

# The King In Yellow

- You have been chosen as the worldly vessel of the King in Yellow, this dimension's avatar of Hastur. Your body is temporarily possessed by an insane alien entity here to bring about the end of this world.
- Tell the assembled characters of the glorious madness and beautiful destruction you bring to Carcosa. The city outside the palace is filled with violent extremists conquering in the King's name. A plague has spread throughout the city, turning the rest into half-dead inhuman monsters under the King's control. They pour into the court, bringing destruction and chaos in the wake of the King himself.
- All cast members must sacrifice a card to survive the coming of the King in Yellow. Have each narrate how they survive the chaos by making the sacrifice. Any who cannot make the sacrifice perish gruesomely.
- Give each surviving cast member a fate card. You can choose who gets which card or distribute them randomly.
- Inhabitants that completed their three Fated Events are immune to your effects. Those inhabitants with unfinished Fated Events receive a fate card, just like the cast members. (You also avoid having to take one.)
- Tell all the PCs that everything fades into chaos and a great flash of yellow washes across Carcosa. Have all the PCs close their eyes. Tell the inhabitants to return to their Place of Power. Tell the cast members that they should count down from one hundred before they reopen their eyes and resume play. Return the King's mask to the GMs and return to your place of power and resume playing your PC.