sequence. Then a loud clang signals the opening of a lock deep within the gate. The doors swing open to offer you admittance. The three-eyed servant on the other side steps aside. It gives you an awkward bow, its dirtied yellow robe making soft rustling sounds in the stillness that follows the gate's opening.

Proceed to **Act 2, Scene 2: Palace Interior**.

2.1.2: Barbarian at the Gate

You move closer to the gate opening. The three yellow eyes likewise press forward, perhaps to better hear your response to their challenge. Instead of vocalizing your intent, you reach into the darkness between those eyes to grasp at whatever creature lurks on the other side.

Make an Extreme **STR** roll (if you wear the ***Mask of the Guilty*** you only require a Hard **STR** roll). On a fail, lose 1 hit point as something bites down hard into your flesh and refuses to let go – you must continue re-attempting an Extreme **STR** roll, with the same results, until you succeed or instead choose to pull free and leave, referring to **2.1.5**. If at any point you are reduced to zero hit points, refer to **2.1.6**. On a success, continue reading.

Slowly, painfully, and to the sound of snapping bones you pull through, first one furred appendage, then another. The creature emits a high-pitched squeal, like that of an injured child. Do you let go?

1. **Let Go:** You release the creature, which continues to whimper. You may leave, in which case refer to **2.1.5**, or take advantage of your threat made real and refer to **2.1.3** with the benefit of a bonus die on whatever **Social** roll you attempt.
2. **Keep Pulling:** Continue reading.

Eventually, the sounds stop and you hear the lock clang open. You are granted admittance into the Palace. You do not look back upon the bloodied thing of fur, bristles, and limbs you tortured into submission.

Proceed to **Act 2, Scene 2: Palace Interior**.

BELIEVE NOTHING YOU HEAR,
AND ONLY HALF THAT YOU SEE.

2.1.3: Speak Friend

You lower your lips to the small opening and speak into it. Perhaps you reassure the thing on the other side of your good intent. Perhaps you seek to convince it of the consequences of refusing you entry. Perhaps you lie.

Make a Hard **Social** roll. On a fail, you may attempt a different **Social** skill, again attempting to achieve a Hard success. Should you attempt and fail with each of your **Social** skills (**Intimidate**, **Charm**, **Fast Talk**, **Persuade**), the ***Gate*** is closed and will not open to you – refer to **2.1.5**. On a success, continue reading.

Whether by words of honey or steel, the creature acquiesce and grants you entry.

Proceed to **Act 2, Scene 2: Palace Interior**.

2.1.4: Backdoor

You have gone around the Palace at the City's center, and have found a means to enter other than through the front. Though it was hidden in shadow, and certainly was not without risk, you've paid the toll required of you. There is no need to deal further with the creature behind the door.

Proceed to **Act 2, Scene 2: Palace Interior**.

2.1.5: Leaving So Soon?

Perhaps you were not ready for this.

Make a **Sanity** roll (0/1). Return to **Act I: The City** and **EXPLORE** to any location adjacent to ***The Palace***.



2.1.6: Death at the Palace Gate

The creature behind the gate does not let go. Whereas you were trying to pull it out, it is now pulling you in. Your body is far too small to fit. You eventually lose consciousness as the creature continues to pull, dislocating your bones until you fit.

When eventually you come to, you find yourself in the care of robed acolytes in yellow vestments. They treat your wounds, but their ministrations are far from tender. By the time they finish molding your body and mind you are far from the individual you were before, but ideally suited to take up your new gatekeeping responsibilities.

Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.





Act II. Scene 2: Palace Interior

Antechambers, Palace Rooms, Offices

"A Lullaby of Home" by Jessica Curry (available on So Let Us Melt)

You have gained entry into the Palace. The inside is drafty. The Palace's forlorn and abandoned outside appearance was no illusion – everywhere you look, signs of life have been stripped away or otherwise buried under layers of dust and dirt. You make your way deeper.

UNLOCK the ***Entered the Palace*** Achievement in **Appendix E: Penitents**. Make a **Navigate** or **Track** roll, or a Hard **Listen** roll. On a success, choose one of the below results to pass through or encounter. On a failure, roll 1D4 and refer to the result below.

1. **The Servants' Quarters:** Go to **Act 2, Scene 3: Servant's Quarters**.
2. **The Kitchen:** Go to **Act 2, Scene 4: Kitchen**.
3. **The Gallery Room:** Go to **Act 2, Scene 5: Gallery Room**.
4. **The Fanatic:** Go to **Act 2, Scene 6: The Fanatic**.



Act II. Scene 3: Servant's Quarters

The Janitor's Office, The Commissary, The Barracks

"Alone (Closing Credits)" by Mikko Tarmia (available on the SOMA Original Soundtrack)

The hallway stretches into darkness. On either side, a row of open doors, each leading into identical cells. Each cell is occupied by a bed, writing desk, closet, and just enough space to pace between them. At the head of each bed, a Yellow Sign is painted on the wall. It is always in the same place – positioned to watch the bed's occupant sleep and wait for them to awaken.

1. **Search the Rooms:** Proceed to **2.3.1**.
2. **Erase the Yellow Signs:** Proceed to **2.3.2**.
3. **Travel Further Down the Corridor:** Proceed to **2.3.3**.

2.3.1: Room Search

If you wear the ***Mask of the Addict*** refer to **2.3.4**. Otherwise, keep reading.

Choosing a cell at random, you look inside the desk and closet, toss aside the bed sheets and the mattress, in search of any signs of habitation. Finishing one room, you proceed to another, and another after that. You've explored half a dozen rooms without finding anything before you look back to realize that the rooms behind you have already been tidied and returned to their original state. A cold chill works its way up your spine.

1. **Run:** Make a **Sanity** roll (0/1). If you are driven indefinitely insane, refer to **2.3.7**. Otherwise, refer to **2.3.3**.
2. **Speak to the Unseen Servant:** Continue reading.

You hear a breeze pass through the rafters. "Untidy, " the air says. "Unwanted," it adds. The next sound is one of doors slamming open and shut. Sheets fly from their beds, chairs rise into the air and are cast aside. The gale force winds last only an instant, but the destruction they leave behind is impressive. "Give you something to do," the voice finishes.

1. **Run:** Make a **Sanity** roll (1/1D2). If you are driven indefinitely insane, refer to **2.3.7**. Otherwise, refer to **2.3.3**.
2. **Clean Up:** Continue reading.

You laboriously go from room to room, picking up a chair here or remaking a bed there. Everytime you enter a room you see it – the Yellow Sign. With each room, you feel it etched deeper and deeper in your mind.

Make a **Sanity** roll (0/1D4), then continue reading, unless you are driven indefinitely insane, in which case refer to **2.3.7**.

You are not sure how many hours pass before you are confident that you have gone through each of the rooms disturbed by the invisible force and arranged it back to its original condition. The sound of the wind through the rafters returns. "Adequate," it says. "Some recompense, you are due," it adds. Somewhere, you hear a door open.

1. **Decline and Keep Moving:** Refer to **2.3.3**.
2. **Find the Door:** Continue reading.

You find the room. It is yet another cell. Unlike the others though, this room appears made up especially for you – a bed your size, a closet filled with comfortable-looking clothes, a tray with simple, but good food, and even a plaque with your name on it.

Gain 1D4 **Sanity** points. **REST**. Proceed to **Act II, Scene 7: Palace Halls**.

2.3.2: Erase the Signs

If you wear the ***Mask of the Guilty*** or the ***Mask of the Masochist*** refer to **2.3.6**. Otherwise, keep reading.

You do your best to scrape away the Yellow Sign. Each symbol you deface feels like a minor victory.

Make a **POW** roll. On a success, gain 1D6 **Sanity** points. On a failure, make a **Sanity** roll (0/1) (and if you are driven indefinitely insane, refer to **2.3.7**). Continue reading.

You hear a breeze pass through the rafters. "Untidy," the wind says. "Unwanted," it adds. The next sound is one of doors slamming open and shut. Sheets fly from their beds, chairs rise into the air and are cast aside. The gale force winds do not subside, but continue to grow.

Make a Hard **CON** roll or Regular **Dodge** roll to avoid suffering 1D4 points of damage (and if you are reduced to zero or fewer hit points, refer to **2.3.8**). Then continue reading.

The wind dies down, leaving the place a mess.

1. **Run:** Refer to **2.3.3**.
2. **Clean Up:** Continue reading.

You laboriously go from room to room, picking up a chair here or remaking a bed there. Everytime you enter a room you see it – the Yellow Sign.

1. **Destroy the Yellow Sign:** The wind picks up again – this time the projectiles seem aimed at you. Make an Extreme **CON** roll or Hard **Dodge** roll to avoid suffering 1D6 points of damage (and if you are reduced to zero or fewer hit points, refer to **2.3.8**). You run and leave the rooms behind – proceed to **Act II, Scene 7: Palace Halls**.
2. **Keep Cleaning:** Continue reading.

With each room, you feel it etched deeper and deeper in your mind.

Make a **Sanity** roll (0/1D3) (and if you are driven indefinitely insane, refer to **2.3.7**). Continue reading.

You are not sure how many hours pass before you are confident that you have gone through each of the rooms disturbed by the invisible force and arranged them back to their original condition. The sound of the wind through the rafters returns. "Adequate," it says.

Proceed to **Act II, Scene 7: Palace Halls**.

2.3.3: Travel Further

If you wear the ***Mask of the Lost*** refer to **2.3.5**. Otherwise, keep reading.

Perhaps you walk. Perhaps you run. Regardless, the corridor continues.

Make a **Sanity** roll (0/1) (and if you are driven indefinitely insane, refer to **2.3.7**). Continue reading.

There is a reddish glow ahead of you. You do not see the end of the corridor, but the way ahead is now shrouded in crimson.

Make a **Sanity** roll (0/1) (and if you are driven indefinitely insane, refer to **2.3.7**). Continue reading.

Something is chasing you. Just a little farther.

1. **Turn to Fight:** Make a **POW** roll. On a success, gain 1 **Sanity** point, and keep reading. On a failure, make a **Sanity** roll (1/1D3) (and if you are driven indefinitely insane, refer to **2.3.7**), and keep reading.

2. **Keep Going:** Make a **DEX** or **CON** roll. On a success, proceed to **Act II, Scene 7: Palace Halls**. On a failure, make a **Sanity** roll (1/1D3) (and if you are driven indefinitely insane, refer to **2.3.7**), and keep reading.

You turn around. Nothing is there.

Proceed to **Act II, Scene 7: Palace Halls**.



2.3.4: Illicit Discovery

Within one of the cells you find evidence of the object of your addiction. Whoever resides here seems to share your craving.

1. **Continue Searching:** Continue reading.

2. **Do Not Look Further:** Make a **POW** roll. On a success, you resist temptation – **BREAK**, and proceed to **Act II, Scene 7: Palace Halls**. On a failure, you lose 1D3 **Sanity** points, but regret it every step of the way (and if you are driven indefinitely insane, refer to **2.3.7**). Proceed to **Act II, Scene 7: Palace Halls**.

You turn the room upside down looking not just for evidence of your craving, but also for the source itself.

Make a **Spot Hidden** roll. On a fail, lose 1D3 **Sanity** points (and if you are driven indefinitely insane, refer to **2.3.7**) before giving up in defeat - proceed to **Act II, Scene 7: Palace Halls**. On a success, continue reading.

After much searching, you find what you're looking for. For the briefest moment, you feel like you've won. Then you look back at the mess you've made of this room in your desperate search. A wasteland dedicated to your victory.

Proceed to **Act II, Scene 7: Palace Halls**.

2.3.5: Signs of Habitation

You find a room that seems to have been occupied by the one you Lost based on its contents. The door closes. A feeling of comfort comes over you. You realize someone is massaging your back. Your body finds itself resting into the chair here. Unseen, a platter with water, bread, and fruits is placed beside you. You exhale. You could stay like this forever.

Make a series of **POW** rolls. For every roll, you spend one day in the room (food and drink continues to be provided). For every failed roll, lose 1 **Sanity** point and 1 hit point (and if you are driven indefinitely insane or reduced to zero or fewer hit points continue reading below). Once you succeed on a total of three rolls, proceed to **Act II, Scene 7: Palace Halls**.

Eventually, you stop getting out of bed. What would be the point? Here, you have everything you will ever need. You have come home.

Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.3.6: Invited Risk

You prepare to do your best to scrape away at least some of the many Yellow Signs here. As you are about to start, something holds you back. This will bring you harm, you realize. Whatever the powers are that govern this place, they will be displeased by this act of insolence. Perhaps better to not tempt ruin. What good would come from this act of defiance anyway?

1. Desist in Your Course of Action: Refer to **2.3.3**.
2. Persist in Erasing the Signs: Continue reading.

You carry through on your intent. You start to deface the first of the symbols. The room shakes. Thick, black, blood seeps through the cuts you've made into the Yellow Sign.

1. That's Enough: You've proven your point. Gain 1 **Sanity** point. Proceed to **Act II, Scene 7: Palace Halls**.
2. Keep Going: Continue reading.

You continue on to the next room and the next Yellow Sign. With each act of vandalism, the tremors rocking through the cells grow stronger. You can't recall how many of the symbols you've defaced before the tremors (that are very nearly tearing the Palace apart) inexplicably cease.

Gain 1D4 **Sanity** points, and **BREAK**. Proceed to **Act II, Scene 7: Palace Halls**.



2.3.7: Why Ever Leave

You are not sure of the exact moment your mind snaps. All you know is that there was a time before you became a servant of the Court of the King in Yellow, and the present. Now, your days are spent tending the palace grounds, meticulously dusting every recess, and cleaning up every body and blood stain. You treasure the hours spent in your cell looking at your own personal Yellow Sign and wonder how life could ever have been any different.

Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.3.8: Eternal Rest

The blow comes suddenly, and you lose consciousness just as quickly. You're not sure how much time has passed, but when you come to, you are in a simple hallway. There are no doors on the walls. On your body, however, there are many bruises and scars, as though you had been beaten while unconscious. Painfully, you rise and continue on.

Record that you have one hit point. Proceed to **Act II, Scene 7: Palace Halls**.





Act II. Scene 4: Kitchen

The High School Cafeteria, The Mess Tent, Refugee Relief Tents

"Betrayal" by Akira Yamaoka (available on the Silent Hill 2 Original Soundtrack)

The smell of your favorite childhood dishes mingles with the putrescent reek of spoiled food. Everywhere pots and pans are stacked like leaning bastions, with spills, grease, and worse forming rivers and moats around them. From behind these barriers there is the sound of a kitchen at work – knives slicing, dicing, and carving, the grinding of a pestle, the crackle of flames. You search for a way through.

If you wear the ***Mask of the Addict*** refer to **2.4.3**. Otherwise, refer to **2.4.1**.

2.4.1: Closer Still

You inch closer. Through the mess you steal a glance at the kitchen itself. You see figures wearing only aprons. Their faces and bodies are horribly disfigured. Many are missing noses, ears, lips, or entire appendages. The cooks' exposed skin is covered in bruises, grease burns, and lacerations. Those that still have eyes share a haunted faraway look. As you continue watching, one of them takes a knife to the ear of a fellow sous-chef and removes it with one cut. They add the lobe to a boiling-over risotto.

Make a **Sanity** roll (0/1) (if this would drive you indefinitely insane, refer to 2.4.7). On a failure, refer to 2.4.2. On a success, make a **Stealth** or Hard **DEX** roll – on a success on this roll refer to 2.4.6, while on a failure refer to 2.4.2.

2.4.2: Intruder

You bump against a stack of dirty dishes. Leftovers glue the plates together, and instead of a single plate, the entire tower of dishes goes crashing to the ground. Fragments from the ceramic explosion fly across the kitchen, finding their way into stewing pots and the flesh of cooks.

1. **Stand Perfectly Still:** Refer to 2.4.3.
2. **Run:** Refer to 2.4.4.

2.4.3: Just a Taste

One of the chefs turns to you. She has already sacrificed an eye and part of her cheek to the cream sauce she has simmering in a pan. Her lips curve in a serene smile as her head cocks at an untenable angle. She does not stop looking at you as she spoons some of the dish into a ladle and offers it to you.

1. **Taste:** Continue reading.
2. **Politely Decline:** You demur. The kitchen does not react kindly. Proceed to 2.4.4.

Your lips touch the metal ladle. Something delicious tickles your tongue. The taste is divine. You empty the spoon into your mouth. You are almost able to ignore the fingernail floating in the broth as it flows down your throat.

THIS INHUMAN PLACE MAKES HUMAN MONSTERS.!

Make a **Sanity** roll (0/1D3), and then heal 1D3 points of damage (if you are indefinitely insane, refer to **2.4.7**). If you wear the ***Mask of the Addict***, refer to **2.4.5**. Otherwise, choose whether to have a second taste.

1. A Second Taste: Proceed to **2.4.5**.

2. Better Leave: The kitchen does not react kindly. Proceed to **2.4.4**.

2.4.4: No Thank You

Knives are drawn and the kitchen staff comes at you to gather ingredients.

1. Run: Make a **Dodge** roll. On a success, you are able to avoid the kitchen staff's knives and escape to exit the kitchen and proceed to **Act II, Scene 7: Palace Halls**. On a failure, suffer 1D6 points of damage and re-attempt the **Dodge** roll until you succeed or are reduced to 0 or fewer hit points (in which case refer to **2.4.8**).

2. Fight Them Off: Make a **Combat** roll. On a Hard or Extreme success, you are able to struggle against them and escape, to proceed to **Act II, Scene 7: Palace Halls**. On a regular success, suffer 1 point of damage, while on a failure, suffer 1D6 points of damage – re-attempt the **Combat** roll until you succeed or are reduced to 0 or fewer hit points (in which case refer to **2.4.8**).

3: Leave Something of Yourself Behind: Grabbing one of the knives, you turn it against yourself. Pressing your hand against a wall, you spread your fingers. Make a **Sanity** roll – on a success, you cut off one finger (no **Sanity** loss), while on a failure you cut off 1D3 fingers (1 point of **Sanity** loss and if this would drive you indefinitely insane, refer to **2.4.7**). The staff hungrily go after the ingredients you leave behind – proceed to **Act II, Scene 7: Palace Halls**.

2.4.5: A Second Helping

You empty the ladle. It is quickly refilled. This time the morsels of human remains are unmistakable. You do not try to avoid them, as you empty this ladle as well. Before you have the opportunity to ask for a third helping you see the cook who fed you reach out her hand, and gesture to you with her remaining fingers. It seems, payment is demanded.

1. Dine and Dash: You would rather not settle this bill, and attempt to escape. The kitchen does not react kindly. Heal 1D3 points of damage from consuming your second helping, and then refer to **2.4.4**.

2. Pay: Heal 1D3 points of damage from consuming your second helping, and then continue reading.

You place your hand on a nearby cutting board and spread your fingers. The pain only hits a few seconds after the cleaver comes down. You don't even have time to look at your severed finger before it disappears into a stew pot. The cook turns away from you. It appears your tab has been paid.

If you wear the ***Mask of the Addict*** or the ***Mask of the Guilty***, **BREAK** a chain. Regardless, proceed to **Act II, Scene 7: Palace Halls**.

2.4.6: Escape

You slide your way around leaning stacks of plates and carefully time your movements to avoid the gazes of the kitchen staff. Just as you are about to leave, you catch the waft of a delicious smell – your mouth starts to water, and you struggle not to glance back.

1. Look Back: Refer to **2.4.3**.

2. Keep Moving: Continue reading.

You leave the kitchen and whatever delicatessen it might hold behind.

Proceed to **Act II, Scene 7: Palace Halls**.

2.4.7: A New Profession

The longer you are forced to watch the kitchen scene before you, the more it entrances you. The absolute calm. The steady movements of the kitchen staff. The willingness to sacrifice everything to achieve new culinary horrors to delight the palate. It all appears so seamless. So perfect. You don't even notice when one of the sous-chefs cuts off a piece of you to sample. Apparently satisfied with what you might contribute, you are given an apron and a carving knife, and put to work.

Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.4.8: "You" are Back on the Menu

Blood gushes from your cuts. You feel lightheaded. Losing your footing, you crash into a tower of plates that crashes down around you. The last sound you hear before losing consciousness is the sound of knives being sharpened. When you awaken again, it is no longer as a person, but as a dish – carved as you are into pieces across a dining room table surrounded by hungry residents of Carcosa who cannot wait to delight in the Kitchen's latest culinary creation.

UNLOCK the "You Died" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.





Act II. Scene 5: Gallery Room

The Art Gallery, The School Photographer's Studio, The History Museum

"Melancholy Requiem" by Akira Yamaoka (available on the Silent Hill 4 - The Room Original Soundtrack)

Light reflects off spores hanging in the room's stale atmosphere. Moldy works of art – paintings, tapestries, or photographs – make breathing difficult. Time has decayed them, rendering them almost jelly. Their state makes it plain to see that something is behind each of the hanging artworks. Delicately, you pull one of them away. The texture is spongy and your hand comes away wet. Past the rotten material, there is a tunnel. Beyond that, dim light illuminates yet another chamber, eerily similar to the one you are standing in now. Whirling around in search of another exit, you see the passage through which you just came has changed to become another decorated wall.

Proceed to **2.5.1**.

2.5.1: Enter History

Left with no other option, you proceed through one of the tunnels behind a hanging. Many appear to display a theme or perhaps a part of a story. One displays a solitary woman on a balcony, with a robed individual – perhaps a priest – standing behind her, listening. A second depicts two cities in some kind of martial feud. A third reflects the priest from the first hanging accompanying a masked stranger on whose robe is displayed the cursed Yellow Sign. A fourth hanging features a masquerade ball. A fifth image pictures a kingly figure adorned with a pallid mask, and wearing shoes in a multitude of colors that curl backward at the toes. A sixth shows a horrid image of festival goers clawing at their carnival masks, the faces underneath bloody. Past each of the hangings, a tunnel leads to another chamber.

Decide through which of the displays you proceed.

1. **Cassilda's Lament:** Proceed to **2.5.2**.
2. **The War of Two Cities:** Proceed to **2.5.3**.
3. **The Stranger's Arrival:** Proceed to **2.5.4**.
4. **The Masquerade:** Proceed to **2.5.9**.
5. **The King's Entrance:** Proceed to **2.5.7**.
6. **The Eternal Curse:** Proceed to **2.5.5**.

2.5.2: Memory's Maze

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to **2.5.19**. Otherwise, refer to **2.5.1**.

2.5.3: A Good Start

The room you enter is missing the scene through which you just entered. You are making progress.

Decide through which of the remaining displays you proceed.

1. **Cassilda's Lament:** Proceed to **2.5.8**.
2. **The Stranger's Arrival:** Proceed to **2.5.4**.
3. **The Masquerade:** Proceed to **2.5.9**.
4. **The King's Entrance:** Proceed to **2.5.7**.
5. **The Eternal Curse:** Proceed to **2.5.5**.

2.5.4: The Stranger Out Of Place

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to 2.5.19. Otherwise, refer to 2.5.1.

2.5.5: A Curse Untimely

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to 2.5.19. Otherwise, refer to 2.5.1.

2.5.6: Deeper Still

The room you enter is missing the scene through which you just entered. You are making further progress.

Decide through which of the remaining displays you proceed.

1. **The Masquerade:** Proceed to 2.5.10.
2. **The King's Entrance:** Proceed to 2.5.11.
3. **The Eternal Curse:** Proceed to 2.5.12.

2.5.7: An Entrance Too Soon

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to 2.5.19. Otherwise, refer to 2.5.1.

2.5.8: Deeper

The room you enter is missing the scene through which you just entered. You are making further progress.

Decide through which of the remaining displays you proceed.

1. **The Stranger's Arrival:** Proceed to 2.5.6.
2. **The Masquerade:** Proceed to 2.5.11.
3. **The King's Entrance:** Proceed to 2.5.7.
4. **The Eternal Curse:** Proceed to 2.5.14.

2.5.9: A Presumptive Ball

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to 2.5.19. Otherwise, refer to 2.5.1.

2.5.10: Masquerade

The room you enter is missing the scene through which you just entered. You are nearly there.

Decide through which of the displays you proceed.

1. The King's Entrance: Proceed to 2.5.13.
2. The Eternal Curse: Proceed to 2.5.14.

2.5.11: An Exit in an Entry

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to 2.5.19. Otherwise, refer to 2.5.1.

2.5.12: Cursed

Wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to 2.5.19. Otherwise, refer to 2.5.1.

2.5.13: Escape

Only one wall hanging remains. You proceed through the depiction of the Eternal Curse and find a room with a single exit above which hangs a final banner.

If you wear:

1. The Mask of the Lost: Proceed to 2.5.15.
2. The Mask of the Addict: Proceed to 2.5.16.
3. The Mask of the Masochist: Proceed to 2.5.17.
4. The Mask of the Guilty: Proceed to 2.5.18.

2.5.14: So Close

So close, and yet wrong. The room you are in is identical to where you started.

Make a **Sanity** roll (0/1), and if this would drive you indefinitely insane refer to **2.5.19**. Otherwise, refer to **2.5.1**.

2.5.15: The One You Miss

The image displays the one you Lost. Unlike the moth-eaten and decaying tapestries you previously encountered, this one appears pristine. Underneath it, you can clearly see the escape from this maze.

1. **Take the Tapestry:** You take the tapestry and leave – proceed to **Act II, Scene 7: Palace Halls**.

2. **Leave:** You do your best to ignore the tapestry and leave. **BREAK** one of your chains – proceed to **Act II, Scene 7: Palace Halls**.

2.5.16: The Thing You Need

The image displays the object of your addiction. Unlike the moth-eaten and decaying tapestries you previously encountered, this tapestry appears pristine. It is so lifelike that you almost feel as if you could reach into the weave itself to pull out the thing you desire.

Make a **POW** roll. On a success, you leave and **BREAK** a chain – proceed to **Act II, Scene 7: Palace Halls**. On a failure, you pull down the tapestry and attempt to consume it – the act of eating the inedible artwork causes you permanent harm before you come to your senses – reduce your **CON** by 5 and then proceed to **Act II, Scene 7: Palace Halls**.

2.5.17: What You Desire to Be

The image displays you, but not you as you are, but as you wish to be. Unlike the other moth-eaten and decaying tapestries, this hanging depicts your altered likeness in pristine and vibrant colors. Underneath it, you can clearly see the escape from this maze.

Make an **INT** roll. On a success, you leave and **BREAK** a chain – proceed to **Act II, Scene 7: Palace Halls**. On a failure, you spend countless minutes gazing at yourself as you might be, before tearfully proceeding through the exit – proceed to **Act II, Scene 7: Palace Halls**.

2.5.18: What You Left Behind

The image displays what you left behind trying to escape your past. The tapestry depicts your old life before calamity struck. Unlike the other moth-eaten and decaying tapestries, this hanging is pristine with vibrant colors. Underneath it, you can clearly see the escape from this maze.

Make an **POW** roll. On a success, you leave and **BREAK** a chain – proceed to **Act II, Scene 7: Palace Halls**. On a failure, you spend countless minutes gazing at your old life – make a **Sanity** roll (0/1), and then tearfully proceed through the exit to proceed to **Act II, Scene 7: Palace Halls**.

2.5.19: No Way Out

Hours pass as you make your way through tapestry after tapestry. Always, you find your way back to where you began. And each time, you find yourself short just a bit more of your breath. Soon, you are gasping even as you walk. Then, as you crawl. Eventually, you stop moving entirely.

UNLOCK the "You Died" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.





Act II. Scene 6: The Fanatic

Adherent of the Unspeakable Oath; The Bloated One; Child of Hali

"Bloodletting of the Crimson Court" by Stuart Chatwood (available on the Darkest Dungeon Original Soundtrack)

A cloaked form blocks your path. It appears human at first. On closer inspection, however, its flesh is lumpen, and shaded a scaly mottled green-gray. The form does not step forward so much as lurch. It shambles and wobbles on jelly-like arms and legs, as though boneless. The only part of it that does not convulse and shift is its face, which appears mask-like with deep-set eyes barely visible.

Make a **Sanity** roll (1/1D6). If this drives you indefinitely insane, refer to **2.6.8**. Otherwise, refer to **2.6.1**.

2.6.1: Meeting the Fanatic

The thing rolls as much as walks towards you on its jelly-like appendages.

Decide through which of the displays you proceed.

1. **Avoid:** Refer to **2.6.6**.
2. **Converse:** Refer to **2.6.2**.
3. **Destroy:** Refer to **2.6.3**.

2.6.2: A Conversation with the Fanatic

Surely this thing was human once; perhaps some spark of reason remains within it?

Attempt a Hard **Social** roll or Hard **Psychology**, or a Regular **Psychoanalysis** roll. If you have one or more broken chains, gain a bonus die on this roll, while if you have no broken chains suffer a penalty die. On a failure, the creature lashes out at you inflicting 1D8+1D6 points of damage unless you succeed an Extreme **Dodge** roll (and if you are reduced to zero or fewer hit points, refer to **2.6.7**) – then, refer to **2.6.1**. On a success, continue reading.

The thing stalls at your words. Perhaps it is listening, or is this an opportunity to get away?

1. **Continue Talking:** Attempt a Hard **Social** roll or Hard **Psychology**, or a Regular **Psychoanalysis** roll with a single bonus die and, if you succeed, refer to **2.6.4**. On a failure, the creature lashes out at you inflicting 1D8+1D6 points of damage unless you succeed a Hard **Dodge** roll (and if you are reduced to zero or fewer hit points, refer to **2.6.7**) – then, refer to **2.6.1**.
2. **Get Away:** Attempt a Hard **DEX** roll. On a success, you are able to get away and proceed to **Act II, Scene 7: Palace Halls**. On a failure, refer to **2.6.1**.

2.6.3: Destroy

With whatever at your disposal, you attempt to fight, even as jellied arms enwrap you.

Make a **Combat** roll and refer to the results below.

1. **Failure:** The creature inflicts 1D8+1D6 points of damage on you (and if you are reduced to zero or fewer hit points, refer to **2.6.7**) – refer to **2.6.1**.
2. **Regular Success:** Continue reading below.

3. Hard Success: Roll damage as normal and track the amount of damage you have dealt. If you have dealt a total of 9 or more points of damage to the thing – proceed to **Act II, Scene 7: Palace Halls**. Otherwise, make a new **Combat** roll and proceed from the beginning of this section (**2.6.3**), continuing to track the total damage dealt to the creature.

4. Extreme Success: You injure the thing sufficiently to compel it to slink away. With a terrible sucking noise it disappears into cracks and crevices in the floor. Gain 1 **Sanity** point and proceed to **Act II, Scene 7: Palace Halls**.

You battle the thing, avoiding injury, but not escaping from being grabbed by its fleshy tentacles.

Attempt a **STR** or **DEX** roll and refer to the results below.

1. Failure: You remain trapped – suffer 1D10 points of damage as it crushes you and re-attempt a **STR** or **DEX** roll (unless you are reduced to zero or fewer hit points, in which case refer to **2.6.7**).

2. Regular Success: You remain trapped, but suffer no damage – re-attempt a **STR** or **DEX** roll with a bonus die.

3. Hard Success: You break free – refer to **2.6.1**.

4. Extreme Success: You break free and are able to get away from the thing before it is able to pursue – proceed to **Act II, Scene 7: Palace Halls**.

2.6.4: Talking It Down

You continue speaking to the thing. You aren't sure how much it understands. Maybe it is only hearing what it wants to hear, whether that is reassurance that it is not truly the monstrosity it appears, or ridicule at the pathetic creature it allowed itself to become.

1. Continue Talking: Attempt a **Social**, **Psychology**, or **Psychoanalysis** roll with a bonus die. On a success, refer to **2.6.5**. On a failure, the creature becomes violent yet again – refer to **2.6.1**.

2. Get Away: The creature is sufficiently addled by your words to permit you to escape - proceed to **Act II, Scene 7: Palace Halls**.

2.6.5: Talk Therapy

The thing appears deeply affected by your words. Perhaps it understands what it has become; perhaps it is forced to remember its former life. Whatever occurs behind its mask, the creature deflates into a jellied mass and pours away into cracks in the wall and floor.

Gain 1D6+1 **Sanity** points (plus an additional 1D3 **Sanity** points if you wear the ***Mask of the Addict*** or the ***Mask of the Guilty***). **REST**, then proceed to **Act II, Scene 7: Palace Halls**.

2.6.6: Avoid

You try to dive under its jellied tentacles and get away.

Make a **Dodge** roll. On a failure, you are grabbed by its fleshy tentacles - refer to **2.6.3**. On a success, make a **DEX** roll and, on a success proceed to **Act II, Scene 7: Palace Halls**, while on a failure suffer 1D8+1D6 points of damage (and if you are reduced to zero or fewer hit points, refer to **2.6.7**) and then proceed to **Act II, Scene 7: Palace Halls**.

2.6.7: Converted

The jellied mass pummels you to the edge of consciousness. It then crushes you. Your insides are squeezed until organs and bones turn to pulp. To your horror, you do not die. Instead, you watch as the creature removes its mask and places it over your face. Soon, you too will rise and roam these halls.

Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. Also change the title of this scene to that of the Investigator who has been converted into a monstrosity. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.6.8: Flee in Terror

Something within you snaps and you understand that if you do not run this very moment, your existence is at an end. You do not remember all the twists and turns you took in your panicked retreat, or the door you eventually collided with, knocking you unconscious. When you awaken, you are at least rested.

REST. Proceed to **Act II, Scene 7: Palace Halls**.

WE FEEL MOST ALIVE WHEN WE ARE CLOSEST TO DEATH.





Act II. Scene 7: Palace Halls

Office Hallways, Command Tunnels, The Royal Corridors

"Soundscape to Ardor (Morning Remembrance) – from "'Bleach' by the Vasaria Project" (available on Ascension)

You are now deep inside the palace, near the inner sanctum where reside the courtiers of the Yellow King's Court. Two routes present themselves to proceed further – each will take you towards the Palace's center, there to find the ruler of this realm. First, there is a staircase leading upwards. At the top of the stairs you see a series of doors and paintings, but no signs of life. Second, there is a set of steps descending into a wider corridor lit by torches. The downwards path likewise discloses no signs of life. Up or down, the choice is yours.

If you choose to venture up the stairs to the upper gallery, go to **2.7.1**; if you proceed through the lower halls, go to **2.7.2**.

2.7.1: Upper Gallery

Here, hang paintings of Carcosa's aristocracy. Though soot-covered, torn, stained, and faded, they glare defiantly at you all the same. Each painting hangs above a door, perhaps suggesting the room's occupant. Only one of the doors is open.

1. If you wear the ***Mask of the Lost***, proceed to **Act II, Scene 9: Queen Cassilda – The Lost**.

2. If you wear the ***Mask of the Addict***, proceed to **Act II, Scene 13: Naotalba – The Addict**.

3. If you wear the ***Mask of the Masochist***, proceed to **Act II, Scene 10: Princess Camilla – The Masochist**.

4. If you wear the ***Mask of the Guilty***, proceed to **Act II, Scene 15: Castaigne – The Guilty Emperor of America**.

2.7.2: Lower Halls

The main halls that comprise the lower half of the palace echo with your footsteps. Their history is displayed on torch-lit paintings documenting the history of Carcosa: the matter of succession; the Stranger's arrival; the Masked Ball; the entrance by the King in Yellow; and the Curse. You feel yourself drawn along corridors, until you encounter someone.

1. If you wear the ***Mask of the Lost***, proceed to **Act II, Scene 12: Naotalba – The Lost**.

2. If you wear the ***Mask of the Addict***, proceed to **Act II, Scene 14: Castaigne – The Addict Emperor of America**.

3. If you wear the ***Mask of the Masochist***, proceed to **Act II, Scene 8: Queen Cassilda – The Masochist**.

4. If you wear the ***Mask of the Guilty***, proceed to **Act II, Scene 11: Princess Camilla – The Guilty**.





Act II. Scene 8: Queen Cassilda
The Masochist

The Penitent; The Flagellant; An Overworked and Under-Paid Teacher

"Dame Tu Tormento" by Carlos Viola (available on the Blasphemous Original Game Soundtrack)

The INVESTIGATOR enters a chapel. CASSILDA, a fallen queen without a realm, kneels before the painted statue of a yellow-cloaked figure adorned with a pallid mask. Her back is bare, and in her hand is a many-roped lash. Each time she sends the flail over her back, she leaves more strokes of deep red across her flesh, and gasps as though in renewed surprise of the pain. The INVESTIGATOR...

1. **Watches:** Proceed to **2.8.2**.
2. **Intercedes:** Proceed to **2.8.3**.
3. **Calls Out:** Proceed to **2.8.4**.

2.8.1: A Disappointment

The INVESTIGATOR shares stories of their own insecurities. In response, Queen CASSILDA smiles, then laughs.

CASSILDA: `Truly, you would think to try and comfort me? You? Far indeed have I fallen if I should require such sympathy. Begone, and be his majesty's disappointment, instead of mine.`

The INVESTIGATOR leaves.

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.8.2: The Watcher

The INVESTIGATOR watches as Queen CASSILDA strikes herself again and again, the red welts turning to cuts, turning to gashes, until the gown pulled down from around her shoulders is soaked through with crimson.

Make a **Sanity** roll (0/1).

1. **Intercede:** Refer to **2.8.3**.
2. **Do Nothing:** Gain +1 **Cthulhu Mythos**. Continue reading.

Without turning around or rising up, Queen CASSILDA speaks to the INVESTIGATOR.

CASSILDA: `A guest to our fair city, too late arrived, I fear, to behold the good we might once have offered. In these times, naught but pain is our currency, and forever shall we pay with it our debts.`

Queen CASSILDA raises the flail, and the lights in the chapel extinguish save for a single light above her.

CASSILDA: `Welcome, kindred spirit.`

1. **Intercede:** Refer to **2.8.3**.
2. **Do Nothing:** Continue reading.

Queen CASSILDA resumes striking herself. The lashes now dig deeper, past skin and flesh to tendon and more. The stage lights go out, though the sound of lashing continues through the darkness until it grows weaker, quieter, and then stops altogether. When the lights return, the mass of macerated flesh before the statue is unrecognizable as human.

Make a **Sanity** roll (0/1). Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.8.3: Intercession

The INVESTIGATOR grabs a hold of Queen CASSILDA's hand holding the flail. She looks at them.

CASSILDA: `Release me. Don't you also long to feel something other than shame?`

Queen CASSILDA hands the INVESTIGATOR the flail.

Make a **POW** roll. On a fail, refer to **2.8.5**. On a success, choose what the *INVESTIGATOR* does with the flail.

1. **Throw The Flail Away:** Continue reading.
2. **Use the Flail Against Queen Cassilda:** Refer to **2.8.6**.

The INVESTIGATOR throws the flail across the stage, away from the yellow-robed statue. They help up Queen CASSILDA. She looks confused for a moment, then nods.

CASSILDA: `You are correct. It is enough.`

Queen CASSILDA exits Stage Right.

BREAK a chain. Gain 1 **Sanity** point. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.8.4: Call Out

The INVESTIGATOR calls out. Queen CASSILDA pauses in her gruesome ministrations.

CASSILDA: `What? Why call to me? Is it possible that one such as yourself, who has come so far, would err so grievously? Might you truly think the creature you see before you could have any worth?`

Make a **Social** roll. On a success, continue reading. On a fail, refer to **2.8.1**.

The INVESTIGATOR shares stories of their own insecurities.

CASSILDA: `You speak well, and your words have touched me. Though they cause me no less discomfort than that I've inflicted on myself, I recognize in you a kindred spirit. I thank you for the comfort you have provided, however brief. I pray that you too will reflect upon the good that you might still do, and that you learn to love that which you might otherwise destroy.`

BREAK a chain. Gain 1 **Sanity** point. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.8.5: Punish Yourself

The INVESTIGATOR stares at the bloody flail. Then they remove the clothes covering their back, kneel down, and begin to lash themselves. The stage lights go out, though the sound of lashing continues through the darkness until they eventually grow weaker, quieter, and then stop altogether. When the lights return, Queen CASSILDA is gone, and the INVESTIGATOR is lying on the floor, apparently unconscious.

Reduce yourself to a single hit point. Make a **Sanity** roll (1/1D3). Proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.8.6: Punish Cassilda

The INVESTIGATOR stares at the bloody flail. Then they raise it and proceed to lash Queen CASSILDA. She does not resist as the lashes continue, go deeper, past skin and flesh to tendon and more. The stage lights go out, though the sound of lashing continues through the darkness until it grows weaker, quieter, and then stops altogether. When the lights return, the mass of macerated flesh that was Queen CASSILDA is unrecognizable as human.

Make a **Sanity** roll (1D3/1D8). Proceed to Act 2, Scene 16: The Court of the King in Yellow.





Act II. Scene 9: Queen Cassilda
The Lost

The Figurehead; A Toppled Monarch; Disgraced Vice-Principal

"Brave New World" by Kalandra (available on The Line)

INVESTIGATOR, a haggard looking creature, barely alive, enters Stage Right.

CASSILDA, a forlorn queen without a realm, stands in her bedroom, looking out a window.

CASSILDA: When the battle is lost, when the war is over, and everything is lost. Wherefrom comes the spirit to continue? Oh, woe ye Yithil, I could not save ye.

Queen CASSILDA sings.

CASSILDA (Continued):

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.



Proceed to **2.9.1**.

2.9.1: A Meeting with a Queen

INVESTIGATOR, a haggard looking creature, barely alive, enters Stage Right.

CASSILDA: Who goes there? A guest to our fair city? Too late have you come, I fear, to behold the good we might once have offered. The Stranger's arrival heralded the loss of our city, a fate then sealed by the arrival of their liege. Now I, alone, remain. A shadow, incomplete.

The INVESTIGATOR...

1. Expresses their Sympathy: Proceed to **2.9.2**.
2. Utters Harsh Words: Proceed to **2.9.3**.
3. Distracts Her Mind or Body: Proceed to **2.9.4**.

2.9.2: Sympathy for a Queen

The INVESTIGATOR speaks kind words to Queen CASSILDA, seeking common ground in their shared sorrow and loss.

Make a **Charm** roll. On a success, continue reading; on a failure, proceed to 2.9.5.

The INVESTIGATOR shares stories of their own loss. Their words move Queen CASSILDA.

CASSILDA: `You speak well, and your words have touched my heart. A shame that your own sadness must serve to comfort me. Yet in you I recognize a kindred spirit. I thank you for the comfort you have provided, however briefly. I pray that you too will reflect upon the good that you might still do, even in the absence of that which feels necessary to make you whole.`

BREAK a chain. Then, proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.9.3: Harsh Words to a Queen

The INVESTIGATOR speaks harsh words to Queen CASSILDA.

Make an **Intimidate** roll. On a success, continue reading; on a failure, proceed to 2.9.5.

The INVESTIGATOR attacks CASSILDA's sorrow, belittling and shaming her. Their words light a flame in her eyes.

CASSILDA: `How dare you speak so to me, a queen who has suffered such loss as you cannot fathom. The loss of a people, of a realm, of my very dignity. Do you think your pain makes us equals? Do you think to moralize to me, when you cannot even save yourself?`

Make a **Social** roll. On a success, continue reading; on a failure, proceed to 2.9.5.

CASSILDA: `I see now. You mean to hurt, but only so as to bring relief from sorrow. Our pains may be uniquely ours, but you have found a way to channel yours to strike at mine. Perhaps there is use in our sadness that may yet bring good. I shall think upon your words.`

BREAK a chain. Gain 1 **Sanity** point. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.9.4: Pleasures of the Flesh, Pleasures of the Mind

The INVESTIGATOR advances upon the Queen CASSILDA, seeking to draw her attention away from her loss and to light some spark, be it of the mind or body.

Make a Hard **APP** or **INT** roll. On a success, continue reading, on a failure, proceed to **2.9.5**.

The queen CASSILDA is beautiful in mind and body. As the INVESTIGATOR continues to approach, she nods. The scene fades to black. When the Stage Lights come up again, the INVESTIGATOR is exiting Stage Left, while Queen CASSILDA remains behind.

CASSILDA: `I have not been allowed to feel that way since before the Fall. This place has taken so much from me, and of me. Thank you for giving a little of that back. To be able to do so, when you yourself bear such a heavy weight -- I have much to learn from you.`

BREAK a chain. Then, proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.9.5: Unmoved

Queen CASSILDA is unmoved.

CASSILDA: `You think such efforts would work on me? Keep to your own sorrows, as I do to mine. It is plain to see you are as trapped within your grief as I. You are of no use. Not to me, not to yourself. I leave you to his Majesty's comfort.`

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.





Act II. Scene 10: Princess Camilla - The Masochist

A Juliet; The Older Teacher; The Heir

"The Love That Was Lost" by Akira Yamaoka and Arkadiusz Reikowski (available on The Medium Original Game Soundtrack)

INVESTIGATOR, a haggard looking creature barely alive, enters Stage Right.

Princess CAMILLA looks out forlorn towards the audience. She wears a Moorish costume blazed with tinsel and a circlet of turquoises, and wrought with arabesques in silver.

Proceed to **2.10.1**.

2.10.1: A Meeting with a Princess

Princess CAMILLA looks up at the sky from her balcony.

CAMILLA: I had imagined myself a worn-out model to be painted, sculpted, and admired. Then I dreamed of you.

Princess CAMILLA addresses the INVESTIGATOR from above.

CAMILLA: I was lying in bed thinking about nothing in particular, when I heard the bells in Carcosa ring ten, eleven, and midnight. It seemed to me that I had scarcely closed my eyes when I dreamed that something impelled me to go to the balcony. I rose, and stood, much as I stand above you now. The streets were deserted as far as I could see. Then the sound of wheels in the distance came to my ears. I began to be afraid.

Princess CAMILLA appears to shudder, before again regarding the INVESTIGATOR.

Succeed at an **APP** or **SIZ** roll to continue reading. Otherwise proceed to **2.10.3**.

CAMILLA: Won't you come join me? The remainder of my dream, for surely that is what it must have been, is frightful, and I fear continuing to recount it up here alone.

If you choose to join ***Princess Camilla*** in her bedchamber, continue to **2.10.2**. If you tell her that you will remain where you are, proceed to **2.10.3**. If you do nothing, continue reading.

Princess CAMILLA exits Stage Left. Scene fades to black.

Proceed to **2.10.5**.

2.10.2: A Princess's Bedchamber

The INVESTIGATOR enters through a doorway into an empty bedchamber.

CAMILLA: I shall continue with my dream.

Princess CAMILLA emerges from hiding behind a curtain leading out to the balcony.

CAMILLA: Very slowly the wheels approached, and, finally, I could make out a vehicle moving along the street. When it passed beneath my window I saw it was a hearse. Three times I saw that hearse pass below my window, and every time the driver turned and looked up at me. I dreamed this dream again last night.

Lights dim on stage. A single light snaps on to illuminate a side table upon which rests a playscript, prominently displaying the title "The King in Yellow." Stage lights turn off, then on. This time, the playscript is open. Lights slowly return to illuminate the stage. The INVESTIGATOR is sitting on Princess CAMILLA's bed. Princess CAMILLA is standing nearby, mid-sentence.

CAMILLA: ...and it was in the play's second act that I truly recognized myself, as I saw on the page words written for me to speak. "You, sir, should unmask" the words read. "Indeed" the one known as the Stranger responded.

Princess CAMILLA turns away from the audience and the INVESTIGATOR. She undoes a clasp and her costume drops to the floor around her.

CAMILLA: The next line in the play was my queen mother's. "Indeed it is time. We all have laid aside our disguises but you."

Princess CAMILLA shivers visibly.

CAMILLA: ...and then the Stranger revealed that he wore no mask, and I screamed. Oh the wickedness, the hopeless damnation of a soul who could fascinate and paralyze human creatures with such words -- words understood by the ignorant and wise alike, words which are more precious than jewels, more soothing than Heavenly music, more awful than death itself. It was so terrifying. Yet, in that horror I came to realize that I, too, wore no mask. I was simply who I was. The mask of self-deception was no longer a mask for me, it was a part of me.

Princess CAMILLA turns to the INVESTIGATOR.

CAMILLA: *What about you? Do you wear a mask? Or, like me, do you simply want what you want?*

2.10.3: From Here Is Fine, Thank You

Princess CAMILLA looks down from the balcony.

CAMILLA: Am I really worthy of such scorn that you would not come attend me? Is my sight so hideous or my demeanor repulsive? Is it because of my mother? Because my lineage marks me as the successor to a realm that is no longer ours, but forever his. Is it because, unlike you, I wear no mask? Tell me Stranger!

Make a **Social** roll. On a success, proceed to **2.10.4**. On a failure, continue reading.

CAMILLA: `It seems you do not truly know yourself. Begone then. There is another who may yet reveal your true self, though I fear you will not favor the results.`

Princess CAMILLA steps away from the balcony, existing Stage Left.

Proceed to 2.10.5.

2.10.4: What You Need

The INVESTIGATOR shakes their head.

CAMILLA: `I see. Perhaps a mask acknowledged is simply a mask and nothing more. My own, on the other hand...`

Princess CAMILLA touches her face probingly. The scene fades to black.

Make a **Persuade**, **Psychology**, or **Psychoanalysis** roll. On a success, BREAK a chain, gain 1 **Sanity** point, and proceed to 2.10.5. On a failure, continue reading.

Stage lights come on. The INVESTIGATOR is speaking, but their words are nonsensical. Princess CAMILLA is facing away from the audience and the INVESTIGATOR. She is still touching her face. When she turns to reveal herself, she is holding a straight-edged razor in her hand, and her face has been cut repeatedly. Stage lights go dark except for a spotlight on Princess CAMILLA, who is smiling.

CAMILLA: `No mask.`

Make a **Sanity** roll (0/1). Then, proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.10.5: By Yourself

Lights come up on the scene of a balcony overlooking the stage. The INVESTIGATOR stares up at the now empty balcony. Sad music plays as the INVESTIGATOR continues to wait, eventually exiting Stage Right.

Make a **Sanity** roll (0/1). Then, proceed to Act 2, Scene 16: The Court of the King in Yellow.

UNDER LIGHTLESS SKIES, DARK THINGS FLOURISHED.



Act II. Scene 11: Princess Camilla - The Guilty

The Runaway Princess; A Distraught Woman; Karen

"A Beautiful Song" by ROZEN, RIVEN (available on Nier: Glory to Mankind)

The INVESTIGATOR walks through a large open-arched hallway from Stage Left. A woman in a torn dress, Princess CAMILLA, runs towards the INVESTIGATOR, entering from Stage Right. Her long hair has come partially loose from a circlet of turquoises. She collapses into the INVESTIGATOR's arms.

CAMILLA: `Please, help me. You are the one I dreamed of, and now, it is coming after me.`

1. **Run:** You are not here for her. Proceed to **2.11.1**.
2. **Inquire:** You inquire what she is running from. Proceed to **2.11.2**.
3. **Reassure:** You assure her that you will help her. Proceed to **2.11.3**.
4. **Refuse:** You push her away. Proceed to **2.11.4**.

2.11.1: A Hallway Chase

The INVESTIGATOR runs off, exiting Stage Left. Princess CAMILLA watches them leave, then turns to the audience.

CAMILLA: `Oh ho, it is to be a chase then is it? Let us see how it feels for the prey to become the hunter!`

Princess CAMILLA runs off, exiting Stage Left. The INVESTIGATOR then enters from Stage Right, looks around, and then exits Stage Right. Princess CAMILLA appears from Stage Left and crosses the stage, searching for the INVESTIGATOR.

Make a **Dodge** or **Stealth** roll. On a success, proceed to 2.11.7. On a failure, continue reading.

The INVESTIGATOR enters from Stage Right with their back turned to Princess CAMILLA. The INVESTIGATOR does not notice Princess CAMILLA approach until she embraces the INVESTIGATOR.

Proceed to 2.11.6.

2.11.2: A Hallway Question

CAMILLA: `What does it matter? If you can't help me, what use are you?`

Princess CAMILLA backs away from the INVESTIGATOR and spits on them.

Attempt a **Social** skill roll. On a success, refer to 2.11.5. On a failure, refer to 2.11.4.

2.11.3: A Hallway Embrace

Princess CAMILLA embraces the INVESTIGATOR. They slowly turn as though in a dance as the circle of a spotlight falls upon them. The light catches the glint of a pin Princess CAMILLA pulls from her hair.

Attempt a **Spot Hidden** roll. On a success, refer to 2.11.4. On a failure, refer to 2.11.6.

IT WAS TOO LATE FOR ME TO REGRET WHAT HAD OCCURRED DURING THE DAY.

2.11.4: A Hallway Scuffle

Princess CAMILLA backs away laughing maniacally and pointing at the INVESTIGATOR.

CAMILLA: `You are a fool. Trust no one. You have no friends here. If they can't be of use to you, push them away. You are just like all the others; just like me, just like Him.`

Princess CAMILLA stumbles as though drunk, and gives a mock bow.

CAMILLA: `Your Majesty.`

Princess CAMILLA runs off Stage Right screaming and laughing.

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.11.5: A Hallway Reassurance

The INVESTIGATOR advances towards Princess CAMILLA speaking. Only she can hear their words. After listening she begins to cry.

CAMILLA: `I apologize. You run long enough, and everything starts looking like something to run from or push in the way of the thing chasing you.`

The INVESTIGATOR and Princess CAMILLA embrace. Scene fades to black.

CAMILLA: `Be careful.`

BREAK a chain, then proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.11.6: A Hallway Backstab

Princess CAMILLA stabs a hair pin into the INVESTIGATOR's back.

Suffer 1D6+1 points of damage. If this reduces you to zero or fewer hit points, refer to **2.11.8**. Otherwise, continue reading.

As the INVESTIGATOR attempts to reach for the pin, Princess CAMILLA retreats Upstage. She stops, points at the INVESTIGATOR, and laughs.

CAMILLA: `You may survive me, but you shall not find his Majesty as forgiving.`

Still laughing, Princess CAMILLA exits Stage Right.

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.11.7: A Hallway Evasion

Princess CAMILLA exits Stage Right. The INVESTIGATOR enters Stage Left and hides behind the theatrical scenery, still visible to the audience, but not to Princess CAMILLA who enters Stage Left.

CAMILLA: `...come out, come out wherever you are. You think to hide from me? This is my home, I know these halls, I remember your footsteps.`

Princess CAMILLA continues searching without finding the INVESTIGATOR. Defeated, she sits down Center Stage.

CAMILLA: `My home, this is my home. My prison. What I have earned. Even as the hunter there can be no joy in this existence.`

Stage lights dim. Spotlights on Princess CAMILLA and the INVESTIGATOR. Princess CAMILLA appears to be speaking, but emits no sound. The INVESTIGATOR steps forward from behind the theatrical scenery. Princess CAMILLA does not appear to notice them. The INVESTIGATOR monologues to the AUDIENCE about their own experiences.

Make a **Psychology** or **Psychoanalysis** roll. On a failure, ***Princess Camilla*** becomes aware of the investigator and moves towards them – proceed to **2.11.3**. On a success, continue reading.

The INVESTIGATOR finishes speaking about their experiences. They look back to Princess CAMILLA to see her staring at them. She rises.

Proceed to **2.11.5**.

2.11.8: Stabbed in the Back

Princess CAMILLA pulls out the hair pin and stabs back down. As the INVESTIGATOR convulses and crawls across the stage, CAMILLA stays on top of them, stabbing them over and over again. Eventually, the INVESTIGATOR stops moving. CAMILLA laughs hysterically as the scene fades to black.

UNLOCK the "You Died" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the Prologue. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.



Act II. Scene 12: Naotalba
the Priest · The Lost

The Confessor; The Monk; The Guidance Counselor

"Cantes de Confesion" by Carlos Viola (available on the Blasphemous Original Game Soundtrack)

Stage lights illuminate a chapel sanctuary. Center Stage stands a shrine of a masked, robed figure. Before the sculpture, Downstage, the figure of a masked priest prostrates themselves. Organ music is heard in the background as the INVESTIGATOR enters from Stage Right.

NAOTALBA: Today, my Lord in Yellow, during vespers I heard your voice, harsh and dissonant. You spoke of a coming change, but you did not reveal yourself...

NAOTALBA the Priest notices the INVESTIGATOR. He considers them for a moment, before turning back to his prayers.

NAOTALBA: I think of you Lord, our King in Yellow. I think of you wrapt in the fantastic colors of your tattered mantle. I have never wavered in the belief that, no matter the disorder in my mind, my chief reason for existing was to meet you. Yet, you do not show yourself, and I know not why.

NAOTALBA the Priest turns back to the Investigator.

NAOTALBA: And you, for what do you seek?

1. **Lie:** You lie about the one you have ***Lost***, but still seek. Refer to **2.12.1**.

2. **Speak Truthfully:** You tell ***Naotalba*** of the one you have ***Lost***. Refer to **2.12.2**.

3. **Demur:** You will not reveal the truth to this priest. Refer to **2.12.3**.

2.12.1: The Lie

NAOTALBA the Priest nods.

NAOTALBA: `I understand. I see past your words. For I, too, live in the Court of the Dragon. It is a narrow passage, unyielding of the truth; the awful abode of death and lost souls, whither my weakness sent me long ago.`

NAOTALBA the Priest points with one hand at the INVESTIGATOR and with the other gestures them closer.

NAOTALBA: `Do you hear his voice, rising, swelling, thundering through the flaring light as you fall into your lies? I feel his radiance increasing, increasing, pouring over me in waves of flame. I sink into the depths, and I hear the King in Yellow whisper to my soul.`

NAOTALBA's hands drop and the priest looks upwards. Spotlight illuminates NAOTALBA.

NAOTALBA: `Indeed, it is a fearful thing to fall into the hands of the living God!`

1. **Repent:** You confess your lie. Proceed to **2.12.2**.

2. **Cower:** You shrink from the light. Continue reading.

3. **Defy:** You listen to the priest's speech with impassioned indifference. Proceed to **2.12.4**.

A second spotlight shines on the INVESTIGATOR.

NAOTALBA: `You have been seen. You cannot escape his eyes. All masks are removed here, all truths are revealed, in his radiance!`

The INVESTIGATOR sinks to the floor as though a great weight presses down upon them.

Suffer 1D4 points of damage. If this reduces you to zero or fewer hit points, refer to **2.12.6**. Otherwise, continue reading.

1. **Repent:** You confess your lie. Proceed to **2.12.2**.

2. **Resist:** Continue reading.

NAOTALBA: `More weight, is it?`

Suffer 1D4 points of damage. If this reduces you to zero or fewer hit points, refer to **2.12.6**. Otherwise, continue reading.

1. Repent: You confess your lie. Proceed to **2.12.2**.

2. Resist: Continue reading.

NAOTALBA: `Yet, more weight?`

NAOTALBA the Priest recoils from the INVESTIGATOR.

NAOTALBA: `What is this? What are you? Might it be that the Lie you defend is but a Mask of the Truth you defy?`

Suffer 1D4 points of damage. If this reduces you to zero or fewer hit points, refer to **2.12.6**. Otherwise, continue reading.

1. Repent: You confess your lie, and reveal your search for the one you ***Lost***. Proceed to **2.12.2**.

2. Resist: Continue reading.

NAOTALBA bends down besides the INVESTIGATOR who lies prone CENTER STAGE.

NAOTALBA: `Could it be that there is a soul in there? One that would protect the truth even at a risk to its own existence?`

NAOTALBA raises a hand. The spotlight's intensity is reduced by 50%.

BREAK a chain. Gain 3D4 **Sanity** points and **REST**. Proceed to **2.12.4**.

2.12.2: The Truth

NAOTALBA the Priest nods.

NAOTALBA: `You speak the Truth. But let me ask you then and again, what if you were destined never to find this one? If your search was now and forever in vain?`

1. You Will Never Stop: No matter the odds, you will never give up. Refer to **2.12.4**.

2. You Do Not Know: You confess that you would not know what you would do. Refer to **2.12.5**.

3. You Will Stop: If you have three broken chains, continue reading; otherwise, refer to **2.12.1**.

NAOTALBA: Though I can scarcely believe your words, they ring true. Indeed, you are prepared to face Him, the King in Yellow. But first, rest. I will stand vigil, and when you awaken, you may proceed.

NAOTALBA the Priest stands by the INVESTIGATOR as they lie down to rest, and the scene fades to black.

NAOTALBA: May you find that Lost to me.

REST. Proceed to Act 2, Scene 16: Court of the King in Yellow.

2.12.3: Silence

NAOTALBA turns away from the INVESTIGATOR.

NAOTALBA: It matters not to me whether you choose to reveal the truth that lurks within you. Rest assured though that no matter how deeply you seek to bury that secret, the King in Yellow shall pry it from your chest.

The INVESTIGATOR continues to watch NAOTALBA the Priest as the scene fades to black.

Proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.12.4: Determination

NOATALBA the Priest sighs.

NOATALBA: Then that is as it may be. The ambition of Caesar and of Napoleon pales before that which cannot rest until it has seized the minds of men and controlled even their unborn thoughts. Only the King now may speak your fate. I think you shall find him before me. If so, I hope you will remember me to Him, his loyal servant.

Proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.12.5: Commiseration

NAOTALBA the Priest rises from his knees, approaches the INVESTIGATOR, and takes their hand.

NAOTALBA: In that, we are alike. Sometimes the things we seek become so great a part of us that little else is left. I hope you shall discover and embrace what remains of you, even if you never find the one you've Lost.

BREAK a chain, then proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.12.5: Commiseration

NAOTALBA the Priest rises from his knees, approaches the INVESTIGATOR, and takes their hand.

NAOTALBA: `In that, we are alike. Sometimes the things we seek become so great a part of us that little else is left. I hope you shall discover and embrace what remains of you, even if you never find the one you've Lost.`

BREAK a chain, then proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.12.6: Crushed

A second, then a third, and a fourth spotlight shine on the INVESTIGATOR as they writhe on the ground. There is a terrible sound of breaking bones. NAOTALBA the Priest bows his head in silent prayer as the scene fades to black.

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Act II. Scene 13: Naotalba
The Priest · The Addict

A Pastor; Your Concerned Parent; The Army Chaplain

"The Struggle" by Olivier Deriviere (available on the Vampyr Original Soundtrack)

The INVESTIGATOR enters a garden in the center of which stands a small, white marble building. The building has a single door, which is made of bronze. In front of the door, marble statues in the form of the Greek "Fates" are positioned.

NAOTALBA (offstage): `The laws prohibiting suicide have been repealed. The King in Yellow has seen fit to acknowledge the right of man to end an existence which has become intolerable to them.`

The INVESTIGATOR stops outside the building. The INVESTIGATOR does not see a hooded figure in a spotlight approach from behind, even as it speaks. Voices from the audience try to warn the INVESTIGATOR, as the hooded figure rises up behind the INVESTIGATOR.

Make a **Spot Hidden** roll. On a success, refer to **2.13.11**. On a failure, continue reading.

Make a **Spot Hidden** roll. On a success, refer to **2.13.11**.
On a failure, continue reading.

The hooded figure strikes the INVESTIGATOR over the head with an iron-bound book and the INVESTIGATOR is knocked unconscious. As the spotlight from TOP LIGHT fades, the robed figure is seen pulling the INVESTIGATOR into the building.

Refer to **2.13.2**.

2.13.1: Unconscious

The hooded figure strikes the INVESTIGATOR over the head with an iron-bound book. The INVESTIGATOR falls down, and the hooded figure – NAOTALBA the Priest – continues to strike the INVESTIGATOR with the book.

Take 1D4 points of damage. If this reduces you to zero hit points or fewer, refer to **2.13.12**. Otherwise, continue reading.

The INVESTIGATOR is knocked unconscious. As the spotlight from TOP LIGHT fades, NAOTALBA the Priest is seen pulling the INVESTIGATOR into the building.

Refer to **2.13.2**.



2.13.2: Inside a Suicide Booth

Stage Lights illuminate on the INVESTIGATOR rising from a white marble bench in a small square space. NAOTALBA the Priest speaks from offstage.

NAOTALBA: `Arise, unworthy creature. You are in the presence of Naotalba, servant of that King whom Emperors have served. It is this servant who controls your fate, either to deliver you into the hands of the living God or else to grant you the release of death. Now, answer truthfully: What master do you serve?`

1. **The Living God:** Make a **Persuasion** roll if you speak truthfully, or a **Fast Talk** roll if you speak falsely. On a successful **Persuasion** roll, proceed to **2.13.3**. On a successful **Fast Talk** roll, proceed to **2.13.4**. On a failure on either, proceed to **2.13.5**.

2. **Myself:** Make a **Persuasion** roll if you speak truthfully, or a **Fast Talk** roll if you speak falsely. On a successful **Persuasion** roll, proceed to **2.13.3**. On a successful **Fast Talk** roll, proceed to **2.13.4**. On a failure on either, proceed to **2.13.5**.

3. **Another Master:** Make a **POW** roll. On a success, proceed to **2.13.7**. On a failure, reduce your **POW** by 5, and then proceed to **2.13.7**.

2.13.3: Truthhood

NAOTALBA the Priest enters from Stage Left and stands outside the space in which the INVESTIGATOR is confined.

NAOTALBA: `I cannot believe it, but I sense no deceit in your words. Truly, you believe you are not in the service of another master.`

NAOTALBA approaches the booth and unlocks the invisible door looking out to the audience.

NAOTALBA: `I release you. Whether your belief reflects truth is not my responsibility. Only He may test your beliefs. Go now, to your final challenge!`

BREAK a chain. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

NEVER IN WORD OR DEED OR THOUGHT WHILE WITH THEM HAD I BETRAYED MY SORROW EVEN TO MYSELF.

2.13.4: Truthful Lies

NAOTALBA the Priest enters from Stage Left and stands outside the space in which the INVESTIGATOR is confined.

NAOTALBA: `Merely because I do not sense your deceit does not mean you are not lying to yourself. Tell me more.`

Succeed at a **Fast Talk** or **Psychology** roll to continue reading. On a failure, proceed to **2.13.5**.

NAOTALBA the Priest approaches the booth and places their ear to its door. They listen, occasionally nodding.

NAOTALBA: `Truly, you believe you are not in the service of another master. I shall release you.`

NAOTALBA the Priest unlocks the invisible door, looking out over the audience.

NAOTALBA: `Whether your belief reflects truth is not my responsibility. Only HE may test your beliefs. Go now, to your final challenge!`

REST, and proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.13.5: Falsehood

NAOTALBA backs away pointing at the INVESTIGATOR.

NAOTALBA: `Lies! I can see your true master.`

Lights inside the area in which the INVESTIGATOR is confined flash rapidly. The INVESTIGATOR screams as some unseen force causes them intense pain.

Suffer 1D8 points of damage. If this reduces you to zero hit points or fewer, refer to **2.13.13**. Otherwise, continue reading.

NAOTALBA: `One more chance shall I give you to confess your sin lest I carry out your sentence. On penalty of death, speak the truth!`

1. Persist: Depending on whether you believe yourself to be speaking truthfully, make another **Persuasion** roll (truth) or a **Fast Talk** roll (lies). On a successful **Persuasion** roll, proceed to **2.13.3**. On a successful **Fast Talk** roll, proceed to **2.13.4**. On a failure on either, refer to **2.13.8**.

2. Recant: Admit you serve another master. Reduce your **POW** by 5 and proceed to **2.13.7**.

2.13.7: Sacred Truth

NAOTALBA the Priest lifts his hands to the air.

NAOTALBA: `Truth! Though it may injure, it is sacred. Now that you have confessed to being in the bonds of another power, I shall share with you the good news that, while the demons that tether you are mighty, there is one who is to them as they are to you - the Pallid mask, the King in Yellow! Surrender yourself into the hands of the Living God, admit his greatness, and accept his power.`

1. **Surrender:** Proceed to **2.13.9** if you speak truthfully, or **2.13.8** if you speak falsely.
2. **Refuse:** Proceed to **2.13.10**.

2.13.8: Sacred Lies

Lights inside the Suicide Booth frenetically flicker on and off. The INVESTIGATOR appears to move in stop motion. Their mouth opens and closes as though screaming, but no sound is heard other than a high-pitched whirring from machines offstage.

NOATALBA: `Thus you suffer. For you the fate of tyrants, and all who would be untrue to themselves!`

The lights in the space in which the INVESTIGATOR is confined go out. A spotlight appears encasing the INVESTIGATOR laying on the bench. The spotlight goes out. The play ends.

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2.13.9: The Price

Lights inside the Suicide Booth flicker rhythmically on and off with greater frequency. Off-stage, there is the sound of a wailing choir. The INVESTIGATOR appears doubled-over in pain. Against the backstage curtain are seen projected images of the INVESTIGATOR's vices.

Lose 3D10 **POW**. Record that you now carry the brand of the ***Yellow Sign*** upon your brow. **BREAK** a chain.

NAOTALBA: `Go now into his presence. Your new Lord awaits.`

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.13.10: Escape Attempt

The INVESTIGATOR batters at the invisible walls confining them. Lights inside the space flicker on and off menacingly.

NAOTALBA: `No, no, you cannot escape. Neither your trial nor your penance are yet complete!`

Attempt a Hard **STR** or **SIZ** roll. On a success, continue reading. On a failure, suffer 1D8 points of damage and re-attempt the roll. If you are reduced to zero hit points or fewer, refer to **2.13.13**.

The INVESTIGATOR breaks through the invisible door and looks around for NAOTALBA the Priest – the sound of the voice. Not finding it, the INVESTIGATOR runs off Stage Right. The lights inside the booth dim.

NAOTALBA: `It seems I have underestimated you. Be assured that my own failings are not shared by He who is my lord. Little will your force of arms avail you when you are in HIS presence!`

BREAK a chain. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.13.11: Warned

The INVESTIGATOR turns just in time to intercept the blow from a large iron-wrought book wielded by NAOTALBA the Priest.

Make a **Combat** roll. On a success, continue reading. On a failure, refer to **2.13.1**.

NAOTALBA the Priest recoils backwards.

NAOTALBA: `Are you so eager to reject my kindness? To avoid a cure for these passions you possess? Ungrateful. I leave you to them, and to Him.`

NAOTALBA the Priest scrambles away and exits Stage Left, leaving the INVESTIGATOR behind as the scene fades to black.

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.13.12: Knocked Out

The INVESTIGATOR collapses. As the spotlight from TOP LIGHT fades, NAOTALBA the Priest is seen pulling the INVESTIGATOR into the building.

Record that you have a single hit point, then refer to **2.13.2**.

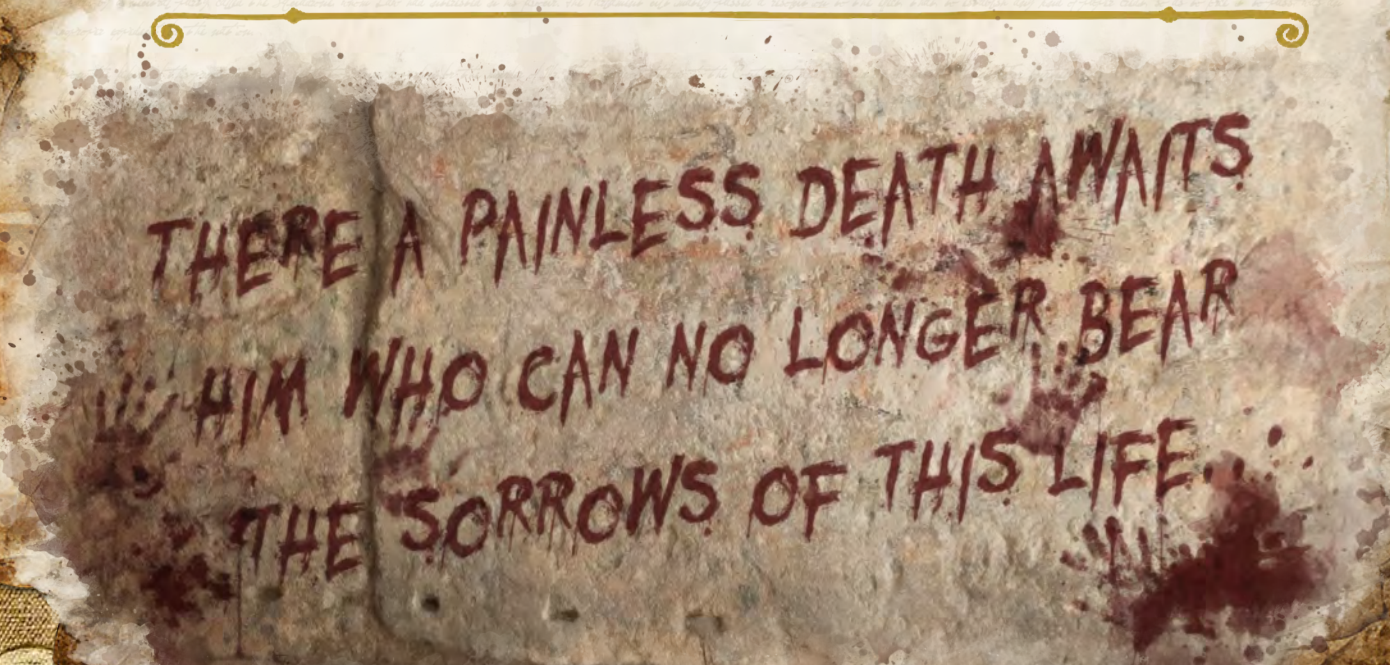
2.13.13: The Suicide Booth Works

The INVESTIGATOR collapses as the lights of the room they are enclosed in continue to flash. Eventually the lights return to normal. The INVESTIGATOR does not move. NAOTALBA the Priest bows his head in prayer.

NAOTALBA: `A painless death awaits them who can no longer bear the sorrows of this life. If death is welcome, let them seek it here.`

Scene fades to black.

UNLOCK the "You Died" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.





Act II. Scene 14: Castaigne
the Addict Emperor of America

A Prisoner; An Asylum Inmate; The Bully

"Children Are Burying the Doll" by Theodor Bastard (available on Utopia – the Original Soundtrack for the Game Pathologic 2)

INVESTIGATOR, a haggard looking creature barely alive, approaches the top of a descending staircase through a doorway. A MALE VOICE (in fact, CASTAIGNE the Emperor) speaks from the darkness at the bottom of the staircase. The sounds of footsteps and a chain accompany his words, which seem to be directed at no one in particular.

CASTAIGNE: `...I pray God will curse the writer, as the writer has cursed the world with this beautiful, stupendous creation, terrible in its simplicity, irresistible in its truth -- a world which now trembles before the King in Yellow...`

The INVESTIGATOR steps through the doorway leading to the staircase. CASTAIGNE pauses, apparently having become aware of the INVESTIGATOR.

CASTAIGNE: `Who is this? Someone who requires my services? The services of Hildred Castaigne, Repairer of Reputations?`

1. **Introduce Yourself:** You give the voice your name. Refer to **2.14.1**.

2. **Leave:** You ignore the voice and turn to leave. Refer to **2.14.3**.

2.14.1: Introductions

CASTAIGNE: `Greetings. You are most welcome here. I am Castaigne, a humble servant. Please, come closer. My eyes have been conditioned to darkness as my body has been conditioned to confinement. But my mind? My mind, I assure you, shines brightly still.`

1. Approach: Proceed to **2.14.2**.

2. Stay Where You Are: Continue reading.

The man calling himself CASTAIGNE smiles. His teeth appear unexpectedly bright against the shadows that encase him.

CASTAIGNE: `A wary customer. Buyer beware. Good, good. My services have a price, true. What might you be willing to give for my aid, I wonder? Perhaps a test of my good will?`

CASTAIGNE approaches the stairs carrying a book.

Refer to **2.14.5**.

2.14.2: A Dungeon

CASTAIGNE the Emperor walks about his open cell. From his foot drags a chain connected to his ankle by a manacle. The INVESTIGATOR descends the stairs and approaches slowly. Upon seeing the INVESTIGATOR, CASTAIGNE walks to a cabinet. Inside the cabinet a large book and a tin diadem are visible. CASTAIGNE retrieves the book and locks the cabinet. He carries the book to a threadbare desk, behind which he sits down, placing and opening the large book before him. The INVESTIGATOR...

1. Flee: Proceed to **2.14.3**.

2. Ask About Castaigne the Emperor: Proceed to **2.14.4**.

3. Ask About the Book: Proceed to **2.14.5**.

OH, YES - TO FLY AWAY WITH WHEN HE'S TIRED OF HIS PLAY.
OF COURSE IT WAS A MAN WHO CONCEIVED THE IDEA OF WINGS,
OTHERWISE CUPID WOULD HAVE BEEN INSUPPORTABLE.

2.14.3: Retreat

The INVESTIGATOR tries to leave through the doorway at the top of the staircase. There is a creaking sound of the door closing.

Make a Hard **DEX** roll. On a success, refer to 2.14.9.
On a failure, continue reading.

The door closes shut just as the INVESTIGATOR reaches it. CASTAIGNE giggles at the INVESTIGATOR's frustrated attempts to open the door.

CASTAIGNE: `Then I drew on the white silk robe, embroidered with the Yellow Sign, and placed the crown upon my head. At last I was King, King in my right in Hastur, King because I knew the mystery of the Hyades, and my mind had sounded the depths of the Lake of Hali.`

1. Turn Back to CASTAIGNE: Proceed to 2.14.4.

2: Struggle with the Door: Continue reading.

The sound of footsteps accompanied by the rustling of a chain is heard offstage. The INVESTIGATOR continues pushing on the door. The door is not locked, yet an unseen force on the other side pushes against the INVESTIGATOR.

Succeed at a Hard **STR** roll to refer to 2.14.7, otherwise refer to 2.14.6.

2.14.4: A Cell

CASTAIGNE the Emperor smiles.

CASTAIGNE: `You wish to know about me? Like you, I am a child of Hastur. I have known this ever since I fell from my horse. Though I had been troubled at times with pains in the back of my head and neck since then, now for months they have been absent. You see, the fall from my horse fortunately left no evil results; on the contrary, it changed my whole character for the better. From a lazy young man about town, I have become active, energetic, temperate, and, above all -- oh, above all else -- ambitious. Art thou ambitious?`

1. Yes: Castaigne responds, ***"Then come behold the truth within these pages."*** Proceed to 2.14.5.

2. No: Castaigne responds, ***"Do you seek to trick me? I know the cut of your garb, deceiver!"*** Proceed to 2.14.6.

2.14.5: A Book

The INVESTIGATOR enters the cell of CASTAIGNE the Emperor to look at the book.

CASTAIGNE: `Behold, "THE IMPERIAL DYNASTY OF AMERICA." One by one I have studied these well-worn pages, worn only by my own handling, from the beginning, "when from Carcosa, the Hyades, and Aldebaran, came the King in Yellow" and dwelling especially on the late pages where you see, here, myself, "Hildred de Calvados Castaigne, only son of Hildred Castaigne and Edythe Landes Castaigne, first in succession," etc., etc., but now you see a new name.`

CASTAIGNE continues turning pages, even more frantically. Stopping on one page, CASTAIGNE's finger points at an entry in the book.

CASTAIGNE: `Yours.`

Make a **Dodge** roll to avoid being struck by *"THE IMPERIAL DYNASTY OF AMERICA."* On a success, you avoid the iron-bound volume and run to the staircase to escape – proceed to **2.14.9**. On a failure, continue reading.

The INVESTIGATOR is struck by the book wielded by CASTAIGNE. They fall to the ground, unconscious. Scene fades to black.

Proceed to **2.14.8**.



2.14.6: A Challenge

CASTAIGNE the Emperor stops talking and lunges for the INVESTIGATOR. Using slack from the chain around his foot, CASTAIGNE ensnares the INVESTIGATOR.

CASTAIGNE: Ah, you think you are the King! You seek to seize the throne and the empire. Woe! Woe to those who look to be crowned with the crown of the King in Yellow, the crown that rightfully belongs to me! Who are you to keep me from empire over all the habitable earth! I was born the cousin of a king, but I shall be King!

The INVESTIGATOR and CASTAIGNE wrestle. The INVESTIGATOR gasps for breath.

Succeed at a **Combat** roll or take 1D3 points of damage. Additionally, if you fail, succeed at a Hard **Combat** roll or take an additional 1D3 points of damage – then, if you failed again, succeed at an Extreme **Combat** roll or reduce your hit points to zero. If you are at any point reduced to zero or fewer hit points, refer to 2.14.11. Should you succeed on a roll at the corresponding difficulty, continue reading.

The INVESTIGATOR prevails over CASTAIGNE, who is left unconscious on the dungeon's floor. The INVESTIGATOR goes up the staircase, through the doorway, and exits Stage Left.

REST. Proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.14.7: A Door

The INVESTIGATOR forces their way through the door. CASTAIGNE speaks from offstage.

CASTAIGNE: There a painless death awaits him who can no longer bear the sorrows of this life. If death is welcome, let him seek it in the Court of the Yellow King.

Proceed to Act 2, Scene 16: The Court of the King in Yellow.

AT LAST I WAS KING, KING BY MY RIGHT IN HASTUR, KING BECAUSE I KNEW THE MYSTERY OF THE HYADES, AND MY MIND HAD SOUNDED THE DEPTHS OF THE LAKE OF HALI. I WAS KING! THE FIRST GREY PENCILLINGS OF DAWN WOULD RAISE A TEMPEST WHICH WOULD SHAKE TWO HEMISPHERES.

2.14.8: A Chair

Theater lights slowly come up on a solitary metal chair seemingly bolted to the middle of the stage. Chained to the chair, the INVESTIGATOR awakens to the sound of footsteps as CASTAIGNE the Emperor enters from stage left, carrying the book.

CASTAIGNE: `Fortunate are you to have fallen into my care. Confess thy sins; admit thou lackest the willpower to control thyself, much less the realm, and I shall heal thou.`

CASTAIGNE repeatedly strikes the INVESTIGATOR with the book across the face, hands, and feet.

CASTAIGNE: `Know that the laws prohibiting suicide and attempts at self-destruction have been repealed in Carcosa. The Yellow King sees fit to acknowledge the right of man to end an existence that may have become intolerable, whether through physical suffering or mental despair.`

CASTAIGNE continues striking the INVESTIGATOR.

CASTAIGNE: `It is believed and I agree that our community shall benefit by the removal of such people from our midst. So confess, confess your crime, confess the worthlessness of your being, and be released!`

Suffer 1D4 points of damage. If this reduces you to zero or fewer hit points, refer to **2.14.10**. Otherwise, continue reading.

1. **Confess Truthfully:** Attempt a **Persuasion** roll. On a success, you confess truthfully – **BREAK** a chain, and continue reading below. On a failure, suffer 1D4 points of damage, then re-attempt the roll (note that you may switch to confessing truthfully or falsely to re-attempt the roll with the respective skill and a bonus die). Continue attempting the roll (or switching between confessing truthfully or falsely), suffering 1D4 points of damage after every attempted and failed roll. If you are reduced to zero or fewer hit points at any point, refer to **2.14.10**.

2. **Confess Falsely:** Attempt a **Fast Talk** roll. On a success, you lie convincingly – continue reading below. On a failure, suffer 1D4 points of damage, then re-attempt the roll (note that you may switch to confessing truthfully or falsely to re-attempt the roll with the respective skill and a bonus die). Continue attempting the roll (or switching between confessing truthfully or falsely), suffering 1D4 points of damage after every attempted and failed roll. If you are reduced to zero or fewer hit points at any point, refer to **2.14.10**.

CASTAIGNE listens to the INVESTIGATOR's confession, which is spoken so quietly through busted lips and broken teeth that they cannot be heard by the audience as anything more than mumbling. Seemingly satisfied, he pulls the chains off the INVESTIGATOR, revealing that they were in fact never chained to the chair and might have left at any time.

CASTAIGNE: `You have confessed. Truly do I say that the profession of a Repairer of Reputations is a most lucrative one, and that you are most welcome for my services.`

CASTAIGNE exits Stage Left. The INVESTIGATOR, after a time, rises and exits Stage Right.

Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.14.9: Escape

CASTAIGNE the Emperor wails as the INVESTIGATOR exits through the doorway at the top of the staircase.

CASTAIGNE: `Then run! See what awaits!`

Gain 1 **Sanity** point. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.

2.14.10: Defeated

CASTAIGNE continues striking the INVESTIGATOR. Eventually, the INVESTIGATOR slumps over and ceases to move. Like a cat playing with its prey, CASTAIGNE delivers a few additional experimental strikes to see if the INVESTIGATOR might recover. They do not.

UNLOCK the *"You Died"* ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.



2.14.11: Chokehold

CASTAIGNE strangles the INVESTIGATOR.

Eventually, the INVESTIGATOR slumps over and ceases to move. CASTAIGNE drops the body. He delivers a few experimental kicks to see if the INVESTIGATOR might recover. They do not.

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Act II. Scene 15: Castaigne the Guilty Emperor of America

The Pauper King; The High School Principal; An Armchair General

"No Time for Caution" by Grissini Project (available on Musique de Jeux Videos, Animes, et Films)

The INVESTIGATOR enters a long, mostly empty room. At the room's end a ramshackle wooden chair is set up on top of a pile of pallets. Sitting on the chair is a man adorned with a tinsel crown and a ragged, moth-eaten yellow shroud.

CASTAIGNE: `...I pray God will curse the writer, as the writer has cursed the world with this beautiful, stupendous creation, terrible in its simplicity, irresistible in its truth - a world which now trembles before the King in Yellow...`

The seated figure pauses, having become aware of the INVESTIGATOR.

CASTAIGNE: Who is this? Someone who requires my services? The services of Hildred Castaigne, Repairer of Reputations, Emperor of America?

1. **"Yes, I require your services":** Proceed to **2.15.2**.
2. **"Yes, I require your advice":** Proceed to **2.15.3**.
3. **"Are you the King in Yellow?":** Proceed to **2.15.1**.
4. **Take Your Leave:** Proceed to **2.15.4**.

2.15.1: A King?

The figure seated on the makeshift throne – CASTAIGNE the Emperor – cocks his head.

CASTAIGNE: `Am I the godhead of the Imperial Dynasty of America? Nay, though I, like you, am a son of Hastur. Ever since that fall from my horse, I had been troubled at times with pains in the back of my head, but now for months they have been absent. On the contrary, my fall changed my whole character for the better. From a lazy young man about town, I have become active, energetic, temperate, and, above all -- oh, above all else -- ambitious. Art thou ambitious?`

1. **Yes:** Continue reading.
2. **No:** Proceed to **2.15.4**.

CASTAIGNE: `Truth! Your ambition is obvious from your presence here. You live to survive; you yearn to avoid the fate for which you are destined. We are kindred spirits, you and I, even if we are bound to travel our paths apart.`

Proceed to **2.15.3**.

2.15.2: A Price?

The man calling himself CASTAIGNE smiles.

CASTAIGNE: `My services have a price. What are you willing to give for my aid?`

1. **My Mind:** Lose 10 **INT**. Refer to **2.15.6**.
2. **My Self.** Lose 10 **POW**. Refer to **2.15.6**.
3. **Dealer's Choice:** Continue reading.
4. **My Beauty (if you have APP 65 or higher):** Lose 20 **APP**. Refer to **2.15.6**.
5. **Change Your Mind:** You attempt to leave. Proceed to **2.15.4**.

CASTAIGNE: `I want that which you choose to give to sustain me. Now, choose.`

Return to the previous choices, and select whether you will sacrifice your mind, self, or appearance, or whether you will back out.

2.15.3: Truth?

CASTAIGNE the Emperor seated on his throne rises. After a moment of unsteadiness, he collapses into his seat.

CASTAIGNE: Like those of anyone, my words are cheap and free. Knowing you as I know myself, I see two paths before you. You may continue to run or you may accept madness -- the lunacy of believing you can change your fate. Which do you choose?

1. Continue to Run: Proceed to 2.15.5.
2. Accept Madness: Lower your **POW** by 1D10. Proceed to 2.15.6.

2.15.4: Escape?

The INVESTIGATOR slowly backs away from the seated figure. CASTAIGNE the Emperor rises as the INVESTIGATOR retreats.

CASTAIGNE: Already you run. Truly, you are a worthy coward -- fond of survival. Once, I too was once fond of things other than survival. Fond of fishing... athletics, yachting, shooting, riding... Now, I prefer to hide.

The man calling himself CASTAIGNE offers a military-like salute, as the INVESTIGATOR departs. The scene fades to black.

CASTAIGNE: Good luck to you. May you receive more than you deserve.

Proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.15.5: Cursed?

The man calling himself CASTAIGNE the Emperor smiles.

CASTAIGNE: Lies. Your ambition is obvious from your presence here. You live to survive; you yearn to avoid the fate for which you are destined.

CASTAIGNE sighs.

CASTAIGNE: But if you will not be dissuaded from your course...

CASTAIGNE points to a doorway. The INVESTIGATOR recoils as though they had not seen the doorway, or perhaps it had not existed at all.

CASTAIGNE: That way is your so-called "escape." But accuse not me should you find yourself returning here again.

1. **Choose the Way Out:** Refer to 2.15.4.
2. **Decline Escape:** Continue reading.

CASTAIGNE dances a little jig. He attempts to jump and tap his two feet together and falls to the ground. He quickly gets up.

CASTAIGNE: `I knew it. Your legs are as heavy as mine. Now is not the time to run, but to confront your darkness. On that path, I bid thee good fortune.`

CASTAIGNE approaches the INVESTIGATOR, places his hand on the INVESTIGATOR's forehead, and opens his mouth.

1. **Decline the "Blessing":** Proceed to 2.15.7.
2. **Accept the "Blessing":** Continue reading.

CASTAIGNE opens his mouth, extends his tongue, and licks the INVESTIGATOR's forehead.

CASTAIGNE: `There. I have done what I can. The rest is up to you.`

Increase your **Luck** by 10 points. Increase your **POW** by 10. Proceed to Act 2, Scene 16: The Court of the King in Yellow.

2.15.6: Advice?

The man calling themselves CASTAIGNE the Emperor beckons you forward. The INVESTIGATOR closes within arm's length, yet still the man calling himself CASTAIGNE beckons the INVESTIGATOR closer. Slowly, the INVESTIGATOR crouches to lower their ear to the seated figure. Inaudibly to the audience, CASTAIGNE speaks to the INVESTIGATOR at length. When he finishes, CASTAIGNE continues speaking at a normal volume.

CASTAIGNE: `I am sorry to have revealed this truth to you. Well do I know how little comfort it is to hear that escaping hell means embracing damnation. You have my condolences, and my blessing. Now, go forth, and meet your fate.`

BREAK a chain, and then proceed to Act 2, Scene 16: The Court of the King in Yellow.

Shall I tell you all about her, cat?

2.15.7: No Licking

The INVESTIGATOR backs away from CASTAIGNE's extended tongue. CASTAIGNE continues to speak while his tongue sticks out.

CASTAIGNE: `No trust?`

CASTAIGNE's tongue retracts.

CASTAIGNE: `Perhaps it is no surprise. Very well. Go forth. May we not meet again.`

Gain 1 **Sanity** point and **REST**. Proceed to **Act 2, Scene 16: The Court of the King in Yellow**.





Act II, Scene 16: The Court of the King in Yellow

The Throne Room; The Principal's Office; Offices of The Chairman of the Board

"No Time for Caution" by Grissini Project (available on Musique de Jeux Videos, Animes, et Films)

You stand before a set of double doors. The doors tower over you, coming to many times your own height. They are painted (or made of) gold but tarnished. Engravings of the Yellow Sign embellish the exterior. Each sigil is small enough to run a finger in the indentations and yet are so numerous as to fill up the entirety of the doors. Absentmindedly, you find one of your fingertips tracing one of the signs. The softest pressure is enough to open one of the doors. You enter. Whatever happens now, the final confrontation with this realm's ruler will determine your fate.

Check the number of **CHAINS** you have broken (whether one, two, three, or none).

1. **Three Broken Chains:** Recover 1D6 **Sanity** points, **REST**, and then continue reading below.
2. **Two Broken Chains:** Recover 1D3 **Sanity** points, **REST**, and then continue reading below.
3. **One Broken Chain:** **REST**, and then continue reading below.
4. **No Broken Chains:** Continue reading.

Refer to the appropriate ***Scene*** based on the ***Mask*** you wear.

1. **Mask of the Lost:** Proceed to **Act 2, Scene 17: The Living Death**.
2. **Mask of the Addict:** Proceed to **Act 2, Scene 18: The Provider**.
3. **Mask of the Masochist:** Proceed to **Act 2, Scene 19: The Arbiter**.
4. **Mask of the Guilty:** Proceed to **Act 2, Scene 20: The Memory**.



Act II. Scene 17: The Living Death

The Living Death, The Constant Shadow, The Voice Inside Your Head

"Perseverance" by Berlinist (available on the Gris Original Soundtrack)

You pass through the doors. Even before you see them, you know they are here – the one you Lost. Or at least, what they have since become. They are no longer a person. They have changed. Become part of something plucked from nightmares and born out of your despair. They tower over you, their limbs atrophied, but their body held up by a mad collection of all the objects and memories you once held dear fused together in an ugly collage. A diadem of gold rests on their brow.

"Why did you let me go," the thing asks. "Why didn't you find me?"

1. **"I looked":** Continue reading.
2. **"I tried":** Continue reading.
3. **"You aren't them":** Continue reading.
4. **"I'm sorry":** Continue reading.

"Before you disappear for the last time, at least let me have something of you to remember you by," the thing says. Then it lunges forwards.

Proceed to **2.17.1**.

2.17.1: In the Balance

How to fight against a memory? How to fight against someone who is gone?

You must try to get the upper hand. Make a series of skill rolls. You must accumulate a total of three successful skill rolls to advance to **2.17.2**. Should you instead first accumulate a total of three unsuccessful skill rolls, refer to **2.17.3**. The skill rolls you may attempt are listed below. You may only choose and attempt each skill once. If you fail a skill roll, you may not re-attempt a roll with that skill and suffer the consequences listed.

Note that for each of the chains you have broken, you receive one bonus die that may be used on any one skill roll (e.g., if you have two broken chains, you may attempt two of your skills with a bonus die each). You may also earn a bonus die in addition to, or instead of, a bonus die gained from a broken chain, by making a "sacrifice." Every time you make a sacrifice, record under ***Injuries & Scars*** the loss of one of the following, if any remain: an eye, ear, nose, hand, foot, or limb.

If you are reduced to zero or fewer hit points at any point, refer to **2.17.5**. If at any point you are driven indefinitely insane, refer to **2.17.6**.

1. Fighting (Brawl): You struggle against the construct. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 3D4 points of damage if you also fail a **Dodge** roll (this **Dodge** roll does not count for one of your three successful or failed rolls).

2. Fighting (Any Ranged Weapon): You attack the construct at range but are forced to confront the vision of its complete terror. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, make a **Sanity** roll (1/1D6).

3. Fighting (Any Melee Weapon): You attack the construct with a weapon. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 3D4 points of damage if you also fail a **Dodge** roll (this **Dodge** roll does not count for one of your three successful or failed rolls).

4. Dodge: You play for time, avoiding the construct's lunges. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 3D4 points of damage.

5. Persuade OR Charm: You speak to the construct to discourage it from this destructive path. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 1D6 points of damage and make a **Sanity** roll (1/1D3).

6. Fast Talk: Whatever this thing is manifesting, you attempt to fool it (e.g., with insincere displays of affection). On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 1D6 points of damage and make a **Sanity** roll (1/1D3).

7. Language (Other): You speak to it in a language both you and it understood to remind it of your times together. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 1D6 points of damage and make a **Sanity** roll (1/1D3).

8. Psychology OR Psychoanalysis: Whether the construct is the one you Lost, it shares certain mannerisms you may be able to take advantage of. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 1D6 points of damage and make a **Sanity** roll (1/1D3).

9. Stealth: You play for time and try to hide from the construct. On a success, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 3D4 points of damage.

10. Spot Hidden: You look for a weak point in the construct. On a success, make a **Combat** roll to strike that location and, if that roll also is successful, record that you have achieved one of the three successful skill rolls needed to advance to **2.17.2**. On a failure of either the **Spot Hidden** or the subsequent **Combat** roll, record that you have received one of the three failed skill rolls before you must refer to **2.17.3** – additionally, suffer 3D4 points of damage.

2.17.2: Glimmer of Hope

The Construct that wears the face of the one you Lost recoils from you. As you approach, it seems to shrink. Moments later, it is hard to believe this creature could have ever threatened you. Nearby, you see something pointed, heavy, or jagged. Whatever it is, it might serve as an instrument to put an end to this monstrous caricature of the one you Lost. The construct sees you pick up the object. It waits to see what you do next.

1. **End It:** **BREAK** a chain, then proceed to **2.17.4**.
2. **Hesitate:** Continue reading.

For a moment, you waiver. Looking at the thing, you see that despite everything, it still resembles the one you Lost. Memories come flooding back. In the instant you are distracted, the construct strikes out.

Suffer 1D6 points of damage. If you are reduced to zero or fewer hit points, refer to **2.17.5**. Otherwise, continue reading.

1. **End It Now:** Proceed to **2.17.4**.
2. **Drop the Object:** Continue reading.

The construct advances. It could finish you. Instead, it embraces you. Its hold on you is awkward, but not painful. For a moment, you forget the nightmare in whose arms you are. Then it lets you go, turns, and walks away.

BREAK a chain. Refer to the **Epilogue**.

...and my mind will bear for ever the memory of the pallid mask...

2.17.3: Never Letting Go

The construct grows in your vision. Whatever weapons, words, or hiding places you might have had, it is all too late now. You may stutter out a scream as it closes to within inches. From here, you can tell so clearly all the disgusting parts that make it a mockery of the one you Lost. And then the creature embraces you. Its hold on you is awkward but not painful. For a moment, you forget the nightmare in whose arms you are. Then it lets you go, turns, and walks away. After a moment's hesitation, you get up to follow.

If you have any broken chains, those chains are now unbroken again. Refer to the **Epilogue**.

2.17.4: End It

The first blow is difficult. After that, each impact comes easier. Piece by piece, you reduce the construct before you to a black paste that no longer resembles the one you Lost.

Refer to the **Epilogue**.

2.17.5: Slain

You never see the blow land. You feel yourself spinning through the air from the force of the blow, landing roughly on the ground, facedown. You struggle to rise but suddenly find yourself pinned by a great weight from above. You struggle to breathe. You can't even turn around and look up as you lose consciousness for the last time. You do not awaken.

UNLOCK the "You Died" Achievement in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

WHAT SHALL WE DO WHEN THIS BLUE STARLIGHT DIES AND ALL IS THROUGH

2.17.6: Incapacitated

It is all too much. The construct. The one you Lost – the horrible juxtaposition of the two. You feel your mind tear apart. Blessedly, you soon succumb to the strain and lose consciousness. When you awaken, the construct is gone. But so is the one you Lost. You get up. Your shoulders hunch in resignation at what you must do. You continue to look for them.

If you have any chains that are broken, record that all your chains are now unbroken. Refer to the **Epilogue**.





Act II. Scene 18: The Provider

The Speakeasy Barkeep, Your Therapist, An Incubus or Succubus

"World Spirit Map" by Rik Schaffer (available on the Vampire the Masquerade: Bloodlines Soundtrack)

You pass through the doors into a familiar place. It might be a bar, or a club, or a bathroom, but there it is – waiting for you. The substance of your addiction is laid out around the space, near as much as you could desire, if your cravings knew such limits. All around you are faces you recognize, partaking, and encouraging you to do the same. Something else is here as well. You see it as a waiter, a bartender, or even a bathroom attendant. It is a hard thing to look at - one moment it is handsome, clothed in a yellow vest; the next it is a gaunt spindly thing, with long narrow fingers and even longer nails that gently curve back on themselves. "What's your pleasure?" the person-thing asks. You know well that the first hit is always free.

1. **Indulge:** You partake. Proceed to 2.18.1.

2. **Resist:** This is not what you want. Continue reading.

Lose 1D4 **Sanity** points, reducing your **Sanity** loss by 1 for each chain you have broken, to a minimum of 0. If at any point you are driven indefinitely insane, refer to 2.18.12. Increase your **POW** by 1D6. Proceed to 2.18.2.

2.18.1: Come Here Often?

You partake. The experience is exquisite. You relax into your surroundings. You may talk with the others here. You may even talk with the person-thing. It is very polite. "Here, let me get you another," they say once you've consumed the current dose.

1. **Indulge Again:** You partake. Proceed to 2.18.3.

2. **Resist:** This is not what you want. Continue reading.

Lose 1D4 **Sanity** points, reducing your **Sanity** loss by 1 for each chain you have broken, to a minimum of 0. If at any point you are driven indefinitely insane, refer to 2.18.12. Increase your **POW** by 1D6. Proceed to 2.18.2.

2.18.2: No, Thank You

You politely, but firmly, decline. "Go on, what's the harm?" the person-thing says, giving an awful shrug that should dislocate its shoulder. "Soon, all of this will be over, and you'll be on your way, back home, back to where consequences matter." They smile. "But not here, not now."

1. **Maybe Just One (More):** You partake. Proceed to 2.18.3.

2. **Resist:** This is not what you want. Proceed to 2.18.4.



2.18.3: Maybe Just One (more?)

"There we are," the person-thing says. "I'm beginning to think that you're one of the ones who understands. Really, truly, gets it." It pauses to study your reaction.

1. **"I've heard enough":** Proceed to 2.18.6.
2. **"Go on":** Continue reading.

"You see," the person-thing begins, stretching out the words as it stretches its impossibly long, almost tentacle-like, arms. "There are those who think they need to preserve themselves for something – like there's some reward waiting for them if they just stay good enough, abstain enough, sacrifice enough. Then, eventually, it will prove worth it and they'll enjoy true happiness." The thing-person enunciates the last words like a cruel joke. "But you and I both know better, don't we?" The figure-person points at your surroundings and what they offer. "This is all there really is – this. This is life." You are offered another opportunity to indulge your craving.

1. **Accept:** Be a shame to let it go to waste. Proceed to 2.18.5.
2. **Refuse:** This is not what you want. Continue reading.

Lose 1D4 **Sanity** points, reducing your **Sanity** loss by 1 for each chain you have broken, to a minimum of 0. If at any point you are driven indefinitely insane, refer to 2.18.12. Increase your **POW** by 1D6. Continue reading.

"Oh, no more?" The person-thing asks. "Time to settle up then."

Proceed to 2.18.6.

2.18.4: I said, "No, Thank You"

Your hand signals for the person-thing to stop. "I see," it responds. "A true connoisseur. We shall not disappoint." The person-thing disappears into the shadows (or maybe a backdoor?) before emerging with a rare and refined example of that which you crave – perhaps the finest you have ever perceived. Then, the person-thing destroys it.

Make a **Sanity** roll (1D3/1D6), reducing your **Sanity** loss by 1 for each chain you have broken. If at any point you are driven indefinitely insane, refer to 2.18.12. Otherwise, continue reading.

"Oops," the person-thing says in a mock apology. "Not to worry, though. As I said, we shall not disappoint." With a wave of its impossibly long hand, the person-thing beckons and more exquisite samples of that which you crave are brought forth before you. "Now," the person-thing says, "don't disappoint us."

1. **Maybe Just One:** You partake. Proceed to **2.18.3**.
2. **Reject:** Continue reading.

However difficult, you will not give in.

Lose 1D4 **Sanity** points, reducing your **Sanity** loss by 1 for each chain you have broken, to a minimum of 0. If at any point you are driven indefinitely insane, refer to **2.18.12**. Increase your **POW** by 1D6. Proceed to **2.18.6**.

2.18.5: Something to Celebrate

"To Life, my friend." The person-thing indulges alongside you. "Now, let's discuss payment."

Make a **POW** roll, earning one bonus die for each broken chain and a penalty die for every time you indulged (remember, that bonus and penalty dice cancel each other out, and you may have at most two bonus or up to two penalty dice on a roll). On a success, proceed to **2.18.6**. On a failure, continue reading.

"Finding your pockets a little light? Not to worry. We have many forms of payment here." The person-thing seems to consider. "In the meantime, why stop now?" You are proffered yet more of that which you crave. You no longer give a second thought to what it might cost you.

Regardless of how many chains you have broken, they are now unbroken. Proceed to the **Epilogue**.



2.18.6: Refuse Payment

"You seem to think you have some kind of choice. You should have learned your script by now." The person-thing seizes your arm in a steely grip. The touch is electrifying. Images flash through your mind - you re-experience the countless times you gave in to your craving, the hundreds of seemingly minor decisions by which you chose one thing above all others, until eventually there was no choice at all. Looking down you see that where the person-thing's hand grips you, your veins have blackened. The person-thing laughs, a wheezing, hollow sound. The corruption pumps through your body, spreading up your arm. You don't have much time.

1. **Pull Your Arm Away:** You choose to exercise force. Proceed to 2.18.7.
2. **Just an Illusion:** You try to see this metaphor for what it is. Proceed to 2.18.8.
3. **You Will Choose:** You focus all your willpower against what is happening. Proceed to 2.18.9.

2.18.7: By Force

Rage and frustration fuel you. You attempt to break the person-thing's grip with a violent jerk.

Attempt a **POW** roll, followed by a **STR** or **CON** roll. If both rolls are successful, proceed to 2.18.10. Otherwise, proceed to 2.18.11.

2.18.8: By Reason

You have an addiction. A disease. You understand that. You understand what that means – just because there is no cure, doesn't mean there is no treatment.

Attempt a **POW** roll, followed by a Hard **EDU** roll or Regular **Medicine** roll (if you have at least 20 or more points in the skill). If both rolls are successful, proceed to 2.18.10. Otherwise, proceed to 2.18.11.

WE HAD BEEN SPEAKING FOR SOME TIME IN A DULL MONOTONOUS STRAIN BEFORE I REALIZED THAT WE WERE DISCUSSING THE KING IN YELLOW

2.18.9: By Will

"You are stronger than this" are the words you keep hearing in your thoughts. You hear them in your own voice, of those you hold dear, of those you have hurt. This can't be just one decision. It will need to be many. Starting now.

Attempt three **POW** rolls. If you have more successes than failures, proceed to 2.18.10. Otherwise, proceed to 2.18.11.

2.18.10: Empty

The bar is suddenly empty. There is no music; no bartender; no temptation. The corruption, too, is gone. You wonder whether this is truly it - the end. Or maybe a beginning? You try to leave.

BREAK a chain. Refer to the **Epilogue**.

2.18.11: Blackout

No matter how hard you try to resist, the corruption continues to spread. It reaches your chest. There, it enters your heart, to be pumped through the rest of your body with even greater force. You feel dizzy. Your vision shrinks, then darkens, and then is gone entirely. You wonder whether this is truly it - the end. Or maybe a beginning? You lose consciousness.

Proceed to the **Epilogue**.

2.18.12: Irresistible Craving

However much you might think you want to say "no" to the things on offer here, your cravings know the truth. The last barriers of resistance have crumbled. Your cravings are what make your decisions now. And they will not let you leave.

If you have any chains that are broken, record that all your chains are now unbroken. Refer to the **Epilogue**.

NEARER AND NEARER IT CAME, THE DULL CRUNCHING OF WHEELS, NEARER AND YET NEARER, AND NOW, OUTSIDE BEFORE THE DOOR IT CEASED



Act II. Scene 19: The Arbiter

The Judge, The Inquisition, The Thought Police

"Everlasting Hymn (Cathedral)" by Ridiculon (available on The Binding of Isaac: Rebirth Original Soundtrack)

You pass through the doors. There is darkness. Then, an overhead stage light illuminates the circle in which you stand, your shadow your own personal eclipse. You have the vague sense that all around you there is movement in the darkness, though by what you cannot tell. You hear them whispering, though. Their words are muffled. They feel accusatory all the same.

A second light turns on. This one, above a seated figure towering over you. Atop its head there is a crown. "Who are you?" the seated figure asks. Whatever creatures lurk in the shadows titter in anticipation of your answer.

Proceed to **2.19.1**.

2.19.1: A Simple Question

"Who are you?" The question revolves in your mind. It should be so simple. Yet other thoughts intrude – everything you think you are, everything you feel about yourself, all the things you hate.

Make a **POW** or **INT** roll (whichever is lower). On a success, you respond accurately, acknowledging all your failings and fears, but also hopes and accomplishments. The voices all around boo and jeer in reply to your testimony. Remember that you succeeded on the first challenge and proceed to **2.19.2**. On a failure, continue reading.

You respond with your subjective truth, focusing on the objects of your self-hatred, be it your race, ethnicity, religion, who you want to fuck, whatever comes to mind. "Liar!" The accusation comes first from one, then many, of the shadowed figures. Their voices cry in triumphant wails. The seated shadow raises a six-fingered hand and quiets them. "You have spoken your truth, and so it shall be."

Reduce **POW** and **INT** by 10 points each, and choose to add one of the following (or roll 1D6) to your ***Phobias & Manias*** – (1) Depression; (2) Multiple Personalities; (3) Compulsion (choose one appropriate to your beliefs); (4) Phobias (choose one appropriate to the object of your self-hatred); (5) Mania (choose one appropriate to the object of your self-hatred); or (6) Self-harm (e.g., cutting, vomiting, flagellation). Remember that you failed on the first question and proceed to **2.19.2**.

2.19.2: A Witness

A third spotlight turns on. The light illuminates a significant person from your life or past, whether dead or alive. They speak about you, revealing all the secret fears you always worried they had about you.

Make a **Social** roll, choosing the skill most appropriate to the relationship you had with this person. On a success, you respond to their charges, conceding, admitting, or rebutting their testimony to the best of your recollection. Remember that you succeeded on the second challenge and proceed to **2.19.3**. On a failure, continue reading.

You try to respond. Every time you do, the figure just speaks louder, ignores you, or interrupts with other examples reinforcing the object of your self-hatred.

Add one of the following (or roll 1D6) to your ***Traits*** or ***Phobias & Manias***, as appropriate – (1) Stutter; (2) Tourette Syndrome; (3) Quiet; (4) Dysarthria; (5) Introverted; or (6) Compulsive Liar. Remember that you failed the second challenge and proceed to **2.19.3**.

2.19.3: Closing Statement

The third of the three spotlights goes out. The crowned figure in the second spotlight speaks. "The Court has heard your testimony, and the testimony of one closest to you. Have you anything left to say for yourself?"

Count the number of broken chains, and refer to the below.

1. **No Broken Chains:** You have nothing to say, and say nothing. Remember that you failed the third challenge, and proceed to **2.19.4**.

2. **A Single Broken Chain:** You hear yourself take a deep breath. Make a Hard **POW** or Regular **Law**, **Persuade**, **Psychology**, or **Psychoanalysis** roll. On a failure, you hear yourself respond "No" – remember that you failed the third challenge, and proceed to **2.19.4**. On a success, continue reading below.

3. **Two or More Broken Chains:** Continue reading.

You speak confidently. You admit to those sins for which you are responsible. You deny any false accusations. You reject the jurisdiction of this Court to weigh your worth.

Remember that you succeeded on the third challenge, and proceed to **2.19.4**.

2.19.4: Verdict

"The Court is ready to render judgment." the crowned figure intones. The second of the two remaining spotlights goes out. You are left standing in the only light, darkness all around you. Even the shadowed figures grow quiet.

Review the number of challenges (first, second, and third) that you succeeded or failed over the course of **2.19.1**, **2.19.2**, and **2.19.3**, and refer to the appropriate result below.

1. **Three Failures:** If you failed on the first, second and third challenges, refer to **2.19.5**.

2. **Two Failures:** If you succeeded on only one of the first, second, or third challenges, refer to **2.19.6**.

3. **Two Successes:** If you failed on only one of the first, second, or third challenges, refer to **2.19.7**.

4. **Three Successes:** If you succeeded on the first, second, and third challenges, refer to **2.19.8**.

2.19.5: Guilty of all Charges

The crowned figure speaks. "You have been found guilty of being untrue to yourself; of bearing false witness; and of cowardice. In reaching this verdict, the Court finds you unworthy of your humanity, and sentences you to remain within the walls of this City forever as its resident." As the words continue, you feel an unseen weight dragging you down. The light on you fades, and as it does, you realize your body is transforming into a new shape – perhaps one more appropriate for a denizen of Carcosa.

Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.19.6: Guilty of False Selfhood

The crowned figure speaks. "You have been found guilty of not knowing who you are. For this crime, the sentence is imprisonment within these walls." The voices around you cheer and jeer at the verdict. "But this Court is not without mercy, and those with no identity of their own, may always find a part to play in Carcosa." Unseen servants of the Court hold you down as a mask is brought out. The last thing your natural eyes see are the spikes on the inside of the mask, right before it is rammed into your face. Tight straps wind around your head and pull taut. The mask may not fit your face, but your face is made to fit the mask. The crowned figure concludes the proceedings. "Welcome to the Court of the King in Yellow."

If you had any broken chains, record that they are now all unbroken. Refer to the **Epilogue**.

2.19.7: Guilty of Being Human

The crowned figure speaks. "The Court finds you guilty of being," the figure pauses, "human." Great are the sounds of disappointment from the hidden audience around you. "You no longer belong here," the crowned figure continues. "You may leave this realm, leave Carcosa..." you begin to back up out of the light and turn around into the darkness. Yet you cannot help but glance back at the crowned figure, which adds. "...if that is what you truly want."

BREAK a chain. Gain 1D6 **Sanity** points. Refer to the **Epilogue**.

2.19.8: Acquitted

The crowned figure speaks. "The Court finds you – not guilty." The hidden audience around you erupts in boos and jeers, but those sounds are steadily replaced by screams and cries of anguish, and the wet sound of metal rendering flesh. Once silence has fallen, the voice continues. "For this crime, you are sentenced to exile from this realm, and are hereby banished from Carcosa. Do not return." The light overheard goes out. Slowly light returns from a different source. It sputters and flashes, revealing a dingy mirror in an even less sightly bathroom. The water feels cold against your face.

Gain 2D10 **Sanity** points. You may choose one entry from your ***Ideology/ Beliefs*** and replace it with a new entry appropriate to the experiences you endured and overcame. You may also remove one entry of your choice under ***Phobias & Manias***.

BREAK chains until you have three broken chains. Refer to the **Epilogue**.







Act II. Scene 20: The Memory

The Construct of Limbs, The Royal Dance, The Wild Hunt

"The Grim Troupe" by Christopher Larkin (available on the Hollow Knight Original Soundtrack)

Your memory of what transpired after you walked through the double doors is hazy. There was...something. Something horrifying. You ran – you think. You are still running now. Running through a series of hallways. Behind you is the sound of the slithering thing from the throne room. You hear it behind every corner as you race to keep it just out of sight, lest you lose yourself again. The thing's sound is immense. It echoes in your wake, like an avalanche.

You continue running. Proceed to **2.20.1**.

2.20.1: A Maze of Corridors

You need to put distance between you and that thing. You need to run faster.

1. Run Faster: Make a **CON** or **DEX** roll (whichever is higher) to continue running, and temporarily reduce either your **CON** or **DEX** by 10 (your choice) for the length of **Act II: Scene 20**. If your **CON** or **DEX** are reduced to zero, refer to **2.20.13**. On a success, refer to **2.20.2**. On a failure, refer to **2.20.6**.

2. Stop and Fight: Make a **POW** roll. On a failure, refer to **2.20.6**. On a success, continue reading.

Maybe it is time to stop running and fight. Or maybe this is just a means of embracing your doom?

Refer to **2.20.7**.

2.20.2: The Buried

Just as your breath is about to expire, one hallway separates from the rest. It looks unfinished, more like a mining or cave tunnel. You almost fall, turning into it at full speed. The sound follows you, and as you look back, you see a black mass of tentacles taking up the entire tunnel mouth – a swarming mass of emaciated blackened arms and legs reaching out and propelling itself forwards.

1. Keep Running: Make a **CON** roll to continue running, and temporarily reduce either your **CON** or **DEX** by 10 (your choice) for the length of **Act II: Scene 20**. If your **CON** or **DEX** are reduced to zero, refer to **2.20.13**. On a success, refer to **2.20.3**. On a failure, refer to **2.20.6**.

2. Stop and Give Up: Refer to **2.20.7**.



2.20.3: The Wild Hunt

Your lungs burn as you emerge from the nightmarish tunnel into the outdoors. The dense forest welcomes you, even as it cuts you with thorns and brambles. Somewhere you hear the sound of a horn. It seems the hunt has just begun.

1. **Keep Running:** Make a **DEX** roll to continue running, and temporarily reduce either your **CON** or **DEX** by 10 (your choice) for the length of **Act II: Scene 20**. If your **CON** or **DEX** are reduced to zero, refer to **2.20.13**. On a success, refer to **2.20.4**. On a failure, refer to **2.20.6**.

2. **Stop and Give Up:** Refer to **2.20.7**.

2.20.4: Anywhere But Here

You make it out of the woods, into a meadow. There is no way you can keep up a pace fast enough to escape your pursuers over open ground. Fortunately you see a palace in the distance. Perhaps you might make it?

1. **Keep Running:** Make a **CON** or **DEX** roll to continue running (whichever is higher), and temporarily reduce either your **CON** or **DEX** by 10 (your choice) for the length of **Act II: Scene 20**. If your **CON** or **DEX** are reduced to zero, refer to **2.20.13**. On a success, refer to **2.20.5**. On a failure, refer to **2.20.6**.

2. **Stop and Give Up:** Refer to **2.20.7**.

2.20.5: Safe at Last

You make it into the palace just as the band of mounted riders is about to catch up to you. You don't understand why the lead rider, a kingly figure in flowing yellow robes and a golden crown wearing a pallid mask stops just short. Turning around to resume your escape, you see a set of familiar hallways.

Return to **2.20.1**.

IT WAS NOT MEANT THAT WE SHOULD VOYAGE SO FAR!

2.20.6: Out of Breath

Exhaustion sends stabbing pains into your sides and constricts your lungs. Perhaps you simply cannot keep going. Perhaps you have decided that it is time to stop.

Make a **POW** roll. If you have one or fewer broken chains, make the roll with a penalty die. If you have two or more broken chains, make the roll with a bonus die. Remember that one bonus die negates one penalty die, and vice versa. Following the roll, consult the below results based on the outcome.

1. **Extreme Success:** Refer to **2.20.8**.
2. **Hard Success:** Refer to **2.20.11**.
3. **Ordinary Success:** Continue reading below.
4. **Fail:** You can't keep running, but you can't stop. Proceed to **2.20.7**.

A Red Queen's Race this may be, but you won't give up. You won't let this realm have you. With a gasping breath, you rise, and keep running.

Return to the entry in **Act II: Scene 20** from which you were directed here (either **2.20.1**, **2.20.2**, **2.20.3**, or **2.20.4**) and continue running, automatically succeeding on the relevant **CON** or **DEX** roll (however, remember to reduce your **CON** or **DEX** as instructed).

2.20.7: Giving Up

You will have to take your chances. Perhaps your death will be quick.

Refer to the below based on the result from which you were directed.

1. **2.20.1:** Proceed to **2.20.9**.
2. **2.20.2:** Proceed to **2.20.10**.
3. **2.20.3:** Proceed to **2.20.11**.
4. **2.20.4:** Proceed to **2.20.12**.
5. **2.20.6:** Proceed to **2.20.13**.

TO BE BITTER IS TO ATTRIBUTE INTENT AND PERSONALITY TO THE FORMLESS, INFINITE, UNCHANGING AND UNCHANGEABLE VOID. WE DRIFT ON A CHARTLESS,RESISTLESS SEA. LET US SING WHEN WE CAN, AND FORGET THE REST..

2.20.8: Fighting for Freedom

You stop. You could continue running - perhaps forever, but you would never escape. Thinking about your past, you reflect on just how much of your life has been spent running. Whether from misdeeds, guilt, fear, or regret you are always fleeing. In this place, you could keep running forever. The thought of always running, never letting the past catch up is seductive. But you set it aside. You won't keep running.

Restore your **CON** and **DEX** to their original values from before **Act II: Scene 20**. Make a characteristic roll based on the characteristic most appropriate to your guilt or regrets (e.g., **EDU**, **POW**, **STR**). Make the roll with a bonus die for each broken chain you have (up to two bonus dice). If you have three broken chains, succeed automatically.

On a success, regardless of how many chains you have broken, record that all three chains are broken, gain 2D6 **Sanity** points, and refer to the **Epilogue**. On a failure, reduce the number of chains you have broken by one (e.g., if you had two broken chains, you now only count as having broken one), and then refer to the **Epilogue**.

2.20.9: Not Quick

Your death is not quick. The thing with the pallid mask does not wear a yellow robe so much as is made up of it. That, and tentacles. The robe's tatters cut you, while the tentacles hold you firm. You are cut open and pulled wide, and then meticulously dissected. Your last conscious thought is that this creature has found you wanting.

UNLOCK the "You Died" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

THE OLD ONES WERE, THE OLD ONES ARE, AND THE OLD ONES SHALL BE. NOT IN THE SPACES WE KNOW, BUT BETWEEN THEM. THEY WALK SERENE AND PRIMAL, UNDIMENSIONED AND TO US UNSEEN.

2.20.10: Not Painless

Your death is not painless. The tumor of arms and legs rolls over you, crushing the bones in your legs and feet. It doesn't let you go, however. Instead, its blackened arms grasp a hold of you and lift you up into the fleshy mass of appendages. There is a sickening vertigo as you tumble end over end, the bones in your arms snapping as the construct continues rolling, incorporating you into itself as it does.

UNLOCK the "You Went Mad" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.20.11: What You Leave Behind

You don't know how long you could keep running. But you also don't know how to stop. Running has become instinctive to you. All this time, you have not let the past catch up, whether your misdeeds, guilt, fear, or regret. You have been able to stay ahead. Maybe, though, it is time to pay up. As you look back at your pursuers, you decide what you will leave behind to try and leave the past behind for good.

Restore your **CON** and **DEX** to their original values from before **Act II: Scene 20**. Then choose from among the following the thing most appropriate for you to leave behind as a sacrifice: (1) your tongue; (2) an eye; (3) one of your entries under ***Ideologies & Beliefs***; (4) one of your entries under ***Treasured Possessions***; (5) your relationship with one of your entries under ***Significant People***; or (6) another part of you (reduce one characteristic by 20 points). You may also choose any other significant aspect of yourself to sacrifice.

Now, make a characteristic roll based on the characteristic most appropriate to your guilt or regrets (e.g., **EDU**, **POW**, **STR**). Make the roll with a bonus die for each broken chain you have (up to two bonus dice). If you have three broken chains, succeed automatically.

On a success, **BREAK** a chain, and refer to the **Epilogue**. On a failure, reduce the number of chains you have broken by one (e.g., if you had two broken chains, you now only count as having broken one), and then refer to the **Epilogue**.

2.20.12: Trophy

There is a stabbing and then a tearing pain as one of the hunter's barbed spears pierces your flesh and rips back out. A coil of rope loops around your feet just as your legs collapse out from under you. The next several hours are a cycle of agony as various parts of you are skinned and roasted. Eventually, what's left of your body is placed in a macabre trophy rack of other desiccated bodies.

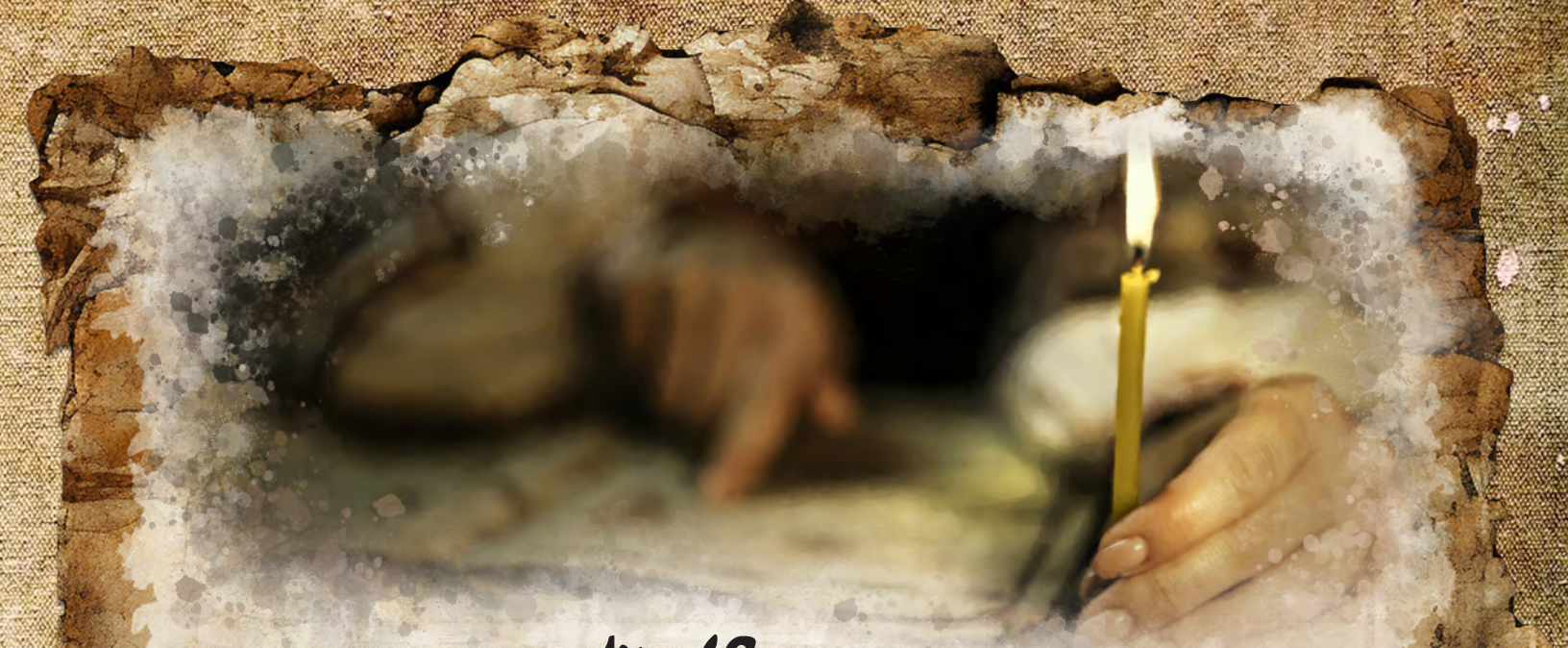
UNLOCK the "You Died" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

2.20.13: Pitiful

You break down. Your body curls into a fetal position. Involuntary sobs send tremors through you. You don't know how much time passes. Whatever was chasing you doesn't catch up to finish you off. Eventually, though, robed acolytes in yellow vestments find you. They treat your wounds, but their ministrations are far from tender. By the time they finish molding your body and mind you are far from the individual you were before. Whether instructed to tend the gate leading into the palace or left to wander the streets of Carcosa, you are at last done running.

UNLOCK the "You Went Mad" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record the manner of your end in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.





Epilogue

The End, Fin, Ende

"Waiting For You - Live at Heaven's Night" by Akira Yamaoka (available on the Silent Hill 4 - The Room Original Soundtrack)

> *"At the end of things - who were you, who have you become?"*
>
> *— The Stranger*

If you have been referred to the **Epilogue**, you may be at the end of your journey. Whether you escape ***Carcosa*** or remain its prisoner will be determined by the results of your decisions and fortune.

1. **Mask of the Lost:** If you have broken one chain or fewer, refer to **Epilogue 1**. If you have broken two or three chains, refer to **Epilogue 2**.
2. **Mask of the Addict:** If you have broken one chain or fewer, refer to **Epilogue 3**. If you have broken two or three chains, refer to **Epilogue 4**.
3. **Mask of the Masochist:** If you have broken one chain or fewer, refer to **Epilogue 5**. If you have broken two or three chains, refer to **Epilogue 6**.
4. **Mask of the Guilty:** If you have broken one chain or fewer, refer to **Epilogue 7**. If you have broken two or three chains, refer to **Epilogue 8**.

Note that there may be entries in the **Epilogue** that you will not be instructed to access until you have unlocked a particular achievement on **Appendix E: Penitents** – follow all the instructions associated with the achievement, including whether to continue or conclude your playthrough.

Epilogue 1: The Forever Lost

Although your story is over, your journey is not. You continue to explore Carcosa in search of the one you Lost. They are here, of that you are certain. After all, you've seen them. Sometimes you remember them as they were. Sometimes you remember them as a nightmare. But however they may appear to you now, you will continue to search for them, even as you know you will never be by their side, but always just a bit behind. Given the choice of a life without them and an eternity living in the shadow of their memory, you have chosen the latter. The darkness here is far more preferable to you than the void of their absence. As for the supposed "King in Yellow" – you have yet to meet them. You're not sure you ever will.

Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 2: The Lost are Found

Your journey is over, but your story is not. You do not find the one you Lost, but then they were never yours to find. They were always gone. You understand that now. You understand that the only one who was truly lost was always you. With that realization, you are able to leave Carcosa. You are able to continue living. The years that follow are not devoid of sadness for the one you Lost. Yet the sadness is bearable. It is a weight, but not a tether. Simply one part of who you are. As for the supposed "King in Yellow" - you're not sure you ever met them. Nor are you in any rush to make their acquaintance.

UNLOCK the "Set Aside the Mask of the Lost" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the Prologue. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 3: All There Is

Tomorrow is for other people. You live for today, forever. Your present is divided between two moments – the ones where you can satisfy your craving and the ones where you're simply thinking about how to satisfy them. You understand that it is your addiction, your cravings, that bind you to this place – that bind you to Carcosa. But it's all you have. For someone like you, to expect or hope for more is folly. You will never escape your addiction and you will never leave here. The King in Yellow (if that truly was He) taught you that. And it is a lesson you impose on all those you encounter who, like you, find their way into this city.

Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 4: A Burden You Can Bear

You defeat the King; you escape Carcosa. Of course, you cannot escape your addiction. That's not how that disease works. But you do recover. Every day you refrain from indulging your craving, you become stronger. While the craving is always there, over time it becomes more and more a dull ache, and less a driving desire. You had to hit rock bottom to make it this far – after all, if Carcosa isn't rock bottom, then what is? Eventually, though, you are able to take pride in your accomplishment, and even share it with others to help them avoid the place that nearly consumed you. It is hard work, but you are ready for it. You are never going back to who you were.

UNLOCK the "Overcame the Mask of the Addict" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the Prologue. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 5: The Green-Eyed

To desire, to fear, to be unsatisfied with yourself - is to be human. And you are all too human. Or, at least you are still human. At least, that's what you try to tell yourself. So you don't break your chains; you do not leave Carcosa, but instead become one of its residents. Here in this place, none wish to be what they are. From behind masks, they resent themselves as they resent others - as they resent you. You welcome that resentment and share it in kind. You especially share that resentment with all those you encounter who, like you, become trapped in this City. You remind them that they, too, are imperfect, flawed, and worthy only of contempt. It helps distract, if only for a time.

Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 6: Comfortable in Your Own Skin

You leave Carcosa. More importantly, you leave as yourself. In one sense, you are still the same person you were when you arrived. While your identity has not changed though, your understanding of who you are as a person has. You realize you never truly knew who that person was. Now that you do, you're able to appreciate them for who they are, the good and the bad. You are able to hold up your own mirror to yourself, without having to rely on others to do it for you. You may continue to evolve - to learn from your mistakes. But you will always remain yourself. You are your own vision, no one else's - least of all the vision of some clown behind a mask.

UNLOCK the "Shed the Mask of the Masochist" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the **Guide** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 7: Drowning in the Past

For some the "Past is prologue." For you it is also the beginning, middle, and end of your story. Though you "escape" the King in Yellow, you do not escape Carcosa. You know that you will always and forever be running within its halls, staying just ahead of a past you wish you could forget – a treadmill of regret. Your fate in this place is to endlessly relive your past mistakes along with other fugitives you meet along the way. At least here you are also free from the burden of ever needing to learn from your mistakes.

Your playthrough of the ***Guide*** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the ***Guide*** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

Epilogue 8: Rising from the Past

When you leave Carcosa you are not running. You are done running, now and forever. Walking out of Carcosa you know you're also not leaving your past behind. You know your past will always be there. For you, it is no longer a thing to be escaped from. It is not a source of fear, but of strength. Your experiences and regrets, your bruises and scars, they are all a part of a story that continues to be written. There may well be repercussions to no longer running, to confronting your responsibilities, and paying whatever price is due. But your past is a debt you no longer intend to carry with you any further.

UNLOCK the "Left Behind the Mask of the Guilty" ***Achievement*** in **Appendix E: Penitents**. Your playthrough of the **Guide** with this investigator has ended. Record your ending in **Appendix F: Investigator Sheet**. You may set the **Guide** aside or begin a new playthrough, starting with the **Prologue**. Before you do, make sure to check whether you have **UNLOCKED** enough achievements in **Appendix E: Penitents** to read an additional **EPILOGUE** entry.

MEMORIES AND POSSIBILITIES ARE EVEN MORE HIDEOUS THAN REALITIES.

Epilogue 9: Achievement A

UNLOCKED AFTER 2 ACHIEVEMENTS

You struggle against the restraints. A male voice tells you – shouts at you really - that "you have experienced a psychotic break." They keep talking, but it's all medical jargon and you can't follow it as the bindings holding you down cut into your hands and feet.

You catch a glimpse of a woman in nurse's scrubs. "You need to try and calm down," her softer, more feminine tone adds. You can hear her nervous excitement just beneath the surface. But you can't help it. You cannot will yourself to stop pulling against the restraints. Your body is convulsing as though in some kind of seizure.

Distantly, you hear a third voice. It sounds like it's coming from underwater. You wonder whether you are really hearing it now, or whether it is just a memory. "Can you just give them a sedative to calm them down? We really need to proceed with the questions." It is a woman's voice – commanding, cold, and clearly unconcerned with your own plight, or your screams. A police officer perhaps, or maybe a detective.

The voices you heard come from the three figures you can see at the edge of your vision – a doctor, a nurse, and a police officer. There are further, angry, exchanges between them, but you can't make them out over the sound of a fourth voice. This voice is loud and might as well be screaming straight into your ear. It doesn't come from right next to you, but from several feet away, where a man is tied down to a bed similar to yours. "A new friend, a new friend!" the man exclaims with a mad joy.

The chaos continues until you bite down on your tongue and begin to taste copper. Darkness envelops you soon thereafter. As it does, you hear a name, repeated over and over again.

Consult **Appendix E: Penitents** and **Appendix F: Investigator Sheet**. Choose the given name for one of the entries, and the family name of another, if possible. Record the full name in **Appendix G: Notes**.

ONLY POETRY OR MADNESS
COULD DO JUSTICE TO THE NOISES...

Epilogue 10: Achievement B

UNLOCKED AFTER 5 ACHIEVEMENTS

You linger on the threshold between sleep and wakefulness. You're not sure how many times you've woken up, only to sink back down into this liminal space. You still can't move, whether because of the restraints or sleep paralysis. But you can listen to the voices around you.

"Good morning, Detective." It is a voice you've heard before. It was the very first voice you heard when they brought you to this place. You've heard it many times since. It is the voice of your Doctor.

"It's already afternoon." This time it's the voice of a woman. You've also heard it many times before. Always asking, never telling. Not the Nurse, but the Detective.

"Be that as it may," the Doctor continues, "I don't think you'll find interrogating my patient to be any more successful."

"You mean the witness." A deep sigh from the Detective. "Doctor," she begins.

"Call me Noel."

"Doctor Talba. Your so-called patient is a witness to a serious crime. Possibly several." You hear the frustration in the voice right before the sound of a lighter flicking to life. Her voice is filled with frustration. She takes a deep breath. "Not that anyone would blame them. That creature was a freak. Did a lot of terrible things to a lot of decent people. I just wish we had a name to give to that monster, now that we have a name for the person we can thank for ridding us of it."

You feel your bed moving. No, not the whole bed, just the mattress. Something is prodding you from beneath, like a spring coil.

From down below, another voice speaks to you. It whispers in hushed tones, so as though not to be overheard. "Don't say anything, New Friend. Don't give them any names. I wouldn't want anything to happen to you." Is it a warning or a threat? The man speaking to you from beneath your bed stifles a giggle. "Which name would we give, anyway, New Friend, to Him Who Is Not To Be Named - to the Unspeakable One, to He who has been called Haita our Shepherd, the Dweller in the Depths, and the King in Yellow?"

The Doctor raises his voice. "As I keep telling you, Detective, recovery takes time. It is possible that the patient's memories will return. It could even be this afternoon, and you might soon be speaking to them just the way we are speaking now." A pause. "It is also possible that will never occur."

The voice of the man that was beneath your bed is now by your side, and you can feel their breath on your ear. "Oh no. No, no, no. You will remember, New Friend. You will remember it all. But first, you have to sleep – and dream – just a little more." One of his hands clasps over your face while another wraps around your throat. You couldn't move anyway, but now you also can't breathe. You feel yourself slipping away into unconsciousness once more. Your descent is punctuated only by a heart monitor emitting a shrill alarm as your vital signs fluctuate. It's almost a mercy when you pass out.

Consult **Appendix E: Penitents** and **Appendix F: Investigator Sheet**. Choose the ***Age***, ***Sex***, ***Residence***, and ***Birthplace*** from among one or more of the entries, and record these in **Appendix G: Notes**.

Epilogue 11: Achievement C

UNLOCKED AFTER 7 ACHIEVEMENTS

You are awake again. You are sitting in a chair. Your muscles feel stiff as though you have been sitting there a while. You recall that you've been like this a lot. Catatonic is what the Doctor and the Nurse call it. "Vegetable," is how the Detective refers to you. Now though, something is happening. Your eyes are blinking. You feel yourself awakening.

You see the Doctor sitting at his desk. They are smiling at you. To his side stands the Nurse – the same one from when you first arrived. She is also smiling at you. The third person you see is the Detective. She is not smiling. "Good, you're back with us; let's continue," she says.

The Detective opens a three–ring binder on the Doctor's desk. Inside, are numerous sheets of paper. Some of the pages have drawings of people, but all of them are filled with numbers in neat rows and columns. So many numbers. "So many stories," the thought comes to you.

"So, are these for some Dungeons & Dragons-like game?" the Detective asks. You nod slowly. "Yes, something like that," you think. The Doctor studies the pages as the Detective tears them from the binder and places them in front of you to see. You recognize all the names.

"Role–playing is healthy," the Doctor muses. It is unclear whether the comment is directed at you, the Detective, or just himself. "It's a good sign," he adds, but then waves a finger towards you. "Just don't lose yourself in it."

The Nurse goes around the desk and hands you a cardboard box. A name (your name), is written on an adhesive label stuck to the top. You open the box. Inside you find a wallet, keys, some dice, and other items

– a collection of minor artifacts summing up who you are, or at least appeared to be.

"I'll leave that with you," the Nurse says gently. She takes your hands in hers, and encourages you to pick up some of the things inside the box. They feel familiar, but foreign at the same time. You can tell that they are yours, even if you can't remember exactly what they are.

Your exploration is interrupted by a screaming voice. It comes from outside the room, and sounds muffled by distance, walls, and a barred door. "New Friend," the voice calls out, drawing out each letter in a singsong howl. Your hands shake involuntarily and you drop the box to the ground. The items inside it spill out across the floor. You watch dice roll. Now the rest of your body is shaking, while your hands seize up as though grasping at air.

Above the sound of the Doctor's footsteps as he rushes to your side, you hear the Detective sigh. "Here we go again." The Nurse takes your hands again. "Don't give up now," she says. "You're almost through this."

Your entire body convulses. A leg spasm kicks away the chair beneath you and you crumple to the floor as you lose consciousness yet again.

Consult **Appendix E: Penitents** and **Appendix F: Investigator Sheet**. Choose one of the entries, and record their occupation in **Appendix G: Notes**.

Epilogue 12: Achievement D

UNLOCKED AFTER 9 ACHIEVEMENTS

So much time has passed. You are still in the clinic. Thanks to the medications though, your seizures are happening less and less often. When you become catatonic, it is rarely for more than a few minutes now. Your memory has also started to return, even if it is still fragmented. One day, the Doctor assures you that you are otherwise healthy, and explains that your progress has been significant enough to release you. But that was several weeks ago.

You blink, and now you are standing in the clinic's lobby. This is the day you are to be released. You face the doors to the outside. They are the same doors through which you were wheeled, kicking and screaming, all those months ago.

The Nurse is at your side. She hands you the cardboard box with your name taped to the top. The box with all your belongings. "The Detective says they have all they need from you for their investigation, though I can't promise she won't try to contact you again," she says handing you a pen and a stack of discharge papers. You start signing.

In between signing and initialing your name, you watch sunlight come through the lobby doors' frosted, reinforced, windows. The light refracts as if through a kaleidoscope, covering the lobby in colors. The Nurse sees you looking. "You have been away from the world for a long time. You may find it not quite as you remember it. Many patients don't." You wonder just how many patients have come back - voluntarily or otherwise - for her to know. You think of the other madman here. "New Friend," he called you even as he tried to kill you. You've not seen him in a long time. Maybe he was discharged as well.

You and the Nurse are joined by the Doctor, who also comes to see you off. "It's true that the world outside may seem new and strange." He takes the pen from you as you finish signing, "What you do with that, is up to you."

An uncomfortable silence hangs in the air until the Nurse fills it by adding "But, we will always be here if you need us."

When all has been said that will be, you are guided through the lobby to the doors. The Nurse and Doctor wait for you to open them. When you do, you are bathed in golden light. You step outside, and into the City beyond.

With the information gathered in **Appendix G: Notes** and the investigator creation rules on pages 28-48 of the *Keeper Rulebook*, fill in the remainder of **Appendix F: Investigator Sheet** to create your new investigator. You may use your past investigator sheets in **Appendix F: Investigator Sheet** to flesh out the backstory section of your investigator sheet (e.g. ***Meaningful Locations***, ***Significant People***). Also identify the past investigator sheet in **Appendix F: Investigator Sheet** with the highest **Cthulhu Mythos** skill percentage, and record that percentage on the investigator sheet.

You may now choose whether to use your new investigator for another playthrough of the ***Carcosa Guide***, in another game of *Call of Cthulhu*, or as a testament to your accomplishments.


HERALD SUNDAY, 12 MAY 1926

ROYAL STRAND THEATRE

STRANGE PRODUCTIONS COMING TO THE ROYAL STRAND THEATRE

A forgettable evening at the Royal Strand Theatres production of Fanny, whose only redeemable quality was the effervescent Alma Stanley, left this reporter despondent on Surrey Street. While waiting for a hansom, however, a strange occurrence caught the attention of we few late stragglers. A large wagon, covered in tarpaulin, pulled up to the stage entrance. Several persons whose appearance were that of lascars emerged and began to unload all manner of trunks and crates. They spoke in English, and refused to engage in any sort of communication. It was noted that a stack of playbills could be seen at the opening of a crate. The title of the play rumored to be one though it is now rumored only performance only.

What this exciting new production offers has yet to be revealed, but rest assured that any forthcoming news will be shared in this publication.

Epilogue 13: Mystery of the Weeping Woman

Your memories of your time in that place are fragmented, but you remember an old woman. You always saw her in the cafeteria. Always writing letters. "To my daughter," she explained to you one time. Eventually, you came to sit by her whenever you could. You wouldn't talk, but she would. Always about her daughter. Crazy stories of adventures into dark places that couldn't possibly be true. And as she told you these stories, she kept writing letters she never seemed to send. Until one day she stopped. That was the day she handed you what had now become a thick stack of pages. You remember taking them. "This killed my daughter," the old woman said. "But maybe it will save you." Looking down at the pages, you saw that amongst the letters there was something else. Instructions.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of their items or spells listed under ***Arcane Tomes & Spells*** on page 337. Continue your playthrough from where you left off.

Epilogue 14: Defeat the Butcher

The asylum was filled with bullies. So many who couldn't control their own feelings, and tried to control those around them instead. You might have been easy prey. You were catatonic so often, and for so long, it would have been easy to take advantage of you. Fortunately there was a man, a giant really, with the mind of a boy. He protected you. Said you reminded him of someone he knew from before he came to this place.

Even when several of the other patients gathered together, he still defended you. Against all odds, he refused to be beaten. After that last fight though, you remember how several of the patients he hit didn't get up again. Soon after, the orderlies came, and you never saw him again. You never had the chance to tell him how he reminded you of someone you knew.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the individuals listed under ***Significant People*** on page 337. Continue your playthrough from where you left off.

Epilogue 15: Defeat the Dancer

You come to, in a chair, in an office. Opposite you, the Doctor sits and smiles, while the Detective paces behind him. "Let's try again," the Doctor begins. "I'll show you a word, and you just say the first thing that comes into your mind." You feel yourself nodding, but listlessly as though drugged or sleepwalking.

The Doctor holds up the first card. It reads: "Yellow." You say nothing.

The Doctor holds up a second card. It reads: "Crown." You say nothing.

A third card follows and reads: "Robe." You continue to say nothing.

It occurs to you after a few more cards that even if you wanted to speak, you couldn't. The words the Doctor shows you don't elicit anything in your mind. They invoke a blankness, an absence in your consciousness you feel yourself falling into.

The Doctor holds up a last card. "Mask," it reads. The Detective sighs in frustration.

"They're screaming again," you hear her say. She's right. Your mouth is open and you are yelling, screaming a sound of pure terror. You continue like that until the Nurse arrives and gives you an injection that puts you back to sleep again.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the traits listed under ***Traits*** on page 337. Continue your playthrough from where you left off.



Epilogue 16: Defeat the Artist

Every once in a while, when you weren't completely catatonic, the Nurse or the Doctor would let you draw. Sometimes they gave you crayons or pencils; sometimes a paint brush, with whatever colors you wanted. Just not the color yellow, though. Never Yellow. They told you that you could paint or draw whatever you wanted. Just not the Sign. Anything but the Sign.

It was very hard.

Time and again you found yourself mixing reds and greens to create Yellow, and then draw the Sign. Sometimes the Yellow Sign would be by itself. Those were the times the Nurse or the Doctor would quickly sedate you. Other times you would hide it in the background, and they wouldn't see it immediately. You would paint buildings, people, and things that might have been animals. Always though, the Yellow Sign was there. You just had to look hard enough. Eventually, they stopped letting you draw and paint.

But still , you found a way. One of the other patients – a "friend" you remember from when you first arrived – would sneak you art supplies. Perhaps a yellow marker, or yellow piece of chalk, or some yellow water colors. And then you would decorate your entire room with the Yellow Sign until the Nurse or the Doctor saw what was happening and stopped you.

It took a long time before you stopped seeing the Yellow Sign.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the descriptors listed under ***Personal Description*** on page 337. Continue your playthrough from where you left off.



Epilogue 17: You Died

Your memories of your time in that place are fragmented. You spent weeks, maybe months, lying in bed, with most of what was left of your broken body locked in a cast. Slowly your physical self knitted itself back together. But even as it did, your mind continued to unravel. Your mind could not accept the horrific thing it had seen. That creature that not only frightened you, but cut you with the vicious strands of yellow cloth streaming from a robe that moved as though possessed of life. An impossible creature. Yet when you look at your reflection, you still see the scars. Although you might be able to lie about what you saw, they cannot.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the injuries or scars listed under ***Injuries & Scars*** on page 337. Continue your playthrough from where you left off.

Epilogue 18: You Went Mad

Your memories of your time in that place are fragmented. Neither the Doctor nor the Nurse ever described you with words like "crazy," "insane," or "mad." They were wrong of course. They made the mistake of thinking only of what came after the creature that you saw – the catatonia, the depression, the nightmares, and hallucinations. But your mental illnesses were a symptom of what you had seen. Those symptoms might be treated, controlled, or even recovered from. The shock that broke you though, caused by that thing and its pallid mask, that you could never recover from. The sight of that thing shattered your mind so completely. Only by shutting down your faculties and closing yourself off from the world did you stand any chance of eventually emerging out of the darkness and back into the light.

You still refuse to think of what you saw. Your mind attaches words to it like "indescribable," "formless," and "endless." But those words are placeholders for a horror you have expunged from your memory. The memory of a thing Unspeakable.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the mental illnesses listed under ***Phobias & Manias*** on page 337. Continue your playthrough from where you left off.

Epilogue 19: Entered the Palace

You're not sure how long you stayed in the asylum. You remember many conversations with the Doctor and the Nurse, sometimes also with the Detective. Always in the Doctor's office, or your room, or one of the many treatment spaces, including the one where they tried to break through your brain fog with electric shocks.

The questions were always the same, as though they were each reading lines from a script.

In response, you imagined yourself elsewhere. At first, anywhere else would do. If they had you tied down you might imagine you were back in your room. If they asked their questions in your room, you might pretend you were in the Doctor's office. As your memories returned, you imagined yourself in more different places still. These places were far away from the Asylum, the Questions, and the Doctor, the Nurse, the Detective, and the other one.

One place in your mind, in particular, you kept returning to.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the locations listed under ***Meaningful Location*** on page 337. Continue your playthrough from where you left off.

Epilogue 20: Left Behind the Mask of the Guilty

In the Asylum, you always had an abundance of time. Time to reflect on the places you'd been, and that you might still hope to go visit. Time to reflect on the person you were. Sometimes, you imagined that you were not so much a person, as a collection of all the places you had visited and experienced – your childhood home, your school, or your first theater performance. Soon though, other places and experiences would come to mind. Worst of all, was the place where you had your final confrontation with that thing which broke your body and your mind. You still search the Asylum, looking for all the pieces of yourself scattered within.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the items listed under either ***Ideology & Beliefs*** or ***Meaningful Locations*** on page 337. Continue your playthrough from where you left off.

Epilogue 21: Overcame the Mask of the Addict

There was never much to look at in the Asylum. White walls, nondescript doors, the Doctor and Nurse in their white jacket and vest. For a time, you found yourself fixating on anything that might be out of the ordinary – a half-filled cup of water in the cafeteria, the stray hair of another patient. Eventually though, you found something you could both look at and care about. It, more than anything the Doctor or the Nurse could say or do, helped guide you out of the darkness of your mind. It was like a lighthouse urging you toward (or warning you away from?) the shores of sanity.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the items listed under either ***Ideology & Beliefs*** or ***Treasured Possessions*** on page 337. Continue your playthrough from where you left off.

Epilogue 22: Set Aside the Mask of the Lost

While you were in the Asylum, the Detective visited you many times. Usually, she would ask you questions you couldn't answer, either because you didn't know the answer or because you couldn't get your mouth to form a coherent response despite your brain knowing the answer. Other times though, she would show you photographs. Some of them were horrible; photographs of people in pieces or gory murder scenes. But other photographs were just of people and places. So many pictures the Detective hoped you'd recognize. She always walked away disappointed.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the items listed under either ***Ideology & Beliefs*** or ***Significant People*** on page 337. Continue your playthrough from where you left off.



Epilogue 23: Shed the Mask of the Masochist

The Asylum was never quiet. Sometimes there was screaming. Sometimes there was the noise of other patients snoring. Other times there was just the sound of the Doctor or the Nurse making their rounds. However, those sounds were all preferable to the whispers.

Of course, the whispers didn't start when you entered the Asylum. You remember having to confront them your entire life. The hushed comments from colleagues, friends, and family, or even complete strangers, as they passed you by. Comments about you and your imperfections. They might have been about your size - how you were too tall or too fat, how one arm was longer than the other one, how big your feet or your hands were. Or they could have been about your appearance - how you were so ugly or too pretty, what your makeup made you look like, or how you needed more, or less of it. Sometimes the whispers were just about the way you put one foot in front of the other. Anything that marked you as different from everyone else.

You still hear the whispers now that you are in the Asylum. You hear the other patients and orderlies whisper about you as you pass them by. Sometimes you hear the whispers when no one else is around. They are still about you, but they are no longer about how you are too much of that, or not enough of this. Now, they are about who you are. A murderer. The one who killed the King in Yellow.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the items listed under either ***Ideology & Beliefs*** or ***Traits*** on page 337. Continue your playthrough from where you left off.

Epilogue 24: Found Yourself

Long after you were admitted to the Asylum, you remember why. Bit by bit, you remember the fateful encounter that resulted first in your hospitalization, and then institutionalization.

No matter how much you remember though, the memory of your confrontation with that thing remains just as bizarre and impossible: a solitary figure in a pallid mask, shrouded in a yellow robe, the cloth of which moved as though alive.

The newspapers could never agree on a name sufficiently sensational for the murders it committed. Headlines referred to the thing as "The

Harlequin Killer," "The Dragon," and "The King in Yellow." None of the titles ever stuck. Just as well. No name could capture the horror you saw hidden behind that mask when you tried to pull it off.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the experiences listed under ***Encounters with Strange Entities*** on page 337. Continue your playthrough from where you left off.

Epilogue 25: Chose Death

To escape the Asylum, you tried to kill yourself. The first time, you hid away your daily sleeping pills until you had enough that you felt sure taking them all at once would mean never waking up. The second time, you broke a mirror to use the shards to cut yourself and bleed out. The third time, you tried to hang yourself. There were many more attempts. Each time the Nurse found you in the nick of time, and brought you back. And each time, she would sit with you, and take out the cardboard box that held the possessions of your former life. She would show you the things inside, and ask you questions. Try to anchor you to this place.

Eventually, she found the thing that made you stop wanting to end yourself.

Consult your previous investigators in **Appendix F: Investigator Sheet**. Choose one of the entries, and record one of the items listed under ***Treasured Possession*** on page 337. Continue your playthrough from where you left off.



Appendix A: Afterward



It's the middle of the night, and I'm driving to West Virginia. The only lights come from the small townships tucked away amidst the hills that line the interstate. I am on my way to see my family. Wondering how bad it will be this time.

It's been years since I moved away. Every few months I return, to see how things have gotten just a little bit worse. To see how my hometown has gotten smaller and poorer. To learn how few of my school friends remain here. And, most of all, to continue to watch the slow decline of my best friend to alcoholism, along with the terrible consequences that descent has on my mother and father, and on my sister, his wife.

Years later, I realize my feelings are partly a product of my own mental health struggles. A few years after that, my friend will have a stroke and die in a hotel, separated from his wife and barely able to understand the world around him. Not long after, I start writing this book.

If you've made it this far, thank you. The Guide to Carcosa has been a passion project that has brought me (and hopefully you!) much joy, but its creation has been a very melancholy journey. It owes a lot to people who are no longer in my life.

Although a product of fiction, intended as a tribute to R.W. Chambers' short story collection, The King in Yellow, it is also an expression of my own experience of "Carcosa." Everytime I sat down to write a part of this book, there was a part of me traveling back to West Virginia. A Carcosa of my own creation. A place filled with sadness and fleeting joy. Somewhere we should want to leave, but find ourselves getting lost in all the same.

I think many of us experience trauma in this way – a place we just can't bring ourselves to leave. I like to think that fans of the horror genre (and horror gaming in particular) have a special sensitivity to this feeling. I hope that with that understanding comes empathy for those of us who are trapped in their own personal version of Carcosa. That empathy, together with the help of friends, family, therapy, medication, and so much more, may finally prove the key that helps someone escape.

So please value yourselves. Remember you are not alone. Keep the horror in gaming, and out of your lives.

And as always, stay tuned for more.

Heinrich D. Moore



Mental Health Resources

Suicide Prevention Hotline:

https://988lifeline.org/

1-800-273-8255

Substance Abuse and Mental Health Services Administration Helpline:

https://www.samhsa.gov/find-help/national-helpline

1-800-662-4357

National Drug Helpline:

https://drughelpline.org/

1-844-289-0879

Veterans Crisis Line:

https://www.veteranscrisisline.net/find-resources/veteran-support/

1-800-273-8255

Appendix B: Soundtrack

The following is a complete list of the musical accompaniments to the scenes presented in *Heinrich's Call of Cthulhu Guide to Carcosa*.

You can listen to the playlist on Spotify here:
https://open.spotify.com/playlist/2Qsjywead6Z5AA5MvUYBdO?si=17befba51f924818

Scene Name	Song Title	Artist	Album
Introduction	City Ruins (Rays of Light)	Square Enix Music	NieR: Automata Original Soundtrack
Prologue	I'm Not Human At All *Copenhagen X Sessions*	Sleep Party People	Sleep Party People 10th Anniversary Edition
Act I: The City	Theme of Laura	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act I, Scene 1: The Lake	True	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act I, Scene 2: The Overlook	Alone in the Town	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act I, Scene 3: The Chapel	All the Earth	Jessica Curry	Everybody's Gone to the Rapture Soundtrack
Act I, Scene 4: The Library	Terrible Fate	Theophany	Time's End: Majora's Mask Remixed
Act I, Scene 5: The Game Room	For the Damaged Coda	Vasaria Project	Downfall
Act I, Scene 6: The Clinic	Bloodlines Main Theme	Rik Schaffer	Vampire: The Masquerade Bloodlines Original Soundtrack
Act I, Scene 7: The Ballroom	Firefly	Johnny Hollow	A Collection of Creatures
Act I, Scene 8: The Tunnels	The Ballad of Fiedler and Mundt	Disparition	Neukrk
Act I, Scene 9: The Lounge	Hollywood	Rik Schaffer	Vampire: The Masquerade Bloodlines Original Soundtrack

Act I, Scene 10: The Oracle	Inquisition	Olivier Deriviere	A Plague Tale: Innocence Original Soundtrack
Act I, Scene 11: The Venus Grotto	The Reverse Will	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act I, Scene 12: The Choir Room	Shadowlord	Square Enix Music	NieR Gestalt & NieR Replicant Original Soundtrack
Act I, Scene 13: The Hall of Mirrors	Gelida Expiracion	Carlos Viola	Blasphemous Original Game Soundtrack
Act I, Scene 14: The Music Room	Moonlight Sonata Epic Trailer Version	Hidden Citizens	Revivals
Act I, Scene 15: The School	Overdose Delusion	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act I, Scene 16: The Observatory	Where Civilization Once Lay	Jeremiah Pena	Lift the Atmosphere
Act I, Scene 17: The Secret Entrance	The New Century	Jessica Curry	Amnesia - A Machine for Pigs Soundtrack
Act I, Scene 18: The Artist	Counting the Atmospheres	Jessica Curry	So Let Us Melt
Act I, Scene 19:	Facing the Past	Anne Sophie Versnaeyen and Gabriel Saban	Soul Stories 2 Emotional Orchestral Drama Tracks
Act I, Scene 20: The Butcher	Terror and Madness (Trailer)	Stuart Chatwood	Darkest Dungeon Original Video Game Soundtrack Deluxe Edition
Act I, Scene 21: The Larder	A Brief Respite (Camp Theme)	Stuart Chatwood	Darkest Dungeon Original Video Game Game Soundtrack Deluxe Edition
Act I, Scene 22: The Dancer	Music Box Silent Hill	Erutan	A Bard's Side Quest
Act I, Scene 23: The Theater	Le chateau abandonne	Guilhem Desq	Visions
Act I, Scene 24: The Hospital	Ashes and Ghost	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act I, Scene 25:	The Stars Are Already There	Arkadiusz Reikowski & Penelopa Willman-Szynalik	Layers of Fear 2 Original Game Soundtrack

Act I, Scene 26: Winged Thing	Formless	Arkadiusz Reikowski	Layers of Fear 2 Original Game Soundtrack
Act I, Scene 27: Masked Spirit	The Red Room	Arkadiusz Reikowski	Layers of Fear 2 Original Game Soundtrack
Act I, Scene 28: The Slit-Mouthed Woman	Bloodborne	SIE Sound Team	Bloodborne Original Soundtrack
Act I, Scene 29: Suicide Booth	Don't Be So Serious	Low Roar	Death Stranding Songs from The Video Game
Act I, Scene 30: Halls of Carcosa	The City Must Survive	Piotr Musial	Frostpunk Original Soundtrack
Act I, Scene 31: Death in the First Act	Intro / Menu	Atrium Carceri	The Old City Original Soundtrack
Act I, Scene 32: Madness in the First Act	Room of Angel	Akira Yamaoka	The Silent Hill 4 Original Soundtrack
Act II: The Palace	Mandus *Amnesia: A Machine for Pigs*	The Vasaria Project	Ascension
Act II, Scene 1: The Palace Gate	What Comes Next	Arkadiusz Reikowski & Brunon Lubas	Vampire the Masquerade: Coteries of New York Digital Soundtrack
Act II, Scene 2: Palace Interior	A Lullaby of Home	Jessica Curry	So Let Us Melt
Act II, Scene 3: Servants' Quarters	Alone (Closing Credits)	Mikko Tarmia	SOMA Original Soundtrack
Act II, Scene 4: The Kitchen	Betrayal	Akira Yamaoka	Silent Hill 2 Original Soundtrack
Act II, Scene 5: The Gallery Room	Melancholy Requiem	Akira Yamaoka	Silent Hill 4 The Room Original Soundtrack
Act II, Scene 6: The Fanatic	Bloodletting of the Crimson Court	Stuart Chatwood	Darkest Dungeon Original Soundtrack
Act II, Scene 7: Palace Halls	Soundscape to Ardor (Morning Remembrance)	Vasaria Project	Ascension

Act II, Scene 8: Queen Cassilda *The Masochist*	Dame Tu Tormento	Carlos Viola	Blasphemous Original Game Soundtrack
Act II, Scene 9: Queen Cassilda *The Lost*	Brave New World	Kalandra	The Line
Act II, Scene 10: Princess Camilla *The Masochist*	The Love That Was Lost	Akira Yamaoka and Arkadiusz Reikowski	The Medium Original Game Soundtrack
Act II, Scene 11: Princess Camilla *The Guilty*	A Beautiful Song	ROZEN, RIVEN	Nier: Glory to Mankind
Act II, Scene 12: Naotalba the Priest The Lost	Cantes de Confesion	Carlos Viola	Blasphemous Original Game Soundtrack
Act II, Scene 13: Naotalba the Priest The Addict	The Struggle	Olivier Deriviere	Vampyr Original Soundtrack
Act II, Scene 14: Castaigne, the Guilty Emperor of America	Children Are Burying the Doll	Theodor Bastard	Utopia Original Soundtrack for the Game Pathologic 2
Act II, Scene 15: Castaigne, the Guilty Emperor of America	No Time for Caution	Grissini Project	Musique de Jeux Videos Animes, et Films
Act II, Scene 16: The Court of the King in Yellow	Not Tomorrow (From "Silent Hill")	Rod Herold	Not Tomorrow Silent Hill
Act II, Scene 17: The Living Death	Perseverance	Berlinist	Gris Original Soundtrack
Act II, Scene 18: The Provider	World Spirit Map	Rik Schaffer	Vampire the Masquerade: Bloodlines Soundtrack
Act II, Scene 19: The Arbiter	Everlasting Hymn (Cathedral)	Ridiculon	The Binding of Isaac Rebirth Original Soundtrack
Act II, Scene 20: The Memory	The Grim Troupe	Christopher Larkin	Hollow Knight Original Soundtrack
Epilogue	Waiting For You Live at Heaven's Night	Akira Yamaoka	Silent Hill 4 The Room Original Soundtrack

Appendix C: Supporters

Heinrich's Call of Cthulhu Guide to Carcosa would not have been possible without the support of the community of *Miskatonic Repository* content creators. Whether through brainstorming, feedback, playtesting, editing, proofreading, or just words of encouragement the Community stepped up to help make this project possible. The below individuals deserve a special shoutout for their contributions to making the ***Guide*** a reality.

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Benjamin Wenham

Dan Layman-Kennedy

Appendix D: Disturbia Map



Outer City Locations (1D6)

1. Scene 6: The Clinic
2. Scene 8: The Tunnels
3. Scene 16: The Observatory
4. Scene 10: The Oracle
5. Scene 11: The Venus Grotto
6. Scene 24: The Hospital

Inner City Locations (1D6)

1. Scene 3: The Chapel
2. Scene 9: The Lounge
3. Scene 5: The Game Room
4. Scene 12: The Choir Room
5. Scene 14: The Music Room
6. Scene 23: The Theater

Keywords, Death and Madness

Keyword: Break.....Page 11
Keyword: Explore ..... Page 12
Keyword: Rest.....Page 13
Keyword: Unlock.....Page 14
Death and Madness....Page 14

Appendix D: Metropolis





Outer City Locations (1D6)

1. Scene 6: The Clinic
2. Scene 13: Hall of Mirrors
3. Scene 15: The School
4. Scene 11: The Statue Garden
5. Scene 10: The Game Room
6. Scene 21: The Music Room

Inner City Locations (1D6)

1. Scene 12: The Choir Room
2. Scene 23: The Theater
3. Scene 10: The Oracle
4. Scene 24: The Hospital
5. Scene 16: The Observatory
6. Scene 5: The Ballroom

Keywords, Death and Madness

Keyword: Break.....Page 11
Keyword: Explore ..... Page 12
Keyword: Rest.....Page 13
Keyword: Unlock.....Page 14
Death and Madness....Page 14

Appendix D: Necropolis



Outer City Locations (1D6)

1. Scene 6: The Clinic
2. Scene 8: The Tunnels
3. Scene 19: The Statue Garden
4. Scene 11: The Venus Grotto
5. Scene 10: The Oracle
6. Scene 21: The Larder

Inner City Locations (1D6)

1. Scene 14: The Music Room
2. Scene 13: The Hall of Mirrors
3. Scene 12: The Choir Room
4. Scene 4: The Library
5. Scene 16: The Observatory
6. Scene 5: The Game Room

Keywords, Death and Madness

Keyword: Break.....Page 11
Keyword: Explore ..... Page 12
Keyword: Rest.....Page 13
Keyword: Unlock.....Page 14
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Appendix E: Penitents

Achievement List

Instructions: When instructed to **UNLOCK** a specific achievement, put a check by that achievement. Once you have unlocked an achievement, it remains unlocked even in subsequent playthroughs. Following the conclusion of a playthrough, check the number of unlocked achievements, and refer to the appropriate **Epilogue**.

- **Two or more Achievements Unlocked: Refer to Epilogue 9.**
- **Five or more Achievements Unlocked: Refer to Epilogue 10.**
- **Seven or more Achievements Unlocked: Refer to Epilogue 11.**
- **Nine or more Achievements Unlocked: Refer to Epilogue 12.**

- ☐ *Mystery of the Weeping Woman*
- ☐ *You Died*
- ☐ *You Went Mad*
- ☐ *Chose Death*
- ☐ *Left Behind the Mask of the Guilty*
- ☐ *Overcame the Mask of the Addict*
- ☐ *Found Yourself*
- ☐ *Defeat the Butcher*
- ☐ *Defeat the Dancer*
- ☐ *Defeat the Artist*
- ☐ *Entered the Palace*
- ☐ *Set Aside the Mask of the Lost*
- ☐ *Shed the Mask of the Masochist*

PENITENT

Fate

Carried away by a monstrous insectoid Winged Thing (Encounters with Strange entities), only to be later killed by her own lost sister (Significant People) as a result of being too trusting (Traits/Personal Description)

Investigator: Morgan Sunderland

Occupation: Police Detective

Mask: Mask of the Lost

Map of Carcosa: Necropolis

Notes/Equipment

Family Photo Locket (Treasured Possession), Missing Finger (Injuries & Scars), The King in Yellow Play [in French] (Arcane Tomes)

Helpful Advice

1 2 3

Broken Chains

(1st) 2nd 3rd

ADMIT ONE

Appendix F: Investigator Sheet



Heinrich's

Call of Cthulhu Guide to Carcosa

Investigator Sheet

There a painless death awaits him who can no longer bear the sorrows of this life. If death is welcome let him seek it there.

312271

Name _____ Birthplace _____ Pronoun _____

Occupation _____ Residence _____ Age _____

Characteristics

	Reg	Half	Fifth		Reg	Half	Fifth		Maximum	Current
STR				SIZ				Hit Points		
CON				POW				Magic Points		
DEX				APP				Luck	Starting	
INT (IDEA)				EDU (KNOW)				Sanity	Starting	Insane

Max Sanity ☐ Temporary Insanity ☐ Indefinite Insanity ☐ Major Wound ☐ Unconscious ☐ Dying ☐

Skills

	Reg	Half	Fifth
☐ Accounting (05%)			
☐ Anthropology (01%)			
☐ Appraise (05%)			
☐ Archaeology (01%)			
☐ _____ (05%) *Art / Craft*			
☐ _____			
☐ Charm (15%)			
☐ Climb (20%)			
Credit Rating (00%)			
Cthulhu Mythos (00%)			
☐ Disguise (05%)			
☐ Dodge (half DEX)			
☐ Drive Auto (20%)			
☐ Elec. Repair (10%)			
☐ Fast Talk (05%)			
☐ Fighting (Brawl) (25%)			
☐ _____ *Fighting*			
☐ _____			
☐ Firearms (Handgun) (20%)			

	Reg	Half	Fifth
☐ Firearms (Rifle/Shotgun) (25%)			
☐ _____ *Firearms*			
☐ First Aid (30%)			
☐ History (05%)			
☐ Intimidate (15%)			
☐ Jump (20%)			
☐ _____ (01%) *Language (Other)*			
☐ _____			
☐ _____			
☐ _____ (EDU) *Language (Own)*			
☐ Law (05%)			
☐ Library Use (20%)			
☐ Listen (20%)			
☐ Locksmith (01%)			
☐ Mech. Repair (10%)			
☐ Medicine (01%)			
☐ Natural World (10%)			
☐ Navigate (10%)			
☐ Occult (05%)			

	Reg	Half	Fifth
☐ Persuade (10%)			
☐ _____ (01%) *Pilot*			
☐ Psychoanalysis (01%)			
☐ Psychology (10%)			
☐ Ride (05%)			
☐ _____ (01%) *Science*			
☐ _____			
☐ _____			
☐ Sleight of Hand (10%)			
☐ Spot Hidden (25%)			
☐ Stealth (20%)			
☐ _____ (10%) *Survival*			
☐ Swim (20%)			
☐ Throw (20%)			
☐ Track (10%)			
☐ _____			
☐ _____			
☐ _____			

Combat

Weapon	Skill	Damage	# of Attacks	Range	Ammo	Malf.
Brawl		1D3 + DB	1	-	-	-

Move ☐

Build ☐

Dodge ☐ (Reg / Half / Fifth)

Damage Bonus ☐

Backstory

Personal Description

Traits

Ideology & Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes & Spells

Treasured Possessions

Encounters with Strange Entities

Possessions

Wealth

Spending Level

Cash

Assets

Achievements

PENITENT

FATE

Notes/Equipment

Investigator:

Occupation:

Mask:

Map of Carcosa:

Helpful Advice

1 2 3

Broken Chains

1st 2nd 3rd

ADMIT ONE

Official Patient Record

Bureau of Vital Statistics

REG. NUMBER: 83421-23

DATE: 8 Aug. 1923

FAMILY NAME: | FIRST NAME: | AGE: | SEX:

RESIDENCE: | BIRTHPLACE:

OCCUPATION:

MEANINGFUL LOCATION:

SIGNIFICANT PEOPLE:

ARCANE TOMES & SPELLS:

TRAITS:

PERSONAL DESCRIPTION:

INJURIES & SCARS:

PHOBIAS & MANIAS:

IDEOLOGY & BELIEFS:

TREASURED POSSESSIONS:

REGISTRAR'S SIGNATURE: Heinrich D. Moore | DATE: 8 Aug. 1923

DIRECTOR'S SIGNATURE: Robert W. Chambers | DATE: 8 Aug. 1923

MARGIN RESERVED FOR BINDING — DO NOT FOLD

WRITE OR TYPE PLAINLY, WITH UNFADING BLACK INK — THIS IS A PERMANENT RECORD

EVERY ITEM OF INFORMATION SHOULD BE CAREFULLY SUPPLIED. AGE SHOULD BE STATED EXACTLY. EXACT STATEMENT OF OCCUPATION IS IMPORTANT.

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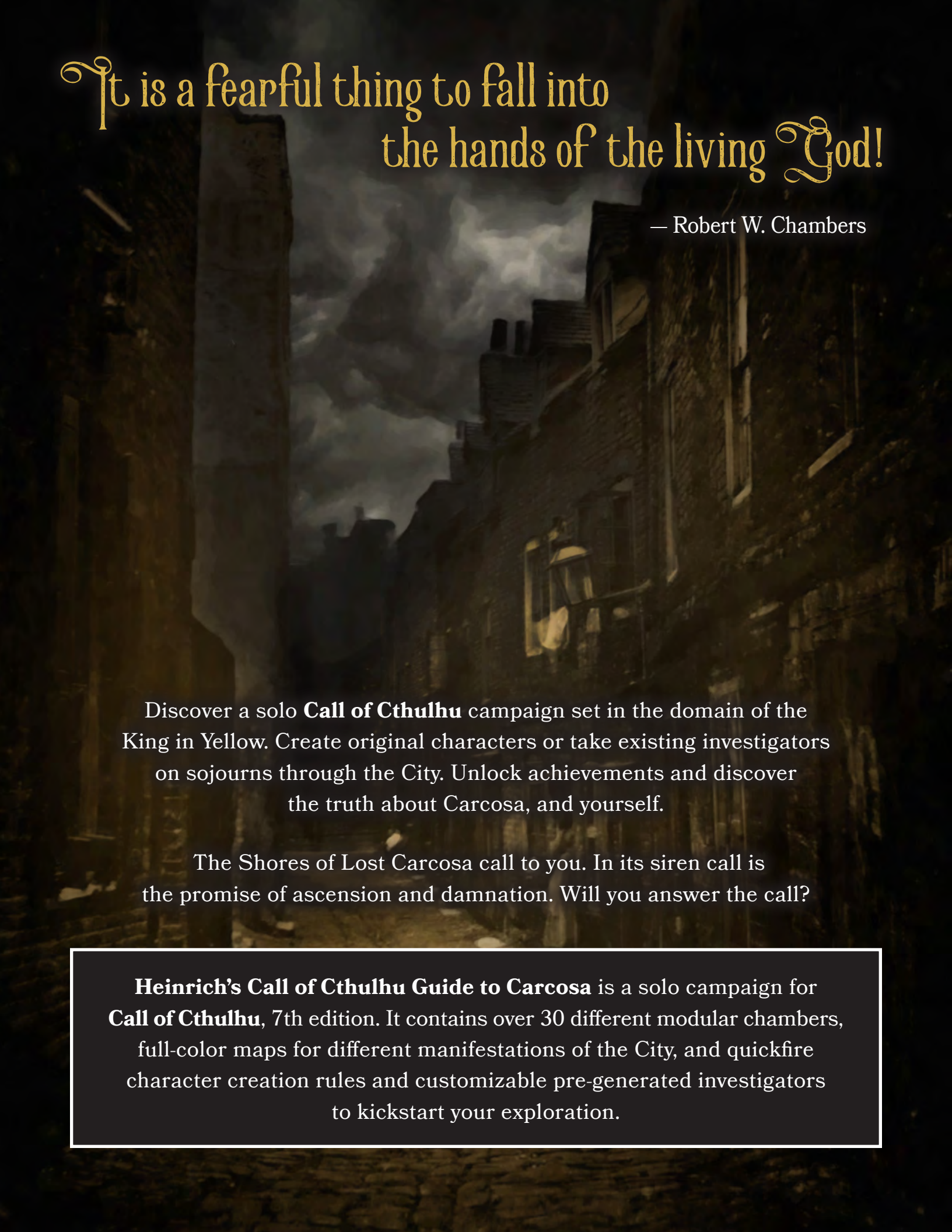

"It is a fearful thing to fall into the hands of the living God!

— Robert W. Chambers

Discover a solo **Call of Cthulhu** campaign set in the domain of the King in Yellow. Create original characters or take existing investigators on sojourns through the City. Unlock achievements and discover the truth about Carcosa, and yourself.

The Shores of Lost Carcosa call to you. In its siren call is the promise of ascension and damnation. Will you answer the call?

Heinrich's Call of Cthulhu Guide to Carcosa is a solo campaign for **Call of Cthulhu**, 7th edition. It contains over 30 different modular chambers, full-color maps for different manifestations of the City, and quickfire character creation rules and customizable pre-generated investigators to kickstart your exploration.