

Under A Grey Sun

A *Lovecraftesque* Scenario by Ralph Lovegrove

Witness

The scientist Lobiah Crayn has travelled to the Citadel to present their evidence of another planet. Their audience has been postponed over and over again, and they have been left to their own devices for weeks to wander the Citadel. Their strength is *belief that there is another place*; their personality trait is *ascetic*.

Other Characters

- **The Sensechal** efficiently deflects any questions regarding an audience.
- **Viscount Diamant** dresses in a burgundy frock coat and parrot mask. He is a persuasive gossip, repairing or ruining of reputations.
- **Sister Tow** wears a duck mask, and is accompanied by her clique of “kittons”. She competes for social territory with Diamant.
- **Ermine Pruce** wears a flat grey moon mask. They are also here to see the King. They insist that they were here first, and whine that others have already jumped the que.
- **Maeve the Mop** is the King’s fool in motley and a triangle mask, likely to spout nonsense one moment and profound wisdom the next.

Location and Era

Under only a few hours of daylight from a dirty grey sun, and an infinity of cold stars at night, the Citadel of the Court Abundant stands. The King’s rising staves off the Death of the Sun every morning, and for this he demands a punitive tithe.

Other Locations

- **Oubliette of Joy.** Those who are condemned or choose to be forgotten languish in the many drug mists in its vaulted chambers, gorging and copulating while trying to remember their own purpose.
- **Royal Laboratory.** The King is a patron of the Sciences, which have one dogmatic end: averting the inevitable calcification of the Sun. The laboratory has many rooms, each littered with strange devices.
- **Excruciation Pit.** Traitors, criminals and heretics are excruciated, sometimes for months or even years. Science lets their bodies be dissected and reassembled over and again, their minds twisted and spun like sugar.
- **The Court.** A place of many windowless rooms and corridors, lit with exotic fires and furnished with a searing opulence. Hyperbolic walls and ceilings project distant conversations and phantom melodies, and tables groan with variegated delicacies.
- **The Gardens by the Lake.** From here you can see lambent green lake beneath the all-consuming stars. Cyclopean statues eavesdrop on the prurient conversations of drugged guests.

Cards

- Sorcery
- Victims
- Spatiotemporal distortions
- Early Reveal
- Replace the Witness

Clues

- A feast where a large barrel-bodied creature from beyond the citadel is sliced open, spilling luminous sweetmeats.
- A guest declines to unmask.
- A naked man begs for mercy as they are whipped through the labyrinthine corridors by laughing masked courtiers.
- Peasants accused of refusing tithes publicly executed.
- A sword blade smeared with a purple film.

- Two protagonists masked but stripped to the waist, preparing to fight to the death with serrated sabres. Many masked onlookers touch each other intimately.
- A bloody hand-print.
- A maze formed by succession of square rooms with false and true doors, all alike save for their colours, some of which there are no names for.
- A diary with the monogram RWC and entries with an alien calendar.
- A glimpse of the King, deep in conversation with a shadow.
- A large shadow drags its form over flagstones with a rasping, mewling sound.
- A desperate-looking individual, in thrall to one of the nobles, confides in secret that they are from Earth.
- Dark smoke pours forth from a huge mirror and devours someone mid-argument.
- A room with an open ceiling and a viewing pool, over which a many-angled crystal is suspended.
- A peasant meal of slimes and jellies.