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THE
DARK TIMES
HORROR GAMING FANZINE



The DARK TIMES Issue 04

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Dark Times Inspirations

"The trick is the paradox - turning your story inside out. Now if it is something that appears to be of total normality and then suddenly turns inside out and is a different thing all together then that's fun to write."

Nigel Kneale

18 April 1922 – 29 October 2006



Dark Times Fanzine covers material for the following game systems. If you would like to submit something for our consideration please contact us at the following email address:
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We also accept short fiction, artwork, poetry and anything else that fits our chosen sphere.

ENTER VAULT 576

A review of the Fallout Shelter game for android.

By Tad Kelson.

Available for free on the Play Store, I hate to admit this is the first Fallout game I have played. I am certainly aware of the franchise, am waiting for the Modiphius TT skirmish game to come out, have skimmed and looked through several art books for Fallout, but this is my introduction.

So I went and grabbed it to try it out. Free to download and in game purchase making it a standard fare in that respect. So there is my new vault, small, no clue what to do. So there are several commodities, resources, to manage. Electricity, Food, Water, Bottle Caps, Nuka Colas, and in reality the people in the vault. There are also outfits, weapons, junk, quests, and pithy quips from the folk that you, as Overseer, are managing.

A large part of the game is the assignment of people to work the various rooms. Each main resource room requires a stat as the primary to use the room the best. Strength for the Power Room, Perception for Water Rooms, and Agility for the Diners. There are other rooms that be built to train all of the different characteristics of the dwellers. The rooms unlock as more dwellers are in the vault, built with the bottle caps that are found in the wastelands and from dwellers leveling up.

Picked up some new dwellers with my Radio Room, along with pulls from the Vault-Tec Lunch boxes I have obtained, along with the new inhabitants from placing a couple, male and female, into a Residence. After a bit of dancing, they disappear into the back, he come out and she is in a yellow outfit and rounder. It takes a bit but eventually a box pops up with the name and gender of the new member of your vault.

There are a variety of dangers, foes, fires, radiation, which will plague the vault. Sometimes raiders or other dangers will attack the vault, needing to be fought off.

Foes so far encountered include:

Radroaches
Feral Ghouls
Mole Rats
Raiders
Deathclaws

I will admit I have spent about \$15 on this game. Picked up 5 Mr. Handy, some lunch boxes, all to boost up my vault. Not a large monetary investment, but I did want the boost I got from it.

A Few Tips:

Make a Science Station and put the 2 highest Intelligence types in there and just make Radaway. Cannot have too much of the stuff. Just keep making the stuff.

A few days into playing, just after getting my Mr. Handys, I left my phone on all night, logged into the game, got my 3 resources all pulled up to full. I was attacked a few times and had to revive multiple dwellers via Bottle Caps. Still it helped more that hurt.

Best to have a Mr. Handy per floor since they will autocollect resources Arm everyone in your Vault, especially those on the first floor (to fight off Raiders and Feral Ghouls mostly.

List of Junk

So this list is just the Junk I am encountering in the mobile game Fallout Shelter. It can easily be used as a list of what a player might uncover in a similar setting. Obviously it is incomplete.

Desk Fan
Tri-fold Flag
Duct Tape
Alarm Clock
Toy Car
Magnifying Glass
Wonderful (Superglue)

Gold Watch
Baseball Glove
Shovel
Yarn
Teddy Bear
Giddyup Buttercup (Mechanical Toy Horse)
Military Duct Tape
Globe
Brahmin Hide
Military Circuit Board
Camera

There was some amount of frustration in the first few days of playing. Once I got ahead of the resource curve, it has been quite a bit more enjoyable to play.



<https://www.falloutshelter.com/>

PRECURSOR & EXOMORPH GENERATORS

By Joe Klemann



Note: These generators are being created for "Astrophobia" being created by Auraboros Games but can be used for any scifi horror game with adaptation.

Remnants of the Precursor Civilization

The Precursors - Aliens that existed millions of years before Human civilization and left artifacts around the galaxy. They are often referred to as the "Progenitors" by the Origin Church. Generally examining or trying to understand the workings of a Remnant requires appropriate skill in academics and science. Precursors and their forgotten technology is meant to be seeded into a game to create mystery, wonder and also plot devices to create the initial horrors of a game or a "Deus Ex Machina" to remove a threat or problem. Some of these remnants may be discovered on Earth, the Moon or Mars.

Types of Precursor Remnants (Roll 1d10 or choose)

1. Gate Facility
2. Beacon
3. Devastator Pod
4. Stasis Prison
5. Molecular Assembler
6. GravWell Generator
7. Neurologic Broadcaster
8. Climate Regulator
9. Biogenerator Nexus
10. Planetary Weapon

Details and Effects of Precursor Remnants

Gate Facility - The Gate Facility opens a portal that bends space-time and allows instantaneous but unpredictable travel from one point in the galaxy to another site where another Gate Facility is located. Activating the Facility requires huge power output, usually from a reactor located deep in a planet's core or some more exotic means. When a facility is located, it is either powered off (1-4 on a d10) or powered on (5-8 on a d10), but there is a chance it was left on and the Gate has degraded or been damaged, causing ruptures and space-time anomalies within Long range of it (9-10 on d10).

Beacon - Whether meant as a navigational marker, a distress call or some other means of communication; a beacon is a remnant that gives off a signal periodically (this could be every hour, every day, every 20 years, etc.). The Beacon seems to possess a long-lasting power source and is often found on distant worlds. Signals from Beacons can be detected even light-years away in deep space or nearby solar systems, sometimes they are mistaken for human distress calls.

Devastator Pod - This device was meant as an ancient weapon of war, typically unleashing a weapon of mass destruction or more commonly - biological warfare in the

form of an Exomorph organism to depopulate an ancient rival. These devices can sometimes sit unactivated and appear to be "duds" but may be triggered by overly curious space explorers.

Stasis Prison - These complex machines were designed to imprison or put into stasis ancient alien beings or even criminals among the Precursors themselves, sometimes in desperation they were used to control an outbreak. The stasis seems to generate a warped field of space-time, perhaps functioning similar to the Gate Facility in function, except that it slows or stops time within the field. If it is shut off or damaged, the prisoners in the field would suddenly "awaken" once more.

Molecular Assembler - These objects are one of the most sought after Precursor artifacts, which have the ability to build anything from the molecules up. Its function is still very poorly understood but its implications are vast - turning energy into matter directly. The danger of Molecular Assembly is that byproducts or organic compounds could also be formed, generating spontaneous and deadly new lifeforms.

GravWell Generator - A machine sometimes found as an orbiting satellite or embedded on a planet's surface, the GravWell generator increases gravity around itself to the pull of a large Moon, plucking ships and objects from orbit or drawing objects to itself in space. The Generators are usually found already active, giving strange readings on gravitational/mass scanners of a system or they are inactive, but may be switched on by accident. Humans may be crushed or suffer other complications by the forces of gravity when close to it during activation.

Neurologic Broadcaster - These machines generate a signal similar to a Beacon, but instead they were designed either as neurological communicators or a method of using mind control on a population. They tend to have a shorter range than a beacon, only being limited to a single planet or city-sized area, powerful ones may extend into orbit or effect nearby planets inside a solar system. These broadcasters are sending what is essentially alien brainwaves, conceptions and thought patterns directly to the brain centers of humans, the effect is horrific visions and madness in most instances. Humans effected depend on whether they are within Short range, Long range or Extreme range to the device, the closer they are – the more difficult the checks and the more horrific instances of insanity occur. The effects of insanity depend largely on the Attitude of the effected character, a somber individual may consider suicide or self-mutilation and depression, a normally commanding personality may become overbearing and ego-maniacal, an inquisitive character may become paranoid and delusional, while an already insane character may become a full-blown serial killer.

Climate Regulator - These weather-controlling machines are typically active on former Precursor colony worlds, as a means of terraforming them. The most common climate is warm and humid, but sometimes they create snowstorms or generate dry deserts instead. If a Climate Regulator is damaged or someone mistakenly attempts to take it apart and see how it works, they can create sudden and violent shifts in the climate of a large region of a planet or effect the planet's climate on a global and catastrophic scale.

Biogenerator Nexus - The Biogenerator Nexus is similar to a Molecular Assembler, but it was clearly created to seed life and generate the evolution process on a planet, creating a primordial pool from which new life arises. The areas of a planet near a Biogenerator

Nexus are often teeming with wide varieties of alien life, in some instances the entire ecosystem of a distant world has been the result of a device such as this. Although, for some reason, the Biogenerator occasionally creates horrific Exomorphs, which may depopulate a world of its native life instead, leading to a new and terrible cycle of life.

Planetary Weapon - These weapons platforms are sometimes found as orbital stations or built into fortress ruins of a heavily defended planet. The purpose was to repel enemy spaceships, although some of them are devastating enough to destroy portions of a nearby planet or target a distant star kick-starting a super nova reaction. Human governments and violent groups often want to replicate this technology, but reverse engineering these devices so far has only resulted in catastrophic explosions and death of the scientists involved.

Exomorphic Horrors

Exomorphs tend to be complex and often terrifyingly deadly alien organisms, they evolve among the harshest climates of the galaxy and maintain strange and often unpredictable life cycles. Many of these organisms remain as of yet, unclassified or perhaps unclassifiable to humanity.

Exomorph Size & Statistics

Because Exomorphs are often invasive and deadly, they grow in danger and size each time they gain access to their source of Development & Growth, giving them +1 Size. The physical size of the organism is relative, a viral contagion may physically be a microorganism, but the its Size score may represent the portion of a population of which its infected.

Special Abilities: Every Exomorph has 1 Special Ability, but they gain another at Size 5 and another a third at Size 10.

Exomorph Ideal Habitat (roll 1d10 or choose)

1. Vacuum
2. Irradiated Environs
3. Solar Light
4. Cold and Dark
5. Temperate Environs
6. Warm and Humid
7. Hot and Dry
8. Extreme Heat
9. Water Dependent
10. Chemical Dependent

Exomorph Social Structure (roll 1d10 or choose)

- 1-4. Solitary or Singular (like a flower blooming)
- 5-6. Eusocial Colony (like Ants)
7. Pack Hunter
8. Mated Pairing
9. Symbiotic
10. Cannibalistic Rivalry

Exomorph Original State (roll 1d10 or choose)

1. Fungal
2. Viral
3. Prion
4. Parasitic Organism
5. Nanomolecular Construct
6. Quantum Anomaly
7. Plantlike State
8. Decaying Biomass
9. Motile Zoomorph
10. Immobile Zoomorph

Exomorph Development & Growth (roll 1d10 or choose)

1. Viral Growth
2. Absorbs Proteins from living host
3. Absorbs Proteins from dead bodies
4. Absorbs synthetic molecules from objects
5. Absorbs moisture from host body
6. Absorbs Genetic Markers from host
7. Restructures host organism into new cellular life
8. Absorbs metal or inanimate material
9. Grows purely from ambient heat level or electricity
10. Requires specific chemical compound for nourishment

Complex Lifecycle Features (roll 1d10 or choose)

1. Releases spores during growth cycle, spores can spread through ventilation systems or within Long range downwind of the Exomorph
2. Goes through a Cocoon transformation process, the organism can spontaneously gain +2 to Size by spending 4 hours in stasis
3. Multi-stage complex life cycle, the organism can go through multiple Morphology forms and each time gains +1 size, changing takes 2 hours.
4. Venomous or Toxic secretions, the organism can excrete a sticky goop within an area of range Close every half hour, which harms the opponent as if it were any other poison.
5. Establishes traps or webs to ensnare prey, every half hour an Exomorph creates a trap which immobilizes unwary prey, a check must be made to notice the trap if the prey comes within Close range.
6. Highly Intelligent and capable of Mimicking human activity, the Exomorph is deceptive and can figure out most human operated equipment by observing someone use it first.
7. Asexual Division, allowing the organism to split its Size in half into two new organisms, minimum Size 2 to allow a split.
8. Establishes a central Nest, a central nest makes it easier to perceive and react to enemies for any Exomorphs inside it and the nest is usually treated as having an Area of Long range, it takes 4 hours to create.
9. Migration, the Exomorph is desperately trying to return to a location, usually its home-world or the home-world of its host species and gains a bonus on actions that help it accomplish this.
10. Self-Evolving Ecosystem, every 6 hours, the Exomorph can change its Development & Growth or its Morphology. Original forms may coexist or consume newer forms of the organism or vice versa.

Exomorph Morphology (roll 1d10 or choose)

1. Microorganism (Special: Due to the small size, only Medical procedures can be effective

in "attacking" the organism at all and eliminating infection)

2. Insectoid (Special: Due to their multiple limbs, the Exomorph can attack all opponents within Close range without penalty and is resistant to knockdowns)
3. Worm (Special: A worm can slide or slither through narrow openings, granting it a bonus to tasks that involve contortion)
4. Biomass (Special: The Biomass moves very slowly, but it continually regrows and repairs itself, regenerating each round)
5. Zoomorph (Special: An "Animal-like" Exomorph may appear superficially like a quadruped mammal or be closer to a crocodile, moving faster on four legs regardless)
6. Mollusk (Special: The Mollusk often appears with tentacles or tendrils which allow it to grab prey, it can attack all targets within Close range at no penalty)
7. Protozoic (Special: The semi-translucent Exomorph is similar to a Protozoa, but is capable of camouflage, making it stealthy outside of Close range)
8. Parasite (Special: The Parasite grows inside a host and puppets it under the parasites control, use the Host stats and training for actions if they are better than the Exomorph, a Host can make a check against the controlling influence of the Exomorph in order to resist being controlled for 1 hour)
9. Tyrant (Special: A Tyrant is a very alien being that can barely be described and typically grow to large size, Tyrants have a thick natural armor)
10. Humanoid (Special: A humanoid Exomorph can operate and use just about any equipment a human could normally, making them very dangerous)

Exomorph Special Abilities (roll 1d10 or choose)

1. Airborne Spores (Infect any potential hosts within Close range of the Exomorph or cause potential prey to breath a Toxin)
2. Terrorize (The Exomorph's appearance or behavior inflicts a primal fear in humans, requires a check or they suffer a penalty to actions in its presence.)
3. Spines (The Exomorph is covered in spines, any melee attack on the creature within Close range inflicts damage on the attacker automatically - unless they have Armor)
4. Maw (The Exomorph has a deadly maw that it can swallow an opponent whole, it deals an additional damage on a bite attack and opponents with less Body than their Size, must make a check or be devoured into the maw)
5. Whip Tendril (The Exomorph can attempt a grapple, disarm or attack on a target within Short range)
6. Chameleon (The Exomorph can change color to match its surroundings, granting it a bonus to being stealthy, even in Close range)
7. Energy Sponge (The Exomorph heals instead of taking damage from energy attacks such as lasers or from sources of heat like fire, physical attacks still harm it normally)
8. Toxic Spit (The Exomorph can target prey within Short range and inflict damage from acidic spit which also destroys armor with each hit)
9. Burrow (The Exomorph can dig through metal or rock using powerful claws or acidic secretions, granting it 1/2 normal movement through the bulkheads, stone or similar barriers)
10. Implant (The Exomorph can use an attack to implant a parasite or infect a host, it loses 1 Size in order to inflict this ability, small Exomorphs may seem to "die" but have passed on to the new host)

Example Exomorphs:

Sample Exomorph, Scientific Name: EXT-G09, Common Name: Lava Ghoul

Size: 1-10

Ideal Habitat: Extreme Heat

Social Structure: Symbiotic

Original State: Motile Zoomorph

Development & Growth: Absorbs Proteins from dead bodies

Complex Life-cycle Feature: Asexual Division

Morphology: Tyrant

Special Abilities: Energy Sponge

First Encounter: Located on a volcanic world on the edge of explored space, the Lava Ghouls as they were called were initially thought to be harmless scavengers, but as they ran out of local carrion to consume, they began encouraging "accidents" among the explorers, so that they could consume the dead. The first Survey Team did not return, but the "Lava Ghouls" were referred to as such during the last radio chatter from one Colonist as he attempted to destroy the creatures in their caves made of magma tunnels.

Sample Exomorph, Scientific Name: EXT-S11, Common Name: Star Rot

Size: 1-10

Ideal Habitat: Vacuum

Social Structure: Mated Pairing

Original State: Fungal

Development & Growth: Absorbs Proteins from living host

Complex Life-cycle Feature: Establishes a central Nest

Morphology: Microorganism

Special Abilities: Airborne Spores

First Encounter: Discovered in several isolated cases which resulted in a severe loss of life among deep space star-ship crews, in some areas exposure to vacuum of space due to a hull breach can make you a risk for spores from Star Rot, turning men into fungal colonies and infecting their fellow crew members.

Sample Exomorph, Scientific Name: (Unclassified), Common Name: Primordial Soup

Size: 1-10

Ideal Habitat: Hot and Dry

Social Structure: Solitary

Original State: Prion

Development & Growth: Absorbs Genetic Markers from host

Complex Life-cycle Feature: Multistage complex life cycle

Morphology: Biomass

Special Abilities: Toxic Spit

First Encounter: On a Colonial Corporate survey mission, several samples brought back from a remote planet resulted in discovery of a deadly self replicating protein disorder which spread through the crew like wildfire, resulting in deadly masses of flesh in a state of uncontrolled evolution.

Sample Exomorph, Scientific Name: EXT-T93, Common Name: Titan Squid

Size: 1-10

Ideal Habitat: Water Dependent

Social Structure: Symbiotic

Original State: Nanomolecular Construct

Development & Growth: Absorbs moisture from host body

Complex Life-cycle Feature: Migration

Morphology: Mollusk

Special Abilities: Maw

First Encounter: Unlike other life on Titan's seas, the Squid is not technically a result of natural selection, but was found as samples of nanomachines which had infected top layers of ice from the planet's surface. The nanomachines construct the "Squid" as a way

to continually cool their processor units and expand as a communal device by harvesting moisture from living beings. Not all Ice from Titan shipped off world as drinking water contains these particles (which activate when unfrozen), though there is concern that some may have been sent to a remote Mormon outpost.

Sample Exomorph, Scientific Name: EXT-H09, Common Name: Spinners

Size: 1-10

Ideal Habitat: Cold and Dark

Social Structure: Eusocial Colony

Original State: Parasitic Organism

Development & Growth: Restructures host organism into new cellular life

Complex Life-cycle Feature: Establishes traps or webs to ensnare prey

Morphology: Zoomorph

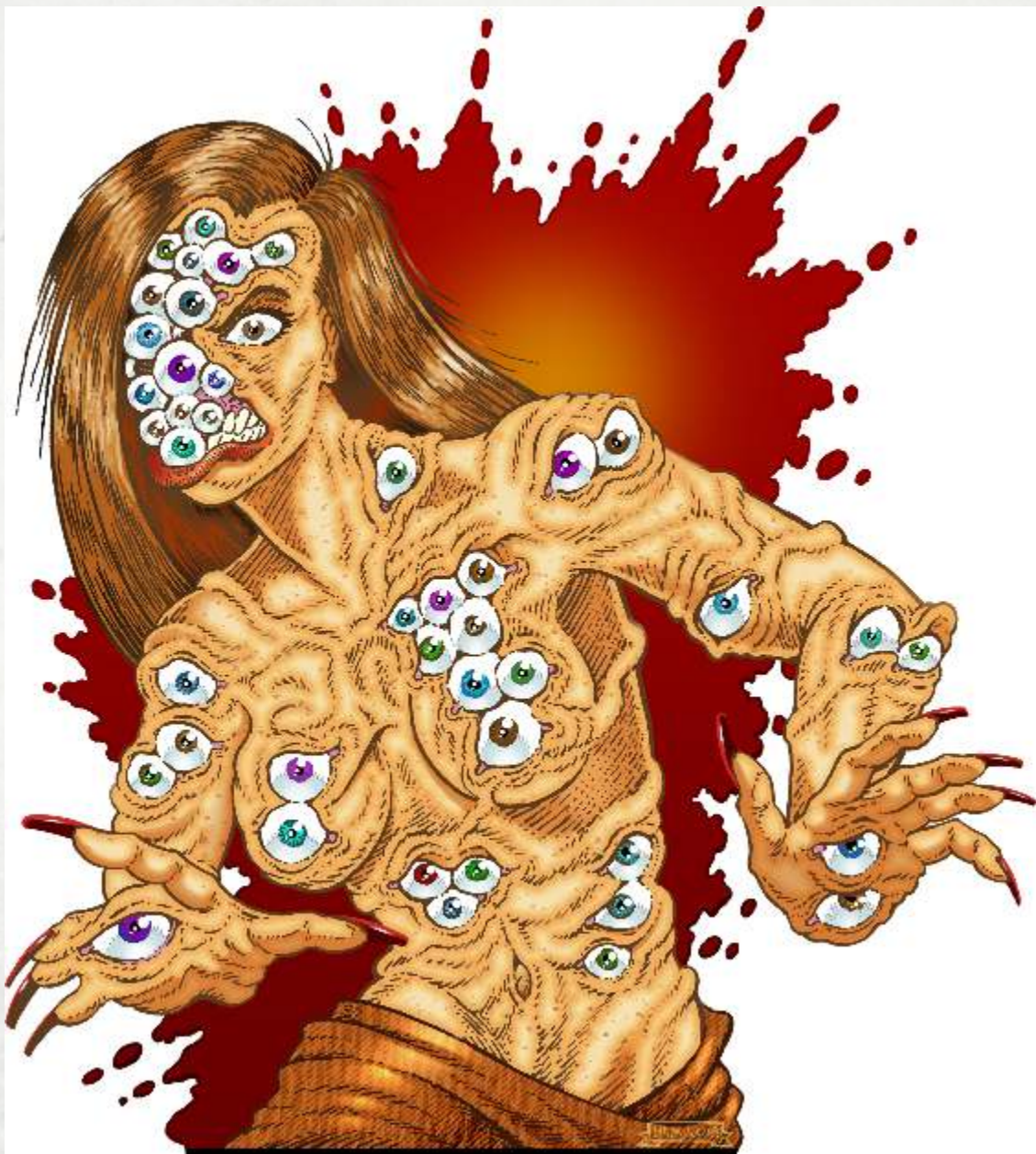
Special Abilities: Implant

First Encounter: Spinners as they came to be called arrived on New Houston Space Station via members of the Origin Church transporting a supposed Alien artifact from an unknown planet. The outbreak may not have been intentional, but the results turned the space station into a deadly maze of sticky "webs" created by the predators, which operated together as a coordinated whole, even cutting power to many sections of the station and keeping humans alive long enough to be hosts to their parasitic larvae. The Station was destroyed by an ISM fired by the Sol government forces and all evidence of the cause of the event was destroyed as well.



ART SPOTLIGHT

Well-known game artist and all-round good guy Bradley K McDevitt kindly submitted this piece for our use. Entitled "Argus II" it's a modern body-horror twist on the ancient Greek mythic figure - but what IS she looking at?



More of Brad's work, including his long-running Clipart Critters series, is available from this link: <https://goo.gl/qZPwnZ>

Sunflower Masquerade



Act 1

The Sunflower Masquerade

By Joe Klemann

For Trail of Cthulhu

Act I: The Stranger Arrives

Bicree: Who approaches?

Stranger: Weary travelers, to a new home come we.

Bicree: Say, where are you from, anyway? How did you get past the city watch at this time of night?

Stranger: From the city of a great king come I.

Introduction:

Act I is a follow-up to Act 0 or the Prologue of the Sunflower Masquerade. This scenario takes place precisely 1 month from the previous game session, after things have seemed to return to normal. Investigators have time to touch base with their Sources of Stability and while their sanity may be scarred, their fortitude seems restored. Though this will not last, the Investigators are unwittingly near the shores of doomed Carcosa and the high tide is coming. The point of this scenario is to push the Investigators towards illicit activity against the cult of the Yellow King, which will get them into legal trouble with the authorities and is liable to end them up in Arkham Asylum by its conclusion. Astute Investigators may decide to pursue research into their opponents and could possibly even learn a ritual to stop the cult's main mythos weapon – the dreaded Byakhee. Possible discovery of the Harwich family's ancient corruption is a core clue that is presented during Act 1.

Act 0: Core Clues

Location of the new Sunflower Theater

The flawed Blue Prints of the Sunflower Theater are a core clue

Location of the "Spricht Nicht Art Society" offices

Optional Core Clue: The Harwich Family

Keeper's Note on the City of Arkham:

The original scenarios were written using Trail of Cthulhu and Chaosium's guide for H.P. Lovecraft's Arkham and use many details found there. The dates and years can be altered if a Keeper wishes and they are welcome to place the Sunflower Masquerade inside the setting of "City of Cthulhu" recently released by Pelgrane Press. If set in the later material, Great Arkham is a much more sinister place and the conspiracy of the Harwichs and response from authority figures will be much more of a threat for Investigators attempting to learn more about the events occurring in the story.

Strange Portents:

Each Investigator who has read even a portion of the play "Le Rideau Final" should begin the session with a strange event. The Stability Test for these events is Difficulty 3. Keepers are welcome to create their own strange portents, the ones listed below are merely for convenience.

- The Investigator is walking through a bad part of town and is suddenly approached by a veiled foreign woman whose dialect cannot be placed. The woman insistently thrusts a small bag of sunflower seeds into the Investigator's hands before departing. Later on, if these seeds are examined in detail, it will be found that the seeds themselves are black and rotting. Hidden away within the seeds are a handful of human teeth.
- An episode occurs during a mundane shopping trip or travel through the city with the Investigator, in the middle of a purchase, all nearby shopkeepers, customers and Arkham residents begin speaking only in lines from the "King in Yellow" play, from Acts the character has read from the previous scenario. Keepers who own Thom Ryng's version of the play are encouraged to use it for effect.
- Somewhere within the Investigator's home or flat, a water spot is spreading from a leaky pipe somewhere within the ceiling or walls. This water spot gets worse and worse as time goes on, eventually spreading out in a triple-spoke swastika in appearance to the symbol seen on the pages of "Le Rideau Final" or upon the blood-stained barn floor on that cursed island...
- As the Investigator goes about their business in a wealthy part of the city, they discover the bloating corpse of a homeless man stinking in the sun. This dead hobo rots and releases foul odors, but none of the passing upper crust, in their suits and fine dresses, seem to notice at all.
- An Investigator discovers a dead seagull near their window, it appears to have choked to death on a portion of a sunflower.

Newspaper Headlines for November 10th, 1935:

The following are headlines for the date of November 10th, 1935.

(* Core Clue Related, ^ Red Herring):

- * A wealthy anonymous benefactor has begun building the new "Sunflower Theater" on Arkham's River Street area. (see Headline Article)
- ^ The Bishop of Arkham, Eleazar Waite, has been caught in a sex scandal. The Bishop was found to be consorting with prostitutes in several hotels of ill-repute in the Massachusetts area. The Vatican has yet to release a formal statement.
- ^ A bureaucratic nightmare has resulted in the rotting of 200 tons of grain and Food Aid which was bound for Europe. The food continues to sit in Boston Harbor following concerns over the ship's crew and paperwork, resulting in a loss of food aid.

- * Miskatonic University mourns the death of a student of the arts, Irma Porter Long, who was studying theater acting. Her untimely death has currently been ruled a suicide, though the Family of the deceased suspects foul play. Arkham Police are still looking into the matter.

Avenues of Investigation

It should become obvious to the Investigators that events connected to their time on Muskeget Island are somehow connected to recent developments in the newspaper headlines, which each player should come across during a mundane scene in their life after experiencing strange events.

- Investigating the Sunflower Theater- Investigators may revisit River Street and see the new construction [Investigative Skills needed: Accounting, Architecture, Occult]
- Researching the King in Yellow- Investigators may want to learn more about the King in Yellow, the terrifying doom of the play they have read. [Investigative Skills needed: Anthropology, Library Use, Occult]
- Investigating the Death of Irma Long- Investigators may visit Miskatonic University and discover that some horrors may not be forgotten easily. [Investigative Skills needed: Art, Cop Talk, Oral History, Forensics]
- Linking the Pieces- If the Investigators begin to suspect a connection to the properties being utilized by whatever madman hides behind the scenes, they can begin to examine property records and city planning files [Accounting, Bureaucracy, History, Oral History]

Investigating the Sunflower Theater

Being built on the exact site of the Kapur Imports Warehouse, which was most likely burned down during the Investigator's last visit or demolished shortly afterwards, this site is nothing more than a frame for the future structure at the moment. The foundation is being poured and wooden scaffolding erected by Polish immigrant laborers from the River Street community. Many of the workers don't speak English and can only point the Investigator's towards the Foreman of the site, a man named Lukas Bratumil. The Foreman has a small shack near the construction site where he makes his office.

Talking to Lukas Bratumil:

Unless the Investigators can convince Lukas that they are on official business, following up an investigation or can simply make it obvious they are not taking no for an answer—he will otherwise simply refuse to discuss the construction and say that he is too busy to talk [Bargain, Cop Talk or Intimidation 1-Pt Spend]. If the Investigators persuade Lukas to talk, he states that he simply doesn't know who is behind the funding of the theater construction, he's hired to do a job and does it without asking questions. He is willing to let Investigators take a look at the blueprints and the payroll receipts if they are inclined. *(During play, Investigators found it easy enough to bribe the foreman to look the other way as they investigated his paperwork.)*

Breaking & Entering the Foreman's Office:

Investigators may simply wait for Lukas to take a lunch break and break into the trailer and steal these documents [Locksmith], though the Polish laborers may catch a glimpse of them leaving if they're not careful [Stealth Diff: 4] and this report could reach the police and influence their encounter with the G-Men later on.

Core Clue: Looking at the Payroll

Investigators with knowledge in monetary matters and accounting can quickly discover that the property is being built by Sunset Holdings based in New York City [Accounting]. By making some phone calls and verifying records at local Arkham Financial Institutions, it can be revealed that Sunset Holdings is little more than a legal name being held by a lawyer named Jean Kenneth. Without legal reason [Law], the lawyer in New York is unlikely to reveal any information about his clients over the phone. The records show a lot of the payroll is going from an account at the Bank of Arkham to the Polish workers. [Law] If the Investigators can determine a legal reason to inquire into the accounts of Sunset Holdings, they can have a phone conversation with Jean Kenneth that doesn't end fruitless, the lawyer explains that Sunset Holdings is being entirely funded by a group called the "Sprecht Nicht Art Society" in Arkham. He'll read off their address but says the phone number is private, he can't seem to recall the name of any specific individuals he has dealt with from Sprecht Nicht, he'll admit its odd none of them ever used names but they seemed to be speaking in foreign accents. Following the convoluted money trail through the Bank of Arkham account again requires some finesse [Accounting or Law] but reveals that the account belongs to a local Arkham office called the "Sprecht Nicht Art Society" located on 589 Jenkin Street.

Core Clue: The Blue Prints

Anyone familiar with construction can tell something is amiss with the design [Architecture] by looking at the blueprints. The theater is being built partially over water and extended into the Miskatonic River. Certain expensive decorations from private European collections are being purchased for decor and a lot of aesthetic design is going into the lavish theater, but at the expense of safety or utility. The main stage and the seating area will be suspended on a thin platform above the river itself. The flaws in the design of the Sunflower Theater are a core clue.

What Next?

After uncovering clues at the "Sunflower Theater" construction site, the Investigators may be able to follow leads to the "Sprecht Nicht Art Society" or they may decide to shut down construction of the theater once and for all. [See details of these actions near the end of the scenario material for Act 1]

Researching the King in Yellow

The most certain way to go about researching strange religions and forgotten texts about occult subjects, is a trip to the Miskatonic University Library in Arkham. If the Investigators have met Professor Armitage previously and have academic knowledge or Professorship, they have little problem accessing the forbidden section of the Library Collection. If the Investigators have very little academic ties, they find this as a harder endeavor, considering Professor Armitage is paranoid about the uses of some of the books and their forbidden knowledge [Reassurance 1-Pt Spend], so it is necessary that Dr. Armitage will allow them only limited access to their research materials. Either way, Professor Armitage will be observant and log which books they happen to be reading and may even stay in the room with them during the research. The good Professor may even recommend some titles that are similar to what the Investigators are looking for. [Research 1-Pt Spend] discovers the book "Religious Cults of Eastern Asia," an Anthropological treatise written by a scholar-explorer named Ames Melvin III. Other references to the King in Yellow simply refer to the banned French play "Le Rideau Final" and offer very little solid information. Dr. Armitage will prefer to steer Investigators away from truly damaging books, such as the Necronomicon (Although if a Keeper wishes to introduce other Mythos tomes into the story, this is a good point to do so).

(Being that Professor Armitage is a rather iconic figure in the Cthulhu Mythos, I've not presented stats or a write-up for him, Keepers are welcome to use him as they see fit.)

Religious Cults of Eastern Asia

Along with various Anthropological stories about East Asian tribes, the book describes in detail the religious dances and masked ceremonies performed by a cannibal tribe in Indochina known as the Cho-Cho. Their tribe worshiped a being known as the "Golden Mask King," who supposedly dwelt in a mythical city that existed outside our world, described in the text as a sort of Shangri-La. The purpose of their ceremonies was to bring the city of the King into our reality for purposes of bartering for forbidden magical knowledge. The Shaman of this tribe was rumored to have his enemies killed by a mythical beast known as the "Servant of the King," a hideous winged demon that would appear from the night sky when the Shaman played a peculiar flute made of meteoric iron. The accounts of the explorer and author are skeptical of the true powers of the Cho-Cho shaman and considers their tribe to be deluded, but his recordings of their traditions are precise. A sketch of the flute and speculation on its creation is written in the academic pages, along with a recording of the words of power as spoken by the Shaman.

[This book imparts 1-Pt towards Cthulhu Mythos, 2-Pt pool towards Occult and provides the Investigators the ritual Summon/Bind Byakhee as listed on page 118.]

(During actual play, the Investigators would later use this ritual to summon their own "Servant of the King" as a way of counteracting the Byakhee that had terrorized them during Act 0. Getting Meteoric Iron should not be an easy process for the ritual. The

Investigators decided to watch the paper for stories about meteors landing in the Massachusetts area and eventually wandered out to the Hills of Dunwich to barter with hillbilly farmers to allow them to dig in their field. An alternative option to this could require the Investigators break into a museum themselves, stealing a fragment of a space rock and melting it down into a flute of the ritual's design.)

Investigating the Death of Irma Long

The death of theater and arts student Irma Long leads the Investigators to Miskatonic University. They may explore the grounds of Miskatonic University campus and discover where she was killed. [Oral History] Asking local students about what happened is relatively useful, the Investigators learn that Irma Long was a well-liked theater student who acted in numerous plays on campus. The night she died, her screams could be heard all over campus. She was found to have fallen from a great height, presumably having jumped from the balcony of her dorm room. Her Professor was Mrs. Alice Turner, head of the University Players Theater club.

Talking with the Family

Irma Long's mother and father live in Arkham's Northside on West Curwen street in a small cottage home. Jonathan and Maria Long are both overcome with grief over their daughter's recent death. Investigators may need some official reason for inquiring into the death of their daughter, otherwise Jon Long is quick to toss them to the curb or threaten to call the Police. [Cop Talk or Reassurance 1-Pt Spend] convinces them to take time to hear out the Investigator's questions. Talking with them is difficult since Maria continually breaks down and cries – causing her husband the need to console his wife. [Shrink Difficulty 4] is needed to calm the Longs down to talk without hysterics, otherwise the couple continue to lament over their beautiful daughter and her horrible death. They will say that it would be unlike their daughter to commit suicide and that in fact, she was very excited about being cast in a new play being hosted by a local group called the "Sprecht Nicht Art Society" in Arkham [This is another method of getting the Core Clue and the location of the offices]. The family believes the theater group was being funded by a European group of playwrights but doesn't know much more. Irma Long was planning on going to California to become an actress after graduation.

Talking with Mrs. Alice Turner

Speaking with Professor Alice Turner of the University Players, a campus Theater club, is easy enough as long as the Investigators have a reasonable excuse to do so. If asked about Irma Long's death she is very grieved but doesn't believe there was foul play. She says that all drama actors and actresses have depression guiding their core, it's what makes them good at what they do, but unfortunately makes them susceptible to such actions as suicidal behavior. [Assess Honesty] Mrs. Turner really believes her theory and isn't lying or covering up for anyone. She may direct the Investigators to attend one of the University Players meetings to talk with Irma's fellow thespians and learn more.

Meeting the University Players

The local theater students are still continuing their practice of a school performance, a rendition of William Shakespeare's "The Tempest," though it is obvious that many of the students are still grieving the loss of Irma Long. Two of the actors, Jordan Bradbury and William Dalton, were both cast along with Irma Long – with small parts in the play "The Last Masquerade." They spoke with a man from a group representing the new Sunflower Theater, his name was never given and he found them on campus between classes. The students say that the meeting was very strange, he was wearing a robe and a mask as some sort of gag, while he was passing out casting calls. The students later did auditions for the man in an office called the "Sprecht Nicht Art Society" and were cast in the role of guests at the Masquerade which takes place in the play [This is another way to access the Core Clue of the location of the offices]. They were told the major roles had already been assigned to a professional troupe of thespians being brought from Europe. [Intimidation] If the Investigators hint that Irma Long's death may not have been natural, both students become paranoid that they will be the next to die and choose to turn down their minor roles in the upcoming play at the Sunflower Theater.

Investigating Irma Long's Dorm Room

The Dorm room is a mess, filled with books and copies of classical theater plays scattered about. The small apartment opens to a balcony that overlooks Independence Square. Searching through her books and papers, an Investigator may uncover the latest copy of the script she was cast in for the Sunflower Theater [Arts or Library Use]. The play copy is incomplete and only lists lines for her part, as she was cast as one of the guests at the masquerade in "The Last Masquerade." It appears whoever was distributing copies of the play was restricted in the information they were releasing to cast members, since it is largely incomplete. Anyone who has read "Le Rideau Final" can confirm it is from the same source material as the dreaded play [Stability Test Difficulty 3]. Investigators who go out onto the balcony may find more disturbing clues [Forensics or Evidence Collection], the railing of the balcony has been damaged and on outward facing side is covered with small scratch marks and flecks of blood. It is clear to anyone looking at the scene that she was pulled by someone or something over the balcony at an angle and that it was no normal suicide. [Biology 1-Pt Spend] the talon marks on the railing of the balcony are similar to the cuts found on the bodies of the thieves from Act 0, they appear to be made by carrion birds of large size but seem to be arrayed in a way that would seem to indicate that they had been clinging to the outside of the railing or climbing it vertically [Stability Test Difficulty 3].

Examining Irma Long's Body

Irma Long's body is currently being held in the morgue at Arkham Police Station and is set to be buried in a day's time [Cop Talk 1-Pt], some finesse and legal authority is likely needed to be able to view the body in the morgue. Although if the Investigators met Detective Mickey Harrigan before and were cordial with him, he may let them in to see the body without much need to persuade [Cop Talk no expenditure required]. The

Detectives have had to rule the death a suicide for legal purposes, but the Arkham Police are no fools, the death of Irma Long is suspiciously close to the animal attack they've seen previously on the thieves from Boston (see Act 0: The Prologue). [Evidence Collection or Forensics] the cause of death is clearly from falling from a great height, but the body contains defensive wounds such as from talons of birds on the arms and neck. It appears that something very large and powerful grabbed her body from the balcony [Stability Test Difficulty 3].

(In play, this scene reinforced the fears of the Investigators that the flapping beast from Act 0 was still out there somewhere and still deadly as ever. They then searched for a way to stop it, leading them to research at the library and the ritual for binding the "Servant of the King".)

Linking the Pieces

This part of the Investigation is optional and may not necessarily be resolved at the end of Act I. If the Investigators start to look into property records of where the Sunflower Theater now rests, the office of the "Sprecht Nicht Art Society" and compares it with Muskeget Island – they may start to connect the pieces of the puzzle. Several avenues are presented to discover that the sinister Harwich family of Arkham is behind the strange events surrounding the play.

[Accounting or Bureaucracy 2-Pt Spend] - By delving into forgotten records of the Arkham City Archives or by piecing together property tax records from the county, it can be discovered that the trail of money for the properties in question all lead back to one source: The Harwich family. Muskeget Island was owned by Abel Harwich in 1877 and the properties of the theater and the "Sprecht Nicht" Art Society offices were purchased by Graham Harwich decades earlier and remain in control of its Patriarch James Harwich.

[History or Oral History 2-Pt Spend] - Searching old newspaper records, interviewing elder members of Arkham's community or following up on leads at the Historical Society of Arkham – all lead an Investigator to the conclusion that the Harwich family name reoccurs in events surrounding the properties in question most frequently.

(In play, this discovery did not occur until the very end of Act 1, following an allowance for any final research and attempts by the Investigators to correlate the clues they'd already found.)

Uncovering the Harwichs:

Optional Core Clue

The current Patriarch of the household is James Harwich, a city alderman with a seat on the Arkham Chamber of Commerce. James Harwich is well respected as a member of the community, he has a son Neil Harwich who studied abroad and a living father named Graham Harwich who is institutionalized at Arkham Asylum. Graham Harwich was institutionalized in 1909 following a string of disappearances and murders of young African American women and allegedly his use of their dead bodies for foul scientific experiments. James Harwich had a wife named Mary Ashton-Harwich, who has been deceased for 3 years following a bad case of pneumonia. The family gained its wealth

from the early settler of Massachusetts, Abel Harwich, who had a farm on Muskeget Island in 1877. The family's stature in the community makes them hard to bring official pressure against, as the City Alderman James Harwich holds considerably political sway and credibility. Little is known of Neil Harwich other than he is the youngest male of the family, an academic loner and that he spends much time traveling in Europe.

Visiting the *Sprecht Nicht Art Society*

Visiting the office at 589 Jenkin Street should provide the Investigators a sense of menace. No amount of shadowing or surveying the property will reveal anyone arriving or leaving the scene. The office appears to be locked and empty, however, anyone getting close to the building will hear soft jazz music playing from a radio inside. A painted sign on the glass window states the name of the office "Sprecht Nicht Art Society" with no explanation of what they do. Curtains and blinds have been pulled over the windows to prevent viewing inside. Unknown to the Investigators, they aren't the only ones watching the office. Two G-Men from the FBI have belief that the "Sprecht Nicht Art Society" is a front for Anti-American activities by fascist sympathizers to the Nazi party in Germany. [Sense Trouble Diff 8 to notice the men with binoculars staking out the office from an apartment across the street] While the G-Men are mistaken, they will be keen to note the faces and activities of Investigators who are snooping around the office.

Inside the Offices

[Locksmith] Getting into the Offices is easy but requires breaking the law and is best done at night when the streets are empty in the commercial district of Arkham. The offices are small and cramped, containing an entryway and a lobby where jazz music plays from a radio on a desk. There are lines of empty filing cabinets and desks with stacks of flyers advertising the "Sunflower Theater" and its first show, "The Last Masquerade." A further locked Manager's Office lies at the end of a short hallway.

The Manager's Office

[Locksmith 1-Pt Spend] The locked door can be broken into by someone with appropriate skill, alternatively an Investigator can use mechanical knowledge to remove the hinges [Mechanical Repair Diff 3]. Other cruder methods just involve breaking down the door or shooting the lock. Inside the Manager's office is a large desk and a chair with a figure sitting in it, facing away from the Investigators towards the back wall of the room. Examining the figure reveals a motionless manikin wearing black robes, a pale yellow mask and yellow leather gloves. The masked figure does not move and may be dead [Medic Difficulty 4]. If examined in detail, the "man" is made entirely of human skin from various victims, stitched together over a wire frame manikin similar to those used by dress-makers [Forensics]. The interior of the Manikin has been stuffed with sunflower petals and is hollow otherwise. The mask is a design that is similar to those used by Japanese Kabuki plays [Art History 1-Pt spend]. Discovering this grisly manikin is unnerving to say the least [Stability Test Difficulty 3].

The Stranger Arrives

[Antagonist Reaction]

As soon as the Investigators look away from the Manikin, it begins to animate. Observant Investigators may be able to hear the creaking of the chair or sounds of footsteps [Sense Trouble Diff 6] as it moves to attack them. The Stranger is a dangerous supernatural foe and as it swings improvised weapons (made of lamps or other objects in the office), it begins repeating lines from the dreaded play: "Have you seen the Yellow Sign?" "The King is coming," "Carcosa rises..." "Take off your mask!" "He hunts and eats the gods, the dead King" "The Lake of Hali is still..." Encountering the Masked Stranger is a shock to human senses [Stability Test Difficulty 4] but for those who have read the play, its spoken lines are maddening [Stability Test Difficulty 6].

The Stranger (Masked Herald)

General Abilities: Athletics 4, Scuffling 8, Weapons 10, Health 8

Hit Threshold: 3 (Ungainly)

Alertness/Stealth Modifier: +0/+2

Damage Modifier: Unarmed (-1 damage), Improvised Weapon (+0 damage)

Armor: -1, all attacks that do piercing damage such as knives or guns, do only 1 damage. Shotguns do 2 points of damage. Blunt objects or axes will do normal damage.

FBI Surveillance

The FBI agents who are watching the scene may pursue the Investigators if they have broken the law during this scene by breaking and entering or who go about firing off their weapons, burning down the offices in a fit of madness, etc. For further information see the section of the scenario below [Legal Complications].

Talking with the G-Men

If the Investigators approach the Agents or if the Agents approach them, they may be asked about their ties to "Sprecht Nicht Art Society" and their political leanings. If the Investigators are foreign, talk about weird ideas like the Occult or zombies or if they seem to be hiding something – they may end being jailed and get a few bruises for their trouble. This is especially a possibility with Investigators that have the Criminal or Hobo occupations. Investigators with high Credit Rating are likely to be treated more cordially and might be allowed time to contact a lawyer. [Law or Cop Talk 1-Pt Spend] may be enough for the G-Men to figure they have better things to do than harass the Investigators, although this spend is not allowed if the Investigators have blatantly broken the law while being observed.

(During actual play, the Investigators ran from the office, luring the Stranger into the street. The Investigators were carrying weapons and immediately stopped by Federal Agents pointing guns and asking lots of hard questions. However, this all fell apart when the Stranger continued to attack and pursued them into the open streets. The FBI Agents were able to help the Investigators destroy the masked manikin, but the group was arrested quickly afterwards. The FBI Agents saw a lot of things they couldn't explain, so they were more lenient on the Investigators during the interrogation process of Legal

Complications. Several Investigators were also wounded and mentally unbalanced during the process.)

Suspicious G-Men

Names: Agent Harold Quinn & Agent Dane Mack

Three Things: Unoriginal attire, gruff attitudes, suspicious lines of questioning

General Abilities: Athletics 8, Driving 6, Firearms 8, Scuffling 8, Health 10

Hit Threshold: 4 (well trained)

Damage Modifiers: Unarmed (-2 Damage), Baton (-1 Damage), Colt 1911 Pistol (+1 Damage)

Alertness/Stealth Modifiers: +2/+2

Stopping the Construction of the Theater

Investigators may decide that stopping construction of the "Sunflower Theater" is a priority. To do this they may turn towards legal or illegal methods for its destruction. A couple options based on play-testing are presented here, some methods will work, others will not. The Fate of the Theater construction will largely shape Act 2 of this scenario, which will be published later on.

Building Code Violations [Bureaucracy or Law] - By using a copy of the blueprints or otherwise bringing attention of the construction's design flaws up to authorities in Arkham, this avenue is a legal one and seems to bear fruit at first. However, their efforts are quickly thwarted by the Chamber of Commerce. Investigators who push harder discover that James Harwich, the city alderman, has an invested interest in keeping the project on track. The alderman promises the Chamber of Commerce and city authorities that the unsafe designs will be fixed before the theater is ready. Countering the influence of the City Alderman is a hard feat and may require multiple spends of abilities or the footwork of seeing various city authorities in person [An equivalent of 3 investigative point spends should be required at the very least to counter the reputation of James Harwich]. If the Investigators begin pushing in this direction, they may attract the attention of local authorities investigating into their activities. If the Investigators have broken the law, they may face repercussions, see [Legal Complications] later on.

(During play the Investigators decided to deceive the FBI Agents by mentioning that the Sprecht Nicht Art Society was controlled by Nazi sympathizers and that they were planning on creating the theater to raise money for their foreign war efforts. After this lie, mentioning the shoddy building and safety violations was all they needed. The Feds had the theater construction halted and were able to override the local bureaucracy of the city. Keepers are welcome to consider this an option for clever investigators.)

Blowing the Theater Up [Explosives] - Investigators may decide that burning the theater down with petrol or blowing it up with dynamite is a good idea. Depending on when they decide to perform this feat, they may be stopped by Polish workmen or locals on River

Street (use the River Street Thugs from Act 0 if necessary). Arranging the theater to be detonated with Dynamite or other explosives isn't too hard if not pressed on time [Explosives Difficulty 5] but may not fully collapse the structure. If an Investigator participating in the arrangement of explosives is skilled with architectural design, the group has an easier time of it [Architecture] and the difficulty goes down to 3 for Explosives. Obtaining explosives like dynamite can be bought in 1935 at any hardware store, but the names and information of the purchasers are recorded for legal purposes unless this is done illegal [Streetwise 1-Pt Spend]. Additionally, Criminal characters with connections [Streetwise 1-Pt Spend], may be able to hire a pair of underworld figures to commit arson on the theater project. The Investigators aren't directly involved and the effect could still be the same – the destruction of the theater project.

(During play, the Investigators purchased dynamite from the Criminal Investigator's Irish mafia connections and were planning on using this to destroy the theater. They were arrested before they could enact their plan successfully.)

Legal Complications

[Antagonist Reaction Scene]

If the Investigators have performed any illegal activities: arson or demolition of the Sunflower Theater site, committing breaking and entering, firing guns or assault during an investigation or otherwise in blatant violation of the laws of Arkham – this scene occurs very quickly with the arrest and apprehension of Investigators. They are either apprehended by the FBI G-Men during the "Sprecht Nicht Art Society" office scene or by Arkham Police anywhere they happen to be staying in town (there will be 3 Arkham Police officers for each Investigator implicated). If the Investigators haven't broken the law but are engaged in stopping the theater construction legally, they attract the attention of James Harwich and his son – they will still be arrested for false accusations, see below about the "Yellow Manifesto."

Suspicious Gear:

If the Investigators are carrying around pockets full of handguns, knives and dynamite – their activities tend to look far more suspicious and they are more likely to face legal repercussions. Again, this is Keeper caveat.

Get a Lawyer:

Investigators with a Credit Rating 2+ may be able to get a lawyer if they think to do so [Law or Cop Talk]. Investigators without money are told that they'll get a Public Defender, but the police are in no hurry to provide one. Investigators who have a Lawyer can be sure to frame their answers to the interrogations by police in a more legal-minded framework and are more likely to get off without jail sentences—although ultimately it's up to the Keeper based on what the Investigators have done during the session.

Police Interrogation:

Investigators will find themselves under scrutiny from Detective Mickey Harrigan during an interrogation about their activities over the course of the scenario. If the Investigators

formed a bond with the Detective from Act 0, allow it to work in their favor. If the FBI Agents were the ones to make the arrest, the Investigators may also have to sit through additional questioning and Detective Harrigan has less authority in the legal matter to help the Investigators.

A Note on 1930s Racism:

Yes, in the 1930s being a non-white and being arrested would have been an ordeal a lot more severe. Whether or not you as a Keeper feel that your players can handle this kind of scene is up to you. I have presented no rules for it to affect this scene. Realistically however, Credit Rating should probably serve as a better guidance, a respectable African American Doctor would probably be treated better even in 1930s Massachusetts than one of the shuffling masses of the Hooverville homeless, even if they are white.

Convictions:

The Investigators may face various jail sentences depending on their crimes. For Investigators who've committed murder or assaulted Law Enforcement, the Investigator may effectively be removed from the scenario due to long prison sentences. For other lighter offenses, the Keeper may be lenient – since after-all this is only Act 1. For Investigators who talk about strange cults and corrupting plays banned by the Vatican, talk of monsters or zombies – they are most likely to be sent to Arkham Asylum (see below).

Arkham Police

Three Things: Spiffy shiny uniform, baby-faced young officer, rookie cop mistakes

General Abilities: Athletics 6, Scuffling 8, Weapons 8, Firearms 4, Health 6

Damage Modifier: Police Baton (-1 Damage), .38 Revolver (+1 Damage), 12 Gauge Shotgun (+1 Damage)

The Yellow Manifesto

As an attempt to further frame the intrepid Investigators, Neil Harwich has anonymously submitted a document in one of the Investigator's handwriting styles to the local Arkham Gazette. This document has caused stir and was given over to the Arkham Police rather than having been published. A return address on its envelope was the home residence address of another Investigator or of one of their Sources of Stability. The letter contains a strange but familiar twisting symbol of the Yellow Sign on its stationary. The manifesto is a raving mad claim that the "King" is coming and that Arkham will soon become one with doomed "Carcosa." The details of the letter can include things that the Investigators have done, further damning them at Keeper option. The letter claims that no-one is safe and neither faith or reason can protect Arkham from its damnation. The Manifesto contains the names of all the Investigators and their Sources of Stability, each of them has been cast as a role in the dreaded play "The Last Masquerade." Police will present this document to the suspected writer of the document and ask hard questions about their mental psyche. Reading the Manifesto imparts the following [1-Pt in Cthulhu Mythos and

a Stability Test Difficulty 3]. The FBI Agents, if present, may believe that the Manifesto's design is a swastika and that it is proof of their involvement in Anti-American activities.

Proof of Forgery

[Cryptography 1-Pt Spend] Allows the Investigator to provide handwriting samples and prove that they were not the authors of this strange and threatening document. This should help their case in showing that there are other menacing forces at work in Arkham. *(In actual play, the Investigators were able to prove that this document was a forgery and it justified their case that Nazi sympathizers and madmen were planning some kind of dastardly act in Arkham. Keepers are welcome to sprinkle the Yellow Manifesto with additional clues if they feel the group has gotten off track.)*

A Trip to Arkham Asylum

Investigators who have failed to defend their sanity in the face of Law Enforcement are likely to have themselves institutionalized in Arkham Sanitarium. The Investigator is checked into a padded cell and undergoes various types of treatment depending on their perceived disorders. Lucky Investigators who prove themselves cooperative in treatment may receive visits from Sources of Stability and begin to recover. Particularly zealous Investigators may suffer from shock therapy or other experimental treatments for their various insanity disorders.

Encounter in the Psych-Ward

During their time in the Asylum, Investigators are likely to discover the elderly Graham Harwich during activities at the arts and crafts room. Graham Harwich speaks only in lines from the dreaded play and enjoys finger-painting the same recurring symbol of the Yellow Sign again and again [Stability Test Difficulty 3]. If an Investigator is particularly rude to him, he may attempt to attack and bite them [Stability Test Difficulty 4]. Orderlies are likely to move quickly to separate the two if a fight brews. Graham Harwich's room is scrawled with verses from the play and Yellow Signs painted lovingly across any available surface.

Graham Harwich

Three Things: Speaks only in lines from the King in Yellow play, graying hair and dark eyes, smiles knowingly at the Investigator

General Abilities: Athletics 4, Scuffling 8, Cthulhu Mythos 3, *Magick 4, Health 5

Hit Threshold: 3 (spry for an old guy)

Damage Modifier: Unarmed (-2 damage)

*If the Keeper uses the "Rough Magicks" book from Pelgrane Press, they are welcome to give Graham any number of terrible spells to haunt the Investigators locked in the asylum with him.

Concluding Act 1

The Investigators may be spending time in jail or the asylum, knowing that the Sunflower Theater (if it wasn't destroyed or stopped) is continuing to be built out there as they helplessly rot. Alternatively, if they avoided serious prosecution, they may have finally learned who their enemies truly are in the Harwich family and begin to take measures to stop the coming play performance before it can reach its conclusion. Regardless, the Investigators are being watched by Arkham authorities and their activities must become discreet or risk further complications. A Keeper can find time to have Investigators meet with Sources of Stability or prepare themselves for the next portion of the scenario as continued in Act 2: The Masquerade Begins. It's time to pass some time...





Greetings all!

Yes, Dark Times is back once again.

Despite all kinds of shenanigans including losing the original files in a computer crash last summer, then having my backup drive die when restoring things and basically losing interest for months I have just thrown this issue together in a couple of spare hours. I really don't know why I put it off for so long.

I think my creative batteries have been recharged after a superb week away at the ConTingency gaming convention on the east coast of England. I made some new friends, met some old ones and had a generally great time. I have decided to concentrate a lot more on my gaming and other pastimes from now on - none of us are getting any younger, right?

At the time of writing in late January 2019 the long-awaited Kickstarter campaign for the revamped all-new fourth edition of the Dark Conspiracy RPG is about to be launched. It's no secret that the game has always been a firm favourite of mine and I am really keen to see how this version measures up. Clockwork Publishing (the English language imprint of German company Uhrwerk-Verlag) have put some

real effort into this and have used some serious industry talent, along with the finest freelance creators - and they even let me contribute something!

I am already filling up the convention calendar for the rest of this year, and will be attending the [Dudley Bug Ball](#) in February and DevaCon III in Chester in April, close to my birthday in fact. There will be others but I'm not sure as yet which events. Hopefully I will see some of you lovely people at one or other of them?

Yours in gaming.

Lee Williams

