

BAKU'S FLEECE

A Mythical Sci-fi *Call of Cthulhu* Module

By Nian Chen, Yitao Liu, Gladeline Rufo, &
Tianyue Zhang



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Baku's Fleece is set in the mythical future within a distant star system. The scenario follows a group of explorers who have been assigned by the Emperor to search for the elusive Elixir of Immortality, a treasure said to give its consumers eternal life and power.

Your players take on the role of members of this exploration team—the successors of the first exploration team—under the command of the Galactic Empire. Your characters may be official Imperial soldiers, death row inmates desperate for a chance at redemption, opportunistic individuals lured by the promise of a hefty reward, and more. In this scenario, the explorers will replace traditional Investigators.

1. Information For Keeper (KP)

Things you should know

- What happened to this planet and the civilization on it.
- The setting of the supernatural power in this story.
- What happened to the first exploration team came earlier.
- Start of the players' story.

1.1 Gu Civilization

There once was a civilization called Gu that existed long before human civilization. Gu maintained a government

with the integration of religion and politics. They shared many similarities with humans, including the same four limbs, the same mode of communication through spoken and written language, similar social structures, and a similar path of technological development. Likewise, they were limited by the short lifespan of carbon-based lifeforms.

This comparable background led to comparable desires. After their technological development reached a high level, the people of Gu gradually embarked on the unthinkable pursuit of “eternal life”.

In the process of relying on secular power to pursue eternal life, their follies repeatedly frustrated them, until they accidentally discovered the power of a nebulous deity known as Karkus. This deity—or, rather, this omnipotent being beyond their understanding—had power over the psychedelic realm known as the Dreamlands. Within that boundless dream, eternal life was no longer so distant.

The fanatical civilization, believing in the great deity, sacrificed their people, their mother planet, and everything they had dear to finally bring about the arrival of Karkus. The reality-dream engulfed Gu's entire star system, leaving behind nothing but an empty, lifeless, and twisted reality, with a beautiful dream.

As the nexus of Karkus's descent, the mother planet of Gu had transformed into

a strange intersection between *dreams* and *reality*, where any intelligent beings who fall asleep there can easily plunge into the Dreamlands.

1.2 People of Gu

Although eternal life is the dream of countless mortal beings, it is not a gift that everyone can bear. The vast majority of Gu residents have gone mad and self-destructed in their infinite lives, and these **Self-destructors** have mostly chosen to wake up and return to reality.

Afterwards, because their bodies had already decayed in reality, the souls that left the Dreamland had no flesh to rely on and thus vanished into nothingness.

A few resilient and life-loving beings became increasingly bizarre in their fight against the erosion of time. Many of these **Lost Men** have forgotten everything related to eternal life and the Dreamlands, and have thus fallen into endless repetitions of their most beautiful dreams of normal life. However, the residents who can remain awake and enjoy eternal life are the rarest of the rare, and they call themselves the **Immortals**. Besides Lost Men and Immortals, there are also some **Servants**, who only exist as part of other's dreams.

1.3 Karkus

Karkus is an ancient and omnipotent creature who is always asleep, yet always awake. The religion of the **Gu** civilization describes Karkus as such—He carries the

tail of a cow, the body of a bear, the paws of a tiger, and the trunk and tusks of an elephant. He is said to be shrouded in nebulae—those who come near Him would fall asleep near instantly from the tranquility of His mane.

Karkus is a creature that exists entirely in the Dreamlands, but has a strong reflection on reality. Nobody knows how this lifeform was created. Perhaps for Karkus, the realm of dreams is the only reality, and our reality is nothing but a hollow dream.

Karkus, who is both asleep and awake, does not pay much attention to these tiny lives from Gu civilization, and can even be said to be benevolent, never contentious. He simply knows these “little guys” are there but will not actively drive them away, just like how sheep don't pay too much attention to their shaved fleece.

1.4 Dreamlands

After the **Gu** civilization summoned **Karkus's** power, areas around their planet are influenced and become twisted, flipped and closed. Creatures in the area are easily trapped in the Dreamland by sleeping, and they have difficulty in waking up on their own. However, as long as they continue to stay in the Dreamland, their souls will be eternal with Karkus.

Only an individual who is aware and acknowledges their existence in the dreamland, and can restrain their fear of death when they die, can free their

consciousness from the dreamland and return to reality.

1.5 The First Exploration Team

Your players are not the first exploration team to arrive in this area. A previous team had mysteriously disappeared in this seemingly empty starry space. The players' mission is to investigate whether there was anything unusual in this star system, to find out about the previous exploration team's situation, and to search for information related to the "Elixir of Immortality".

The previous exploration team had discovered a planet that did not exist on any known star chart and chose to land and investigate. They quickly discovered numerous remnants of the Gu civilization and, after deciphering the writing, found that the civilization had many beliefs related to "eternal life". The investigation team decided to conduct long-term research here.

However, on the second day, when they woke up, they found that the outside world had undergone a dramatic change. The ruins that had been there the day before had turned into a bustling metropolis, the dry riverbeds flowed with clear water, and the silent desert forests grew dense with life. They even encountered the people of Gu who were supposed to be extinct.

At first, they met a Lost Men called Talta and mistakenly thought they had traveled

back to the era of Gu. However, Captain Christina and Vice Captain Ken were keenly aware of the anomaly and continued to investigate. They left the plantation of Talta and went to the city called Santuario.

In the end, they realized that everything was not related to time travel but that they had fallen into an incredibly realistic dream. With the awareness of that, they successfully woke up. Christina wanted to inform the Empire of everything they had discovered, but Ken stopped her. Ken has changed his mind and prefers the ideal life in Dreamlands than reality. In the midst of a dispute with Christina, he killed her and chose to stay in the Dreamlands.

1.6 Status Quo

After receiving an urgent personal distress signal from the Emperor himself, the second exploration team (the players) is traveling through the star system, discussing their unlucky urgent mission.

"The chart of this star system is completely empty! What kind of anomalies could there be?" one of them says.

"It's probably just the previous team cutting off communication and running away," another speculates.

Suddenly, the system reports detecting an unknown planet within their reconnaissance range. The cabin falls silent as they realize they have indeed

found something unusual, and everyone becomes serious. The ship adjusts its course, and soon they begin the landing process on this “nonexistent” planet.

1.7 NPC's Reactions

1.7.1 Lost Men

Lost Men are unable to recall any information regarding the Dreamlands, and instead, they remain content in their own crafted dream worlds. To outsiders, they often appear to be just ordinary, happy people. If their perfect lives are disrupted or if they happen to have the thought that “all of this is not real” due to some external stimulus, for instance, an extended period of time, the dream world that they have constructed for themselves would reset immediately as a form of self-protection. Most of the Lost Men are friendly, as the happy individuals tend to have more sympathy and empathy for others. They are typically friendly towards players, as long as the players do not disrupt their dreams.

1.7.2 Servants

The term Servants refers to individuals who come into existence as a result of a wish or dream of Lost Men or Immortals. And they often have limited intelligence, much like NPCs in a video game. In scenes related to their masters, they can react quickly and appear no different from real people, but they often behave clumsily in unexpected situations. Interestingly, the higher the correlation between a Servant and its master's dream story, the more

intelligent it tends to be. Most Servants will have the same attitude towards players as their masters, but there may be exceptions in certain situations (conform to their “character”).

1.7.3 Immortals

The Immortals who wander in the Dreamlands are often nonconformists, and it is only due to their extreme convictions that they have been able to persist throughout history. While they are far from true deities like Karkus, Immortals with long memories may feel they are more advanced than others. However, if something touches on their convictions, it may pique their interest.

1.7.4 Other Explorers

Most members of the first exploration team are still in a state of “time traveling” and have not experienced anything that would alert them or raise suspicions. When facing the arrival of the players, these members will immediately assume that another group of people have crossed over. As the story progresses, if the players initiate communication, the past explorers may discover the truth and make their own decisions.

1.7.5 Ken

Ken, after returning to the Dreamlands for the second time, chose to build his own dream life away from the previous members of the exploration team. Upon learning about the identity of the players (members of the second exploration team), Ken will want to stop them from

uncovering the truth. He will behave in a friendly, kind, and trustworthy manner in the Dreamlands, deliberately misleading the players' perceptions and trying to find a way to eliminate their lives in reality to cut off their escape routes.

2. Information For PC

2.1 Galactic Empire

The notorious Galactic Empire formed from the conquering, cessation, and reconquering of countless other smaller empires throughout the centuries. Highly militaristic, the Empire consists of a 90% peasantry and civilian population, with its limited aristocrats and nobility working directly under the Emperor and his government. Due to its advanced martial and space-travel technology—including “spaceboats” that allow open-air breathing—the Galactic Empire practices ruthless warfare and constant exploration to broaden its power.

2.1.1 Growth of the Empire

With a wide reach, the Galactic Empire stretches over 24 charted star systems and several patches of uncharted nebulae. But the regrowth of nature cannot keep up with the industrial developments of the empire, and even previously lush planets are not spared from the takeover of factories and rust. The military carries out their conquests with extreme violence, turning many of their captured planets and spoils into a state of desecration.

In exchange for protection and payment, the peasantry and inhabitants of conquered planets agree to work in service to the Emperor, providing him intel and knowledge. This includes combat techniques, expected local etiquettes, and unique forms of technology. As such, the Galactic Empire has a diverse population split into sectors, but all in service of one central Imperial government.

2.1.2 Empire Sectors

In general, the sectors near the heart of the Galactic Empire contain more factories, cities, and industries with strict military control, whereas the sectors in the frontiers are more agrarian and quiet, ruled by lords appointed by the government during their annexations. Owing to the span and scope of the Empire's expansion, lords far from the capital have kept power throughout generations. In many cases, they lack strict allegiance to the Emperor, coming from high imperial status and seeking their own control.

The star systems of the Empire struggle with maintaining the health of their planets due to the drainage and exploitation of vital resources. Near the center of the Galactic Empire is where the least publicly-available resources are, strictly for use by the Emperor and his subordinates alone, protected by layers of city walls. In turn, a large number of fights and riots break out. These controversies have led to several failed assassination

attempts against the Emperor, leaving him in a state of unease.

2.1.3 Explorers with Dreams

Many people, young and old, from the central sectors have been arrested and jailed due to these fights and attempts. In exchange for freedom, some prisoners have risked their lives embarking on long Imperial expeditions to uncharted territories and gathering more resources.

Those who do survive tend to return having witnessed or hallucinated dreams of lands and fortunes that are too good to be true. Such dreams led to the popularization of the myth of the “Elixir of Immortality”, amongst other fabled trinkets said to prolong or improve life. Many alchemists of the Empire have tried to recreate it based on these vague descriptions of compounds, but to no avail. However, they were fortunate enough to discover adjacent concoctions through natural means to sustain health or tolerate dangerous environments, such as toxic gasses and nebulae.

2.1.4 Dreams, Archaeology, and Technology

Explorers over the past several centuries have been returning home with strange dreams, leading to the documentation of the extinct Gu civilization based on their dreamt accounts. As such, being a “dream interpreter” is a highly regarded position in society. Thanks to these dream interpreters—who are specially skilled with psychoanalysis and dream

theory—artifacts such as re-draws of the Gu civilization’s relics and observations of their architecture through explorers’ increasingly-tactile dreams have been recovered. Dream interpreters are able to encourage people to near-accurately draw out or describe their visions through methods of hypnosis.

These discoveries also directly aid the Galactic Empire through the mimicking of Gu’s ancient but robust technologies, some of which slightly prolong life or replace vulnerable human bodies with metallic ones. In addition, technologies such as extremely powerful pad-holograms that are able to render near-lifelike and color-accurate lifeforms have come to fruition due to the discoveries of Gu. Such technologies affect everyday industries, such as libraries and museums, in addition to military use.

In general, the clarity of the dreams of Gu increases the further a voyage goes, and discovering a “hotspot” of vivid dreams, usually within a nebula, can be compared to discovering a lost signal.

2.2 Elixir of Immortality

In the moment of the Emperor’s most severe bout of restlessness, a group of confused explorers barged into the Emperor’s quarters and declared that they had felt a mysterious, revitalizing essence in the open space while escaping from a failed expedition. Some of these explorers also confided to the Emperor about their unbelievable dreams—bearing

the most specific descriptions of the **Elixir of Immortality** to date:

- It is in a bottle for one person alone—the size of a palm.
- It consists of preservatives and other chemicals, yet has a very “honeyed” taste.

With this new information piquing the Emperor’s interest, he elected a group of adept explorers, including the famous Captain Christina and Vice Captain Ken, to embark on a preliminary expedition to scout out the aforementioned star system. But when the first expedition team did not return—and with no other people left in his quarters whom he saw fit to set out—he decided to send an emergency signal to a freshly-returning spaceboat to find these missing explorers.

2.3 The Task

You are on the way back home from a successful expedition, but suddenly you receive an emergency signal to investigate the disappearance of another exploration team.

Initially, you are a little dismayed, but are quickly interested upon the discovery that the emergency signal was sent personally by the Emperor.

“Please regard this message,” the Emperor’s voice pleads from the terminal. “I have lost the signal of my last exploration team, the best of its kind, sent to retrieve the Elixir of Immortality.” Coughing, the Emperor declares, “I cannot

bear to leave these people to rot, wherever they are. Under my hand, you are obligated to go search for them. You will reap the rewards of nobles upon your return. I will make sure of it.”

The Emperor uploads the star chart of the previous team’s last known signal to your ship’s database.

2.4 The Spaceship

The spaceship, or spaceboat, of the crew is about the size of a 3-story building with a section for an open-air deck. The walkable area is about 2/3rds of this size, including a hull that contains several rooms:

- Living chambers or “hibernation chambers” (it can be just one room with bunk beds, or several dorms for individuals, depending on how the KP and players decide)
- Map room containing equipment and interfaces for star charting
- Pilot’s room for flying the ship
- Storage room for weapons and tools
- Other essential utilities, such as kitchens

The KP and players can decorate these rooms and define additional rooms however they wish. For example, based on the Credit Ratings of the party, you may choose to have the ship look fancier, with advanced technology and a clean appearance, or junkier, with a scrappier and stitched-together appearance.

2.5 Equipment

The crew's ship contains some technology that can be decided by the KP and the players. It is recommended that the technology on the ship change based on the crew's initial expedition that they were supposed to return from. Here are some examples:

- Mining or resource expedition - mining tools, drills, advanced scanners, material reference books
- Conquest or emissary expedition - translation equipment, weapons, historical or legal documents
- Medical expedition - alchemist tools, bottles, stores of chemical compounds
- Art research expedition - advanced 3D charting equipment, 3D printer, plastic materials
- Religious pilgrimage - sacraments, religious texts

Other pieces of general equipment:

- Uniforms, suits, and breathing equipment
- Vehicles, such as buggies, rideable or remote-controlled
- Drones and other small automated robots, flying or ground-moving

2.6 Captain Kidd

Kidd is the captain of the players' ship. He has high professional ability but is also careless, lacking caution, and unable to keep secrets.

3. Land on the Planet

3.1 Another Spaceship

After the player's exploration team entered the planet's orbit, they conducted a scan and quickly located the missing exploration team's spaceship. Captain Kidd ordered a landing nearby and began investigating the spaceship.

The information that the player can discover includes: the missing spaceship is intact but in an external sealing mode, and only the captain has the authorization to give this command. It is unclear about the status of the crew, but the spaceship's systems are running normally, so it can be inferred that the life support system is working properly. All attempts made by the player to contact the crew on the inside have gone unanswered.

If the player wants to forcibly enter the spaceship, Captain Kidd will inform them that it will take until the next day to prepare for the task. If the player wants to damage or attack the spaceship, Captain Kidd will strictly prohibit such actions.

3.2 Archeology

By scanning the planet, the player discovers a large number of ancient ruins and traces of ancient intelligent life.

The ruins are estimated to be billions of years old, but due to the atmosphere, the relics are intact enough that the engravings of symbols are visible. These

symbols are commonly replicated in the academic historical studies of a lost civilization known as “Gu”. If there is a scholarly-type Investigator in the party, then the KP can prompt that player to share the discovery of Gu. Otherwise, the KP can disclose this information by making Captain Kidd speak.

However, much of the intact ruins found in the planetary scan do not fully match the few relics that have been vaguely archived. The KP can describe or disclose the ruins of Gu in any way desirable, and can choose to include the ruins of technological pieces (such as spaceboats) as well.

3.3 City Ruins

The distance to the nearest large ruins (the holy city Santuario) from the player's landing point requires a 5-hour vehicle ride. The KP may allow the player to explore once today, but must set reasonable plot elements to ensure they return before nightfall. The information the player can obtain includes some damaged documents that need to be deciphered (deciphering the damaged documents will take 1 day), the approximate reconstruction of the original appearance of the ruins in this area, and some reliefs and statues that fit the image of Karkus or have religious significance (the KP may request a SAN check depending on the situation).

3.4 Communication Blackout

After entering this star system, the player's spaceship has lost contact with the Galactic Empire. If a player tries to contact the Galactic Empire, Captain Kidd will try to conceal this situation, but the KP does not need to deliberately cover up this fact.

(The nature of the loss of contact is due to the characteristic of this area that tends to make information vague or increase entropy, which includes but is not limited to sound waves, light, radio waves, hard drives, memories, etc. Media with lower information density, such as books, are less susceptible to erosion, while those with higher density, such as communication signals, are more susceptible to erosion. If the player conducts tests or investigates in a reasonable way, the results can be disclosed at discretion.)

3.5 Sleep

At the end of the day, Captain Kidd asks players to go rest (the KP makes sure that all players go to sleep). Captain Kidd will stay up late, so only players fall into dreamlands. Make sure all players go to sleep, make a lucky check. People who pass will dream of some view of Karkus. They lose 1d4 SAN if they fail in a SAN check.

4. "Time Travelling"

4.1 The Missing Captain

The players wake up in the Dreamlands, and when they come out to observe, they find that the environment has completely changed. The towering alien trees surround their spaceship, presenting a brilliant and vibrant color under the light of the stars. White filamentous organisms resembling fungi cover the ground, and when squeezed, they release slightly cloudy liquid (upon checking, it is found to be liquid water with some organic nutrients) and emit a faint glow (which may be difficult to see during the day). If the players walk on the ground, they will find that their footprints are self-healing at a visible rate.

4.2 Another Ship

If the players go to the coordinates where they found the first exploration team's ship, they will still find a ship. However, this ship is different from the first one in that it is intact but powered off, rather than in external sealing mode. Since they do not have the corresponding authorization, the players are still unable to enter this ship.

4.3 The Plantation

If the players stay on the spaceship or return to it, they will be informed through the scanning system that signs of intelligent life activity have just been detected on the edge of its scanning

range. If the players choose to rush over and follow in the direction of those people's movements, they will come across a plantation. The farmland seems to have automated facilities taking care of it. Players can see a very exquisite building in the estate.

4.4 Talta

Talta is a Lost Men, and his dream is to live a prosperous and leisurely life as a plantation owner. In addition to the main estate, his dream also includes a wife, daughters, a steward, some servants, and a merchant who comes to buy the produce from the plantation at regular intervals. The activity traces that the player's spaceship discovered were left by the merchant who came to buy from the plantation today. If the players arrive early enough, they may witness the scene where Talta is trading with the merchant. If approached normally, **Talta** will kindly invite the players as guests. Except Talta himself, Player may also meet his wife, small daughter and some maids.

4.5 1st Exploration team

As a plantation owner, Talta allowed the first exploration team to stay in his estate after they met. They communicated and came to the conclusion that they have traveled through time, and they firmly believe in this theory. If the players provide enough convincing evidence, these members can still be persuaded.

The reasons why these members believe in time travel include: 1. Communication

with the locals (Talta's family); 2. The starry sky is different from the one they saw in ruins, and calculations suggest that it is indeed billions of years ago. The KP can decide to add other supporting evidence as they see fit.

Players can also learn from these members that Captain Christina and Vice Captain Ken were always secretive and seemed to be conducting some kind of investigation. One day, they both suddenly disappeared, which also led to the remaining members not having captain privileges and unable to access the ship. Privately, some members even suspected that the two had eloped, as everyone knew that Ken had feelings for Captain Christina and they were a great match in terms of talent and appearance. However, Christina was a noble and already engaged, so Ken didn't have much hope. But now that they are in this world Galactic years ago, do they still care about those things? Is eloping really necessary?

4.6 Talta's Secret

Talta's real dream is not just about the peaceful life on his farm, but also about the existence of slaves in the basement. Although in his dream, it is a perfect hiding place that will never be found by his family, the players have a chance to discover it. His collection of slaves includes a woman named Mariana (Servant), who was the saint of the "Gu" civilization. She is the most intelligent "Servant" in Talta's dream and the real most important person to Talta. Mariana,

who exists in Talta's dream, does not know more information than Talta, but if she is successfully rescued, she will be more willing to communicate with the players and tell them everything they want to know.

4.7 Reset

If the players severely damage Talta's dream, it may result in a reset of his dream. Possible actions include, but are not limited to, seriously injuring or killing Telta, causing irreparable damage to the plantation, exposing Talta's secrets, and taking away Mariana, etc.

After each reset, the KP should make a SAN check for the dream owner. When the SAN value of a Lost Men, which is usually already low, drops to 0, they will choose to give up on themselves and wake up in reality, disappearing and becoming a Self-Destructor.

5. Dreamlands

5.1 Ken

After returning to reality, Ken and Christina had a conflict over whether to inform the Galactic Empire of their findings. Ken knows it is almost important for them to be together in real life. So he proposed that the Dreamlands were a place free from the influence of the Empire, where people could be together and do whatever they wanted. Christina, on the other hand, insisted on returning

to the Galactic Empire and dismissed Ken's viewpoint. Ken realized that although they had a good relationship, Christina had never viewed him as a romantic partner or potential love interest. His fantasies about her were just one-sided illusions, and in the midst of various emotions, Ken made an extreme decision. He killed Christina in reality and gained proxy captainship of the ship. He then set the ship to external sealing mode, entered the stasis pod, and re-entered the Dreamlands.

Upon returning to the Dreamlands, Ken did not seek out his former colleagues, but instead found a new place to live not far from the ship. If the players leave the farm and head towards the holy city, they will encounter Ken or Christina (as a Servant) as lovers living together there. Once Ken learns of the player's identity, he immediately decides to kill them and cut off their escape route. He acts polite and friendly, and asks for useful information (such as the whereabouts of the player's captain).

If the players stay there until the evening of the second day, they will encounter an unexpected attack. Note that unless Ken receives fatal injuries in this attack, there will be no Reset, even if Christina dies. The reason is that Ken is still a novice who has discovered the truth of the Dreamlands but is still figuring out how to use their powers. The Lost Men who are trapped in their dreams will automatically reset when their dream is destroyed, but Ken will not.

5.2 Ling

Ling was the heir to the Gu civilization when they entered the Dreamlands, he is the son of Zheng. As an Immortal, he held an extreme belief that all his compatriots should be liberated. Ling believed that the pursuit of immortality by the royal family had led to the civilization's current state, and he viewed the Dreamlands as a painful and illusory existence. Ling should have been a Self-destructer, but his obsession with protecting his people and atoning for the royal family's sins led him to decide to bring liberation to all his struggling compatriots before he died. He began to roam the land, bringing liberation to his people. His most common means of dealing with Lost Men was to repeatedly destroy their dreams, forcing them to exhaust their willpower in each reset and ultimately driving them to madness and destruction.

Perhaps due to his sense of family or a desire for ritual, Ling did not start his plan from the origin point of Santuario. Instead, he used it as the final stop on his journey of redemption.

The one who attacked Ken (and the players) was Ling, but he soon discovered their unique nature and stopped the attack. He then continued on to his original target: Talta's plantation. If the players return to the plantation the next day, they will find that it has been completely destroyed.

5.3 Santuario

Santuario is the holy city, and its location is the same as the city ruins that were found. The entire holy city is a shared dream of Immortals and Lost Men in this area.

5.3.1 Santuario Cathedral

The Santuario Cathedral is located in the center of the city. Despite the fact that players have no knowledge of Gu civilization's architectural aesthetics, they still sense the grandeur and the feeling of reverence that this building inspires. The Saint Mariana resides here and manages all affairs related to the holy city.

5.3.2 Vatican Library

"The place that collects all knowledge in the world" exists as part of Saint Mariana's dream of a perfect holy city. Because the library "collects all knowledge" even the memory and experiences that Saint herself cannot memorize clearly can be found here. The library is divided into public and forbidden areas, and the latter requires Mariana's permission to enter or defeat the guards and break the seal (Occultism + Lockpicking) to enter. Players may discover all the truth including the way to get out Dreamlands if they can enter forbidden areas.

5.3.3 Palace of the Slumbering Emperor

This palace-like building is located at the highest point of the holy city. Except for the sleeping chamber, all areas are open to visitors. Although no one cleans it, it is

always as clean as new. Many treasures can be found in various rooms of the palace. Even if taken away or destroyed by players, they will be completely restored the next time they enter the room. But nothing here can be really taken away from the palace. The core area of the sleeping chamber is where the Emperor Zheng rests eternally. To enter, players need to break the mercury trap mechanism and defeat multiple puppet guards.

5.3.4 Other Areas

The prosperous holy city has many buildings and areas, such as residential areas and commercial districts. The residents living here consist of Lost Men and Servants who exist based on their dreams. Further details are not described here.

5.4 Mariana

Mariana is an Immortal who lives in Santuario. She has a pure and strong belief in Karkus and wishes to serve Karkus with all her life. She considers herself as the guardian of the Santuario, maintaining its sanctity. In Santuario, any violation of doctrine or sinful behavior, once discovered by her, will not be tolerated.

5.5 Zheng

Zheng was the emperor of the Gu civilization during the time they entered the Dreamlands. It was his pursuit of immortality that led the Gu civilization to its current state. Zheng's obsession is

being the "eternal emperor". Even though he also feels the emptiness, he chooses a long sleep to ease his pain caused by the obsession. This is also the origin of the "Palace of the Slumbering Emperor" and all the strange things inside. Unless the players successfully enter his palace, he will not awaken until Ling attacks Santuario.

5.6 The Battle for Santuario

Ling comes to Santuario to finish his wish, Mariana and Zheng will fight him together. Players can choose to join their fight or not. (more details needed)

5.7 The Missing Captain

Although players did not find Captain Kidd when they entered Dreamlands, he was not really missing. Captain Kidd was staying up late trying to repair communication with the Galactic Empire. After a day and night of effort, he successfully found a way to encrypt the algorithm against interference. Despite allocating all the computing power and energy to solve the algorithm, except for maintaining basic systems, the system still needed 48 hours to have the result.

After completing all this, Kidd went to rest, and thus, Kidd's time entering Dreamlands was one day later than the players. If there really were players guarding the spaceship for a day and night, there was indeed a chance to directly encounter Kidd. Otherwise, Kidd's route of action would be encountering Talta's plantation being

destroyed by Ling, encountering Ken and Christina (Ken's new Servant) and being informed by Ken about the weak defense of the players' spaceship. Finally, he arrived at Santuario before Ling and met the players, believing in the time travel theory described by Ken.

5.8 Crisis in Reality

After learning from Kidd that the player's ship had shut down most of its defense systems, Ken began to plan to kill the players. Once Kidd had left, Ken woke up in reality and successfully convinced the player's ship to launch their life pods (more details needed for explanation). The player's real-life countdown to death began, giving them only 12 hours left to live.

After completing these actions in reality, Ken returned to his own ship and entered Dreamlands, worried that the players would discover the truth and wake up early. He also made his way to Santuario. If he discovers that the players have found out the truth about Dreamlands and intend to wake up, he will tell them about his actions in the real world but deceive them about the timing. He wants the players to believe that they have already died in the real world and that waking up will only result in their complete death, with no other options.

However, if any players still choose to wake up, they will find themselves in their life pods, having been ejected from the ship. As long as they can make their way

back to their own ship, they still have a chance of survival.

6. Character Creation

6.1 Guidelines for Making Your Investigator

Since *Baku's Fleece* takes place in a mythological galaxy setting, your Investigator can embody technological or mystical roles. Some Investigators may be closely related to the Galactic Empire, while others may be civilians or outcasts. Additionally, there is a wide range of educational levels, but make sure it is suitable for your Investigator's background.

Due to differences in time and location, you may want to create a new character instead of using an existing Investigator. However, skills from the 1920's to the modern period are suitable for this module. Investigators from ancient times may also work with some tweaks to adapt them to a galactic setting.

6.2 New Skills

Baku's Fleece comes with a number of new skills with base values:

- **Alchemy - Base 10%**

- Includes most chemical and physical energies.
- Skilled Investigators have the ability to identify specific compounds and

analyze the physical characteristics of things.

- **Astronomy - Base 10%**

- Includes deep knowledge of celestial objects, such as nebulae, stars, and solar systems.
- Skilled Investigators can observe whether a given object is a projection of an astral entity.

- **Breach Encryption - Base 10%**

- Includes digital systems that are encrypted with passwords or entry questions.
- Skilled Investigators can bypass these encryptions without activating external functions.

- **Drones - Base 10%**

- Includes small robots or machines, including projections.
- Skilled Investigators can control these machines easily, and with more advanced machines, can make them perform more intricate tasks.

- **Gas Tolerance - Base 20%**

- Includes air pressure, foreign air, temperature, chemical toxins, and other mechanical toxins.
- Most toxins will not harm the Investigator, and fatal toxins will have a significantly slowed effect.

- **Interpret Dreams - Base 5%**

- Includes nightmares and happier dreams.
- Skilled Investigators can interpret the meaning or prophecies of a dream based on an NPC's description, and can further inquire about it without friction.
- **Satellites** - Base 10%
 - Includes radio satellites, location tracking (GPS) satellites, laser-targeting satellites, distress signals, and others.
 - Skilled Investigators can modify the direction, intensity, accuracy, and broadcast quality of a satellite.

6.3 Investigator Templates

6.3.1 Imperial Pilot

STR 16	CON 16	SIZ 23	INT 10	POW 12
DEX 15	APP 15	SAN 60	EDU 14	HP 15

Damage Bonus: +1d4

Weapons:

- Pistol 65% (1d6 + 1)
- Punch 60%

Skills:

- Occupational
 - Firearms (Handgun) 60%
 - Firearms (Rifle / Shotgun) 40%
 - Drones 40%
 - Intimidate 40%
 - Electrical Repair 50%
 - Mechanical Repair 50%

- Navigate 60%
- Pilot (Aircraft) 70%
- Personal
 - Art / Craft (Model-making) 25%
 - Drive Auto 40%
 - Spot Hidden 45%
 - History 25%
- Credit Rating 50%

Equipment:

- Galactic Empire uniform
- Sword
- Trusty pistol

You are a seasoned pilot who has flown many spaceboats throughout your life for the Galactic Empire. You have a decent relationship with the Emperor of your homeland and as a result have some privilege and honor, but you do not know him personally. Regardless, you are experienced in space flight and the dangers of mysterious galaxies and their effect on your spaceboats. As such, you are adept in repairs and even on-the-spot device fabrication, able to work well with machinery.

6.3.2 Youthful Stowaway

STR 15	CON 17	SIZ 13	INT 11	POW 11
DEX 14	APP 11	SAN 55	EDU 12	HP 15

Damage Bonus: +1d4

Weapons:

- Punch 60%

Skills:

- Occupational
 - Disguise 60%
 - Dodge 40%

- Fast Talk 50%
- Fighting (Brawl) 40%
- Jump 50%
- Listen 50%
- Locksmith 40%
- Sleight of Hand 60%
- Stealth 70%
- Personal
 - Art / Craft (Harmonica) 25%
 - Climb 40%
 - Electrical Repair 30%
 - Track 30%
- Credit Rating 0%

Equipment:

- Large hat
- Tattered poncho

You are a youth who illegally hitchhiked onto the spaceboat, wanting to leave your homeland to find the Elixir of Immortality for a dying relative. Having boarded many passing spaceboats already, you have an affinity for blending into crowds and hiding in small spaces. But as a result, you have very few belongings or money with you to make the journey. You may be considered a bounty by the Galactic Empire for illegal travel.

6.3.3 Alchemist

STR 9	CON 14	SIZ 10	INT 15	POW 17
DEX 12	APP 12	SAN 85	EDU 17	HP 12

Damage Bonus: None**Weapons:**

- Punch 50%

Skills:

- Occupational

- Alchemy 70%
- Anthropology 50%
- First Aid 60%
- Gas Tolerance 40%
- Library Use 40%
- Medicine 50%
- Natural World 50%
- Persuasion 40%
- Personal
 - Archaeology 21%
 - Astronomy 30%
 - Drones 30%
 - Satellites 10%
- Credit Rating 60%

Equipment:

- Pen with a mini light

You are an alchemist newly hired by the crew of the spaceboat. You are an expert in the medicines of foreign galaxies and are also quick to analyze previously undiscovered herbs and components from unknown galaxies. You have previously made some attempts at recreating the Elixir of Immortality by yourself and thus have good knowledge of medicines and first aid.

6.3.4 Emperor's Personal Interpreter

STR 11	CON 11	SIZ 15	INT 14	POW 15
DEX 9	APP 9	SAN 75	EDU 19	HP 13

Damage Bonus: +1d4**Weapons:**

- Punch 50%

Skills:

- Occupational
 - Appraise 50%
 - Astronomy 40%

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- Charm 50%
- Interpret Dreams 70%
- History 40%
- Law 40%
- Psychoanalysis 60%
- Psychology 50%
- Personal
 - Persuade 30%
 - Breach Encryption 30%
 - Library Use 40%
 - Occult 25%
- Credit Rating 60%

Equipment:

- Warm fleece worn over shoulders

You are an expert in dreams who has a very close relationship with the Emperor of your homeland, originally acting as the Emperor's right-hand for interpreting dreams and sicknesses. You were sent to join the spaceboat crew in the case of odd discrepancies occurring as a result of entering an unknown galaxy.