To Larry

I wish you had escaped with us.

Sample file

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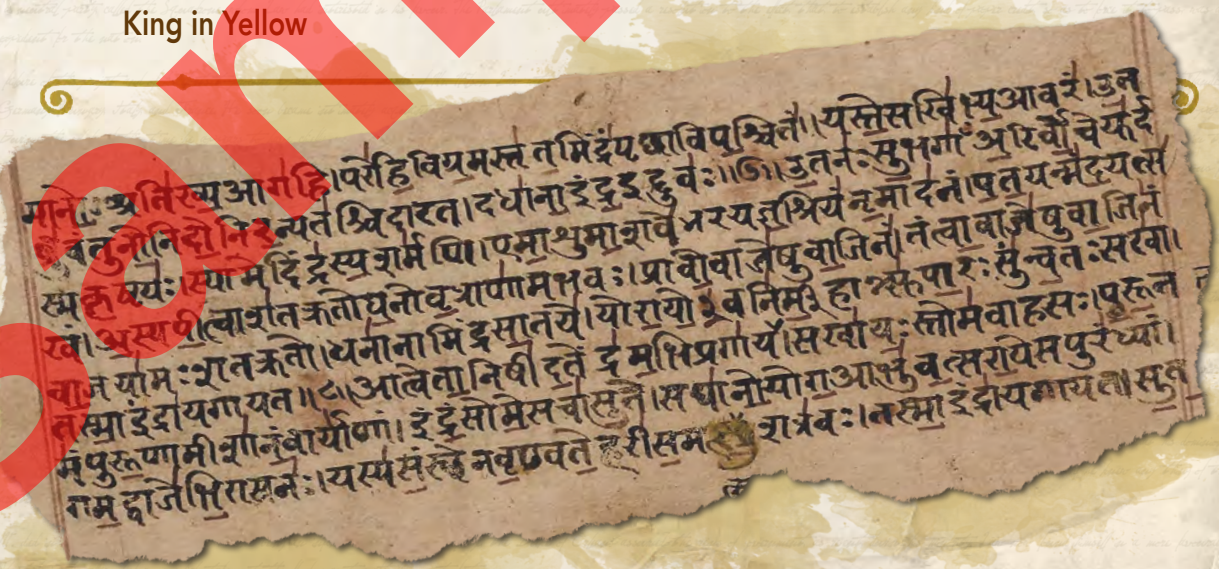
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Introduction

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.

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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.

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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*.

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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.



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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.





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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.



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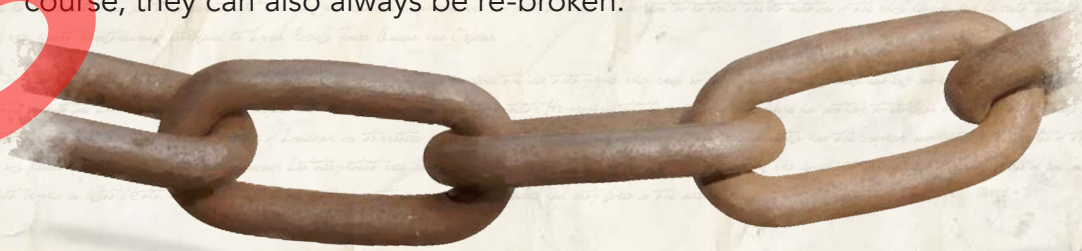
Luck

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.



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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 will need to refer to **Act I, Scene 30: Halls of Carcosa** every time you move between locations, potentially discovering further horrors.

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

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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.

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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).

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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!



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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).

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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**.

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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).

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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.

Sample file

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

Sample file