

ARKHAM HORROR

THE DREAM-EATERS

THE DREAM-QUEST

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

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“In light slumber he descended the seventy steps to the cavern of flame and talked of this design to the bearded priests Nasht and Kaman-Thah. And the priests shook their pshent-bearing heads and vowed it would be the death of his soul.”

– H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

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PREFACE

The Dream-Eaters is a campaign for Arkham Horror: The Card Game for 1–4 players. *The Dream-Eaters* deluxe expansion contains two full scenarios: “Beyond the Gates of Sleep” and “Waking Nightmare.”

These scenarios can be played on their own or combined with the six Mythos Packs; “The Search for Kadath”, “A Thousand Shapes of Horror”, “Dark Side of the Moon”, “Point of No Return”, “Where Gods Dwell”, and “Weaver of the Cosmos”. Combined these scenarios form either two four part campaigns or one larger eight part *The Dream-Eaters*.



Expansion Icon



The cards in *The Dream-Eaters* campaign can be identified by this symbol before each card's collector number.

Continue to Additional Rules on page 8.

Continue to Prologue on page 12.



ADDITIONAL RULES

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Story Cards

Story cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text.



Hidden

An encounter card or weakness with the hidden keyword has a revelation ability that secretly adds that card to your hand. This should be done without revealing that card or its text to the other investigators.

- » While a hidden treachery is in your hand, treat it as if it were in your threat area. Its constant abilities are active, and abilities on it can be triggered, but only by you.
- » While a hidden enemy is in your hand, it is not considered to be engaged with you or in your threat area, and it does not attack unless otherwise specified. However, its constant abilities are active, and abilities on it can be triggered, but only by you.
- » A hidden card counts toward your hand size, but it cannot leave your hand by *any* means except those described on the card. When discarded, a hidden card is placed in its appropriate discard pile.

For the best experience, players are encouraged to stay “in character” and not share information about hidden cards in their hand.

Swarming X

An enemy with the swarming X keyword is actually a pack of enemies operating in unison. After you put an enemy with the swarming X keyword into play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy they are underneath is called the “host enemy.” Some scenario card effects may also instruct a player to add swarm cards to an enemy. This is done using the same process.

- » If it is ever unclear which investigator should add swarm cards, the lead investigator does so.
- » Each swarm card underneath the host enemy acts as a separate instance of that enemy for most purposes. Each swarm card has the same values and text as its host card.
 - *For example, if an investigator is engaged with a host enemy with 2 swarm cards underneath it, that investigator is engaged with 3 enemies in total.*
- » Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.
- » Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy or to the host enemy itself.
 - *For example, Tony Morgan uses a .41 Derringer to attack a Stealthy Zoog with 2 swarm cards. The attack deals 2 damage. The first point of damage defeats 1 of the 2 swarm cards, so the excess point of damage may be dealt to another swarm card, defeating it as well.)*

- » Anytime a swarm card leaves play, place it on the bottom of its owner's deck. If you are unsure of the owner of the swarm card, you may look at it to determine its owner.
- » The host enemy and all of its swarm cards move, engage, and exhaust as a single entity.
 - *For example, if a host enemy or any of its swarm cards are evaded, all of them exhaust and become disengaged.*



Continue to Prologue on page 12.



PROLOGUE

Friday, February 15th, 1925

Something odd was happening in Arkham, Massachusetts.

Typically, this would not be a surprise to the residents of the dreary New England town. Indeed, Arkham has always been well-known for its strange—some would say supernatural—occurrences. The nature of this particular circumstance, however, was anything but typical.

It all began in the latest issue of *Tales from Nevermore*. A writer by the name of Virgil Gray described a journey he had taken in his dreams—a journey he claimed was not a work of fiction on his part. He wrote of a long, spiraling staircase, an unbearably hot pillar of sentient fire, a tree that came from the moon, and a curious talking cat... among other things equally difficult to believe. But it wasn't this extraordinary tale that first drew your attention. Soon after Virgil's tale was published, *Tales from Nevermore* began to receive and publish letter after letter from those who had read Virgil's story and claimed to have experienced the same exact dream.

Before long, the *Arkham Advertiser* picked up the story, and news of this strange phenomenon reached the ears of experts.

Virgil Gray was convinced to undergo therapy at the local asylum, and many more who shared in the writer's psychosis were committed as well. The prevailing theory among academics is that Virgil's dream felt so real that he could not separate fact from fiction, and his writings spread his delusions to others like a form of shared hysteria. You remain unconvinced. After all, there is much that is not known about the simple act of dreaming. Medical experts have wildly differing theories on the state of one's brain during sleep. Recently, experts like Sigmund Freud have proposed that dreams are manifestations of one's subconscious desires, fears, or obsessions. Fortune tellers, for their part, have long believed that dreams can be sifted and interpreted in order to tell the dreamer's past or future. But if these theories are true, how could multiple parties—all from very different walks of life—have the same shared experiences in their dreams? What if our modern understanding of sleep is all wrong? What if there really is a place our consciousness travels to when we sleep—a land of dreams that exists beyond our waking world?

You and your companions have gathered together to get to the bottom of this strange phenomenon. If others in town can travel to another world in their dreams, perhaps you can, too. You've re-created the circumstances of Virgil's journey perfectly. If all goes well, half of you will take the trip to this "dreamland" and back. The rest will stay in the waking world, studying your companions' sleep patterns to ensure nothing goes wrong...

Continue to Campaign Setup on page 14.

CAMPAIGN SETUP

This cycle consists of two separate four-part campaigns (A and B). They can be played in one of three ways:

INDIVIDUAL FOUR-PART CAMPAIGN

- » A single group of 1-4 players play one of the campaigns. Either A or B.

INTERCONNECTED EIGHT-PART CAMPAIGN

- » A single group of 1-4 players takes control of two different groups of investigators.
- » Each player should build a different investigator deck for each campaign, choosing one of their investigators to be part of Campaign A and one to be part of Campaign B.
- » The group alternates between campaigns playing a scenario from each campaign before continuing to the interlude. Either scenario can be played first. However, both scenarios of the same number have to be completed before moving forward.
 - *For example, you could play 1-A, 1-B, Interlude 1, 2-B, 2-A, Interlude 2, 3-A, 3-B... This cuts down on how often you have to rebuild your decks and chaos bag.*
- » Note that each campaign has its own chaos bag and campaign guide. Make sure to record the contents of the chaos bag before you switch to the other campaign.

TWO SEPARATE FOUR-PART CAMPAIGNS

- » Two groups of 1-4 players each play one of the campaigns. One group plays the A campaign and the other plays the B campaign. Use the rules for setting up The Dream-Eaters as an interconnected eight-part campaign, with the following exceptions:
 - After each scenario, each group must wait for the other group

to finish the scenario with the same number before moving on to the next scenario. Then, both groups proceed to the next numbered scenario in their campaign, or first to an interlude, if instructed to do so.

- Interludes should be read by both groups, separately, with each group making the decisions relevant to their particular campaign and inquiring about the Campaign Log of the other group when told to do so.
- For the best experience, do not tell the other group what has transpired in your campaign—that way, the groups can switch campaigns afterward and experience the other perspective of the story.

The Investigators must choose which campaign to begin:

THE DREAM-QUEST (Campaign A)

This campaign tells the story of those investigators who journey into the world of dreams. It consists of the scenarios “Beyond the Gates of Sleep” (I-A), “The Search for Kadath” (II-A), “Dark Side of the Moon” (III-A), and “Where the Gods Dwell” (IV-A).

» To begin *The Dream-Quest* campaign,

Go to page 16 to continue into the world of dreams.

THE WEB OF DREAMS (Campaign B)

This campaign tells the story of those investigators who stay behind in the waking world. It consists of the scenarios “Waking Nightmare” (I-B), “A Thousand Shapes of Horror” (II-B), “The Point of No Return” (III-B), and “Weaver of the Cosmos” (IV-B).

» To begin *The Web of Dreams* campaign,

Go to page 16 in *The Web of Dreams Campaign Guide* to stay behind in the waking world.

THE DREAM-QUEST (Campaign A)

CAMPAIGN SETUP

To set up *The Dream-Quest* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

Chaos Bag

» Easy (I want to experience the story):

+1, +1, 0, 0, -1, -2, -2, , , , .

» Standard (I want a challenge):

+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , .

» Hard (I want a true nightmare):

0, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , .

» Expert (I want Arkham Horror):

0, -1, -1, -2, -2, -3, -4, -4, -5, -6, -8, , , , .



Continue to Scenario I-A: Beyond the Gates of Sleep on page 182.

PROLOGUE

THE DREAM-QUEST OF UNKNOWN KADATH



Three times Randolph Carter dreamed of the marvellous city, and three times was he snatched away while still he paused on the high terrace above it. All golden and lovely it blazed in the sunset, with walls, temples, colonnades, and arched bridges of veined marble, silver-basined fountains of prismatic spray in broad

squares and perfumed gardens, and wide streets marching between delicate trees and blossom-laden urns and ivory statues in gleaming rows; while on steep northward slopes climbed tiers of red roofs and old peaked gables harbouring little lanes of grassy cobbles. It was a fever of the gods; a fanfare of supernal trumpets and a clash of immortal cymbals. Mystery hung about it as clouds about a fabulous unvisited mountain; and as Carter stood breathless and expectant on that balustraded parapet there swept up to him the poignancy and suspense of almost-vanished memory, the pain of lost things, and the maddening need to place again what once had an awesome and momentous place.

He knew that for him its meaning must once have been supreme; though in what cycle or incarnation he had known it, or whether in dream or in waking, he could not tell. Vaguely it called up glimpses of a far, forgotten first youth, when wonder and pleasure lay in all the mystery of days, and dawn and dusk alike strode forth prophetick to the eager sound of lutes and song; unclosing faery gates toward further and surprising marvels. But each night as he stood on that high marble terrace with the curious urns and carven rail and looked off over that hushed sunset city of beauty and unearthly immanence, he felt the bondage of dream's tyrannous gods; for in no wise could he leave that lofty spot, or descend the wide marmoreal flights flung endlessly down to where those streets of elder witchery lay outspread and beckoning.

When for the third time he awaked with those flights still undescended and those hushed sunset streets still untraversed, he prayed long and earnestly to the hidden gods of dream that brood capricious above the clouds on unknown Kadath, in the cold waste where no man treads. But the gods made no answer and shewed no relenting, nor did they give any favouring sign when he prayed to

them in dream, and invoked them sacrificially through the bearded priests Nasht and Kaman-Thah, whose cavern-temple with its pillar of flame lies not far from the gates of the waking world. It seemed, however, that his prayers must have been adversely heard, for after even the first of them he ceased wholly to behold the marvellous city; as if his three glimpses from afar had been mere accidents or oversights, and against some hidden plan or wish of the gods.

At length, sick with longing for those glittering sunset streets and cryptical hill lanes among ancient tiled roofs, nor able sleeping or waking to drive them from his mind, Carter resolved to go with bold entreaty whither no man had gone before, and dare the icy deserts through the dark to where unknown Kadath, veiled in cloud and crowned with unimagined stars, holds secret and nocturnal the onyx castle of the Great Ones.

In light slumber he descended the seventy steps to the cavern of flame and talked of this design to the bearded priests Nasht and Kaman-Thah. And the priests shook their pshent-bearing heads and vowed it would be the death of his soul. They pointed out that the Great Ones had shewn already their wish, and that it is not agreeable to them to be harassed by insistent pleas. They reminded him, too, that not only had no man ever been to unknown Kadath, but no man had ever suspected in what part of space it may lie; whether it be in the dreamlands around our world, or in those surrounding some unguessed companion of Fomalhaut or Aldebaran. If in our dreamland, it might conceivably be reached; but only three fully human souls since time began had ever crossed and recrossed the black impious gulfs to other dreamlands, and of that three two had come back quite mad. There were, in such voyages, incalculable local dangers; as well as that shocking final peril which gibbers unmentionably outside the ordered universe, where

no dreams reach; that last amorphous blight of nethermost confusion which blasphemes and bubbles at the centre of all infinity—the boundless daemon-sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time amidst the muffled, maddening beating of vile drums and the thin, monotonous whine of accursed flutes; to which detestable pounding and piping dance slowly, awkwardly, and absurdly the gigantic ultimate gods, the blind, voiceless, tenebrous, mindless Other Gods whose soul and messenger is the crawling chaos Nya....

... "wait a minute", the black cat said. "You're not supposed to be in this part of the story."



Continue to Scenario I-A: Beyond the Gates of Sleep on page 182.

- » In your Campaign Log, record the dreamers travelled beneath
the monastery.
-
- » If you are playing The Web of Dreams and The Dream-Quest as
an interconnected eight-part campaign or as two separate four-
part campaigns...
- ... and Scenario IV-B: Weaver of the Cosmos has not yet been
played
 - ... and Scenario IV-B: Weaver of the Cosmos has been played
already.
- Go to page 106 in *The Web of Dreams Campaign Guide* to
play it yourself, or wait for the other group to finish the
scenario.
- Proceed to the Epilogue on page 156 in *The Web of*
Dreams Campaign Guide.



You recall what the black cat told you about your companions' journey. Though you have no desire to leave the surface of the Dreamlands behind, there may be a way you can help your friends. You climb back down the northemmost peaks of Leng, returning to the domed ruins where you were confronted by Nyarlathotep's high priest. There, in the center of the room, is the gaping pit that leads into the untold depths of the Underworld. Your companions are down there, somewhere... right?

...down into the Underworld.

- » *If you are playing The Web of Dreams and The Dream-Quest as an interconnected eight-part campaign or as two separate four-part campaigns...*
-
- ... and Scenario IV-B: Weaver of the Cosmos has not yet been played Go to page 106 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
 - ... and Scenario IV-B: Weaver of the Cosmos has been played Proceed to the Epilogue on page 156 in *The Web of Dreams Campaign Guide*.

» In your Campaign Log, record the dreamers stayed in the Dreamlands forever.



You think about the many journeys you have had in the Dreamlands and the fabulous things you have seen: the mystical forests, the beautiful places, the cerulean oceans. Had you ever returned to such a mundane life after what you have experienced such wonders in the walking world? Could you really experience such beauty again? You can live here; Perhaps it would be better to stay. You can escape from this dreaded land of Leng and travel back to safer climes. You can live in the timeless realm of Celephais, where pleasures are abundant, and you will never age. Or perhaps live amongst the cats in the pleasant town of Ulthar where your quest began. Or explore the boundaries of the Dreamlands and see all of the marvels that it has to offer. Your mind is made up. You cannot return to the walking world, for you never want to leave.

THE END

» In your Campaign Log, record the dreamers stayed in the
« Dreamlands forever.
» The investigators win the campaign ... and are never seen or
heard from in the waking world again.



You think about the many journeys you have had in the Dreamlands and the fabulous things you have seen: the mystical forests, the beautiful places, the cerulean oceans. Had you ever returned to such a mundane life after what you have experienced such wonders in the walking world? Could you really experience such beauty again? You can live here; Perhaps it would be better to stay. You can escape from this dreaded land of Leng and travel back to safer climes. You can live in the timeless realm of Celephais, where pleasures are abundant, and you will never age. Or perhaps live amongst the cats in the pleasant town of Ulthar where your quest began. Or explore the boundaries of the Dreamlands and see all of the marvels that it has to offer. Your mind is made up. You cannot return to the walking world, for you never want to leave.

...Dream On, by yourself

- » In your Campaign Log, record the dreamers awoken.
-
- « If you are playing The Web of Dreams and The Dream-Quest as an interconnected eight-part campaign or as two separate four-part campaigns...
- ... and Scenario IV-B: Weaver of the Cosmos has not yet been played
 - ... and Scenario IV-B: Weaver of the Cosmos has been played
- Go to page 106 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
- Proceed to the Epilogue on page 156 in *The Web of Dreams Campaign Guide*.



You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through space. A staircase. A black cat. The only thing you remember is a voice in your head. A fundamental truth of the universe that you cannot shake from your memory. It speaks to you, even now, as you tremble under the hospital sheets: "Your dreams are mine!"

...Wake Up.



THE END

» In your Campaign Log, record the dreamers awoke.



You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through space. A staircase. A black cat. The only thing you remember is a voice in your head. A fundamental truth of the universe that you cannot shake from your memory. It speaks to you, even now, as you tremble under the hospital sheets: "Your dreams are mine!"

...Wake Up Alone.

- » In your Campaign Log, record the dreamers banished Nyerathotep.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have stopped Nyarlathotep's scheme once and for all.
- » Each investigator suffers 2 mental trauma from the battle between truth and fiction within their own dreams.
- The investigators must decide (choose one):
-
- If you are playing The Web of Dreams as a four-part campaign:
- Make up, Go to page 31.
 - Remain on the surface of the Dreamlands, Go to page 27.
 - If you are playing The Web of Dreams and The Dream-Quest as an interconnected eight-part campaign or as two separate four-part campaigns...
Choose this option only if the dreamers know another path in the Campaign Log. Go to page 23.
- Venture into the Underworld to find your companions, Go to page 29.
- Remain on the surface of the Dreamlands, Go to page 25.
- Wake up, Go to page 29.
- Venture into the Underworld to find your companions, Go to page 23.



truly what you wish to do.

You are left once again with an overwhelming sense of loneliness. The vast halls of the onyx castle are evidence of taunted your mind. There is nothing remaining of the presence that once haunted by the being that lured you here. You understand now nothing but despair and sorrow. But at least now they are no longer taunted your mind. You are left once again with an overwhelming sense of loneliness. The vast halls of the onyx castle are evidence of what its purpose was all along: to delve into your mind, discerned must have seen this in its visions. You carry Virgil's corpse out into dreams and reality at once. The black cat—whatever it truly was—your quest complete, you have no reason to dwell in this place any longer. You can finally leave the Dreamlands behind... if that is truly what you wish to do.

...from page 40 (Resolution 2).

- path in the Campaign Log, Go to page 23.
- Choose this option only if the dreamers know another.
- Venture into the Underworld to find your companions, Go to page 25.
 - Remain on the surface of the Dreamlands, Go to page 29.
 - Wake up, Go to page 27.
- If you are playing The Web of Dreams and The Dream-Quest as an interconnected eight-part campaign or as two separate four-part campaigns...
- If you are playing The Web of Dreams as a four-part campaign
- The investigators must decide (choose one):
-

between truth and fiction within their own dreams.

» Each investigator suffers 2 mental trauma from the battle between truth and fiction within their own dreams.

» Each investigator earns experience equal to the Victory X value of each card in the victory display:

» In your Campaign Log, record the dreamers escaped from Njarathotep's grasp.



The presence taunting your mind retreats into the shade,
ows, and you are left once again with an overwhelming sense of
loneliness. The vast halls of the onyx castle are evidence of nothing
but despair and sorrow. Whatever goods once inhabited this place
left long ago. Coming here was indeed folly. You carry Virgil's
corpse out into the snowy peaks of Kadath and bury him outside
the castle. You still do not understand what the being known
Nyarlathotep wanted with him, or with you, but at least now you
can leave the Dreamlands behind... if that is truly what you wish to

...from page 40 (Resolution I).



THE END

» The investigators lose the campaign.



And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare.

...from page 38 (*Defeat*).

- ... and Scenario IV-B: Weaver of the Cosmos has been played
 - Go to page 106 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
 - ... and Scenario IV-B: Weaver of the Cosmos has not yet been played
 - Proceed to the Epilogue on page 156 in *The Web of Dreams Campaign Guide*.
-
- « *If you are playing The Dream-Quest as a four-part campaign, an interconnected eight-part campaign or as two separate four-part campaigns...*
- » *If you are playing The Web of Dreams and The Dream-Quest as*
- Go to page 37.

» In your Campaign Log, record *Nyarlathotep's invasion has begun*.



You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through space. A staircase. A black cat. The only thing you remember is a voice in your head. A fundamental truth of the universe that you cannot shake from your memory. It speaks to you, even now, as you tremble under the hospital sheets: “Your dreams are mine!”

...No Resolution.

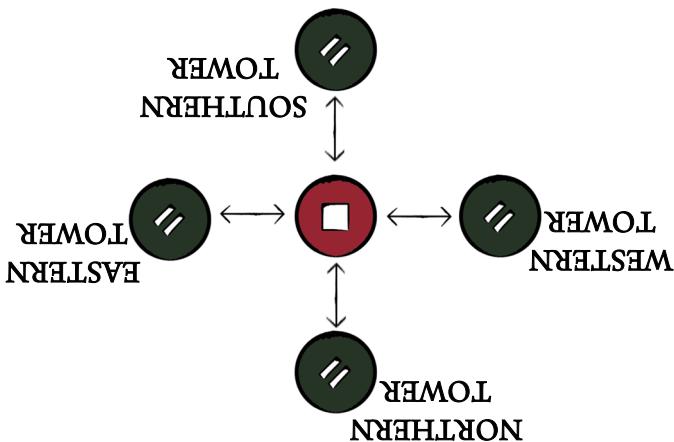
When the game is complete:

» If no resolution was reached (each investigator was defeated),
Go to page 39.

» If no resolution was reached (each investigator was defeated),
Go to page 35.

» If resolution 1 (R1) was reached
Go to page 33.

» If resolution 2 (R2) was reached
Go to page 33.



- The location **above** The Great Hall is called the **“Northern Tower.”**
 - The location **below** The Great Hall is called the **“Southern Tower.”**
 - The location to the **left** of The Great Hall is called the **“Eastern Tower.”**
 - The location to the **right** of The Great Hall is called the **“Western Tower.”**
 - The location **to the left of the Great Hall** is called the **“Western Tower.”**
 - The location **to the right of the Great Hall** is called the **“Eastern Tower.”**
 - The location **below the Great Hall** is called the **“Southern Tower.”**
 - The location **above the Great Hall** is called the **“Northern Tower.”**
- Until the end of the scenario, each Forsaken Tower is referred to by its position relative to The Great Hall, as follows:

Location Placement



...*Chaos Spreads.*

The Crawling Chaos splits into a hundred thousand shards, and vanishes into the cold, dank air.

» Randomly choose 1 plus 1 copies of the set-aside Nyarlathotep from encounter deck. Remove each other copy of Nyarlathotep from deck, along with the encounter discard pile.

» Shuffle the set-aside The Crawling Mist and each set-aside copy of Myriad Forms and Whispering Chaos into the encounter deck, along with the encounter discard pile.

» Shuffle the set-aside The Crawling Mist and each set-aside copy of Great Hall, one in each of the four cardinal directions: north, south, east, and west (see diagram on next page).



Continue to Setup on Page 41.



...the black cat is at your side.
All the while, the black cat stays perched on your shoulder,
watching with cold, narrow eyes. It is as if it has read this script
many times before, but only now seen the actors play their parts.
"I'm sorry, Virgil," it says. Only it isn't.



» If an investigator's deck contains Randolph Carter (Expert Dreameer) (The Dream-Bearers card #59), remove him from the deck for the remainder of the campaign.

Go to page 43.

» *If the black cat is at your side,*

Check the Campagin Log:

» *Otherwise,*

Continue to Setup on page 41.



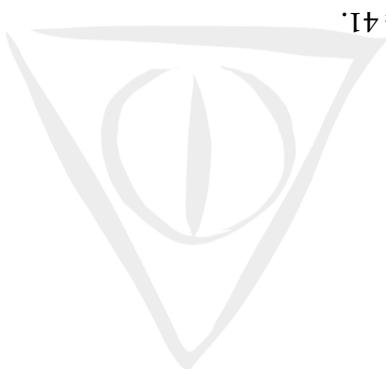
growl. "It is not enough."

shapes as it stretches across the ground. "No," its many voices shock. The figure turns toward you, its shadow shifting into myriad His corpse slides to the polished floor, eyes forever frozen in tragic back and drives a razors sharp blade of onyx through Virgil's chest. vealous they have forgotten how to be gods. Will you help me right this wrong?" the figure asks. Before Virgil can reply, it pulls its arm castles on unknown Kadath to dwell in another land, a land so mar- briefly over its countenance. "The gods you seek have fled the ask, approaching the being. "Why is this place so dark and lonely?" The regal figure permits an unhappy expression to flicker

"Are you one of the gods who dwells in this castle?" Virgil asks, approaching the being. "Why is this place so dark and lonely?"

faintly in the darkness. "What is it you expected to find?" robes of an ancient pharaoh, crowned with a golden pectoral that glows belonings to a tall, thin figure bedecked in the ornate priestly robes Ones, upon whom it is unlawful for mortals to look." The voice ring your confusion. "Virgil Gray. You have come to see the Great Just then, a voice behind you breaks the silence, punctuated

...from page 48 (Virgil is at your side).



Continue to Setup on page 41.

» Otherwise,

Go to page 43.

» If the black cat is at your side,

Check the Campagn Log:

deck for the remainder of the campagn.

Dreamer) (The Dream-Batress card #59), remove him from the

» If an investigator's deck contains Randolph Carter (Expert



You turn to Randolph for answers. He has been your guide through all of this madness. Surely he will know what is going on. "Finally," he says, gazing upon the hall with wide eyes. "We have reached the halls of the Great Ones, upon whom it is unlawful for mortals to look. We knew it was forbidden, yet here we are, our quest complete." He turns to Virgil. "Was it worth it, sir? Have you found the evidence you seek?"

Virgil takes a step back. "What are you on about, Ran-

dolph? Was this not your idea? You are the one who led us on this quest to begin with." Randolph smiles and places a hand on Virgil's shoulder. "Yes, I am. But I am not Randolph Carter." He pulls back his other arm and, before you can react, drives a razor-sharp blade ofonyx through Virgil's chest. Virgil's corpse slides to the polished floor, eyes forever frozen in tragic shock. The being that was never Randolph Carter turns toward you, its shadow shifting into myriad shapes as it stretches across the ground. "Behold!" its many voices growl. "Your just reward!"

...from page 48 (Randolph is at your side).

« Remove each location other than The Great Hall from the game.

» Revel The Onyx Castle and place each investigator in The Great Hall on its revealed side.

There are no goods here. This place is long abandoned. Virgil is agape. "I ... I don't understand."

Here, flanked by smooth onyx pillars, you find ... nothing. You continue forward until at last you reach the end of the hall. Loneliness and foreboding as chilling as the piercing winds outside. Even those powerful beings themselves, but you are met only by You expected to be met by guards, servants of the gods, or perhaps realize now where you stand: inside the halls of the Great Ones.

Out of the great hall. Though you have crossed no doorway, you sense of the quiet, lonely still-being of your footsteps on the onyx floor and the quiet, lonely stillness of the great hall. Inside the halls of the Great Ones.

Check the Campagna Log:

« If Randolph did not survive the voyage,
Go to page 47.

« If Randolph survived the voyage,
Go to page 45.

darkness that fills the vast space. Soon there is nothing but the echo.
 The biting wind quiets to a whistle. You are bathed in a profound silence
 before the castle, and it soon gives way to smooth, polished onyx.
 vortex of snow and hail. You break a trail through the crusted snow
 to the castle's great hall. The castle stands astide a precipice that
 overlooks the entire continent and the ocean beyond. It is a majestic
 covered slopes until finally you reach the forbidden steps leading
 the end of your quest. You spend untold hours ascending the snow
 piercing the vibrant firmament, and you know that you approach
 to the north. Pale light shines from atop a great black peak
 Higher and higher, you scale the mountains far



GRAND DESIGN

SCENARIO INTERLUDE

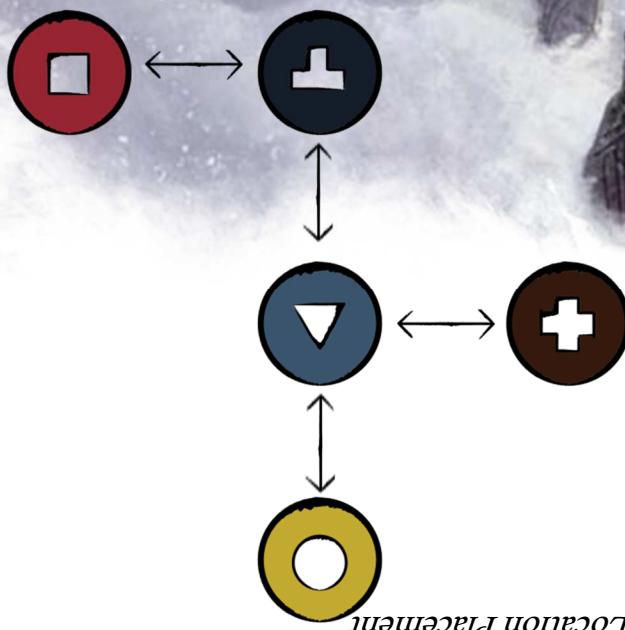
Go to page 39.

» If no resolution was reached (each investigator was defeated),

Or if the game is complete before being instructed to advance:

» Continue to Scenario Interlude: Grand Design on page 49.

When you are instructed to do so:



Suggested Location Placement



- » Gather all cards from the following encounter sets: *Where the Gods Dwell*, *Agents of Nyarlathotep*, *Dreamer's Curse*, *Whispers of Hypnos*, and *Dark Cult*. These sets are indicated by the following icons:
- -
 -
 -
 -
- » Put the following locations into play: Plateau of Leng, Cold Wastes, Monastery of Leng, Onyx Gates, and The Onyx Castle (see suggested location placement on the next page).
- » Put the following locations into play: Plateau of Leng, Cold Tower Locations aside, out of play.
- » Set the following cards aside, out of play: High Priest Not to Be Described, each of the 5 copies of Nyarlathotep, each of the 4 copies of Whispering Chaos, both copies of Myriad Forms, and The Crawling Mist.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



Continue to Setup on page 51.



You nod. The captain sighs in reply, "I see. The White Ship shall sail no more to this forsaken place, for it shakes me to my core. You are on your own from here. I bid you fairwell and good luck, fellow traveler." You cross over bright, vivid moonbeams down on- to the bleak expanse below. You will find and scale the peaks of un- known Kadaath, or you will die trying.

"Barak?"
Where even your intrepid captain never ventured. Colossal crea- tures dwell in the deep, dark ocean—a terrible danger to any ship that dares the dreadfu seas. The captain moors the flying ship over a desolate landscape of ice and snow. Several moonbeams merge from the ship's white hull, forming a gangway to the tundra below. In the distance, through a haze of snowflakes, you can barely make out the shape of a domed building. "Welcome to the accursed Plat- ea of Leng," the elderly captain says with a hint of regret in his voice. "You will find no joy or peace here. Only death. Please, I must implore you once more to forsake this quest and return to fairer lands. Are you sure this is where you would like to disem- bark?"

The way, it passes under archways of woven shadow, over cerulean seas that glimmer in the moonlight, and through vast swaths of dense mist. Eventually, you reach a continent far to the north,

...from page 56 (*Traveler*).



Continue to Setup on page 51.



It takes many hours for your steeds to reach their destination. You dare not try to wriggle free, for the fall would surely kill you. Besides, this may be your only chance to find Kadath. The creatures pass under archways of woven shadow, over cerulean seas that glimmer in the moonlight, and through vast swaths of dense mist. Eventually, you reach a continent far to the north, where even your intrepid captain never ventured. Colossal creatures dwelt in the deep, dark ocean—a terrible danger to any ship that dares the dreadfull seas.

Your steeds fly over a desolate landscape of ice and snow before landing. In the distance, through a haze of snow, you barely make out the shape of a domed building. One of the winged creatures points in the direction of the forbidding ruin, silently commanding you to proceed. The rest stand silently behind you with perfect patience, guarding against your escape, though you have no intention of fleeing. You will find and scale the peaks of unknown

Kadath, or you will die trying.

[Go to page 53.](#)

» If the investigators travelled to the Cold Wastes,

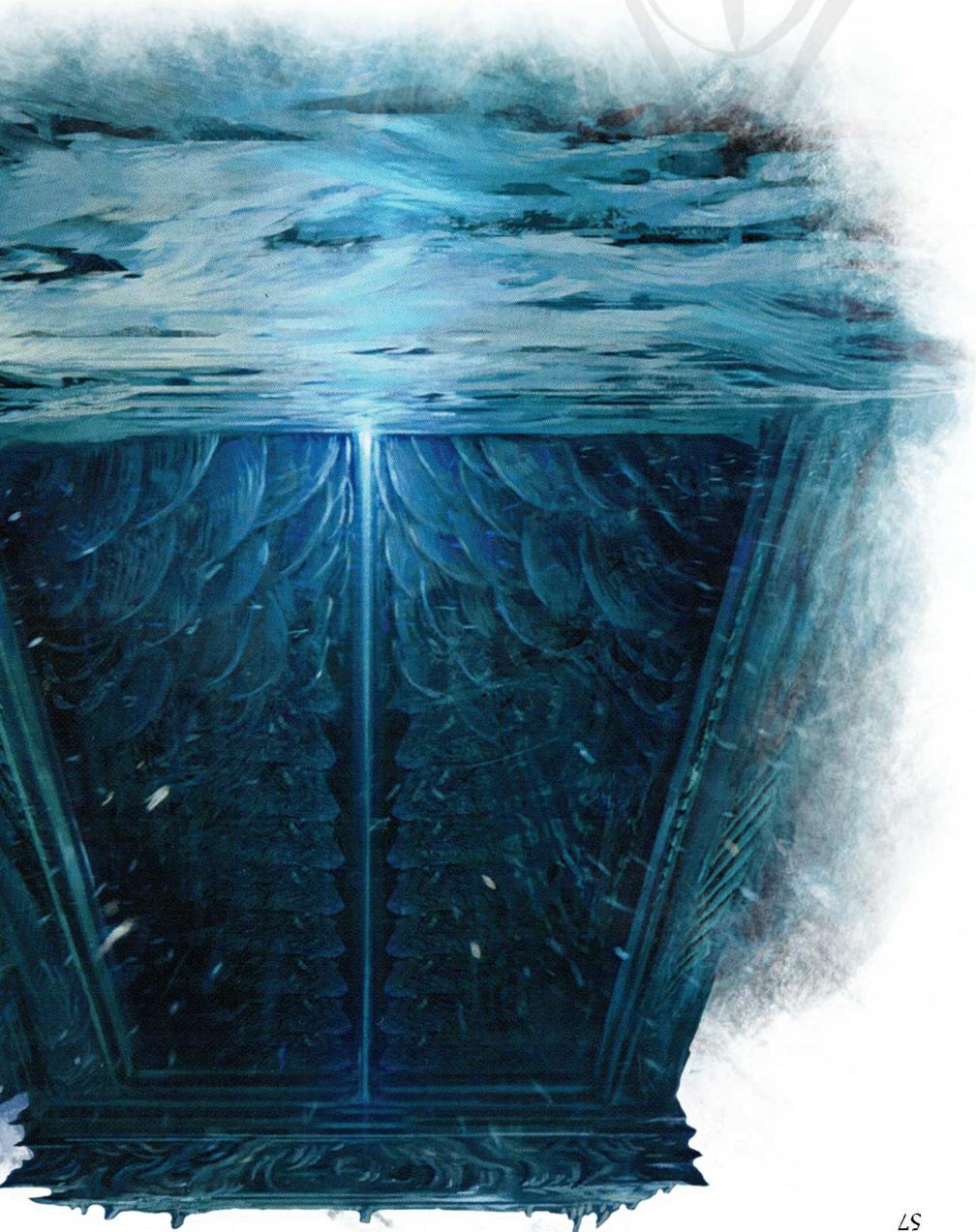
[Go to page 55.](#)

» If the investigators were carried to the Cold Wastes,

[Check the Campaign Log:](#)

WHERE THE GODS DWELL

SCENARIO IV A



Proceed to Scenario IV-A: Where the Gods Dwell on Your Campaign Log. And wait until they reply before you, Web of Dreams - Campaign B) of what was just recorded in Inform your friends in the walking world (those playing The as two separate four-part campaigns ... » If you are playing The Dream-Quest and The Web of Dreams of The Dream-Quest Campaign Guide.

Proceed to Interlude III-A: The Great Ones on page 94 as an interconnected eight-part campaign, » If you are playing The Dream-Quest and The Web of Dreams

- Tell your companions that you will be okay. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for The Dream-Quest (Campaign A), record the black cat spoke of Attach-Nacha.
- Tell your companions that you will be okay. The black cat will return to you with aid once this message is delivered. This may put an undue burden on your companions. In the Campaign Log for The Dream-Quest (Campaign A), record the black cat spoke of Nyarlathotep.
- Tell your companions about the threats that you face. The black cat will return to you with aid once this message is delivered. Otherwise, the black cat offers to pass a message along to your companions. The lead investigator must decide (choose one): » Otherwise, the black cat offers to pass a message along to your

else.

» Check Campaign Log. If the black cat has a hunch, it bounds off
into the void of space before you get the chance to ask it anything
else.«

You'll excuse me, I have somewhere to be.»

the land of the Great Ones. Everything else will fall into place when you arrive. As long as you don't mess this up. These beings that you face, the ones whose names I do not wish to speak, they don't just threaten the Dreamlands. They threaten existence itself. Now, if you get there, but I'm afraid that if I tell you, you'll see it differently, only path that's left. I know a little more about what you'll see when too. Don't worry about it. You're doing fine. Get to Kadath. Find

„Sort of,“ it answers. „I've foreseen your arrival in Kadath for some time now. I've seen a lot of this, in fact. But it's... well, it's not play-ing out exactly the same way. Or maybe I just didn't see it the same way. Regardless, I think you're on the right path. After all, it's the way you ask the black cat if it knows what you'll find in Kadath.

„From page 66 (*On Your Way*).«

- part campaigns skip the remainder of the interlude ...*
- an interconnected eight-part campaign or as two separate four-part campaigns*
- » *If you are playing The Web of Dreams and The Dream-Quest as*
-
- *To continue to the next scenario in The Dream-Quest,* Proceed to Scenario IV-A: Where the Gods Dwell on page 57.
 - *To continue to the next scenario in The Web of Dreams,* Proceed to Scenario IV-B: Weaver of the Cosmos on page 106 in *The Web of Dreams Campaign Guide*



“Don’t mind me. I just wanted to see if you’re alive.” You began to tell the black cat of your troubles, and it tilted its head to the side with a look of catlike curiosity. “Huh. That’s funny. Did I say I cared what you had to say? I don’t think I did. Oh well. Let me make it more clear: I only care about whether you’re able to fulfill your duty. I don’t care how you are feeling.” The cat’s glaring eyes never blink. “Well, good luck. You’ll need it.” It bounds off into a shadow and vanishes.

*...from page 66 (*You Asked For It*).*



in their Campaign Log.

The Web of Dreams - Campaign B) that this needs to be changed
the truth. Inform your friends in the walking world (those playing
» In both Campaign Logs, cross off the black cat is searching for



said," it mumbles.

"Well, I guess the thing I was going to say is no longer going to be situation, not seeming to care much about Randolph's terrible fate. I choke out the words. "Say no more. I get it." The cat ponders the for Randolph. You try to explain what happened, but you can barely

"Where's what's-his-name?" the black cat asks, searching

...from page 66 (Randolph didn't survive).



» Depending on your difficulty, add a token to the chaos bag for
The Dream-Quest (Campagna A), as follows:

Easy: - 3. Standard: - 4. Hard: - 5. Expert: - 7.



“Whoa,” the cat says suddenly, “you’re not looking too good, you know.” It gazes up at you with unconcerned but curious eyes. You ask what it means. “You can’t tell? You look sick. You eatting enough? Whatever, it doesn’t matter. You can walk, can’t you? That’s good enough.”

...from page 66 (*Weakening*)

Check the Campaign Log for The Dream-Quest (Campaign A)

» *If the dreamers grow weaker,*

and read all that apply in order

Go to page 63.

» *searching for the truth,*

» *If Randolph did not survive the voyage and the black cat is*

Go to page 63.

» *If you asked for it,*

Go to page 61.

Go to page 59.

» *Once all that apply are read,*



I see you've made some progress." You're not quite sure if you
head. You look down to find the black cat peering up at you. "Hey.
You are nudged out of a sleepless reverie by a fury fore-
Cold Wastes, you haven't pinned down the exact location of un-
known Kadath, and you have no idea what to expect when you ar-
rive.



THE GREAT ONES

INTERLUDE III A

- Proceed to Interlude III-A: The Great Ones Page 67.
- ... and Scenario III-B: Point of No Return has been played
scenario.
play it yourself, or wait for the other group to finish the
GO to page 78 in *The Web of Dreams Campaign Guide* to
played
• ... and Scenario III-B: Point of No Return has not yet been
part campaigns...
an interconnected eight-part campaign or as two separate four-
» *If you are playing The Dream-Quest and The Web of Dreams as*
page 57.
Proceed to Scenario IV-A: Where the Gods Dwell
» *If you are playing The Dream-Quest as a four-part campaign*



...*Into the Cold Wastes.*



- » In your Campaign Log, record the investigators travelled to the *Cold Waters*.
- » In your Campaign Log, record the investigators travelled to the *selevs*.
- matches the vibrant sky. "We sail to the abode of the gods them-
- 70
- » In your Campaign Log, record *Randolph survived the voyage*.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » Record 3 tally marks next to "Evidence of Kadath" in your Cam-
- Paign Log.

course, following now behind a celestial bird whose plumage bearded man follows your gaze. "So be it," he sighs. He changes peak, atop which sits an azure beacon of reflected moonlight. The horizon, or perhaps beyond the dreams of Earth itself. A white Then, far to the north, you see it. Looming just over the

thing you've seen and experienced in this wondrous land? but could you really return to your mundane reality after every weeks—no, months—in this land. There have been hardships, yes, Maybe staying wouldn't be so bad. You've already spent

in "reality" have you experienced a beauty so real. fragrance of flowers from the nearby coast. Never in all your years you descended below the clouds. Your heart swells with the sweet twin vistas, and emerald-green gardens. The air is crisp and cool as zone, you see crystalline coastlines, blissful country sides, lush mountain glitter in the moonlight like an ocean of diamonds. Along the horizon such serene beauty that it leaves you breathless. The seas below You do as the captain requests, and are met with a scene of

aid of the gods. "Would that be so dire a fate? Look around you." back proof of the Dreamlands, and cannot return home without the tion?" You beseech him once more, telling him you must bring far greater than you or I. Do you not see the folly in your ambition? "They are disturbed the gods," the man warns, his song interrupted. "They are leading it to be of the utmost importance. "You should not seek to please him to aid you in your search for unknown Kadaith, he does not reply other than to continue his harmonious song. You heard it before. You ask after your course, but the bearded man beat. You seem to know the language well, despite having never captain sings a soft, melodic shanty, which the ship's oarsmen repeat. As the white galleys glide silently back toward the Earth, its

» Each investigator earns experience equal to the Victory X value of each card in the victory display

» The lead investigator has earned the False Awakening weakness (The Dream-Bearers #233) (does not count toward deck size). Add this card to the lead investigator's deck.

» In your Campaign Log, record Randolph Carter did not survive the voyage. If an investigator's deck contains Randolph Carter (Expert Dreamer) (The Dream-Bearers card #59), remove him from that deck for the remainder of the campaign.

» In your Campaign Log, record the investigators were carried to the Cold Wastes.

“Worry not, my friends,” Randolph whispers to you. “Did you hear that? The Cold Wastes is the region wherein unknown Kadath lies. With any luck, they will bring us right to our destination—” Randolph is cut off as the moon-beast grabs him and pulls him to his feet.

“No, not you. I know of you. You will be a gift. Fodder for High Priest in the Cold Wastes,” it decrees. “They must be judged haul you onto the winged creatures. Bring these wretches to the

Another flash of light. The moon-beast orders its slaves to for their heresy.”

feet. "You're not awake," the black cat says. "Not yet."

floats along the thinness of silver threads. Virgil's cat sits up at your distance seem to stare back at you with unfailing cruelty. Your bed rounded by a bright, starry cosmos. Galaxies and nebulae in the where you truly are. Instead of four walls and a ceiling, you are surely a bright flash of light, and you awaken. You are over you at first. Have you finally awoken from this endless dream? Then the still, cold void embraces you, and you realize sitting atop a comforter and unfamiliar bed. A wave of relief washes over you at last.

There is a bright flash of light, and you awaken. You are

"What? No, this isn't right." Randolph grits his teeth.

The moon-beast orders its slaves to haul you onto the winged creatures. "Bring these wreathes to the sacrificial pits," it decrees. "They must be judged for their heresy. The moon lizard shall feed well tonight."

while a row of winged things on either side of you squawk rhythmically and flap their wings. A preparation, you suspect, for an unmaster will be pleased." Behind you, Corsairs prevent your escape, drooling, bulbous lips. "Wonderful," it praises its henchmen. "Our you see its true visage beneath: its slippery, clammy flesh and its moon-beasts. It is dressed in grey robes and heavy wrappings, but the dark side of the Moon and forced to kneel before one of the resistance is futile. You are brought into a large domed temple on gill tries his best to resist, but Randolph gives in, knowing that this you to escape unnoticed. You are cornered and taken captive. Virgil tries your best efforts, your pursuers are too many for

...from page 74 (No Resolution).

- The setup of this scenario instructs the players to place 1 doom on each investigator card, marking their current „alarm level“. As the investigators attempt to escape from the grasp of the moon-beasts, their respective alarm levels may increase or decrease based on their actions and decisions. A higher alarm level means sent this. Likewise, if an effect reduces an investigator's alarm level by any amount, remove that much doom from that investigator's agenda. If an effect raises an investigator's alarm level by any amount, place that much doom on that investigator's card to reprend this. Likewise, if an effect removes that much doom from that investigator's agenda, remove that much doom from the investigator's doom tokens, and do not count toward the investigator's alarm level.
- Even though it is marked using doom tokens, an investigator's alarm level is not doom, and does not count toward the investigator's alarm level. An investigator's alarm level has no effect on its own, but it may alter or strengthen other encounter card effects.
- When the game is complete:
- » If no resolution was reached (each investigator was defeated), go to page 73.
- » If no resolution was reached (each investigator was defeated), go to page 71.
- Shuffle the remainder of the encounter cards to build the encounter deck.
- That investigator's current alarm level (see Alarm Level, below).
- It does not count as doom and does not count toward the current alarm level.
- Rent agenda's doom threshold.
- » Shuffle the remainder of the encounter cards to build the encounter deck.
- Alarm Level
- Counters
- 74

- » Place 1 doom on each investigator card. This doom represents story asset, and the False Awakening weakness.
- » Set the following cards aside, out of play: the Moon Lizard enemy, the Virgil Gray (Truly Inspired) story asset, The Captain's Story asset, and the False Awakening weakness.
- If Randolph Carter (Expert Dreamer) and set him aside, out of play.
 - If Randolph was captured, search each investigator's deck for Randolph Carter (Expert Dreamer) and set him aside, out of play.
 - Each other investigator begins play in the Moon-Forest, token bank.
 - Each investigator who was captured begins play in the Moon-Beast Gallery, place 2 additional clues on it (from the Moon-Beast Gallery, for each investigator who begins the game in the Beast Gallery. For each investigator who begins the game in the Moon-Beast Gallery, place 2 additional clues on it (from the Moon-Beast Gallery, instead, it has a story card on its reverse side).
 - If at least 1 investigator was captured, put the set-aside Moon-City of the Moon-Beasts, Temple of the Moon Lizard, Moon-Forest, and The Dark Crater into play.
 - Set each other location aside, out of play.
- » Put City of the Moon-Beasts, Temple of the Moon Lizard, Moon-Forest, and The Dark Crater into play.



» Gather all cards from the following encounter sets: Dark Side of the Moon, Corsairs, Dreamer's Curse, and Ancient Evils. These sets are indicated by the following icons:



You look to the horizon, where the cerulean sea meets the sky. Somewhere out there, your aid is needed. What's more, the proof you seek may lie across the sea—over the edge of the very world itself. You prepare to embark.

You shouldn't be surprised that the world of Earth's Dreamlands is flat; after all, everything else here is a fiction, too. Randolph says, sensing your skepticism. "But I fear this time it might be a one-way trip, especially without a crew. We may need to find another different way to unlock our Kadath. Are you prepared?"

"It will be a long journey," Randolph answers. "Far across the sea lie the Basalt Pillars of the West. Between these pillars, the ocean plunges off the edge of the world. If we sail off of the precipice between them, we can cross the void of space itself."

By now, you are no stranger to the oddities of the Dreamlands, having spent weeks exploring its cities, wilds, and places stranger still. Even knowing the laws of physics and astronomy should not apply here, you struggle to imagine how one might sail a ship into space.

"How does one even sail to the Moon?" you ask, befuddled.

Perhaps your captain, who shuttled you to and from the various regions of the Dreamlands, dealt with them in the past. Or perhaps not. For the sake of your own sanity, it may be better not to dwell on suspicions of betrayal.

They wear disguises to mask their hideous nature." You have dealt with them before, but few know their true identity, for you prepare to set sail. "There are port cities like Dyath-Leen that will surely become slaves of the beasts who call it home. "They are evil creatures who serve an even greater evil," Randolph explains as tives: You must sail to the Moon and rescue them yourself, or they

...those left behind.

Continue to Setup on Page 75.

» Otherwise,

Go to Page 77.

» At least one of the investigators was not captured.

Check the Campaign Log:

Corsair flashes a sadistic grin at his next victims: *You*.
 Gurgle as blood wells in his mouth, and he collapses. Behind him, a
 blade in his throat, along with a sharp, jagged blade. He makes a dreadful
 noise as he falls, and suddenly catches his breath. His voice
 has to be quiet as mice. If they spot — his voice suddenly
 have to be quiet as mice. If they spot — “There may be a rowboat you can use on the top deck, but we’ll
 little time to waste. Keeping a lookout, your rescuer whispers,
 ing muscles and search nearby for your belongings, but there is
 Freedom has never tasted so sweet. You stretch your ach-

Finally nods and slices through your bonds with a curved knife.
 en if he helps you. He ponders for a moment, looks around, then
 less, he is your only chance at escape. You tell him all will be forgiven,
 but obviously he had something to do with your capture. Regarding
 off, red-faced with guilt. You aren’t entirely sure what he means,
 swear. I did not know that they were ... I did not know ... he trails
 mers quietly. “I had no idea who I was dealing with. I was tricked, I
 You, and runs to your side. “I am so sorry, my friends,” he stammers.
 into a bun atop his head. He peeks around, realizes he is alone with
 chubby, middle-aged fellow with a bushy beard and long hair pulled
 from the top deck. It is the ship captain you hired in Dylath-Leen:
 Just as you begin to lose hope, a familiar face descends

Over the next few days, you learn more about your captors, but nothing about the black galley's destination. It seems the Corsairs who hunted you down and captured you were only agents—or perhaps slaves—of a much greater evil: a race of greyish-white toad-like creatures with no eyes and slippery skin concealed beneath a loose disguise of silkken clothing. You notice the creatures bode well for you. You are kept apart from Virgil, and suspect he is being forced to eat bitter portridge from a dirty clay bowl counts as “well fed.” What concerns you most is the ship itself. Though you are sure it’s still moving, you no longer feel it rock back and forth as the waves push it from side to side, nor do you hear the sounds of the ocean or of gulls cawing over the coast. In fact, you hear very little at all now: only the occasional commands of one of the beasts from below deck, and the shouting of Corsairs in reply. No churning sea. No wind in the sails. Nothing at all.

Panic seizes your mind. What if you are destined for some strange port from which there can be no return? Could they have sailed off the face of the planet itself? You have to do something. Escape, somehow. You try desperately to come up with a plan of action, but in vain. Corsairs relentlessly patrol the brig, and even if you managed to slip your bonds and sneak past them,

where would you go?

...from page 80 (those captured).



Go to page 77.

» If no investigators were captured,

Go to page 79.

» At least one of the investigators was captured,

Check the Campaign Log:

OF THE MOON

THE DARK SIDE

SCENARIO III A



- in *The Web of Dreams Campaign Guide*.
- To continue to the next scenario in *The Web of Dreams*, Proceed to Scenario III-B: Point of No Return on page 78
- Proceed to Scenario III-A: Dark Side of the Moon on page 81.
- To continue to the next scenario in *The Dream-Quest*, proceed to Scenario III-B: Point of No Return on page 78
- Part campaigns skip the remainder of the interlude ... an interconnected eight-part campaign or as two separate four-part campaigns*
-
- » *If you are playing The Dream-Quest and The Web of Dreams as*

« Inform your friends in the waking world (those playing The Web of Dreams - Campaign B) of any changes made.

- If the Campaign Log for *The Web of Dreams* (Campaign B) has the black cat is at your side recorded, cross it off. Remove 1 token from the chaos bags for both campaigns.
 - If the Campaign Log for *The Dream-Quest* (Campaign A) has the black cat is at your side recorded, cross it off. Remove 1 token from the chaos bags for both campaigns.
 - If neither Campaign Log has the black cat is at your side recorded, no change is made.
- Check both Campaign Logs.

» In the Campaign Log for *The Dream-Quest* (Campaign A), record the dreamers know of another path.



...the black cat shared knowledge.
The black cat tells you all about the region of the Dreamlands your companions have entered. "The entire surface of the Dreamlands, where you've been exploring, covers the Underworld like a beautiful silk dress over decayed skin. You have no reason to go there, which is a good thing, because it is a particularly inhospitable place. You actually might have walked right by one entrance to the Underworld, now that I think about it—back in the Enchanted Woods. There are several other entrances as well: beneath an old monastery in Leng, another in the ruins of Sarromand..."

- in *The Web of Dreams Campaign Guide*.
- Proceed to Scenario III-B: Point of No Return on page 78.
- To continue to the next scenario in *The Web of Dreams*,
page 81.
- Proceed to Scenario III-A: Dark Side of the Moon on
page 81.
- To continue to the next scenario in *The Dream-Quest*,
- part campaigns skip the remainder of the interlude ...*
- an interconnected eight-part campaign or as two separate four-*
- » *If you are playing The Dream-Quest and The Web of Dreams as*
-

« Inform your friends in the waking world (those playing *The Web of Dreams - Campaign B*) of any changes made.

- If the *Campaign Log for The Dream-Quest (Campaign A)* has the black cat is at your side recorded, no change is made.
- has *the black cat is at your side recorded*, cross it off and record instead. Replace 1 ♡ token in each campaign's chaos bag with it in the *Campaign Log for The Dream-Quest (Campaign A)*.
- If the *Campaign Log for The Web of Dreams (Campaign B)* has *the black cat is at your side recorded*, record the black cat is at your side. Add 1 ♡ token to the chaos bags for both campaigns.
- » Check both *Campaign Logs*.
- If neither *Campaign Log* has *the black cat is at your side rec-*orded, in the *Campaign Log for The Dream-Quest* (Campaign A), record the black cat is at your side. Add 1 ♡ token to the chaos bags for both campaigns.



"Your friends are doing about as well as can be expected, really. But they're worried about you, and for good reason, it seems. They might not be able to reach you any time soon. They want me to help you out instead, so I'll be staying here for a little while longer. Gotta make sure you survive. If you don't, well ..." it takes a long pause, "... let's not talk about that."

...the black cat is here to help.

- If neither Campaign Log has *the black cat is at your side recorded*, in the Campaign Log for The Web of Dreams (*Campaign B*), record *the black cat is at your side*. Add 1  token.
 - If the Campaign Log for The Dream-Quest (*Campaign A*) has tokens to the chaos bags for both campaigns, instead, replace 1  token in each campaign's chaos bag with *the black cat is at your side recorded*, cross it off and record it in the Campaign Log for The Web of Dreams (*Campaign B*).
 - If the Campaign Log for The Dream-Quest (*Campaign A*) has tokens to the chaos bags for both campaigns, and 1  token, record *the black cat is at your side*. Add 1  token.
- » Check both Campaign Logs.
-
- « If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns skip the remainder of the interlude ...
- » If you are playing The Dream-Quest and The Web of Dreams as To continue to the next scenario in The Web of Dreams,
- To continue to the next scenario in The Web of Dreams Guide.
- Proceed to Scenario III-B: Point of No Return on page 78
- In The Web of Dreams Campaign Guide
- To continue to the next scenario in The Web of Dreams, proceed to Scenario III-A: Dark Side of the Moon on page 81.



“Your friends are in a bit of trouble. They took a one-way trip to a pretty awful place, and I don’t know if they’ll be able to navigate it without me. I know your quest is looking pretty dire right now, too, but if I don’t stick by them, it won’t matter whether you reach Kadath or not. Good luck. Try not to die.” With that, the black cat leaps out of view.

...the black cat helps the others.

- » In both Campaign Logs, record the black cat is searching for the truth. Inform your friends in the waking world (those playing truth). The Web of Dreams - Campaign B) that this needs to be recorded in their Campaign Log.
- « To continue playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns skip the remainder of the interlude ...
- To continue to the next scenario in The Dream-Quest, proceed to Scenario III-A: Dark Side of the Moon on page 81.
 - To continue to the next scenario in The Web of Dreams, proceed to Scenario III-B: Point of No Return on page 78 in The Web of Dreams Campaign Guide.
-

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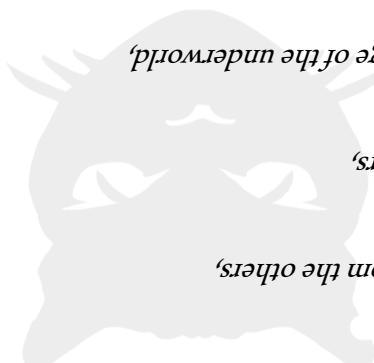


vieuw.

"Normally I like the smell of fish, but this is *too* fishy. Something is fuzzy... You thought you were confused before, but now you are truly lost. Two Randolphs? 'Yes,' the black cat affirms. 'This one, and another in the walking world. That seems off,' the black cat understands the problem. 'I think something is trying to interfere. I need to go figure this out.' With that, the cat leaps out of the black cat's view.

The black cat sees Randolph at the helm of your ship and glares at him suspiciously. You wonder aloud what is wrong.

...suspicions deepen.

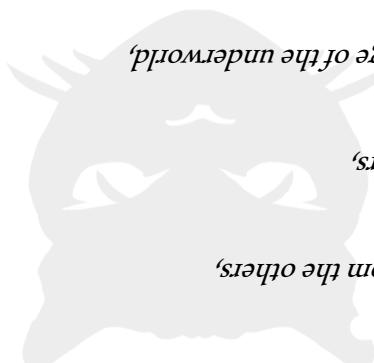


- Check the Campaign Log for The Dream-Quest (Campaign A):
- » *If the black cat has a hunch and Randolph eluded capture,* Go to page 89.
 - » *Otherwise, check the Campaign Log for The Web of Dreams (Campaign B),* Go to page 87.
 - *If the black cat requested aid from the others,* Go to page 85.
 - *If the black cat warned the others,* Go to page 83.



You try to shush the black cat, but it ignores you. "Relax. Your captors are all up on deck at the moment." You ask bitterly why the creature is so cavalier about your capture, and request that it free you. "Nah. Somebody else has that covered, if memory serves," it replies enigmatically.

...from page 94 (all were captured).



- Check the Campaign Log for The Dream-Quest (Campaign A):
- *If the black cat has a hunch and Randolph eluded capture,* « Otherwise, check the Campaign Log for The Web of Dreams (Campaign B),» Go to page 89.
 - *If the black cat requested aid from the others,* Go to page 87.
 - *If the black cat warned the others,* Go to page 85.
 - *If the black cat shared knowledge of the underworld,* Go to page 83.



"Wait, where is my human?" the cat asks, craning its head to look around the deck of your ship. " Didn't I leave him with you?" You explain that Virgil has been taken captive by Corsairs, and the cat replies by licking its paw without much concern. "Oh yeah, that's right. Okay. I'm on the same page as you now."

...from page 94 (not all were captured).

Check the Campaign Log for The Dream-Quest (Campaign A):

» If at least one of the investigators was not captured,

Go to page 93.

» If all of the investigators were captured,

Go to page 91.



“Finally,” it declares, “about time you noticed something outside space itself, its several feet away waiting for you to pay attention. Your own head. Listen, I got something important to tell you.”

You open your eyes to the sound of a cat’s shrill caterwauling. You had been drifting off to ... well, not sleep, exactly. Deep-spite—or perhaps due to—your dreaming, you have been unable to truly sleep in this realm. When you come to your senses, you spot the source of the warning: Virgil’s cat, black as the void of space itself, sits several feet away waiting for you to pay attention.

THE ONEIRONAUTS

INTERLUDE II A

Proceed Interlude II-A: The Oneironauts on page 95.

- Otherwise,

page 81.

Proceed Scenario III-A: Dark Side of the Moon on

- If you asked for it,

the Campaign Log:

the other group has completed the interlude then check
read Interlude II-B: The Oneironauts yourself, or wait until

Go to page 70 in *The Web of Dreams Campaign Guide* to

played

... and Scenario II-B: A Thousand Shapes of Horror has been

scenario.

play it yourself, or wait for the other group to finish the

Go to page 54 in *The Web of Dreams Campaign Guide* to

yet been played,

... and Scenario II-B: A Thousand Shapes of Horror has not

part campaigns...

If you are playing The Dream-Quest and The Web of Dreams as
an interconnected eight-part campaign or as two separate four-

page 81.

Proceed to Scenario III-A: Dark Side of the Moon on

« If you are playing The Dream-Quest as a four-part campaign,

» In your Campaign Log, record Randolph was captured.

» In your Campaign Log, record Vigil was captured

As you examine your surroundings, you notice that your other companies, including Virgil and Randolph, have been captured as well. They are unconscious at the moment, but maybe when they awaken you can formulate a plan to free yourselves. After all, despite this setback, you have learned much of the Dreamlands and of the gods who dwell atop unknown Kadath.

Though you still don't know its precise location, if you are able to escape from this wretched gallery, perhaps there is hope for your quest. You swallow a ball of despair and hope that this is not the end of your journey ...

» Each investigator earns experience equal to the Victory X value of each card in the victory display.

» For each Sign of the Gods the investigators unveiled during this scenario, record 1 tally mark next to "Evidence of Kadath" in your Campaign Log.

Proceed Interlude II-A: The Oneironauts on page 95.

- Otherwise,

page 81.

Proceed Scenario III-A: Dark Side of the Moon on

- If you asked for it,

the Campaign Log:

the other group has completed the interlude then check
read Interlude II-B: The Oneironauts yourself, or wait until

Go to page 70 in *The Web of Dreams Campaign Guide* to

played

... and Scenario II-B: A Thousand Shapes of Horror has been

scenario.

play it yourself, or wait for the other group to finish the

Go to page 54 in *The Web of Dreams Campaign Guide* to

yet been played,

... and Scenario II-B: A Thousand Shapes of Horror has not

part campaigns...

If you are playing The Dream-Quest and The Web of Dreams as
an interconnected eight-part campaign or as two separate four-

page 81.

Proceed to Scenario III-A: Dark Side of the Moon on

« If you are playing The Dream-Quest as a four-part campaign,

» In your Campaign Log, record Randolph eluded capture.

» In your Campaign Log, record Vugil was captured

your Campaign Log.

» For each Sign of the Gods the investigators unveiled during this scenario, record I tally mark next to "Evidence of Kadath" in

» For each Sign of the Gods the investigators unveiled during this

» Each investor earns experience equal to the Victory X value of each card in the victory display.

ions, that is where we must go.”

from the Moon. If we are to rescue Virgil and our other companies of call, he replies: “The beasts who command their black galley sail where they might have been taken. As if discussing any other port causes you to shudder, though you do not know why. You ask crawling chaos Nyarlathotep.” The mere utterance of the name the Other Gods from the Outside, whose soul and messenger is the Corsairs captured them, they are in dire trouble. They are agents of “I fear the worst,” Randolph mourns. “If those fiendish

ing.

to the ship earlier to prepare for your next departure, is also miss to be found. There are no signs of struggle, but Virgil, who returned no safe haven. When you return, the crew and captain are nowhere the Dreamlands ... or so you thought. Unfortunately, your ship is You decide to return to your ship, safe from the many dangers of great black galleys—the agents of your demise bear many shapes. horned Corsairs wielding razor-sharp cutlasses and commanding pursue you across land and sea. Winged beasts with no faces, passing day. No matter where you go, foul, nightmarish creatures location. In the meantime, your quest grows deadlier with each Though you are closer to your goal, you still don’t know its precise Dreamlands and of the gods who dwell atop unknown Kadath. have never in a hundred years imagined. You learned much of the villages of the kingdom of the Skai to wondrous lands you could

...Resolution I.

« If no resolution was reached, each investigator was defeated.
Go to page 97.

« If no resolution was reached, and each investigator was defeated,
Go to page 99.

« If no resolution was reached, and at least one investigator re-signed,
Go to page 99.



You wake to find yourself restrained by thick cords of
hempen rope, lying on top of hard, moist wood. The floor rocks
steadily back and forth, and you hear ocean waves crashing against
the walls. You are captive aboard some kind of galley. But why?

...Investigator Defeat.

[Go to page 99.](#)

« If resolution 1 (R1) was reached

[Go to page 99.](#)

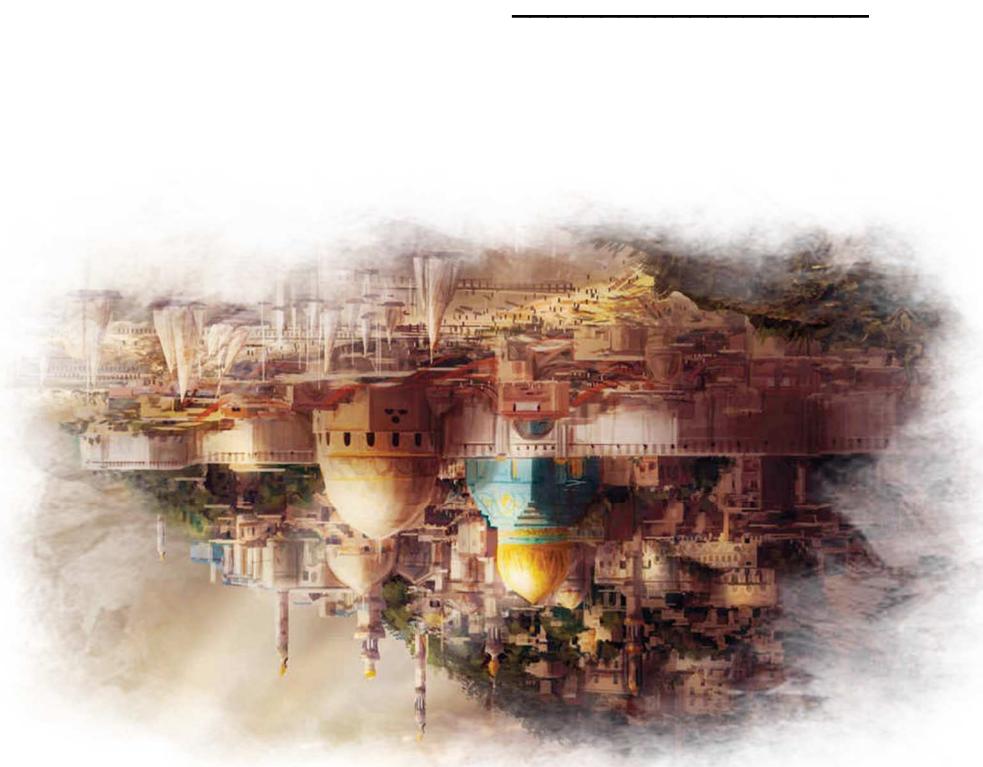
« If no resolution was reached because each investigator redesigned

[Go to page 101.](#)

defeated

« If no resolution was reached, and at least one investigator was

When the game is complete:



- » Each investigator is at the same *Port Location*, you may advance the act and choose a new location to visit:
-
- Continue to the *Orlab Setup* on page 109.
- » To visit the island of *Orlab* to the south,
- Continue to the *Mnar Setup* on page 107.
- » To visit the ancient land of *Mnar* to the west,
- Continue to the *Forbidden Lands Setup* on page 105.
- » Visit the *Forbidden Lands* to the north,
- Continue to the *Timeless Realm Setup*

» Advance to Act 2a—"The King's Decree."

- Place each investigator at *Celephais*.
 - » Shuffle the set-aside *The Crawling Mist* into the encounter deck.
 - » Search the encounter deck for 1 copy of *Priest of a Thousand Masks* and spawn it at *Hazuth-Kleg*. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of *Priest of a Thousand Masks* and spawn it at *Hazuth-Kleg*. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of *Priest of a Thousand Masks* and spawn it at *Celephais*, as well.
 - » Shuffle the encounter deck for *Celephais*'s Decree.
- » Each investigator loses each of their clues.
- » Remove each location in play from the game (or place it in the victory display if it has *Victory X* and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- » Put each set-aside *Ooth-Nargai* location into play (*Celephais*, *Serannian*, and *Hazuth-Kleg*).

Timeless Realm Setup

« If no resolution was reached because each investigator redesigned,

Go to page 99.

» If resolution 1 (R1) was reached

Go to page 99.

Go to page 101.

defeated

» If no resolution was reached, and at least one investigator was

When the game is complete:



- » Each investigator is at the same *Port Location*, you may advance the act and choose a new location to visit:
-
- Continue to the *Orlab Setup* on page 109.
- » To visit the *isle of Orlab to the south*,
- Continue to the *Mnar Setup* on page 107.
- » To visit the *ancient land of Mnar to the west*,
- Continue to the *Timeless Realm Setup* on page 103.

» Advance to Act 2a—"Seek Out the Night."

» Spawn the set-aside Horde of Night enemy at Zulan-Thek-

Lands.

» Spawn the set-aside Stalking Manticore enemy at Forbidden

• Place each investigator at Illek-Vad.

bidden Lands, and Zulan-Thek-.

» Put each set-aside **Forbidden** location into play (Illek-Vad, For-

not defeated during this process.

and attachment at those locations is discarded. Investigators are

victory display if it has **Victory X** and no clues on it). Each enemy

» Remove each location in play from the game (or place it in the

» Each investigator loses each of their clues.

Forbidden Lands Setup

Go to page 99.

» If resolution 1 (R1) was reached

Go to page 99.

« If no resolution was reached because each investigator redesigned,

Go to page 101.

defeated

« If no resolution was reached, and at least one investigator was

When the game is complete:



- » Each investigator loses each of their clues.
- » Remove each location in play from the game (or place it in the victory display if it has **Victory X** and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- » Put each set-aside **Mnar** location into play (**Kadatheron**, **Sarmath**, and **Ruins of Ib**).
- Place each investigator at **Kadatheron**.
 - » Spawn the set-aside Beings of the enemy at **Ruins of Ib**.
 - » Advance to Act 2a—“The Doom That Came Before.”
-
- If each investigator is at the same *Port Location*, you may advance the act and choose a new location to visit:
- » To visit the isle of *Oribab* to the south,
- » Visit the *Forbidden Lands* to the north,
- » Continue to the *Forbidden Lands Setup* on page 105.
- » Visit the *Kingdom of the Timeless Realm* to the east,
- » Continue to the *Timeless Realm Setup* on page 103.

Mnar Setup

Go to page 99.

» If Resolution 1 (R1) was reached

Go to page 99.

« If no resolution was reached because each investigator redesigned

Go to page 101.

defeated

« If no resolution was reached, and at least one investigator was

When the game is complete:



- » Each investigator loses each of their clues.
- » Remove each location in play from the game (or place it in the victory display if it has **Victory X** and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- » Put each set-aside **Orib** location into play (**Baharna**, Mt. Ngranek, and Nameless Ruins).
- Place each investigator at **Baharna**.
- » Search the encounter deck for 1 copy of **Nightriders** and spawn it at Mt. Ngranek. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of **Nightriders** and spawn it at Nameless Ruins, as well. Shuffle the encounter deck.
- » Advance to Act 2a—"The Isle of Orib."
-
- If each investigator is at the same **Port Location**, you may advance the act and choose a new location to visit:
- » To visit the ancient land of **Mnar** to the west,
- » Visit the **Forbidden Lands** to the north,
- » Continue to the **Forbidden Lands Setup** on page 105.
- » Visit the **Kingdom of the Timeless Realm** to the east,
- » Continue to the **Timeless Realm Setup** on page 103.

Orib Setup



You will be instructed when to continue at a later point during the scenario.

« To visit the island of Otab to the south,

Continue to the Isle of Otab Setup on page 109.

» To visit the ancient land of Mar to the west,

Continue to the Mar Setup on page 107.

» To visit the Forbidden Lands to the north,

Continue to the Forbidden Lands Setup on page 105.

» To visit the kingdom of the Timeless Realm to the east,

Continue to the Timeless Realm Setup on page 103.

Or if the game is complete before being instructed to continue:

» If no resolution was reached, and at least one investigator was defeated

Go to page 101.

» If no resolution was reached, because each investigator resigned.

Go to page 99.

When **Victory X** appears on a swarming enemy, this text is only active for the host card. Swarm cards cannot enter the victory display and are never worth victory points.

Enemies with Swarming and Victory



Locations in The Search for Kadath

Each of the locations in this scenario have no unrevealed side, and therefore they enter play with their revealed side faceup. Instead of an unrevealed side, these locations have story cards on their reverse sides. Whenever a location in this scenario enters play (including during setup), place clues on that location equal to its value unless otherwise noted.

Locations can be flipped over in one of two ways. Most are flipped over by the veiled keyword, as described below. Some locations are instead flipped over by an ability printed on that location.

Once a location has been flipped over and its story text has been read, it cannot be flipped over again for the remainder of the game unless otherwise noted.

Many of the locations in this scenario have the veiled key-word. This keyword represents that a location contains unknowns or assistance that must be sought out by the investigators before it can be of use to them.

As a ~~new~~ ability, an investigator at a veiled location with no clues on it may flip that location over, resolving the text on its other side.

» Search the gathered encounter cards for 1 copy of Pack of Voooniths and spawn it at Dylath-Leen, as well.

« Voooniths and spawn it at Skai River. If there are 3 or 4 investigators in the game, search the gathered encounter cards for another copy of Pack of Voooniths and spawn it at Dylath-Leen, as well.

» Set the following enemies aside, out of play: Cats of Ulthar, Stalkings Manthcore, The Crawling Mist, Horde of Night, Beings of Lib, both copies of Tenacious Nightgaurd, both copies of Corset of Leng, and all 3 copies of Priest of a Thousand Masks.

» Set each other location aside, out of play.



• Each investigator begins play in Ulthar.

» Put Ulthar, Skai River, and Dylath-Leen into play.

» Set each other location aside, out of play.



Following icons:

» Gather all cards from the following encounter sets: *The Search for Kadaath*, *Agents of Nyarlathotep*, *Corsairs*, *Dreamlands*, *Whispers of Hypnos*, and *Zoogs*. These sets are indicated by the icons:

Setup

Proceed to Setup on page 113.





Atal refuses to give you any more advice, so you decide to leave the temple on the hilltop behind. "We have learned much, but we are still no closer to knowing the location of Kadath," Randolph says with a sigh. "It is likely that our destination is far from here—perhaps on another continent altogether. We shall need to secure passage by sea if we are to travel such great distances. I suggest we begin by traveling south, to the port city of Dylath-Leen. We can figure out our next step from there."

...nothing further.



» In your Campaign Log, next to “Evidence of Kadath” record
1 tally mark. Each investigator earns 2 additional experience.



A flash of inspiration strikes you, and you remember the moon-wine given to you by the Zooks in the Enchanted Woods. You offer some to Atal, and he accepts graciously. You pretend to partake of the wine yourself while offering it to the priest. Eventually, Atal's lips loosen, and he speaks of forbidden things he would never discuss were it not for the wine. He tells of an image carved into the face of the mountain Ngramek on the Isle of Orib—*the likeness of the gods*, or so he claims. He tells of the pillars of Kadatheron wherein the history of Earth's Dreamlands is recorded. He tells of those slain by the hordes of Night itself and interred in the crypts of Zulan-Thek, the city of the dead. He tells of a baleful star above a forgotten city that appears on no map. "If you absolutely must seek Kadath in the Cold Wastes," he says drowsily, "there is a city along the coast to the south: Dylath-Leen. You may secure passage there."

...insight from the Zooks.

[Go to page 115.](#)

gators were saved by Randolph Carter,

If the cats collected their tribute from the Zoggs, or if the investi-

[Go to page 117.](#)

If the investigators parleyed with the Zoggs,

[Check the Campaign Log:](#)

I tally mark.

In your Campaign Log, next to "Evidence of Kadath" record

into the temple.

In your Campaign Log, record the investigators forced their way

madness no further."

You attempt to pry deeper into Atal's wisdom with your

questions, but his advice does not budge. "I have already said

more than I should," he insists. "Please, for your sake, pursue this

The priest shakes his head. "They are not our gods, but the

goods of Earth, for this land is but a reflection of yours.

Atal's use of the word "goods" has you curious. You wonder

aloud what kind of god might exist in a place like this.

You inform the cat you are entering the temple one way or another, and that a simple cat will not stand in your way. "Wanna better?" he growls, lowering his body and preparing to pounce. Notice the commotion, several cats guarding the temple surround you. You don't wish to harm these cats, but you won't let them block your path! But do not think this transgression will be forgiven!" hear the old cat yelling from the other side: "Fine then, human! See through, deafant. You slam the stone door shut behind you and priest Atal awaits you. He is a frail, wiry man with a long, wispy black beard, carved-in cheeks, and the pale, milky eyes of one afflicted by blindness. "Do not let your eyes deceive you," Randolph whispers as you seat yourselves in front of the dais. "Atal is over three centuries old, but his memory is sharp as a tack."

You ask the priest about your quest and about your destiny:

"My companion Barzai once scaled a peak only a fraction as sacred, and he was never seen nor heard from again. The gods from the Outside, whom it is better not to discuss. It would be wiser to let all the gods alone and leave this folly behind."

"...forced your way inside.

You ask the priest about your quest and about your destiny:

"Even I know not its true location. And that is all well and dath, Even I know not its true location. And that is all well and of the resting place of the Great Ones, high above unknown Ka-nation: the castle Randolph described from his dreams. "You speak of the resting place of the Great Ones, high above unknown Ka-

Proceed to Setup on page 113.





Resigned, you leave the temple on the hilltop behind. "I suppose we shall have to make do without Atal's wisdom," Ran-dolph says with a sigh. "In any event, it is likely our destination is far from here—perhaps on another continent altogether. We will need to secure passage by sea. I suggest we travel south, to the port city of Dylath-Leen. We can figure out our next step from there." You nod and take one last look at the stone temple, wondering at the knowledge you may have left behind.

"...left empty handed."

« If the cats collected their tribute from the Zoogs, or if the investigators were saved by Randolph Carter,
 Go to page 115.
 » If the investigators parleyed with the Zoogs,
 Go to page 117.
 Check the Campaign Log:

I tally mark.
 » In your Campaign Log, next to "Evidence of Kadath" record
 madness no further."
 more than I should," he insists. "Please, for your sake, pursue this
 questioning, but his advice does not budge. "I have already said
 You attempt to pry deeper into Atal's wisdom with your

The priest shakes his head. „They are not our gods, but the gods of Earth, for this land is but a reflection of yours.

Atal's use of the word "gods" has you curious. You wonder aloud what kind of god might exist in a place like this.

"Would be wiser to let all the gods alone and leave this folly behind."

Other Gods from the Outside, whom it is better not to discuss. It goods of Kadath may seem powerless, but they are protected by the tration as sacred, and he was never seen nor heard from again. The be bitter indeed. My companion Barzai once scaled a peak only a good, for the fruits of attempting to ascend to such a place would

dash. Even I know not its true location. And that is all well and of the resting place of the Great Ones, high above unknown Ka-nation: the castle Randolph described from his dreams. "You speak You ask the priest about your quest and about your desti-

"three centuries old, but his memory is sharp as a tack." whispers as you seat yourselves in front of the dais. Atal is over ed by blindness, "Do not let your eyes deceive you," Randolph black beard, carved-in cheeks, and the pale, milky eyes of one afflicted priest Atal awaits you. He is a frail, wiry man with a long, wispy At the top of the temple, seated on an ivory dais, the high

on in," he says, then licks his chops as he prepares to finish his meal. nose and count yourself lucky you are on this cat's good side. "Go bugged, half-eaten pheasant. You resist the urge to turn up your ain't goin' nowhere." You see a small lump in front of the cat: a regal in the act. "You don't seem the type to make trouble. Sides, I with a gaping yawn—the kind only a cat can perform and still look and that you mean no harm. "Ah, no worries, human," the cat says You tell the cat that you are merely here to speak with Atal,

...a friend of the cats.



Go to page 119.

» Force your way into the temple,

Go to page 121.

» Leave empty-handed,

The Investigators must decide (choose one):



“Yeh can mean one thing and do another.” The scared cat
paces. “Now get outta here and don’t come back.”

“Be reasonable,” Randolph implores. “We are only trying
to speak with Atal. We mean no harm.”

“Well, too bad,” the cat says, tail stiff and straight. More
cats flank you from the sides, several hissing loudly. Their fur puffs
up, and their eyes flare with anger. “It’s our duty to guard this place
from impetuous outsiders like yourself. Yeh ain’t wanted here.”

...not a friend of the cats.

» *If the investigators paled with the Zoots, or if the investigators*

Check the Campaign Log:

Go to page 123.

Go to page 125.

tors were saved by Randolph Carter,

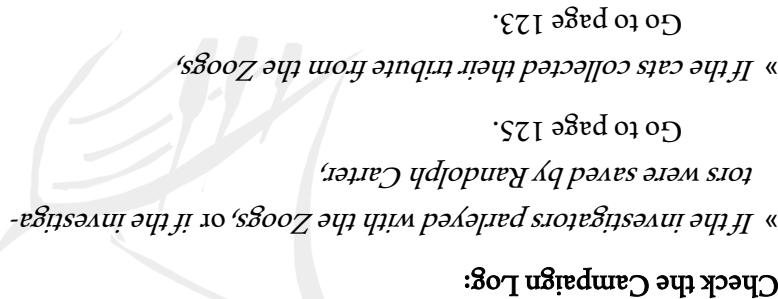
» *If the cats collected their tribute from the Zoots,*



The next morning, you find Virgil and Randolph talking in the town square outside of Eimar's Place. Though you aren't quite sure what to think of either of them just yet, you know that both of them are well versed in the lay of this strange land. You ask them about your next move. "We should speak to the high priest Atal in the Temple of the Elder Ones," Randolph suggests. "He is wise beyond all our measure and may know where to find the place we seek." You wonder aloud how far the temple is from here.

"Not far at all," Randolph replies. "It stands atop the highest hill within Uthar. Come, I will lead the way." With Randolph taking the lead, you make your way to the Temple of the Elder. The cat at the head of the formation is none other than the old ones, a circular tower of ivy-covered stone protected by a small army of cats. The cat at the head of the formation is none other than the old ones, a circular tower of ivy-covered stone protected by a small army of forward to bar your entry and regards your party with great acrimony. "Hello again," the old cat says with a sharp tone. "I suppose you want me to step aside."

...the search begins.



...Luke's Insight.

129

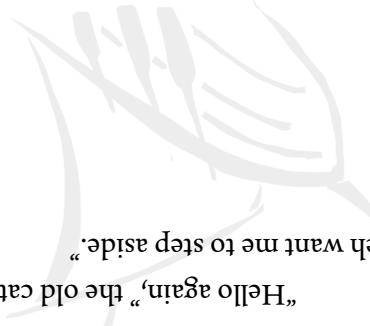
In the morning, you find Virgil and Randolph talking in the town square outside of Eimarr's Place. You still aren't quite sure what to think of either of them, but you have a good sense of where you should go next. After all, this is not your first excursion into the faibled land of dreams. Addressing Randolph, you suggest talking to the high priest Atal in the nearby Temple of the Elder Ones. It is a name you heard the last time you visited the city of Ulthar in your sleep, though until now you had no reason to seek the priest's advice. Randolph gives you a startled glance that transforms quickly into a smile.

"How curious," he says, "I was about to suggest the same. Atal is wise beyond all our measure. He may know where to find the place we seek."

Virgil, eager to embark on this adventure, clasps his hands. "Well, what are we waiting for? This way, my friends!"

You nod and head for the temple, a circular tower of two-tiered stone crowning the highest hill in town. A small army of cats patrols its walls. The cat at the head of the formation is none other than the old cat with the scar you encountered in the woods earlier. He steps forward to bar your entry and regards your party with great acrimony.

"Hello again," the old cat says with a sharp tone. "I suppose ye want me to step aside."





Go to page 127.

» Otherwise,

Go to page 129.

» Luke Robinson is in this group,

Check the Campaing Log:



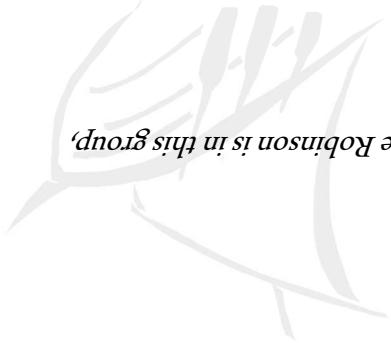
boby has to watch over you and my pet human, anyway.”
lands as well, it seems. In the meantime, I will stay with you. Some-wanted me to pass along. They are preparing to enter the Dream-black cat leaps onto your bed. “I gave your friends the warning you thing else entirely. Now, never mind all that. On to business.” The “Those here in their physical bodies can, but you are some-

ous, You pose this question to the cat.
sleep in the Dreamlands? If so, where would their minds go? Cut-The nature of this world still confounds you. Can one even

it repiles paradoxically.
“Long enough to know you are neither walking nor asleep,”

sitting there.
Vigil’s talking cat. You ask the black cat how long it has been yellow eyes, bright as the dawn light. You recognize the shape as window. As your vision adjusts, you are transfixed by its piercing your room, you notice a cat-shaped silhouette sitting in front of the When day breaks and light peers through the curtains of

...from page 132 (*the black cat is at your side*).



Go to page 127.

» If neither of the above is true,

Go to page 129.

» If the above is not true, and Luke Robinson is in this group,

Go to page 131.

» If the black cat is at your side,

Check the Camping Log:



alone: yourself, your friends, and the other dreamers as well.
 castle and return with proof of the Dreamlands, you can save even
 chanted Woods. Are they here now, too? Perhaps if you find this
 lowed Virgil Gray down the steps of slumber and through the En-
 walking world, and you wonder about the others who have fol-
 ahead. You reflect on the black cat's warning about danger in the
 do not. Your mind teems with anxiety over the quest looming
 but peaceful. Even if one could sleep within a dream, you certainly
 You stay the night at Einar's Place. Your rest is anything

THE SEARCH FOR KADATH

SCENARIO II A



Proceed to Scenario II-A: The Search for Kadath on Your Campaign Log. And wait until they reply before you, Web of Dreams - Campaign B) of what was just recorded in Inform your friends in the waking world (those playing The two separate four-part campaigns...).

» If you are playing The Dream-Quest and The Web of Dreams as Dream-Quest Campaign Guide.

Proceed to Interlude I-B: The Black Cat on page 42 of The an interconnected eight-part campaign,

» If you are playing The Dream-Quest and The Web of Dreams as



record okay, fine, have it your way then.

- In the Campaign Log for The Dream-Quest (Campaign A),

The black cat yawns and vanishes out the door.
warning it not to approach your friends under any circumstance.
» You don't trust this creature one bit. You threaten the black cat,

record the black cat warned the others.

- In the Campaign Log for The Dream-Quest (Campaign A),

safe. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult.
» Tell your companions that they are in danger, and that you are

record the black cat shared knowledge of the Dreamlands.

- In the Campaign Log for The Dream-Quest (Campaign A),

» Tell your companions about your new friends and about the Dreamlands.

record the black cat delivered news of your plight.

- In the Campaign Log for The Dream-Quest (Campaign A),

This may put an undue burden on your companions.
The black cat will return to you once this message is delivered.
» Tell your companions of your quest, your plight, and your peril.

The lead investigator must decide (choose one):

„What shall I tell your friends in the waking world?“

...from page 136 (the cat asks a simple question).

Page 133.

Proceed to Scenario II-A: The Search for Kadath on

the chance to respond,

« Otherwise the enigmatic cat vanishes out the door before you get

Proceed to Page 135.

part campagins ...

an interconnected eight-part campaign or as two separate four-

» If you are playing The Dream-Quest and The Web of Dreams as



ous ...”

the exit. “Though I imagine their task will be even more arduous,” It hops off of the counter top and walks confidently toward you. “I will return and tell your companions about the quest ahead of until you find Kadath. It is your only way out. In the meantime, I rectly. “I assure you, you cannot cross back into the waking world never mind him,” the black cat says, addressing you directly.

“But ... I thought ...” Virgil wipes his brow with his palm.

“I’m a cat, you do! Of course I can talk,” the black cat replies, licking its paw out of boredom. “You have met a thousand cats from Ulthar, and now you are surprised?”

he jumps in surprise.

“You can talk?” Virgil says, nearly toppling over his stool as

waited a long time for you to seek Kadath,” it says.

“I have been waiting the light of the sun through the window outside. Virgil’s black cat stretches and sits up, its piercing yellow eyes reflecting the source of the voice. The barker? Another patron? Then for the cryptic and quiet, chimes: “Oh, you can’t wake up. The eye is upon you now.” You and the others spin your heads around, searching such an adventure, you must return to the waking world and tell your companions about your experiences. Just then, another voice, You tell Virgil and Randolph that before you commit to



Virgil idly pets the cat on the countertop next to him as he is absorbed by Randolph's tale. It is a slender creature with lustrous black fur, dark as the void of space itself. "Then we must find this place! Even if it does not have the proof we seek, it sounds like the adventure of a lifetime. Enough to fill a hundred pages, or more!"

only castle of the Great Ones.”

veiled within the clouds and crowned by stars, lies the dash, where no one has ever set foot before. There, beyond the peaks of the unknown mountain Ka-like nothing I have seen before or since. A city his eyes aglow with wonder, “golden and lovely, “It is a marvelous city,” he describes,

“What is this place?”

“Oh?” Virgil asks, intrigued. “And

ing.”

way again. I have spent many nights search-sun ... but try as I might, I cannot find the ment before I was snatched away by the rising here three times, each time just a fleeting mo-you seek. I have seen it in my dreams. I visited within the Dreamlands that may hold the proof Randolph intercepts. “There is a place

can you?”

“Sadly, it is impossible for one who is asleep to bring anything from this realm into the real world. This is all imagination, you see. Ideas, concepts, fantasies. You cannot hold a thought in your hands, walking world. “Don’t you think I tried that?” he replies, stymied. You intend to find some proof of this discovery to bring back to the

You nod your head in agreement and inform Virgil that

my supposed illness, in the papers.”

Fellow believers. I had become so sick and tired of reading about of boyish excitement in his voice. “It is wonderful to meet more a joyful smile. “Well met, fellow dreamers!” the writer says, a hint along with Randolph. Virgil shakes your hand and Randolph’s with regardless, you approach the man and introduce yourself,

The border of the town is marked by a cobblestone road separating its quaint cottages from the rolling green meadows beyond. Inside the town, narrow cobblestone streets are filled almost to capacity with cats of all kinds and colors, which part as you approach. Old peaked roofs and overhanging upper stories arch over the hillside streets, the entire village seems a haphazard cluster of homes and old-fashioned businesses. As you reach the town square near the center of the village, Randolph stops and addresses you with a quiet smile. "Welcome to Ultbar," he proclaims. "As I men-
"Not quite," Randolph replies, pondering your words, "though I are with cats, you wonder aloud if this is indeed a town run by cats.
law to keep in mind as you traverse this place: in the town of Ult-
toned before, you are quite safe here. There is but one paramount Dreamlands. The reason for that law's existence is a story for an-
other time. First, come—I have a feeling we'll find this, Virgil, fel-
low you speak of at Ultar's." Randolph leads you through the town square, which is surrounded by buildings adorned with cat motifs in the form of statues, signs, and even stained-glass windows. You eventually arrive at one such building bearing a sign that reads "Eimar's Place."

Inside is a medieval-style tavern filled with long wooden tables. You spot several patrons and three times as many cats. One such patron at the wooden counter feeds one of the cats small strips of dried meat. He is a handsome man in his early thirties, with short dark hair, a strong jaw, and sharp cheekbones. You recognize him instantly as the writer Virgil Gray. In the back of your mind, you wonder if this chance meeting is merely an act of your own imagination. Inside or something preordained, for good or for ill.

The town of Ultbar is not quite what you had imagined. The border is marked by a cobblestone road separating its quaint cottages from the rolling green meadows beyond. Inside the town, narrow cobblestone streets are filled almost to capacity with cats of all kinds and colors, which part as you approach. Old peaked roofs and overhanging upper stories arch over the hillside streets, the entire village seems a haphazard cluster of homes and old-fashioned businesses. As you reach the town square near the center of the village, Randolph stops and addresses you with a quiet smile. "Welcome to Ultbar," he proclaims. "As I men-
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other time. First, come—I have a feeling we'll find this, Virgil, fel-
low you speak of at Ultar's." Randolph leads you through the town square, which is surrounded by buildings adorned with cat motifs in the form of statues, signs, and even stained-glass windows. You eventually arrive at one such building bearing a sign that reads "Eimar's Place."



As you travel out of the Enchanted Woods, you pass through rolling green meadows under a bright-blue, cloudless sky. You speak with the blond-haired man—who introduces himself as Randolph Carter—for several hours along your journey south. You pass through a town Randolph calls Nir and over a stone bridge spanning a wide river. Since the man seems friendly and him your situation: that you had followed the writings of a man named Virgil Gray to reach this strange land, in order to see for yourself the truth of his story. “There is a place in Ulthar where you may yet meet this man for yourself,” Randolph responds. “When we reach Ulthar, I will show you.”

THE BLACK CAT

INTERLUDE IA

- » In your Campaign Log, record the parleyed with the Zoogs.
 - » Any one investigator may choose to add Randolph Carter (Experter Dreamer) to their deck. This card does not count toward that investigator's deck size.
 - » Each investigator earns experience equal to the Victory X value of each card in the victory display.
 - » If you are playing The Dream-Quest as a four-part campaign, » If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns...
 - ... and Scenario I-B: Walking Nightmare has not yet been played
 - ... and Scenario I-B: Walking Nightmare has been played
 - ... and Scenario I-A: The Black Cat page 141.
- Go to page 16 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
- Proceed to Interlude I-A: The Black Cat page 141.
- If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns...
- Play it yourself, or wait for the other group to finish the scenario.
- Proceed to Interlude I-A: The Black Cat page 141.
- If you are playing The Dream-Quest as a four-part campaign, » If you are playing The Dream-Quest and The Web of Dreams as two separate four-part campaigns...



There you may recover from your travels." Zoots. Talking cats. This can't all be a figment of your imagination. Somehow, you can see a layer of truth beneath all of this absurdity. For better or for worse, the Zoot council has confirmed the reality of your situation: the Dreamlands are real, and Virgil Gray is here.

You there. It is a safe place, relatively speaking.

headings to Utther to find this friend of yours, allow me to guide discussion with the Zoots. The man breaks the tension. „If you are man and his feline escort. The cat's eye you suspiciously after your thank the ancient Zoot for its wisdom and depart, led by the blond that follows him. All cats are liars, but the black cat especially. You meet him. „Then it adds with a low growl: „... but beware the cat this way. He is kind but foolish. Take the road to Utther. You may repiles with a flutter just louder than a whisper. „He often comes into the deep foliage. „We have met this human,“ one of the elders A hush falls over the Zoots, and some of them immediately depart woods. You add that he would have walked this path many times.

they have seen a man fitting that description pass through these You describe the author Virgil Gray and ask the Zoots if

„It is the wine of the moon-tree,“ the man behind you ex-think. They know more of the dealings of this land than you might that you may speak freely with their elders, try asking them a question. Plaids quietly, stepping forward. „The Zoots do not give such gifts lightly. They are curious creatures, but not without wisdom. Now

gourd of what appears to be fermented tree sap, which you accept Once the cats are out of earshot, one of the elders offers you a woods, though their human companion stays behind with you. „but you ain't seen the last of us.“ The cats retreat to the edge of the cats to come back another time. „All right,“ the scared cat repiles, Somehow, you contain your disbelief and politely ask the



You held a hand up to the new visitors, believing that you can diffuse this situation on your own. Had you known these ro-dent-like creatures were intelligent all along, you might have tried to communicate with them much earlier. You informed them that you are just travelers in this faraway land and that you simply wish to pass through peacefully. The creatures chittered among themselves for a moment: "They are kind!" "They are not with the black cat after all!" "Summon the Council of Sages!" After a short while, several more of them appeared, each with whitening grey fur and a frail, thin body. The eldest one peeks behind you and states that they will aid you if you get the cats to leave.

...from page 150 (Resolution 2).

- » In your Campaign Log, record the cats collected their tribute from the Zoots.
 - » Any one investigator may choose to add Randolph Carter (Expert Dreamer) to their deck. This card does not count toward that investigator's deck size.
 - » Each investigator earns experience equal to the Victory X value of each card in the victory display.
 - » If you are playing The Dream-Quest as a four-part campaign, » If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns...
 - ... and Scenario I-B: Walking Nightmare has not yet been played
 - ... and Scenario I-B: Walking Nightmare has been played
 - Go to page 16 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
 - ... and Scenario I-B: Walking Nightmare has been played
 - Proceed to Interlude I-B: The Black Cat page 141.
-

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» In your Campaign Log, record the cats collected their tribute from the Zoots.

» Any one investigator may choose to add Randolph Carter (Expert Dreamer) to their deck. This card does not count toward that investigator's deck size.

» Each investigator earns experience equal to the Victory X value of each card in the victory display.

» If you are playing The Dream-Quest as a four-part campaign, » If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns...

• ... and Scenario I-B: Walking Nightmare has not yet been played

• ... and Scenario I-B: Walking Nightmare has been played

Proceed to Interlude I-B: The Black Cat page 141.

The creatures chirter among themselves, and after a moment, a dozen of them retreat in the direction of the great tree behind the beaten path. They return shortly afterward carrying a variety of grouse, quail, and pheasants in their mouths. You're almost certain now that you are going crazy. And yet, the spectacle continues. The creatures timidly drop their "tribute" of birds in front of the cats and quietly depart. "My apologies on behalf of the Zoots," the man says as he approaches. "They are curious creatures, and not usually so ... agitated. It is good that we showed up when we did."

The leader of the cats jumps on a tree stump and adds, "Yes, yes. Them while Zoots have done their part, now let's do ours and leave this forsaken place. What say ye?"

You cannot contain your excitement. Zoots, talking cats—everything you have read about is real. You begim to ask the man more about this world, but he cuts you off. "I will explain in due time. For now, we must follow the path to the town of Ulthar. It is a safe place, relatively speaking. There you may recover from your travels." He turns to the old, scarrred cat and utters a word in an odd language—a password of sorts, you suppose—and the cat replies with a quick nod. The rest of the cats, tribute in mouth, take a pro-tective circular formation around you, and together you escape from the eaves of the enchanted forest.

- » In your Campaign Log, record the investigators were saved by Randolph Carter.
 - » Any one investigator may choose to add Randolph Carter (Expert Dreamer) to their deck. This card does not count toward that investigator's deck size.
 - » Each investigator earns experience equal to the Victory X value of each card in the victory display.
 - » If you are playing The Dream-Quest as a four-part campaign » If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign or as two separate four-part campaigns...
 - ... and Scenario I-B: Walking Nightmare has not yet been played Go to page 16 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
 - ... and Scenario I-B: Walking Nightmare has been played Proceed to Interlude I-B: The Black Cat page 141.
-

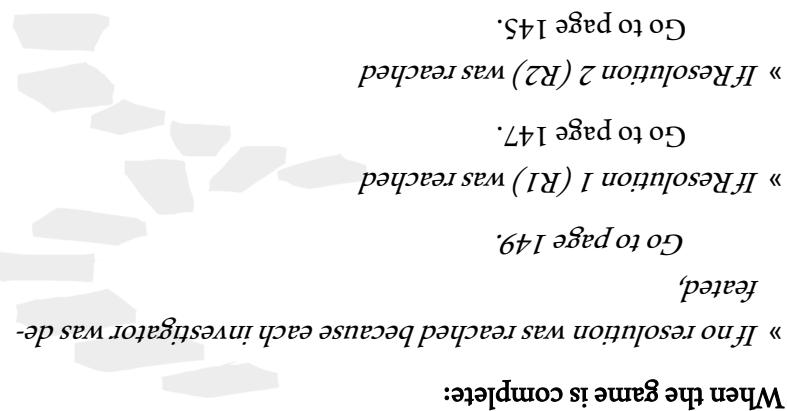
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“I’m dreaming, you remember, and suddenly the talking cat doesn’t seem quite as weird. Exhausted, you manage to rise to your feet, brushing off the dirt caked on your clothing. “You’re lucky you weren’t harmed before we arrived,” a human voice calls out to you. It belongs to a blond-haired man in a brown traveling coat, who leans against a nearby tree. “These woods are not forgiving to the faint of heart.” The scared cat walks to the man’s side, and the man leans over to pet its back.

You ask the man where you are and how he came to this place, but he cuts you off. “I will explain in due time. For now, we must follow the path to the town of Ulthar. It is a safe place, relatively speaking. There you may recover from your ordeals.” He turns to the cat and utters a word in an odd language—a password of sorts, you suspect—but the cat simply wanders off toward a hedge, where you see several other cats banded together. “Do it yourself,” it replies.

“Don’t mind the cats,” the man says to you quietly as the cats depart. “They are useful allies, but also independent creatures with no need for you or me. When we reach Ulthar, you may get together, you leave the eaves of the enchanted forest behind. To the chance to meet others of their kind. But first things first.” To get there, you need to pass through the woods by an old, scared cat.

...from page 150 (No Resolution).



At the start of this scenario, there is no encounter deck.

This means that the investigators cannot use abilities that interact with the encounter deck in any way. (For example, effects such as those that search the encounter deck, draw cards from the encounter deck, or look at cards in the encounter deck all fail.)

Additionally, act 1a has the text: "Do not draw cards from the encounter deck during the mythos phase."

At a certain point in the scenario, the investigators will be instructed to form the encounter deck, and this text will no longer be active. From that point onward, the investigators can interact with the encounter deck as normal.

Steps of Slumber



- deck.
- will be shuffled together at a later time to form the encounter all of the remaining encounter cards aside, in a single pile. They » This scenario does not begin with an encounter deck in play. Set at the other side unless an effect instructs you to do so.
- cards on their other side. For the best experience, do not look • Note: *Nash and Kamani-Thah* are double-sided and have story matching locations.
- ed enemy cards (*Nash and Kamani-Thah*), and each of the red- (Expert Dreamer), the Laboring Gug enemy, the two double-sided » Set the following cards aside, out of play: Randolph Carter (OffLighter Slumber).
- Flame into play. Each investigator begins at the Seventy Steps » Put the Seventy Steps (OffLighter Slumber) and The Cavern of



following icons:

- Gates of Sleep, Agents of Nyarlathotep, Zoogs, Dreamer's Curse, Dreamlands, and Chilling Cold. These sets are indicated by the » Gather all cards from the following encounter sets: Beyond the

Setup



ing hand.

» You begin this scenario with 1 additional card in your open-



You sit on the back patio of what seems like your childhood home, but something is off. You don't recognize your family...the plants in the back yard are arranged differently...and the sky is a patchwork of rotting corpses, raining dismembered body parts onto the landscape. Your not-family watches this precipitation of corpses calmly, discussing the weather as if it were a banal occurrence. This continues even as the intermittent thundering of hands and feet onto your roof intensifies into a torrent of maimed torsos that causes the ceiling to sag. You run outside, waving familiar spot and are relieved to find the weathered wood of a cellar, lying behind you, you push away the fallen limbs piling atop an old, your parents' property. As you hear the crash of the house collapses through the deadly rain, and head instinctively toward the edge of door

*...from page 180 (*Another Neutral*).*



» You begin this scenario with 2 additional resources.



You toss and turn but do not sleep, not even for a moment. Your mind is filled with discomfit and dark thoughts: thoughts of failure, of impotence, of loss. Your brow is covered in sweat. No matter how you lie, your bed is either too hot or too cold. Finally, sick of getting nowhere, you rise and head to the sink to splash some water on your face. That is when you realize the layout of your room is not as it was before—and the door to your bathroom has been replaced with a large gateway of onyx and marble.

...from page 180 (*Neutral*).



its cost).

» Search your deck for a **Wayfarer** or **Relic** card and play it (paying its cost).



You trudge chest-deep through a brackish swamp. Impos-
sibly large bullrushes tower over you, and clouds of strange, irides-
cent insects swarm through the fetid air. With each step, your feet
sink deeper into the soft muck, threatening to pull you under. You
feel something slick and cold glide across your leg, and you lunge
toward dry land—but the more you struggle, the farther you sink.
In the blink of an eye, you are consumed whole by the mire, yet
you are still falling ever downward. Eventually, you are deposited
onto a stone floor along with a small mudslide. You find yourself in
a sealed chamber, lit by the pale blue glimmering of strange hiero-
glyphs. The symbols frame an intricate golden door: the door to
the crypt you've been searching for.

...from page 180 (Waverer).



hand.

begin this scenario with them as additional cards in your opening deck for up to 2 **Tactic** and/or **Supply** cards and



You are in a muddy, soot-filled trench. All around you, the thunderous din of war rages on and on, never ending. Dead litter the trenches: friends and comrades-in-arms who lost their lives over nothing, in a land far from home. You peer over the rim of the trench and into no-man's-land, a barren waste of broken, charred wooden door standing among the rubble and dirt. You know it is your only way out. Gripping your rifle tight, you go over the top and run headlong into a hail of deadly bullets, explosions rocking the ground around you.

*...from page 180 (*Veteran*).*



[Return to Page 180 .](#)

» Search your deck for a **Tome** card and play it (paying its cost).



You are in an old, forgotten library, surrounded by the knowledge of the ancients. Hundreds of thousands of tomes line the shelves around you, ascending into an empty void above. The dim halls smell of musty pages and melting wax. Talking one of the thick tomes from a nearby shelf, you begin to read. Although you cannot seem to read any of the words, you are utterly absorbed by the tale the pages weave. Your surroundings fade into triviality as else is meaningless in the face of such stark truths. All around you, the library burns to its foundations. Just as the flames reach you, a door out of the library calls to you. Somehow, it stands unburned among the flames.

*...from page 180 (*Miskatonic or Scholar*).*

ditional resources and 1 additional card in their opening hand.
» Choose another investigator. They begin this scenario with 2 ad-



You stand in front of a closed casket. Mourners in black clothing stand in a line at your side, waiting for you to say your last words. Tearfully, you place a hand on the casket. The hard, cold clothing stand in a line at your side, waiting for you to say your last words. Dead under your palm, they confided in you. They relied on you. And in their time of utmost need, you failed them. All wood feels dead under your palm. They confided in you. They relied on this—the cold casket, the mourning friends and family—it is all because of you. But when you open the casket, there is no body suddenly: only a long stone passageway leading deep underground. Suddenly, one of the mourners pushes you forward, and you fall over the edge of the casket and down into the pit below, landing painfully on your side. As you rise to your feet, you find your only exit: a stone archway leading somewhere else entirely ...

...from page 180 (Medic or Assistant).



» Search your deck for a **Weapon** card and play it (paying its cost).
164



You stalk your prey through a decrepit house, its halls
smelling of mold and dust. The creature you hunt is an abomination from an unnatural world. It threatens humanity's very existence with its presence. You catch its uncanny shape entering one of the doorways upstairs. It cannot escape now—it is yours. But when yet... you turn back to the entrance and are surprised to see a door aberration have gone? You are sure this is where it retreated to, and own tired and troubled face reflected in the glass. Where could the you enter its den, you find only a dirty, cracked mirror and your where there was none before.

...from page 180 (*Hunter*).



random basic weakness. If you do, suffer 1 trauma of your choice
» You may replace a basic weakness in your deck with a different



You meander through a field of flowers, a warm spring breeze nudging your steps forward. A train track divides the field, and as you meet its parallel lines, the roaring clatter of steam and iron numbers toward you. As the train passes by, you grab onto a ladder hanging from one of its many rusted and weather-beaten cars. Given the appearance of the exterior, the train's interior is full of unexpected luxury and affluence: Persian rugs hang as decora-tion, marble statuary wind to dizzying heights, and a crystal chan-delier sits an ornate doorway, its gilded lattices forming the depic-tion of a fox in a forest.

*...from page 180 (*Differ*).*



its cost)

» Search your deck for a **Criminal or Illicit** card and play it (paying its cost)



The bare of sirens echoes through the streets behind you.
They're gaining on you. They have always been hot on your heels,
and you were always one step ahead... until now. You turn down an
alleyway, and a bright-red glare follows you. They're going to catch
you. They'll lock you in a cage and throw away the key. Your free-
dom, your lifestyle, everything you are, everything you love: they'll
take it all away. And why? Just because you wouldn't play by their
rules? When have they ever gotten everything right? You round a
corner just as the bulls are about to catch up to you and spot the
entrance into a brick building.

*...from page 180 (*Criminal*).*



cost).

» Search your deck for a Survivor (▲) card and play it (paying its



You are fleeing through a dark, cramped hall of vine-covered wood. Something inexplicable chases you through the muck. You are too terrified to turn and look upon your pursuer, but nonetheless you know that if it catches you, it will mean the end of your life. It will pierce your heart, drain your blood, and devour your insides. It is this thought that drives you onward, faster than you have ever run before. You cannot let it reach you. You cannot let it feed. Suddenly, you spot your way out: a sturdy wooden door surrounded by a wall of vines.

...from page 180 (Survivor).



cost).

» Search your deck for a Mystic (◆) card and play it (paying its



You traverse an enchanted path full of color and vibrancy. Wisps of light hang in the air, bobbing up and down as you approach. With each step you take, the flora along the path atrophy, following no laws of nature. Flowers once bloomed in your wake; now they shrivel as you pass. Vines wither and die. The wisps mock you for your ignorance, yet you do not slow your pace. As you look upon the fair trees, their leaves begin to fall. The once-green grass is dry, brown, and cracked. But even should the whole forest die, it will be worth reaching the other side. When you do, the trail ends abruptly at an ornate wooden door carved into the trunk of a great redwood.

*...from page 180 (*Mystic*).*



cost).

» Search your deck for a Rogue (◆) card and play it (paying its



the cards read. You gasp in shock as you are carried away from the table and ushered out the door.

“9♣-10♦-D♦-C♥-N♦”

with no eyes, many mouths, and tentacled arms. The figures on the face cards are now monstrous shapes changed. To your superior hand, but when you examine it again, it has twos. “It appears you have lost everything.” You protest, pointing king-high straight. “What a shame.” He tasks, revealing a pair of fingers. You push all of your chips into the center and reveal your hands. Queen of spades for the nut straight. Your stack of chips is across from you. “Are you sure about this?” he taunts, cradling his back and forth until it is just you and the man in the white suit growing larger with each hand, and this will be no different. Bets fly monds, queen of spades for the nut straight. Your stack of chips is You conceal a grin as you examine your cards. Jack of dia-

...from page 180 (Rouge).



cost).

» Search your deck for a Seeker (�) card and play it (paying its



You hurry through the halls of a university you barely recognize, cradling several textbooks in your arms as you scurry past other students and faculty members. You don't know how it is possible that you forgot the date of your exam, but if you don't arrive soon, you know you will fail the class. Somehow, you don't even remember the course's subject matter or its curriculum, even though you know it is the end of the semester. It is not like you to skip class or forget to study. You can hear the other students snickering to themselves as you pass. When you reach the end of the hall, the classroom door looms ominously before you.

...from page 180 (Seeker).



cost).

» Search your deck for a Guardian (¤) card and play it (paying its



You circle a sullen hill shrouded in darkness and stepped in fog that seems to swallow all sound. You don't know what rests within the hill, but it feels older than this world, and it seems like it is watching you. You dare not turn to face the barrier, yet you know you cannot leave it, so instead you endlessly patrol it. In the surrounding hedgerows, you catch glimpses of twisted shadows they vanish. You begin to run but are frozen by a loud knock from behind you. When you turn, the fog parts, and you finally see the base of the hill, where a heavy door of weathered slate calls to you.

...from page 180 (Guardian).

- The each Investigator must pick one dream to read:
-
- » *Guardian (¤) Dream* Continue to page 179.
- » *Seeker (¤) Dream* Continue to page 177.
- » *Rogue (◊) Dream* Continue to page 175.
- » *Mystic (Δ) Dream* Continue to page 173.
- » *Survivor (▲) Dream* Continue to page 171.
- » *Criminal Dream* Continue to page 169.
- » *Hunter Dream* Continue to page 167.
- » *Drafter Dream* Continue to page 165.
- » *Miskatonic or Scholar Dream* Continue to page 161.
- » *Veteran Dream* Continue to page 159.
- » *Wayfarer Dream* Continue to page 157.
- » *A Neutral Dream* Continue to page 155.
- » *Another Neutral Dream* Continue to page 153.
- » *Once all Investigators have dreamed,* Continue to Setup on page 151.

In player order, each investigator chooses and reads aloud one of the dream entries below that applies to that investigator. “Neutral” dreams may be chosen by any investigator. Each investigator must choose a different dream, if able.

BEYOND THE GATES OF SLEEP

SCENARIO I - A



Turn the book

upside down
to enter the
Dreamlands...





...Ah, that's better...







STANDALONE MODE

If you are playing in Standalone Mode and do not wish to refer to any other setup/resolutions, you may use the information below when setting up and playing this scenario:

Scenario I-A

Beyond the Gates of Sleep

- » Set up the scenario as normal
- » Continue to page 181.

Scenario II-A - The Search for Kadath

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , , .
- » *The black cat is not at your side.*
- » *The investigators were saved by Randolph Carter.*
- » Continue to page 133.

Scenario III-A - Dark Side of the Moon

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , , .
- » The investigators may decide (choose one):
 - *Each of the investigators were captured, and Randolph was captured.* Choose this one for a more difficult experience.
 - *None of the investigators were captured, and Randolph eluded capture.* Choose this for an easier experience.
- » Continue to page 81.

Scenario IV-A - Where the Gods Dwell

- » Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, , , , , , , , .
- » *The black cat is not at your side.*
- » *Randolph survived the voyage.*
- » *The investigators traveled to the Cold Wastes*
- » There are no tally marks recorded next to “Evidence of Kadath.”
- » Continue to page 57.





DESIGN NOTES

Congratulations on completing *The Dream-Eaters* campaign! Regardless of the outcome, I hope you had fun exploring the terrors and marvels of the Dreamlands.

Of all of Lovecraft's tales, *The Dream-Quest of Unknown Kadath*—which this campaign borrows heavily from—is perhaps the most different and unique. It has talking cats instead of tentacled abominations, rustic cottage villages instead of cyclopean ruins, and a protagonist who is easily the most competent and knowledgeable among all of Lovecraft's writings. For these reasons, this campaign strays tonally from previous campaigns in *Arkham Horror: The Card Game*.

The Dreamlands is a beloved setting which, while still fraught with peril, is a whimsical land with many wondrous places and curious beasts. One of my primary goals when designing the scenarios in this campaign was to include as much of the Dreamlands as possible while still allowing players who had not read *The Dream-Quest of Unknown Kadath* to follow along. This led to the development of the double-sided locations in *The Search for Kadath* and *Point of No Return*, which could give players a bit more insight into the Dreamlands even as they participated in the story.

Since this is a campaign with not one, but two Ancient Ones, one of my other goals was to differentiate these two primeval forces. Atlach-Nacha is a single-minded entity bent on completing its task and infesting our world, while Nyarlathotep is a cunning and manipulative being who can take almost any disguise and really get in the investigators' heads. Since this is Nyarlathotep himself and not one of his many alternate forms, I chose to depict

Nyarlathotep in this campaign as an embodiment of deception. Unlike most other Ancient Ones, who view humanity as insignificant ants (if they notice us at all), Nyarlathotep often walks among humanity and engages with humans directly. He may even have a personal grudge against our investigators. If he did not before, he certainly does now, in any case ...

I hope you enjoyed *The Dream-Eaters*, and I look forward to the next chapter of our grand saga! With any luck, we'll still remember it all when we wake up.







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Special thanks to all of our beta testers.







...You Broke the Law of Ulthar.

You awaken one night to the sound of hissing all around you. Hundreds of piercing cat eyes glare at you in the dark. One of the creatures leaps onto your chest, its claws digging painfully into your skin. "Did you think we would not find you?" Its eyes flash. It bares its teeth, and the rest of the cats close in...



» How dare you! You are **killed**.

THE END
