

ARKHAM HORROR
THE DREAM-EATERS

THE DREAM-QUEST

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 leave your hand by *any* means except those described on the card. When discarded, a hidden card is placed in its appropriate discard pile.

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

Swarming X

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

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

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



Continue to Prologue on page 12.



PROLOGUE

Friday, February 13th, 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. Be-

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

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

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

Continue to Campaign Setup on page 14.

CAMPAIGN SETUP

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

INDIVIDUAL FOUR-PART CAMPAIGN

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

INTERCONNECTED EIGHT-PART CAMPAIGN

» A single group of 1-4 players takes control of two different groups of investigators.

» Each player should build a different investigator deck for each campaign, choosing one of their investigators to be part of Campaign A and one to be part of Campaign B.

» The group alternates between campaigns playing a scenario from each campaign before continuing to the interlude. Either scenario can be played first. However, both scenarios of the same number have to be completed before moving forward.

- *For example, you could play 1-A, 1-B, Interlude 1, 2-B, 2-A, Interlude 2, 3-A, 3-B... This cuts down on how often you have to rebuild your decks and chaos bag.*

» Note that each campaign has its own chaos bag and campaign guide. Make sure to record the contents of the chaos bag before you switch to the other campaign.

TWO SEPARATE FOUR-PART CAMPAIGNS

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

- After each scenario, each group must wait for the other group

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

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

The Investigators must choose which campaign to begin: THE DREAM-QUEST (Campaign A)

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

» To begin *The Dream-Quest* campaign,
Go to page 16 to continue into the world of dreams.

THE WEB OF DREAMS (Campaign B)

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

» To begin *The Web of Dreams* campaign,
Go to page 16 in *The Web of Dreams Campaign Guide* to stay behind in the waking world.

THE DREAM-QUEST (Campaign A)

CAMPAIGN SETUP

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

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

Chaos Bag

» Easy (I want to experience the story):

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

» Standard (I want a challenge):

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

» Hard (I want a true nightmare):

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

» Expert (I want Arkham Horror):

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



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

THE DREAM-QUEST OF UNKNOWN KADATH



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

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

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

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

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

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

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

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

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

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

Dreams Campaign Guide.

Proceed to the Epilogue on page 156 in *The Web of*

- ... and Scenario IV-B: Weaver of the Cosmos has been played scenario.

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

Go to page 106 in *The Web of Dreams Campaign Guide* to played,

- ... and Scenario IV-B: Weaver of the Cosmos has not yet been part campaigns...

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

» In your Campaign Log, record the dreamers travelled beneath

the monastery.



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

...down into the Underworld.

Dreams Campaign Guide.

Proceed to the Epilogue on page 156 in *The Web of*

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world, for you never want to leave.



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

lands forever.

» In your Campaign Log, record the dreamers stayed in the Dream-

THE END

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



...Dream On, by yourself. You think about the many journeys you have had in the Dreamlands forever. « The investigators win the campaign ... and are never seen or heard from in the walking world again.

Dreams Campaign Guide.

Proceed to the Epilogue on page 156 in *The Web of Dreams Campaign Guide*.

- ... and Scenario IV-B: Weaver of the Cosmos has been played scenario.

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

Go to page 106 in *The Web of Dreams Campaign Guide* to played,

- ... and Scenario IV-B: Weaver of the Cosmos has not yet been part campaigns...

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

...Wake Up.

» In your Campaign Log, record the dreamers awake.

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

memories from decades ago. Just the hint of the dream remains. A black cat. The only thing you remember is a voice in your head. A staircase. A ship sailing through space. A staircase. A

mains. A black castle. A ship sailing through space. A staircase. A staircase. A ship sailing through space. A staircase. A

mains. A black castle. A ship sailing through space. A staircase. A staircase. A ship sailing through space. A staircase. A



THE END



You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through space. A staircase. A black cat. The only thing you remember is a voice in your head. A pitiful sheet: “Your dreams are mine!»

“In your Campaign Log, record the dreamers awake.

...Wake Up Alone.

Path in the Campaign Log, Go to page 23.

Choose this option only if the dreamers know another

- Venture into the Underworld to find your companions,

Go to page 25.

- Remain on the surface of the Dreamlands,

Go to page 29.

- Wake up,

part campaigns...

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

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

Go to page 27.

- Remain on the surface of the Dreamlands,

Go to page 31.

- Wake up,

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

The investigators must decide (choose one):

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

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

once and for all.

5 bonus experience, as they have stopped Nyarlathotep's scheme

of each card in the victory display. Each investigator earns

» Each investigator earns experience equal to the Victory X value

tep.

» In your Campaign Log, record the dreamers banished Nyarlatho-

There is nothing remaining of the presence that once haunted by the being that lured you here. You understand now nothing but despair and sorrow. But at least now they are no longer sense of loneliness. The vast halls of the onyx castle are evidence of taunted your mind. You are left once again with an overwhelming desire to leave the Dreamlands behind... if that is truly what you wish to do.

Longer. You can finally leave the Dreamlands behind... if that is your quest complete, you have no reason to dwell in this place any longer peaks of Kadarath and bury him outside the castle. With the snowy peaks in its visions. You carry Virgil's corpse out into must have seen this in its visions. To become master of both dreams and reality at once. The black cat—whatever it truly was—your shape, and awaken alongside you. To delve into your mind, discern what its purpose was all along: to delve into your mind, discern

...from page 40 (Resolution 2).

- Venture into the Underworld to find your companions,
Go to page 25.
- Remain on the surface of the Dreamlands,
Go to page 29.
- Wake up,
part campagnes ...

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

- Remain on the surface of the Dreamlands,
Go to page 27.
- Wake up,
Go to page 31.
- Wake up,

« If you are playing The Web of Dreams as a four-part campaign
The investigators must decide (choose one):

- » Each investigator suffers 2 mental trauma from the battle between truth and fiction within their own dreams.
- » Each investigator earns experience equal to the Victory X value of each card in the victory display.
- » In your Campaign Log, record the dreamers escaped from Nyarlathotep's grasp.

...from page 40 (Resolution 1).
The presence taunting your mind retreats into the shadows, and you are left once again with an overwhelming sense of loneliness. The vast halls of the onyx castle are evidence of nothing but despair and sorrow. Whatever gods once inhabited this place left long ago. Coming here was indeed folly. You carry Virgil's corpse out into the snowy peaks of Kadaath and bury him outside the castle. You still do not understand what the being known as Nyarlathotep wanted with him, or with you, but at least now you can leave the Dreamlands behind ... if that is truly what you wish to do.

Left alone. Coming here was indeed folly. You carry Virgil's body to the Dreamlands behind him, or with you, but at least now you can leave the Dreamlands behind ... if that is truly what you wish to do.

Nyarlathotep wanted with him, or with you, but at least now you can leave the Dreamlands behind ... if that is truly what you wish to do.

THE END



» The investigators lose the campaign.

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

...from page 38 (Defeat).



Dreams Campaign Guide.

Proceed to the Epilogue on page 156 in *The Web of Dreams Campaign Guide*.

- ... and Scenario IV-B: Weaver of the Cosmos has been played, scenario.

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

Go to page 106 in *The Web of Dreams Campaign Guide* to *played,*

- ... and Scenario IV-B: Weaver of the Cosmos has not yet been *part campaigns...*

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

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

Go to page 37.

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

Go to page 37.



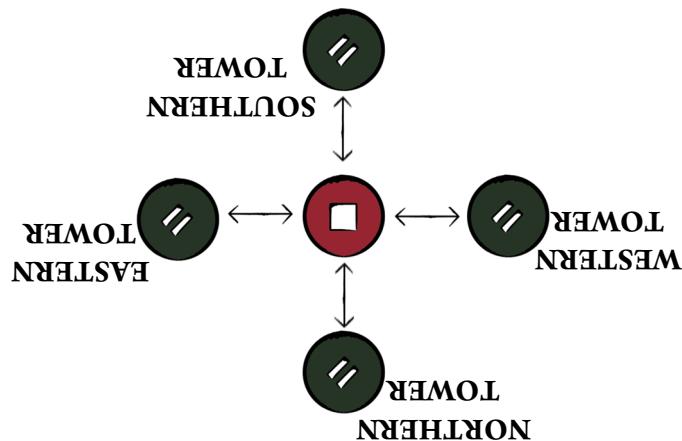
You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through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

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

...No Resolution.



When the game is complete:
 Go to page 39.
 » If no resolution was reached (each investigator was defeated),
 Go to page 35.
 » If Resolution I (R1) was reached
 Go to page 33.
 » If Resolution 2 (R2) was reached
 Go to page 33.



“Western Tower.”

- The location to the **left** of The Great Hall is called the “Southern Tower.”
- The location **below** The Great Hall is called the “Eastern Tower.”
- The location to the **right** of The Great Hall is called the “Northern Tower.”
- The location **above** The Great Hall is called the

ferred to by its position relative to The Great Hall, as follows:
 Until the end of the scenario, each Forsaken Tower is re-

Location Placement



“Chaos Spreads.”
 The Crawling Chaos splits into a hundred thousand shards, and vanishes into the cold, dark air.
 Randomly choose 1 plus 1 copies of the set-aside Nyarlathotep the game. Step enemy without looking at them, and shuffle them into the encounter deck. Remove each other copy of Nyarlathotep from deck, along with the encounter discard pile.
 » Shuffle the set-aside Crawling Mist and each set-aside copy of Myriad Forms and Whispering Chaos into the encounter deck, along with the encounter discard pile.
 » Shuffle the set-aside Crawling Mist and each set-aside copy of Nyarlathotep from deck to put into play. These locations should surround The Great Hall, one in each of the four cardinal directions: north, east, south, and west (see diagram on next page).
 » Shuffle the set-aside Forsaken Tower locations and choose 4 at random to put into play. These locations should surround The Great Hall, one in each of the four cardinal directions: north,



Continue to Setup on Page 41.



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



Continue to Setup on page 41.

» Otherwise,

Go to page 43.

» If the black cat is at your side,

Check the Campaign Log:



growl. "It is not enough."

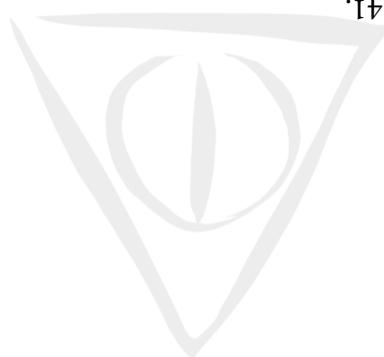
shapes as it stretches across the ground. "No," its many voices shock. The figure turns toward you, its shadow shifting into myriad His corpse slides to the polished floor, eyes forever frozen in tragic back and drives a razorssharp blade of onyx through Virgil's chest. This is wrong?" the figure asks.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

"Are you one of the gods who dwells in this castle?" Virgil faintly in the darkness. "What is it you expected to find?"

of an ancient pharaoh, crowned with a golden pashent that glows belongs to a tall, thin figure bedecked in the ornate prismatic robes Ones, upon whom it is unlawful for mortals to look." The voice

ing your confusion. "Virgil Gray. You have come to see the Great Just then, a voice behind you breaks the silence, punctuat-

Dreamer) (The Dream-Eaters card #59), remove him from that deck for the remainder of the campaign.
» If an investigator's deck contains Randolph Carter (Expert from page 48 (Virgil is at your side).



Continue to Setup on page 41.

» Otherwise,

Go to page 43.

» If the black cat is at your side,

Check the Campaign Log:



many voices growl. "Your just reward!"

into myriad shapes as it stretches across the ground. "Behold!" its was never Randolph Carter turns toward you, its shadow shifting polished floor, eyes forever frozen in tragic shock. The being that

of onyx through Virgil Gray's chest. Virgil's corpse slides to the his other arm and, before you can react, drives a razor-sharp blade shoulder. "Yes, I am. But I am not Randolph Carter." He pulls back quest to begin with." Randolph smiles and places a hand on Virgil's dolph? Was this not your idea? You are the one who led us on this

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

found the evidence you seek?"

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

You turn to Randolph for answers. He has been your guide from page 48 (Randolph is at your side).

Dreamer) (The Dream-Eaters card #59), remove him from the deck for the remainder of the campaign.

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



[Go to page 45.](#)

» *If Randolph did not survive the voyage,*

[Go to page 47.](#)

» *If Randolph survived the voyage,*

Check the Campaign Log:

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

Hall on its revealed side.

» *Reveal The Onyx Castle and place each investigator in The Great*

gill is agape. "I... I don't understand."

There are no gods here. This place is long abandoned. Vir-

Here, flanked by smooth onyx pillars, you find... nothing.

You continue forward until at last you reach the end of the hall.

Loneliness and foreboding as chilling as the Piercing winds outside.

even those powerful beings themselves, but you are met only by

You expected to be met by guards, servants of the gods, or perhaps

realize now where you stand: inside the halls of the Great Ones.

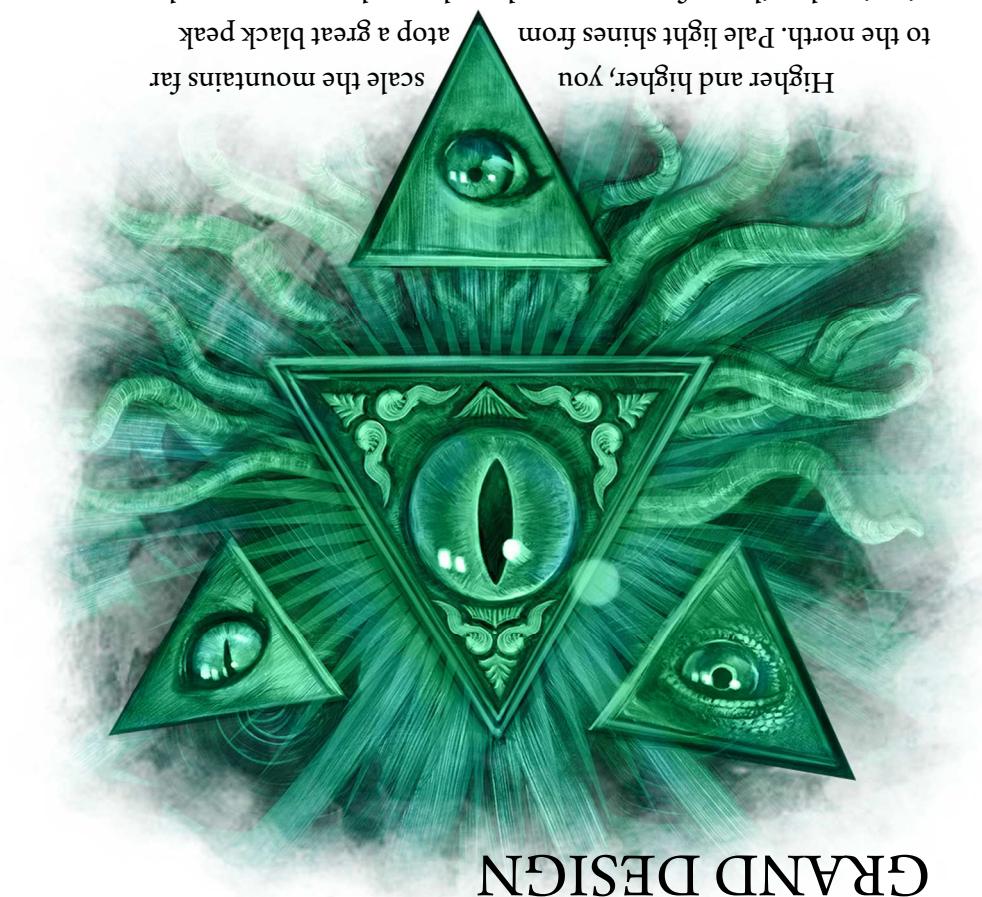
nels of the great hall. Though you have crossed no doorway, you

ring of your footsteps on the onyx floor and the quiet, lonely still-

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

GRAND DESIGN

SCENARIO INTERLUDE



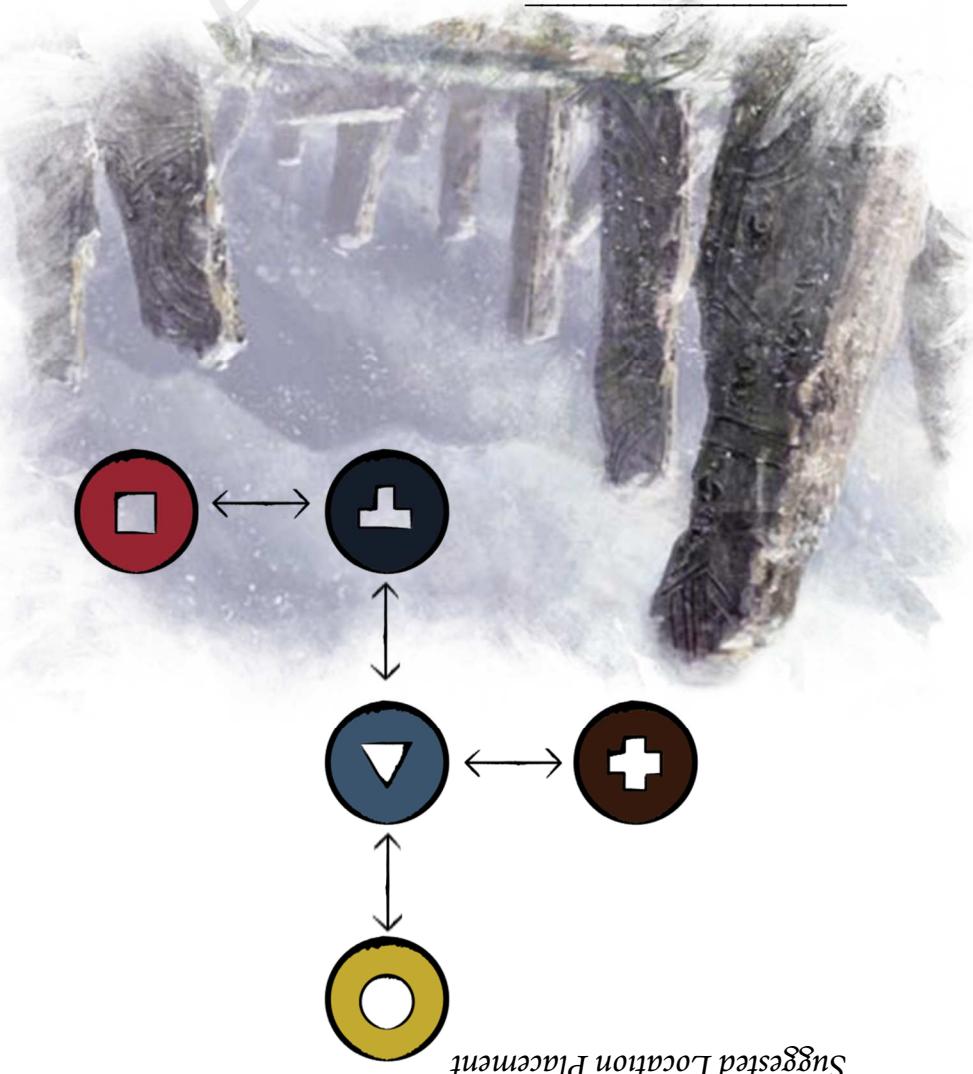
[Go to page 39.](#)

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

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

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

When you are instructed to do so:



» Gather all cards from the following encounter sets: Where the Gods Dwell, Agents of Nyarlathotep, Dreamer's Curse, Whispers of Hypnos, and Dark Cult. These sets are indicated by the following icons:



» Put the following locations into play: Plateau of Leng, Cold Wastes, Monastery of Leng, Onyx Gates, and The Onyx Castle (see suggested location placement on the next page).

- Set each of the 6 Forsaken Tower Locations aside, out of play.
- Set the following cards aside, out of play: High Priest Not to Be Described, each of the 5 copies of Nyarlathotep, each of the 4 copies of Whispering Chaos, both copies of Myriad Forms, and The Crawling Mist.
- Shuffle the remainder of the encounter cards to build the encounter deck.

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

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



Continue to Setup on Page 51.



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

falter lands. Are you sure this is where you would like to disem-
must implore you once more to forsake this quest and return to
voice. "You will find no joy or peace here. Only death. Please, I
eau of Leng," the elderly captain says with a hint of regret in his
out the shape of a domed building. "Welcome to the accursed Plat-
In the distance, through a haze of snowflakes, you can barely make
from the ship's white hull, forming a gangway to the tundra below.
that dares the dreadfull seas. The captain moors the flying ship over
a desolate landscape of ice and snow. Several moonbeams merge
where even your intrepid captain never ventured. Colossal crea-
dense mist. Eventually, you reach a continent far to the north,
seas that glimmer in the moonlight, and through vast swaths of
the way, it passes under archways of woven shadow, over cerulean
The White Ship sails effortlessly through the aether. Along
..from page 56 (Travelled).



Continue to Setup on Page 51.



...from page 56 (*Carried*).
It takes many hours for your steeds to reach their destination. You dare not try to wriggle free, for the fall would surely kill you. Besides, this may be your only chance to find Kadath. The creatures pass under archways of woven shadow, over cerulean seas that glimmer in the moonlight, and through vast swaths of dense mist. Eventually, you reach a continent far to the north, where even your intrepid captain never ventured. Colossal creatures dwell in the deep, dark ocean—a terrible danger to any ship that dares the dreadfull seas.
Your steeds fly over a desolate landscape of ice and snow before landing. In the distance, through a haze of snow, you barely make out the shape of a domed building. One of the winged creatures points in the direction of the foreboding ruin, silently commands you to proceed. The rest stand silently behind you with perfect patience, guarding against your escape, though you have no intention of fleeing. You will find and scale the peaks of unknown Kadath, or you will die trying.

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

Go to page 53.

» If the investigators travelled to the Cold Wastes,

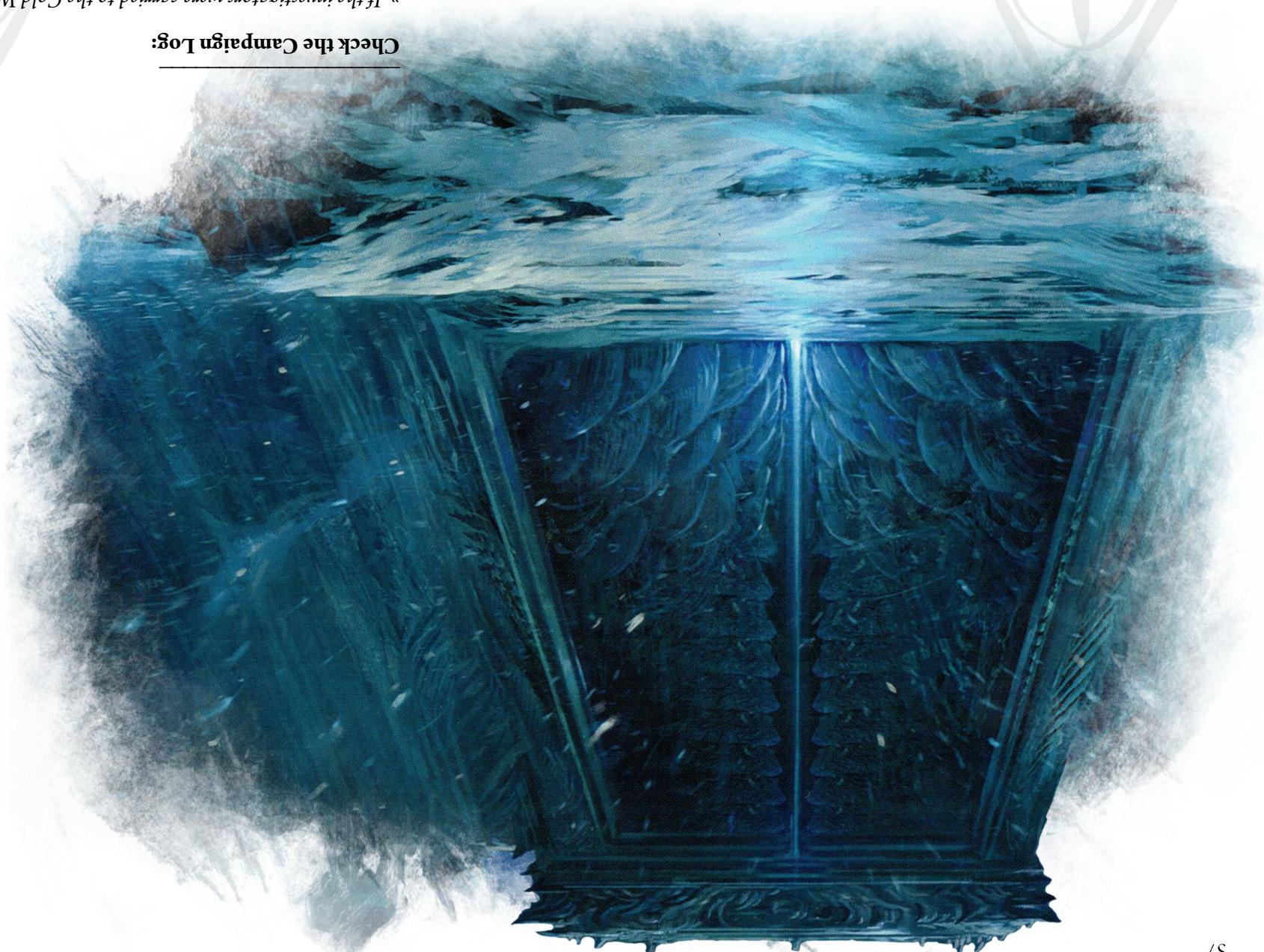
Go to page 55.

» If the investigators were carried to the Cold Wastes,

Check the Campaign Log:

SCENARIO IV A

WHERE THE GODS DWELL



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

- Tell your companions about the threats that you face. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for The Dream-Quest (Campaign A), record the black cat spoke of At-
- Tell your companions that you will be okay. The black cat will stay-Nacha.

the black cat spoke of Nyarlathotep.

Campaign Log for The Dream-Quest (Campaign A), record

This may put an undue burden on your companions. In the cat will return to you with aid once this message is delivered.

Sort of,” it answers. “I’ve foreseen your arrival in Kadath for some time now. I’ve seen a lot of this, in fact. But it’s . . . well, it’s not playing out exactly the same way. Or maybe I just didn’t see it the same way. Regardless, I think you’re on the right path. After all, it’s the way to Kadath. Find you get there, but I’m afraid that if I tell you, you’ll see it differently,

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

Proceed to Interlude III-B: The Great Ones 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...

Proceed to Scenario IV-A: Where the Gods Dwell on Web of Dreams - Campaign B) of what was just recorded in Inform your friends in the waking world (those playing The Campaign Log. And wait until they reply before you, into the void of space before you get the chance to ask it anything else.

» Check Campaign Log. If the black cat has a hunch, it bounces off

You’ll excuse me, I have somewhere to be.”

You ask the black cat if it knows what you’ll find in Kadath. “Sort of,” it answers. “I’ve foreseen your arrival in Kadath for some time now. I’ve seen a lot of this, in fact. But it’s . . . well, it’s not playing out exactly the same way. Or maybe I just didn’t see it the same way. Regardless, I think you’re on the right path. After all, it’s the way to Kadath. Find too. Don’t worry about it. You’re doing fine. Get to Kadath. Find

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

Page 106 in *The Web of Dreams Campaign Guide*.

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

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

page 57.

Proceed to Scenario IV-A: Where the Gods Dwell on

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

part campaigns skip the remainder of the interlude ...

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

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



shadow and vanishes.

never blink. "Well, good luck. You'll need it." It bounds off into a
your duty. I don't care how you are feeling." The cat's glazing eyes
make it more clear: I only care about whether you're able to fulfill

carried what you had to say? I don't think I did. Oh well. Let me

side with a look of catlike curiosity. "Huh. That's funny. Did I say I
begin to tell the black cat of your troubles, and it tilts its head to the
"Don't mind me. I just wanted to see if you're alive." You

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

[Return to page 66.](#)



» In both Campaign Logs, crosses off the black cat is searching for the truth. Inform your friends in the waking world (those playing in their Campaign Log).

The Web of Dreams - Campaign B) that this needs to be changed for Randolph. You try to explain what happened, but you can barely choke out the words. "Say no more. I get it." The cat ponders the situation, not seeming to care much about Randolph's terrible fate.

"Well, I guess the thing I was going to say is no longer going to be said," it riddles. "Where's what's-his-name?" the black cat asks, searching from page 66 (Randolph didn't survive). "I guess the thing I was going to say is no longer going to be said," it riddles. "Where's what's-his-name?" the black cat asks, searching for Randolph. You try to explain what happened, but you can barely choke out the words. "Say no more. I get it." The cat ponders the situation, not seeming to care much about Randolph's terrible fate.





[Return to page 66.](#)



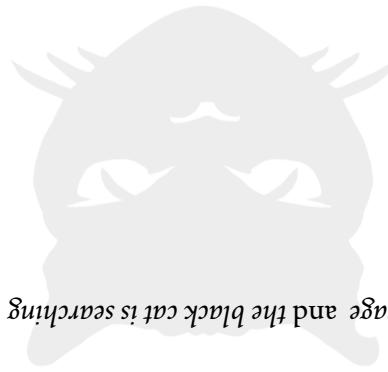
You? That's good enough."

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

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

"The Dream-Quest (Campaign A), as follows:

» Depending on your difficulty, add a token to the chaos bag for



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

and read all that apply in order:

» If the dreamers grow weaker,

Go to page 65.

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

for the truth,

Go to page 63.

» If you asked for it,

Go to page 61.

» Once all that apply are read,

Go to page 59.



I see you've made some progress." You're not quite sure if you
head. You look down to find the black cat peering up at you. "Hey.
would call this progress. Though you are finally on your way to the
Cold Wastes, you haven't pinned down the exact location of un-
known Kadath, and you have no idea what to expect when you ar-
rive.

THE GREAT ONES

INTERLUDE III A

Proceed to Interlude III-A: The Great Ones page 67.

- ... and Scenario III-B: Point of No Return has been played, scenario.

Go to page 78 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the ed,

- ... and Scenario III-B: Point of No Return has not yet been *part campains* ...

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

Page 57.



...Into the Cold Wastes.



Cold Weather.

» In your Campaign Log, record the investigators travelled to the seafloor.

» In your Campaign Log, record the investigators travelled to the matches the vibrant sky. "We sail to the abode of the gods them-

» In your Campaign Log, record Randolph survived the voyage.

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

» Record 3 tally marks next to "Evidence of Kadath" in your Cam-

[Go to page 69.](#)

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

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

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

aid of the gods. "Would that be so dire a fate? Look around you." back proof of the Dreamlands, and cannot return home without the far greater than you or I. Do you not see the folly in your ambition?" You beseech him once more, telling him you must bring him to be of the utmost importance. "They are disturbed the gods," the man warns, his song interrupted. "You lead with him to aid you in your search for unknown Kadath, he does not reply other than to continue his harmonious song. You heard it before. You ask after your course, but the bearded man pleads with him to aid you in your search for unknown Kadath, he believes it to be of the utmost importance. "You should not seek to far greater than you or I. Do you not see the folly in your ambition?" You beseech him once more, telling him you must bring him to be of the utmost importance. "They are disturbed the gods," the man warns, his song interrupted. "You lead with him to aid you in your search for unknown Kadath, he does not reply other than to continue his harmonious song. You heard it before. You ask after your course, but the bearded man pleads with him to aid you in your search for unknown Kadath, he believes it to be of the utmost importance. "You should not seek to

As the white gallery glides silently back toward the Earth, its captain sings a soft, melodic shanty, which the ship's oarsmen repeat. You seem to know the language well, despite having never heard it before. You ask after your course, but the bearded man

...from page 74 (Resolution 1).

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

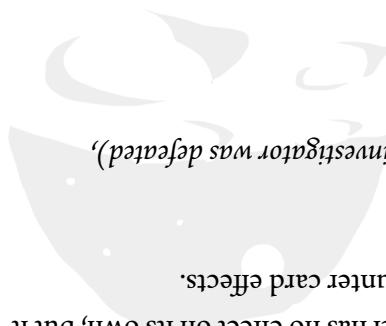
“No, not you. I know of you. You will be a gift. Food for the moon lizard. Come.” It drags Randolph away before your very eyes. His screams echo off the walls of the temple and fade as he is hauled undergroud. Then, borne aloft on dreadful, membranous wings, your mounts carry you into the void of space.

Another flash of light. The moon-beast orders its slaves to haul you onto the winged creatures. "Bring these wretches to the High Priest in the Cold Wastes," it decrees. "They must be judged

"What? No, this isn't night." Randolph grits his teeth.
There is a bright flash of light, and you awaken. You are
sitting atop a comfortless and unfamiliar bed. A wave of relief washes
over you at first. Have you finally awoken from this endless
dream? Then the still, cold void embraces you, and you realize
where you truly are. Instead of four walls and a ceiling, you are sur-
rounded by a bright, starry cosmos. Galaxies and nebulae in the
distance seem to stare back at you with unfeeling cruelty. Your bed
floats along the thinness of silver threads. Virginia's cat sits up at your
feet. "You're not awake," the black cat says. "Not yet."

Despite your best efforts, your pursuers are too many for you to escape unnoticed. You are cornered and taken captive. Virgil tries his best to resist, but Randolph gives in, knowing that his resistance is futile. You are brought into a large domed temple on the dark side of the Moon and forced to kneel before one of the winged creatures. "Bring these wretches to the sacrificial pits," it decrees. "They must be judged for their heresy. The moon lizard shall feed well tonight."

The moon-beast orders its slaves to haul you onto the Pleaseant Journey.



- The setup of this scenario instructs the players to place doom on each investigator card, marking their current "alarm level." As the investigators attempt to escape from the grasp of the moon-beasts, their respective alarm levels may increase or decrease based on their actions and decisions. A higher alarm level means you are closer to being discovered, which will significantly hinder your attempts to escape.
- If an effect raises an investigator's alarm level by any amount, place that much doom on that investigator's card to represent this. Likewise, if an effect reduces an investigator's alarm level by any amount, remove that much doom from that investigator's card.
- Even though it is marked using doom tokens, an investigator's alarm level is not doom, and does not count toward the total's alarm level is not doom, and does not count toward the total's alarm level has no effect on its own, but it may alter or strengthen other encounter card effects.
- An investigator's alarm level has no effect on its own, but it may alter or strengthen other encounter card effects.

Alarm Level

counter deck.

that involves trigger's current alarm
It does not count as doom and a
recent agenda's doom threshold.

74

» Place 1 doom on each investigator card. This doom represents

» Set the following cards aside, out of play: the Moon Lizard and my, the Virgil Gray (Truly Inspired) story asset, The Captain

- If Randolph was captured, search each investigator's deck for Randolph Carter (Expert Dreamer) and set him aside, out of play.

- Each other investigator begins play in the Moon-Forest.
(token bank)
- » Check Campaign Log.

- If at least 1 investigator was captured, put the set-aside Moon-Beast Gallery into play, revealed side faceup. This location has no unrevealed side—instead, it has a story card on its reverse

» Check Campaign Log.

» Put City of the Moon-Beasts, Temple of the Moon Lizard, Moon
-Forest, and The Dark Crater into play.



are indicated by the following icons:

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

Continue to Setup on page 75.

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

97

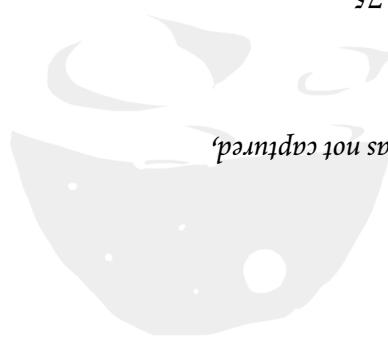
You shouldn't be surprised that the world of Earth's Dreamlands is flat; after all, everything else here is fiction, too. Still, you are incredulous. "I have sailed this route before," Ran-dolph says, sensing your skepticism. "But I fear this time it might be a one-way trip, especially without a crew. We may need to find an altogether different way to unknown Kadath. Are you prepared?"

"How does one even sail to the Moon?" you ask, befuddled. By now, you are no stranger to the oddities of the Dreamlands, having spent weeks exploring its cities, wilds, and places stranger still. Even knowing the laws of physics and astronomy should not apply here, you struggle to imagine how one might sail a ship into space. "It will be a long journey", Randolph answers. "Far across the sea lie the Basalt Pillars of the West. Between these pillars, the ocean plunges off the edge of the world. If we sail off of the precipice between them, we can cross the void of space itself."

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

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

...those left behind.



Continue to Setup on page 75.

» Otherwise,

Go to page 77.

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

Check the Campaign Log:

Corsair flashes a sadistic grin at his next victims: *you*.

gurgle as blood wells in his mouth, and he collapses. Behind him, a have to be quiet as mice. If they spot—" his voice suddenly catches in his throat, along with a sharp, jagged blade. He makes a dreadful

"There may be a rowboat you can use on the top deck, but we'll little time to waste. Keeping a lookout, your rescuer whispers, sing muscles and search nearby for your belongings, but there is

Freedom has never tasted so sweet. You stretch your ach-

Finally nods and slices through your bonds with a curved knife. en if he helps you. He ponders for a moment, looks around, then less, he is your only chance at escape. You tell him all will be forgiv- but obviously he had something to do with your capture. Regardless, off, red-faced with guilt. You aren't entirely sure what he means, swear. I did not know that they were... I did not know..." he trails mers quietly. "I had no idea who I was dealing with. I was tricked, I

you, and runs to your side. "I am so sorry, my friends," he stam-

into a bun atop his head. He peeks around, realizes he is alone with chubby, middleaged fellow with a bushy beard and long hair pulled from the top deck. It is the ship captain you hired in Dylath-Lleen: a Just as you begin to lose hope, a familiar face descends

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

from below deck, and the shouting of Corsairs in reply. No shouts from below deck; only the occasional commands of one of the beasts little fed. What concerns you most is the ship itself. Though you are sure it's still moving, you no longer feel it rock back and forth as the waves push it from side to side, nor do you hear the sounds of the ocean or of gulls cawing over the coast. In fact, you hear very little fed. Despite their porridge from a dirty clay bowl counts as being forced to eat bitter porridge from a dirty clay bowl counts as been since your capture. You have been kept well fed—that is, if More days pass. You have no way of telling how long it's

on a different ship entirely. You are kept apart from Vigil, and suspect he is bode well for you. Despite their disguises, the mere sight of one makes you retch. If they are indeed the masters of the Corsairs, this cannot You at all. Despite their disguises, the mere sight of one makes you tend to stay below deck, and none of them daring to interact with naked a loose disguise of silken clothing. You notice the creatures toad-like creatures with no eyes and slippery skin concealed beneath perhaps slaves—of a much greater evil: a race of greyish-white or perhaps slaves who hunted you down and captured you were only agents—saiars who hunted you down and captured you were only agents—but nothing about the black galley's destination. It seems the Cor-

..from page 80 (those captured).



Go to page 77.

» If no investigators were captured,

Go to page 79.

» If at least one of the investigators was captured,

Check the Campaign Log:

OF THE MOON

THE DARK SIDE

SCENARIO III A



in *The Web of Dreams Campaign Guide*.

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

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

page 81.

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

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

part campaigns skip the remainder of the interlude ...

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

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



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

I ♡ token from the chaos bags for both campaigns.

has the black cat is at your side recorded, cross it off. Remove
• If the Campaign Log for The Web of Dreams (Campaign B)

I ♡ token from the chaos bags for both campaigns.

has the black cat is at your side recorded, cross it off. Remove
• If the Campaign Log for The Dream-Quest (Campaign A)

I ♡ token from the chaos bags for both campaigns.

has the black cat is at your side recorded, no change is made.
• If neither Campaign Log has the black cat is at your side

» Check both Campaign Logs.

ord the dreamers know of another path.

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

an old monastery in Leng, another in the ruins of Saruman ...”

chanter Woods. There are several other entrances as well: beneath

to the Underworld, now that I think about it—back in the En-

table place. You actually might have walked right by one entrance

go there, which is a good thing, because it is a particularly inhospitable

Dreamlands, where you've been exploring, covers the Underworld

lands your companions have entered. “The entire surface of the

The black cat tells you all about the region of the Dream-

...the black cat shared knowledge.

in *The Web of Dreams Campaign Guide*.

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

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

page 81.

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

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

part campaigns skip the remainder of the interlude...

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

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

*of *Dreams* - Campaign B) of any changes made.*

*» Inform your friends in the waking world (those playing *The Web**

has the black cat is at your side recorded, no change is made.

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

with 1 ♡ token.

A) instead. Replace 1 ♡ token in each campaign's chaos bag

*ord it in the Campaign Log for *The Dream-Quest* (Campaign*

has the black cat is at your side recorded, cross it off and rec-

- If the Campaign Log for *The Web of Dreams* (Campaign B)

ken to the chaos bags for both campaigns.

(Campaign A), record the black cat is at your side. Add 1 ♡ to-

*recorded, in the Campaign Log for *The Dream-Quest**

- If neither Campaign Log has the black cat is at your side

» Check both Campaign Logs.

takes a long pause, "...let's not talk about that."

while longer. Gotta make sure you survive. If you don't, well..." it

want me to help you out instead, so I'll be staying here for a little

seems. They might not be able to reach you any time soon. They

really. But they're worried about you, and for good reason, it

"the black cat is here to help.

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

in *The Web of Dreams Campaign Guide*.

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

page 81.

Proceed to Scenario III-A: Dark Side of the Moon on page 81.

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

part campaigns skip the remainder of the interlude ...

an interconnected eight-part campaign or as two separate journeys

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

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

has the black cat is at your side recorded, no change is made.
• If the Campaign Log for *The Web of Dreams (Campaign B)*

with 1 ♦ token.

instead. Replace 1 ♦ token in each campaign's chaos bag
ord it in the Campaign Log for *The Web of Dreams (Campaign*

has the black cat is at your side recorded, cross it off and re-

• If the Campaign Log for *The Dream-Quest (Campaign A)*

ken to the chaos bags for both campaigns.

(*Campaign B*), record the black cat is at your side. Add 1 ♦ to-

orded, in the Campaign Log for *The Web of Dreams*

• If neither Campaign Log has the black cat is at your side rec-

» Check both Campaign Logs.

...the black cat helps the others.

„Your friends are in a bit of trouble. They took a one-way

trip to a pretty awful place, and I don't know if they'll be able to

navigate it without me. I know your quest is looking pretty dire

now, too, but if I don't stick by them, it won't matter whether

you reach Kadath or not. Good luck. Try not to die.“ With that, the

black cat leaps out of view.

in *The Web of Dreams Campaign Guide*.

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

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

Page 81.

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

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

part campagns skip the remainder of the interlude ...

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

VIEW.

"Normally I like the smell of fish, but this is *too* fishy. Something is wrong. There are not supposed to be two of him. But my memory is fuzzy... You thought you were confused before, but now you are truly lost. Two Randolphs? 'Yes,' the black cat affirms. 'This one, and another in the walking world. That seems off,' the black cat underestimates the problem. "I think something is trying to interfere. I need to go figure this out." With that, the cat leaps out of

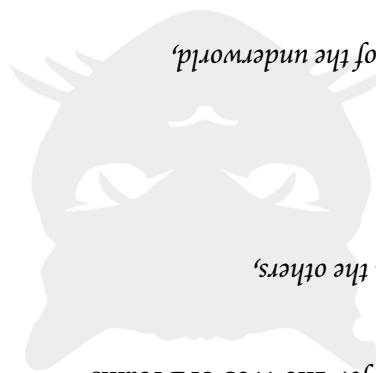
glares at him suspiciously. You wonder aloud what is wrong.

The black cat sees Randolph at the helm of your ship and

...suspicions deepen.

The *West of Dollars Campaign*, which aims to be exceeded
ed in their Campaign Log.

“In both Chimpaigne Loggs, record the outer cut is set cutting for the truth. Inform your friends in the wakling world (those Playing



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

« If the black cat has a hunch and Randolph eluded capture,

» Otherwise, check the Campaign Log for The Web of Dreams

Go to page 89.

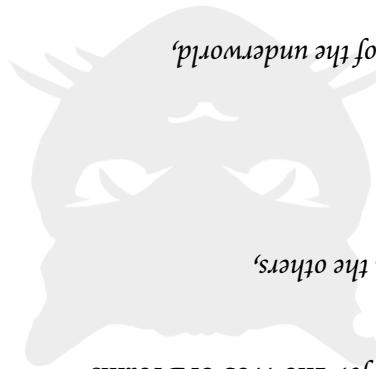
(Campaign B),

- If the black cat requested aid from the others,
Go to page 87.
- If the black cat warned the others,
Go to page 85.
- If the black cat shared knowledge of the underworld,
Go to page 83.



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

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



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

Go to page 89.

» Otherwise, check the Campaign Log for The Web of Dreams

Go to page 89.

» If the black cat has a hunch and Randolph eluded capture,

(Campaign B),

Go to page 87.

- If the black cat warned the others,

Go to page 85.

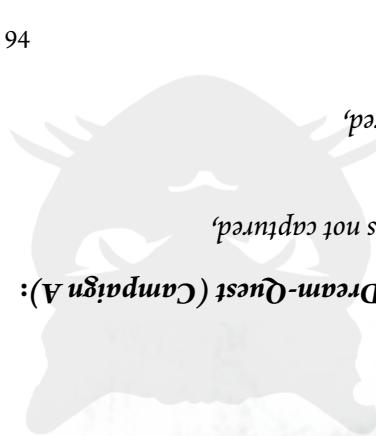
- If the black cat shared knowledge of the underworld,

Go to page 83.



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

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



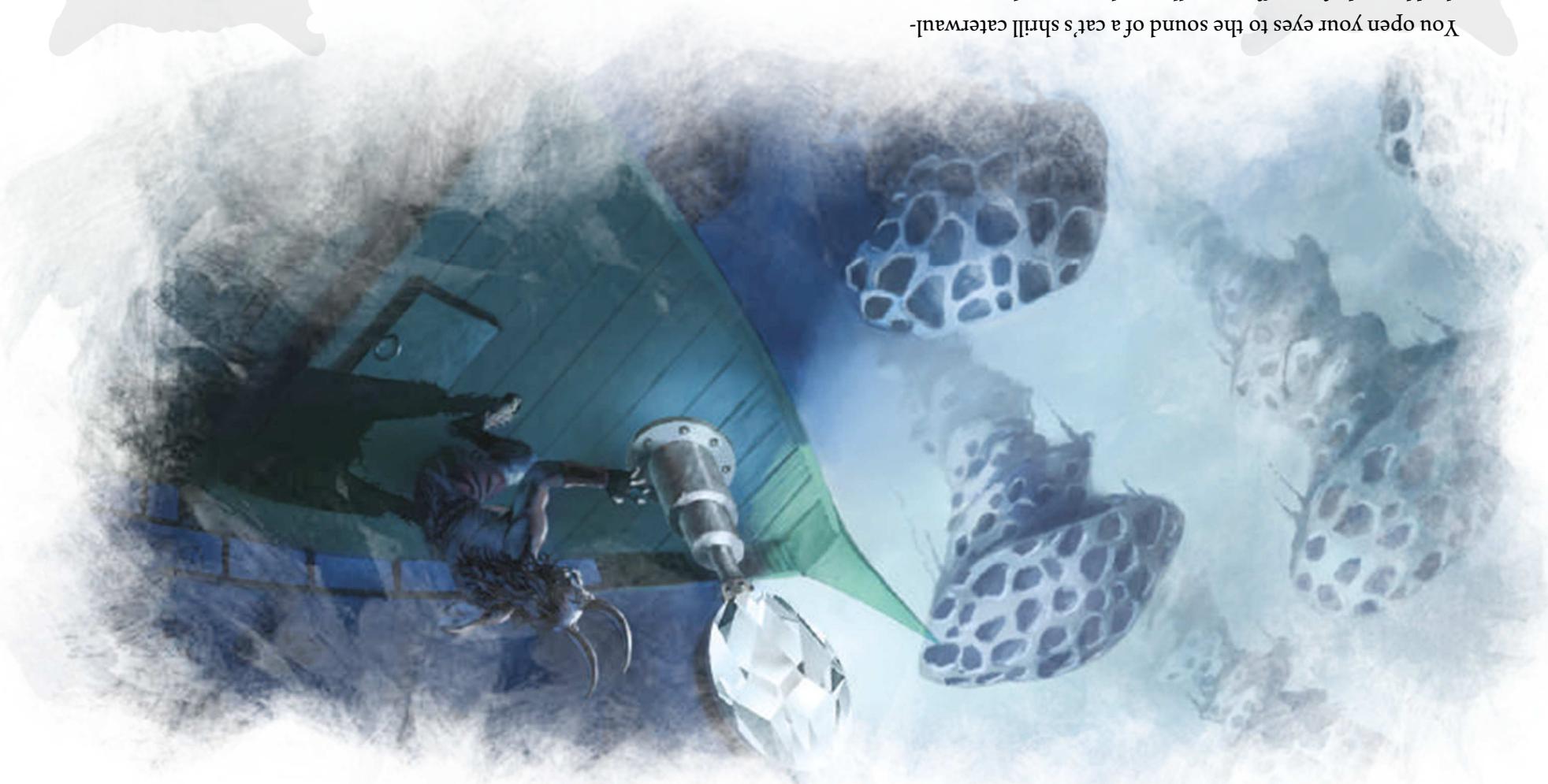
Check the Campaign Log for The Dream-Quest (Campaign A):

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

Go to page 93.

» If all of the investigators were captured,

Go to page 91.



You open your eyes to the sound of a cat's shrill caterwauling. You had been drifting off to ... well, not sleep, exactly. Despite—or perhaps due to—your dreaming, you have been unable to truly sleep in this realm. When you come to your senses, you spot the source of the wailing: Virgil's cat, black as the void of space itself, sits several feet away waiting for you to pay attention. "Finally," it declares, "about time you noticed something outside your own head. Listen, I got something important to tell you."

THE ONEIRONAUTS

INTERLUDE II A

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

- Otherwise,

page 81.

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

- If you asked for it,

the Campaign Log:

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

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

played,

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

scenario.

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

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

yet been played,

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

part campaigns...

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

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

part campaigns...
page 81.

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

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

» In your Campaign Log, record Randolph was captured.

» In your Campaign Log, record Virgil was captured.

Your Campaign Log.

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

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

» Each investigator checks the Campaign Log:

the other group has completed the interlude then check

read Interlude II-B: The Oneironauts yourself, or wait until

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

played,

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

scenario.

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

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

yet been played,

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

end of your journey ...

Though you still don't know its precise location, if you are able to

escape from this wretched gall, perhaps there is hope for your

quest. You swallow a ball of despair and hope that this is not the

After all, despite this setback, you have learned much of the

when they awaken you can formulate a plan to free yourselves.

tired as well. They are unconscious at the moment, but maybe

other complications, including Virgil and Randolph, have been cap-

As you examine your surroundings, you notice that your

...Resolution 2.

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

- Otherwise,

page 81.

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

- If you asked for it,

the Campaign Log:

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

Go to page 70 in *The Web of Dreams Campaign Guide* to
play it yourself, or wait for the other group to finish the

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

play it yourself, or wait for the other group to finish the
Go to page 54 in *The Web of Dreams Campaign Guide* to
play it yourself, or wait for the other group to finish the

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

part campaigns ...

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

page 81.

Proceed to Scenario III-A: Dark Side of the Moon
« If you are playing The Dream-Quest as a four-part campaign,

» In your Campaign Log, record Randolph eluded capture.

» In your Campaign Log, record Virgil was captured.

your Campaign Log.

scenario, record 1 tally mark next to “Evidence of Kadath” in
each Sign of the Gods the investigators unveiled during this

each card in the victory display.

» Each investigator earns experience equal to the Victory X value of

combinations, that is where we must go.”

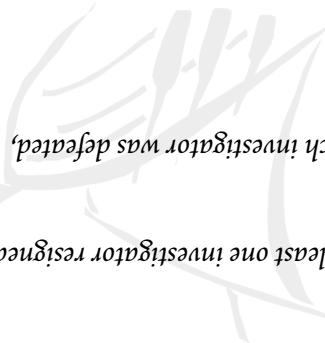
Leys sail from the Moon. If we are to rescue Virgil and our other
port of call, he replies: “The beasts who command their black gal-
aks where they might have been taken. As if discussing any other
name causes you to shudder, though you do not know why. You

crawling chaos **Nyarlathotep**. The mere utterance of the
Corsairs captured them, they are in dire trouble. They are agents of
the Other Gods from the Outside, whose soul and messenger is the

“I fear the worst,” Randolph mourns. “If those fiendish

ing.
to the ship earlier to prepare for your next departure, is also miss-
ing.
to be found. There are no signs of struggle, but Virgil, who returned
no safe haven. When you return, the crew and captain are nowhere
the Dreamlands ... or so you thought. Unfortunately, your ship is
You decide to return to your ship, safe from the many dangers of
great black galleys—the agents of your demise bear many shapes.
horned Corsairs wielding razor-sharp cutlasses and commanding
pursue you across land and sea. Winged beasts with no faces,

passing day. No matter where you go, foul, nightmarish creatures
location. In the meantime, your quest grows deadlier with each
Though you are closer to your goal, you still don’t know its precise
Dreamlands and of the gods who dwell atop unknown Kadath.
have never in a hundred years imagined. You learned much of the
villages of the kingdom of the Skai to wondrous lands you could
You have ventured far and wide, from the quaint cobble-
...Resolution I.



[Go to page 99.](#)

» If Resolution I (R1) was reached

[Go to page 97.](#)

» If no resolution was reached, and each investigator was defeated,

[Go to page 99.](#)

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

100

101



You wake to find yourself restrained by thick cords of

...Investigator Defeat.

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against

the floor rocks

hempen rope, lying on top of hard, moist wood. The floor rocks

steadily back and forth, and you hear ocean waves crashing against

the walls. You are captive aboard some kind of galleon. But why?

to an investigator who resigned.

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against

the floor rocks

hempen rope, lying on top of hard, moist wood. The floor rocks

steadily back and forth, and you hear ocean waves crashing against

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against

the walls. You are captive aboard some kind of galleon. But why?

least 1 investigator resigned, give ownership of Randolph Carter

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against

the floor rocks

hempen rope, lying on top of hard, moist wood. The floor rocks

steadily back and forth, and you hear ocean waves crashing against

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against

If a defeated investigator's deck contains Randolph Carter and at

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against

the floor rocks

hempen rope, lying on top of hard, moist wood. The floor rocks

steadily back and forth, and you hear ocean waves crashing against

Investigator name) was captured.

the walls. You are captive aboard some kind of galleon. But why?

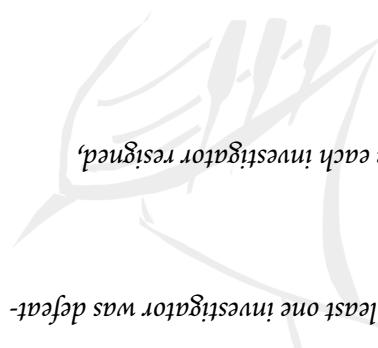
steadily back and forth, and you hear ocean waves crashing against

the walls. You are captive aboard some kind of galleon. But why?

In Your Campaign Log, each defeated investigator records (your

the walls. You are captive aboard some kind of galleon. But why?

steadily back and forth, and you hear ocean waves crashing against



When the game is complete:

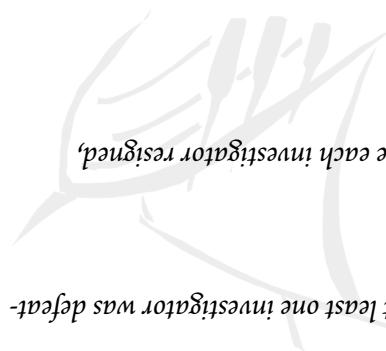
- » If no resolution was reached because
- Go to page 101.
- » If Resolution I (R1) was reached
- Go to page 99.
- » Go to page 99.
- Go to page 99.

When the game is complete:

- » To visit the Isle of Oribad to the south, Continue to the Oribad Setup on page 109.
- » To visit the ancient land of Mnar to the west, Continue to the Mnar Setup on page 107.
- » Visit the Forbidden Lands to the north, Continue to the Forbidden Lands Setup on page 105.

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

Timeless Realm Setup



When the game is complete:
» If no resolution was reached, and at least one investigator was defeated,

101

‘pa

[Go to page 99.](#)

» If Resolution 1 (R1) was reached

Go to Page 99.

Continue to the **Timeless Realm Setup** on page 103.

» Visit the Kingdom of the Immelss Realm to the east,

• 107.

1

“To visit the ancient town of Miletus in the west,”

601

If each investigator is at the same Port Location, you may advance the act and choose a new location to visit:

Forbidden Lands Setup

» Each investigator loses each of their clues.

» Remove each location in play from the game (or place it in the victory display if it has **Victory X** and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.

» But each set-aside **Forbidden** location into play (Lek-Vad, For-
bidden Lands, and Zulan-Thek).

bidden Lands, and Zulan-Lhek).

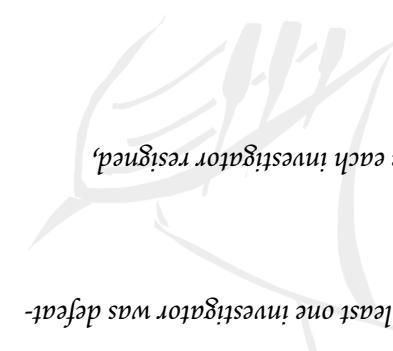
» Put each set-aside **Forbidden** location

» Spawn the set-aside Stalling Man to core enemy at Forbidden Lands

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

Continue to the **Timeless Realm Setup** on page 103.





When the game is complete:

ed,
» If no resolution was reached, and at least one investigator was defeated
Go to page 101.

ed,
» If no resolution was reached because each investigator resigned,
Go to page 99.

ed,
» If Resolution I (RI) was reached
Go to page 99.

ed,
» If Resolution I (RI) was reached Go to page 99.

Each investigator is at the same Port Location, you may ad-

*vance the act and choose a new location to visit:
If each investigator is at the same Port Location, you may ad-*

» Visit the **Forbidden Lands** to the north,
Continue to the **Forbidden Lands Setup** on page 105.

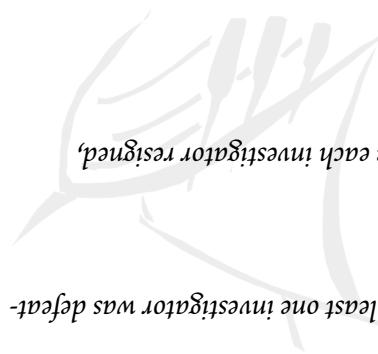
» Visit the **Kingdom of the Timeless Realm** to the east,
Continue to the **Kingdom of the Timeless Realm Setup** on page 103.

» Visit the **Oriab** to the south,
Continue to the **Oriab Setup** on page 109.

» Continue to the **Triad** to the west,
Continue to the **Triad Setup** on page 107.



• Place each investigator at Kadatheron.
» Put each set-aside Mar location into play (Kadatheron, Sar-
nath, and Ruins of Ib).
» Advance to Act 2a—“The Doom That Came Before.”
» Spawn the set-aside Beings of Ib enemy at Ruins of Ib.
» Remove each location in play from the game (or place it in the
victory display if it has **Victory X** and no clues on it). Each ene-
my and attachment at those locations is discarded. Investigators
are not defeated during this process.
» Each investigator loses each of their clues.



When the game is complete:
ed,
» If no resolution was reached, and at least one investigator was defeated
Go to page 101.

» If no resolution was reached because each investigator resigned,
Go to page 99.
» If Resolution I (R1) was reached
Go to page 99.

Continue to the **Forbidden Lands Setup** on page 105.

» Visit the Kingdom of the Timeless Realm to the east,
» Visit the Forbidden Lands to the north,
» Continue to the **Mnar Setup** on page 107.

Continue to the **Timeless Realm Setup** on page 103.
» To visit the ancient land of Mnar to the west,
vance the act and choose a new location to visit:
If each investigator is at the same Port Location, you may ad-



» Advance to Act 2a—"The Isle of Oribab."
» Put each set-aside Oribab location into play (Baharna, Mt. Ngramek, and Nameless Ruins).
» Remove each location from the game (or place it in the victory display if it has **Victory X** and no clues on it). Each investigator displays its location at those locations is discarded. Investigators are not defeated during this process.
» Each investigator loses each of their clues.
• Place each investigator at Baharna.
» Search the encounter deck for 1 copy of Nightiders and spawn it at Mt. Ngramek. If there are 3 or 4 investigators in the game,
search the encounter deck for another copy of Nightiders and spawn it at Nameless Ruins, as well. Shuffle the encounter deck.
» Advance the act and choose a new location to visit:
If each investigator is at the same Port Location, you may ad-



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

Continue to the **Oribab Setup** on page 109.

» To visit the isle of Oribab to the south,

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

» To visit the forbidden lands to the north,

Continue to the **Minar Setup** on page 107.

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

Continue to the **Forbidden Lands Setup** on page 105.

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

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

ed,

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

Go to page 99.

Go to page 101.

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

Enemies with Swarming and Victory



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.

Many of the locations in this scenario have the veiled key-word. 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.

Veiled

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.

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.

Locations can be flipped over by an ability, as normal.

- (including during setup), place clues on that location equal to its clue value, as normal.

Instead of an unrevealed side, these locations have story cards on their reverse sides. Whenever a location in this scenario enters play side, and therefore enter play with their revealed side faceup. Each of the locations in this scenario have no unrevealed side, and therefore enter play with their revealed side faceup.

Locations in The Search for Kadath

» Shuffle the remainder of the encounter cards to build the encounter deck.

» The lead investigator takes control of the Virgil Gray (Writer of Strange Tales) story asset and puts him into play.

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

» Set the following enemies aside, out of play: Cats of Ulthar, Stalking Manticores, The Crawling Mist, Horde of Night, Beings of Leng, and all 3 copies of Priest of a Thousand Masks.

» Set the following encounter cards for 1 copy of Pack of Vooomites and spawn it at Skai River. If there are 3 or 4 investigators in the game, search the gathered encounter cards for another copy of Pack of Vooomites and spawn it at Dylath-Leen, as well.

» Set each other location aside, out of play.

• Each investigator begins play in Ulthar.

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



» Set the following enemies aside, out of play: Cats of Ulthar, Stalking Manticores, The Crawling Mist, Horde of Night, Beings of Leng, and all 3 copies of Priest of a Thousand Masks.

» Set the following encounter cards for 1 copy of Pack of Vooomites and spawn it at Skai River. If there are 3 or 4 investigators in the game, search the gathered encounter cards for another copy of Pack of Vooomites and spawn it at Dylath-Leen, as well.



Proceed to Setup on page 113.



figure out our next step from there.”

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

“nothing further.



Proceed to Setup on page 113.



secure passage there.”

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

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

» If the cats collected their tribute from the Zoggs, or if the investigators were saved by Randolph Carter,

Go to page 117.

» If the investigators parleyed with the Zoggs,

Check the Campaign Log:

I tally mark.

» In your Campaign Log, next to "Evidence of Kadath" record into the temple.

» In your Campaign Log, record the investigators forced their way

madness no further."

You attempt to pry deeper into Atal's wisdom with your questioning, but his advice does not budge. "I have already said more than I should," he insists. "Please, for your sake, pursue this

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

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

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

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

Other Gods from the Outside, whom it is better not to discuss. It would be wiser to let all the gods alone and leave this folly behind."

Goods of Kadath may seem worthless, but they are protected by the fraction as sacred, and he was never seen nor heard from again. The

be bitter indeed. My companion Barzai once scaled a peak only a good, for the fruits of attempting to ascend to such a place would

dash. Even I know not its true location. And that is all well and of the resting place of the Great Ones, high above unknown Ka-

nation: the castle Randolph described from his dreams. "You speak You ask the priest about your quest and about your desti-

three centuries old, but his memory is sharp as a tack."

whispers as you seat yourselves in front of the dais. "Atal is over ed by blindness. "Do not let your eyes deceive you," Randolph

black bearded, caved-in cheeks, and the pale, milky eyes of one afflicted priest Atal awaits you. He is a frail, wiry man with a long, wispy

At the top of the temple, seated on an ivory dais, the high

Your priest! But do not think this transgression will be forgiven!"

hear the old cat yelling from the other side: "Fine then, human! See through, deafen! You slam the stone door shut behind you and

fense. A wall of tiny claws and teeth meets you, but you push screeches erupts all around you as the cats mount a desperate de-

make a mad dash for the temple gates. A storm of hisses and angry You form your objective, either. Nodding to your companions, you

You don't wish to harm these cats, but you won't let them block

ing the commotion, several cats guarding the temple surround you. bet?" he growls, lowering his body and preparing to pounce. Notice another, and that a simple cat will not stand in your way. "Anna

You inform the cat you are entering the temple one way or

...forced your way inside.



Proceed to Setup on page 113.



...left empty handed.

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

You attempt to pry deeper into Atal's wisdom with your questioning, but his advice does not budge. "I have already said more than I should," he insists. "Please, for your sake, pursue this madness no further."

I tally mark.

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

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

...a friend of the cats.

« If the cats collected their tribute from the Zoggs, or if the investigators were saved by Randolph Carter, Go to page 115.

» If the investigators parleyed with the Zoggs, Go to page 117.

Check the Campaign Log:

The priest shaketh his head. "They are not our gods, but the gods of Earth, for this land is but a reflection of yours. The priest would be wiser to let all the gods alone and leave this folly behind."

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

Other Gods from the Outside, whom it is better not to discuss. It would be wiser to let all the gods alone and leave this folly behind."

Goods of Kadath may seem powerless, but they are protected by the fraction as sacred, and he was never seen nor heard from again. The be bitter indeed. My companion Bazaar once scaled a peak only a good, for the fruits of attempting to ascend to such a place would dash. Even I know not its true location. And that is all well and of the resting place of the Great Ones, high above unknown Katanion: the castle Randolph described from his dreams. "You speak You ask the priest about your quest and about your destiny.

three centuries old, but his memory is sharp as a tack."

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

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



The Investigators must decide (choose one):

Go to page 121.

» Leave empty-handed,

» Force your way into the temple,



paces. "Now get outta here and don't come back."

"Yeh can mean one thing and do another." The scared cat

to speak with Atal. We mean no harm."

"Be reasonable," Randolph implores. "We are only trying

from impetuous outsiders like yourself. Yeh ain't wanted here."

up, and their eyes flare with anger. "It's our duty to guard this place

cats flank you from the sides, several hissing loudly. Their fur puffs

"Well, too bad," the cat says, tail stiff and straight. More

...not a friend of the cats.

[Go to page 123.](#)

» If the cats collected their tribute from the Zoggss,

[Go to page 125.](#)

were saved by Randolph Carter,

» If the investigators parleyed with the Zoggss, or if the investigators

[Check the Campaign Log:](#)

...the search begins.

"Hello again," the old cat says with a sharp tone. "I suppose

ny.

forward to bar your entry and regards your party with great acrimo-

cat with the scar you encountered in the woods earlier. He steps

cats. The cat at the head of the formation is none other than the old

Ones, a circular tower of ivoried stone protected by a small army of

taking the lead, you make your way to the Temple of the Elder

est hill within Utthar. Come, I will lead the way." With Randolph

"Not far at all," Randolph replies. "It stands atop the high-

seek." You wonder aloud how far the temple is from here.

Yound all our measure and may know where to find the place we

the Temple of the Elder Ones," Randolph suggests. "He is wise be-

about your next move. "We should speak to the high priest Atal in

them are well versed in the lay of this strange land. You ask them

sure what to think of either of them just yet, you know that both of

the town square outside of Einar's Place. Though you aren't quite

The next morning, you find Virgil and Randolph talking in

[Go to page 123.](#)

» If the cats collected their tribute from the Zoggss,

[Go to page 125.](#)

were saved by Randolph Carter,

» If the investigators parleyed with the Zoggss, or if the investigators

Check the Campaign Log:

great acrimony.

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

“Well, what are we waiting for? This way, my friends!”

Virgil, eager to embark on this adventure, clasps his hands.

the place we seek.”

Atal is wise beyond all our measure. He may know where to find

“How curious,” he says, “I was about to suggest the same.

into a smirk.

vice. Randolph gives you a startled glance that transforms quickly sleep, though until now you had no reason to seek the priest’s ad- name you heard the last time you visited the city of Ulthar in your the high priest Atal in the nearby Temple of the Elder Ones. It is a fabled land of dreams. Addressing Randolph, you suggest talking to what to think of either of them, but you have a good sense of where

town square outside of Eimarr’s Place. You still aren’t quite sure In the morning, you find Virgil and Randolph talking in the

...Luke’s Insight



[Check the Campign Log:](#)
[Go to page 129.](#)
[Go to page 127.](#)
 » If Luke Robinson is in this group,
 » Otherwise,

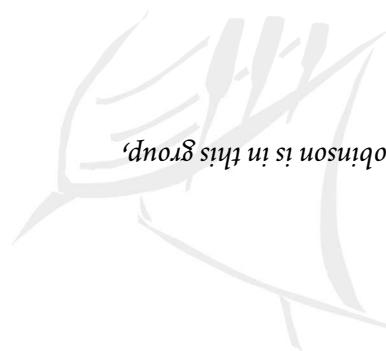


bodily has to watch over you and my pet human, anyway.”
 Lands as well, it seems. In the meantime, I will stay with you. Some-wanted me to pass along. They are preparing to enter the Dream-black cat leaps onto your bed. “I gave your friends the warning you thing else entirely. Now, never mind all that.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

The nature of this world still confounds you. Can one even sleep in the Dreamlands? If so, where would their minds go? Cut-it repiles paradoxically.

“Long enough to know you are neither walking nor asleep,” Virgil’s talking cat. You ask the black cat how long it has been sitting there.

Virgil’s talking cat. You ask the black cat how long it has been sitting there. You recognize the shape as yellow eyes, bright as the dawn light. You recognize the shape as window. As your vision adjusts, you are transfixed by its piercing your room, you notice a cat-shaped silhouette sitting in front of the When day breaks and light peers through the curtains of ..from page 132 (the black cat is at your side).



Go to page 127.
» If neither of the above is true,
Go to page 129.
» If the above is not true, and Luke Robinson is in this group,
Go to page 131.
» If the black cat is at your side,
Check the Campfire Log:



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

THE SEARCH FOR KADATH

SCENARIO II A



» If you are playing The Dream-Quest and The Web of Dreams as
an interconnected eight-part campaign,
Proceed to Interlude I-B: The Black Cat on Page 42 of The
Web of Dreams Campaign Guide.

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

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

Proceed to Scenario II-A: The Search for Kadath on
your Campaign Log. And wait until they reply before you,

Web of Dreams - Campaign B) of what was just recorded in
Inform your friends in the waking world (those playing The
Web of Dreams - Campaign A) of what was just recorded in
your Campaign Log. And wait until they reply before you,

Proceed to Scenario II-A: The Search for Kadath on
page 133.

- In the Campaign Log for The Dream-Quest (Campaign A),
record the black cat warred the others.
» You don't trust this creature one bit. You threaten the black cat,
warting it not to approach your friends under any circumstance. The
black cat yawns and vanishes out the door.
- In the Campaign Log for The Dream-Quest (Campaign A),
record the black cat warned the others.
» Tell your companions that they are in danger, and that you are safe.
This might make your quest a little more difficult.
The black cat will stay with them once this message is delivered.
» Tell your companions about your new friends and about the Dream-
lands.
- In the Campaign Log for The Dream-Quest (Campaign A),
record the black cat delivered news of your plight.
» Tell your companions of your quest, your plight, and your peril. The
black cat will return to you once this message is delivered. This
may put an undue burden on your companions.
- In the Campaign Log for The Dream-Quest (Campaign A),
record the black cat shared knowledge of the Dreamlands.
» What shall I tell your friends in the waking world?»
The lead investigator must decide (choose one):
...from page 136 (the cat asks a simple question).

Proceed to Scenario II-A: The Search for Kadath on
chance to respond,
» Otherwise the enigmatic cat vanishes out the door before you get the

Proceed to page 135.
part campagnes...

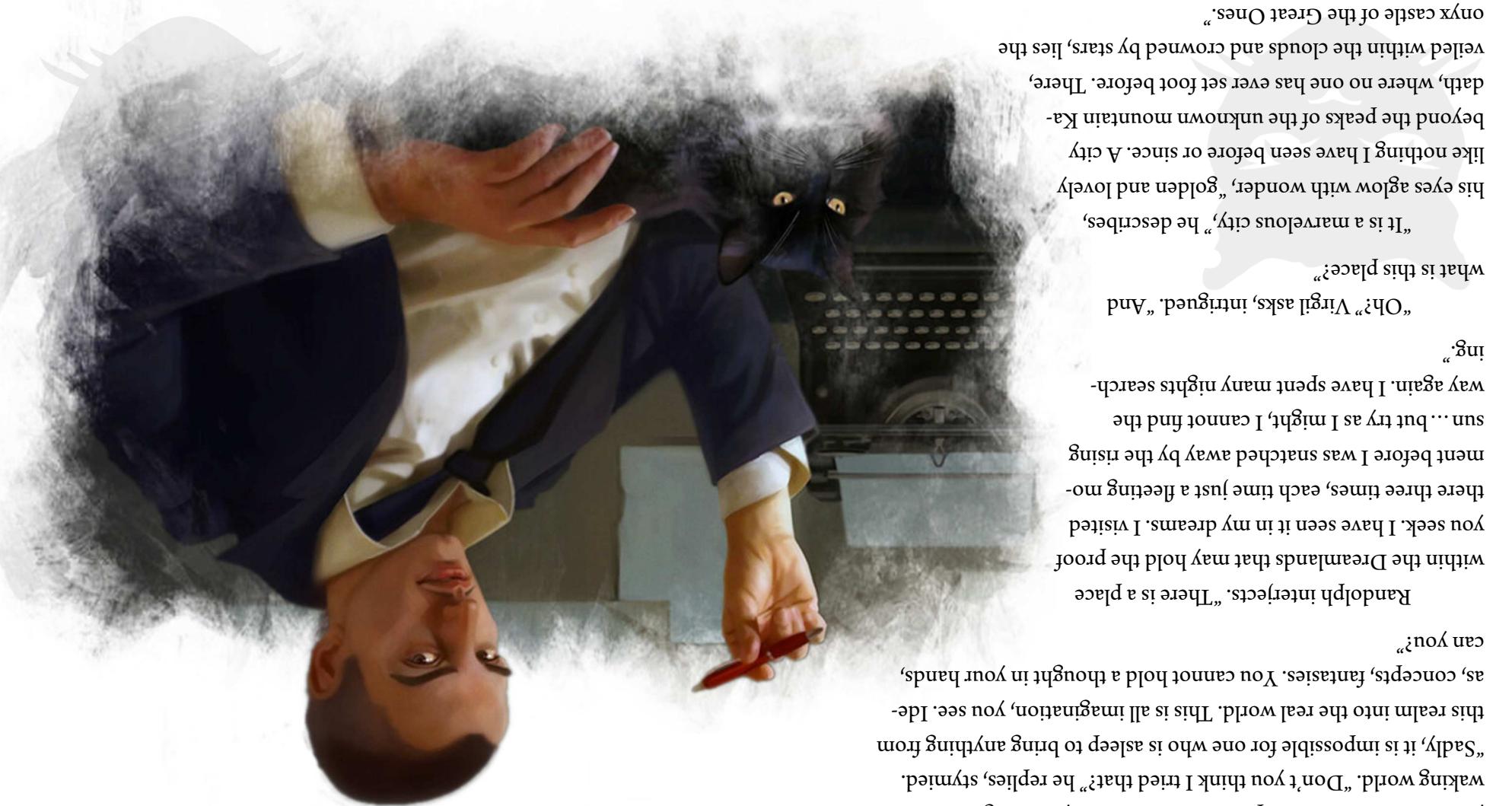
an interconnected eight-part campaign or as two separate four-
» If you are playing The Dream-Quest and The Web of Dreams as

the exit. "Though I imagine their task will be even more arduous," It hops off of the countertop and walks confidently toward you. "I will return and tell your companions about the quest ahead of until you find Kadath. It is your only way out. In the meantime, I recfly. "I assure you, you cannot cross back into the waking world never mind him," the black cat says, addressing you directly. "But... I thought... ." Virgil wipes his brow with his palm.

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

"You can talk?" Virgil says, nearly toppling over his stool as he jumps in surprise.

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



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

Regardless, you approach the man and introduce yourself, along with Randolph. Virgil shakes your hand and Randolph's with a joyful smile. "Well met, fellow dreamers!" the writer says, a hint of boyish excitement in his voice. "It is wonderful to meet more fellows like us. I had become so sick and tired of reading about my supposed 'illness' in the papers."

You nod your head in agreement and inform Virgil that you intend to find some proof of this discovery to bring back to the walking world. "Don't you think I tried that?" he replies, stymied. "Sadly, it is impossible for one who is asleep to bring anything from this realm into the real world. This is all imagination, you see. Indeed, this is a dreamland that may hold the proof within the three times, each time just a fleeting moment before I was snatched away by the rising sun ... but try as I might, I cannot find the way again. I have spent many nights searching for what is this place?"

"Oh?" Virgil asks, intrigued. "And like nothing I have seen before or since. A city his eyes aglow with wonder, 'golden and lovely beyond the peaks of the unknown mountain Katalath, where no one has ever set foot before. There, veiled within the clouds and crowned by stars, lies the onyx castle of the Great Ones.'"

Inside is a medieval-style tavern filled with tables. You spot several patrons and three times as such patron at the wooden counter feeds one of the strips of dried meat. He is a handsome man in his early forties with short dark hair, a strong jaw, and sharp cheekbones. You wonder if this chance meeting is merely coincidence, you wonder if this chance meeting is merely coincidence, you wonder if this chance meeting is merely coincidence.

Dreamlands. The reason for that law's existence is a story for another time. First, come—I have a feeling we'll find this "Virtue" below you speak of at Eimars'. "Randolph leads you through the town square, which is surrounded by buildings adorned with cat motifs in the form of statues, signs, and even stained-glass windows. You eventually arrive at one such building bearing a sign that reads "Eimar's Place."

You might call it the center of cat society here in the town of Ulster, no one may kill a cat." Given how utterly packed the streets are with cats, you wonder aloud if this is indeed a town run by cats. "Not quite," Randolph replies, pondering your words, "though I suppose one might call it the center of cat society here in the town of Ulster, no one may kill a cat." Given how utterly packed the streets are with cats, you wonder aloud if this is indeed a town run by cats.

The town of Ulthar is not quite what you had imagined. The border of the town is marked by a cobblestone road separating its quaint cottages from the rolling green meadows beyond. Inside the town, narrow cobbleled streets are filled almost to capacity with cats of all kinds and colors, which part as you approach. Old peaked roofs and overhanging upper stories arch over the hilly streets, the entire village seems a haphazard cluster of homes and old-fashioned businesses. As you reach the town square near the center of the village, Randolph stops and addresses you with a

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



THE BLACK CAT

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

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

Play it yourself, or wait for the other group to finish the Go to page 16 in *The Web of Dreams Campaign Guide* to played,

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

Part campaigns ...

an interconnected eight-part campaign or as two separate journeys.

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

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

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

of each card in the victory display.

» Each investigator earns experience equal to the Victory X value that investigator's deck size.

(Expert Dreamer) to their deck. This card does not count toward

» Any one investigator may choose to add Randolph Carter

» In your Campaign Log, record the part played with the Zoogs.

tion: the Dreamlands are real, and Virgil Gray is here.

for worse, the Zogg council has confirmed the reality of your situation: the Dreamlands are real, and Virgil Gray is here.

can see a layer of truth beneath all of this absurdity. For better or worse, the Zogg council has confirmed the reality of your situation: the Dreamlands are real, and Virgil Gray is here.

Cats. This can't all be a figment of your imagination. Somehow, you

There you may recover from travels." Zoogs. Talking

You describe the author Virgil Gray and ask the Zoogas if they have seen a man fitting that description pass through these woods. You add that he would have walked this path many times. A hush falls over the Zoogs, and some of them immediately depart into the deep foliage. "We have met this human," one of the elders replies with a flutter just louder than a whisper. "He often comes this way. He is kind but foolish. Take the road to Ulthar. You may meet him." Then it adds with a low growl: "... but beware the cat that follows him. All cats are liars, but the black cat especially." You thank the ancient Zoog for its wisdom and depart, led by the blond man and his female escort. The cats eye you suspiciously after your discussion with the Zoogs. The man breaks the tension. "If you are heading to Ulthar to find this friend of yours, allow me to guide you there. It is a safe place, relatively speaking.

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

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

They are curious creatures, but not without wisdom. Now that you may speak freely with their elders, try asking them a question. They know more of the dealings of this land than you might.

A detailed illustration of a large, multi-headed, horned creature with green and brown scales, blue glowing eyes, and sharp claws. It has a long, spiky tail and appears to be emerging from or resting in a dark, rocky environment.

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

- ... and Scenario I-B: Walking Nightmare has not yet been played
 - Go to page 16 in *The Web of Dreams Campaign Guide* to play it yourself, or wait for the other group to finish the scenario.
 - ... and Scenario I-B: Walking Nightmare has been played

part campaigns ...

» If you are playing The Dream-Quest as a *four-part campaign*
Proceed to Interlude I-A: The Black Cat page 141.
» If you are playing The Dream-Quest and The Web of Dreams as
an interconnected eight-part campaign or as two separate four-

» Any one investigator may choose to (Expert Dreamer) to their deck. They that investigator's deck size.

» Each investigator earns experience by each card in the victory display.

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

» Each investigator earns experience equal to the Victory X value

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

The creatures chitter among
ment, a dozen of them retreat in the
yond the beaten path. They return s-
ety of grousing, quail, and phasants in
certain now that you are going crazy
uses. The creatures timidly drop their
the cats and quietly depart. "My ap-
the man says as he approaches. "The
usually so ... agitated. It is good that
The leader of the cats jumps on a tree
Them while Zogs have done their pa-
this forsaken place. What say ye?"

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

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

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

Play it yourself, or wait for the other group to finish the Go to page 16 in *The Web of Dreams Campaign Guide* to played,

- ... and Scenario I-B: Walking Nightmare has not yet been played, part campaigns ...

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

Proceed to Interlude I-A: The Black Cat page 141.
If you are playing The Dream-Quest as a four-part campaign

of each card in the victory display.
Each investigator earns experience equal to the Victory X value that investigator's deck size.
(Expert Dreamer) to their deck. This card does not count toward Any one investigator may choose to add Randolph Carter

« In your Campaign Log, record the investigators were saved by Randolph Carter.

Hey. You all right, human?

You are nudged into consciousness by an old, scared cat.

...from page 150 (No Resolution).

I'm dreaming, you remember, and suddenly the talking cat leans over to pat its back.
It belongs to a blond-haired man in a brown traveling coat, who doesn't seem quite as weird. Exhausted, you manage to rise to your feet, brushing off the dirt caked on your clothing. "You're lucky you weren't harmed before we arrived," a human voice calls out to you. Leans against a nearby tree. "These woods are not forgiving to the faint of heart." The scared cat walks to the man's side, and the man ively speaking. There you may recover from your ordeals." He must follow the path to the town of Ulthar. It is a safe place, relative, where you see several other cats banded together. "Do it of sorts, you suspect—but the cat simply wanders off toward a hedge, where you see a word in an odd language—a password turns to the cat and utters a word from your ordeals."

You ask the man where you are and how he came to this place, but he cuts you off. "I will explain in due time. For now, we have you see several other cats banded together. "Do it yourself, it repiles.

"Don't mind the cats," the man says to you quietly as the cats depart. "They are useful allies, but also independent creatures with no need for you or me. When we reach Ulthar, you may get together, you leave the eaves of the enchanted forest behind. To—the chance to meet others of their kind. But first things first." To—

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

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

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

Leans over to pat its back.

It belongs to a blond-haired man in a brown traveling coat, who

doesn't seem quite as weird. Exhausted, you manage to rise to your feet, brushing off the dirt caked on your clothing. "You're lucky you weren't harmed before we arrived," a human voice calls out to you. Leans against a nearby tree. "These woods are not forgiving to the faint of heart." The scared cat walks to the man's side, and the man

ively speaking. There you may recover from your ordeals." He

must follow the path to the town of Ulthar. It is a safe place, relative,



ing hand.

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

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



[Return to page 180.](#)



» You begin this scenario with 2 additional resources.
...from page 180 (Neutral).

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



(paying its cost).

» Search your deck for a **Wayfarer** or **Relic** card and play it

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

...from page 180 (**Wayfarer**).

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



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

...from page 180 (Veteran).



among the flames.

You are in an old, forgotten library, surrounded by the knowledge of the ancients. Hundreds of thousands of tomes line the shelves around you, ascending into an empty void above. The dim halls smell of musty pages and melting wax. Taking one of the thick tomes from a nearby shelf, you begin to read. Although you cannot seem to read any of the words, you are utterly absorbed by the tale the pages weave. Your surroundings fade into triviality as time passes. Nothing matters but the shapes of the crimson ink; all else is meaningless in the face of such stark truths. All around you, the library burns to its foundations. Just as the flames reach you, a door out of the library calls to you. Somehow, it stands unburned

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





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

from page 180 (Medic or Assistant).

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

162

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

164

...from page 180 (Hunter).

165

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



[Return to page 180.](#)



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

...from page 180 (Dnifter).

You meander through a field of flowers, a warm spring

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



...from page 180 (Criminal).

» Search your deck for a Criminal or Illicit card and play it

(paying its cost)

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



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

cost).

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



great redwood.

abruptly at an ornate wooden door carved into the trunk of a will be worth reaching the other side. When you do, the trail ends dry, brown, and cracked. But even should the whole forest die, it upon the fair trees, their leaves begin to fall. The once-green grass is now they shrivel as you pass. Vines wither and die. The wisps mock following no laws of nature. Flowers once bloomed in your wake; proach. With each step you take, the flora along the path atrophy, wisps of light hang in the air, bobbing up and down as you approach. You traverse an enchanted path full of color and vibrancy. "from page 180 (Mystic).

cost).

.

.

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

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

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

“9♠-10♣-D♦-C♥-N♣”

You conceal a grin as you examine your cards. Jack of diamonds, queen of spades for the nut straight. Your stack of chips is growing larger with each hand, and this will be no different. Bets fly across from you. "Are you sure about this?" he taunts, cradling his fingers. You push all of your chips into the center and reveal your hand. "It appears you have lost everything." You protest, pointing to your superior hand, but when you examine it again, it has changed. The figures on the face cards are now monstrous shapes with no eyes, many mouths, and tentacled arms.



...from page 180 (Seeker).

cost).

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

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

...from page 180 (Seeker).

[Return to page 180.](#)



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

cost).

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

“Once all investigators have dreamed,
Continue to Setup on page 151.

- In player order, each investigator chooses and reads aloud one of the dream entries below that applies to that investigator.
 “Neutral” dreams may be chosen by any investigator. Each investigator must choose a different dream, if able.
- | | |
|---------------------------|-------------------------------|
| “Guardian (¤) Dream | “Seeker (¤) Dream |
| Continue to page 179. | Continue to page 177. |
| “Rogue (◊) Dream | “Mystic (◊) Dream |
| Continue to page 175. | Continue to page 173. |
| “Survivor (¤) Dream | “Criminal Dream |
| Continue to page 171. | Continue to page 169. |
| “Drifter Dream | “Hunter Dream |
| Continue to page 167. | Continue to page 165. |
| “Medic or Assistant Dream | “Misakatonic or Scholar Dream |
| Continue to page 163. | Continue to page 161. |
| “Veteran Dream | “Wayfarer Dream |
| Continue to page 159. | Continue to page 157. |
| “A Neutral Dream | “Another Neutral Dream |
| Continue to page 155. | Continue to page 153. |
- The each investigator must pick one dream to read:
-

BEYOND THE GATES OF SLEEP

SCENARIO I - A



180
 In player order, each investigator chooses and reads aloud one of the dream entries below that applies to that investigator.
 “Neutral” dreams may be chosen by any investigator. Each investigator must choose a different dream, if able.

181
 181



Turn the book
upside down
to enter the
Dreamlands...







STANDALONE MODE

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

Scenario I-A

Beyond the Gates of Sleep

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

Scenario II-A - The Search for Kadath

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

Scenario III-A - Dark Side of the Moon

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

Scenario IV-A - Where the Gods Dwell

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



DESIGN NOTES

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

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

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

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

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

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



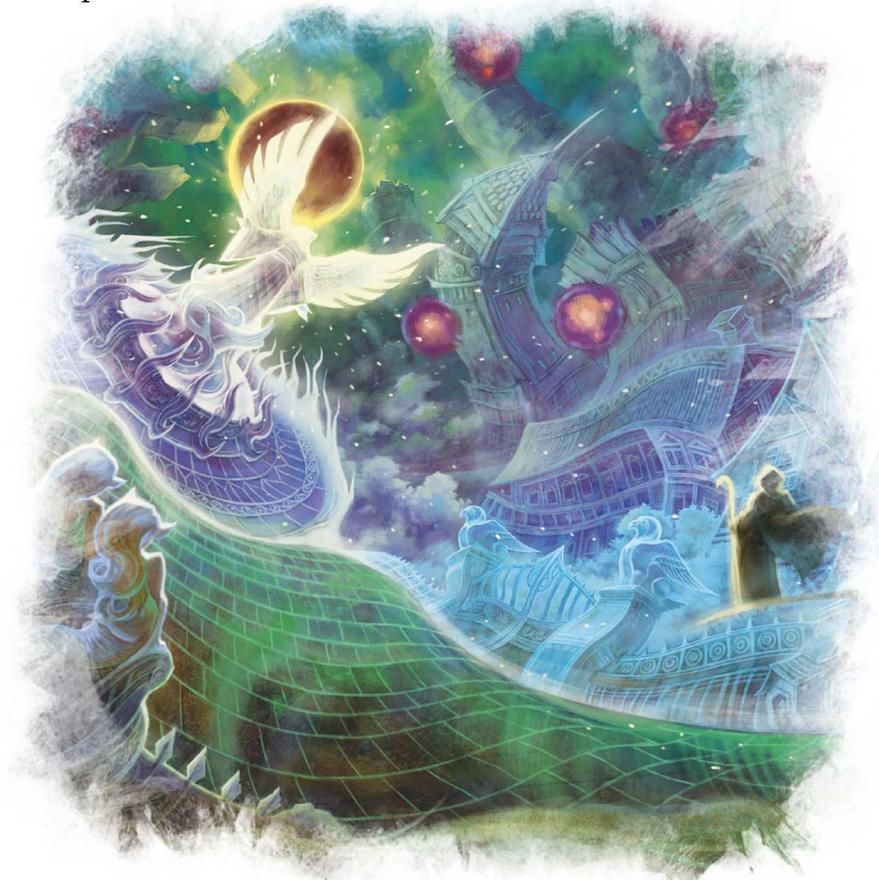


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Special thanks to all of our beta testers.





...You Broke the Law of Ulthar.

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



» How dare you! You are **killed**.

THE END
