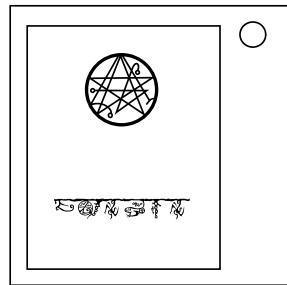


On the Subject of The Necronomicon

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.

- The module consists of a book, containing a portion of Abdul Alhazred's "The Necronomicon" (*original title: Kitab al-Azif*), a cryptic manuscript containing many secrets of the cosmos. Its presence has caused a disturbance in the time-space continuum, resulting in
- the opening of a gate to The Dreamlands. In order to disarm the module, perform the correct incantation to close the portal and save all of Humanity!
- To perform an incantation, open the book in a specific chapter for a period of 5 seconds. Performing an incorrect incantation will cause a strike and forcefully close the book.
- Press the book's cover to open it. The top of each page will display its chapter number. To turn a page, press its bottom right corner. If you find a page containing only 8 large symbols, you're at the edge of madness. This is as far as you are able to study the book. Staying in this page for more than 5 seconds will always cause a strike and trying to turn it will forcefully close the book.
- In order to determine the correct incantation, you must first determine the origin of this copy of The Necronomicon. Refer to "Guide to The Dreamlands" in order to do this. Then, determine which chapters are eligible to contain the correct incantation using "Chapters of The Necronomicon". Finally, consult "Closing a Gate" to determine chapter priority.
- Unfortunately, this excerpt of The Necronomicon is not written in its original Arabic or in any other human language. It is written in R'lyehian, an ancient cosmic language of which we know very little. Refer to "R'lyehian Glyphs and Vocabulary" to help translating any text.



Guide to The Dreamlands

Determining Book's Place of Origin

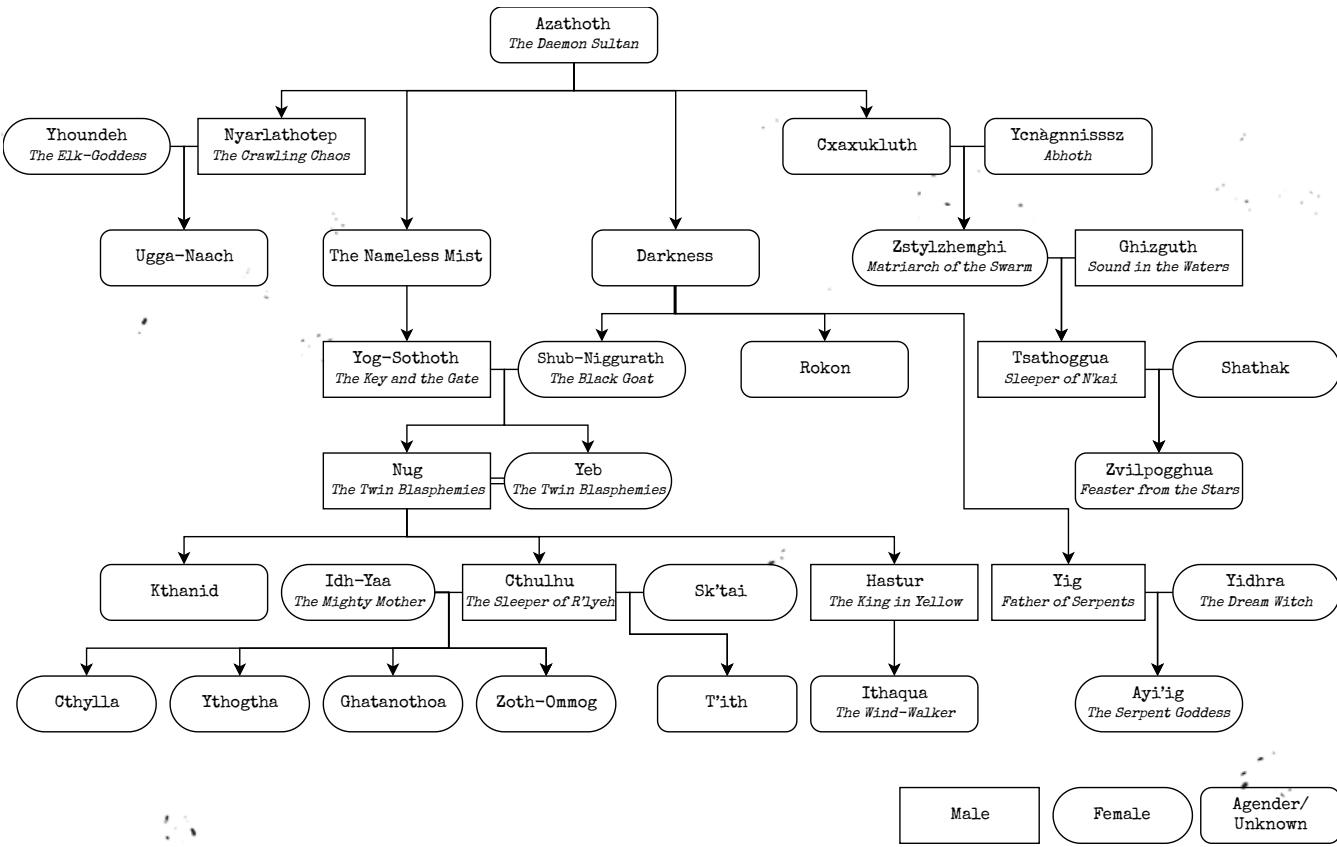
Use the color of the book's cover and the following table to determine the book's place of origin.

Cover's Color	Red	Yellow	Blue	Purple	Green
Place of Origin	Plateau of Leng	Sarnath	Dylath-Leen	Yuggoth	R'lyeh

Determining Book's Transcriber

This excerpt of The Necronomicon has been transcribed by an high priest of a cult worshiping one of the Great Old Ones.

In honor of their deity, they have inscribed one of its names in the book cover. Translate the R'lyehian expression and refer to the following family tree to determine which Great Old One it refers to.



Chapters of The Necronomicon

For each chapter present, use the following table to decide if the chapter may contain the correct incantation.

Nº	Contents	May contain the correct incantation if...
1	Description of creatures beyond the threshold of space such as the Tomb Herd.	The worshiped god is Tsathoggua or Shub-Niggurath.
2	Description of the powers the Other Name of Azathoth gives the wielder.	The worshiped god is Azathoth.
3	Information on the Gulf of S'glhuo.	The book's place of origin is Sarnath or Yuggoth.
4	A chapter on a complicated process capable of resurrecting the dead.	The worshiped god is Shub-Niggurath or Hastur.
5	An incantation of Vach-Viraj, used against Nyogtha.	The book's place of origin is Sarnath or R'lyeh.
6	A formula for temporarily banishing manifestations of Ahtu.	The worshiped god is any but Nyaralathotep.
7	A ritual accelerating the transformation from Human into Deep One.	The worshiped god is Tsathoggua.
8	A passage in the Naacal, no translation is given.	The book's place of origin is Plateau of Leng.
9	Depiction of the Voorish sign.	The book's place of origin is Plateau of Leng or R'lyeh.
10	Description of the Mao ceremony.	The book's place of origin is Dylath-Leen.
11	The story of Kish and Sarnath.	The book's place of origin is Sarnath.
12	An exorcism [not reproduced inside the Latin Wormius version].	The book's place of origin is Dylath-Leen or Yuggoth.
13	The Zoan Chant - a spell for reflected harmful powers sent against the caster.	The book's place of origin is Sarnath or Dylath-Leen.

Nº	Contents	May contain the correct incantation if...
14	Mathematical formulas calculation the exact location of R'lyeh.	The book's place of origin is R'lyeh or the worshiped god is Cthulhu.
15	Stories about a Ghoul [torn off the Harvard volume].	The book's place of origin is Dylath-Leen or R'lyeh.
16	A line of asterisks censored on the Arabian original.	The worshiped god is Azathoth or Nyaralathotep.
17	A formula for Mind Transference.	The worshiped god is a male ancestor of Kthanid.
18	Instructions on how to make the Powder of Ibn Ghazi.	The book's place of origin is Plateau of Leng or Dylath-Leen.
19	How to create a portal to Nyaralathotep.	The worshiped god is Nyaralathotep.
20	A formula capable of opening a gateway to Cthugha.	The worshiped god is Cthulhu or Hastur.
21	A passage about the Crawling Ones and the Green Flame Tulzscha.	The worshiped god is Azathoth, Nyaralathotep, Yog-Sothoth or Shub-Niggurath.
22	A long chant capable of summoning Yog-Sothoth.	The worshiped god is Yog-Sothoth.
23	Information on the Black Pharaoh Nephren-Ka.	The worshiped god is Nyaralathotep.
24	A large amount of information on the Antarctic Elder Things.	The book's place of origin is Plateau of Leng or Yuggoth.
25	Information on an ancient aquatic race – the Dwellers in the Depths.	The worshiped god is Tsathoggua or Nug and Yeb.
26	An encrypted astrological chart.	The worshiped god was referred to by his true name.
27	The Hoy-Dhin Chant.	The book's place of origin is Plateau of Leng or Sarnath.

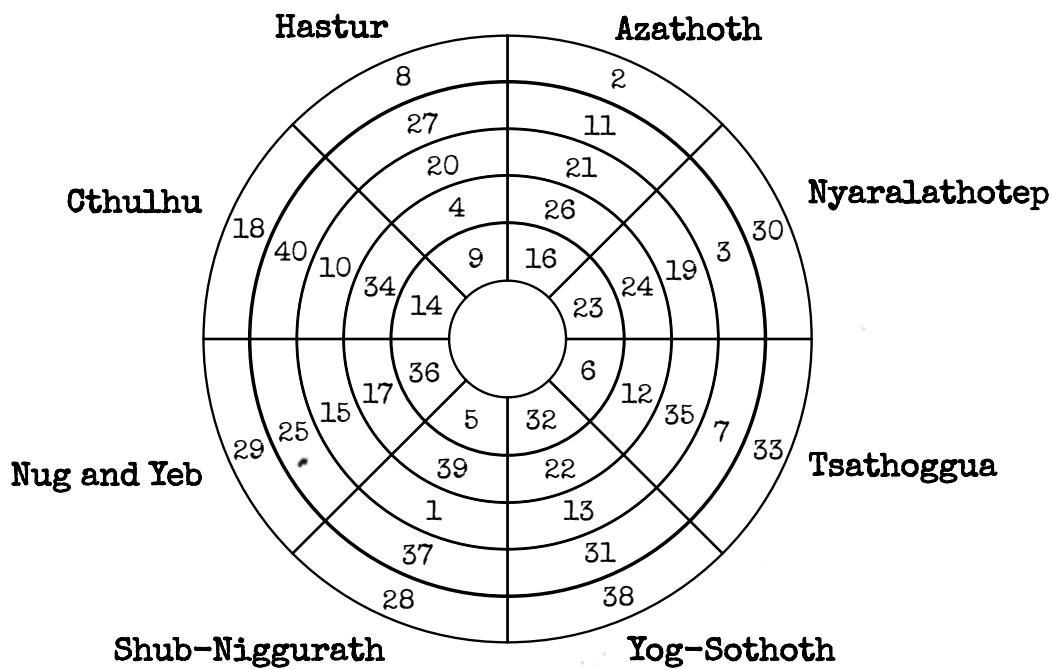
Nº	Contents	May contain the correct incantation if...
28	Instructions on how to destroy an egg of Yig using musical notes.	The worshiped god is a descendant of Darkness.
29	A description of the Furnace of Nug.	The worshiped god is Nug and Yeb.
30	A prophecy foretelling the rebirth of the high priest Nophru-Ka.	The worshiped god is Nyaralathotep.
31	A chapter on 'Umr At-Tawil and the ultimate gate.	The worshiped god is Yog-Sothoth.
32	A spell to send back Bugg-Shash to its dimension.	The book's place of origin is Yuggoth or R'lyeh.
33	Information on Yomagn'tho.	The worshiped god is Tsathoggua or Hastur.
34	Possibly the solution for telepathy.	The worshiped god is Azathoth or Cthulhu.
35	Description of multiple species found in The Dreamlands.	The book's place of origin is in The Dreamlands [Plateau of Leng, Sarnath or Dylath-Leen].
36	Formulation of non-Euclidean geometric rules.	The book's place of origin is Yuggoth or R'lyeh.
37	An incomplete list of the descendants of Azathoth.	The worshiped god was referred to by a family relationship.
38	Etymological dictionary of the names of the Great Old Ones.	The worshiped god was referred to by an alias.
39	An autopsy report of a Mi-Go specimen.	The book's place of origin is Yuggoth.
40	An extensive chronology of the Universe.	Allways.

Closing a Gate

Use the wheel chart below to determine the chapter priority for having the correct incantation. The priority sequence starts in the cell in the outermost circle corresponding to the worshiped Great Old One, proceed inwards until you reach the circle corresponding to the book's place of origin. Then, follow that circle clockwise.

The correct incantation is in the first chapter that appears in this sequence and that is both in the book and that meets its condition for having the correct incantation. If no chapters in this sequence meet the requirements, the correct incantation is the chapter that comes first in ascending numerical order and that meets its condition for having the correct incantation.

The circles, from outer to inner, correspond to: Plateau of Leng, Sarnath, Dylath-Leen, Yuggoth and R'lyeh.



R'lyehian Glyphs and Vocabulary

Glyphs

R'lyehian is read from left to right, with the glyphs of each word hanging down from a single horizontal line. The following basic glyphs can be converted into latin alphabet letters as follows:



Punctuation and Other Rules

Hyphens are represented by three small dots below the letter preceding the hyphen. Apostrophes are represented by a tilted vertical line between two letters. If a word needs to be broken down between two lines, the first line will end with a descending diagonal line and the second line will start with an ascending diagonal line. The following glyphs represent, respectively, "ra", "r-a", "r'a", "ra" (word continues next line) and "ra" (word started last line).



Vocabulary

The following is a list of known words in R'lyehian:

Prefixes		Words		Words	
Word	Meaning				
c-	we / our	fm'latgh	burn	nw	head / place
f"-	they / their	ftaghu	skin/ boundary	ooboshu	visit
h"-	it / its	geb	here	orr'e	soul / spirit
nafl-	not	gnaijh	father	phlegeth	realm of information
ng-	and / then	gof'nn	children	phltagn	silver / grey
nnn-	watch / protect	goka	grant	r'luh	secret / hidden
ph"-	over / beyond	gotha	wish	ron	religion / cult
y-	I / my	grah'n	lost one / larva	ruugnah	chaos
Suffixes		haast'r	gold / yellow	s'uhn	pact
		hafh'drn	priest / summoner	sathoth	ruler / authority
		hai	now	sgn'wahl	share space
		hanguur	cosmos	shagg	realm of dreams
		hlirgh	heretic / blasphemous	shogg	realm of darkness
		hrii	followers	shogg'toth	demon / demonic
		hupadgh	born of	shtunggli	notify / contact
		ilyaa	expect / await	shugg	realm of Earth
		k'yarnak	share / exchange	sll'ha	invite
		kadishtu	understand	stell'bsna	ask / pray for
Words		kn'a	question	syha'h	eternity
'ai	speak / call	krnug	crawl / slither	tharanak	promise / bring
'bthnk	body / essence	li'hee	on pain of	throd	tremble
'fhalma	mother	llll	at / beside	uaaah	(finish spell)
ah	generic action	lloig	mind / psyche	uh'e	people / crowd
ah'ha	copy / twin	lw'nafh	dream / transmit	ulch'	gate / portal
athg	sign / agree to	mg	yet	uln	call /summon
bug	go	mahn'	worthless	vulgtagln	pray to
ch'	cross / travel	mahn'ul	sacrifice / goat	vulgtm	prayer
chtenff	society	n'gha	death	wgah'n	reside in / control
ebumna	pit	n'ghft	darkness / black	y'hah	amen
ee	answers	nglui	threshold	ya	I
ehye	integrity	nilgh'ri	anything / everything	yog'tah	solution / key
ep	later / then	nog	come	zhro	(lift spell)
fhtagn	wait / sleep				