

Tell Me, Have You Seen The Yellow Sign?

Trail of Cthulhu Conversion notes

Tell Me, Have You Seen The Yellow Sign? is a scenario written by Kevin A. Ross found in the scenario book *The Great Old Ones* from 1989. It is a scenario set in New Orleans where a remnant of the cult inspector LeGrasse stopped in H.P. Lovecraft's *The Call of Cthulhu* is trying to bring Hastur to earth and have him possess a body of a rich socialite, all during Mardi Gras-season.

The Spine

After being asked by famed New Orleans occultist Etienne-Laurent de Marigny, The investigators research the death of reporter Peter Gavvin, who was investigating "The Most Honorable Krew of Swords". Everywhere in the town Yellow Signs start to appear...

The scenario is not heavily bound to skills, therefore most of what is said is found in the scenario book.

The scenario is very freely structured, though they have a time limit (the day before Mardi Gras for the ritual). Both spotting of the Yellow Sign over town, traversing the swamps and possible attempts to stop the investigators from Papa Screech allows a lot of freedom and ability to control horror and tempo in the scenario.

The sections Professor Tourneur, Peter Gavvin's Room (both page 59), Papa Screech (page 64), Dreams of The King (page 72) and The Reign of the King in Yellow (page 73) have no skill uses and require no conversion.

Core Clues

- The investigators are tasked to visit the New Orleans Gazette and speak to Charlie Sunstram, chief editor.
- There he will answer questions regarding Gavvin's death, providing them with the notebook and telling about the ongoing police investigation.

- At the police station they will learn that the fall he died from was greater than that of Thulane University, where he was found.
- Through The Offices they will learn that Denis Bouchard is the chairman of the Krewe and that they are weary of the swamp folk builders he hired, after Fowlers recommendation. They also learn of Fowler's boccoor, Papa Screech.
- At Bouchard estate they have the possibility of learning more about Fowler.
- While Fowler reveals little, searching through his villa will reveal both a spell to *Call/Dismiss Hastur* (with date and time for the ritual), a copy of *The King in Yellow* and the gate to the swamp huts.
- Either through the gate, information on the 1907 cult or asking the swamp folk the investigators learns of the haunted swamps and find the site for the ritual.
- The ritual will take place on the night before Mardi Gras, where Randall Fowler will be possessed by Hastur.
- On Mardi Gras day he will host his ball, where the question is asked: Tell me, have you seen the Yellow Sign?

Optional Clues

- Ruby Delton, Bouchard's maid might provide them with the information on Del Rio's Books.
- At Del Rio's Arcane Bookshop, the investigators can get themselves a copy of *The King in Yellow*.
- Either Del Rio reads it if finding it for them, or they can make a spend and find it themselves.
- If they investigate the 1907 raids, they can hear stories of something supposedly living inside the lake.

Investigations

The New Orleans Gazette

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- **Assess Honesty:** Reveals Sunstram's concern with Gavvin's death as genuine.
- **Core Clue:** After finishing the discussion Sunstram will give the investigators a manila folder with Gavvin's notebook.

The New Orleans Police

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- **Law or Cop Talk:** Allows the investigators access to talk to the police.

Library Searches

(page 60)

- **Library Use:** Summary on the break-up of the 1907 cult (found in section **Horrors Of The Past**, page 68) can be found.

The Offices of The Krewe

(page 60)

- **Credit Rating (Core):** Allows access to speak to the offices of the Krewe. They will supply the addresses to Bouchard and Fowler.
- **Credit Rating 3+:** The investigator will receive an invitation to Fowler's masquerade.

Denis Bouchard

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- To see if Mrs. DeCamp is at home the Keeper does a Test against Difficulty 2 and for Mr. Bouchard against Difficulty 5.
- **Flattery or Reassurance:** Allows the investigators to speak to housemaid Ruby Delton, who will be fired on the spot.
- **Reassurance 1-point spend or giving money:** This will calm Ruby down and she will point you to Del Rio's Books.

Randall Fowler

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- To see if Fowler is at home, the Keeper does a Test against Difficulty 4.
- **Credit Rating:** Will net the investigators an invitation to Fowler's masquerade.

- **Assess Honesty:** Fowler is holding back information if asked about *The King in Yellow* or related topics.

Randall Fowler's House

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6am to 9pm

- In case the investigators act suspicious around an empty home, the neighbors will call the police, arriving in 15 minutes. In case the investigators are caught, a Credit Rating test against a Difficulty of 4.
- To break into the house a Stealth Test against a Difficulty of 4 is required to avoid the neighbors or Fowler spotting them.

9pm to 6am

- To see if Fowler is at home, the Keeper does a Test against Difficulty 3 between 9-11 pm, Difficulty 2 after that.

Inside Fowler's Home

- **Locksmith:** This will grant access to the locked room.

The Locked Room

- **Evidence Collection (Core):** The investigators find the Call/Dismiss Hastur spell (optionally not labelled as such) marked with the day before Mardi Gras at 11pm. Optionally **Cthulhu Mythos** could be used to identify it (or **Occult** to hint it's purpose).

The 1st Floor Storage Room

- **Evidence Collection (Core):** This will reveal the gate behind the gate behind the dressing screen.
- **Cthulhu Mythos:** Will reveal that it is a gate. Entering the gate costs 1-point Stability.

The Krewe's Warehouse

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Inside the factory

- If the investigators arrive daytime the Keeper does a Test of who are here against a Difficulty of 6 for Randall Fowler, 5 for Denis Bouchard and 3 for Papa Screech.
- To avoid the night watchman, the Investigator will need to do a Stealth Test against a Difficulty of 4.

- **Filch or Conceal:** Allows the investigator to steal a paint sample.
- **Locksmith:** The door to the warehouse is locked at night.

Factory roof

- **Evidence Collection:** Finds a fountain pen with the initials PRG.
- **Forensics:** Identifies that the pen is covered in blood.
- **Forensics (off site) or Biology:** Recognizes that the blood does not belong to a human.
- **Cthulhu Mythos:** Recognizes the blood as coming from a Byakhee.

Del Rio's Arcane Bookshop

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Outside the shop

- **Occult:** Identifies the symbols on the branches as being symbols of good luck and protection.
- **Cthulhu Mythos or 1-point spend:** Recognizes the Elder Sign among the symbols. This does not cost Stability to see.

Inside the shop

- **Assess Honesty 1-point spend:** Del Rio is nervous about the subject of the mythos.
- Asking Del Rio to find *The King in Yellow* is possible. Each day he will do a Test against a Difficulty of 5 to find it.
- **Library Use 2-point spend:** Will have the investigators finding *The King in Yellow*.
- **Assess Honesty 1-point spend:** After Del Rio reads *The King in Yellow* he will be shaken, but not dangerously so.

The Haunted Swamp

The Lake

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- **Cthulhu Mythos:** Identifies the stone menhirs as being needed to Call Hastur.

The Swamp Folk

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- Here the Keeper should feel free what the investigators meet in the swamp, depending on time and mood. Optionally allow Outdoorsman spends or rolls to avoid or find encounters.

- **Outdoorsman 1-point spend:** This will guide the investigators straight to Granny Goudreau (without asking swamp folk). She will give directions to the lake that can be easily followed.
- **Outdoorsman 3-point spend:** Allow the investigators to find the lake straight away.

1907 Site

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- **Outdoorsman:** Will spot the trail leading away from the site to the lake.

Horrors of the Past

Police Files

(page 68)

- **Cop Talk or Law:** To gain access to the police archive.
- **Library Use:** To find the info on the 1907 raid by LeGrasse.

The Raiders of '07

- **Cop Talk 1-point spend:** This will take the investigators straight to Robert Swanson.
- **Oral History or Reassurance:** Robert Swanson will tell the investigators of the thing he saw in the lake.

Events of Mardi Gras

Prisoner of Carcosa

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- To wake up during the night, have the investigator do a Sense Trouble Test against a Difficulty of 6.
- If they do then have them do to an Athletics Test against a Difficulty 7 to break away.
- **Astronomy:** The investigator recognizes the star they pass as Aldebaran.
- **Cthulhu Mythos:** Recognizes the connection Hastur living in Lake Hali and that they are in Carcosa. A reader of *The King in Yellow* also recognises the city.
- To have an investigator dream about the missing investigator, have them do a Test Difficulty 6, where an investigator with a Sanity Pool 10 or above will have a Difficulty of 5 and 15 a Difficulty of 4.

The Coronation of the King in Yellow

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- **Cthulhu Mythos:** Recognises the city as Carcosa. A reader of *The King in Yellow* also recognises this.

The Masque of the Yellow Sign

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- **Accounting:** More people are coming out than people are entering it.
- A Sense Trouble Test against a Difficulty of 3 will recognize the Krewes workers around the house, unmasked and unarmed.

Foiling the Cult

- **Psychoanalysis 2-point spend:** Convinces of Fowler's instability. Lowered to a 1-point spend for medical personnel and automatically succeeded for an Alienist. No Sanity in reward.
- **Cop Talk or Law 3-point spend:** Convinces the police to launch a raid on the night of the ritual. 2-point spend with ample evidence or for Police Officers, 1-point spend providing proper evidence. 2-point Sanity in reward.
- **Cop Talk Law 2-point spend:** To convince the police to investigate Papa Screech, 1-point spend for Police Officers or providing ample evidence, automatically succeeding if one is a Police Officer. 1-point Sanity in reward.
- Stopping Hastur provides the investigators with a 3-point reward in Sanity if they know it being Hastur, otherwise a 2-point reward is given.
- Saving Randall Fowler will net each investigator a reward of \$1000, netting them one point in Credit Rating.
- If they fail to stop Hastur, they will all soon go insane from his presence.

Randall Fowler

Athletics 2, Health 7, Scuffling 4, Stability 5

Hit Threshold: 4

Alertness Modifier: +1

Avatar of Hastur

Health 30, Scuffling 6, Stability 18

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: 0+Special

Spells: Brew Space Mead, Summon/Bind Byakhee, All Call and Contact Great Old Ones spells

The Gaze of the King in Yellow: Touching or staring into it's eyes costs 2 Stability points each round, after a contest of Stability Difficulty of 4.

Papa Screech, Boccor

Attributes: Athletics 3, Firearms 3, Health 6, Sanity 0, Scuffling 5, Weapons 5, Stability 15

Hit Threshold: 3

Stealth Modifier: +1

Weapon: -2 (Punch), -1 (Bowie Knife), +1 (Pistol)

Spells: Brew Space Mead, Call/Dismiss Hastur, Create Gate, Enchant Byakhee Whistle (equal to 2 Stability points when summoning Byakhee), Summon/Bind Byakhee

Cultists of Hastur

Athletics 4, Firearms 4, Health 7, Scuffling 6, Weapons 5

Hit Threshold: 3

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: -2 (Punch), -1 (Knife), +1 (Pistol, swamp only), +2 (Shotgun, swamp only)

Clia, Priestess of Yig (possible to use among cultists)

Athletics 4, Firearms 4, Health 7, Scuffling 6, Stability 9, Weapons 5

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +1

Weapon: -2 (Punch), -1 (Knife)

Spells: Contact Yig, Summon/Bind Children of Yig