

Your Physical Health

As long as you hold onto this card, you are alive and in good health. Without it, you'll be bleeding, broken and you'll have difficulty moving around or accomplishing anything.

(Destroy this card to Push one other character to concede to your demand.)

Your Sense of Self-Worth

As long as you hold onto this card, you still can consider yourself a decent person in some way. Without it, you'll be filled with self-hatred, depression and despair.

(Destroy this card to Push one other character to concede to your demand.)

Your Sanity

As long as you hold onto this card, you are more or less sane. Without it, you'll lose more and more touch with reality until you're a danger to yourself and others.

(Destroy this card to Push one other character to concede to your demand.)

Your Very Life

As long as you hold onto this card, you are still alive.
Without it, you are dead. (*When you die, consult a GM*).

(*Destroy this card to Push one other character to concede to your demand.*)

Your Certainty

As long as you hold onto this card, you are sure of your beliefs, no matter what anyone else may say. Without it, you'll begin to doubt everything you once knew to be true.

(Destroy this card to Push one other character to concede to your demand.)

Your Desire to Be Someone Else

As long as you hold onto this card, you are driven to become someone else, someone better than your current pathetic self. Without it, you'll may still hate yourself, but you won't be as motivated to escape the prison of being you.

(Destroy this card to Push one other character to concede to your demand.)

Your Paranoia

As long as you hold onto this card, your vigilance keeps you safe. Without it, you'll begin to lose focus, to not notice the subtle clues of betrayal lurking all around you.

(Destroy this card to Push one other character to concede to your demand.)

Possessed by the King

Having made the sacrifice, you are overcome with the spirit of the dead king. Your old personality is submerged, and the dead monarch makes your decisions until midnight next strikes. Dead King Aldones wishes only to see the King in Yellow stopped. He knows that stopping the King in Yellow will doom Carcosa, but it is the only way his wife, children and kingdom can escape an endless cycle of pain. He will do whatever he can to see that no inhabitants fulfill their fated events, so that all the kingdom falls into endless void where black stars rise.

(When midnight strikes, you are back to your ordinary self. Give this card back to Cassilda.)

I Wear No Mask

Your mask has fused to your face. You can no longer remove it, for that is simply what your face looks like now. For the rest of your life, your mask will appear as it does with the mask on.

(You must sacrifice either your sanity or your self-worth now. The mask's question is expended, whether you have used it or not.)

The Phantom of Truth

You have been chosen to be the prophet of the King in Yellow. Mystic energy flows through you, giving you glimpses of things to come.

Until the clock strikes thirteen, you can answer the escape questions of the visiting cast members. Each time you do so, you must sacrifice one of your cards (*Life, Health, Sanity, etc.*) and then advance the clock one hour. You cannot answer your own escape question, and you cannot answer two questions from the same player.

(When the clock strikes thirteen, return this card to Princess Camilla. Your unholy power is fleeting.)

The Yellow Sign

Any who enter see this symbol are driven mad.
Discard *Your Sanity*. If you don't have Your
Sanity, ignore this.

The King's Corpse

This appears to be the dead body of King Aldones, missing from his grave since burial.

an Invitation

YOU ARE INVITED TO A MASQUERADE BALL AT THE
PALACE, ONE WEEK HENCE.

WE SHALL CELEBRATE THE BIRTHDAY OF ALDONES,
KING OF THE ROYAL COURT OF YHTILL.

COME IN COSTUME.

COME TO DANCE.

COME TO DINE.

COME.

Memories of Yhtill

You can recall an entire other lifetime that you spent as a cultist, in a world bizarrely alien called Yhtill. You worshipped a dead god called the Feaster from Afar. All your life, you labored to bring the unwholesome deity back to life. On the eve of your final reanimation ritual, your world was invaded by an alien reality. Your world was consumed by this one, and you were trapped forever in Carcosa.

(You can answer one question from a cast member. Answer however you feel is most unsettling.)

Righteous Anger

You're pissed off. And for good reason, too.

(Destroy this card to Push one other character to concede to your demand.)

Faith In God

“It is a fearful thing to fall into the hands of a living God.”

-Hebrews 10:31

You have a deep and powerful belief in Hastur, the living god. His avatar is coming, and soon. He will make sacrifices of you all, to save this disappearing land through pain and spilt blood. All must know about the oncoming apocalypse. All must prepare for his glorious and terrifying avatar, the King In Yellow.

(Discard Your Sanity now, if you still have it.)

One Night of Dreamless Sleep

The next time you sleep, your rest is completely undisturbed. But time passes strangely here.

Do you even need to sleep in Carcosa?

Chessmaster

Suddenly, your mind is filled with clever stratagems and cunning maneuvers for tactical board games.

(You automatically win any game of chess that you play. Show this card to your opponent. Then keep the card for later use.)

Coward

You have lost all your ability to fight. Even exerting facing nonviolent conflict is terrifying to you. Roleplay out how you are afraid of anything and everything.

(You cannot Push anyone, and you must flee from violence any time it arises.)

Intangibles: _____

If someone sells you another intangible of some sort, you can have them write it on this card. Then you can sell that intangible to other players to get what you really want.

I Lack _____

I have sold an essential part of my being away. I no longer have some intangible aspect of my existence, described on the card.

Wake Up

You hear a distant voice, like the sound of a loved one's voice attempting to rouse you from deepest slumber. **If a cast member finds five of these cards, then they can turn them all in to a GM to immediately escape Carcosa.**

Awakening in your real life, you discover that you've been trapped in a coma for months, along with all the other cast members still in Carcosa.

It was all some horrible dream... or was it?

Mask of Strength

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: "Who did you murder? How did you get away with it?" (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Judgment

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: **"Who did you fail to support in their time of need?"** (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Cunning

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: "Which other PC did you plan to betray? How?" (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Wealth

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: **“What are you planning on stealing from another PC?”** (*Once you ask the question, they cannot evade the truth of the matter by answering “no one” or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Prophecy

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: **"Why didn't you tell anyone about the horrible fate that you knew that they would find here?"** (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Loyalty

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: **“Which other PC would you sacrifice your life to protect?”** (*Once you ask the question, they cannot evade the truth of the matter by answering “no one” or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Pleasure

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: "What vice do you take to excess, so much that it is destroying your life?" (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Courage

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: **"What do you fear more than death?"** (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Truth

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: **“What horrible secret must you always hide from those around you?”** (*Once you ask the question, they cannot evade the truth of the matter by answering “no one” or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.

Mask of Silence

While wearing this mask, you feel safe from the invisible monster that stalks these halls.

Once while wearing this mask, you can answer another cast member's escape question, but first they must truthfully answer this question: "Who have you been spreading malicious rumors about? Why?" (*Once you ask the question, they cannot evade the truth of the matter by answering "no one" or similar evasions.*)

Masks cannot be traded or exchanged between cast members. Once you claim a mask, it is yours alone.