

ARKHAM HORROR®

THE CARD GAME

Campaign Guide

THE DREAM-EATERS

The Waking World Is Only One Reality

"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 pschent-bearing heads and vowed it would be the death of his soul."

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

The Dream-Eaters consists of two campaigns for *Arkham Horror: The Card Game*. *The Dream-Eaters* deluxe expansion contains one scenario for each of these campaigns: "Beyond the Gates of Sleep" and "Waking Nightmare." Each of these scenarios can be played on its own or combined with three of the six Mythos Packs in *The Dream-Eaters* cycle to form a larger four-part campaign. Alternatively, these scenarios can be combined with all six of the Mythos Packs in *The Dream-Eaters* cycle to form a cohesive eight-part campaign.

Wait!

Do not choose investigators or assemble investigator decks yet. First, read the prologue on page 3. You will be instructed to choose investigators and assemble investigator decks once the prologue is complete.

Additional Rules and Clarifications

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.

Myriad

An investigator may include up to three copies of a player card with the myriad keyword in their deck (by title), instead of the normal limit of two copies. Additionally, when you purchase a myriad card for your deck, you may purchase up to two additional copies of that card (at the same level) at no experience cost.

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.



Bonded

Cards with the bonded keyword are linked to another player card. They have no level and therefore are not available as deckbuilding options. Instead, the card to which they are bonded (which is listed in parentheses next to this keyword) brings the bonded card into the game.

If your deck contains a card that summons one or more bonded cards, those bonded cards are set aside at the start of each game.

If a weakness with the bonded keyword is added to an investigator's deck, hand, threat area, or play area, it does *not* remain a part of that investigator's deck for the rest of the campaign (unlike other weaknesses). It starts each game set aside with that investigator's other bonded cards.

For example: Hope, Zeal, and Augur all have the "bonded (Miss Doyle)" keyword. This means each of those cards is bonded to the card Miss Doyle. Hope, Zeal, and Augur each have no level and are therefore not available as options to include when building your deck. However, Miss Doyle summons each of these cards when she is played. Therefore, a player with Miss Doyle in their deck should set aside Hope, Zeal, and Augur at the start of each game. These cards are not part of that investigator's deck and do not count towards their deck size.

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.)*

New Weaknesses

This expansion contains four new basic weaknesses—Self-Centered, Narcolepsy, Kleptomania, and Your Worst Nightmare—with the text "Multiplayer only." These weaknesses are only added to the pool of available basic weaknesses when there is more than one investigator in the game.

Hidden

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

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

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

Expansion Icon

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



Prologue

Friday, February 15th, 1925

Something odd was happening in Arkham, Massachusetts.

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

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

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

shared experiences in their dreams? What if our modern understanding of sleep is all wrong? What if there really is a place our consciousness travels to when we sleep—a land of dreams that exists beyond our waking world?

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

This cycle consists of two separate four-part campaigns—A and B.

Campaign A is called *The Dream-Quest* and consists of scenarios 1-A, 2-A, 3-A, and 4-A. This campaign tells the story of those investigators who journey into the world of dreams.

Campaign B is called *The Web of Dreams* and consists of scenarios 1-B, 2-B, 3-B, and 4-B. This campaign tells the story of those investigators who stay behind in the waking world.

The scenarios in this cycle can be played in one of three ways: as one of the above four-part campaigns (either A or B), or as an interconnected eight-part campaign (both A and B) in which a single group of 1–4 players takes control of two separate groups of investigators and alternates between them.

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

- ☞ Proceed to **Campaign A Setup** on page 4. After each scenario, proceed to the next numbered A scenario, as instructed by the scenario's resolution. Do not play the four B scenarios. This campaign is a self-contained experience.

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

- ☞ Proceed to **Campaign B Setup** on page 9. After each scenario, proceed to the next numbered B scenario, as instructed by the scenario's resolution. Do not play the four A scenarios. This campaign is a self-contained experience.

☞ If you are playing *The Dream-Eaters* as an eight-part campaign:

- ☞ 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. (For added chaos, the players may also choose randomly.)

❖ Note that each campaign has its own separate chaos bag, as described in each campaign's setup instructions. However, there is no need to build both chaos bags simultaneously. Use the "Chaos Bag" section of each Campaign Log to record the current contents of each chaos bag so you may switch between them easily.

❖ From there, you can proceed to either **Scenario 1-A: Beyond the Gates of Sleep** on page 5, or **Scenario 1-B: Waking Nightmare** on page 10 (your choice). After each scenario, follow the resolution's instructions to determine when to alternate between the two groups. Decisions made by one group may sometimes affect the other group.

Playing The Dream-Eaters with Two Groups

While this is not the primary mode of play, it is possible to play *The Dream-Eaters* campaign with two separate groups of 1–4 players each, one group playing Campaign A and the other playing Campaign B. In this format, use the rules for setting up *The Dream-Eaters* as an interconnected eight-part campaign, with the following exceptions:

- ❶ 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. (For example, once group A finishes **Scenario 1-A**, they must wait for the other group to finish **Scenario 1-B** before they can move on.)
- ❷ Interludes should be read by both groups, in unison, with each group making the decisions relevant to their particular campaign.
- ❸ 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.

Campaign A 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.

❖ **Easy** (*I want to experience the story*):

+1, +1, 0, 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, ♠, ♠, ♠, ♠, ♠.

You are now ready to begin at **Scenario 1-A: Beyond the Gates of Sleep**.



Scenario I-A: Beyond the Gates of Sleep

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. Then, proceed to **Setup**.

☉ **Guardian** (♄) dream: You circle a sullen hill shrouded in darkness and steeped 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.

✦ Search your deck for a ♄ card and play it (paying its cost).

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

✦ Search your deck for a ♋ card and play it (paying its cost).

☉ **Rogue** (♊) dream: 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 back and forth until it is just you and the man in the white suit 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 king-high straight. "What a shame." He tsks, revealing a pair of twos. "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. "9♥-10♣-D♦-C♠-N♠," the cards read. You gape in shock as you are carried away from the table and ushered out the door.

✦ Search your deck for a ♊ card and play it (paying its cost).

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

✦ Search your deck for a ♊ card and play it (paying its cost).

☉ **Survivor** (♏) dream: 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.

✦ Search your deck for a ♏ card and play it (paying its cost).

☉ **Criminal** dream: 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 glare follows you. They're going to catch you. They'll lock you in a cage and throw away the key. Your freedom, 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.

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

☉ **Drifter** dream: 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 lumbers 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 decoration, marble staircases wind to dizzying heights, and a crystal chandelier speckles the room with prismatic brilliance. Under the chandelier sits an ornate doorway, its gilded lattices forming the depiction of a fox in a forest.

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

❶ **Hunter dream:** 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 you enter its den, you find only a dirty, cracked mirror and your own tired and troubled face reflected in the glass. Where could the aberration have gone? You are sure this is where it retreated to, and yet... you turn back to the entrance and are surprised to see a door where there was none before.

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

❷ **Medic or Assistant dream:** You stand in front of a closed casket. Mourners in black clothing stand in a line at your side, waiting for you to say your last words. Tearfully, you place a hand on the casket. The hard, cold wood feels dead under your palm. They confided in you. They relied 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...

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

❸ **Miskatonic or Scholar dream:** 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 among the flames.

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

❹ **Veteran dream:** 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 countryside where death is certain. And there, you see it: a lone wooden door standing among the rubble and dirt. You know it is your only way out.

Gripping your rifle tight, you go over the top and run headlong into a hail of deadly bullets, explosions rocking the ground around you.

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

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

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

❻ **Neutral dream:** 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 ineptitude, 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.

❖ You begin this scenario with 2 additional resources.

❼ **Neutral dream:** You sit on the back patio of what seems like your childhood home, but something is off. You don't recognize your family... the plants in the back yard are arranged differently... and the sky is a patchwork of rotting corpses, raining dismembered body parts onto the landscape. Your not-family watches this precipitation of corpses calmly, discussing the weather it as if it were a banal occurrence. This continues even as the intermittent thudding 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.

❖ You begin this scenario with 1 additional card in your opening hand.

Setup

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



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



Steps of Slumber

At the start of this scenario, there is no encounter deck. This means that the investigators cannot use abilities that interact with the encounter deck in any way. (For example, effects such as those that search the encounter deck, draw cards from the encounter deck, or look at cards in the encounter deck all fail.)

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

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

DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated: You are nudged into consciousness by an old, scarred cat. “Hey. You all right, human?”

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

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

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

- ☉ In your Campaign Log, record the investigators were saved by *Randolph Carter*.
- ☉ Any one investigator may choose to add *Randolph Carter (Expert Dreamer)* (*The Dream-Eaters* card #59) to their deck. This card does not count toward that investigator’s deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Interlude I: The Black Cat**.

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

◆ ...and you have not yet played **Scenario 1-B: Waking Nightmare**, proceed to that scenario.

◆ ...and you have already played **Scenario 1-B: Waking Nightmare**, proceed instead to **Interlude I: The Black Cat**.

Resolution 1: *The creatures chitter among themselves, and after a moment, a dozen of them retreat in the direction of the great tree beyond the beaten path. They return shortly afterward carrying a variety of grouse, quail, and pheasants in their mouths. You're almost certain now that you are going crazy. And yet, the spectacle continues. The creatures timidly drop their "tribute" of birds in front of the cats and quietly depart. "My apologies on behalf of the Zoogs," the man says as he approaches. "They are curious creatures, and not usually so... agitated. It is good that we showed up when we did." The leader of the cats jumps on a tree stump and adds, "Yes, yes. Them vile Zoogs have done their part, now let's do ours and leave this forsaken place. What say yeh?"*

You cannot contain your excitement. Zoogs, talking 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, scarred 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 protective circular formation around you, and together you escape from the eaves of the enchanted forest.

☉ In your Campaign Log, record the cats collected their tribute from the Zoogs.

☉ Any one investigator may choose to add Randolph Carter (Expert Dreamer) (The Dream-Eaters card #59) to their deck. This card does not count toward that investigator's deck size.

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

☉ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Interlude I: The Black Cat**.

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

◆ ...and you have not yet played **Scenario 1-B: Waking Nightmare**, proceed to that scenario.

◆ ...and you have already played **Scenario 1-B: Waking Nightmare**, proceed instead to **Interlude I: The Black Cat**.

Resolution 2: *You hold a hand up to the new visitors, believing that you can defuse this situation on your own. Had you known these rodent-like creatures were intelligent all along, you might have tried to communicate with them much earlier. You inform them that you are just travelers in this faraway land and that you simply wish to pass through peacefully. The creatures chitter among themselves for a moment: "They are kind!" "They are not with the black cat after all!" "Summon the Council of Sages!" After a short while, several more of them appear, each with withering grey fur and a frail, thin body. The eldest one peeks behind you and states that they will aid you if you get the cats to leave.*

Somehow, you contain your disbelief and politely ask the cats to come back another time. "All right," the scarred 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 Zoogs do not give such gifts 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 think."

You describe the author Virgil Gray and ask the Zoogs 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 feline 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. There you may recover from your travels."

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

- ☞ In your Campaign Log, record the investigators parleyed with the Zoogs.
- ☞ Any one investigator may choose to add Randolph Carter (*Expert Dreamer*) (*The Dream-Eaters* card #59) to their deck. This card does not count toward that investigator's deck size.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Interlude I: The Black Cat**.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 1-B: Waking Nightmare**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 1-B: Waking Nightmare**, proceed instead to **Interlude I: The Black Cat**.

Campaign B Setup

To set up *The Web of Dreams* 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.
 - ◆ **Easy (I want to experience the story):**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ♠, ♠, ♠, ♠, ♠, ♠.
 - ◆ **Standard (I want a challenge):**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ♠, ♠, ♠, ♠, ♠, ♠.
 - ◆ **Hard (I want a true nightmare):**
0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ♠, ♠, ♠, ♠, ♠, ♠.
 - ◆ **Expert (I want Arkham Horror):**
0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, ♠, ♠, ♠, ♠, ♠, ♠.

You are now ready to begin at **Scenario 1-B: Waking Nightmare**.



Scenario I-B: Waking Nightmare

Intro 1: It has been more than twenty-four hours since your companions fell asleep. Over the course of the past day, your curiosity has slowly turned to concern and then dread. The problems began when one of your friends started to toss and turn violently in their sleep. You snapped to attention and tried to shake them awake, but it was to no avail. You tried everything. Physical contact was no use, and water did nothing but soak their clothes and bed fruitlessly. Even opening their eyelids did not wake them, and in the process, you noticed that their pupils had fully dilated and their eyes were glazed over with a milky-white fog.

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

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

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

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

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

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

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

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

🕒 The investigators must decide (choose one):

- ❖ Convince Doctor Maheswaran to come with you while you investigate, for her safety and yours. Proceed to **Intro 2**.
- ❖ Convince Doctor Maheswaran to stay with the patients and keep them safe while you investigate. Proceed to **Intro 3**.

Intro 2: "Yes, I suppose that makes sense. There has been no change in their condition for the past few hours, anyway." Doctor Maheswaran's gaze shifts nervously to and fro, searching for more spiders. "Also, I'd very much like to get out of this room now, so...lead the way," she adds. You nod and venture back into the hospital's waiting room.

🕒 Record in your Campaign Log Dr. Maheswaran joined the investigation.

Skip to **Setup**.

Intro 3: "Yes, of course. Their safety is paramount. But do come back and tell me what is going on, please." She shivers. "I really hate this place after dark..." You nod and venture back into the hospital's waiting room.

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

Proceed to **Setup**.

Setup

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



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



- Put the Waiting Room, Emergency Room, Experimental Therapies Ward, and Records Office into play. Each investigator begins in the Waiting Room.
- Check Campaign Log.
 - If Dr. Maheswaran joined the investigation, put Dr. Shivani Maheswaran into play, under the lead investigator's control.
 - If Dr. Maheswaran stayed with her patients, set Dr. Shivani Maheswaran aside, out of play.
- Set each of the remaining locations aside, out of play.
- Set the following cards aside, out of play: Randolph Carter (*Chained to the Waking World*), all 3 of the Outbreak treacheries, and both of the Corrupted Orderly enemies.
- Set the double-sided The Infestation Begins story card aside, out of play. This story card has a different scenario reference card on its other side and will enter play during the natural course of the scenario.
- Shuffle each of the remaining encounter cards together to form the encounter deck.

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached, and at least one investigator resigned: *With panic overtaking your mind, you run through the main exit of St. Mary's Hospital, putting as much distance as you can between you and this accursed infestation. The moment you get home, you collapse from exhaustion.*

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

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

"Good morning. We should talk."

- ☞ For each location that was infested when the game ended, record 1 tally mark next to "Steps of the Bridge" in your Campaign Log.
- ☞ In your Campaign Log, record *Dr. Maheswaran's fate is unknown.*
- ☞ In your Campaign Log, record *Randolph escaped the hospital on his own.* Any one investigator may choose to add Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79) to their deck. This card does not count toward that investigator's deck size.
- ☞ Skip to **Resolution 5.**

If no resolution was reached because each investigator was defeated:

- ☞ For each location that was infested when the game ended, record 1 tally mark next to "Steps of the Bridge" in your Campaign Log.
- ☞ Skip to **Resolution 4.**

Resolution 1: *Before you depart from the hospital, Doctor Maheswaran announces that she is going to check on her patients, and you decide to join her. You head back to the emergency ward and find that your companions are still unconscious. Doctor Maheswaran checks their eyes, takes their pulses, and shakes her head. "It's even worse than before. Whatever internal stimuli they are reacting to, they are causing the patients' minds and bodies a great deal of stress." She sits down next to one of her patients and shakes her head. "I'll stay here. You go talk to that patient and get to the bottom of this, okay? Oh, and if you find any more spiders, squash one for me, please." As you leave, you swear to your sleeping friends that you will get to the bottom of this and save them.*

- ☞ In your Campaign Log, record *Dr. Maheswaran is alive.*
- ☞ Your companions' condition has worsened. If you are playing *The Web of Dreams* and *The Dream-Quest* as an interconnected eight-part campaign, record in Campaign A's Campaign Log *the dreamers grow weaker.*
- ☞ In your Campaign Log, record *Randolph escaped the hospital with the investigators.* Any one investigator may choose to add Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79) to their deck. This card does not count toward that investigator's deck size.
- ☞ Skip to **Resolution 5.**

Resolution 2: Before you depart from the hospital, you search high and low for Doctor Maheswaran, but she is nowhere to be found. You head back to the emergency ward to check on your companions and find that they are still unconscious. In fact, their condition seems to have grown worse. Their foreheads are covered in sweat, and blood drips from their closed eyes. One of them is whispering something in their sleep, a repeated phrase in a language you cannot understand. As you leave, you swear to your sleeping friends that you will get to the bottom of this and save them.

- ☞ In your Campaign Log, record Dr. Maheswaran is missing. Perhaps you could have saved her. The lead investigator suffers 1 mental trauma.
- ☞ Your companions' condition has worsened. If you are playing *The Web of Dreams* and *The Dream-Quest* as an interconnected eight-part campaign, record in Campaign A's Campaign Log *the dreamers grow weaker*.
- ☞ In your Campaign Log, record *Randolph escaped the hospital with the investigators*. Any one investigator may choose to add Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79) to their deck. This card does not count toward that investigator's deck size.
- ☞ Skip to **Resolution 5**.

Resolution 3: Before you depart from the hospital, you go back to the emergency ward to check on Doctor Maheswaran. The door to the room where your companions are staying is sealed shut, so you knock on the door and ask if she is there. On the other side, you hear furniture being shifted aside and knocked over. An exhausted Shivani Maheswaran cracks open the door and peers at you with bloodshot eyes. "Oh, thank goodness it is you." She lets you in and collapses onto a nearby chair. "Those... things tried to get into the room. I had to barricade myself inside to stop them." You inform her that the danger has passed and thank her for watching over your friends. "I'll continue to keep an eye on them," she says. "Just please, tell me there are no more spiders out there, or I'm taking the first train out of this town." As you leave, you swear to your sleeping friends that you will get to the bottom of this and save them.

- ☞ In your Campaign Log, record Dr. Maheswaran is alive.
- ☞ In your Campaign Log, record *Randolph escaped the hospital with the investigators*. Any one investigator may choose to add Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79) to their deck. This card does not count toward that investigator's deck size.
- ☞ Skip to **Resolution 5**.

Resolution 4: With panic overtaking your mind and no idea how you can escape, you flee anywhere your feet will take you. Hideous monsters begin to close in around you, and you envision yourself wrapped in webs, waiting to be a spider's meal. Eventually you come to a dead end: a room covered from floor to ceiling in thick, sticky webs. The skittering of spider legs follows close behind, and you realize you have no hope to escape unless there is a path behind the webs. There is no choice remaining for you. You run headlong into the webs, ripping and tearing at them with the ferocity of a cornered animal. It is tough work, but eventually you see a light behind the webs—perhaps an escape route.

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

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

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

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

"Good morning. We should talk."

- ☉ In your Campaign Log, record Dr. Maheswaran is missing. Perhaps you could have saved her. The lead investigator suffers 1 mental trauma.
- ☉ In your Campaign Log, record Randolph escaped the hospital on his own. Any one investigator may choose to add Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79) to their deck. This card does not count toward that investigator's deck size.
- ☉ Proceed to **Resolution 5**.

Resolution 5: You depart from the hospital with the blond-haired man in tow, and he introduces himself more fully. The man, whose name is Randolph Carter, tells you that he is a “dreamer,” like Virgil Gray and your friends: one with the ability to traverse the divide between the waking world and a parallel dimension that was created by, is sustained by, and dwells within the dreams of all living organisms on Earth—a realm he calls **THE DREAMLANDS**. “It is a place of both dreams and nightmares,” he explains. “And I’m afraid your friends are trapped there as we speak.”

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

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

- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Remove the infestation bag and all infestation tokens from the game. (There is no need to keep or record them.)
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Interlude I: The Black Cat**.
- ☞ If you are playing *The Web of Dreams* and *The Dream-Quest* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 1-A: Beyond the Gates of Sleep**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 1-A: Beyond the Gates of Sleep**, proceed instead to **Interlude I: The Black Cat**.

Interlude I: The Black Cat

- ☞ If you are playing both *The Dream-Quest* and *The Web of Dreams* as an interconnected campaign, or if you are playing *The Dream-Quest* (Campaign A) by itself: Proceed to **The Black Cat 1**.
- ☞ If you are playing *The Web of Dreams* (Campaign B) by itself: Skip to **The Black Cat 3**.

The Black Cat 1: Following scenario 1–A, the dreamers travel beyond the Enchanted Woods...

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 knowledgeable about both your world and this one, you explain to him your situation: that you had followed the writings of a man named Virgil Gray to reach this strange land, in order to see for yourself the truth of his story. “There is a place in Ulthar where you may yet meet this man for yourself,” Randolph responds. “When we reach Ulthar, I will show you.”

The 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 cobbled 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 youthful smile. “Welcome to Ulthar,” he proclaims. “As I mentioned before, you are quite safe here. There is but one paramount law to keep in mind as you traverse this place: in the town of Ulthar, 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 Dreamlands. The reason for that law’s existence is a story for another time. First, come—I have a feeling we’ll find this ‘Virgil’ fellow you speak of at Einar’s.”

Randolph leads you through the town square, which is surrounded by buildings adorned with cat motifs in the form of statues, signs, and even stained-glass windows. You eventually arrive at one such building bearing a sign that reads “Einar’s Place.” Inside is a medieval-style tavern filled with long wooden tables. You spot several patrons and

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

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 fellow believers. 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 waking 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. Ideas, concepts, fantasies. You cannot hold a thought in your hands, can you?"

Randolph interjects. "There is a place within the Dreamlands that may hold the proof you seek. I have seen it in my dreams. I visited there 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."

"Oh?" Virgil asks, intrigued. "And what is this place?"

"It is a marvelous city," he describes, his eyes aglow with wonder, "golden and lovely like nothing I have seen before or since. A city beyond the peaks of the unknown mountain Kadath, 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."

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!"

You tell Virgil and Randolph that before you commit to such an adventure, you must return to the waking world and tell your companions about your experiences. Just then, another voice, cryptic and quiet, chimes: "Oh, you can't wake up. The eye is upon you now."

You and the others spin your heads around, searching for the source of the voice. The barkeeper? Another patron? Then Virgil's black cat stretches and sits up, its piercing yellow eyes reflecting the light of the sun through the window outside. "I have waited a long time for you to seek Kadath," it says.

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

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

"But... I thought..." Virgil wipes his brow with his palm.

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

- ☞ If you are playing both *The Dream-Quest* and *The Web of Dreams* as interconnected campaigns: Proceed to **The Black Cat 2**.
- ☞ Otherwise, the enigmatic cat vanishes out the door before you get the chance to respond. Proceed to **Scenario 2-A: The Search for Kadath**.

The Black Cat 2: "What shall I tell your friends in the waking world?"

- ☞ The lead investigator must decide (choose one):
 - ❖ 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 delivered news of your plight.
 - ❖ Tell your companions about your new friends and about the Dreamlands. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat shared knowledge of the Dreamlands.
 - ❖ Tell your companions that they are in danger, and that you are safe. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat warned the others.
 - ❖ You don't trust this creature one bit. You threaten the black cat, warning 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 okay, fine, have it your way then.

- ☞ Proceed to **The Black Cat 3**.

The Black Cat 3: Following scenario 1–B, the investigators are confronted outside St. Mary's Hospital...

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

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

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

Check the Campaign Log for *The Dream-Quest* (Campaign A). Choose and read the section below that applies to your situation.

If you are playing *The Web of Dreams* (Campaign B) by itself, and there is no Campaign Log for *The Dream-Quest*:

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

In your Campaign Log, record you are on your own.


If the black cat shared knowledge of the Dreamlands:

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

In both Campaign Logs, record the black cat has a hunch.


If the black cat delivered news of your plight:

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

In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat is at your side. Add 1  token to the chaos bags for both campaigns.

If the black cat warned the others:

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

In the Campaign Log for *The Web of Dreams* (Campaign B), record the black cat is at your side. Add 1  token to the chaos bags for both campaigns.

If okay, fine, have it your way then:

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

In both Campaign Logs, record you asked for it.

Once the relevant entry has been read:

- ☉ If you are playing both *The Dream-Quest* and *The Web of Dreams* as interconnected campaigns: Proceed to either **Scenario 2–A: The Search for Kadath**, or **Scenario 2–B: A Thousand Shapes of Horror**.
- ☉ Otherwise, proceed to **Scenario 2–B: A Thousand Shapes of Horror**.



Scenario II-A: The Search for Kadath

Intro 1: 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 waking world, and you wonder about the others who have followed Virgil Gray down the steps of slumber and

through the Enchanted 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.

Check Campaign Log.

- ☞ If the black cat is at your side, proceed to **Intro 2**.
- ☞ If the above is not true, and Luke Robinson is in this group, skip to **Intro 3**.
- ☞ If neither of the above is true, skip to **Intro 4**.

Intro 2: When day breaks and light peeks through the curtains of your room, you notice a cat-shaped silhouette sitting in front of the window. As your vision adjusts, you are transfixed by its piercing yellow eyes, bright as the dawn light. You recognize the shape as Virgil's talking cat. You ask the black cat how long it has been sitting there.

"Long enough to know you are neither waking nor asleep," it replies paradoxically.

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

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

Check Campaign Log.

- ☞ If Luke Robinson is in this group, proceed to **Intro 3**.
- ☞ Otherwise, skip to **Intro 4**.

Intro 3: In the morning, you find Virgil and Randolph talking in the town square outside of Einar's Place. You still aren't quite sure what to think of either of them, but you have a good sense of where you should go next. After all, this is not your first excursion into the fabled land of dreams. Addressing Randolph, you suggest talking to the high priest Atal in the nearby Temple of the Elder Ones. It is a name you heard the last time you visited the city of Ulthar in your sleep, though until now you had no reason to seek the priest's advice. Randolph gives you a startled glance that transforms quickly into a smirk.

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

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

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

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

Check Campaign Log.

- ☞ If the investigators parleyed with the Zoogs, or if the investigators were saved by Randolph Carter, skip to **Intro 5**.
- ☞ If the cats collected their tribute from the Zoogs, skip to **Intro 6**.

Intro 4: The next morning, you find Virgil and Randolph talking in the town square outside of Einar's Place. Though you aren't quite sure what to think of either of them just yet, you know that both of them are well versed in the lay of this strange land. You ask them about your next move. "We should speak to the high priest Atal in the Temple of the Elder Ones," Randolph suggests. "He is wise beyond all our measure and may know where to find the place we seek." You wonder aloud how far the temple is from here.

"Not far at all," Randolph replies. "It stands atop the highest hill within Ulthar. Come, I will lead the way." With Randolph taking the lead, you make your way to the Temple of the Elder Ones, a circular tower of ivory stone protected by a small army of cats. The cat at the head of the formation is none other than the old cat with the scar you encountered in the woods earlier. He steps forward to bar your entry and regards your party with great acrimony.

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

Check Campaign Log.

☞ If the investigators parleyed with the Zoogs, or if the investigators were saved by Randolph Carter, proceed to **Intro 5**.

☞ If the cats collected their tribute from the Zoogs, skip to **Intro 6**.

Intro 5: "Well, too bad," the cat says, tail stiff and straight. More cats flank you from the sides, several hissing loudly. Their fur puffs up, and their eyes flare with anger. "It's our duty to guard this place from impetuous outsiders like yerself. Yeh ain't wanted here."

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

"Yeh can mean one thing and do another." The scarred cat paces. "Now get outta here and don't come back."

The investigators must decide (choose one):

☞ Leave empty-handed. Skip to **Intro 7**.

☞ Force your way into the temple. Skip to **Intro 8**.

Intro 6: You tell the cat that you are merely here to speak with Atal, and that you mean no harm. "Ah, no worries, human," the cat says with a gaping yawn—the kind only a cat can perform and still look regal in the act. "You don't seem the type to make trouble. 'Sides, I ain't goin' nowhere." You see a small lump in front of the cat: a bloodied, half-eaten pheasant. You resist the urge to turn up your nose and count yourself lucky you are on this cat's good side. "Go on in," he says, then licks his chops as he prepares to finish his meal.

Skip to **Intro 9**.

Intro 7: Resigned, you leave the temple on the hilltop behind. "I suppose we shall have to make do without Atal's wisdom," Randolph says with a sigh. "In any event, it is likely our destination is far from here—perhaps on another continent altogether. We will need to secure passage by sea. I suggest we travel south, to the port city of Dylath-Leen. We can figure out our next step from there." You nod and take one last look at the stone temple, wondering at the knowledge you may have left behind.

Skip to **Setup**.

Intro 8: You inform the cat you are entering the temple one way or another, and that a simple cat will not stand in your way. "Wanna bet?" he growls, lowering his body and preparing to pounce. Noticing the commotion, several cats guarding the temple surround you. You don't

wish to harm these cats, but you won't let them block you from your objective, either. Nodding to your companions, you make a mad dash for the temple gates. A storm of hisses and angry screeches erupts all around you as the cats mount a desperate defense. A wall of tiny claws and teeth meets you, but you push through, defiant. You slam the stone door shut behind you and hear the old cat yelling from the other side: "Fine then, human! See your priest! But do not think this transgression will be forgiven!"

In your Campaign Log, record the investigators forced their way into the temple.

Proceed to **Intro 9**.

Intro 9: At the top of the temple, seated on an ivory dais, the high priest Atal awaits you. He is a frail, wiry man with a long, wispy black beard, caved-in cheeks, and the pale, milky eyes of one afflicted by blindness. "Do not let your eyes deceive you," Randolph whispers as you seat yourselves in front of the dais. "Atal is over three centuries old, but his memory is sharp as a tack."

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

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

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

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."

In your Campaign Log, next to "Evidence of Kadath," record 1 tally mark.

Check Campaign Log.

☞ If the investigators parleyed with the Zoogs, proceed to **Intro 10**.

☞ If the cats collected their tribute from the Zoogs, or if the investigators were saved by Randolph Carter, skip to **Intro 11**.

Intro 10: A flash of inspiration strikes you, and you remember the moon-wine given to you by the Zoogs in the Enchanted Woods. You offer some to Atal, and he accepts graciously. You pretend to partake of the wine yourself while offering draught after draught to the priest. Eventually, Atal's lips loosen, and he speaks of forbidden things he would never discuss were it not for the wine. He tells of an image carved into the face of the mountain Ngranek on the isle of Oriab—the likeness of the gods, or so he claims. He tells of the pillars of Kadatheron wherein the history of Earth's Dreamlands is recorded. He tells of those slain by the hordes of Night itself and interred in the crypts of Zulan-Thek, the city of the dead. He tells of a baleful star above a forgotten city that appears on no map. "If you absolutely must seek Kadath in the Cold Wastes," he says drowsily, "there is a city along the coast to the south: Dylath-Leen. You may secure passage there."









In your Campaign Log, next to "Evidence of Kadath," record 1 tally mark. Each investigator earns 2 experience. Skip to **Setup**.

Intro 11: Atal refuses to give you any more advice, so you decide to leave the temple on the hilltop behind. "We have learned much, but we are still no closer to knowing the location of Kadath," Randolph says with a sigh. "It is likely that our destination is far from here—perhaps on another continent altogether. We shall need to secure passage by sea if we are to travel such great distances. I suggest we begin by traveling south, to the port city of Dylath-Leen. We can figure out our next step from there."

Proceed to **Setup**.

Standalone Mode

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

- ☞ 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.

Setup

- ☞ 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:



- ☞ Put Ulthar, Skai River, and Dylath-Leen into play.
 - ✦ Each investigator begins play in Ulthar.
- ☞ Set each other location aside, out of play.
- ☞ Set the following enemies aside, out of play: Cats of Ulthar, Stalking Manticore, The Crawling Mist, Horde of Night, Beings of Ib, both copies of Tenebrous Nightgaunt, both copies of Corsair of Leng, and all 3 copies of Priest of a Thousand Masks.
- ☞ Search the gathered encounter cards for 1 copy of Pack of Vooniths 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 Vooniths and spawn it at Dylath-Leen, as well.
- ☞ The lead investigator takes control of the Virgil Gray (*Writer of Strange Tales*) story asset and puts him into play.
- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

Locations in The Search for Kadath


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

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

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

Veiled

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

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

Enemies with Swarming and Victory

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.

Stop!

At this point, you are ready to begin playing *The Search for Kadath*. Ignore the four additional sets of setup instructions for now. You will be instructed to resolve them at a later point during the scenario.

Oriab 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.
- ☞ Put each set-aside **Oriab** location into play (Baharna, Mt. Ngranek, and Nameless Ruins).
 - ☞ Place each investigator at Baharna.
- ☞ Search the encounter deck for 1 copy of Nightriders and spawn it at Mt. Ngranek. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of Nightriders and spawn it at Nameless Ruins, as well. Shuffle the encounter deck.
- ☞ Advance to Act 2a—"The Isle of Oriab."

Mnar 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.
- ☞ Put each set-aside **Mnar** location into play (Kadatheron, Sarnath, and Ruins of Ib).
 - ☞ Place each investigator at Kadatheron.
- ☞ Spawn the set-aside Beings of Ib enemy at Ruins of Ib.
- ☞ Advance to Act 2a—"The Doom That Came Before."



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.
- ☞ Put each set-aside **Forbidden** location into play (Ilek-Vad, Forbidden Lands, and Zulan-Thek).
 - ◆ Place each investigator at Ilek-Vad.
- ☞ Spawn the set-aside Stalking Manticore enemy at Forbidden Lands.
- ☞ Spawn the set-aside Horde of Night enemy at Zulan-Thek.
- ☞ Advance to Act 2a—"Seek Out the Night."

Timeless Realm 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.
- ☞ Put Celephaïs, Serannian, and Hazuth-Kleg into play.
 - ◆ Place each investigator at Celephaïs.
- ☞ Shuffle the set-aside The Crawling Mist into the encounter deck.
- ☞ Search the encounter deck for 1 copy of Priest of a Thousand Masks and spawn it at Hazuth-Kleg. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of Priest of a Thousand Masks and spawn it at Celephaïs, as well. Shuffle the encounter deck.
- ☞ Advance to Act 2a—"The King's Decree."

DO NOT READ until the end of the scenario

Before resolving any other resolution, if at least one investigator was defeated: The defeated investigators read **Investigator Defeat** first.

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

- ☞ In your Campaign Log, each defeated investigator records (*your investigator name*) *was captured*.
- ☞ If a defeated investigator's deck contains Randolph Carter and at least 1 investigator resigned, give ownership of Randolph Carter to an investigator who resigned.
- ☞ Proceed to the resolution the investigators reached. If no resolution was reached...
 - ◆ ...and at least 1 investigator resigned, proceed to **Resolution 1**.
 - ◆ ...and each investigator was defeated, skip to **Resolution 2**.

If no resolution was reached because each investigator resigned: Proceed to **Resolution 1**.

Resolution 1 (each defeated investigator should resolve Investigator Defeat first): *You have ventured far and wide, from the quaint cobbled villages of the kingdom of the Skai to wondrous lands you could have never in a hundred years imagined. You learned much of the Dreamlands and of the gods who dwell atop unknown Kadath. Though you are closer to your goal, you still don't know its precise location. In the meantime, your quest grows deadlier with each passing day. No matter where you go, foul, nightmarish creatures pursue you across land and sea. Winged beasts with no faces, horned Corsairs wielding razor-sharp cutlasses and commanding great black galleys—the agents of your demise bear many shapes. You decide to return to your ship, safe from*

the many dangers of the Dreamlands...or so you thought. Unfortunately, your ship is no safe haven. When you return, the crew and captain are nowhere to be found. There are no signs of struggle, but Virgil, who returned to the ship earlier to prepare for your next departure, is also missing.

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

- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ For each Sign of the Gods the investigators unveiled during this scenario, record 1 tally mark next to "Evidence of Kadath" in your Campaign Log.
- ☉ In your Campaign Log, record *Virgil was captured*.
- ☉ In your Campaign Log, record *Randolph eluded capture*.
- ☉ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Scenario 3-A: Dark Side of the Moon**.
- ☉ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 2-B: A Thousand Shapes of Horror**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 2-B: A Thousand Shapes of Horror**, proceed instead to **Interlude II: The Oneironauts**.

Resolution 2: As you examine your surroundings, you notice that your other companions, including Virgil and Randolph, have been captured as well. They are unconscious at the moment, but maybe when they awaken you can formulate a plan to free yourselves. After all, despite this setback, you have learned much of the Dreamlands and of the gods who dwell atop unknown Kadath. Though you still don't know its precise location, if you are able to escape from this wretched galley, perhaps there is hope for your quest. You swallow a ball of despair and hope that this is not the end of your journey...

- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ For each Sign of the Gods the investigators unveiled during this scenario, record 1 tally mark next to "Evidence of Kadath" in your Campaign Log.
- ☉ In your Campaign Log, record *Virgil was captured*.
- ☉ In your Campaign Log, record *Randolph was captured*.
- ☉ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Scenario 3-A: Dark Side of the Moon**.
- ☉ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 2-B: A Thousand Shapes of Horror**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 2-B: A Thousand Shapes of Horror**, proceed instead to **Interlude II: The Oneironauts**.



Scenario II-B: A Thousand Shapes of Horror

Intro 1: To stop the merging between the land of dreams and the waking world, you decide to force your way into the “Dreamlands”—as your new companion Randolph calls the dimension—in your physical body, instead of traveling there in your sleep. “While there are many dangers to this method of travel, I think it is better than the alternative,” Randolph claims. “If we venture

there in our sleep, we may become trapped like your companions, unable to wake.” You agree: you can do little good trapped on the other side, especially if you aim to help your dreaming companions.

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

Check Campaign Log.

☞ If the black cat is at your side, proceed to **Intro 2**.

☞ Otherwise, skip to **Intro 3**.

Intro 2: The black cat, perched on a nearby park bench, glares at Randolph with narrow, disdainful eyes. “You lost the key to the Dreamlands?”

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

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

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

Skip to **Intro 4**.

Intro 3: You go through the usual motions: “When was the last time you saw it?” “Where was the last time you used it?” and the like.

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

Proceed to **Intro 4**.

Intro 4: You ask what might have turned Randolph’s mind away from the fantastical and toward more practical concerns. He thinks for a brief time, mulling over the possibilities. Then, his eyes go wide as he realizes something important. “There was an incident many years ago. It was the last time I was involved with something supernatural—that is, before today,” he explains. “I met a friend of mine—Joel Manton—in the graveyard next to the old abandoned house in the Merchant District. The one they call the Unnamable. I didn’t want to believe that it was truly haunted, as the stories told, but in merely repeating the legend, I drew the creature’s ire.”

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

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

Standalone Mode

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

☞ 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.

Setup

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



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

◆ Each investigator begins play at the Burial Ground.

- ☉ Set the following cards aside, out of play: the Attic location, the Unmarked Tomb location, all 6 Mysterious Stairs locations, all 4 Endless Descent treacheries, and The Silver Key story asset.

- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.

Suggested Location Placement



DO NOT READ until the end of the scenario

If no resolution was reached because each investigator was defeated: Proceed to **Resolution 2**.

Resolution 1: *This place is nothing like the mystical forests, charming medieval villages, and majestic panoramas of which Virgil Gray wrote in his stories. No, far from it: this cold, bleak gulfeats away your hope and replaces it with a feeling of empty, meaningless dread. You ask Randolph if this is the way to your comatose companions. You almost hope that you are traveling in the wrong direction, so you can leave this awful place behind.*

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

You offer to hold the key for him, which yanks him from his private thoughts. "Ah. Yes, perhaps that would be best," he says, handing the delicate artifact to you. It is surprisingly heavy for something that, according to Randolph, is not real.

With Randolph and the Silver Key in tow, you continue your descent anew. The Underworld may or may not be where your companions are, but if the creatures invading the world of the waking are indeed from this place, then perhaps here you can find answers.

- ☉ In your Campaign Log, record Randolph survived the descent.
- ☉ In your Campaign Log, record the investigators possess the Silver Key. Any one investigator may choose to add The Silver Key (Key to the Gate of Dreams) to their deck. This card does not count toward that investigator's deck size.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.

☉ Your body now walks within the slumbering Dreamlands. Add 1 ☠ token to the chaos bag, for the remainder of the campaign.

☉ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Scenario 3-B: Point of No Return**.

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

◆ ...and you have not yet played **Scenario 2-A: The Search for Kadath**, proceed to that scenario.

◆ ...and you have already played **Scenario 2-A: The Search for Kadath**, proceed instead to **Interlude II: The Oneironauts**.

Resolution 2: *Your last waking sensation is the rush of noxious, frigid air as you are knocked to the ground by the thrashing, monolithic abomination with no name. The wind is pulled out of your lungs. You cannot scream. You grasp desperately at the ground as the creature tears at your skin and tramples your bones. Somehow you wrench yourself free, escaping through the vortex of bitter, withering wind surrounding the creature. You hear the scrape of peeling plaster. Debris whips past your head. A loose brick hits your shoulder. You wonder if there will even be a building left to tremble at when this is all over.*

☉ If the investigators "recovered a strange key," proceed to **Resolution 3**. Otherwise, skip to **Resolution 4**.

Resolution 3: *You barely hear Randolph shouting to you over the maelstrom of ice-cold air that surrounds you. Despite all odds, you somehow reach him, the indescribable monstrosity hot on your heels. Randolph wrenches open your hand, grabs the key you found in the unnamed house, and clutches it tightly. He closes his eyes and whispers something inaudible. As the abominable torrent crashes into you, everything goes black.*

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

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

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

- ☉ In your Campaign Log, record Randolph survived the descent.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ Your body now walks within the slumbering Dreamlands. Add 1 ☠ token to the chaos bag, for the remainder of the campaign.
- ☉ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Scenario 3-B: Point of No Return**.
- ☉ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 2-A: The Search for Kadath**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 2-A: The Search for Kadath**, proceed instead to **Interlude II: The Oneironauts**.

Resolution 4: *In the debris, you spot it: something glinting within the maelstrom of ice-cold air and dust, something that calls to you, whispers your name. You barely hear Randolph shouting as the indescribable monstrosity crashes into him. Despite all odds, you somehow reach the rubble that was once the attic of the house with no name. You realize now what that elusive glimmer was: the polished reflection of a bright silver key. "Use it!" Randolph screams between cries of agony. The abomination climbs atop his body. "Use it now, while you ca—"*

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

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

It is clear you are no longer in the waking world. Perhaps the key transported your physical body into the Dreamlands, as Randolph claimed it could. But this place is nothing like the mystical forests, charming medieval villages, and majestic panoramas of which Virgil Gray wrote in his stories. No, far from it: this cold, bleak gulfeats away your hope and replaces it with a feeling of empty, meaningless dread. You peer once more up the countless steps behind you. It seems you have no choice now but to move on, deeper into this desolate and perilous realm.

- ☉ In your Campaign Log, record Randolph did not survive the descent. If an investigator's deck contains Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79), remove him from that deck for the remainder of the campaign.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Scenario 3-B: Point of No Return**.
- ☉ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 2-A: The Search for Kadath**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 2-A: The Search for Kadath**, proceed instead to **Interlude II: The Oneironauts**.

Interlude II: The Oneironauts

Read this interlude only if you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign.

Do not read this interlude until both Scenarios 2–A: The Search for Kadath and 2–B: A Thousand Shapes of Horror have been completed.

The Oneironauts 1: Following scenario 2–B, the investigators have finally reached the end of the mysterious stairway...

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

Check the Campaign Log for *The Web of Dreams* (Campaign B). Read the section below that applies to your situation, then proceed to the following text. If neither section applies, skip them.

If Randolph did not survive the descent and the black cat has a hunch:

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

In both Campaign Logs, cross off *the black cat has a hunch*.

If you asked for it:

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

Skip the rest of this interlude.

Proceed to either **Scenario 3–A: Dark Side of the Moon** or **Scenario 3–B: Point of No Return**.

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

- ☞ Check Campaign Log. *If the black cat has a hunch*, it wanders off before you can reply, its pitch-black fur melding into the darkness of the Underworld.
- ☞ Otherwise, the black cat once again offers to pass a message along to your companions. The lead investigator must decide (choose one):
 - ☞ Tell your companions that you are in trouble. The black cat will return to you with aid once this message is delivered. This may put an undue burden on your companions. In the Campaign Log for *The Web of Dreams* (Campaign B), record *the black cat requested aid from the others*.
 - ☞ Tell your companions about the Underworld. The black cat will then go elsewhere. In the Campaign Log for *The Web of Dreams* (Campaign B), record *the black cat shared knowledge of the Underworld*.
 - ☞ Tell your companions that you are safe. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for *The Web of Dreams* (Campaign B), record *the black cat warned the others*.
- ☞ Proceed to **The Oneironauts 2**.

The Oneironauts 2: Following scenario 2–A, the dreamers sail for parts unknown...

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."

Check the Campaign Log for *The Dream-Quest* (Campaign A). Read each section below that applies to your situation. Then, proceed to the following text.

If at least one of the investigators was not captured:

"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."

If all of the investigators were captured:

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.

If the black cat has a hunch and Randolph eluded capture:

The black cat sees Randolph at the helm of your ship and glares at him suspiciously. You wonder aloud what is wrong. "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 waking world. That seems off," the black cat understates the problem. "I think something is trying to interfere. I need to go figure this out." With that, the cat leaps out of view.

Skip the rest of this interlude. In both Campaign Logs, record the black cat is searching for the truth.



"Now, where was I? Oh, right. I had a chat with your friends. They're in the Dreamlands now, too. They have a message for you."

Check the Campaign Log for *The Web of Dreams* (Campaign B). Read the section to the below that applies to your situation.

Once the relevant entry has been read, choose and proceed to either **Scenario 3-A: Dark Side of the Moon** or **Scenario 3-B: Point of No Return**.

If the black cat requested aid from 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 right now, too, but if I don't stick by them, it won't matter whether you reach Kadath or not. Good luck. Try not to die." With that, the black cat leaps out of view.

Check both Campaign Logs.

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

If the black cat warned the others:

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

Check both Campaign Logs.

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

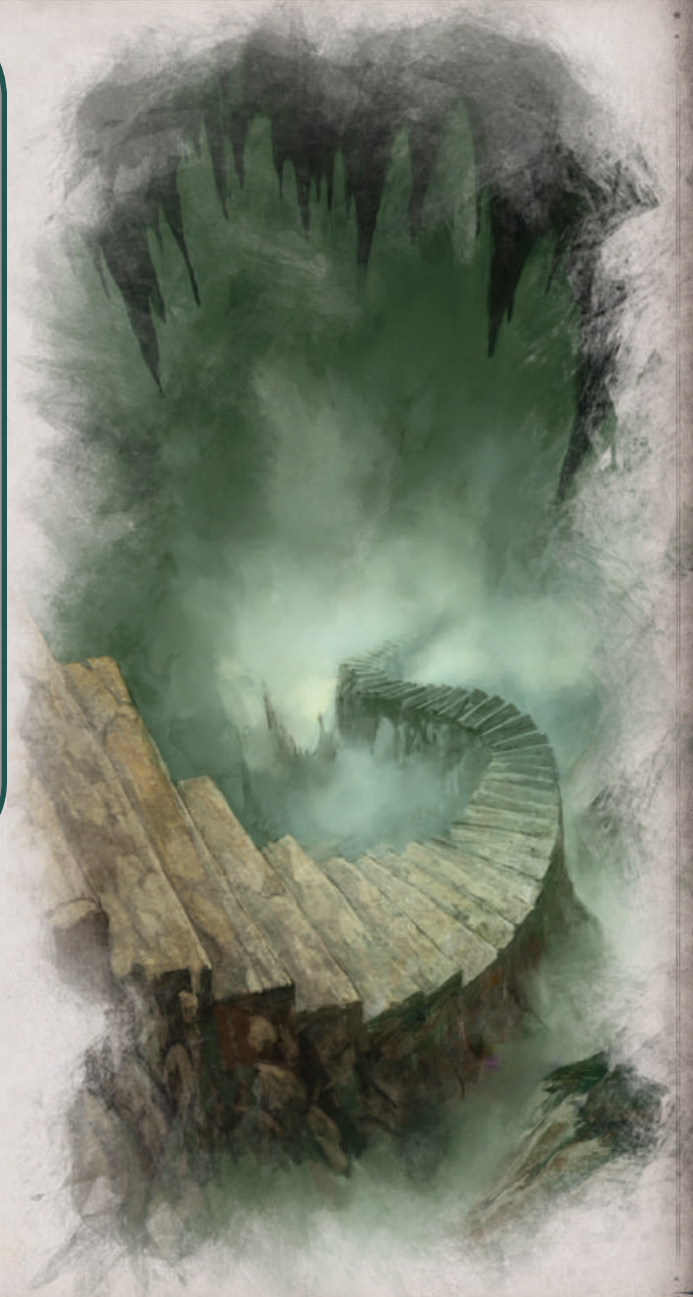
If the black cat shared knowledge of the Underworld:

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

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

Check both Campaign Logs.

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





Scenario III-A: Dark Side of the Moon

Check Campaign Log.

- ☞ If at least one investigator was captured, proceed to **Intro 1**.
- ☞ If no investigators were captured, skip to **Intro 2**.

Intro 1: Over the next few days, you learn more about your captors, but nothing about the

black galley's destination. It seems the Corsairs who hunted you down and captured you were only agents—or perhaps slaves—of a much greater evil: a race of greyish-white toad-like creatures with no eyes and slippery skin concealed beneath a loose disguise of silken clothing. You notice the creatures tend to stay below deck, and none of them deign to interact with you at all. Despite their disguises, the mere sight of one makes you retch. If they are indeed the masters of the Corsairs, this cannot bode well for you. You are kept apart from Virgil, and suspect he is on a different ship entirely.

More days pass. You have no way of telling how long it's been since your capture. You have been kept well fed—that is, if being forced to eat bitter porridge from a dirty clay bowl counts as “well fed.” What concerns you most is the ship itself. Though you are sure it's still moving, you no longer feel it rock back and forth as the waves push it from side to side, nor do you hear the sounds of the ocean or of gulls cawing over the coast. In fact, you hear very little at all now: only the occasional commands of one of the beasts from below deck, and the shouting of Corsairs in reply. No churning sea. No wind in the sails. Nothing at all.

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

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

Freedom has never tasted so sweet. You stretch your aching muscles and search nearby for your belongings, but there is little time to waste. Keeping a lookout, your rescuer whispers, “There may be a rowboat you can use on the top deck, but we'll 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 gurgle as blood wells in his mouth, and he collapses. Behind him, a Corsair flashes a sadistic grin at his next victims: you.

Check Campaign Log.

- ☞ If at least one investigator was not captured, proceed to **Intro 2**.
- ☞ Otherwise, skip to **Setup**.

Intro 2: You have little choice if you are to save the Corsairs' captives: 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 Dylath-Leen that have dealt with them before, but few know their true identity, for they wear disguises to mask their hideous nature."

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.

"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."

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

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.

Proceed to **Setup**.

Setup








- ④ Gather all cards from the following encounter sets: *Dark Side of the Moon*, *Corsairs*, *Dreamer's Curse*, and *Ancient Evils*. These sets are indicated by the following icons:



- ④ Put City of the Moon-Beasts, Temple of the Moon Lizard, Moon-Forest, and The Dark Crater into play.
 - ◆ Set each other location aside, out of play.
- ④ Check Campaign Log.
 - ◆ If at least 1 investigator was captured, put the set-aside Moon-Beast Galley into play, revealed side faceup. This location has no unrevealed side—instead, it has a story card on its reverse side. (For the best experience, do not read the text on its reverse side until you are instructed to do so.)
 - ◆ Each investigator who was captured begins play in the Moon-Beast Galley. For each investigator who begins the game in the Moon-Beast Galley, place 2 additional clues on it (from the token bank).
 - ◆ Each other investigator begins play in the Moon-Forest.
- ④ Check Campaign Log.
 - ◆ If Randolph was captured, search each investigator's deck for Randolph Carter (*Expert Dreamer*) and set him aside, out of play.
- ④ Set the following cards aside, out of play: the Moon Lizard enemy, the Virgil Gray (*Truly Inspired*) story asset, The Captain story asset, and the False Awakening weakness.
- ④ Place 1 doom on each investigator card. This doom represents that investigator's current alarm level (see *Alarm Level*, below). It does not count as doom and does not count toward the current agenda's doom threshold.
- ④ Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

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

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

Alarm Level

The setup of this scenario instructs the players to place 1 doom on each investigator card, marking their current “alarm level.” As the investigators attempt to escape from the grasp of the moon-beasts, their respective alarm levels may increase or decrease based on their actions and decisions. A higher alarm level means 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 agenda’s doom threshold.

An investigator’s alarm level has no effect on its own, but it may alter or strengthen other encounter card effects.



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): 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 moon-beasts. It is dressed in grey robes and heavy wrappings, but you see its true visage beneath: its slippery, clammy flesh and its drooling, bulbous lips. "Wonderful," it praises its henchmen. "Our master will be pleased." Behind you, Corsairs prevent your escape, while a row of winged things on either side of you squawk rhythmically and flap their wings. A preparation, you suspect, for an unpleasant journey.

The moon-beast orders its slaves to haul you onto 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."

"What? No, this isn't right." 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 surrounded 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 thinnest of silver threads. Virgil's cat sits up at your feet. "You're not awake," the black cat says. "Not yet."

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 for their heresy."

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

"No, not you. I know of you. You will be a gift. Fodder for 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 underground. Then, borne aloft on dreadful, membranous wings, your mounts carry you into the void of space.

- ☉ In your Campaign Log, record the investigators were carried to the Cold Wastes.
- ☉ In your Campaign Log, record Randolph Carter did not survive the voyage. If an investigator's deck contains Randolph Carter (*Expert Dreamer*) (*The Dream-Eaters* card #59), remove him from that deck for the remainder of the campaign.
- ☉ The lead investigator has earned the False Awakening weakness (*The Dream-Eaters* #233) (does not count toward deck size). Add this card to the lead investigator's deck.
- ☉ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☉ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Scenario 4–A: Where the Gods Dwell**.
- ☉ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 3–B: Point of No Return**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 3–B: Point of No Return**, proceed instead to **Interlude III: The Great Ones**.

Resolution 1: As the white galley 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 does not reply other than to continue his harmonious song. You plead with him to aid you in your search for unknown Kadath, believing it to be of the utmost importance. "You should not seek to disturb the gods," the man warns, his song interrupted. "They are 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 back proof of the Dreamlands, and cannot return home without the aid of the gods. "Would that be so dire a fate? Look around you."

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

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

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

- ☞ In your Campaign Log, record the investigators traveled to the Cold Wastes.
- ☞ 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 Campaign Log.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Scenario 4–A: Where the Gods Dwell**.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 3–B: Point of No Return**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 3–B: Point of No Return**, proceed instead to **Interlude III: The Great Ones**.



Scenario III-B: Point of No Return

Check Campaign Log.

- ☉ If Randolph did not survive the descent, proceed to **Intro 1**.
- ☉ If Randolph survived the descent, skip to **Intro 2**.

Intro 1: You have finally reached the Dreamlands, but it is not as you expected. This

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

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

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

Proceed to **Setup**.

Intro 2: You have finally reached the Dreamlands, but it is not as you expected. This cyclopean Underworld is far from the wondrous lands and fabulous cities described in Virgil Gray's writings. Perhaps the author never ventured this far underground, never found the horrors that lurk beneath the surface of the Dreamlands. You suspect he would not have left out tales of such a spine-chilling nature. As you venture into the dark, barren realm, you raise your concerns with Randolph. "It is true that we are farther from your companions than we intended, he affirms. "However, if I may offer another sentiment—perhaps this is a blessing in disguise. Clearly the Underworld has something to do with the creatures invading our reality. I suggest we investigate further while we have the chance. We can return to the surface of the Dreamlands once we have discovered the truth."

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

Proceed to **Setup**.

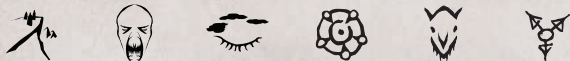
Standalone Mode

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

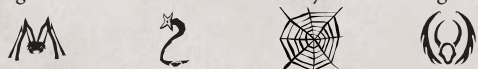
- ☉ Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
- ☉ The black cat is not at your side.
- ☉ Randolph did not survive the descent.

Setup

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



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



- ☞ Put the following locations into play: *Vaults of Zin*, *City of Gugs*, *Tower of Koth*, and *Plain of the Ghouls*.

◆ Each investigator begins play at the *Vaults of Zin*.

◆ Set each other location aside, out of play.

- ☞ Search the collection for *Enchanted Woods (Stone Trapdoor)* (*The Dream-Eaters* #53) and set it aside, out of play.

- ☞ Set the *Gug Sentinel* enemy, the *Richard Upton Pickman* story asset, and the *False Awakening* weakness aside, out of play.

- ☞ Check Campaign Log. Depending on the following circumstances, a different version of act 1 should be used in this scenario. Remove the other version of act 1 from the game.

◆ If *Randolph* did not survive the descent, use Act 1a—"Entering the Underworld (v. I)."

◆ If *Randolph* survived the descent, use Act 1a—"Entering the Underworld (v. II)."

- ☞ A wave of pain and nausea washes over you. Check the number of tally marks recorded next to "Steps of the Bridge" in the Campaign Log.

◆ If there are no tally marks recorded, nothing happens.

◆ If there are 1–4 tally marks, place 1 damage on the scenario reference card. This represents the distortion within the Dreamlands.

◆ If there are 5 or more tally marks, place 2 damage on the scenario reference card. This represents the distortion within the Dreamlands.

- ☞ Shuffle the remainder of the encounter cards to build the encounter deck.

Locations in Point of No Return

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

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

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

Veiled

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

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



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated): Skip to **Resolution 2**.

Resolution 1: *The black, tarry liquid rises around you, consuming you, and you fear that you've made a grave mistake. The pressure of the dense liquid surrounds your body, crushing you from all sides. But then you emerge on the other side. You fall for a brief, silent moment before being caught by a glowing, sinewy web. Panicking, you scramble to a nearby platform made of solid rock. Your refuge is one of many, each suspended in the air and connected by thick webbing. Beyond that is a vast, cosmic space, an infinite darkness that stretches as far as the eye can see.*

- ☞ For each damage on the scenario reference card, record 1 tally mark next to "Steps of the Bridge" in your Campaign Log.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Scenario 4-B: Weaver of the Cosmos**.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ☞ ...and you have not yet played **Scenario 3-A: Dark Side of the Moon**, proceed to that scenario.
 - ☞ ...and you have already played **Scenario 3-A: Dark Side of the Moon**, proceed instead to **Interlude III: The Great Ones**.

Resolution 2: *You brace yourself as another wave of distorted reality crashes into you. This feeling, whatever it is, is growing stronger as time marches on. Someone or something is causing it, but how? Just as you are pondering its meaning, you realize something curious: you aren't the only one affected. Far from it, in fact; the entirety of the Underworld seems to be changing with each wave of warped energy that flows through the realm. Walls shift, the floor skews, and the dim, phosphorescent light scintillates with a cosmic, otherworldly glow. The ground rumbles as another wave of force rushes through the foundations of the dream world. The rocky surface upon which you stand gives way. You flail in the air, attempting to grab hold of something, anything that you can use to pull yourself up. Your hands wrap around a painted plank of wood. You have no time to question its appearance—survival comes first.*

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

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

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

- ☞ The lead investigator has earned the False Awakening weakness (*The Dream-Eaters* #275) (does not count toward deck size). Add this card to the lead investigator's deck.
- ☞ For each damage on the scenario reference card, record 1 tally mark next to "Steps of the Bridge" in your Campaign Log.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Scenario 4-B: Weaver of the Cosmos**.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 3-A: Dark Side of the Moon**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 3-A: Dark Side of the Moon**, proceed instead to **Interlude III: The Great Ones**.

Interlude III: The Great Ones

Read this interlude only if you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign.

Do not read this interlude until both Scenarios 3–A: Dark Side of the Moon and 3–B: Point of No Return have been completed.

The Great Ones 1: Following scenario 3–A, the dreamers are on their way to the Cold Wastes wherein lies unknown Kadath...

You are nudged out of a sleepless reverie by a furry forehead. You look down to find the black cat peering up at you. "Hey. I see you've made some progress." You're not quite sure if you would call this progress. Though you are finally on your way to the Cold Wastes, you haven't pinned down the exact location of unknown Kadath, and you have no idea what to expect when you arrive.

Check the Campaign Log for *The Dream-Quest* (Campaign A). Read the section below that applies to your situation, then proceed to the following text. If no section applies, skip them.

If the dreamers grow weaker:

"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 eating enough? Whatever, it doesn't matter. You can walk, can't you? That's good enough."

Depending on your difficulty, add a token to the chaos bag for *The Dream-Quest* (Campaign A), as follows: Easy (–3), Standard (–4), Hard (–5), Expert (–7).

If Randolph did not survive the voyage and the black cat is searching for the truth:

"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. "Well, I guess the thing I was going to say is no longer going to be said," it riddles.

In both Campaign Logs, cross off the black cat is searching for the truth.

If you asked for it:

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

Skip the rest of this interlude. Proceed to either **Scenario 4–A: Where the Gods Dwell** or **Scenario 4–B: Weaver of the Cosmos**.

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 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, too. Don't worry about it. You're doing fine. Get to Kadath. Find the land of the Great Ones. Everything else will fall into place when you arrive. As long as you don't mess this up. These beings that you face, the ones whose names I do not wish to speak, they don't just threaten the Dreamlands. They threaten existence itself. Now, if you'll excuse me, I have somewhere to be."

- ☉ Check Campaign Log. If the black cat has a hunch, it bounds off into the void of space before you get the chance to ask it anything else.
- ☉ 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 return to you with aid once this message is delivered. This may put an undue burden on your companions. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat spoke of Nyarlathotep.
 - ❖ Tell your companions that you will be okay. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat spoke of Atlach-Nacha.

☉ Proceed to **The Great Ones 2**.

The Great Ones 2: Following scenario 3–B, the investigators have reached a cosmic penumbra between worlds...

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

Check the Campaign Log for *The Dream-Quest* (Campaign A). Read each section below that applies to your situation, then proceed to the following text. If no section applies, skip them.

If the investigators possess the Silver Key:

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

In the Campaign Log for *The Web of Dreams* (Campaign B), cross off the investigators possess the Silver Key. Record this in the Campaign Log for *The Dream-Quest* (Campaign A) instead.

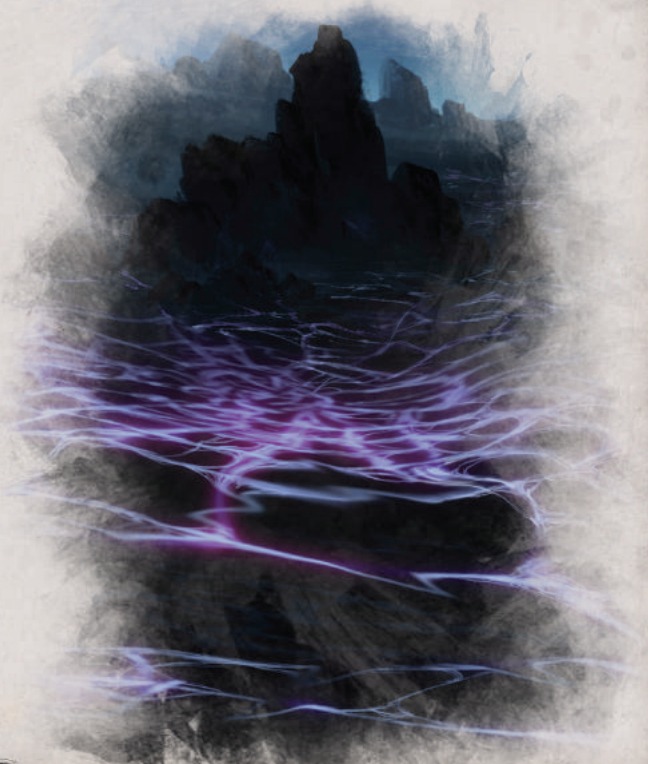
If The Silver Key is currently in an investigator's deck, remove it. Any one investigator in *The Dream-Quest* (Campaign A) may choose to add The Silver Key to their deck. This card does not count toward that investigator's deck size.

If the black cat is searching for the truth:

The black cat stops talking as it spots Randolph for the first time. It circles around the man a few times, agitated. For his part, Randolph looks uncharacteristically perturbed by the cat's presence, even taking a step backward as it closes in. "What is the matter? I've not harmed any of your kind," he says matter-of-factly. "Have I done something to offend you?"

"Your mere existence offends me," the cat replies with a hiss. It strolls back toward you, keeping a wary eye on Randolph. "I think I know what is going on now. It all makes sense. I know who is interfering with my sight. Do not trust that thing," it warns, circling to keep an eye on the blond man behind it. "I have to prepare. I'll return when the time is right."

Skip the rest of this interlude. In both Campaign Logs, record the black cat knows the truth.



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

Check the Campaign Log for *The Dream-Quest* (Campaign A). Read the section below that applies to your situation.

Once the relevant entry has been read, choose and proceed to either **Scenario 4-A: Where the Gods Dwell** or **Scenario 4-B: Weaver of the Cosmos**.

If the black cat spoke of Nyarlathotep:

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

☞ Check both Campaign Logs.

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

If the black cat spoke of Atlach-Nacha:

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

☞ Check both Campaign Logs.

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



Scenario IV-A: Where the Gods Dwell

Check Campaign Log.

- ☉ If the investigators were carried to the Cold Wastes, proceed to **Intro 1**.
- ☉ If the investigators traveled to the Cold Wastes, skip to **Intro 2**.

Intro 1: 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 dreadful seas.

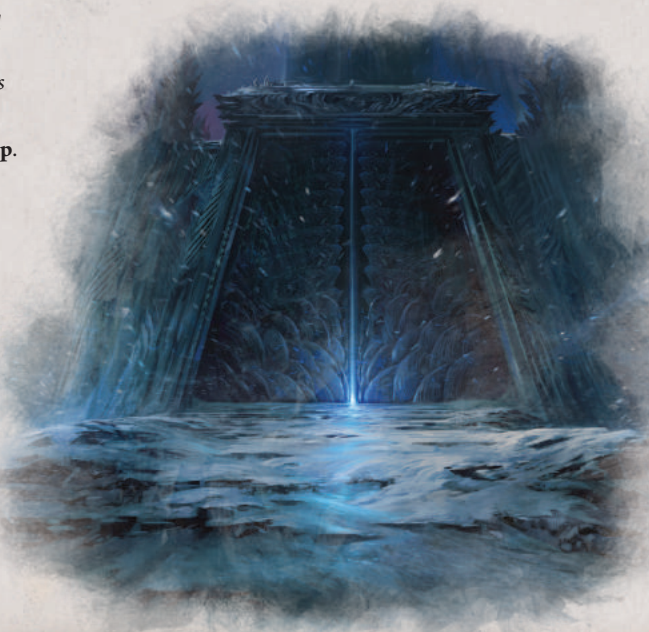
Your steeds fly over a desolate landscape of ice and snow before landing. In the distance, through a haze of snow, you barely make out the shape of a domed building. One of the winged creatures points in the direction of the foreboding ruin, silently commanding you to proceed. The rest stand silently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

Proceed to **Setup**.

Intro 2: The White Ship sails effortlessly through the aether. Along the way, it passes under archways of woven shadow, over cerulean seas that glimmer in the moonlight, and through vast swaths of dense mist. Eventually, you reach a continent far to the north, where even your intrepid captain never ventured. Colossal creatures dwell in the deep, dark ocean—a terrible danger to any ship that dares the dreadful seas. The captain moors the flying ship over a desolate landscape of ice and snow. Several moonbeams emerge from the ship's white hull, forming a gangway to the tundra below. In the distance, through a haze of snowflakes, you can barely make out the shape of a domed building. "Welcome to the accursed Plateau of Leng," the elderly captain says with a hint of regret in his voice. "You will find no joy or peace here. Only death. Please, I must implore you once more to forsake this quest and return to fairer lands. Are you sure this is where you would like to disembark?"

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 onto the bleak expanse below. You will find and scale the peaks of unknown Kadath, or you will die trying.

Proceed to **Setup**.



Setup

- ② 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).

◆ Each investigator begins play at the Plateau of Leng.




















◆ 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.

- ② Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

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

- ④ 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.”

Stop!

At this point, you are ready to begin playing *Where the Gods Dwell*. Do not read the interlude or rules text on the next page just yet. You will be instructed to read them at a later point in time, during the course of the scenario.

Suggested Location Placement



Scenario Interlude: Grand Design

Read this interlude only when you are instructed to do so.

Grand Design 1: Higher and higher, you scale the mountains far to the north. Pale light shines from atop a great black peak piercing the vibrant firmament, and you know that you approach the end of your quest. You spend untold hours ascending the snow-covered slopes until finally you reach the forbidden steps leading to the castle's great hall. The castle stands astride a precipice that overlooks the entire continent and the ocean beyond. It is a majestic sight. Above, countless tenebrous towers loom, swathed in a vortex of snow and hail. You break a trail through the crusted snow before the castle, and it soon gives way to smooth, polished onyx. The biting wind quiets to a whistle. You are bathed in a prodigious darkness that fills the vast space. Soon there is nothing but the echoing of your footsteps on the onyx floor and the quiet, lonely stillness of the great hall. Though you have crossed no doorway, you realize now where you stand: inside the halls of the Great Ones. You expected to be met by guards, servants of the gods, or perhaps even those powerful beings themselves, but you are met only by loneliness and foreboding as chilling as the piercing winds outside. You continue forward until at last you reach the end of the hall. Here, flanked by smooth onyx pillars, you find... nothing.

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

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

- ☉ Reveal The Onyx Castle and place each investigator in The Great Hall on its revealed side.
- ☉ Remove each location other than The Great Hall from the game.
- ☉ Check Campaign Log.
 - ✦ If Randolph survived the voyage, proceed to **Grand Design 2**.
 - ✦ If Randolph did not survive the voyage, skip to **Grand Design 3**.

Grand Design 2: You turn to Randolph for answers. He has been your guide through all of this madness. Surely he will know what is going on. "Finally," he says, gazing upon the hall with wide eyes. "We have reached the halls of the Great Ones, upon whom it is unlawful for mortals to look. We knew it was forbidden, yet here we are, our quest complete." He turns to Virgil. "Was it worth it, sir? Have you found the evidence you seek?"

Virgil takes a step back. "What are you on about, Randolph? Was this not your idea? You are the one who led us on this quest to begin with."

Randolph smiles and places a hand on Virgil's shoulder. "Yes, I am. But I am not Randolph Carter." He pulls back his other arm and, before you can react, drives a razor-sharp blade of onyx through Virgil Gray's chest. Virgil's corpse slides to the polished floor, eyes forever frozen in tragic shock. The being that was never Randolph Carter turns toward you, its shadow shifting into myriad shapes as it stretches across the ground. "Behold!" its many voices growl. "Your just reward!"

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

- ☉ Check Campaign Log.

- ✦ If the black cat is at your side, skip to **Grand Design 4**.
- ✦ Otherwise, skip to **Grand Design 5**.

Grand Design 3: Just then, a voice behind you breaks the silence, punctuating your confusion. "Virgil Gray. You have come to see the Great Ones, upon whom it is unlawful for mortals to look." The voice belongs to a tall, thin figure bedecked in the ornate prismatic robes of an ancient pharaoh, crowned with a golden pschent that glows faintly in the darkness. "What is it you expected to find?"

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

The regal figure permits an unhappy expression to flicker briefly over its countenance. "The gods you seek have fled their castle on unknown Kadath to dwell in another land, a land so marvelous they have forgotten how to be gods. Will you help me right this wrong?" the figure asks. Before Virgil can reply, it pulls its arm back and drives a razor-sharp blade of onyx through Virgil's chest. His corpse slides to the polished floor, eyes forever frozen in tragic shock. The figure turns toward you, its shadow shifting into myriad shapes as it stretches across the ground. "No," its many voices growl. "It is not enough."

- ☉ Check Campaign Log.

- ✦ If the black cat is at your side, proceed to **Grand Design 4**.
- ✦ Otherwise, skip to **Grand Design 5**.

Grand Design 4: 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.

Proceed to **Grand Design 5**.

Grand Design 5: *The Crawling Chaos splits into a hundred thousand shadows, and vanishes into the cold, dank air.*

- ☉ Randomly choose 1 plus 1 ☹ copies of the set-aside Nyarlathotep enemy without looking at them, and shuffle them into the encounter deck. Remove each other copy of Nyarlathotep from the game.
- ☉ Shuffle the set-aside The Crawling Mist and each set-aside copy of Myriad Forms and Whispering Chaos into the encounter deck, along with the encounter discard pile.
- ☉ Shuffle the set-aside 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, east, south, and west (*see diagram on next page*).
- ☉ Until the end of the scenario, each Forsaken Tower is referred to by its position relative to The Great Hall, as follows:
 - ◆ The location above The Great Hall is called the “Northern Tower.”
 - ◆ The location to the right of The Great Hall is called the “Eastern Tower.”
 - ◆ The location below The Great Hall is called the “Southern Tower.”
 - ◆ The location to the left of The Great Hall is called the “Western Tower.”

Suggested Location Placement for Acts 4 & 5

Northern Tower



Western Tower



Eastern Tower



Southern Tower

DO NOT READ

until the end of the scenario

If no resolution was reached because each investigator was defeated: You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through space. A staircase. A black cat. The only thing you remember is a voice in your head. A fundamental truth of the universe that you cannot shake from your memory. It speaks to you, even now, as you tremble under the hospital sheets: “Your dreams are mine!”

- ☞ In your Campaign Log, record Nyarlathotep’s invasion has begun.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, the investigators lose the campaign.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 4–B: Weaver of the Cosmos**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 4–B: Weaver of the Cosmos**, proceed instead to **Epilogue**.

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 Kadath 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.

- ☞ In your Campaign Log, record the dreamers escaped from Nyarlathotep’s grasp.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Each investigator suffers 2 mental trauma from the battle between truth and fiction within their own dreams.
- ☞ The investigators must decide (choose one):
 - ◆ *Wake up.* Skip to **Resolution 3**.
 - ◆ *Remain on the surface of the Dreamlands.* Skip to **Resolution 4**.
 - ◆ *Venture into the Underworld to find your companions.* Choose this option only if the dreamers know of another path in the Campaign Log. Skip to **Resolution 5**.

Resolution 2: *There is nothing remaining of the presence that once taunted your mind. 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. But at least now they are no longer haunted by the being that lured you here. You understand now what its purpose was all along: to delve into your mind, discern your shape, and awaken alongside you. To become master of both dreams and reality at once. The black cat—whatever it truly was—must have seen this in its visions. You carry Virgil's corpse out into the snowy peaks of Kadath and bury him outside the castle. With your quest complete, you have no reason to dwell in this place any longer. You can finally leave the Dreamlands behind...if that is truly what you wish to do.*

- ☞ In your Campaign Log, record the dreamers banished Nyarlathotep.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have stopped Nyarlathotep's scheme once and for all.
- ☞ Each investigator suffers 2 mental trauma from the battle between truth and fiction within their own dreams.
- ☞ The investigators must decide (choose one):
 - ◆ *Wake up.* Proceed to **Resolution 3**.
 - ◆ *Remain on the surface of the Dreamlands.* Skip to **Resolution 4**.
 - ◆ *Venture into the Underworld to find your companions.* Choose this option only if the dreamers know of another path in the Campaign Log. Skip to **Resolution 5**.

Resolution 3: *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. You remember completing some profound quest, but for the life of you, you cannot remember what it was.*

- ☞ In your Campaign Log, record the dreamers awoke.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, the investigators win the campaign!
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 4-B: Weaver of the Cosmos**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 4-B: Weaver of the Cosmos**, proceed instead to **Epilogue**.

Resolution 4: 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 waking 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 Celephaïs, 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 waking world, for you never want to leave.

- ☞ In your Campaign Log, record the dreamers stayed in the Dreamlands forever.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, the investigators win the campaign... and are never seen or heard from in the waking world again.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 4-B: Weaver of the Cosmos**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 4-B: Weaver of the Cosmos**, proceed instead to **Epilogue**.

Resolution 5: 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?

- ☞ In your Campaign Log, record the dreamers traveled beneath the monastery.
- ☞ If you have not yet played **Scenario 4-B: Weaver of the Cosmos**, proceed to that scenario.
- ☞ If you have already played **Scenario 4-B: Weaver of the Cosmos**, proceed instead to **Epilogue**.





Scenario IV-B: Weaver of the Cosmos



































Everything has led to this. Virgil's writings, your companions' never-ending sleep, St. Mary's, the black cat, all of it. You have no choice but to press on. This transdimensional space is home to a creature that would obliterate your world and replace it with a new reality, a nightmarishscape of pitch-black darkness and creatures that prey on your kind. If you cannot

stop its weaving, there will be no Earth left to wake up to. You have to do something, even if it means your end.

Proceed to **Setup**.

Standalone Mode

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

- ② Assemble the chaos bag using the following tokens:
+1, 0, -1, -1, -1, -2, -2, -3, -4, , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , , <

Scenario Interlude: The Spider Queen

Read this interlude only when you are instructed to do so.

The Spider Queen 1: You climb a precipice of stone and behold the enormity of the spider's bridge and the thing astride it: Atlach-Nacha, god of spiders, accompanied by its horde of weavers. The many-legged monstrosities continuously intertwine strands of cosmic web, toiling endlessly with nightmarish fervor. As the awful creatures weave each thread, you feel reality and dreams distort, collide, and crash together. In the distance, waves of dream break upon the rocks of reality, and reality collapses upon itself into the surging, amorphous dream. You can barely comprehend the strange, shifting vistas. A sticky web hangs off the side of your vantage point, like a silken ladder leading down to your doom.

☞ Check Campaign Log.

- ☞ If Randolph survived the descent and the black cat knows the truth, proceed to **The Spider Queen 2**.
- ☞ Otherwise, if Randolph survived the descent, skip to **The Spider Queen 3**.
- ☞ If Randolph did not survive the descent, skip to **The Spider Queen 4**.

The Spider Queen 2: You are about to climb down the web to the platform below, when you hear the black cat's voice from behind your companion, Randolph. "Drop it," the voice commands. A sinister grin spreads across Randolph's face as he drops a jagged onyx blade, which clatters to the ground.

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

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

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

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

☞ Skip to **The Spider Queen 4**.

The Spider Queen 3: You begin to climb down the web to the platform below, from which you can reach the edge of the bridge and Atlach-Nacha itself. Halfway down, the suspended platform jolts and starts to sway violently from side to side. You grip the silken threads tightly, hoping that the sticky web will keep you from falling. You look to Randolph to make sure he is okay, and it is then that you notice he is not climbing above you as you had suspected he would. You look up to find your companion scowling at you from above, a blade of onyx in his hands. He has cut a segment of the web upon which you are climbing. You have no time to ask what he is doing before he severs the web completely. You plummet to the rocks below, landing painfully on your back. When you look back up at Randolph, his countenance has changed.

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

☞ In your Campaign Log, record the investigators are trapped in Atlach-Nacha's realm.

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

☞ Depending on your difficulty, add a token to the chaos bag, as follows:
Easy (–3), Standard (–4), Hard (–5), Expert (–7).

☞ Proceed to **The Spider Queen 4**.

The Spider Queen 4: *The creature is close to completing its design. Its legs move about swiftly, spinning thread after thread of cosmic silk with unearthly determination. It scarcely even recognizes your presence. Perhaps if you can sever its legs, or tear apart the webbing on which it stands...*

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

Assemble Atlach-Nacha by performing the following steps, in order:

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



- Place the assembled Atlach-Nacha in the center of the play area, between all 8 locations, so one corner of each Legs of Atlach-Nacha enemy touches a different location (see suggested play area on page 56).

Shuffle each set-aside copy of The Spinner in Darkness into the encounter deck, along with the encounter discard pile.

Read the rules for "Atlach-Nacha," as follows.

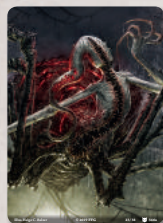
Atlach-Nacha

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

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



This Legs of Atlach-Nacha enemy is at this location...



...but there are no Legs of Atlach-Nacha enemies at this location.

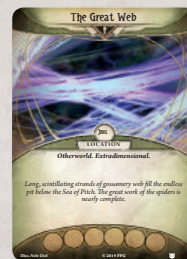
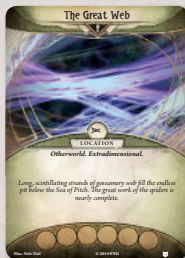
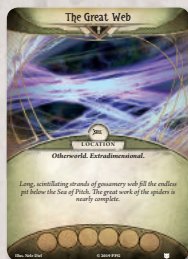
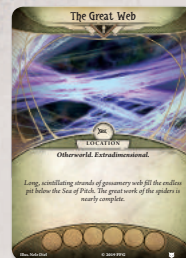
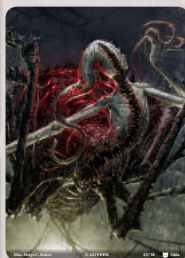
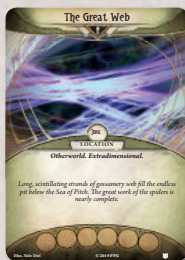
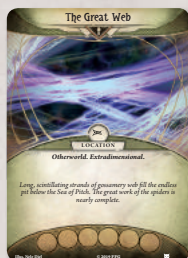
- Atlach-Nacha's center card and each Legs of Atlach-Nacha enemy should remain in the same formation at all times, even if one card is removed from the formation. If one card moves, all cards in the formation must likewise move.
- As a result, Legs of Atlach-Nacha cards cannot move or be moved except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

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



Now this Legs of Atlach-Nacha enemy is at this location.

Play Area for Act 2



DO NOT READ until the end of the scenario

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

- ☞ In your Campaign Log, record the bridge was completed.
- ☞ Each investigator is **killed**.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, the investigators lose the campaign.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ☞ ...and you have not yet played **Scenario 4–A: Where the Gods Dwell**, proceed to that scenario.
 - ☞ ...and you have already played **Scenario 4–A: Where the Gods Dwell**, proceed instead to **Epilogue**.

Resolution 1: You clutch a silken thread, the only thing keeping you from plummeting through the endless depths of the void.

- ☞ In your Campaign Log, record the bridge was destroyed.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display. Each investigator earns 5 bonus experience, as they have prevented the Dreamlands and reality from merging.
- ☞ Check Campaign Log. Resolve the topmost option that applies.
 - ☞ If the investigators found a way out of the Underworld, skip to **Resolution 3**.
 - ☞ If the investigators are trapped in Atlach-Nacha's realm, skip to **Resolution 4**.
 - ☞ If none of the above are true, skip to **Resolution 5**.

Resolution 2: You scramble for hours in the dark, sticky, web-infested void between worlds. When you reach the end of the bridge of cosmic webs, you are met with a terrible sight. The void that once surrounded you fades into a dusky evening, and a familiar skyline of clustering gambrel roofs stands before you. To your dismay, the entirety of the town has been infested by the brood of Atlach-Nacha. Thick webbing extends from the gloomy streets to the tallest rooftops. Spiders and ghosts prowl through the city's once-busy avenues, seeking human prey to devour—or worse, to imprison forever in cocoons of unbreakable web. You drop to your knees, overtaken by despair. How far does this corruption reach? Is it just Arkham, or...?

- ☞ In your Campaign Log, record the bridge was completed.
- ☞ Each investigator is driven **insane**.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, the investigators lose the campaign.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ☞ ...and you have not yet played **Scenario 4–A: Where the Gods Dwell**, proceed to that scenario.
 - ☞ ...and you have already played **Scenario 4–A: Where the Gods Dwell**, proceed instead to **Epilogue**.

Resolution 3: In the distance, you can see the tower that loomed behind the spider god as it spun its web, the entrance beckoning you closer. You recall the Tower of Koth in the Underworld and the way to the surface. Is this the root of that same tower? Does it penetrate through this world-between-worlds? If so, you might be able to escape. Instead of climbing back the way you came, you swing your web from side to side and make a leap through the void, landing at the base of the tower. Then you begin the long climb up—above the surface of the Sea of Pitch, under the ground below the City of Gugs, then farther upward still. Finally, after miles and miles of restless travel, you push aside the stone slab at the top of the tower, and you emerge in the Enchanted Wood. You seal the entrance behind you. Nothing from the hellish Underworld can follow you here. For the first time since entering the Dreamlands, you breathe a sigh of relief. Recalling the first chapter's of Virgil Gray's story, you follow a narrow path through the woods until you reach a staircase of solid stone that ascends into the clouds. It is time to return home.

- ☞ In your Campaign Log, record the investigators returned to reality.
- ☞ Each investigator suffers 2 physical trauma from their fierce fight with the spider god.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, the investigators win the campaign!
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 4–A: Where the Gods Dwell**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 4–A: Where the Gods Dwell**, proceed instead to **Epilogue**.

Resolution 4: You have stopped the spider god from completing its web, but in the process, you have cut off your only means of escape as well. You are fated to wander this hellish world-between-worlds, searching in vain for any hope of escape. Your only solace is that you have prevented this cruel future from being that of every person on Earth. Perhaps if you still possessed the Silver Key, you might have had a way out. Try as you might, in this dismal, cavernous void below the bottomless Sea of Pitch, you cannot muster the will to forge your own.

- ☞ In your Campaign Log, record the investigators never escaped.
- ☞ Each investigator is driven **insane**.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, the investigators win the campaign...but are never seen or heard from again.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ◆ ...and you have not yet played **Scenario 4–A: Where the Gods Dwell**, proceed to that scenario.
 - ◆ ...and you have already played **Scenario 4–A: Where the Gods Dwell**, proceed instead to **Epilogue**.

Resolution 5: You have stopped the spider god from completing its web, but in the process, you have cut off the quickest way for you to return home. So, with your task complete, you begin the long climb toward reality. You are lucky that remnants of the web-bridge still remain intact, or you would have been stranded in this hellish world between worlds. It takes many hours for you to retrace your steps to the Underworld. You eventually emerge from the thick, tar-like Sea of Pitch, close to the shoreline. To your dismay, you realize that you are on the opposite shore of the sea from the dark vale from which you once embarked. With no way to cross the deadly sea, you'll have to find another way out of this barren expanse. Days pass as you continue to explore the Underworld, reaching darker and more forbidden lands as you travel deeper and deeper below the crust of the Earth's Dreamlands. Though you eventually find a stairway up, it is very different from the one leading to the Unnamable: a spiraling, otherworldly series of steps that reach dizzying heights and break all laws of reality. When you reach the top, your heart sinks. There is no sign of Arkham here. You are greeted instead by a strange, ruined city and its half-human denizens. The creatures inform you that you have reached the lost city of "Sarkomand." It appears your return journey is far from over.

- Ⓢ In your Campaign Log, record the investigators are still in the Dreamlands.
- Ⓢ Each investigator suffers 2 physical trauma from their fierce fight with the spider god.
- Ⓢ If you are playing *The Web of Dreams* as a four-part campaign, the investigators win the campaign!
- Ⓢ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...

◆ ...and you have not yet played **Scenario 4-A: Where the Gods Dwell**, proceed to that scenario.

◆ ...and you have already played **Scenario 4-A: Where the Gods Dwell**, proceed instead to Epilogue.



Credits

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Special thanks to all of our beta testers.

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.

Epilogue

Read this epilogue only if you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign. Do not read this epilogue until both Scenarios 4–A: Where the Gods Dwell and 4–B: Weaver of the Cosmos have been completed. Check the Campaign Log for both campaigns. Use the matrix below to find the epilogue that applies to your situation, then proceed to that epilogue.

	<i>The bridge was completed.</i>	<i>The investigators returned to reality.</i>	<i>The investigators never escaped.</i>	<i>The investigators are still in the Dreamlands.</i>
<i>Nyarlathept's invasion has begun.</i>	Epilogue 1	Epilogue 2	Epilogue 3	Epilogue 4
<i>The dreamers awoke.</i>	Epilogue 5	Epilogue 6	Epilogue 7	Epilogue 8
<i>The dreamers stayed in the Dreamlands forever.</i>	Epilogue 9	Epilogue 10	Epilogue 11	Epilogue 12
<i>The dreamers traveled beneath the monastery.</i>	Epilogue 13	Epilogue 14	Epilogue 15	Epilogue 16

Epilogue 1: The black cat surveys the destruction. “Your world is a battleground. In truth, it always has been. Forces beyond your comprehension have been in conflict with one another far longer than what your kind (or, yes, even my kind) realize. They have long fought over the land of dreams, but there are many realities outside the Dreamlands, and only one entity can truly be the ruler of them all. I knew there was always a chance that this might happen. That we might fail. But in the end, at least I can say I tried. It’s your fault, really, not mine.”

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

Epilogue 2: “So you’ve made it back to your world. I hope you had a pleasant trip. Yes, your erstwhile companions are awake once more. But they’re not the same, are they? Of course they’re not. They might not remember their dreams, but that does not mean they did not happen. Do you not see the glimmer in their eyes? Have you not noticed them whispering to some other entity when you are not around? Yes, that one. You know of whom I speak. Don’t worry, you at least have some time before the end. Just remember: I did warn you.”

- ☞ The two groups were reunited in the waking world. Or were they?
- ☞ The investigators averted one form of destruction, but not the other.



Epilogue 3: "What? Do I feel guilty? Of course not. Sure, had I not interceded, they might still be living their lives, ignorant to the truth of the world around them. Virgil included. But I feel no remorse. I did what I had to do. I tried to save them. Their blood is not on my hands." The black cat looks away. "At least they won't be around to see the chaos that is to come."

- ☞ Each investigator from Campaign B is never heard from again.
- ☞ The investigators averted one form of destruction, but not the other.

Epilogue 4: "What are you still doing here of all places? Oh, I see. You cannot find your way back to the waking world. Well, perhaps that is for the best. You see, your erstwhile companions are awake once more, but they have brought a passenger along with them. Do you really have to ask? You know of whom I speak. Trust me: stay here, in this world. Forget everything about your old life. It'll be much better here, I promise."

- ☞ Each investigator from Campaign B lives a life of ignorant bliss.
- ☞ The investigators averted one form of destruction, but not the other.

Epilogue 5: "Oh, you're awake. Interesting. I did not expect you to return. You probably should not have. There is something you need to know. Your companions... well, long story short, things did not go as planned. Your world is no longer yours. Sorry to be the bearer of bad news. Anyway, since I have no desire to be a meal, I'll be off now. Whatever you do, don't leave this room."

- ☞ Each investigator from Campaign A is **killed**.
- ☞ The investigators averted one form of destruction, but not the other.

Epilogue 6: "Well isn't this a happy reunion. Yes, you have returned to the world of the waking. Now you can all go back to the pointless meandering you call life. Leave your dreams behind, like scraps to be devoured when next you are hungry. Or have you finally realized that your world is one of reverie, as well? Take what you have ingested from this dream and use it to shape your destiny. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."

- ☞ The two groups were reunited in the waking world.
- ☞ The investigators win the campaign!

Epilogue 7: The black cat watches your investigation from afar. "I'm sorry that you will never find out what happened to your friends. You wouldn't remember me anyway, would you? I do hope you are able to rest again soon. After all, your world is saved. It would be a shame to squander that extra time, wouldn't it? Go live your life. Forget about your companions. There's nothing that can be done."

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

- ☞ Each investigator from Campaign B is never heard from again.
- ☞ The investigators win the campaign!

Epilogue 8: "Are you really never going to return? That's mighty selfish of you. Your companions are awake in the real world, and yet here you remain, partaking in the wonders of the Dreamlands. Well, I suppose I can't blame you. I would probably do the same were I in your shoes. I'd tell them where you are, but they won't remember me anymore, so you're on your own. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."

- ☞ The two groups survived, but are forever separated.
- ☞ The investigators win the campaign!

Epilogue 9: "You think you can just stay in your dreams and never have to deal with the consequences of what happened here? A foolish thought. Remember, you're only sleeping. Your bodies are not here; you are in both worlds at once. Do you not understand? Oh well. I suppose it is better for you this way. Stay here and forget everything about your old life. You'll prefer this to the alternative, I promise."

- ☞ Each investigator from Campaign A lives a life of ignorant bliss.
- ☞ The investigators averted one form of destruction, but not the other.

Epilogue 10: "Are you really never going to wake up? That's mighty selfish of you. Your companions have returned to the real world thinking they have saved your life, but you're going to stay in that hospital room asleep forever, won't you? Well, I suppose I can't blame you. I would probably do the same were I in your shoes. Don't worry, I won't tell them where you are. They'd keep looking for you if I did. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."

- ☞ The two groups survived, but are forever separated.

- ☞ The investigators win the campaign!

Epilogue 11: *"Keep searching and searching and searching, you'll never find them. They're far beneath the surface. In fact, they may not even be down there anymore. Who knows. In any event, just forget about them. Both worlds are safe now. Rejoice! Live out your lives without regret. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."*

- ☞ Each investigator from Campaign B is never heard from again.
- ☞ The investigators win the campaign!

Epilogue 12: *"Ah, so you have found one another at least? Even in a land as vast as the Dreamlands, I suppose it was inevitable you would bump into each other. Are you going to head back to your own world? No, I suppose not. Why would you? Everything you could ever want is here. I can't blame you. Together you can travel from the Pillars of the West to the Pillars of the East and see every wonder the world of dreams has to offer. Just remember, it's all fiction. Right?"*

- ☞ The two groups were reunited in the Dreamlands.
- ☞ The investigators win the campaign!

Epilogue 13: *"A nice thought, but you're too late. The infestation has spread, and now touches all corners of the universe. This world, your world, the world beneath... I tried to help them, but it wasn't enough. Honestly, I wish you had never seen this. Now you'll find no peace here nor there."*

- ☞ Each investigator from Campaign A is driven insane.
- ☞ The investigators averted one form of destruction, but not the other.

Epilogue 14: *"What are you doing down here? No, your companions have already fled back to your world. It was a nice thought, but you're on your own now. Yes, there are ways out of the underworld, but they're not exactly easy to find. There are gugs, and ghosts, and ghouls, and...well, you'll see. Honestly, why would you come down here? I guess I hope you make it back out some day. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."*

- ☞ The two groups survived, but are forever separated.
- ☞ The investigators win the campaign!

Epilogue 15: *The black cat watches your escape with bated breath.*

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

- ☞ The two groups were reunited in the Dreamlands.
- ☞ The investigators win the campaign!

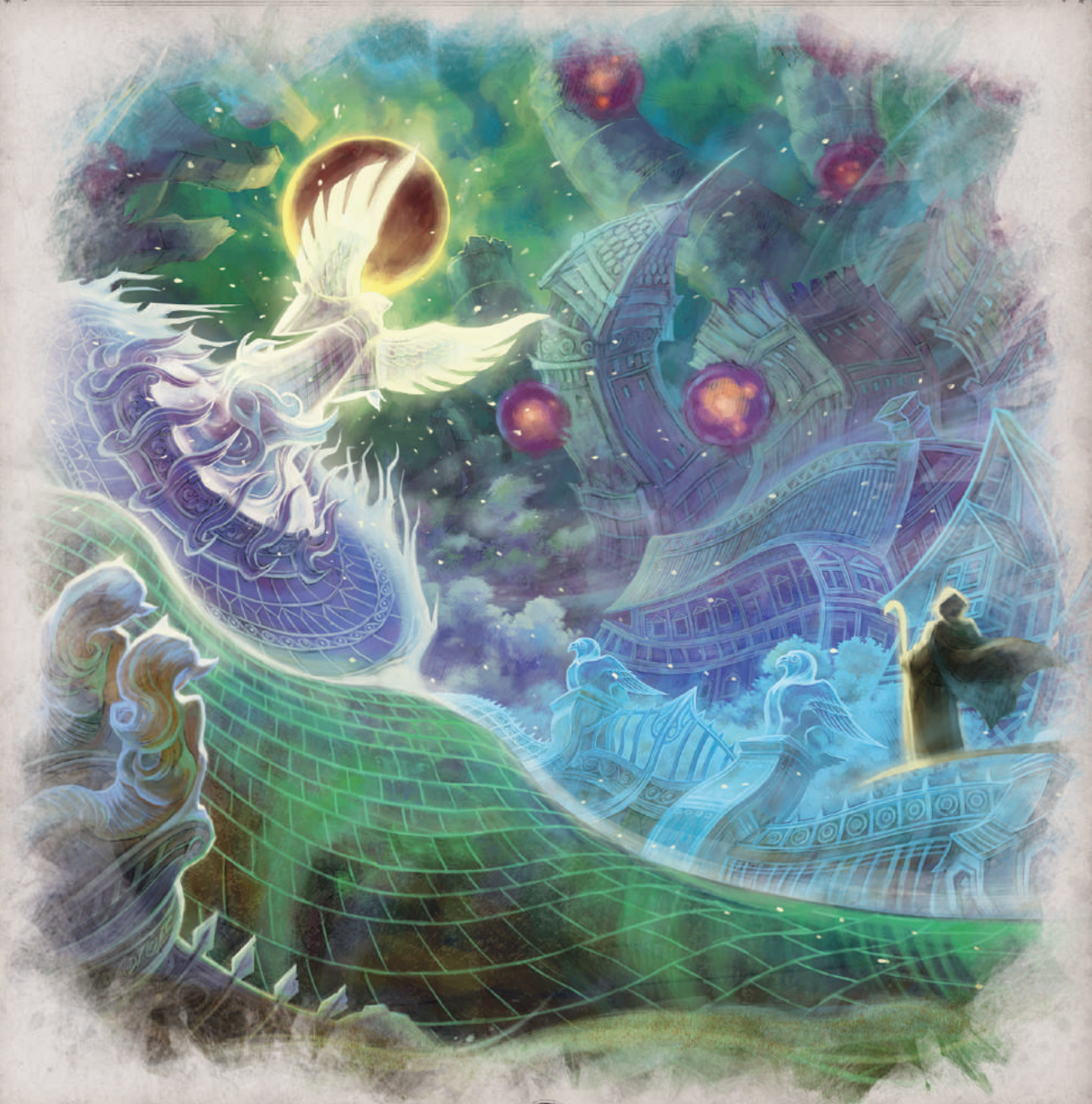
Epilogue 16: *"Oh, what a tragedy of errors this has become. You just passed each other! Oh well. You're on your own now. Yes, there are ways out of the underworld, but they're not exactly easy to find. There's gugs, and ghosts, and ghouls, and...well, you'll see. Honestly, why would you come down here? I guess I hope you make it back out some day. As for me? I have my own home to return to. Don't worry. I'm sure you haven't seen the last of me."*

- ☞ The two groups survived, but are forever separated.
- ☞ The investigators win the campaign!

If (your investigator name) has broken the law of Ulthar and you are not killed or driven insane:

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.



Campaign Log: *The Dream-Quest*

INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES

Campaign Notes

Evidence of Kadath

KILLED AND INSANE INVESTIGATORS

Tab. XXXIX.

Prologue

Beyond the Gates of Sleep

The Black Cat

The Search for Kadath

The Oneironauts

Dark Side of the Moon

The Great Ones

Where Gods Dwell

Epilogue

CHAOS BAG



Campaign Log:

The Web of Dreams

INVESTIGATORS

PLAYER NAME	PLAYER NAME	PLAYER NAME	PLAYER NAME
INVESTIGATOR	INVESTIGATOR	INVESTIGATOR	INVESTIGATOR
UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE	UNSPENT EXPERIENCE
TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)	TRAUMA (Physical) (Mental)
EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES	EARNED STORY ASSETS/WEAKNESSES

- *Prologue*
- *Waking Nightmare*
- *The Black Cat*
- *A Thousand Shapes of Horror*
- *The Oneiromants*
- *Point of No Return*
- *The Great Ones*
- *Weaver of the Cosmos*
- *Epilogue*

KILLED AND INSANE INVESTIGATORS

Campaign Notes

CHAOS BAG

Steps of the Bridge

Encounter Set Icons



A Thousand Shapes of Horror



Agents of Atlach-Nacha



Agents of Nyarlathotep



Beyond the Gates of Sleep



Corsairs



Creatures of the Underworld



Dark Side of the Moon



Descent into the Pitch



Dreamer's Curse



Dreamlands



Merging Realities



Point of No Return



Spiders



Terror of the Vale



The Search for Kadath



Waking Nightmare



Weaver of the Cosmos



Where the Gods Dwell



Whispers of Hypnos



Zoogs



FANTASY
FLIGHT
GAMES

