

ARKHAM HORROR

THE DREAM-EATERS

THE WEB OF DREAMS

CAMPAIGN GUIDE

Based on the works of
H.P. LOVECRAFT

Fantasy Flight Games
ROSEVILLE, MN

2019



“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 be discarded from 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.



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 in *The Dream-Quest Campaign Guide* to continue into the world of dreams.

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 Web of Dreams* campaign,

Go to page 16 and stay behind in the waking world.

THE WEB OF DREAMS (Campaign B)

CAMPAIGN SETUP

To set up *The Web of Dreams* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles his or her 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, -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, 0, -1, -1, -2, -2, -3, -3, -4, -5, , , , , , , .

» Expert (I want Arkham Horror):

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



Continue to Scenario 1-B Waking Nightmare on page 18.



SCENARIO I B

WAKING NIGHTMARE

It has been more than twenty-four hours since your companions fell asleep. Over the course of the past day, your curiosity has slowly turned to concern and then dread. The problems began when one of your friends started to toss and turn violently in their sleep. You snapped to attention and tried to shake them awake, but it was to no avail. You tried everything. Physical contact was no use, and water did nothing but soak their clothes and bed fruitlessly. Even opening their eyelids did not wake them, and in the process, you noticed that their pupils had fully dilated and their eyes were glazed over with a milky-white fog.



You have no idea what this could mean for your friends. Have they managed to find their way to the land Virgil Gray described in his writings? Or has something more sinister taken root within their minds and bodies? Just to be safe, you decide to take your companions to St. Mary's Hospital. If something ails them physically, perhaps the doctors there can discern what is wrong. Otherwise, you will simply have to watch over them and hope that they return safely to the waking world.

St. Mary's is the only hospital in the town of Arkham, and it is a fixture of its Uptown neighborhood. You explain the situation to Nurse Greenberg, the head nurse at the hospital, who instructs several other nurses to carry your companions into the emergency ward on stretchers. She tells you with a warm, friendly smile that your friends will be examined by Doctor Maheswaran, but other than that, you are left entirely in the dark.

Hours pass. You hear nothing about the status of your companions. You still have not met with Doctor Maheswaran, and you're starting to grow impatient. You feel something crawling along your arm, and you instinctively brush it away, then wonder if it was an insect or a figment of your imagination. You begin to question whether bringing your friends here was the right choice after all. Eventually, you decide to take matters into your own hands.

It is late at night, and the receptionist who instructed you to stay in the waiting room is nowhere to be seen. In fact, there are eerily few people roaming the halls of the hospital. With nobody to stop you, you sneak off into the emergency ward to find your friends. It does not take long for you to find their room. Your companions lie asleep on clean, white cots, their sleep anything but peaceful. They are pale faced and sweaty. One of them tosses and turns in their sleep, their brow furrowed with pain or worry.

Doctor Maheswaran does not seem surprised by your intrusion. “Shivani Maheswaran,” she introduces herself coldly, without looking up from her clipboard. “You’re the ones who brought them in, right? Before you ask: no, I’ve never seen anything like this before in my life,” she says with a hint of dry impatience. You demand that she tell you everything she knows about their condition and not give you the runaround. With a sigh, she puts her clipboard down and addresses you frankly. “Listen, I may be new to Arkham, but I have seen enough inexplicable maladies in this town to fill entire careers in medicine. I understand why you are concerned. Your friends...” She struggles to find the right words. “They are not simply asleep. It is as if they are hovering somewhere between sleep and unconsciousness, or even death. They are not aware of anything happening around them but appear to be reacting to some kind of internal stimuli.”

Without hesitation, you ask if they are dreaming. Dreaming?” Doctor Maheswaran replies. “It is unlikely, though it might account for their mannerisms. Honestly—and I know this is not exactly reassuring—none of this makes any sense to me, medically speaking.”

Just then, you see a large, hairy spider crawling on the chest of one of your friends. "Well, that is odd." Doctor Maheswaran brushes the spider off, and several more emerge from the sheets to take its place. You and the doctor both take several steps back out of pure instinct. You hear heavy footsteps in the hallway outside the emergency ward, and then the lights begin to flicker. "Okay... that is more than simply odd. What in the world is going on out there?" Doctor Maheswaran asks anxiously.

For just a moment, you think you hear one of your sleeping companions whisper something. Are they indeed dreaming? And if so, what does their condition have to do with these strange events?

The investigators must decide (choose one):

» *Convince Doctor Maheswaran to come with you while you investigate, for her safety and yours*

Go to page 22.

» *Convince Doctor Maheswaran to stay with the patients and keep them safe while you investigate*

Go to page 24.

...from page 21 (Dr. Maheswaran joined you).

“Yes, I suppose that makes sense. There has been no change in their condition for the past few hours, anyway.” Doctor Maheswaran’s gaze shifts nervously to and fro, searching for more spiders. “Also, I’d very much like to get out of this room now, so ... lead the way,” she adds. You nod and venture back into the hospital’s waiting room.

- » Record in your Campaign Log *Dr. Maheswaran joined the investigation.*

Setup

- » Gather all cards from the following encounter sets: *Waking Nightmare*, *Merging Realities*, *Whispers of Hypnos*, *Locked Doors*, and *Striking Fear*. These sets are indicated by the following icons:



- » Set aside each of the following encounter sets: *Agents of Atlach-Nacha* and *Spiders*. These sets are indicated by the following icons:



- » Put the Waiting Room, Emergency Room, Experimental Therapies Ward, and Records Office into play. Each investigator begins in the Waiting Room.

- » Put Dr. Shivani Maheswaran into play, under the lead investigator's control.
- » Set each of the remaining locations aside, out of play.
- » Set the following cards aside, out of play: Randolph Carter (Chained to the Waking World), all 3 of the Outbreak treacheries, and both of the Corrupted Orderly enemies.
- » Set the double-sided The Infestation Begins story card aside, out of play. This story card has a different scenario reference card on its other side and will enter play during the natural course of the scenario.
- » Shuffle each of the remaining encounter cards together to form the encounter deck.



Continue to page 26.

...from page 21 (*Dr. Maheswaran stayed with her patients*).

“Yes, of course. Their safety is paramount. But do come back and tell me what is going on, please.” She shivers. “I really hate this place after dark...” You nod and venture back into the hospital’s waiting room.

- » Record in your Campaign Log *Dr. Maheswaran stayed with her patients*.

Setup

- » Gather all cards from the following encounter sets: *Waking Nightmare*, *Merging Realities*, *Whispers of Hypnos*, *Locked Doors*, and *Striking Fear*. These sets are indicated by the following icons:



- » Set aside each of the following encounter sets: *Agents of Atlach-Nacha* and *Spiders*. These sets are indicated by the following icons:

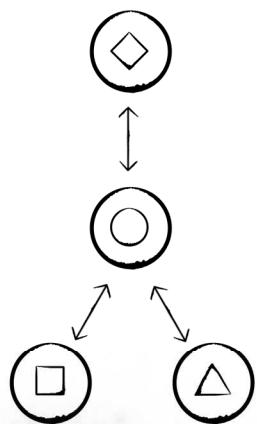


- » Put the Waiting Room, Emergency Room, Experimental Therapies Ward, and Records Office into play. Each investigator begins in the Waiting Room.

- » Set Dr. Shivani Maheswaran aside, out of play.
- » Set each of the remaining locations aside, out of play.
- » Set the following cards aside, out of play: Randolph Carter (Chained to the Waking World), all 3 of the Outbreak treacheries, and both of the Corrupted Orderly enemies.
- » Set the double-sided The Infestation Begins story card aside, out of play. This story card has a different scenario reference card on its other side and will enter play during the natural course of the scenario.
- » Shuffle each of the remaining encounter cards together to form the encounter deck.



Continue to page 26.

Suggested Location Placement



When the game is complete:

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

Go to page 28.

- » If no resolution was reached because each investigator was defeated

Go to page 30.

- » If Resolution 1 (R1) was reached

Go to page 32.

- » If Resolution 2 (R2) was reached

Go to page 34.

- » If Resolution 3 (R3) was reached

Go to page 36.

- » If Resolution 4 (R4) was reached

Go to page 38.

...from page 27 (No Resolution and at least one resignation).

With panic overtaking your mind, you run through the main exit of St. Mary's Hospital, putting as much distance as you can between you and this accursed infestation. The moment you get home, you collapse from exhaustion.

The next day, you wake and check the morning papers, expecting to see tales of chaos at St. Mary's and of an infestation of arachnids. However, there is no news regarding the hospital at all. Did last night's events occur too late for the *Arkham Advertiser* to report on them? Was it all just a bad dream? You put on your coat and head back to the hospital to confirm that what you saw last night was real.

When you arrive at St. Mary's, you expect to see the building—or perhaps all of Uptown—covered in spiderwebs. But instead, to your surprise, it is perfectly clean. Patients, nurses, and doctors walk through its halls like none of last night's events transpired. Before you can find your sleeping companions, however, a blond-haired man with heavy bags under his eyes approaches you and places a hand on your shoulder.

"Good morning. We should talk."



- » For each location that was infested when the game ended, record 1 tally mark next to “Steps of the Bridge” in your Campaign Log.
- » In your Campaign Log, record *Dr. Maheswaran’s fate is unknown.*
- » In your Campaign Log, record *Randolph escaped the hospital on his own.* Any one investigator may choose to add Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79) to their deck. This card does not count toward that investigator’s deck size.



...from page 27 (No Resolution and full defeat).



- » For each location that was infested when the game ended, record 1 tally mark next to “Steps of the Bridge” in your Campaign Log.



Go to page 38.

...from page 27 (Resolution 1).

Before you depart from the hospital, Doctor Maheswaran announces that she is going to check on her patients, and you decide to join her. You head back to the emergency ward and find that your companions are still unconscious. Doctor Maheswaran checks their eyes, takes their pulses, and shakes her head. “It’s even worse than before. Whatever internal stimuli they are reacting to, they are causing the patients’ minds and bodies a great deal of stress.” She sits down next to one of her patients and shakes her head. “I’ll stay here. You go talk to that patient and get to the bottom of this, okay? Oh, and if you find any more spiders, squash one for me, please.” As you leave, you swear to your sleeping friends that you will get to the bottom of this and save them.



- » In your Campaign Log, record *Dr. Maheswaran is alive.*
- » Your companions' condition has worsened. If you are playing *The Web of Dreams* and *The Dream-Quest* as an interconnected eight-part campaign or two separate four-part campaigns, record in Campaign A's Campaign Log *the dreamers grow weaker.*
- » In your Campaign Log, record *Randolph escaped the hospital with the investigators.* Any one investigator may choose to add Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79) to their deck. This card does not count toward that investigator's deck size.



...from page 27 (Resolution 2).

Before you depart from the hospital, you search high and low for Doctor Maheswaran, but she is nowhere to be found. You head back to the emergency ward to check on your companions and find that they are still unconscious. In fact, their condition seems to have grown worse. Their foreheads are covered in sweat, and blood drips from their closed eyes. One of them is whispering something in their sleep, a repeated phrase in a language you cannot understand. As you leave, you swear to your sleeping friends that you will get to the bottom of this and save them.



- » In your Campaign Log, record *Dr. Maheswaran is missing*. Perhaps you could have saved her. The lead investigator suffers 1 mental trauma.
- » Your companions' condition has worsened. If you are playing *The Web of Dreams* and *The Dream-Quest* as an interconnected eight-part campaign or a two separate four-part campaigns, record in Campaign A's Campaign Log *the dreamers grow weaker*.
- » In your Campaign Log, record *Randolph escaped the hospital with the investigators*. Any one investigator may choose to add Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79) to their deck. This card does not count toward that investigator's deck size.



...from page 27 (*Resolution 3*).

Before you depart from the hospital, you go back to the emergency ward to check on Doctor Maheswaran. The door to the room where your companions are staying is sealed shut, so you knock on the door and ask if she is there. On the other side, you hear furniture being shifted aside and knocked over. An exhausted Shivani Maheswaran cracks open the door and peers at you with bloodshot eyes. “Oh, thank goodness it is you.” She lets you in and collapses onto a nearby chair. “Those ... *things* tried to get into the room. I had to barricade myself inside to stop them.” You inform her that the danger has passed and thank her for watching over your friends. “I’ll continue to keep an eye on them,” she says. “Just please, tell me there are no more spiders out there, or I’m taking the first train out of this town.” As you leave, you swear to your sleeping friends that you will get to the bottom of this and save them.



- » In your Campaign Log, record *Dr. Maheswaran is alive.*
- » In your Campaign Log, record *Randolph escaped the hospital with the investigators.* Any one investigator may choose to add Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79) to their deck. This card does not count toward that investigator's deck size



...from page 27 (*Resolution 4*).

With panic overtaking your mind and no idea how you can escape, you flee anywhere your feet will take you. Hideous monsters begin to close in around you, and you envision yourself wrapped in webs, waiting to be a spider's meal. Eventually you come to a dead end: a room covered from floor to ceiling in thick, sticky webs. The skittering of spider legs follows close behind, and you realize you have no hope to escape unless there is a path behind the webs. There is no choice remaining for you. You run headlong into the webs, ripping and tearing at them with the ferocity of a cornered animal. It is tough work, but eventually you see a light behind the webs—perhaps an escape route.

Once you cross through the webs, you are no longer in the dark, sterile halls of St. Mary's, but in a narrow, web-covered cavern. You dare not tarry or go back the way you came, so you run through the dark, cramped cave with no idea where it might lead. Glancing through the cobwebs to your left and right, you see not just hard rock, but the glimmering of lights, like a sea of stars looming beyond the silken threads. Eventually, you emerge from another wall of webs, only to find yourself in an alleyway in Arkham's Merchant District, near the Miskatonic River. You have neither the time nor the desire to analyze this, instead deciding to put as much distance as you can between you and the hospital. The moment you get home, you collapse from exhaustion.

The next day, you wake and check the morning papers, expecting to see tales of chaos at St. Mary's and of an infestation of arachnids. However, there is no news regarding the hospital at all. Did last night's events occur too late for the *Arkham Advertiser* to report on them? Was it all just a bad dream? You put on your coat and head back to the hospital to confirm that what you saw last

night was real. When you arrive at St. Mary's, you expect to see the building—or perhaps all of Uptown—covered in spiderwebs. Instead, to your surprise, it is perfectly clean. Patients, nurses, and doctors walk through its halls like none of last night's events transpired. You ask the receptionist if you can see Doctor Maheswaran, but he shakes his head. "I'm sorry, but I don't think she's here today. She left in the middle of her shift last night, and nobody has seen her since. Is there somebody else I can reach for you?"

Something is not right. None of this makes any sense. You are about to demand to see your sleeping companions when a blond-haired man with heavy bags under his eyes approaches you and places a hand on your shoulder.

"Good morning. We should talk."

- » In your Campaign Log, record *Dr. Maheswaran is missing*. Perhaps you could have saved her. The lead investigator suffers 1 mental trauma.
- » In your Campaign Log, record *Randolph escaped the hospital on his own*. Any one investigator may choose to add Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79) to their deck. This card does not count toward that investigator's deck size.

...Randolph.

You depart from the hospital with the blond-haired man in tow, and he introduces himself more fully. The man, whose name is Randolph Carter, tells you that he is a “dreamer,” like Virgil Gray and your friends: one with the ability to traverse the divide between the waking world and a parallel dimension that was created by, is sustained by, and dwells within the dreams of all living organisms on Earth—a realm he calls The Dreamlands. “It is a place of both dreams and nightmares,” he explains. “And I’m afraid your friends are trapped there as we speak.”

You ask if there is anything you can do to aid them. Randolph ponders this for a moment, then replies: “Normally, dreamers can return to the real world simply by willing themselves awake, but for some reason, your friends are unable to do so. If you truly wish to help them, you too must enter the Dreamlands and find them. But forcing your way into the Dreamlands is not easy. Such paths are usually accessible only to experienced dreamers, and only in sleep. Still, there are some places where the Dreamlands touch the waking world, and in those places, with the right tools, you may enter the Dreamlands in your physical body. I know of such a place, not far from here. However—”

Before Randolph is able to finish his sentence, he is interrupted by a mysterious voice ...



- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
 - » Remove the infestation bag and all infestation tokens from the game. (There is no need to keep or record them.)
-

» *If you are playing The Web of Dreams as a **four-part campaign***

Proceed to Interlude I-B: The Black Cat page 42.

» *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 I-A: Beyond the Gates of Sleep *has not yet been played,*

Go to page 16 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario I-A: Beyond the Gates of Sleep *has been played,*

Go to page 141 in *The Dream-Quest Campaign Guide* to read Interlude I-A: The Black Cat yourself, or wait until the other group has completed the interlude then proceed to page 42.

INTERLUDE I B

THE BLACK CAT

“... You must be their friends,” the enigmatic voice says from above. To your surprise, the quiet voice belongs not to a person, but to a black cat that lounges lazily across a tree branch hanging over the path outside the hospital. “Oh, pick your jaws up off the ground and listen.” The cat rises and leaps onto the top of a nearby fence, walking along it with the kind of grace only cats possess.

“It is one of the cats of Earth’s Dreamlands,” Randolph proclaims, his voice tinged with merriment, like he was meeting an old friend for the first time in ages. “How long it has been since I have spoken with one of your kind!”

The cat’s piercing yellow eyes glare at Randolph for a moment before it returns its gaze to you. “... Sure. In any event, I bear a message from your dreaming friends.”



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

» If you are playing The Web of Dreams (Campaign B) by itself,

Go to page 44.

» If the black cat shared knowledge of the Dreamlands,

Go to page 46.

» If the black cat delivered news of your plight,

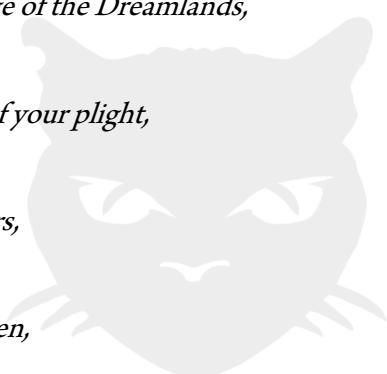
Go to page 48.

» If the black cat warned the others,

Go to page 50.

» If okay, fine, have it your way then,

Go to page 52.



...from page 43 (On your own).

Your friends are not the only ones in trouble,” the black cat explains. “There’s a grand conspiracy at work here, and your friends are ... well, let’s just say they’re a bit preoccupied with their own problems at the moment. You’re the only ones who can destroy the great web. Forget about your companions and descend into the pitch. It’s the only way. I’ll try to keep your friends safe while you fulfill your task. Do you understand?”



» In your Campaign Log, record *you are on your own*

Proceed to Scenario II-B: A Thousand Shapes of Horror on
page 54.



...from page 43 (Knowledge of the Dreamlands).

The black cat tells you all about the Dreamlands and about the quest your friends are about to embark upon. “Your friends are in a safe place in the Dreamlands, along with a couple of others. My pet human, Virgil, is one of them. Yes, that Virgil. I see the looks on your faces. They’re also with another dreamer, a man named... hey, wait a minute.” The cat glares suspiciously at Randolph, then yawns. “Huh. You know what? Never mind. I have to check on something.” With that, the cat suddenly departs



- » In both Campaign Logs, record *the black cat has a hunch*. Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) that this needs to be recorded in their Campaign Log.

» 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...

- To play the next scenario in The Dream-Quest,
Proceed to Scenario II-A: The Search for Kadath on page 133 in *The Dream-Quest Campaign Guide*.
- To play the next scenario in The Web of Dreams,
Proceed to Scenario II-B: A Thousand Shapes of Horror on page 54.

...from page 43 (News of your plight).

“So, your pals aren’t looking too good. They wanted me to tell you that they’re in a lot of trouble. They can’t wake up until they fulfill this quest, and it’s not going to be easy. The eye of chaos is watching them. You’ve got your work cut out for you, but you also might be their only hope.” The black cat hops down from the fence and starts to walk away. “Now, if you’ll excuse me, I’d better get back to your friends before they all get themselves killed.”



- » 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. Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) of this change.

» 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...

- To play the next scenario in The Dream-Quest,
Proceed to Scenario II-A: The Search for Kadath on page 133 in *The Dream-Quest Campaign Guide*.
- To play the next scenario in The Web of Dreams,
Proceed to Scenario II-B: A Thousand Shapes of Horror on page 54.

...from page 43 (Warned the others).

“Your friends told me to tell you that they’re fine. In fact, they told me to warn you that you’re the ones in real danger. I’d believe them if I were you. There’s a grand conspiracy at work here, and you’re the only ones who can stop it. The best thing you can do is forge onward, for both your sakes. Don’t worry, I’ll stick around for a while. Someone’s gotta keep you alive.”



- » In the Campaign Log for *The Web of Dreams* (*Campaign B*), record *the black cat is at your side*.
- » Add 1 ♠ token to the chaos bags for both campaigns. Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) of this change.

» 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...

- To play the next scenario in The Dream-Quest,
Proceed to Scenario II-A: The Search for Kadath on page 133 in *The Dream-Quest Campaign Guide*.
- To play the next scenario in The Web of Dreams,
Proceed to Scenario II-B: A Thousand Shapes of Horror on page 54.

...from page 43 (Have it your way).

“Nah, you know what? Forget about it. I’m sure you’ll be fine.” The black cat suddenly leaves without another word.



- » In both Campaign Logs, record *you asked for it*. Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) that this needs to be recorded in their Campaign Log.

» 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...

- To play the next scenario in The Dream-Quest,
Proceed to Scenario II-A: The Search for Kadath on page 133 in *The Dream-Quest Campaign Guide*.
- To play the next scenario in The Web of Dreams,
Proceed to Scenario II-B: A Thousand Shapes of Horror on page 54.



SCENARIO II B

A THOUSAND SHAPES OF HORROR

To stop the merging between the land of dreams and the waking world, you decide to force your way into the “Dreamlands”—as your new companion Randolph calls the dimension—in your physical body, instead of traveling there in your sleep. “While there are many dangers to this method of travel, I think it is better than the alternative,” Randolph claims. “If we venture there in our sleep, we may become trapped like your companions, unable to wake.” You agree: you can do little good trapped on the other side, especially if you aim to help your dreaming companions.

“Our first step is to find a key. Even in places where the Dreamlands borders the waking world, one cannot simply walk between them. I once possessed a key to the Gate of Dreams, but I lost it years ago and have been unable to find it since,” he laments.

Check your Campaign Log:

» *If the black cat is at your side,*

Go to page 56.

» *Otherwise,*

Go to page 58.



*...from page 55 (*The Black Cat*).*

The black cat, perched on a nearby park bench, glares at Randolph with narrow, disdainful eyes. “You lost the key to the Dreamlands?”

You share in the cat’s skepticism. Randolph sighs and shakes his head. “Let me explain,” he says to you. “It is not a physical key. It never was. The ‘key’ was the sense of wonder, fantasy, and creativity that sparked my imagination when I was young. These are things we do not value in maturity. It is only natural the key to these kinds of dreams should be lost with age.”

“What foolishness!” the black cat scolds. “It is not ‘maturity’ to leave one’s imagination behind. You have abandoned the best part of you. You are more a mewling kitten now than any child I have ever met.”

“Perhaps you are right,” Randolph agrees, downcast. “I forced myself to believe that earthly concerns were more important than juvenile fantasies of gilded spires, perfumed jungles, and twilight realms … and now I fear I shall never see such wonders again.” He turns back toward you, his eyes full of regret. “And worse, I will be unable to guide you.”

You ask what might have turned Randolph’s mind away from the fantastical and toward more practical concerns. He thinks for a brief time, mulling over the possibilities. Then, his eyes go wide as he realizes something important. “There was an incident many years ago. It was the last time I was involved with something supernatural—that is, before today,” he explains. “I met a friend of mine—Joel Manton—in the graveyard next to the old abandoned house in the Merchant District. The one they call the Unnamable. I didn’t want to believe that it was truly haunted, as the stories told,

but in merely repeating the legend, I drew the creature's ire."

You ask of the creature, and Randolph closes his eyes as a violent shudder courses up his spine. "It cannot be described. All I know is that we barely survived. It was my fault Joel was hurt. From that day forth, I have had no desire to delve into the supernatural or the superstitious. Not because I did not believe, but because I was frightened. Is that why the key eludes me? Is that why I can no longer dream?" The realization hits him, clear as day. "I know where we have to go. That is where I lost the key. That must be where it can be regained!" he exclaims, wide-eyed.

As Randolph frantically tries to hail a taxicab, you realize where he means to go: to the house without a name, where the indescribable creature that still haunts his memory resides ...



...from page 55 (On your own).

You go through the usual motions: “When was the last time you saw it?” “Where was the last time you used it?” and the like.

Randolph sighs and shakes his head. “You do not understand. It is not a physical key. It never was. The key was the sense of wonder, fantasy, and creativity that sparked my imagination when I was young. These are things we do not value in maturity. It is only natural the key to these kinds of dreams should be lost with age.”

You ask what might have turned Randolph’s mind away from the fantastical and toward more practical concerns. He thinks for a brief time, mulling over the possibilities. Then, his eyes go wide as he realizes something important. “There was an incident many years ago. It was the last time I was involved with something supernatural—that is, before today,” he explains. “I met a friend of mine—Joel Manton—in the graveyard next to the old abandoned house in the Merchant District. The one they call the Unnamable. I didn’t want to believe that it was truly haunted, as the stories told, but in merely repeating the legend, I drew the creature’s ire.”

You ask of the creature, and Randolph closes his eyes as a violent shudder courses up his spine. “It cannot be described. All I know is that we barely survived. It was my fault Joel was hurt. From that day forth, I have had no desire to delve into the supernatural or the superstitious. Not because I did not believe, but because I was frightened. Is that why the key eludes me? Is that why I can no longer dream?” The realization hits him, clear as day. “I know where we have to go. That is where I lost the key. That must be where it can be regained!” he exclaims, wide-eyed.

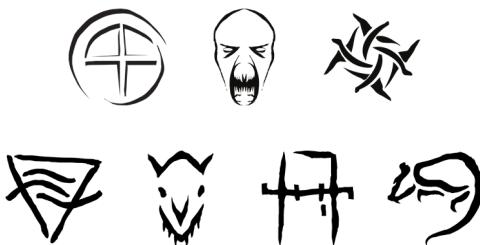
As Randolph frantically tries to hail a taxicab, you realize where he means to go: to the house without a name, where the indescribable creature that still haunts his memory resides ...

Continue to Setup on page 60.



Setup

- » Gather all cards from the following encounter sets: *A Thousand Shapes of Horror*, *Creatures of the Underworld*, *Merging Realities*, *Chilling Cold*, *Ghouls*, *Locked Doors*, and *Rats*. These sets are indicated by the following icons:

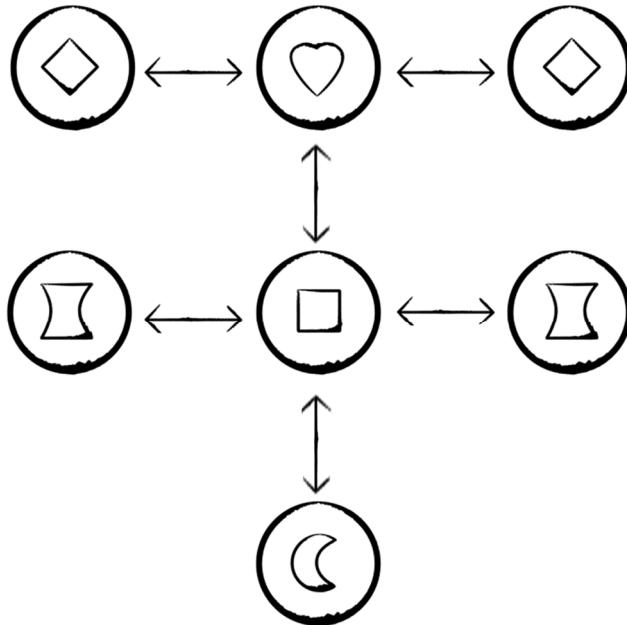


- » Put the following locations into play: Burial Ground, Front Porch, Upstairs Hallway, both Downstairs Doorways, and both Upstairs Doorways (see suggested location placement on next page). Each investigator begins play at the Burial Ground.



- » Set the following cards aside, out of play: the Attic location, the Unmarked Tomb location, all 6 Mysterious Stairs locations, all 4 Endless Descent treacheries, and The Silver Key story asset.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



When the game is complete:

- » If no resolution was reached because each investigator was defeated

Go to page 64.

- » If Resolution 1 (R1) was reached

Go to page 62.

- » If Resolution 2 (R2) was reached

Go to page 64.

...from page 61 (Resolution 1).

This place is nothing like the mystical forests, charming medieval villages, and majestic panoramas of which Virgil Gray wrote in his stories. No, far from it: this cold, bleak gulf eats away your hope and replaces it with a feeling of empty, meaningless dread. You ask Randolph if this is the way to your comatose companions. You almost hope that you are traveling in the wrong direction, so you can leave this awful place behind.

"I do not know," he replies, peering out one of the windows along the stairway. "We have traveled beyond the waking world, but this is the lower plane of the Dreamlands, known as the Underworld. It is an inhospitable place. Many of the creatures we have seen crossing over into our world come from this region. Perhaps our key knew this was our true destination?" Your guide examines the arcane key you found in the abandoned house, running his fingers over its arabesques as though recalling its shape, its weight, its texture. His eyes water with the depth of his loss.

You offer to hold the key for him, which yanks him from his private thoughts. "Ah. Yes, perhaps that would be best," he says, handing the delicate artifact to you. It is surprisingly heavy for something that, according to Randolph, is not real. With Randolph and the Silver Key in tow, you continue your descent anew. The Underworld may or may not be where your companions are, but if the creatures invading the world of the waking are indeed from this place, then perhaps here you can find answers.

- » In your Campaign Log, record *Randolph survived the descent.*
- » In your Campaign Log, record *the investigators possess the Silver Key.* Any one investigator may choose to add The Silver Key (Key to the Gate of Dreams) 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.
- » Your body now walks within the slumbering Dreamlands. Add 1  token to the chaos bag, for the remainder of the campaign.

» *If you are playing The Web of Dreams as a four-part campaign*

Proceed to Scenario III-B: Point of No Return on page 78.

» *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 II-A: The Search for Kadath *has not yet been played,*

Go to page 133 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario II-A: The Search for Kadath *has been played,* Proceed to Interlude II-B: The Oneironauts page 70.

...from page 61 (Resolution 2).

Your last waking sensation is the rush of noxious, frigid air as you are knocked to the ground by the thrashing, monolithic abomination with no name. The wind is pulled out of your lungs. You cannot scream. You grasp desperately at the ground as the creature tears at your skin and tramples your bones. Somehow you wrench yourself free, escaping through the vortex of bitter, withering wind surrounding the creature. You hear the scrape of peeling plaster. Debris whips past your head. A loose brick hits your shoulder. You wonder if there will even be a building left to tremble at when this is all over.





» If the investigators “recovered a strange key”,

Go to page 66.

» Otherwise,

Go to page 68.

...from page 65 (You recovered a strange key).

You barely hear Randolph shouting to you over the maelstrom of ice-cold air that surrounds you. Despite all odds, you somehow reach him, the indescribable monstrosity hot on your heels. Randolph wrenches open your hand, grabs the key you found in the unnamed house, and clutches it tightly. He closes his eyes and whispers something inaudible. As the abominable torrent crashes into you, everything goes black.

When you awaken, you lie on a flat stone platform overlooking a steep, straight staircase that descends into unknown depths. Behind you, the stairway curls upward into a stone spire that ascends into a hazy mist. In both directions, the entirety of the cavern is dimly lit with grey phosphorescence. Randolph pulls you to your feet. “That was a close one,” he admits. “I never wish to take a journey like that again.” You ask where you are, and he bites his lip, looking out over the bleak, desolate scenery.

“This is the lower plane of the Dreamlands, known as the Underworld. It is an inhospitable place. Many of the creatures we have seen crossing over into our world come from this region. Perhaps our key knew this was our true destination. I think... I think it is gone now,” your guide explains.

You are thunderstruck. Randolph grits his teeth at your reaction and looks away in shame. “Forget it. We no longer need it anyway. Let’s go.” His curt reply echoes off the stone steps. With Randolph leading the way, you continue your descent anew. The Underworld may or may not be where your companions are, but if the creatures invading the world of the waking are indeed from this place, then perhaps here you can find answers.

- » In your Campaign Log, record *Randolph survived the descent.*
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » Your body now walks within the slumbering Dreamlands. Add 1  token to the chaos bag, for the remainder of the campaign.

» *If you are playing The Web of Dreams as a four-part campaign*

Proceed to Scenario III-B: Point of No Return on page 78.

» *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 II-A: The Search for Kadath *has not yet been played,*

Go to page 133 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario II-A: The Search for Kadath *has been played,* Proceed to Interlude II-B: The Oneironauts page 70.

...from page 65 (You made it out empty handed).

In the debris, you spot it: something glinting within the maelstrom of ice-cold air and dust, something that calls to you, whispers your name. You barely hear Randolph shouting as the indescribable monstrosity crashes into him. Despite all odds, you somehow reach the rubble that was once the attic of the house with no name. You realize now what that elusive glimmer was: the polished reflection of a bright silver key. “Use it!” Randolph screams between cries of agony. The abomination climbs atop his body. “Use it now, while you ca—”

The thing cuts Randolph’s cry short as it envelops his body. You clutch the key tightly in your hand and shudder as you watch a thousand shapes of horror devour Randolph whole. You think of your companions, trapped somewhere in a perilous dream far from home, and the key’s glow intensifies, swallowing you as completely as the creature swallowed Randolph. Everything goes white.

When you awaken, you lie on a flat stone platform overlooking a steep, straight staircase that descends into unknown depths. Behind you, the stairway curls upward into a stone spire that ascends into a hazy mist. In both directions, the entirety of the cavern is dimly lit with grey phosphorescence. You search for the Silver Key, but it has vanished. There is no sign of Randolph Carter.

It is clear you are no longer in the waking world. Perhaps the key transported your physical body into the Dreamlands, as Randolph claimed it could. But this place is nothing like the mystical forests, charming medieval villages, and majestic panoramas of which Virgil Gray wrote in his stories. No, far from it: this cold, bleak gulf eats away your hope and replaces it with a feeling of

empty, meaningless dread. You peer once more up the countless steps behind you. It seems you have no choice now but to move on, deeper into this desolate and perilous realm.

- » In your Campaign Log, record *Randolph did not survive the descent*. If an investigator's deck contains Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79), remove him from that deck for the remainder of the campaign.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

» *If you are playing The Web of Dreams as a four-part campaign*

Proceed to Scenario III-B: Point of No Return on page 78.

» *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 II-A: The Search for Kadath *has not yet been played,*

Go to page 133 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario II-A: The Search for Kadath *has been played,* Proceed to Interlude II-B: The Oneironauts page 70.

THE ONEIRONAUTS



The black cat awaits you at the bottom of the stairs, watching your long descent with distant, unblinking eyes. You are about to ask how the cat got there when it cuts you off. “Don’t bother. You wouldn’t understand.” It curls up on the cold stone floor, lounging amid the bleak environment

Check the Campaign Log for *The Web of Dreams (Campaign B)* and read all that apply in order:

» *If Randolph did not survive the descent and the black cat has a hunch,*

Go to page 72.

» *If you asked for it,*

Go to page 74.

» *Once all are read,*

Go to page 76.



...from page 71 (Randolph did not survive).

“Where’s blondie?” the black cat asks, peering around. You remain silent, in anguish. “Ah. I see.” The cat examines its paw. It doesn’t seem to care that your companion did not survive the descent. “Well, that seems to have resolved itself nicely,” it says to itself cryptically.



- » In both Campaign Logs, cross off *the black cat has a hunch*. Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) that this needs to be recorded in their Campaign Log.

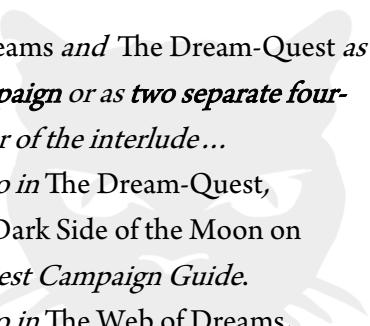
Return to page 71.



...from page 71 (You asked for it).

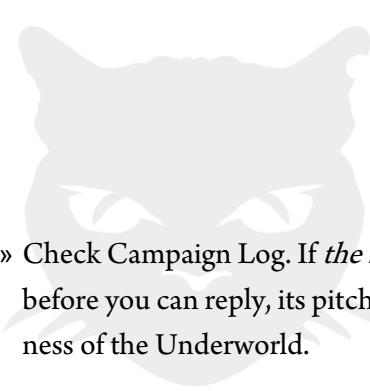
“Well, since you clearly don’t need my help, I’ll be off now. Just wanted to check to see if you’re still alive. And look at that! You are. For now. Bye then.” Before you get the chance to reply, the black cat wanders off, its pitch-black fur melding into the darkness of the Underworld



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- 
- » 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** 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 118 in *The Dream-Quest 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.

...Trust.

You've about had it with this cat's cryptic half-truths and nonanswers. You rail at the beast. How are you supposed to help when you might as well be stumbling in the dark? The black cat sits up and narrows its gaze. "I did not know if you could be trusted. To be honest, I am still unsure. I have had visions of these events for many, many years now. I know some of what may come to pass, but not everything. You could be the ones who will save all of us... or the fools who herald our doom." The cat's justification is convenient, but it does explain how it has known where to find you at every turn. You try to persuade the cat to trust you, but it remains unconvinced. "Tell you what. Beneath the surface of the Sea of Pitch lies a passageway between realms. That is where you need to go to stop this world from merging with yours. Make it there in one piece, and I'll tell you everything. But first, I have somewhere else to be. Your pals need me, too."

- 
- » Check Campaign Log. If *the black cat has a hunch*, it wanders off before you can reply, its pitch-black fur melding into the darkness of the Underworld.

» Otherwise, the black cat once again offers to pass a message along to your companions. The lead investigator must decide (choose one):

- *Tell your companions that you are in trouble.* 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 Web of Dreams (Campaign B), record *the black cat requested aid from the others.*
- *Tell your companions about the Underworld.* The black cat will then go elsewhere. In the Campaign Log for The Web of Dreams (Campaign B), record *the black cat shared knowledge of the Underworld.*
- *Tell your companions that you are safe.* 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 Web of Dreams (Campaign B), record *the black cat warned the others.*

» *If you are playing The Dream-Quest and The Web of Dreams as an interconnected eight-part campaign,*

Proceed to Interlude II-A: The Oneironauts on page 94 of *The Dream-Quest Campaign Guide.*

» *If you are playing The Dream-Quest and The Web of Dreams as two separate four-part campaigns...*

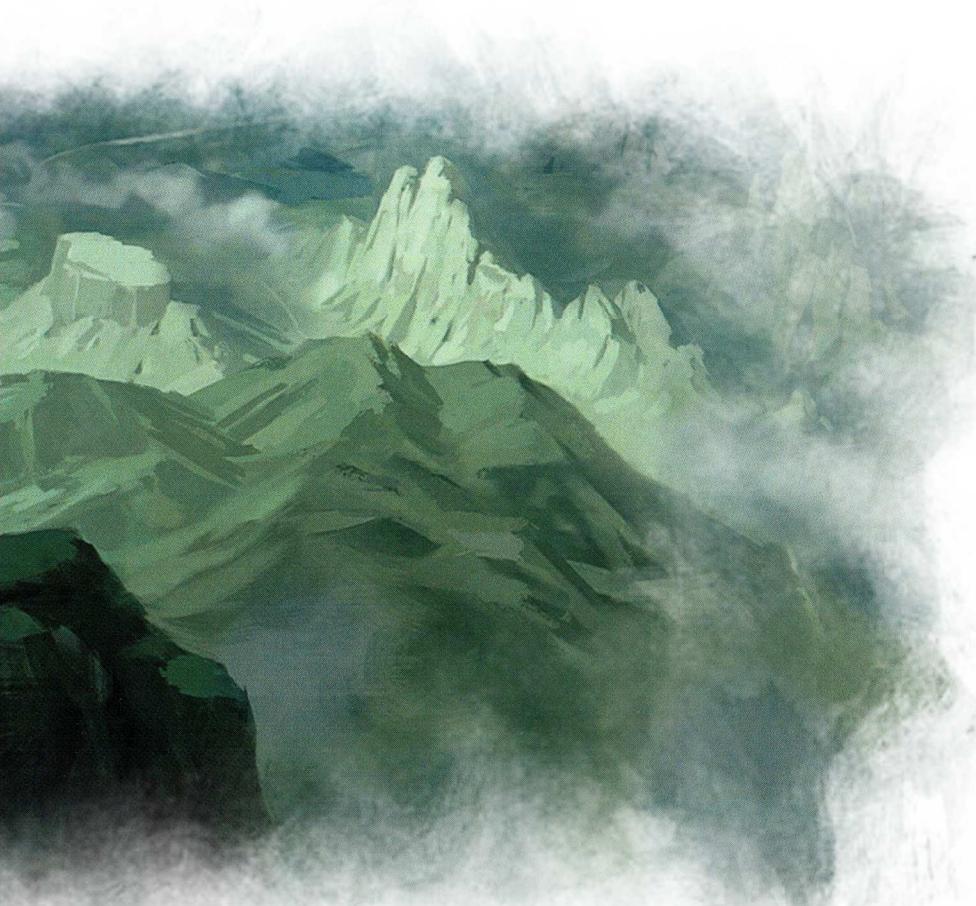
Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) of what was just recorded in your Campaign Log. And wait until they reply before you,

Proceed to Scenario III-B: The Point of No Return on page 78.



SCENARIO III B

POINT OF NO RETURN



Check your Campaign Log:

» *If Randolph did not survive the descent,*

Go to page 80.

» *If Randolph survived the descent,*

Go to page 82.



...from page 79 (Randolph Did Not Survive).

You have finally reached the Dreamlands, but it is not as you expected. This cyclopean cavern is far from the wondrous lands and fabulous cities described in Virgil Gray's writings. Perhaps the author never ventured this far underground, never found the horrors that lurk beneath the surface of the Dreamlands. You suspect he wouldn't have left out tales of such a spine-chilling nature. As you venture into the dark and barren realm, you are filled with hollow despair—an emptiness that gnaws at your heart and mirrors the bleak landscape all around you. You came here to help your friends, and now your only guide through this realm is gone. What if this was all a horrible mistake?

You shake these dark thoughts from your mind and focus on the path that lies ahead of you. It's too late to dwell on what you could have done differently. This is your way forward now. Even if you cannot help your friends, even if you are too late to help Randolph, you have another mission now. Clearly this region of the Dreamlands has something to do with the creatures invading your reality. The answers must lie here. Besides, it's not like you have much choice anymore.

You walk to the edge of a jagged cliff overlooking the cavernous realm below. This realm is staggeringly vast. In the distance, along the cliffs, you see a walled city, of all things. Among its many towers, a black spire rises so high it must pierce the surface of the Dreamlands. To the south is a stretch of plains that looks over the vale below, and you can see shapes moving throughout the grey, phosphorescent light. You hope the beings who inhabit this realm are ones you might be able to reason with. You have your doubts... but at least now you have a plan. Whether or not it is a good plan remains to be seen.



Continue to Setup on page 84.

...from page 79 (Randolph Survived).

You have finally reached the Dreamlands, but it is not as you expected. This cyclopean Underworld is far from the wondrous lands and fabulous cities described in Virgil Gray's writings. Perhaps the author never ventured this far underground, never found the horrors that lurk beneath the surface of the Dreamlands. You suspect he would not have left out tales of such a spine-chilling nature. As you venture into the dark, barren realm, you raise your concerns with Randolph. "It is true that we are farther from your companions than we intended, he affirms. "However, if I may offer another sentiment—perhaps this is a blessing in disguise. Clearly the Underworld has something to do with the creatures invading our reality. I suggest we investigate further while we have the chance. We can return to the surface of the Dreamlands once we have discovered the truth."

You ask Randolph if he has any leads, and he steps to the edge of a jagged cliff overlooking the cavernous realm below. "I have been here before," he says quietly, getting his bearings. "Those walls in the distance belong to the City of Gugs. To the south is a stretch of plains that looks over the vale below. That plain is where the ghouls live. Perhaps there we can learn more." You raise your doubts aloud, wondering if such creatures are even capable of peaceful conversation. "They are more intelligent than you think, and could be quite helpful if we convince them to aid us. In fact, there is one I count among my friends, an artist by the name of Richard Pickman. If we are fortunate enough to find him, that might be our best chance." You still have your doubts...but at least now you have a plan. Whether or not it is a good plan remains to be seen.



Continue to Setup on page 84.

Setup

- » Gather all cards from the following encounter sets: *Point of No Return*, *Creatures of the Underworld*, *Whispers of Hypnos*, *Ancient Evils*, *Ghouls*, and *Striking Fear*. These sets are indicated by the following icons:



- » Set each of the following encounter sets aside, out of play: *Descent into the Pitch*, *Terror of the Vale*, *Agents of Atlach-Nacha*, and *Nightgaunts*. These sets are indicated by the following icons:



- » Put the following locations into play: Vaults of Zin, City of Gugs, Tower of Koth, and Plain of the Ghouls.
 - Each investigator begins play at the Vaults of Zin.
 - Set each other location aside, out of play.
- » Search the collection for Enchanted Woods (Stone Trapdoor) (The Dream-Eaters #53) and set it aside, out of play.
- » Set the Gug Sentinel enemy, the Richard Upton Pickman story asset, and the False Awakening weakness aside, out of play.

- » Check Campaign Log. Depending on the following circumstances, a different version of act 1 should be used in this scenario. Remove the other version of act 1 from the game.
 - If *Randolph did not survive the descent*, use Act 1a—“Entering the Underworld (v. I).”
 - If *Randolph survived the descent*, use Act 1a—“Entering the Underworld (v. II).”
- » A wave of pain and nausea washes over you. Check the number of tally marks recorded next to “Steps of the Bridge” in the Campaign Log.
 - If there are no tally marks recorded, nothing happens.
 - If there are 1–4 tally marks, place 1 damage on the scenario reference card. This represents the distortion within the Dreamlands.
 - If there are 5 or more tally marks, place 2 damage on the scenario reference card. This represents the distortion within the Dreamlands.
- » Shuffle the remainder of the encounter cards to build the encounter deck.



Veiled

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

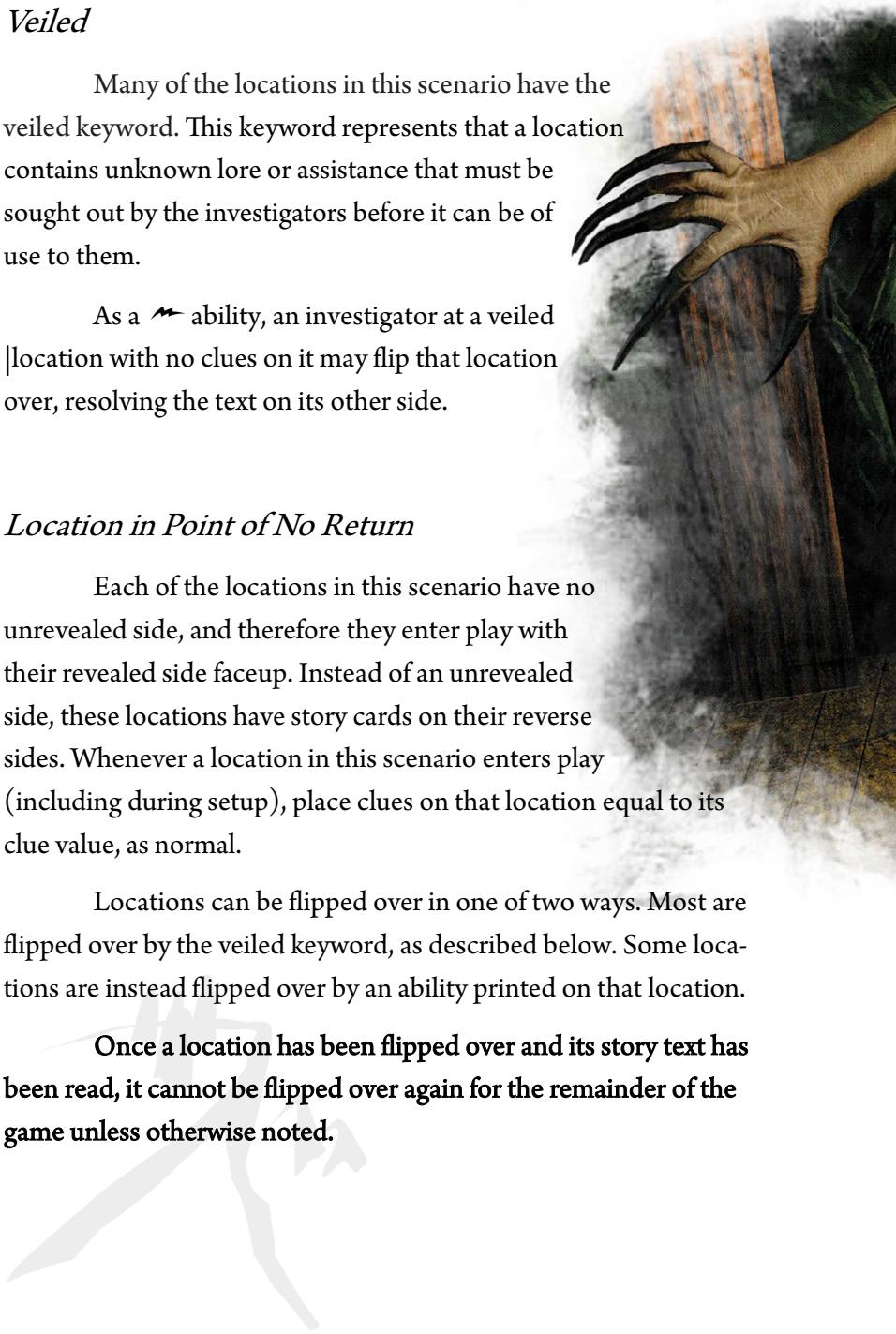
As a **✓** ability, an investigator at a veiled location with no clues on it may flip that location over, resolving the text on its other side.

Location in Point of No Return

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 clue value, as normal.

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.





When the game is complete:

» *If no resolution was reached because each investigator was defeated*

Go to page 90.

» *If Resolution 1 (R1) was reached*

Go to page 88.

» *If Resolution 2 (R2) was reached*

Go to page 90.

...from page 87 (Resolution 1).

The black, tarry liquid rises around you, consuming you, and you fear that you've made a grave mistake. The pressure of the dense liquid surrounds your body, crushing you from all sides. But then you emerge on the other side. You fall for a brief, silent moment before being caught by a glowing, sinewy web. Panicking, you scramble to a nearby platform made of solid rock. Your refuge is one of many, each suspended in the air and connected by thick webbing. Beyond that is a vast, cosmic space, an infinite darkness that stretches as far as the eye can see.



- » For each damage on the scenario reference card, record 1 tally mark next to “Steps of the Bridge” in your Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display

» *If you are playing The Web of Dreams as a four-part campaign*

Proceed to Scenario IV-B: Weaver on the Cosmos on page 106.

» *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 III-B: Dark Side of the Moon *has not yet been played,*

Go to page 81 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario III-B: Dark Side of the Moon *has been played,*

Go to page 67 in *The Dream-Quest Campaign Guide* to read Interlude III-A: The Great Ones yourself, or wait until the other group has completed the interlude then check the Campaign Log:

- *If you asked for it,*

Proceed Scenario IV-B: Weaver of the Cosmos on page 106.

- *Otherwise,*

Proceed Interlude III-B: The Great Ones on page 94.

...from page 87 (Resolution 2).

You brace yourself as another wave of distorted reality crashes into you. This feeling, whatever it is, is growing stronger as time marches on. Someone or something is causing it, but how? Just as you are pondering its meaning, you realize something curious: you aren't the only one affected. Far from it, in fact; the entirety of the Underworld seems to be changing with each wave of warped energy that flows through the realm. Walls shift, the floor skews, and the dim, phosphorescent light scintillates with a cosmic, otherworldly glow. The ground rumbles as another wave of force rushes through the foundations of the dream world. The rocky surface upon which you stand gives way. You flail in the air, attempting to grab hold of something, anything that you can use to pull yourself up. Your hands wrap around a painted plank of wood. You have no time to question its appearance—survival comes first.



When you pull yourself up, you realize you are curled up on a park bench, surrounded by a thick fog and the grim, gambrel rooftops of Arkham. There is no ground in front of you. Just an open, endless pit into fathomless depths. The Underworld, perhaps? But how is that possible? Virgil's cat watches you casually from a tree branch that hangs over the park bench. "It won't stop," the black cat tells you. "Not until there is nothing left of your world." You wonder what you could possibly do in the face of such horror. The cat gazes down into the pit below. "It's waiting for you."

Another rumble. In the distance, you watch with horror as an entire building is sucked into the ground. You think you spot a pedestrian in the distance, but it is no human. If this goes on any longer, your companions won't have a world to awaken to. You steel yourself, look down into the empty pit, and gulp.

"Down you go," the cat says.

You fall. The roar of the wind is deafening as it whips by your head. You can't possibly survive a fall like this, you think. But instead of splattering against a hard, rocky ground, you are caught by a glowing, sinewy web. Panicking, you scramble to a nearby platform made of solid rock. Your refuge is one of many, each suspended in the air and connected by thick webbing. Beyond that is a vast, cosmic space, an infinite darkness that stretches as far as the eye can see.



- » The lead investigator has earned the False Awakening weakness (The Dream-Eaters #275) (does not count toward deck size). Add this card to the lead investigator's deck.
- » For each damage on the scenario reference card, record 1 tally mark next to “Steps of the Bridge” in your Campaign Log.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.

» *If you are playing The Web of Dreams as a **four-part campaign***

Proceed to Scenario IV-B: Weaver on the Cosmos on page 106.

» *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 III-B: Dark Side of the Moon *has not yet been played,*

Go to page 81 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario III-B: Dark Side of the Moon *has been played,*

Go to page 67 in *The Dream-Quest Campaign Guide* to read Interlude III-A: The Great Ones yourself, or wait until the other group has completed the interlude then check the Campaign Log:

- *If you asked for it,*

Proceed Scenario IV-B: Weaver of the Cosmos on page 106.

- *Otherwise,*

Proceed Interlude III-B: The Great Ones on page 94.

INTERLUDE III B

THE GREAT ONES

A cat's low-pitched wail draws your attention to a nearby web. When you arrive, you find the black cat stuck on a patch of particularly sticky web, wriggling back and forth in a vain attempt to free itself. Even with its sharp claws, it seems to be in trouble. You lean over and pull the cat free, and it leaps from your arms to a rocky platform below, the only thing between the cat and an endless void. It hisses for a moment, then stands tall. "Did I ask for your help?" it scolds. "Well, you made it below the Sea of Pitch after all. Now look around you. See all this webbing?" You couldn't miss it even if you tried; you are surrounded on all sides by webs, treacherous pathways across the aether. "It is a bridge between your world and the Dreamlands. If it is completed, the two will merge. Understand? Unless you want everything to look like that hospital where your friends are sleeping, you have to stop this at all costs. Nothing else matters. Nothing."

Check the Campaign Log for *The Web of Dreams (Campaign B)* and read all that apply in order:

» *If the investigators possess the Silver Key,*

Go to page 96.

» *If the black cat is searching for the truth,*

Go to page 98.

» Once all the apply have been read,

• *If black cat has a hunch,*

Proceed Scenario IV-A: Weaver of the Cosmos on page 106, or Proceed to Scenario IV-B: Where the Gods Dwell on page 57 of *The Dream-Quest Campaign Guide*.

• *Otherwise,*

Go to page 100.

*...from page 95 (*The Silver Key*).*

“Hey, you still have that key?” the black cat asks. You scrounge through your belongings for the key you found in the Unnamable and show it to the cat. “Gimme that,” it demands, jumping and biting it out of your hands before you can protest. “Don’t look at me like that. Your other friends need it more than you.”



- » In the Campaign Log for *The Web of Dreams (Campaign B)*, cross off *the investigators possess the Silver Key*.
- » Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) that the black comes bearing something needed. Record *the investigators posses the Silver Key* in the Campaign Log for *The Dream-Quest (Campaign A)* instead.
- » If The Silver Key is currently in an investigator's deck, remove it. Any one investigator in *The Dream-Quest (Campaign A)* may choose to add The Silver Key to their deck. This card does not count toward that investigator's deck size.



*...from page 95 (*Finding the Truth*).*

The black cat stops talking as it spots Randolph for the first time. It circles around the man a few times, agitated. For his part, Randolph looks uncharacteristically perturbed by the cat's presence, even taking a step backward as it closes in. "What is the matter? I've not harmed any of your kind," he says matter-of-factly. "Have I done something to offend you?" "Your mere existence offends me," the cat replies with a hiss. It strolls back toward you, keeping a wary eye on Randolph. "I think I know what is going on now. It all makes sense. I know who is interfering with my sight. Do not trust that thing," it warns, circling to keep an eye on the blond man behind it. "I have to prepare. I'll return when the time is right."



- » In both Campaign Logs for *The Dream-Quest (Campaign A)* and *The Web of Dreams (Campaign B)*, record *the black cat knows the truth*. Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) that this needs to be recorded in their Campaign Log.

» 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 skip the remainder of the interlude...

- To continue to the next scenario in The Dream-Quest,

Proceed to Scenario IV-A: Where the Gods Dwell on page 57 in *The Dream-Quest Campaign Guide*.

- To continue to the next scenario in The Web of Dreams,

Proceed to Scenario IV-B: Weaver of the Cosmos on page 106.

...One last thing.

“Oh, before I forget: your friends have almost made it to their destination. If everything happens as I have foreseen, they’ll be able to free themselves. In the meantime, they wanted me to let you know...”



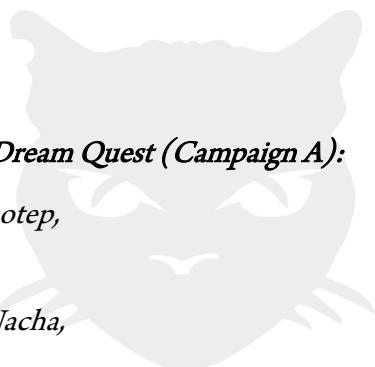
Check the Campaign Log for *The Dream Quest (Campaign A)*:

» *If the black cat spoke of Nyarlathotep,*

Go to page 102.

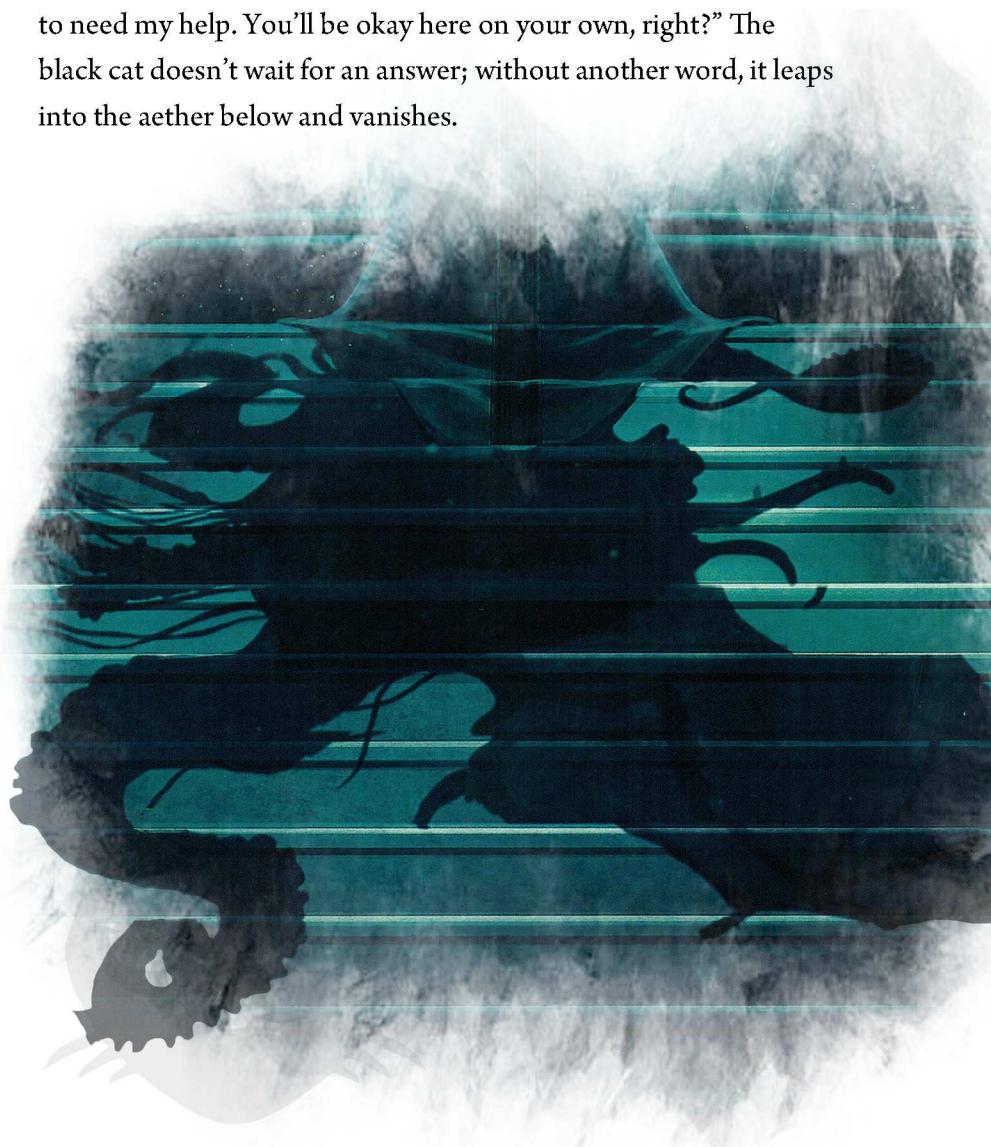
» *If the black cat spoke of Atlach-Nacha,*

Go to page 104.



...from page 101 (Nyarlathotep).

“ ... the being they face is one with thousands, perhaps an endless number of masks. **N Y A R L A T H O T E P**, it is called by some. It is manipulative, deceptive, and cunning. It is probably the thing that trapped them in the Dreamlands to begin with. Why, I have no idea. If you want them to survive, they’re probably going to need my help. You’ll be okay here on your own, right?” The black cat doesn’t wait for an answer; without another word, it leaps into the aether below and vanishes.



» Check both Campaign Logs.

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

» Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) of any changes made.

» 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...

- To continue to the next scenario in The Dream-Quest, Proceed to Scenario IV-A: Where the Gods Dwell on page 57 in *The Dream-Quest Campaign Guide*.
- To continue to the next scenario in The Web of Dreams, Proceed to Scenario IV-B: Weaver of the Cosmos on page 106.

...from page 101 (Atlach-Nacha).

“ ... that bridge I just mentioned? The creature weaving it is unlike anything you have ever seen. **ATLACH-NACHA** is the name I have heard whispered in the dark corners of the Dreamlands. It is the master and progenitor of all the spiders crawling around these parts. Maybe all parts, really. You’re going to need my help to stop its scheme.”



» Check both Campaign Logs.

- 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 to 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 and record it in the Campaign Log for *The Web of Dreams* (*Campaign B*) instead. Replace 1 ♡ token in each campaign's chaos bag with 1 ♪ token.
- If the Campaign Log for *The Web of Dreams* (*Campaign B*) has *the black cat is at your side* recorded, no change is made.

» Inform your friends in the Dreamlands (those playing The Dream-Quest - Campaign A) of any changes made.

» 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...

- To continue to the next scenario in *The Dream-Quest*, Proceed to Scenario IV-A: Where the Gods Dwell on page 57 in *The Dream-Quest Campaign Guide*.
- To continue to the next scenario in *The Web of Dreams*, Proceed to Scenario IV-B: Weaver of the Cosmos on page 106.



SCENARIO IV B

WEAVER OF THE COSMOS

Everything has led to this. Virgil's writings, your companions' never-ending sleep, St. Mary's, the black cat, all of it. You have no choice but to press on. This transdimensional space is home to a creature that would obliterate your world and replace it with a new reality, a nightmarescape of pitch-black darkness and creatures that prey on your kind. If you cannot stop its weaving, there will be no Earth left to wake up to. You have to do something, even if it means your end.



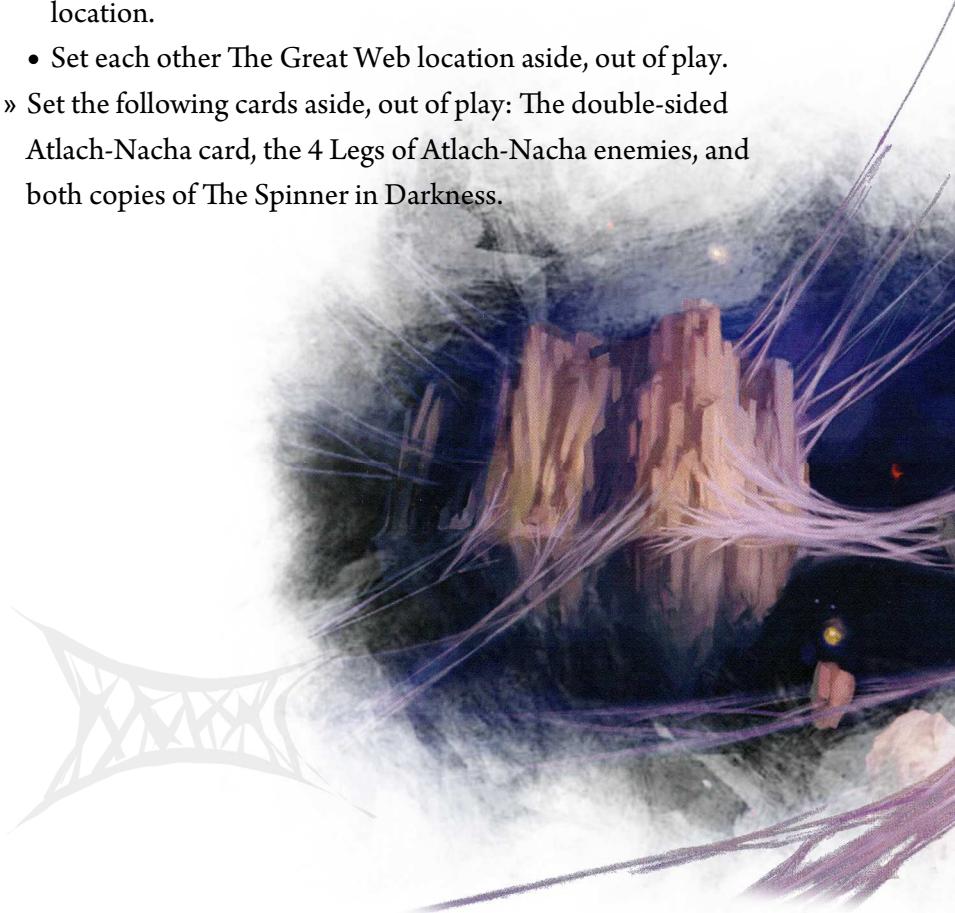
Continue to Setup on page 108.

Setup

- » Gather all cards from the following encounter sets: *Weaver of the Cosmos*, *Agents of Atlach-Nacha*, *Spiders*, *Ancient Evils*, and *Chilling Cold*. These sets are indicated by the following icons:



- » Shuffle each copy of The Great Web and put 4 of them into play at random, in a vertical line.
 - Each investigator begins play at the topmost The Great Web location.
 - Set each other The Great Web location aside, out of play.
- » Set the following cards aside, out of play: The double-sided Atlach-Nacha card, the 4 Legs of Atlach-Nacha enemies, and both copies of The Spinner in Darkness.



- » Check the number of tally marks recorded next to “Steps of the Bridge” in the Campaign Log.
 - If there are 2 or fewer tally marks recorded, nothing happens.
 - If there are 3–5 tally marks, place 1 doom on the bottommost location.
 - If there are 6–8 tally marks, place 2 doom on the bottommost location.
 - If there are 9–11 tally marks, place 3 doom on the bottommost location.
 - If there are 12 or more tally marks, place 4 doom on the bottommost location.
- » Shuffle the remainder of the encounter cards to build the encounter deck.

When you are instructed to do so:

- » Continue to Scenario Interlude: The Spider Queen on page 110.

THE SPIDER QUEEN



You climb a precipice of stone and behold the enormity of the spider's bridge and the *thing* astride it: Atlach-Nacha, god of spiders, accompanied by its horde of weavers. The many-legged monstrosities continuously intertwine strands of cosmic web, toiling endlessly with nightmarish fervor. As the awful creatures weave each thread, you feel reality and dreams distort, collide, and crash together. In the distance, waves of dream break upon the rocks of reality, and reality collapses upon itself into the surging, amorphous dream. You can barely comprehend the strange, shifting vistas. A sticky web hangs off the side of your vantage point, like a silken ladder leading down to your doom.

Check the Campaign Log:

» *If Randolph survived the descent and the black cat knows the truth,*

Go to page 112.

» *Otherwise, if Randolph survived the descent,*

Go to page 114.

» *If Randolph did not survive the descent,*

Go to page 116.

*...from page 111 (*Truth Inside*).*

You are about to climb down the web to the platform below, when you hear the black cat's voice from behind your companion, Randolph. "Drop it," the voice commands. A sinister grin spreads across Randolph's face as he drops a jagged onyx blade, which clatters to the ground.

"So you have seen through my mask?" he says. "No matter. You will complete this errand upon which I have sent you, regardless. Your world depends on it."

Bewildered, you ask why Randolph is acting this way. The black cat jumps onto your shoulder and perches there, its gaze never leaving your erstwhile companion. "I figured it out a little while ago. He's not Randolph. He never was. Just an interloper in Randolph's skin."

"Interloper?" Randolph thunders with anger. "You, cat, are the interloper! Yes, I know what you are. This is not your place. But enough talk." A smile crawls along his lips once more. "You have a task to perform. Goodbye, then ... for now." With his warning complete, Not-Randolph walks off of the edge of the platform and falls into oblivion



- » If an investigator's deck contains Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79), remove him from that deck for the remainder of the campaign.



...from page 111 (No Escape).

You begin to climb down the web to the platform below, from which you can reach the edge of the bridge and Atlach-Nacha itself. Halfway down, the suspended platform jolts and starts to sway violently from side to side. You grip the silken threads tightly, hoping that the sticky web will keep you from falling. You look to Randolph to make sure he is okay, and it is then that you notice he is not climbing above you as you had suspected he would. You look up to find your companion scowling at you from above, a blade of onyx in his hands. He has cut a segment of the web upon which you are climbing. You have no time to ask what he is doing before he severs the web completely. You plummet to the rocks below, landing painfully on your back. When you look back up at Randolph, his countenance has changed.

“Foolish mortals. I was never going to allow you to save your companions. You have an errand of mine to run, and that is your sole purpose. If you wish to live, complete this task for me.” He peers across at the unfathomable spider that looms before you. “I shall be the one to claim your world—not that thing.” Then, Not-Randolph simply turns and walks away.

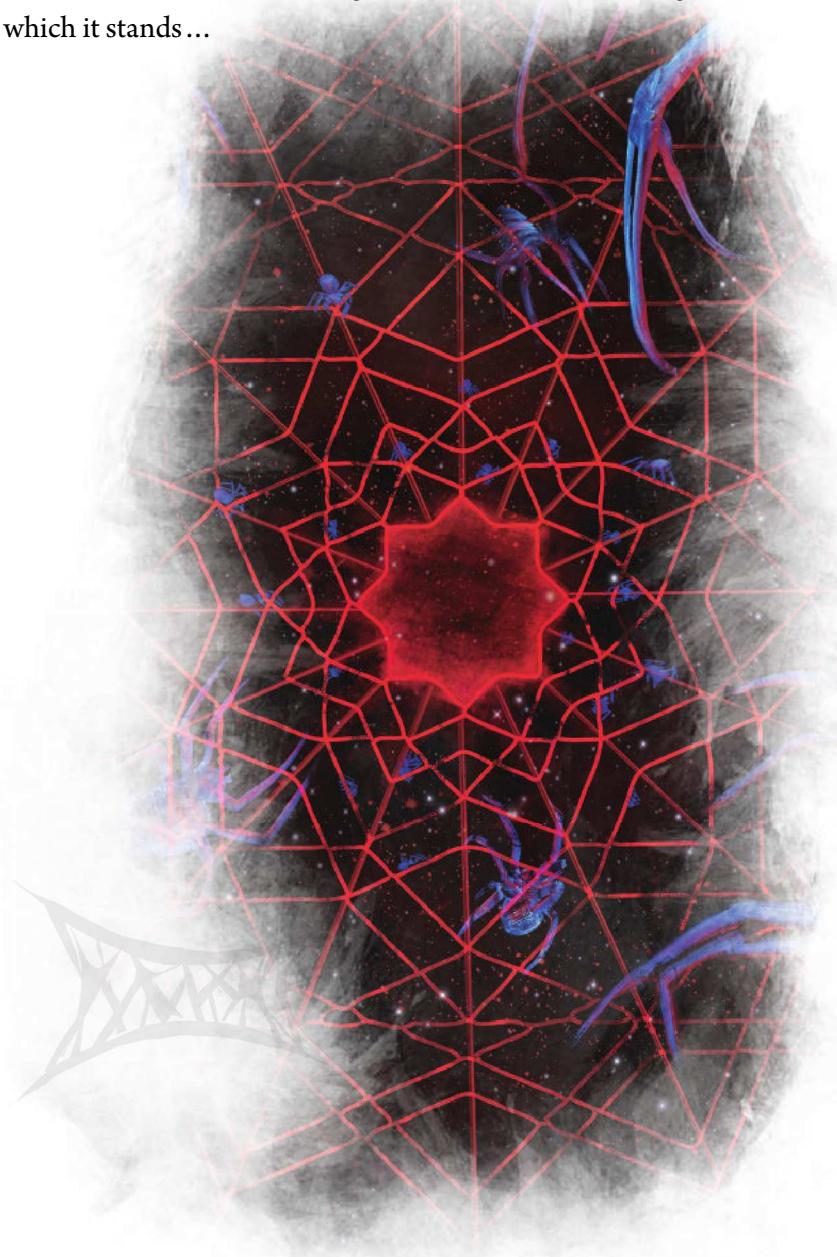


- » In your Campaign Log, record *the investigators are trapped in Atlach-Nacha's realm.*
- » If an investigator's deck contains Randolph Carter (Chained to the Waking World) (The Dream-Eaters card #79), remove him from that deck for the remainder of the campaign.
- » Depending on your difficulty, add a token to the chaos bag, as follows:
Easy: -3. **Standard:** -4. **Hard:** -5. **Expert:** -7.



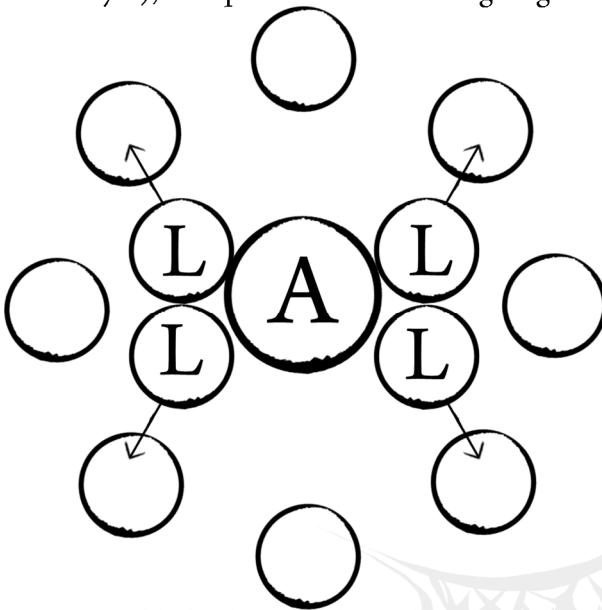
...at the center of the web.

The creature is close to completing its design. Its legs move about swiftly, spinning thread after thread of cosmic silk with unearthly determination. It scarcely even recognizes your presence. Perhaps if you can sever its legs, or tear apart the webbing on which it stands ...



- » Remove each location from the game except for the bottommost location. Shift that location upward so it is at the top of the play area. Shuffle the remaining set-aside The Great Web locations and place 7 of them in a circle, along with the investigators' location (as the topmost location in the circle). Until the end of the scenario, each location is connected to each location next to it (clockwise or counterclockwise from it).
- » Assemble Atlach-Nacha by performing the following steps, in order:

- Find the double-sided Atlach-Nacha card and flip it to the side that only has art on it. (Indicated by an A)
- Arrange the 4 Legs of Atlach-Nacha enemies next to it (Indicated by L), as depicted in the following diagram:

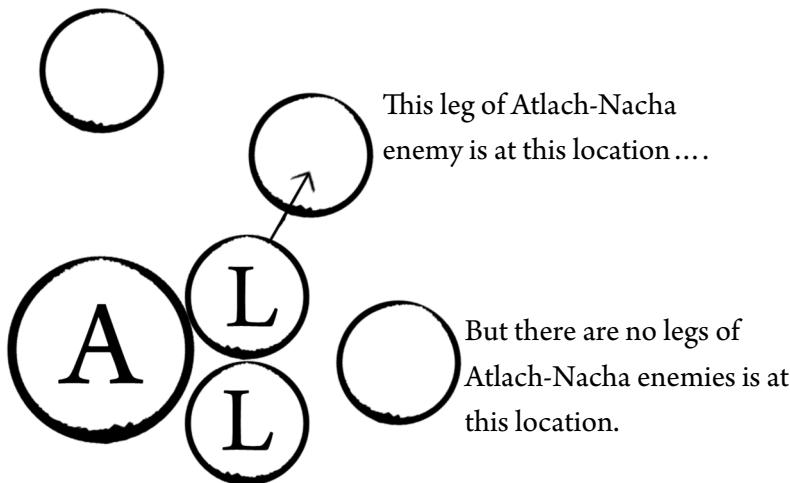


- Place the assembled Atlach-Nacha in the center of the play area, between all 8 locations, so one corner of each Legs of Atlach-Nacha enemy touches a different location.
- » Shuffle each set-aside copy of The Spinner in Darkness into the encounter deck, along with the encounter discard pile.

Atlach-Nacha

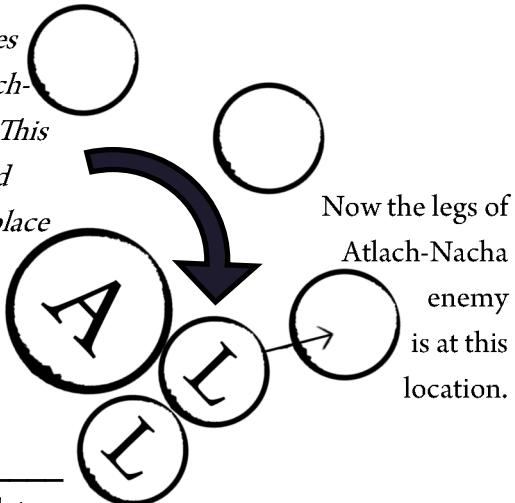
Atlach-Nacha's form comprises multiple Legs of Atlach-Nacha enemies. Each of these enemies operates as a separate enemy with the massive keyword and is considered to be engaged with each investigator at its location, like most massive enemies.

- » Each Legs of Atlach-Nacha enemy is considered to be at the location its corner is physically bordering, as depicted in the diagram below.



- » Atlach-Nacha's center card and each Legs of Atlach-Nacha enemy should remain in the same formation at all times, even if one card is removed from the formation. If one card moves, all cards in the formation must likewise move.
- » **As a result, Legs of Atlach-Nacha cards cannot move or be moved except by effects that “spin” Atlach-Nacha.**
- » If you are instructed to “spin” Atlach-Nacha one or more times, rotate all of the cards in the center (each remaining Legs of Atlach-Nacha card, as well as the center card) in the indicated direction such that each of the Legs of Atlach-Nacha enemies moves clockwise that many locations.

Example: An effect causes the players to “spin Atlach-Nacha clockwise once.” This means the players should rotate Atlach-Nacha in place such that each of its legs moves one location clockwise, as depicted in this diagram.



When the game is complete:

- » If no resolution was reached because each investigator was defeated,
 - If you are playing The Web of Dreams as a **four-part campaign**
 - Go to page 120.
 - 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**...
 - Go to page 122.
- » If Resolution 1 (R1) was reached
 - Go to page 124.
- » If Resolution 2 (R2) was reached
 - If you are playing The Web of Dreams as a **four-part campaign**
 - Go to page 126.
 - 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**...
 - Go to page 128.

...from page 119 (No Resolution for Four Part Campaign).

You awaken trapped inside something tight and sticky. Your arms are bound to your sides, and no matter how fiercely you struggle, you cannot seem to move except to wiggle your fingers hopelessly. Slowly, dread creeps its way through your mind as you realize the situation you are in. As you cannot move your head, you are forced to watch as the eight-legged creature emerges from the darkness. It makes no sound as it steps onto the web. Its many eyes reflect your terrified expression. Its mandibles drip with hunger. You only wish you could look away.



- » In your Campaign Log, record *the bridge was completed.*
- » Each investigator is **killed**.
- » The investigators lose the campaign.

THE END

...from page 119 (No Resolution for Interconnected Campaign).

You awaken trapped inside something tight and sticky. Your arms are bound to your sides, and no matter how fiercely you struggle, you cannot seem to move except to wiggle your fingers hopelessly. Slowly, dread creeps its way through your mind as you realize the situation you are in. As you cannot move your head, you are forced to watch as the eight-legged creature emerges from the darkness. It makes no sound as it steps onto the web. Its many eyes reflect your terrified expression. Its mandibles drip with hunger. You only wish you could look away.



- » In your Campaign Log, record *the bridge was completed.*
- » Each investigator is **killed**.

» 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-A: Where the Gods Dwell *has not yet been played,*

Go to page 57 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario IV-A: Where the Gods Dwell *has been played,*

Proceed to the Epilogue on page 156.

...from page 119 (Resolution 1).

You clutch a silken thread, the only thing keeping you from plummeting through the endless depths of the void.



- » In your Campaign Log, record *the bridge was destroyed*.
- » 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 prevented the Dreamlands and reality from merging

Check the Campaign Log. Resolve the topmost option that applies:

- » If you are playing The Web of Dreams as a **four-part campaign**
 - If the investigators found a way out of the Underworld
Go to page 130.
 - If the investigators are trapped in Atlach-Nacha's realm,
Go to page 134.
 - If none of the above are true,
Go to page 138.
- » 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 the investigators found a way out of the Underworld
Go to page 132.
 - If the investigators are trapped in Atlach-Nacha's realm,
Go to page 136.
 - If none of the above are true,
Go to page 140.

...from page 119 (Resolution 2 for Four Part Campaign).

You scramble for hours in the dark, sticky, web-infested void between worlds. When you reach the end of the bridge of cosmic webs, you are met with a terrible sight. The void that once surrounded you fades into a dusky evening, and a familiar skyline of clustering gambrel roofs stands before you. To your dismay, the entirety of the town has been infested by the brood of Atlach-Nacha. Thick webbing extends from the gloomy streets to the tallest rooftops. Spiders and ghosts prowl through the city's once-busy avenues, seeking human prey to devour—or worse, to imprison forever in cocoons of unbreakable web. You drop to your knees, overtaken by despair. How far does this corruption reach? Is it just Arkham, or...?



- » In your Campaign Log, record *the bridge was completed.*
- » Each investigator is driven **insane**.
- » The investigators lose the campaign.



THE END

...from page 119 (Resolution 2 for Interconnected Campaign).

You scramble for hours in the dark, sticky, web-infested void between worlds. When you reach the end of the bridge of cosmic webs, you are met with a terrible sight. The void that once surrounded you fades into a dusky evening, and a familiar skyline of clustering gambrel roofs stands before you. To your dismay, the entirety of the town has been infested by the brood of Atlach-Nacha. Thick webbing extends from the gloomy streets to the tallest rooftops. Spiders and ghosts prowl through the city's once-busy avenues, seeking human prey to devour—or worse, to imprison forever in cocoons of unbreakable web. You drop to your knees, overtaken by despair. How far does this corruption reach? Is it just Arkham, or...?



- » In your Campaign Log, record *the bridge was completed.*
- » Each investigator is driven **insane**.

» 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-A: Where the Gods Dwell *has not yet been played,*

Go to page 57 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario IV-A: Where the Gods Dwell *has been played,*

Proceed to the Epilogue on page 156.

*...from page 125 (*A Way Out on Your Own*).*

In the distance, you can see the tower that loomed behind the spider god as it spun its web, the entrance beckoning you closer. You recall the Tower of Koth in the Underworld and the way to the surface. Is this the root of that same tower? Does it penetrate through this world-between-worlds? If so, you might be able to escape. Instead of climbing back the way you came, you swing your web from side to side and make a leap through the void, landing at the base of the tower. Then you begin the long climb up—above the surface of the Sea of Pitch, under the ground below the City of Gugs, then farther upward still. Finally, after miles and miles of restless travel, you push aside the stone slab at the top of the tower, and you emerge in the Enchanted Wood. You seal the entrance behind you. Nothing from the hellish Underworld can follow you here. For the first time since entering the Dreamlands, you breathe a sigh of relief. Recalling the first chapter's of Virgil Gray's story, you follow a narrow path through the woods until you reach a staircase of solid stone that ascends into the clouds. It is time to return home.



- » In your Campaign Log, record *the investigators returned to reality.*
- » Each investigator suffers 2 physical trauma from their fierce fight with the spider god.
- » The investigators win the campaign!

THE END



...from page 125 (A Way Out to Your Friends).

In the distance, you can see the tower that loomed behind the spider god as it spun its web, the entrance beckoning you closer. You recall the Tower of Koth in the Underworld and the way to the surface. Is this the root of that same tower? Does it penetrate through this world-between-worlds? If so, you might be able to escape. Instead of climbing back the way you came, you swing your web from side to side and make a leap through the void, landing at the base of the tower. Then you begin the long climb up—above the surface of the Sea of Pitch, under the ground below the City of Gugs, then farther upward still. Finally, after miles and miles of restless travel, you push aside the stone slab at the top of the tower, and you emerge in the Enchanted Wood. You seal the entrance behind you. Nothing from the hellish Underworld can follow you here. For the first time since entering the Dreamlands, you breathe a sigh of relief. Recalling the first chapter's of Virgil Gray's story, you follow a narrow path through the woods until you reach a staircase of solid stone that ascends into the clouds. It is time to return home.



- » In your Campaign Log, record *the investigators returned to reality.*
- » Each investigator suffers 2 physical trauma from their fierce fight with the spider god.

» *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-A: Where the Gods Dwell *has not yet been played,*

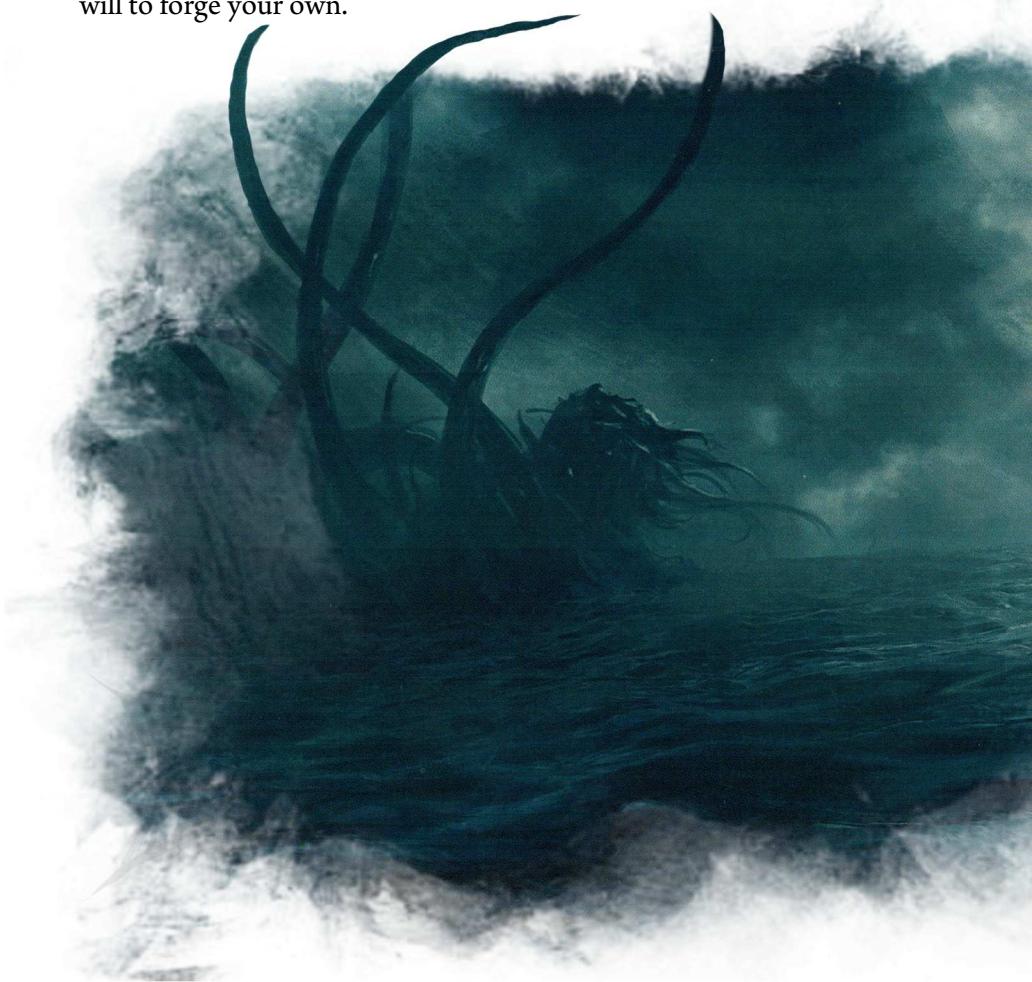
Go to page 57 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario IV-A: Where the Gods Dwell *has been played,*

Proceed to the Epilogue on page 156.

*...from page 125 (*Trapped Alone*).*

You have stopped the spider god from completing its web, but in the process, you have cut off your only means of escape as well. You are fated to wander this hellish world-between-worlds, searching in vain for any hope of escape. Your only solace is that you have prevented this cruel future from being that of every person on Earth. Perhaps if you still possessed the Silver Key, you might have had a way out. Try as you might, in this dismal, cavernous void below the bottomless Sea of Pitch, you cannot muster the will to forge your own.



- » In your Campaign Log, record *the investigators never escaped.*
- » Each investigator is driven **insane**.
- » The investigators win the campaign...but are never seen or heard from again.



THE END

...from page 125 (Trapped Apart From Your Friends).

You have stopped the spider god from completing its web, but in the process, you have cut off your only means of escape as well. You are fated to wander this hellish world-between-worlds, searching in vain for any hope of escape. Your only solace is that you have prevented this cruel future from being that of every person on Earth. Perhaps if you still possessed the Silver Key, you might have had a way out. Try as you might, in this dismal, cavernous void below the bottomless Sea of Pitch, you cannot muster the will to forge your own.



- » In your Campaign Log, record *the investigators never escaped.*
- » Each investigator is driven **insane**.

» *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-A: Where the Gods Dwell *has not yet been played,*

Go to page 57 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario IV-A: Where the Gods Dwell *has been played,*

Proceed to the Epilogue on page 156.

*...from page 125 (*Wandering Alone*).*

You have stopped the spider god from completing its web, but in the process, you have cut off the quickest way for you to return home. So, with your task complete, you begin the long climb toward reality. You are lucky that remnants of the web-bridge still remain intact, or you would have been stranded in this hellish world between worlds. It takes many hours for you to retrace your steps to the Underworld. You eventually emerge from the thick, tar-like Sea of Pitch, close to the shoreline. To your dismay, you realize that you are on the opposite shore of the sea from the dark vale from which you once embarked. With no way to cross the deadly sea, you'll have to find another way out of this barren expanse. Days pass as you continue to explore the Underworld, reaching darker and more forbidden lands as you travel deeper and deeper below the crust of the Earth's Dreamlands. Though you eventually find a stairway up, it is very different from the one leading to the Unnamable: a spiraling, otherworldly series of steps that reach dizzying heights and break all laws of reality. When you reach the top, your heart sinks. There is no sign of Arkham here. You are greeted instead by a strange, ruined city and its half-human denizens. The creatures inform you that you have reached the lost city of "Sarkomand." It appears your return journey is far from over.



- » In your Campaign Log, record *the investigators are still in the Dreamlands.*
- » Each investigator suffers 2 physical trauma from their fierce fight with the spider god.
- » The investigators win the campaign!



THE END

*...from page 125 (*Wandering Back to Your Friends*).*

You have stopped the spider god from completing its web, but in the process, you have cut off the quickest way for you to return home. So, with your task complete, you begin the long climb toward reality. You are lucky that remnants of the web-bridge still remain intact, or you would have been stranded in this hellish world between worlds. It takes many hours for you to retrace your steps to the Underworld. You eventually emerge from the thick, tar-like Sea of Pitch, close to the shoreline. To your dismay, you realize that you are on the opposite shore of the sea from the dark vale from which you once embarked. With no way to cross the deadly sea, you'll have to find another way out of this barren expanse. Days pass as you continue to explore the Underworld, reaching darker and more forbidden lands as you travel deeper and deeper below the crust of the Earth's Dreamlands. Though you eventually find a stairway up, it is very different from the one leading to the Unnamable: a spiraling, otherworldly series of steps that reach dizzying heights and break all laws of reality. When you reach the top, your heart sinks. There is no sign of Arkham here. You are greeted instead by a strange, ruined city and its half-human denizens. The creatures inform you that you have reached the lost city of "Sarkomand." It appears your return journey is far from over.



- » In your Campaign Log, record *the investigators are still in the Dreamlands.*
- » Each investigator suffers 2 physical trauma from their fierce fight with the spider god.



- » 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-A: Where the Gods Dwell *has not yet been played,*

Go to page 57 in *The Dream-Quest Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.

- ... and Scenario IV-A: Where the Gods Dwell *has been played,*

Proceed to the Epilogue on page 156.







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-B - Waking Nightmare—

- » Set up the scenario as normal
- » Continue to page 18.

Scenario II-B

— A Thousand Shapes of Horror —

- » 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.*
- » Continue to page 54.

— Scenario III-B - Point of No Return —

- » 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 did not survive the descent.*
- » Continue to page 78.

Scenario IV-B

— The Weaver of the Cosmos —

- » 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 did not survive the descent.*
- » Continue to page 106.







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.







CREDITS

- » **Expansion Design and Development:** MJ Newman and Daniel Schaefer
- » **Producer:** Calli Oliverius
- » **Editing:** B.D. Flory
- » **Proofreading:** Jeremiah J. Shaw and Christine Crabb
- » **Card Game Manager:** Mercedes Opheim
- » **Arkham Horror Story Review:** Dane Beltrami and Kara Centell-Dunk
- » **Expansion Graphic Design:** Neal W. Rasmussen
- » **Graphic Design Coordinator:** Joseph D. Olson
- » **Graphic Design Manager:** Christopher Hosch
- » **Cover Art:** Cristi Balanescu
- » **Art Direction:** Jeff Lee Johnson
- » **Managing Art Director:** Tony Bradt
- » **Quality Assurance Coordination:** Andrew Janeba and Zach Tewalthomas
- » **Production Management:** Jason Glawe and Dylan Tierney
- » **Visual Creative Director:** Brian Schomburg
- » **Senior Project Manager:** John Franz-Wichlacz
- » **Senior Manager of Product Development:** Chris Gerber
- » **Executive Game Designer:** Corey Konieczka
- » **Head of Studio:** Andrew Navaro

» **Playtesters:** David Attali, Dalia Berkowitz, Dane Bicott, Cady Bielecki, Joe Bielecki, Riley “No More Spiders” Colby, Stephen Coleman, Andrea Dell’Agnese, Julia Faeta, Grant Flesland, Jeremy Fredin, Jason Horner, Julien Horner, James “Gnarly-Hotep” Howell, Charlotte Kirchhoff-Lukat, Casey “Chill Presence” Lent, Grégoire Lefebvre, Brian Lewis, Jamie Lewis, Kenny Ling, Eric Meyers, Samuel L Olsen, Josh Parrish, Chad Reverman, Scarlett Reverman, Jim Roberts, Hans Schmidt, Vincent Schwartz, Avita Sharma, Shelley Shaw, Derek Shuck, Rahma Sinien, Alexander Skeggs, Aaron Strunk, Michael Strunk, Zachary Varberg, Yu-Chi Wang, Ben Wilkinson, Jeremy “58 actions” Zwirn.

Special thanks to all of our beta testers.







EPILOGUE



- » After both groups have finished the final scenario. Read the following together.

Check the Campaign Log for *The Web of Dreams (Campaign B)*:

» If the bridge was completed,

Go to page 158.

» If the investigators returned to reality,

Go to page 160.

» If the investigators never escaped,

Go to page 162.

» If the investigators are still in the Dreamlands,

Go to page 164.

...from page 157 (The bridge was completed).



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

» *If Nyarlathotep's invasion has begun,*

Go to page 166.

» *If the dreamers awoke,*

Go to page 174.

» *If the dreamers stayed in the Dreamlands forever,*

Go to page 182.

» *If the dreamers traveled beneath the monastery,*

Go to page 190.

...from page 157 (The investigators returned to reality).



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

» If Nyarlathotep's invasion has begun,

Go to page 168.

» If the dreamers awoke,

Go to page 176.

» If the dreamers stayed in the Dreamlands forever,

Go to page 184.

» If the dreamers traveled beneath the monastery,

Go to page 192.

...from page 157 (The investigators never escaped).



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

» If Nyarlathotep's invasion has begun,

Go to page 170.

» If the dreamers awoke,

Go to page 178.

» If the dreamers stayed in the Dreamlands forever,

Go to page 186.

» If the dreamers traveled beneath the monastery,

Go to page 194.

...from page 157 (The investigators are still in the Dreamlands).



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

» If Nyarlathotep's invasion has begun,

Go to page 172.

» If the dreamers awoke,

Go to page 180.

» If the dreamers stayed in the Dreamlands forever,

Go to page 188.

» If the dreamers traveled beneath the monastery,

Go to page 196.

...from page 159 (Nyarlathotep's invasion has begun).

The black cat surveys the destruction. “Your world is a battleground. In truth, it always has been. Forces beyond your comprehension have been in conflict with one another far longer than what your kind (or, yes, even my kind) realize. They have long fought over the land of dreams, but there are many realities outside the Dreamlands, and only one entity can truly be the ruler of them all. I knew there was always a chance that this might happen. That we might fail. But in the end, at least I can say I tried. It’s your fault, really, not mine.”



- » There are no survivors.
- » The investigators lose the campaign.

THE END



...from page 161 (Nyarlathotep's invasion has begun).

"So you've made it back to your world. I hope you had a pleasant trip. Yes, your erstwhile companions are awake once more. But they're not the same, are they? Of course they're not. They might not remember their dreams, but that does not mean they did not happen. Do you not see the glimmer in their eyes? Have you not noticed them whispering to some other entity when you are not around? Yes, that one. You know of whom I speak. Don't worry, you at least have some time before the end. Just remember: I did warn you."



- » The two groups were reunited in the waking world. Or were they?
- » The investigators averted one form of destruction, but not the other.
- » Check the Campaign Log if *(your investigator name) has broken the law Ulthar* and you are not killed or driven insane,

Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

...from page 163 (Nyarlathotep's invasion has begun).

"What? Do I feel guilty? Of course not. Sure, had I not interceded, they might still be living their lives, ignorant to the truth of the world around them. Virgil included. But I feel no remorse. I did what I had to do. I tried to save them. Their blood is not on my hands." The black cat looks away. "At least they won't be around to see the chaos that is to come."



- » Each investigator from Campaign B is never heard from again.
- » The investigators averted one form of destruction, but not the other.
- » Check the Campaign Log if (*your investigator name*) *has broken the law Ulthar* and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

...from page 165 (Nyarlathotep's invasion has begun).

"What are you still doing here of all places? Oh, I see. You cannot find your way back to the waking world. Well, perhaps that is for the best. You see, your erstwhile companions are awake once more, but they have brought a passenger along with them. Do you really have to ask? You know of whom I speak. Trust me: stay here, in this world. Forget everything about your old life. It'll be much better here, I promise."



- » Each investigator from Campaign B lives a life of ignorant bliss.
- » The investigators averted one form of destruction, but not the other .
- » Check the Campaign Log if (*your investigator name*) *has broken the law Ulthar* and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END



*...from page 159 (*The Dreamers Awoke*).*

“Oh, you’re awake. Interesting. I did not expect you to return. You probably should not have. There is something you need to know. Your companions … well, long story short, things did not go as planned. Your world is no longer yours. Sorry to be the bearer of bad news. Anyway, since I have no desire to be a meal, I’ll be off now. Whatever you do, don’t leave this room.”



- » Each investigator from Campaign A is **killed**.
- » The investigators averted one form of destruction, but not the other.
- » Check the Campaign Log if *(your investigator name) has broken the law Ulthar* and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

*...from page 161 (*The Dreamers Awoke*).*

"Well isn't this a happy reunion. Yes, you have returned to the world of the waking. Now you can all go back to the pointless meandering you call life. Leave your dreams behind, like scraps to be devoured when next you are hungry. Or have you finally realized that your world is one of reverie, as well? Take what you have ingested from this dream and use it to shape your destiny. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."



- » The two groups were reunited in the waking world.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END



*...from page 163 (*The Dreamers Awoke*).*

The black cat watches your investigation from afar. "I'm sorry that you will never find out what happened to your friends. You wouldn't remember me anyway, would you? I do hope you are able to rest again soon. After all, your world is saved. It would be a shame to squander that extra time, wouldn't it? Go live your life. Forget about your companions. There's nothing that can be done.

... You can't hear me, can you?"



- » Each investigator from Campaign B is never heard from again.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END



*...from page 165 (*The Dreamers Awoke*).*

Are you really never going to return? That's mighty selfish of you. Your companions are awake in the real world, and yet here you remain, partaking in the wonders of the Dreamlands. Well, I suppose I can't blame you. I would probably do the same were I in your shoes. I'd tell them where you are, but they won't remember me anymore, so you're on your own. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."



- » The two groups survived, but are forever separated.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

*...from page 159 (*The Dreamers Stayed in the Dreamlands*).*

"You think you can just stay in your dreams and never have to deal with the consequences of what happened here? A foolish thought. Remember, you're only sleeping. Your bodies are not here; you are in both worlds at once. Do you not understand? Oh well. I suppose it is better for you this way. Stay here and forget everything about your old life. You'll prefer this to the alternative, I promise."



- » Each investigator from Campaign A lives a life of ignorant bliss.
- » The investigators averted one form of destruction, but not the other.
- » Check the Campaign Log if (*your investigator name*) *has broken the law Ulthar* and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

*...from page 161 (*The Dreamers Stayed in the Dreamlands*).*

"Are you really never going to wake up? That's mighty selfish of you. Your companions have returned to the real world thinking they have saved your life, but you're going to stay in that hospital room asleep forever, won't you? Well, I suppose I can't blame you. I would probably do the same were I in your shoes. Don't worry, I won't tell them where you are. They'd keep looking for you if I did. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."



- » The two groups survived, but are forever separated.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END



*...from page 163 (*The Dreamers Stayed in the Dreamlands*).*

"Keep searching and searching and searching, you'll never find them. They're far beneath the surface. In fact, they may not even be down there anymore. Who knows. In any event, just forget about them. Both worlds are safe now. Rejoice! Live out your lives without regret. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."



- » Each investigator from Campaign B is never heard from again.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END



*...from page 165 (*The Dreamers Stayed in the Dreamlands*).*

"Ah, so you have found one another at least? Even in a land as vast as the Dreamlands, I suppose it was inevitable you would bump into each other. Are you going to head back to your own world? No, I suppose not. Why would you? Everything you could ever want is here. I can't blame you. Together you can travel from the Pillars of the West to the Pillars of the East and see every wonder the world of dreams has to offer. Just remember, it's all fiction. Right?"



- » The two groups were reunited in the Dreamlands.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

...from page 159 (Dreamers Traveled Beneath the Monastery).

A nice thought, but you're too late. The infestation has spread, and now touches all corners of the universe. This world, your world, the world beneath ... I tried to help them, but it wasn't enough. Honestly, I wish you had never seen this. Now you'll find no peace here nor there."



- » Each investigator from Campaign A is driven **insane**.
- » The investigators averted one form of destruction, but not the other.
- » Check the Campaign Log if (*your investigator name*) *has broken the law Ulthar* and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

...from page 161 (Dreamers Traveled Beneath the Monastery).

"What are you doing down here? No, your companions have already fled back to your world. It was a nice thought, but you're on your own now. Yes, there are ways out of the underworld, but they're not exactly easy to find. There are gugs, and ghosts, and ghouls, and... well, you'll see. Honestly, why would you come down here? I guess I hope you make it back out some day. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."



- » The two groups survived, but are forever separated.
- » The investigators win the campaign.
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END



...from page 163 (Dreamers Traveled Beneath the Monastery).

The black cat watches your escape with bated breath.

"Wow. I honestly did not see that one coming. They risked their lives for you, and now you risk yours for them. How interesting. Perhaps there is hope for your kind yet." After a few moments, it grows bored. "Okay, enough of this. I have places to be. I see that you will be all right without me. Take care of both worlds for me, would you?"



- » The two groups were reunited in the Dreamlands.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

...from page 165 (Dreamers Traveled Beneath the Monastery).

“Oh, what a tragedy of errors this has become. You just passed each other! Oh well. You’re on your own now. Yes, there are ways out of the underworld, but they’re not exactly easy to find. There’s gugs, and ghosts, and ghouls, and ... well, you’ll see. Honestly, why would you come down here? I guess I hope you make it back out some day. As for me? I have my own home to return to. Don’t worry. I’m sure you haven’t seen the last of me.”



- » The two groups survived, but are forever separated.
- » The investigators win the campaign!
- » Check the Campaign Log if (*your investigator name*) has broken
the law Ulthar and you are not killed or driven insane,
Only the named investigators, continues to page 194 in
The Dream-Quest Campaign Guide.

THE END

