

## ARTIFACTS

The King in Yellow most often haunts and infects our world through writing, art, and books. From these works, acting upon the mind of man, entities can spring to life in our world, and forge paths to other, more nightmarish locales. The following tomes, specimens and artifacts haunt and swarm those infected by the power of the King like flies around a corpse.

### **Le Roi en jaune (“The King In Yellow”) (1895)**

**“Au long du lac se brisent les vagues de nuages  
Les deux soleils jumeaux meurent sur ses rivages  
Et les ombres s’allongent  
Sur Carcosa”**

*In French. Study time: hours. Any one Art skill +5%, Unnatural +5%, SAN loss 1D6+2 Helplessness.*

Written by an unknown playwright, c. 1895, this evocative, nihilistic play about Carcosa and Hastur was actively suppressed in France. The most common copy is a slim, simple black-bound hardcover, though at least one typewritten manuscript has been seen in the past. It cannot be skimmed. Once it’s opened, an Agent must make a Sanity test to avoid reading it completely. Despite the mass burnings of the manuscript, perhaps dozens of copies still persist, in private collections, overlooked in various estates, and even in national archives.

**EFFECTS:** After reading *The King in Yellow*, the Agent begins to encounter a number of unnatural phenomena with increasing SAN costs, at least once per operation. The Agent sees the Yellow Sign manifest where Hastur has irrupted, at a cost of 0/1D4 SAN Helplessness. After four such encounters, things get really intense—the Agent may become attracted to Hastur, rotate into Carcosa, or develop a mental disorder.

**RECOMMENDED RITUALS:** None.

### **The Deuxième Bureau File (1895/1941/1951)**

**“GS PARIS 41: Kein Intelligenzwert. EX REPORT DG 51: After preliminary investigation by the Gestapo, the DB file was placed in storage in the ‘general questionable file’ repository at the Meurisse Hôtel in the Rue Rivoli, later at the Mansion des Portes where it was recovered by elements of the US 4th Armored Division. Subject is the play *Le Roi en jaune*, (enc.)”**

*In French, German and English. Study time: hours. (Includes a type-written copy of *Le Roi en jaune*), SAN loss (only if the play is read).*

This file, re-written by Delta Green in 1951, contains an examination of the original *Deuxième Bureau* write-up of the *Le Roi en jaune* outbreak of 1895. It also includes notes from German intelligence circa 1941 when they examined the file and found it unremarkable. The documents are marked DELTA GREEN and TOP SECRET.

The unidentified author of the file (possibly Moseby) notes that a name found in the attached play: Hastur, is a “entity associated with myth-cycles found in restricted works

such as the Necronomicon.” The author indicates he read the play in its entirety and found it uninteresting.

Finally, it includes a type-written manuscript of *Le Roi en jaune*, in French.

**EFFECTS:** The file has no effect, unless the copy of *Le Roi en jaune* is read.

**RECOMMENDED RITUALS:** None.

### The Red Book (1951)

**“DEDICATION: For the king, and for the land beyond this broken-down world”**

*In English. Study time: hours. Any one Art skill +5%, Unnatural +5%, SAN loss 1D6+2 Helplessness.*

Transcribed by an unknown party into English sometime in OCT 1951, the Red Book is a word-for-word transcription of *The King in Yellow*, missing only the title page. It was printed at great expense at an unknown company, with an embossed red leather hard cover (hence the name). The cover image contains an undulating shape known as the Yellow Sign (despite its red color). One look at the Yellow Sign calls for a SAN roll 0/1D4 Helplessness. Failure on this SAN roll causes the subject to read the book. The Red Book cannot be skimmed. Once it’s opened, an Agent must make a Sanity test to avoid reading it completely.

**EFFECTS:** As *Le Roi en jaune*.

**RECOMMENDED RITUALS:** None.

### The Imperial Dynasty of America (Date Unknown)

**“Let His beneficence shine upon our endeavor; this land, made clean by His hand. Swept towards the growing rot of men’s minds, blooming in a beautiful uncreation. The first, the last, the only, the none. The one.”**

*In English. Study time: hours. Unnatural +1%, SAN loss 0/1 Helplessness.*

This leather-bound folio of loose and yellowed pages contains a complex lineage, tracing some sort of royal bloodline from Carcosa to New York City and beyond. Over one thousand names are contained within, including that of Henri Castaigne, the Night Manager of the Macallistar Building (see PAGE XX). On the last page, emblazoned in a splotch of red wax, is the terrible Yellow Sign (which costs an additional 1/1D4 SAN Helplessness).

**EFFECTS:** Anyone reading this and seeing the Yellow sign gains unnatural insight, and are fully open to the horrors of Carcosa. The Yellow sign's SAN loss manifests as a deep and unsettling vein of depression and existential horror that is almost impossible to describe to others.

**RECOMMENDED RITUALS:** None.

### Soul Bottle (Artifact)

**“In the walls were several niches, each of which contained a different bottle. The niche closest to me was empty. Lying on the floor next to the lantern was an**

***ornate bottle, the stopper lying nearby. An engraved plate on the bottle read ‘Joseph Hille.’”***

—John Tynes, *Broadalbin*.

A vast, and perhaps even infinite series of catacombs exist in the Night World leading to Carcosa (see **THE WHISPER LABYRINTH** on page XX). In these dark tunnels, embedded into shelves cut within the limestone walls are bottles. Each bottle is unique —some are glass, crystal, stone, metal—and on each is a plaque with a name on it. Every person has a bottle. Inside each bottle is the answer *for that person*; the answer to everything.

Finding your own bottle is a trying task. It involves exploring the Whisper Labyrinth for a day, and then the Agent *announcing* a target number between 1 and 100. They then roll a 1D100 and must attempt to get that number. Then consult the chart below.

Roll	Result
<b>Exact match to the number</b>	The Agent finds their bottle.
<b>Within 1 of the number</b>	The Agent finds the bottle of a loved-one.
<b>Within 5 of the number</b>	The Agent finds the bottle of someone known to them.
<b>Within 10 of the number</b>	The Agent is confronted by a manifestation in the labyrinth (see <b>MANIFESTATIONS</b> on page XX).
<b>Any other result</b>	The Agent finds nothing.

*These results do not stack*

If the Agent rolls a result outside the range of some sort of discovery, they find nothing but twisting tunnels and hundreds of other people’s bottles.

Only the owner of a particular bottle may open it, but some bottles, depending on construction, might be shattered or pierced. If a person’s bottle is destroyed without them having opened it, the owner of that bottle is *permanently subject to maximum SAN loss on failed SAN rolls*. There is no cure for this nihilistic listlessness.

An owner opening their own bottle makes a 1D10/1D100 Unnatural SAN roll. Those that do do and survive recall little of the event, but witnesses report the bottle “whispering” or “mumbling” something obviously meaningful to the target. The Handler might use this to deliver vital game information (such as “Abigail Wright waits for you in the Palace in Carcosa”), or to resolve some unknown in the Agent’s background (“your father was always proud of you”).

Those that fail the SAN roll physically vanish (time to roll up a new Agent). But don’t worry, they might be seen again, as a guest of the King in Yellow at the masked ball in Carcosa.

### **Melonia (Plant and Drug)**

***“I stumbled forward, and saw beyond the closest row of buildings the source of the strange seed pod drug Debra had given me earlier, for here there was row***

*upon row upon row of Melonia, low golden plants with their spade-shaped leaves and strange pods.”*

—John Tynes, *Broadalbin*.

This strange plant, unknown to science, grows only in Carcosa and the Night World. It is a low, golden stalked plant with spade-shaped leaves. When it is in season, each stalk sprouts dozens of tiny, golden-copper plant pods. If left to its normal life-cycle, these plant pods burst and spread tiny golden seeds on the wind which look like a flickering mist of golden stars. In Carcosa and some of the Night World, it grows wild, covering every available surface with the tenacity of a weed. It will not grow on Earth.

These plant pods are a drug. Melonia may be eaten whole or ground into a powder to be snorted or shot-up.

Use	Duration	Effect	Addiction
<b>Eat Melonia Pod</b>	1 minute	Euphoria. Must make a SAN roll. On a critical success, the subject gains a relevant vision of some element of the Night World or Carcosa. Willpower may be used in the place of SAN points for SAN loss during the duration.	<b>Lightly addictive.</b> If exposed to the drug the subject must make a SAN roll +40%, on a failure, they must immediately use the drug. On a success, they resist and lose 1 Willpower point.
<b>Snort Melonia Powder</b>	20 minutes	Euphoria. Must make a SAN roll. On a success, the subject gains a relevant vision of some element of the Night World or Carcosa. Willpower may be used in the place of SAN points for SAN loss during the duration.	<b>Moderately addictive.</b> If exposed to the drug the subject must make a SAN roll +20%, on a failure, they must immediately use the drug. On a success, they resist, but their Willpower is cut in half.
<b>Inject Melonia</b>	2 hours	Euphoria. The subject gains a relevant vision of some element of the Night World or Carcosa. Willpower may be used in the place of SAN points for SAN loss during the duration.	<b>Strongly addictive.</b> If exposed to the drug the subject must make a SAN roll, on a failure, they must immediately use the drug. On a success, they resist, but all actions are -20% for that day.

Those sycophants that haunt the edges of Carcosa often have ample supply of Melonia pods recovered from expeditions to the edge of the Whisper Labyrinth, where it is known to grow in great abundance. Creating powder (which may be injected or snorted) requires a supply of Melonia pods and a Pharmacy skill of 20%+. Melonia pods keep indefinitely, and are most often found and traded in small glass vials. The powder is white, with odd coruscating patterns appearing in at when it catches the light.

### Gold Bug (Insect)

*“A wonder shewn newly upon the world, an insect wrought in finest gold, as a gyft to the [name scratched out], of which he spent many a tyme gazing upon in the watches of the night.”*

### —A letter to John Dee, 1582

These tiny, golden beetles are native to Carcosa and the Night World. They live and feed on the Melonia plant, though often can be found elsewhere, aimlessly tracking along walls, in the dirt, or just otherwise alighting on an Agent's arm. They are harmless—for the most part.

For those who know such things, a Gold Bug can offer insight into the secrets of Carcosa. Gold Bugs can be eaten, burned and inhaled (they emit a strangely thick green smoke), or placed inside a clear container to be meditated on. Unlike the Melonia plant, use of the Gold Bug is not addictive.

Use	Effect
<b>Gold Bug Eaten</b>	Subject must eat a live gold bug and make a SAN roll. On a success, the subject gains a hint as to how to proceed deeper into Carcosa.
<b>Gold Bug Burned and Inhaled</b>	Subject must burn a gold bug, inhale the smoke for 10 minutes and make a SAN roll. On a success, the subject gains a hint as to how to proceed deeper into Carcosa. On a failure, the subject gains a vision of some element of the Night World or Carcosa.
<b>Gold Bug Entrapped and Meditated On</b>	Subject must spend 1 hour looking at the bug and make a SAN roll. On a success, the subject gains a hint as to how to proceed deeper into Carcosa. On a failure, the subject gains a vision of some element of the Night World or Carcosa. On a critical success, the subject gains some significant revelation about the King in Yellow (location of an NPC, insight on a mystery, solution to a problem). On a critical failure, the subject sees, and is seen, by the King in Yellow itself without its mask (1D10/1D100 Unnatural SAN loss).