

DREAMLANDS

CALL of
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CTHULHU

2368

The Dreaming Stone



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The Dreaming Stone

Against the Crawling Chaos

by **Kevin Ross**

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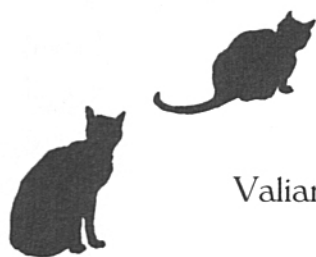
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DEDICATION



This book is for Mark & Penny:
Valiant investigators, proud dreamers, good friends.
Cheers!



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PART 1: THE ADVENTURE

The Dreaming Stone is an epic adventure which takes investigators from the Waking World to the Dreamlands and beyond. The main adventure is broken into eight sections: an introduction and seven chapters.

The **Introduction** explains Nyarlathotep's plot, and how the investigators, Byron Humphrey, and the Dreaming Stone fit into it.

Chapter One, **The Dream-Trap**, commences the adventure in the Waking World. After accepting an invitation from Byron Humphrey, the investigators find themselves inexorably thrust into the land of dreams.

Chapter Two, **Pursuit of a Dreamer**, begins the investigators' search for Byron Humphrey. From the Cavern of Flames, the questers travel through the Enchanted Wood, the Temple of Kiran, and the Jungle of Kled before finally arriving in Hlanith.

Chapter Three, **Beyond the Forbidden Lands**, continues the quest. From Celephaïs, the investigators travel into the Forbidden Lands and discover the Leng Outpost hidden there.

Chapter Four, **Sailing to the Moon**, details trips across two great seas: the Southern Sea and the Sea Between the Worlds.

Chapter Five, **The Mansion on the Moon**, brings the investigators' quest to an end when they finally find Byron Humphrey and the Dreaming Stone, held captive by Vredni Vorastor, the Man in the Moon.

Chapter Six, **Terra Firma Fabulosus Once More**, centers on the mad flight from the moon. Traveling through Dylath-Leen, Ulthar, Nir, and Kiran, the investigators finally come full circle back to the Cavern of Flame.

Chapter Seven, **The Crawling Chaos**, returns the investigators to the Waking World once more. There, they find Nyarlathotep, the Crawling Chaos, waiting for them.

INTRODUCTION

Wherein Nyarlathotep's plot is explained, and we get our first view of Byron Humphrey and his strange dreaming stone.

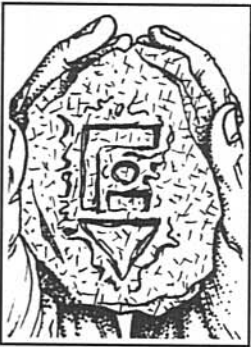
The *Dreaming Stone* is intended as an introduction to H.P. Lovecraft's Dreamlands, as put forth in Chaosium's *Call of Cthulhu* supplement, *The Complete Dreamlands*. Even if the investigators have already experienced the Dreamlands, *The Dreaming Stone* still offers a considerable challenge. Though ostensibly written for the 1920s, the adventure can be transferred to the Gaslight or Cthulhu Now settings with relative ease. Any number of investigators can participate, though groups of at least four to six are recommended. If there are fewer, the keeper may wish to tone down the number of encounters or foes, or let the investigators roll additional Dreamlands-residing characters to bolster their ranks.

Investigators are assumed to have a few adventures under their belts before playing this scenario, as their reputations and an already-established rivalry draw them into the action.

If you are planning to run an investigator in *The Dreaming Stone*, read no further. The remainder of this book is intended for the keeper's eyes only.

The Dreaming Stone

The Dreaming Stone revolves around the ancient artifact of the title, an irregularly-shaped palm-sized piece of reddish granite with a single rune apparently melted into its surface.



THE DREAMING STONE

The Stone was created when the Dreamlands were first formed millions of years ago, by the Crawling Chaos Nyarlathotep who took a handful of the coalescing dream-essence and fashioned it into its current form. He endowed the Stone with wondrous powers that could be used only in the Dreamlands. Nyarlathotep intended for the Stone to come into the hands of Men, knowing that they would use it—for

good or evil, it mattered not to Him. Like many of His creations, it was a trap intended to tempt and destroy its user, and it has done so many times to many different victims in the ensuing millenia.

The chief power bestowed by the Stone is the ability to enter the Dreamlands. It also allows its wielder to change Dreamlands reality in various subtle ways. Such actions could conceivably affect the Great Ones, over whom the Outer Gods have an uncertain stewardship. For this reason the Crawling Chaos takes care that its use is not abused.

The Stone's last owner was a priest in ancient Peru who eventually became Nyarlathotep's pawn. When he died the

Stone was buried with him, and thus it has been lost for centuries. Until now.

Byron Humphrey

Byron Humphrey is an acquaintance and rival of the investigators. Humphrey is a mystic and author who has locked



BYRON HUMPHREY

corners with the investigators on more than one previous occasion. He may have reviewed one of their books or other writings, or vice versa, or he may have publicly challenged the findings of one of their "cases". The keeper should try to introduce Humphrey into his or her campaign prior to this adventure to illustrate this rivalry and give reason for the consultation that kicks off "The Dreaming Stone." For further information,

Dreaming Papers #1 explains "What the Investigators Know About Byron Humphrey."

Humphrey has recently found the Dreaming Stone. While he doesn't yet know of its powers, he has made some headway in researching its background. Humphrey now consults the investigators to see what they can find out about the Stone, or at least to brag about his own findings if they come up empty. Unfortunately, things don't quite work out the way he planned.

The Crawling Chaos

Nyarlathotep's attention is caught by the recent discovery of the Stone. He knows Humphrey has it, and He wants it back to ensure that it is not lost for another seven centuries. He would also like to see it in the hands of one of His own followers.

To this end the Crawling Chaos initiates a series of events to retrieve the Dreaming Stone. Since He is sensitive to the Stone's whereabouts, He intends to trigger a long-distance magick on the Stone, a spell that will drop its owner into a comatose sleep while he is sent to the Dreamlands. Nyarlathotep will then come to Humphrey's house to collect the Stone.

But the Crawling Chaos has more than just this in mind. If He can trap both the waking world and dreaming forms of



THE CRAWLING CHAOS

the Stone's wielder, He can claim his soul and assume his human form in the future.

Humphrey has contacted the investigators for their help, and when they arrive they too fall prey to Nyarlathotep's magick. Now Nyarlathotep can claim all of their souls if He can capture their waking and dreaming forms.

So the bewildered investigators find themselves in a strange and beautiful land, faced with the prospect of finding Humphrey. Due to the different progressions of time in the waking and dreaming worlds, Humphrey has several days' head-start on them. And as the investigators quickly learn, Humphrey is among the worst-mannered of tourists.

What follows is a chase across Dreamland, at times comic, at others idyllic, and at others dark and dire indeed.

Without Humphrey and the Dreaming Stone, the investigators are doomed. Nyarlathotep's magic is such that the only way they can save themselves is by retrieving Humphrey and the Dreaming Stone and returning to the waking world. This is the only way they can return their waking world forms to consciousness. If Nyarlathotep takes the Stone in the waking world only, the sleepers' bodies remain forever comatose, forever stranding their dreaming forms in the Dreamlands; a small consolation is that He doesn't claim their souls in this case. The same applies if Nyarlathotep seizes the Stone in the Dreamlands but fails to capture Humphrey and/or the investigators there. If the

investigators' dreaming forms die or try to return to the waking world without the Stone their waking world forms still remain in a permanent coma; again, at least He cannot claim their souls and forms.

In sum, if Nyarlathotep seizes the Stone in one world only, the connection between the investigators' dreaming and physical forms is broken; their physical forms remain in a permanent coma, while their dreaming forms are trapped forever in the Dreamlands. The only way the investigators can break the Crawling Chaos' magic and escape this fate is by retrieving the Stone and returning to the waking world.

A NOTE ON RUNNING THE ADVENTURE

The keeper should familiarize himself with the various locations, characters, and creatures encountered in this book. Though as much information as possible about these subjects has been included, the keeper should find *The Complete Dreamlands* book useful in fleshing out descriptions and encounters during play.

Finally, remember that *The Dreaming Stone* is a quest-like fantasy adventure, albeit a fairly dark one. Emphasize the wonder and alienness of this other-world during play. Keep in mind that in quests such as this, the heroes seem to beat the odds until the final scenes of the saga. Encourage and reward inventive play, and never let the dice get in the way of a good story. ■

Dreaming Papers #1

What the Investigators Know About Byron Humphrey

Byron Humphrey is a largely self-taught occult writer residing in the same city or region as the investigators. Humphrey has written books on a variety of occult topics, comparing the myth-cycles of different cultures in an attempt to hypothesize a common, underlying source. While he has no formal academic background, Humphrey has gained some measure of respect as an authority on the occult. This acclaim has brought him into conflict with one or more of the investigators at least once in the past. At least once before, Humphrey has publicly commented on the investigators' works; he may have given one of their books or articles a bad review, questioned the findings of one of their "cases," or perhaps even debated them at a conference of some kind.



BYRON HUMPHREY

Those who encounter Humphrey are unlikely to forget the experience. He is an insufferable egotist with a penchant for lambasting his foes in print. He does not take criticism well, usually turning it back on its source in a personal attack. He is smug, self-confident, and overbearing. His knowledge of the occult is formidable, and while some of his theories about the relationships between various world mythologies have been scornfully dismissed by most academic circles, they are popular among his burgeoning buying public.

Byron Humphrey is in his mid-50s, not terribly tall, stout, slightly plump, but in above average physical shape. He has thinning brownish hair and a reddish-brown beard and moustache. He has never been married, and seems to be the solitary type. He lives alone in a fine house in a fashionable neighborhood, with a personal library boasting over 10000 volumes. Humphrey is also known to have a considerable fondness for brandy.

THE DREAM-TRAP

Chapter One, wherein the investigators first meet Byron Humphrey, and are drawn into the Dreamlands by Nyarlathotep's trap.

The adventure of *The Dreaming Stone* begins when one or more of the investigators receives a letter from an unexpected source: a rival occultist named Byron Humphrey. The investigators have tangled with Humphrey in the past, and the boxed text on p. 5 relates "What the Investigators Know About Byron Humphrey" (*Dreaming Papers #1*). While their previous encounters with Humphrey have been contentious, it has never degenerated into outright malice, but rather a friendly rivalry.

If possible, the keeper should contrive to introduce Humphrey into his campaign prior to the events of this scenario, in order to illustrate the rivalry between the blustery Humphrey and the investigators.

Humphrey's letter is reproduced in a boxed section nearby, along with the sketch of the symbol mentioned in the letter (*Dreaming Papers #2*).

The request is genuine, as a phone call or telegram for confirmation discovers. Humphrey is burdened with other projects, however, and his replies to any communications prior to the night in question offer no more details than have already been given. Visiting Humphrey's home prior to the assigned meeting time finds the host either not home or in a hurry to make an appointment elsewhere. In short, Humphrey is unavailable to the investigators prior to the meeting he has set.

Dreaming Papers #3

Excerpts on the Dreaming Stone

"And the Crawling Chaos took the solidifying stuff of the newly-formed world Hypnos had made, and blew the black smoke of His dreams into it as it hardened. And so it was formed. Marked with His Sign. Imbued with His Power. The Dreaming Stone."

"Great is its power, for with it dreams can be shaped to one's will. But the Black One knows of its existence, for He was its creator, and He ever regards its use from afar, making sure that it is never used against those Great Ones over whom He is Steward and Master."

Researching the Stone

Investigators may decide to spend the time before the meeting researching the stone, or its strange symbol. They will have little to go on.

Since Humphrey claims the stone was found in an Inca tomb in the Peruvian highlands they may want to start their research with the Incas. Successful Library Use rolls unearth much about the Inca civilization, but nothing about the stone or the symbol carved upon it. The theoretical date Humphrey gives for the priest in whose tomb the stone was found corresponds roughly with the expansion of the Inca habitation at Tiahuanaco, which during this period became a major religious center.

As for the symbol, while it bears a slight resemblance to Inca hieroglyphs, a History or Anthropology roll notes that it is neither Inca, Maya, Aztec, nor Toltec, nor from any other known alphabet. Other than this information, all that can be gained from conventional research is the prospect of a History or Library Use skill check later.

Mythos tomes offer another obvious avenue of research, should the investigators have access to any. References to magical stones and similar objects abound in these works, so skimming each may take 1D6 or more hours. A given book's chance of mentioning the stone and symbol in ques-

tion is its Cthulhu Mythos skill percentage; these references are certain to be found in the *Book of Dzyan*, the *G'harne Fragments*, the *Pnakotic Manuscript*, and the *Seven Cryptical Books of Hsan*.

These few cryptic references hint that the stone is tied to the Crawling Chaos, whom a Cthulhu Mythos roll identifies as Nyarlathotep, the Messenger of the Outer Gods. The Crawling Chaos is said to have created the stone as both a gift and a trap, though this paradox is not explained.

Depending on how many references the investigators find during their research, the keeper should offer them some or all of the hints collected together nearby as *The Dreaming Papers #3*.

Given these findings, the investigators are undoubtedly hungry for more, but this is all they can find prior to the meeting with Humphrey. Attempts to contact Humphrey on the day of the meeting prove fruitless—he has apparently left town for the day, probably conducting his own research.

The Meeting with Byron Humphrey

Humphrey remains unavailable until shortly before the meeting he has scheduled with the investigators. If the investigators arrive early, they will find no one home, and will need to arrange other entertainment until the appointed time. Humphrey must be in his house alone for at least 30 minutes or so prior to the meeting. It is during this time that Nyarlathotep triggers the Dreaming Stone, sending Humphrey into the Dreamlands. If the investigators wait until the scheduled time, or when they have returned to Humphrey's house, it is dusk.

Humphrey's house is in the midst of an upper middle class residential neighborhood. Occupied houses lie within 20 yards to either side of Humphrey's two-story abode. The first floor of the house sits a few feet above ground level, so a set of steps leads up to the front door; this also means that anyone trying to look inside the windows must find something or someone to stand on to do so. If it is needed, a map of the ground floor of Humphrey's house may be found on p. 56 of this book.

When the investigators arrive, their knocks at the door are unanswered. If the investigators check around the outside of the house, peering in windows, they find the house dark except for the study, at the back of the house. Through a gap in the drapes they can see Humphrey seated at his desk, a lamp burning on the table before him; his head is slumped on his chest, and he appears to be asleep or unconscious, perhaps even dead. No amount of tapping at the window rouses him, and the window-latches are secured. The back door is locked. The front door is unlocked, however, and inside the only light burning comes from the rear of the house, in the study. Inside, the investigators may explore the house at their leisure, but other than Humphrey's mundane personal belongings, there is nothing of interest outside of the study.

When the investigators enter the study, they find themselves surrounded and dwarfed by bookcases, which run from the ceiling to the floor. Here and there myriad artifacts

Dreaming Papers #2

Byron Humphrey
Author and Occultist

My Dear _____

Greetings, sir. You may be surprised to hear from me, given our past dealings, but I have a mysterious little project that I think may be of interest to you. To put it bluntly, I need your help. I ask that you put aside our past differences, and help me solve this riddle.

I have discovered an object of incredible antiquity which you might be able to help me identify. It is a flat piece of stone, presumably granite, with a single symbol etched in its surface.

A drawing of this symbol is enclosed. Perhaps in your researches you have seen reference to such a symbol? I have discovered no record of it myself.



The background of the stone is sketchy at best, but I can tell you this much: the stone was found in the tomb of an Inca priest in the recently-discovered ruins of a small village northeast of Cuzco, Peru. This Inca village dates to about 1200-1300 AD, but the name of the priest is unknown—we identified his class by his raiments and jewelry.

While vaguely similar, the marking on the stone is not of Incan origin. The stone appears to be much older, and this becomes all the more curious when one considers that the Inca barely mastered the use of bronze tools—so how did the symbol come to be in the stone? It almost looks melted rather than worn.

An intriguing puzzle, eh? Unfortunately that's all the information I have at this time.

If you're interested in looking into it, drop by about 8 PM the day after next and I'll show you the piece. We can have a drink, perhaps discuss pooling our resources and jointly publishing our findings. Mend the fences, as they say.

I look forward to seeing you. Good hunting.

Best, Byron Humphrey

share shelf-space with thousands of tomes of all descriptions. These artifacts include a human skull, a bizarre African mask made of tree-bark, a reptilian idol of some greenish stone, a Celtic cross carved in stone, a collection of Mayan fertility figures, and much more. Books range from current mystery novels to crumbling magickal treatises in Middle English.

But, it is the desk which draws the investigator's attention. Humphrey is seated in a plush chair behind the desk, dressed in a smoking jacket over his shirt and tie; a snifter of some amber liquid (brandy) threatens to fall from his dangling left hand. His head is on his chest, and his breathing is light, but regular. Try as they might, the investigators can not rouse Humphrey.

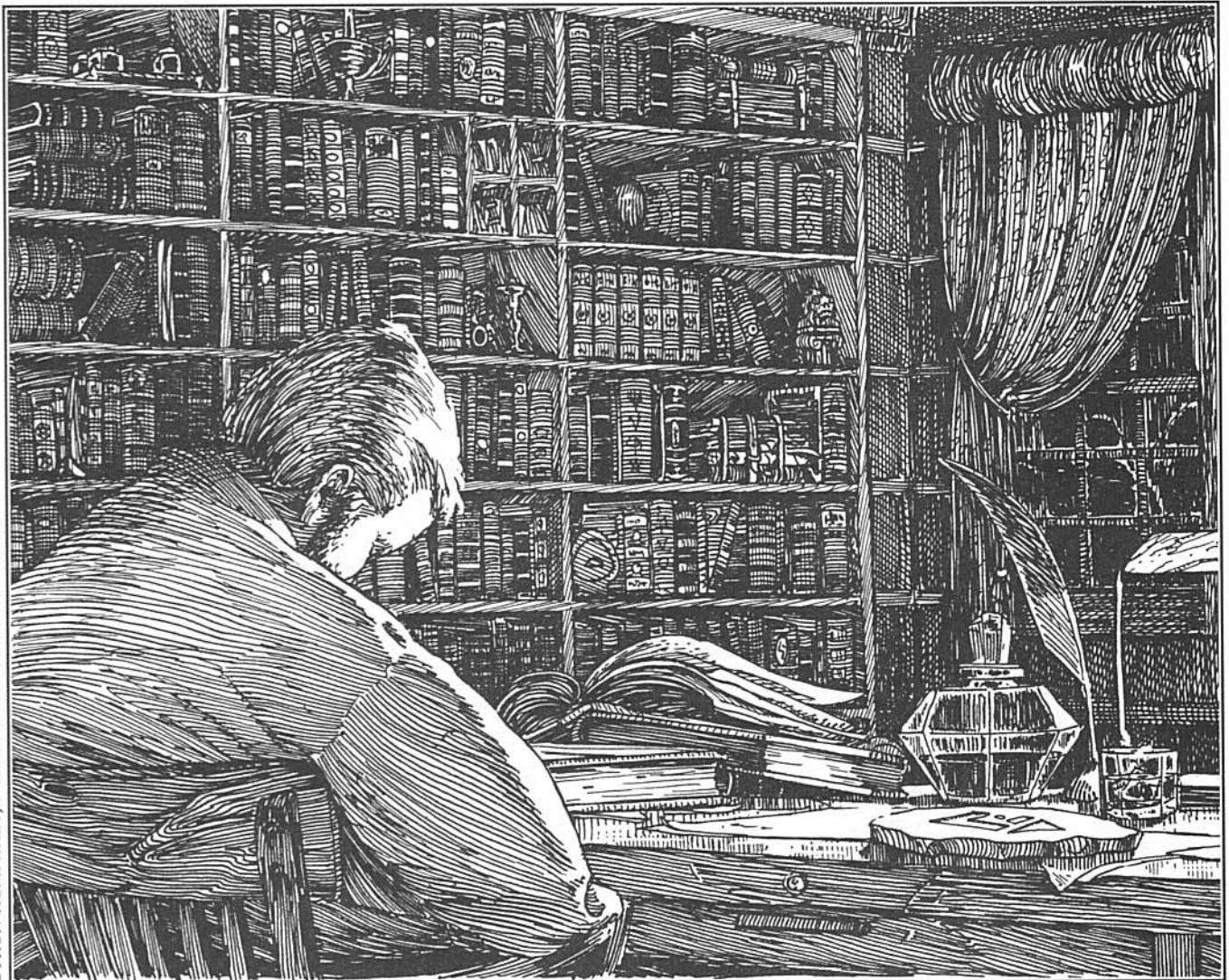
Lying on the desk, lit by a single electric lamp, is the stone described in Humphrey's letter. It is a flat chunk of reddish granite about four inches across and an inch or so thick. As Humphrey had stated, the symbol is apparently melted into the surface of the stone, or perhaps time has worn the edges of the carving smooth.

As soon as the investigators have entered the study and gotten close enough to examine the stone, Nyarlathotep's magick reaches out for them. Those examining the stone

notice that the edges of the symbol seem to be expanding. Everyone in the room must now begin making resistance rolls against a POW of 50, rolling each round. Anyone still watching the stone when they fail such a roll see the symbol somehow expand beyond the edges of the stone, enveloping the desk and finally engulfing that investigator too. He or she tumbles into unconsciousness. Those resisting their rolls must continue to do so each round until they too collapse as the symbol swallows them up. The investigators may try to flee but as long as they are within the house they are vulnerable.

It may transpire that some characters enter the study while others explore the house or wait outside. Perhaps after one or two of their number fail to respond from the study the others come to investigate, and thus fall prey as well. It is important that all the investigators are somehow dragged into sleep by the stone. If necessary, allow the investigators succumbing to the stone to scream a few times, to draw their fellows in.

If the investigators alert the neighbors or police as the trap springs, this could make things uncomfortable for Nyarlathotep when He arrives later to collect the Stone and its victims. (Or maybe He'll just add their unconscious forms to His spoils.) ■



PURSUIT OF A DREAMER

*Chapter Two, wherein the investigators enter the Dreamlands, and travel to Hlanith.
Also, a lesson: no theft goes unpunished, and no good deed goes unrewarded.*

The investigators regain consciousness one by one, groggily remembering the strange circumstances which laid them low. They may not realize it yet, but they are now dreaming. They are still in Humphrey's study, but things have changed slightly....

Humphrey and the mysterious stone are gone. The electric desk lamp flickers incessantly, deepening the shadows in the room. Drawing back the shades or opening the door to the hallway reveals pitch blackness. Anyone venturing into the darkness finds himself somehow returned back to the study after a few steps; this strange development costs the traveller 1/1D3 Sanity points. The darkened surroundings are resistant to light. No matter how often the investigators try or which direction they take, anyone leaving the study is always warped back toward it.

In one corner of the study a balustraded staircase leads down into gloom—the staircase was not there before. The marble stairs offer the only apparent exit from the study. A Dream Lore roll will reveal that these are the Seventy Steps of Light Slumber, and their eventual destination is the Cavern of Flame, discussed below.

If the investigators dally too long in the dream-study, or insist on stumbling about in the darkened areas, the keeper may wish to introduce some very large unseen tittering Thing slithering about in the dark, approaching the study. Its initial unseen presence costs 0/1 points of Sanity. If the investigators don't take the hint, great oily black tendrils of darkness spill in through the drapes and doorway, calling for a further loss of 0/1D3 Sanity. If this doesn't send the investigators hurrying for the staircase they deserve the quick and merciless fate that comes to them.

The Cavern of Flame

The great marble steps plunge ever downward, finally opening into a vast cavern lit by a huge pillar of purple and white flame that bursts from the center of the floor and disappears into the ceiling overhead. Nearby are two very tall bearded men dressed in robes and high mitre-like headgear. The men greet the investigators calmly, introducing themselves as Nasht and Kaman-Thah, priests of the Cavern of Flame. For just a seconds, the two priests may look surprised. Newcomers usually arrive in the Cavern of Flame without clothing or equipment. Though the dreamers do not realize it, they have been protected by the power of the Dreaming Stone.

When the priests approach the investigators to judge whether they are worthy of entering the lands of dream, Kaman-Thah peers into their eyes and looks at his companion. "We cannot interfere. They must pass," he says. Nasht

also looks into their eyes, then speaks gravely to the investigators. "Yes, you must pass. But I cannot allow you to go without warning you of your danger." Kaman-Thah starts to object, but Nasht continues: "Your lives and souls are in great peril. There is One who covets them, and you have fallen into His trap. I say this but once—the only way you can escape Him is to find your friend, who has passed before you. Find him and return with him and that which he carries. Return here and thus back to the waking world. Fail in these things, and you are lost."

With this, the priests offer the visitors food and wine for their journey, and point them toward another descending staircase



KAMAN-THAH

opposite the first. These are the Seven Hundred Steps to Deeper Slumber, beyond which lie the lands of dream. The investigators may notice that any weapons in their possession disappeared as they descended the steps to the Cavern of Flame. The priests offer no weapons, stating that such things are not theirs to give (but see below).

If at any point the investigators attack or otherwise behave insolently,



NASHT

the priests banish their dreaming forms back to their physical forms. Unfortunately, because of Nyarlathotep's magick, the investigators cannot awaken without the Dreaming Stone—so the Crawling Chaos snares their souls and they are lost forever.

The Enchanted Wood

The torchlit passage down the Seven Hundred Steps is a long one. At the bottom the passage opens out into a dimly-lit forest of thickly-grown trees; the passage itself winds upward into the trunk of one of these great trees. Patches of fungi hug the bases of the trees and fill the air with musty earthy smells. Strange bird and animal cries pierce the dense wood, and odd rustlings are heard above and all around the investigators.

At this point the investigators discover that they are armed after all. Any investigator who carried a weapon into Humphrey's house now finds a vaguely analogous weapon in his or her possession. A pistol, for example, might now be

a bow and arrows, or a sword. A knife might have become a sword, and a sword-cane might be unchanged. If an investigator has some skill in an archaic weapon, that is the type of weapon he now possesses. Their clothing has likewise transformed into seemingly archaic tunics, breeches, robes, and boots. *The Complete Dreamlands* p. 181 has a good listing of archaic weapons. A much shorter listing appears in the main rulebook.

The investigators must now decide where to go, as paths wind off into the wood in several directions. The sun cannot be seen through the dense foliage overhead. A halved Track roll might pick up Humphrey's trail, heading north, but the tracks are several days old.

At one point in their travels in the wood an eight-foot long orange-hued snake slithers across the path ahead of the investigators. It turns its head toward them, looks them up and down, apparently shakes its head, and disappears into the underbrush. The Mocking Serpent is a near-mythical denizen of the wood, and telling others of this encounter earns the listeners' disbelief and derision unless a Persuade roll is made; in the latter case add 1 point to Dream Lore.

As the party makes their way through the near-claustrophobic forest, they hear a rustling commotion ahead. There, alongside the path, a strange otter-like creature with a tentacled snout painfully struggles with a nasty steel trap that holds fast one leg. The creature, a zoog, snarls



TRAPPED ZOOG

and hisses if approached, but calms down if the investigators seek to free it. Once freed, the wounded zoog snuffles and skitters around the party in gratitude, and may accompany them as far as the edge of the wood.

Unless the keeper wishes otherwise, the investigators' travels should take them north, eventually to the River Oukranos. If the keeper allows them to wander, they should emerge from the south-western edge of the wood near the vil-

lages of Nir, Hatheg, and Ulthar. There the investigators can ask directions, see if anyone has seen Byron Humphrey, and perhaps pick up supplies. Humphrey, however, has not been seen, and strangers are rare enough in these villages that he should have been noticed. The residents suggest heading north toward the Oukranos river, and the city of Thran to the east. The keeper may wish to consult the descriptions of these villages in Chapter Six for further possible encounters.

The River Oukranos

After several hours' hiking the forest finally begins to thin out, revealing a placid verdant plain and the banks of a wide green river. After a quick drink from the river the zoog scurries back into the wood, leaving the investigators on their own in this sunlit land. Again, a halved Track roll may pick up Humphrey's tracks alongside the riverbank, heading east; if the Track roll is a normal success other tracks are found, strange splay-toed or hooved marks of some small man-like creature. (These were goblins, and they may be encountered much later in the adventure, in Chapter Six.)

Heading east, a short time later more of the strange tracks are found by the river's edge, this time with the remains of a campfire and several animal bones and skins—skins like those of the zoog trapped back in the Enchanted Wood. Apparently, the campers cooked and ate the otter-like zoogs.

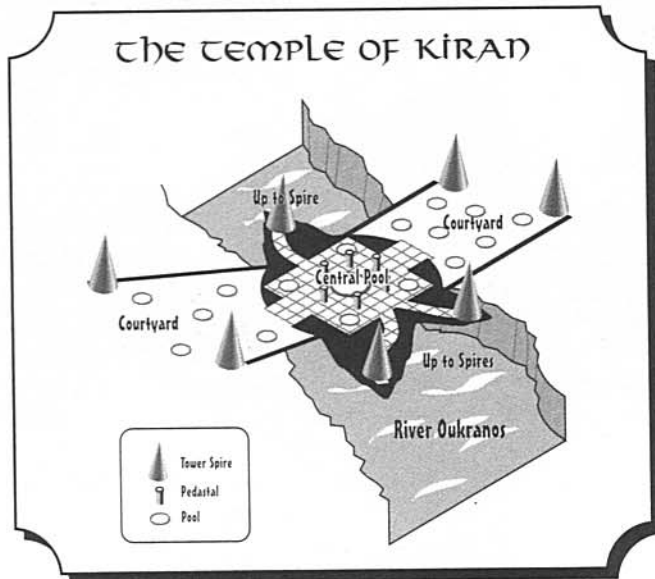
The Temple of Kiran

By early afternoon the investigators reach a wide point in the river where an awesome temple straddles the water and stretches skyward with its seven great towers. Built all of dark green jasper and covering over an acre of land, this is the Temple of Kiran, dedicated to the river-god of Oukranos. To get to the entrance the investigators cross a courtyard with built-up pools holding fish, lily pads, frogs, and hovering multi-hued dragonflies.

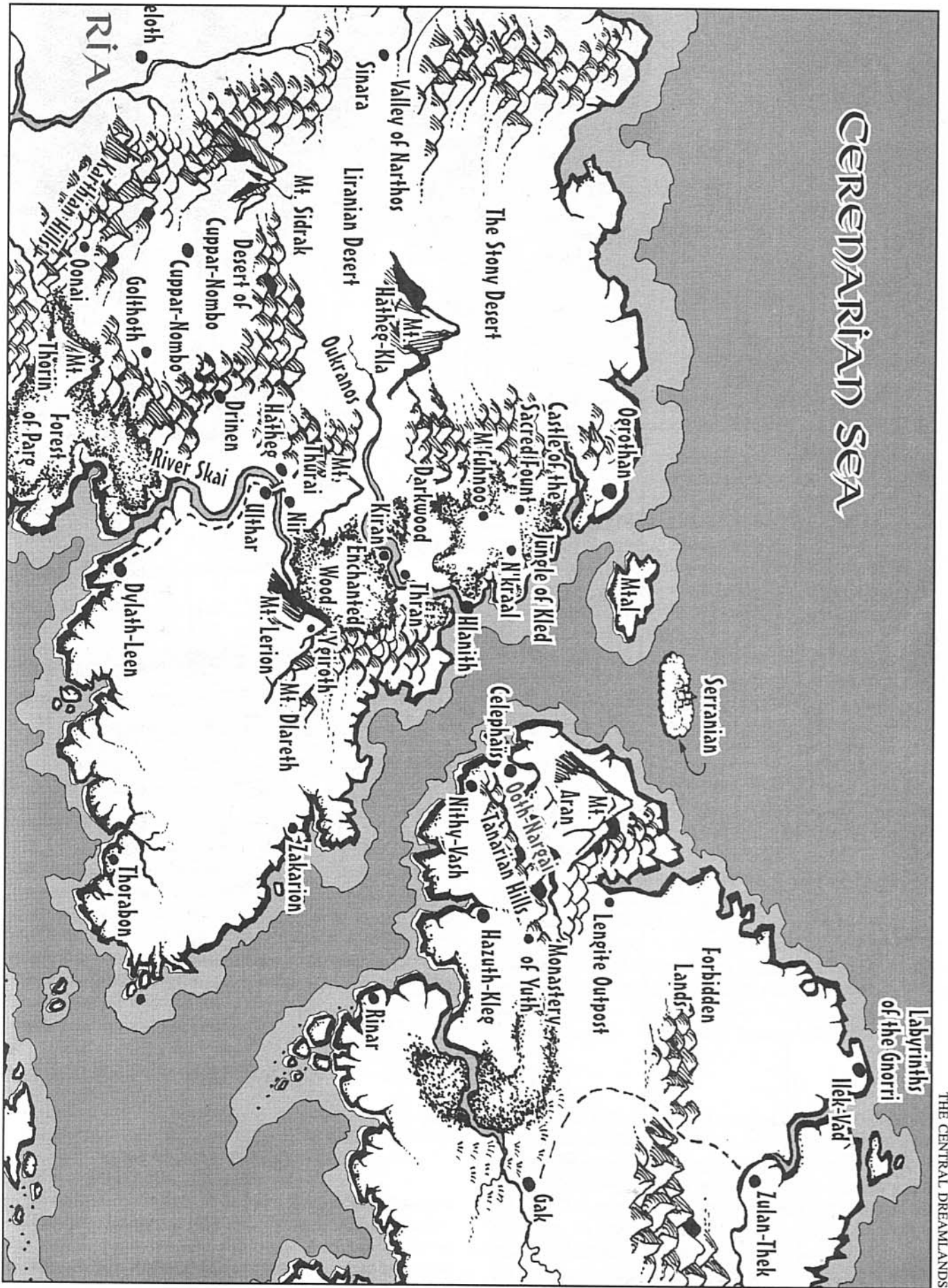
The massively-arched interior of the temple is lit by strange phosphorescences beneath the crystalline floors, where the waters of the river flow under the temple. There is a great circular pool in the center of the temple, surrounded by pillars each topped with a fabulous mollusc shell of incredible beauty and diversity; on closer inspection, one of the pillar-tops is empty. In the four corners of the great room are four gently bubbling smaller pools similar to those in the courtyard outside.

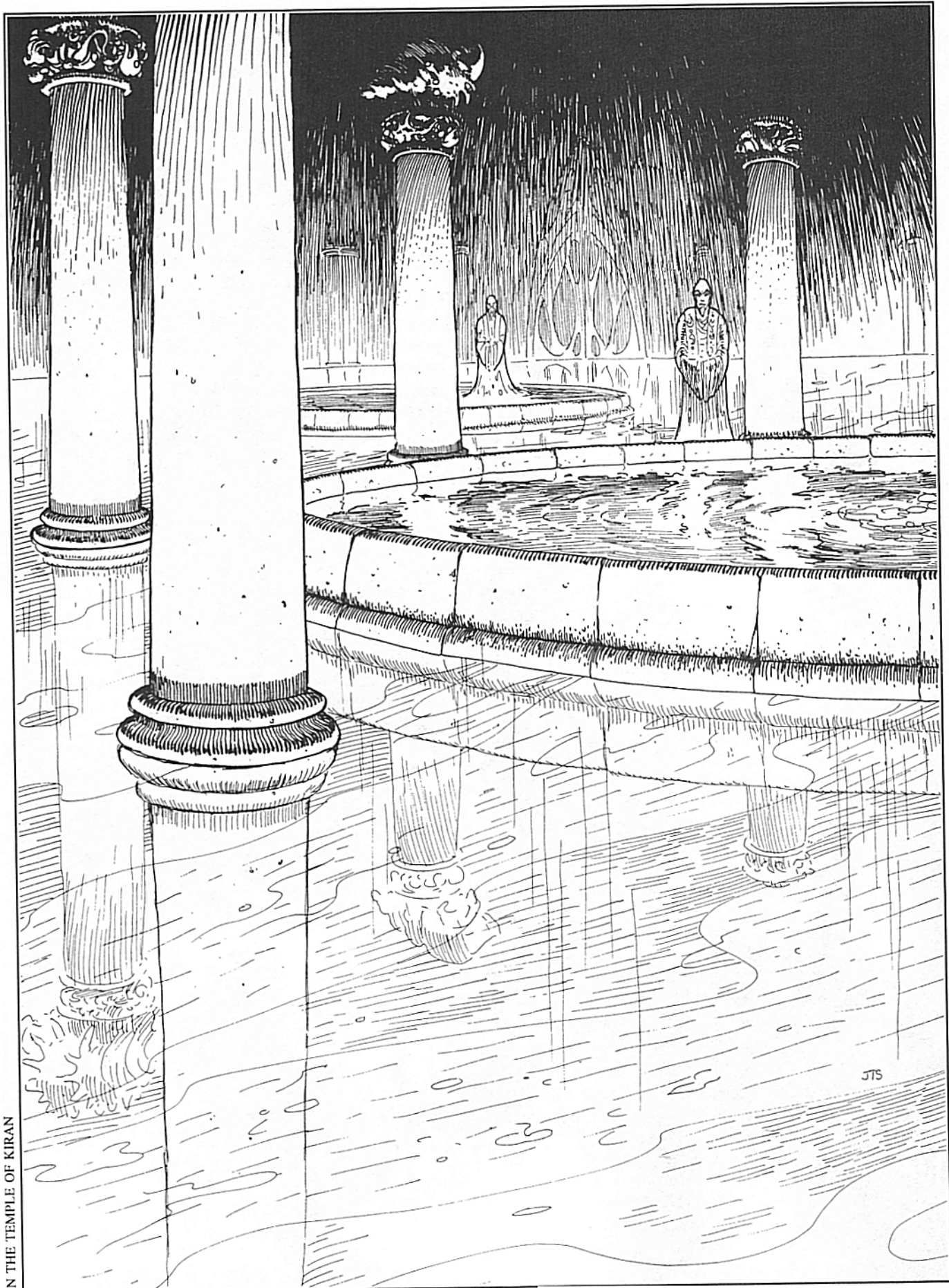
As the investigators explore the great room, four blue-green figures rise silently from the smaller pools. Stepping wetly out onto the floor, the figures are revealed to be human-like shapes formed entirely of water, "dressed" in blue-green robes also made of water. Bearded and ancient looking, their voices are the murmur of running waters. These are the Blue Priests of the River God of Kiran—undines, or water elementals.

The Priests state that this is the Temple of the River God, and ask what the investigators seek here. If told that they are seeking a fellow traveller, the Priests turn cold. They state that a traveller fitting Humphrey's description came here



CERENDARIAN SEA





IN THE TEMPLE OF KIRAN

JTS

several days ago, while the Priests were dormant. The infidel stole the River God's most prized possession, a great blue-green pearl given to him in times past by his lost love, a sea nymph, before heading eastward down the Oukranos. The River God is angry, and demands the return of the pearl under pain of death. The Blue Priests grimly surround the investigators and command them to find their callous friend and return the pearl, or they will all suffer the River God's curse: an unquenchable thirst that kills within days, a thirst that follows them even into the waking world. "Return the pearl," they say, "or you shall face the River God's wrath."

If at any point the investigators attack, the Blue Priests fight back by trying to pour themselves into their opponents' mouths to drown them. Each Blue Priest who is destroyed is replaced by four more Priests who rise up from the pools to join the fray. If more than four Priests are destroyed the River God himself fountains upward out of the central pool, a vast 60-foot tall undine who seeks to destroy those who would profane his temple. Neither the Priests nor the River God pursue outside of the temple, but the River God's Curse (see box) now definitely falls upon the investigators for their foolishness.

THE BLUE PRIESTS OF KIRAN, undines (water elementals)

	#1	#2	#3	#4	#5	#6
STR	11	19	11	18	13	18
SIZ	13	13	13	13	13	13
INT	15	14	13	14	14	10
POW	10	4	8	5	9	4
DEX	8	7	7	7	6	9
HP	19	10	16	11	17	18

Move 8 in water, 4 on land

Weapons: Smother/drown 65%, damage begin drowning procedure at CONx3

Smash (underwater foes only) STR vs STR, damage 2D6

Sanity Loss: 0/1D3.

THE RIVER GOD OF OUKRANOS, greater undine

STR 200 CON 300 SIZ 500 INT 75 POW 60
DEX 3 Move anywhere on river HP 400

Weapons: Smother/drown (up to 10 man-sized targets) 100%, damage begin drowning procedure at CONx3

Smash (any underwater target, up to the size of a ship) 100%

Armor: None, but regenerates 20 hit points per round.

Spells: The River God's Curse, Wave of Oblivion, can control the weather in the Oukranos valley.

Sanity Loss: none.

At Last—Normal Folks!

Late in their first afternoon in this strange but beautiful land, the investigators finally come upon signs of human habitation: small shrines of jasper and chrysoberyl alongside the riverbank path, dedicated to unknown gods.

Further on, they find several live fish lying in the grass on the shore, apparently basking in the sun. Anyone attempting to pick one up must roll DEXx5 to avoid taking a point of damage from its spiny fins. Anyone so injured must also

The River God's Curse

If the investigators fail to recover the River God's lost pearl, or otherwise earn his enmity, they are afflicted with his curse, a devastating thirst. While the investigators remain in the Dreamlands, this curse only takes effect every few days, and lasts only a few hours. Although the investigators will be uncomfortable and unhappy, they will accrue no other ill effects.

If the investigators return to the waking world without returning the pearl, it is a more serious matter. The afflicted characters cannot drink enough water to slake their burning thirst. They lose 1 point of CON per day until they either die or return to the Dreamlands and fulfill their obligation; once the River God is satisfied the characters can recover 1 point of lost CON per week. Note that the curse also applies to Humphrey.

roll CONx5 to avoid a mild poisoning that reduces DEX and CON by 1D4 for 1D3 days. Regardless, the fish make a fine meal if cooked.

Later, as a pinkish sunset fills the sky, the investigators come upon a thatched cottage built back from the waters. Others can be seen in the distance far down the river. At the first cottage lives Olan, a middle-aged fisherman, Devera, his wife, and Geddy, their visiting granddaughter. They greet the travellers warmly, offering them food and wine and a bed in the barn if they would like. Olan says Humphrey passed by about a week ago, but continued on downriver toward the city of Thran. The couple can give the investigators a quick geography lesson, filling them in on Thran, the Jungles of Kled, Hlanith, Nir, Hatheg, and Ulthar. Presumably the exhausted investigators later take the couple up on their offer of lodging. As night falls, the investigators overhear Grandma Devera telling young Geddy a grim bedtime story about how bad children are taken away by Vredni Vorastor, the Man in the Moon, to live in his mansion made of bones and fungi.

In the morning, after a breakfast of fish, eggs, potatoes, and fruit, the investigators move on. As they pass more cottages and query about Humphrey, the residents direct the party ever eastward. Here this peaceful new land begins to take on the semblance of late medieval Europe, though devoid of the more oppressive aspects of feudal society. Soon, the unbelievably tall spires of Thran are spotted far in the distance, rising so high as to become lost in the clouds.

Thran

The alabaster walls and golden spires of mighty Thran are lost in the clouds above, and when the investigators approach the city gate they are stopped by a red-robed sentry and asked to relate three dreams beyond belief in order to gain entry into the city. This requires each investigator to roll less than the average of his Persuade and Dream Lore skills three times; a critical roll automatically gains entry for that character. After five or six rolls for each investigator, the sentry grows impa-

Alzen the Wanderer

Alzen is a handsome young man from the drab and dreary city of Teloth. Straining against the relentless workaday life of his home village, Alzen went into the world seeking excitement, variety, and the bustle of life. He has been a warrior, a herder, a caravan guard, a tailor, and a host of other things. Most of all he has been a wanderer, driven by some urge he does not understand.



ALZEN THE WANDERER

Unbeknownst to him, Alzen is actually one of the Great Ones, a god of the Dreamlands. His memory and powers have been taken from him by some nameless source who left him in Teloth with false memories of having lived his entire life there. The mysterious wandering urge in Alzen is fueled by his divine heritage, and he is soon to begin unravelling his identity—perhaps with the investigators' help.

Alzen is of average build, with long blonde hair. He has the narrow eyes, elongated earlobes, thin nose, and pointed chin reminiscent of the Inquanokians, only more pronounced because of his divine blood. Alzen also bears a strange birthmark on his forehead, a pale starburst-shape that turns whiter if he becomes excited; he has not seen this phenomena, and has no explanation for it. Sensitive to comments about it, Alzen wears a white headband to cover the mark—investigators may notice it anyway with a Spot Hidden. Alzen is introverted, but always eager to hear tales of strange new places and peoples. He carries a scimitar of unsurpassed workmanship, and also owns a knife, sling, and battered leather armor, in addition to a small bag containing souvenirs of his travels.

Note that the statistics below reflect Alzen's current abilities; when he regains his memory, he will have powers similar to those of the other Great Ones listed in *The Complete Dreamlands*. The exact nature of these revised powers is left for the individual keeper to determine.

ALZEN, wistful young adventurer, age 26

STR 12 CON 14 SIZ 13 INT 14 POW 15
DEX 14 APP 13 EDU 13 SAN 75 HP 14

Damage Bonus: +1D4.

Weapons: Excellent Scimitar 60%, damage 1D8+2+1D4

Knife 40%, damage 1D6+1D4

Fist 70%, damage 1D3+1D4

Grapple 70%, damage special

Sling 45%, damage 1D8+1D2

Armor: 2-points of stiff leather jacket.

Skills: Climb 65%, Craft (leather worker) 50%, Dodge 45%, Dream Lore 35%, First Aid 40%, Jump 50%, Listen 40%, Natural History 75%, Navigate 65%, Ride 45%, Spot Hidden 85%, Track 25%.

tient with their tales, and bids them move on; those who have gained entry may go inside if they wish, but the others must remain outside. The travellers may try to Sneak in, but failed rolls indicate they are caught and turned away.

Those investigators who manage to gain entrance to Thran will find a city of wonders. However, no one inside has seen Byron Humphrey. Investigators should soon realize that Humphrey did not enter the city.

If an investigator asks the gate sentries whether a traveller named Humphrey has passed, he should make a Luck roll. If he succeeds, the guard remembers another waking worlder passing by about a week ago. Unable to gain entry to Thran, he was sent to the trader's gates on the eastern side of the city.

On the eastern side of Thran are dozens of wharves teeming with ships, sailors, and merchants. Near the city gates is a large fenced-in area behind which elephants drowse and graze. Small inns and taverns also crowd around the trader's gates. These areas are outside Thran's walls, and thus accessible by the investigators. Here wily merchants haggle with wary elephant drovers and grizzled ship-captains for the transport of their wares.

The investigators spend several hours here searching for word of the elusive Byron Humphrey. Since he is a waking worlder he is remembered by all, if only for the amount of alcohol he consumed and the number of people he offended. More than one person spoken to would like to meet up with Humphrey again, if only to beat the tar out of him. Eventually it is learned that Humphrey joined an elephant caravan travelling through the outskirts of the Jungle of Kled bound for Hlanith.

The investigators now have a couple of choices. They can either try to arrange passage on a ship bound downriver to Hlanith, or they can join an elephant caravan as Humphrey did. The former is faster, though also more expensive. If the party opts for this mode, they need to Persuade a captain to allow passage, since they do not have the money to pay for it; reduce the Persuade roll by 05% for each investigator in the party. If the investigators manage to wrangle their way aboard a ship (or perhaps if they stow away) they pick up a day or two on Humphrey, and avoid any jungle encounters. Note that if caught, stowaways are abandoned in the jungle.

THE KLED CARAVAN

It is more likely that the party arranges to travel by elephant caravan. They are warned against travelling in the jungle alone, unless, of course, they want to find their boiled skull adorning a Kledian pygmy's spear. It is much safer to travel in numbers.

A caravan leaves in a day's time. A jovial, silk-wrapped Sinaran merchant named Jayard has arranged for six elephants to carry his wares, among them jade jewelry and figurines from Ilarne and oils and acids from Dother. He has a retinue of almost two dozen bearers, guards, and servants, but he can always use additional guards.

Among the temporary guards Jayard has hired is a quiet but friendly young man named Alzen. Alzen is something of a loner, but he welcomes the company of waking worlders

such as the investigators. This young wanderer is fully described in a boxed section nearby.

Jayard's caravan leaves early in the morning: the lumbering elephants weighed down with baskets, barrels, and crates; the guards armed with spears, bows, and swords (Jayard may even furnish a weapon or two for the investigators, if necessary); the drovers cracking their whips and poking with their staves. The broad caravan path into the jungle beckons, and the wind carries a cacophony of fragrances from those green depths.

The Jungle of Kled

The Jungle of Kled stretches northward from the Oukranos River, a vast rainforest alive with strange screechings, whistles, coughing growls, howls, and other bird and animal calls. Insects of all shapes and sizes fly, crawl, leap, and caper. Vine-draped trees fill the eye, some of them hundreds of feet high. The jungle is thick with lianas, cycadeoids (plants native to the waking world during the Triassic and Cretaceous periods), wild palms, mangroves, and a host of other familiar and unfamiliar flora. By night, the chorus of wild fauna increases, and strange things are heard moving in the wild green depths. On occasion, a fire may be seen on a distant hillside, but no one dares guess who or what might be camped there.

According to Jayard the trek through the outskirts of the Jungle of Kled should take three to four days. During that time the investigators walk beside the elephants along with the other caravan guards. The caravan path has been worn down by ages of elephantine tread, and hugs the river closely. By night the caravan-members camp beneath tents.

If Jayard learns the investigators are from the waking world, he invites them into his pavilion for a small feast of wine and nectar and exquisite foods. Seated on satin pillows and pulling on a hookah, Jayard passes the evening listening to tales of the wonders of the investigators' homeland.

The keeper should choose an encounter once each day of the journey, or roll using the table below. Note that some of the encounters occur during the night.

Midway into the journey through the jungle the young adventurer Alzen is drawn to meet his destiny. This optional quest is related in the next section.

JUNGLE OF KLED ENCOUNTERS

(choose or roll 1D6 each day)

- 1 Nightriders
- 2 Jungle Cats
- 3 Elephant Caravan (once only)
- 4 Poisonous Snake
- 5 Growleywogs
- 6 Quicksand

NIGHTRIDERS: This event occurs sometime after nightfall, when the investigators and/or their caravan have camped for the night. 1D6 of these large bat-like creatures soar above the camp and in the surrounding jungles, searching for small prey to fly off with. Children and pets are the

most likely targets, but the nightriders can be driven off if each has been wounded, or if fire is used against them.

NIGHTRIDERS

	#1	#2	#3	#4	#5	#6
STR	13	12	16	6	9	15
CON	10	9	10	12	4	7
SIZ	9	13	16	17	17	12
POW	7	9	8	5	5	6
DEX	13	14	11	17	19	17
HP	10	11	13	15	11	10

Move 4/16 flying

Avg. Damage Bonus: +1D4.

Weapons: Bite 45%, damage 1D10

Claw 35%, damage 1D6+2+db

Skills: Echo-Locate Prey 75%, Spot Hidden 75%.

JUNGLE CATS: These animals are likely to hunt at night. There may be up to 1D3 hunting in a pack, and the exact type may be tiger, jaguar, panther, or a species native only to the Dreamlands. They prefer to bring down solitary targets, perhaps camp guards or, during the day, stragglers from the main body of the caravan. These cats attack with both claws and a bite each round; if both claws hit, they rip with their hind legs during the following rounds, in addition to biting.

JUNGLE CATS

	#1	#2	#3
STR	26	27	26
CON	14	13	13
SIZ	18	18	21
POW	14	12	13
DEX	14	17	18
HP	16	16	17

MOVE 12

Avg. Damage Bonus: +2D6.

Weapons: Bite 50%, damage 1D10

Claw 45%, damage 1D6+db

Rip 80%, damage 2D6+db

Armor: 2-point hide.

Skills: Hide 80%, Sneak 75%, Track 65%.

ELEPHANT CARAVAN: Sometime during their journey through the Jungle of Kled the investigators should come upon an elephant caravan of traders headed west from Hlanith, the investigators' immediate destination. A dozen elephants labor beneath loads of exotic silks, carpets, spices, fruits, and jewels from the lands of Ooth-Nargai. Over fifty handlers, traders, and guards make up the caravan.

The caravan-men stop and trade news, goods, and pleasures. If the investigators think to question members of the other caravan about Humphrey, a Luck roll turns up an elephant-driver who recalls such a man. He rode as a guard with the caravan from Thran to Hlanith a week or so ago, leaving them at Hlanith. The last time the drover saw Humphrey, he was drinking the locals under the table at a tavern called The Yellow Manticore, in Crow Street. That was four or five days ago.

POISONOUS SNAKE: A random character may run afoul of a small but venomous serpent during this encounter. The target may have trampled on it, reached into its hiding place in a basket or bag, or found it waiting in his bedroll. The target must make a Spot Hidden roll to notice the snake before it strikes. If this roll fails, the victim suffers a snakebite; roll Luck to avoid injection of a poison of 2D8 potency. The poison's effects are similar to those of rattlesnake venom, causing violent spasms in 15-60 minutes. It can be treated with successful rolls of First Aid (removes 1D4 POT levels) or Medicine (removes 2D4 POT levels).

GROWLEYWOGS: The verdant jungle overhangs a small pool alongside the path, inviting a cool drink or a brisk wash. Squatted at the pool's edge are 1D3 huge, sleepy-eyed, toad-like creatures, each almost the size of a horse. As the party approaches they begin making strange, almost cat-like growls. They make no moves until their prey nears the water's edge, at which time they lash out with their long sticky tongues, revealing the needle-sharp teeth in their frog-like mouths. They flee into the pool's depths once they have secured a victim or if they take more than half their hit points in damage. If travelling with an elephant caravan, others in the entourage warn against disturbing these creatures.

GROWLEYWOGS

	#1	#2	#3
STR	17	21	17
CON	10	13	14
SIZ	22	18	23
POW	9	12	8
DEX	4	4	7
HP	16	16	19

Move 3/18 swimming

Damage Bonus: +1D6.

Weapons: Tongue 55%, 1D3+drag to mouth for automatic bite next round (STR vs. STR to break off)

Bite 35%, damage 1D10

Claw 50%, damage 1D6+2+db

Armor: 2-point hide.

QUICKSAND: The edges of the caravan path sometimes soften and fill with rainwater, forming dangerous pools of quicksand. 1D2 characters in the party must make Spot Hidden rolls to notice this hazard—if they fail they blunder into it, submerging 1D6 of their SIZ in this and each subsequent round. A halved Know roll allows them to realize they can Swim out of the quicksand. When all of a victim's SIZ is submerged he or she begins the Drowning procedure. Each round the victim can try either a Swim roll or a STR vs. STR roll against the quicksand's 4D6 STR to try and free 1D6 of his submerged SIZ points; STR rolls can only be made if there is something or someone to grab onto. Others can assist in pulling the victim out, adding their STR to his and pulling out an additional 1D6 entrapped SIZ points per individual.

ALZEN'S DESTINY

The second day into the journey through the jungle, the investigators notice that one of the caravan guards, the young

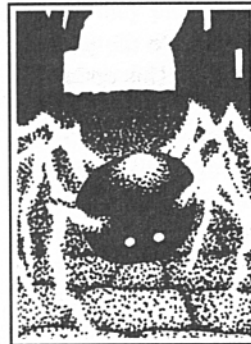
Alzen, has stopped and is peering into the lush depths. If questioned, he points out a barely visible expanse of white ruins far across the overgrown valley below. His adventurous curiosity is piqued—if he has befriended the investigators he tells them he is leaving to go explore the ruins after nightfall. This means leaving the caravan, however, so the investigators must weigh their curiosity and friendship against the importance of their own quest. Alzen of course bears them no ill will if they continue on their current course.

Alzen sneaks out of the caravan camp after dark, hiking back toward the ruins. He doesn't go far from the caravan path before camping, since he doesn't want to slog through the jungle in the dark. The investigators probably feel more vulnerable camped out in the middle of the jungle with fewer numbers. Choose or roll an extra jungle encounter, and another the next day as the party nears the ruins.

The trek across the valley and up the hillside of the ruins is a difficult one. It is early evening when the exhausted travellers reach their destination. Before them lies a cobblestoned courtyard over a hundred yards across, and beyond it a vast bone-white pentagonal palace built of alabaster and surmounted with five minarets. The whole structure is draped with a carpet of lianas, vines, and other jungle growth, but it seems remarkably intact.

The entryway opens onto an inner courtyard with an intricate terrazo floor, an impossibly high domed ceiling, and a veritable forest of 30-foot columns topped with regal statues now festooned with cobwebs. A Dream Lore roll notes that the statues depict various gods of the Dreamlands; a halved Spot Hidden roll spies one that looks almost exactly like Alzen, right down to the starburst on the forehead. Arches at the corners of the pentagonal courtyard open into the bases of the towers, where stairways climb to the upper levels and a balcony running around the perimeter of the courtyard; the upper floor of each side of the pentagon consists of a series of utterly bare rooms, each large enough to house an entire family.

As the party examines the inner courtyard Listen rolls detect weird crackling noises from above. Looking up, they



MINION OF KARAKAL

see several bizarre spider-like creatures descending from the dome overhead. The "spiders" appear to be balls of black lightning with red and black lightning-bolt legs which flash and reform, causing the crackling noise. These are the guardians of the palace, minions of Karakal. They attack the intruders, pursuing them no further than the edge of the outer courtyard. As the minions die, others float down from the dome—

there is an inexhaustible supply of them here.

These are deadly creatures, and it is likely an investigator may die. If the investigators saw the statue resembling Alzen, an Idea roll may hint at its importance. If not told to do so by the investigators, Alzen's starburst birthmark is revealed when his headband falls away in the fight (he definitely survives to this point). The birthmark shines bone-

white. At that point the minions stop fighting and scuttle to the inner courtyard, where several of them climb one column and begin zapping the cobwebs and dust from the statue atop it. It is Alzen, or a near-likeness, right down to the prominent white star on the forehead. Dream Lore rolls may now make a guess as to his divine heritage, and Alzen himself begins to realize as much.

Meanwhile the spiders crawl back to any dead characters and hover over their chests. Sending jolts of energy into the dead characters' hearts, the minions of Karakal attempt to revive Alzen's companions. On a roll of the dead investigator's CONx5, he or she is revived; if the roll fails he loses 1 point of CON, and the minions try again; half of this CON loss (rounded up) carries over into the waking world.

Alzen is dumbfounded, but now realizes the root of his wandering urge: he is one of the Great Ones, somehow robbed of his memory and powers. His memory hasn't fully returned, but it's slowly beginning to come back to him. And he couldn't have done it without the investigators. Alzen intends to stay here until his memory is fully restored. When next the investigators return, they are more than welcome to visit. In gratitude, Alzen hands his prized scimitar to the most valorous investigator. He also sends a handful of minions to accompany the party back to the caravan path.

Investigators who helped Alzen begin to reclaim his identity receive 1D3 points of Dream Lore and 1D4 points of Sanity—and the friendship of one of the Great Ones.

MINIONS OF KARAKAL, guardians of the alabaster palace

	#1	#2	#3	#4	#5	#6	#7	#8
STR	10	8	7	7	9	7	5	7
CON	12	12	8	8	9	9	7	12
SIZ	8	4	7	10	4	9	8	8
INT	4	1	6	4	2	4	6	4
POW	6	13	15	14	14	7	7	11
DEX	8	7	16	7	15	9	9	10
HP	10	8	8	9	7	9	8	10

Move 6 floating/crawling

Damage Bonus: N/A.

Weapons: Touch 35%, damage 2D6 + resist with CON or die*

* *The damage done by the minion is pitted against the target's CON on the resistance table, and if the target loses he dies—but see above.*

Armor: None, but anyone striking a minion with a metal or natural weapon (fist or kick) does only 1 point of damage but must take damage as if the minion had successfully attacked them. Each half-gallon of water thrown on a minion does 1 point of damage, but it is unaffected by thrown sand or smothering blankets.

Sanity Loss: 0/1D3.

Toward Hlanith

If the investigators assisted Alzen in his quest, it is another day's trek through the jungle back to the caravan path, so another encounter roll is needed. The minions of Karakal



ALZEN AND THE LOST PALACE

sent by Alzen accompany them this far, and fight for them if necessary. Once they have reached the path, it's still another day or two's hike east to Hlanith, with at least one more encounter roll to deal with.

The jungle soon thins out, and then the investigators come upon the first of several houses built right on the banks of the river, some of them on stilts out over it. Here dwell gruff trappers, hunters, and fishermen. They can offer little more than their strong home-brewed drink and directions to Hlanith, on down the river; for once, Humphrey seems to have passed through without incident.

Hlanith lies another day's walk down the river, a large and busy seaport. Merchants from all over the Dreamlands and many cities in the Six Kingdoms haggle at nearly every corner. If the investigators learned from the inward-bound elephant caravan that Humphrey had stayed at The Yellow Manticore in Crow Street, they can easily gain directions. If they didn't gain this information before, a halved Luck roll from the lowest POWERed investigator (roll once each day they ask around town) allows them to learn it now. Unfortunately...

THE YELLOW MANTICORE

...the 'Manticore's doors are locked, and two front windows are boarded over. A large sign nailed outside says "Closed for Repairs." Knocking at the door eventually draws a large, gruff, dark-haired and dark-bearded man to the door. He demands to know what the hell the investigators want. When told they are seeking Humphrey, he curses a blue streak. That bastard Humphrey is the reason he's closed, he says, inviting them inside.

There are piles of shattered glass and broken furniture everywhere—the place is a shambles. The publican introduces himself as Caffor, and he's very unhappy. Humphrey was here about a week ago, ran up a staggering bill (alcohol, food, lodging, and more alcohol), started a huge free-for-all fight, and then.... Well, since the investigators are looking

for Humphrey, and since Humphrey caused all this damage—if they want to know where Humphrey went they're going to have to work for it. Caffor needs help fixing the place up—a day or two should do the trick.

The investigators are free to refuse, but Caffor offers free food and lodging if they help him. It's relatively easy work, some minor carpentry, restocking supplies, and setting things up. Caffor proves to be a pleasant fellow, a bear on the outside but a lamb underneath. He is true to his word: when the 'Manticore is ready for reopening he tells the investigators that Humphrey caught passage on a ship bound for Celephaïs. If they didn't give him a hard time, he even gives them the name of a captain on whose ship they might arrange passage.

If the investigators turn down Caffor, they can track Humphrey's travels less effectively by asking around town. Each day allow a halved Luck roll from the lowest POWERed character, and if successful they learn where Humphrey went.

Presumably the investigators now seek to get passage to Celephaïs. Again though, they don't have enough money to buy passage for everyone. With a successful Persuade roll they can talk some generous captain into allowing them passage in return for service aboard the ship; feel free to reduce the Persuade roll by 05% for each investigator seeking passage. They can try to Sneak aboard and stowaway, but if caught they are likely to be turned over to King Kuranos in Celephaïs for judgement. If they consult the captain suggested by Caffor, he agrees to let them aboard—on one condition: some day, he says, he will ask a favor of them—nothing illegal or perverse, of course—and they are honor-bound to do as he asks. The exact nature of the captain's favor is left for the keeper to determine, and it may come in either the Dreamlands or back in the waking world.

So the investigators get a berth aboard Captain Khora's ship the Andorak, sailing in three days' time for the wondrous port of Celephaïs. ■



Jungle Dangers

BEYOND THE FORBIDDEN LANDS

Chapter Three, wherein the investigators brave the dangers of the Forbidden Lands and finally encounter the servants of the Crawling Chaos.

The voyage to Celephaïs is a mere two days, across waters of a deep peacock-blue. Other vessels sail past as the investigators' ship approaches the harbor, where hundreds of others are loaded and unloaded of their goods—ships from literally every port of Earth's Dreamlands. As they disembark, Captain Khora bids his passengers farewell, and reminds them of the favor they have promised him in the future.

Beyond the harbor lies the fabulous city of Celephaïs. While the cottages, villages, and cities of the West were reminiscent of medieval Europe, Celephaïs recalls Bagdad or Cairo, only more exotic. There are wide streets, bustling markets, braying camels, wailing prophets, pennon-flying minarets, and a sea of turbaned inhabitants. It is as if Burton's Arabian Nights has come to life.

Again the investigators are left without a clue as to Humphrey's whereabouts. They are reduced to asking after their quarry in markets and taverns. Allow one Luck roll each day to find word of Humphrey. The investigators will eventually learn that a waking worlder was recently staying at the Steel Eel Tavern, in one of the rougher harborside areas.

The Steel Eel is a dingy little place so named because its proprietor, Janakavich Stron, once, while fishing, caught a 30-foot long eel with a hide made of metal; the story gains credence because the eel's stuffed carcass is mounted in a winding curl around the ceiling of the place. Janakavich remembers the waking worlder Humphrey, but hasn't seen him in over a week and doesn't know where he went. He does know Humphrey was often seen in the company of a travelling merchant named Yangeer. Other Eel regulars can confirm this, if asked, but none know where to find Yangeer either—he dropped out of sight about the same time Humphrey did. Yangeer has been something of a regular at the Steel Eel, however, so the investigators may want to wait for him here. Oddly enough, Humphrey doesn't seem to have offended anyone hereabouts.

If the investigators search for Yangeer, each investigator must roll less than their POWx1 (one roll per day per investigator). If successful, they learn that Yangeer and a waking worlder had been outfitting for an overland journey of some kind—buying camels, water jugs, food, and camping equipment. No one knows where they were going, but Yangeer paid for everything (with rubies and other gems, if the investigators think to ask).

Yangeer

Yangeer shows up at the Steel Eel 1D3+1 days after the investigators arrive in Celephaïs. He is stoutly built, with a

hawk-like nose and a sour expression on his shaggily bearded and well-tanned face. His clothes and turban are dusted with sand, and a scimitar and knife jut from a sash at his plump waist. He is wary if he learns someone has been looking for him. Scowling, he approaches the investigators with his hand on his knife, demanding to know what they want of him. He curses when Humphrey's name is mentioned, drawing his knife. "May the Great Ones preserve him from more of these damnable waking worlders!" he cries.

Once Yangeer has calmed down he buys himself a drink and tells his tale. He met up with Humphrey here a little over a week ago and the two caroused to excess. In a fit of drunkenness, Yangeer told Humphrey about a treasure map he had purchased. It supposedly pointed to a king's ransom, but there was a catch: the hoard was hidden deep in the Forbidden Lands, beyond the Tanarian Hills behind Celephaïs—and King Kuranos has decreed that no man may enter the bizarre and dangerous Forbidden Lands. Humphrey suggested that the two of them could sneak past the King's patrols and fetch the hoard. He wasn't afraid of the legends of the Forbidden Lands: they were two grown men more than capable of taking care of themselves. So they prepared for their journey, snuck out the northern gate of the city by night and rode like the wind into the hills. They rode through the hills without incident, but when they entered the strange deserts of the Forbidden Lands the monstrous creatures and bizarre landscapes must have driven Humphrey mad. One night he snuck out of camp with most of their supplies—and Yangeer's map. Yangeer didn't think he could go on alone, so he returned to Celephaïs, thankful just to be alive.

If asked, Yangeer says he remembers enough of the map to lead the investigators to where the treasure is supposed to be, and presumably where Humphrey went. He just hopes he can trust this new batch of waking worlder "friends" better than the last one. Yangeer cautions against asking the good King Kuranos for help, given his royal edict against anyone entering the Forbidden Lands. If they do so anyway, see the box below entitled "The King's Justice" for details of the possible aid extended by King Kuranos; in this case, ignore references to exposure of Yangeer's true nature.

Yangeer is not what he seems. Though no one in Celephaïs suspects, he is in fact one of the semi-human denizens of Leng. Beneath his turban are a tiny pair of horns, within his shoes are hooved feet, and a short tail curls within his baggy trousers. He is more human-looking than most of his race, and thus is frequently sent to infiltrate human society. Yangeer's kind are faithful servants of the Crawling Chaos, and the Lengites always try to waylay waking worlders to turn over to Him. Humphrey was no exception.

Yangeer led him to a small outpost in the Forbidden Lands, where one of the black galleys of the Lengites and their moonbeast masters picked up Humphrey and took him to the moon. There the Crawling Chaos intends to pick up Humphrey from the custody of another of His servants: Vredni Vorastor, the legendary Man in the Moon.

Yangeer hopes to lead the investigators into the same trap. The trek into the Forbidden Lands should weaken their minds and bodies, making them easy prey for the Lengites and moonbeasts camped there.

If the investigators have previously encountered Leng-humans, a successful Dream Lore roll recognizes Yangeer's race. A second Dream Lore roll recalls the Lengites' ties to the Crawling Chaos. This may ruin Yangeer's plans if the investigators react harshly toward him. They may even decide to turn him over to the legendarily just King Kuranos (see "The King's Justice" nearby).

YANGEER, Leng-human agent

STR 12 CON 12 SIZ 14 INT 16 POW 17
DEX 11 APP 9 EDU 14 SAN 0 HP 13

Damage Bonus: +1D4.

Weapons: Scimitar 60%, damage 1D8+1+1D4

Knife 45%, damage 1D6+1D4

Fist 65%, damage 1D3+1D4

Kick 70%, damage 1D6+1D4

Armor: 2-point hard leather jacket.

Spells: Deflect Harm, Lassitude of Phein, Mindblast.

Skills: Bargain 35%, Conceal 55%, Dodge 45%, Dream Lore 55%, Fast Talk 40%, Hide 35%, Listen 50%, Navigate 55%, Persuade 50%, Ride 55%, Sneak 50%, Spot Hidden 40%.

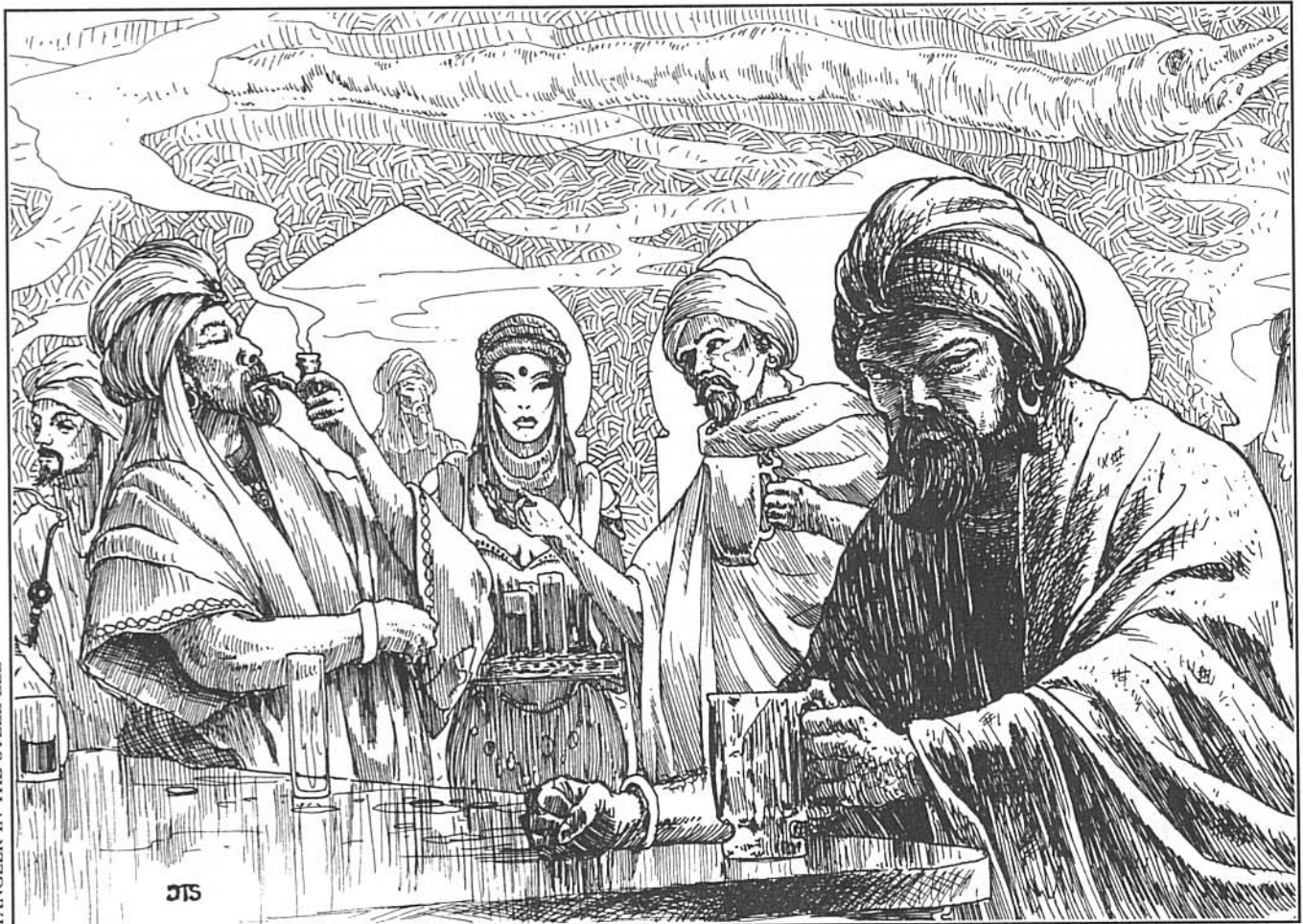
Sanity Loss: 0/1D5, if his deformities are revealed.

Into the Forbidden Lands

Once Yangeer has agreed to take the investigators into the Forbidden Lands after Humphrey, the Lengite agent begins outfitting for the journey. Each member of the party needs one camel to ride and a second to carry water, camping equipment, and other supplies. Yangeer does all the arranging, with the investigators' help, and always pays in rubies and gems; he says he expects the investigators to pay him back from their share of the treasure, if it's still there.

After a couple of days of outfitting, Yangeer's expedition is ready to travel. In the dark of an early morning, Yangeer leads his party out the northern gates of the city and into the hills that rise up into the lower reaches of Mount Aran. There may be trouble if they are stopped by the King's men, he says, so they must claim to be ice harvesters going to bring down frozen chunks to sell in the markets of Celephaïs. Hopefully no one thinks to ask why ice-men need camels and such prodigious supplies of water.

The investigators' progress out of Celephaïs and into the Tanarian Hills is left for the keeper to determine. If desired,



they may run across patrols of Kuran's knights, and have to talk, sneak, or, less conveniently, fight their way past. If they are caught they are taken before the King for judgment, as discussed nearby.

If unhindered, the party travels a little over a day through the increasingly rugged but peaceful and unthreatening Tanarians. Then the landscape turns even more eerie and desolate, marking the boundaries of the Forbidden Lands. Here strange creatures lurk in bizarre ever-changing landscapes, and gateways to other lands of dream harbor secrets from dimensions undreamt of.

The keeper should feel free to augment the following encounters with his own descriptions of the weird landscapes: great twisted rock formations, lakes of fire or bubbling ooze, whispering stones, fierce precipitationless lightning storms, and so on.

Yangeer guesses it is about four more days' travel to the site marked on his pilfered map. Each day of the journey the keeper should choose an encounter or roll on the table below to see what new nightmare the investigators witness. Note that after four days the expedition still hasn't reached its objective. Yangeer's real plan is instituted then, as described in the next section, "Yangeer's Departure."

FORBIDDEN LANDS ENCOUNTERS

(choose or roll 1D8 each day)

- 1 Manticore
- 2 Spider-Plants
- 3 Weird Rain
- 4 Lips in the Hills (once only)
- 5 Black Box Victim (once only)
- 6 False Oasis (once only)
- 7 Volcano (once only)
- 8 Alien Dreamer (once only)

MANTICORE: The investigators come upon a declivity in the desert strewn with bones. If they decide to bypass it, add a day to their travel time. If they continue on they are attacked by a fearsome manticore, a creature with a lion-like body, a human head with tusked jaws, and a scorpion-like tail. It attacks with either claw and bite, both claws and the stinger, or a sting and a bite.

MANTICORUS TERRIBILUS

STR 24 CON 13 SIZ 26 INT 8 POW 10
DEX 11 Move 11 HP 20

Damage Bonus: +2D6.

Weapons: Bite 40%, damage 1D10+2D6

Claw 55%, damage 1D6+2D6

Sting 35%, damage 3D3+POT 13 poison

Armor: 4-point hide.

Skills: Climb 70%, Jump 75%, Smell Food 75%.

Sanity Loss: 0/1D6.

SPIDER-PLANTS: The travellers come upon a stand of 2D3 strange-looking plants, each with beautiful flowers and fruit-like growths hanging from their stalks. The stalks sprout from a large central flower-like structure about two feet across.

The King's Justice

If, for whatever reason, the investigators are brought before King Kuran's, the thoughtful King listens to their tale. Unless the investigators make clear the danger to Humphrey and themselves, their request to enter the Forbidden Lands is denied and the investigators may be imprisoned if they have committed some crime. If they are honest with him, Kuran's eventually decides to send a half-dozen of his knights to accompany the investigators and the treacherous Yangeer to the Lengite outpost to rescue Humphrey; this is especially true if Yangeer's true nature has been exposed. If desired, the keeper can use Haragrim, from *The Complete Dreamlands*, and Thrakus, from Chapter Four of this book, as examples of Kuran's knights' statistics.

Given no choice, Yangeer reluctantly leads the forewarned investigators and their possible knightly entourage to the outpost. Again, he hopes the party is worn down by the rigors of the Forbidden Lands, even attempting to lead them into dangerous encounters for this reason.

If a patrol of the King's knights come across the investigators trying to enter the Forbidden Lands, they try to capture the trespassers to take them to Kuran's for judgment. Again, if the investigators make their plight clear to the King, he is disposed to give them passage into the haunted realm; if any of his soldiers were killed, however, Kuran's is liable to imprison them, unless Yangeer's treacherous nature is revealed. Again, he may even offer aid in the form of some of his knights if the investigators' cause seems worthy.

In reality, these are spider-plants, arachnid predators which masquerade as inviting fruit plants to snare prey. When an investigator comes near enough to one to pick the fruit, the fruit peels back to expose a goggling eye, and the "plants" attack, rising up on their stalk-legs and spinning sticky webs from the rear of their flower-like abdomens. They shoot these webs at their prey, enwrapping and immobilizing them so that they can automatically bite their victims to death.

Investigators will soon learn the "plants" are without fear. They will fight until they are destroyed.

SPIDER-PLANTS

	#1	#2	#3	#4	#5	#6
STR	8	9	10	12	6	11
CON	12	15	9	12	10	10
SIZ	9	7	9	12	9	10
INT	5	6	6	9	7	7
POW	13	13	7	14	9	10
DEX	12	14	12	10	13	16
HP	11	11	9	12	10	10
Move	6					

Avg. Damage Bonus: +0.

Weapons: Web 60%, damage special*

Bite 100% (enwrapped foes only), damage 1D4.

* *The spider-plant's webs enwrap 1D6 SIZ per hit, with a STR equal to the plant's CON. When all SIZ is enwrapped the victim can no longer move and must be cut free. Enwrapped foes are then bitten to death and sucked of their juices.*

Sanity Loss: 0/1D3.

WEIRD RAIN: The vast dry deserts of the Forbidden Lands occasionally do see rain, though not the cleansing rains of the waking Earth. These may be rains of blood, stinging reddish acid, small stones, bones, frogs, snakes, sticky black ash, screaming mouths which vanish when they hit the ground, nail-like spines, and scorpions. These bizarre precipitations need not necessarily fall from the sky to the ground—rains of bones drifting up from the beneath the sand and sailing into the sky are common. Witnessing any of these various types may cost the investigators 0/1D3 to 1/1D6 points of Sanity. Any damage incurred by these events should be minimal: 1D2 to 1D6 per instance, at most.

LIPS IN THE HILLS: The investigators' party skirts along the edge of a series of dry hills lined with strange puckered terraces or ridges. As they near the edges of the hills, the terraces peel back to reveal open mouths lined with stalactite teeth and rotted black tongues. The "hills" begin babbling in harsh, booming voices, conversing in unknown tongues. This mad tableaux costs the investigators 1/1D6 Sanity points.

BLACK BOX VICTIM: This event should occur at night, when the party has camped. As they are eating or sleeping, without warning a small black furry figure hurtles into the camp and launches itself at one of the travellers. If Yangeer is still with the group it is he who is attacked. The attacker is the size of a child, covered with black fur. Two lower legs sprout from each of its knees, its eyes are wild, and its mouth is fanged. The thing walks in a stoop, using one hand to balance itself. It attacks with a bite and a claw each round.

The thing can be killed or subdued as the investigators see fit, but it always seeks to kill Yangeer. If it can be restrained, a Spot Hidden roll notes a peculiar bulge on one of its buttocks. If examined, this proves to be a pocket-like aperture. If the pocket is searched a fist-sized beetle crawls out, trailing small scraps of paper behind it as it goes. Piecing the sticky faded scraps together, the investigators may be horrified to discover a Vermont driver's license for one Stephen Moulton.

The furred thing was a waking worlder who physically entered the Dreamlands, where he fell afoul of the Crawling Chaos. Using the Black Box spell, Nyarlathotep transformed the hapless Moulton into the pathetic creature before them.

BLACK BOX VICTIM

STR 6 CON 10 SIZ 7 INT 12 POW 10
DEX 20 Move 10 HP 9

Damage Bonus: -1D4.

Weapons: Bite 55%, damage 1D3-1D4

Claw 40%, damage 1D6-1D4

Sanity Loss: 0/1D3 to view; an additional 1/1D4 is lost if his waking world origin is discovered.

THE FALSE OASIS: The travellers spot a cluster of vegetation in the distance, an oasis! As they get closer, each investigator should roll D100. If the result is less than their POWx1, they see the oasis for what it really is: a fairly dense patch of various types of repellent fungi surrounding a pool of vile, scummy water, all overrun with slimy slug-like things and huge bugs of all descriptions. Those who fail their rolls see an inviting stand of palm and fruit trees, bushes, and grasses, a pool of cool water, and chipmunks and butterflies scurrying and fluttering about. If there are conflicting perceptions of the oasis the investigators probably bypass it, though Yangeer claims the tainted version is just an delusion.

The oasis offers many perils. Anyone drinking the water must succeed in a CONx2 roll to avoid contracting a terrible brain fever. The victim loses 1 point of INT and POW each day, unless a Medicine, Dreaming, or halved First Aid roll is made; if either statistic reaches 0 the victim dies. If cured, lost points are recovered at a rate of 1 point per week. The "fruit" are actually huge spores. 1 in 6 cure 1D6 hit points of damage if eaten; the remainder cause hideous nightmares, costing 0/1D3 Sanity points for each of the next 1D3 nights.

Regardless of posted watches, anyone staying overnight in the oasis falls asleep. Upon awakening the next morning the true nature of the place is revealed, calling for a Sanity loss of 0/1D6 points.

VOLCANO: A gently smoking volcano looms among a series of low mountains on the horizon. As the investigators watch, the smoke billows out in a vast eruption. Oily greenish lava rolls down the slopes, forming gigantic mouths and faces as it boils downward. Moans and screeches echo from these phantasmic forms. The whole scene causes a loss of 1/1D6 points of Sanity.

THE ALIEN DREAMER: This encounter is heralded by a brilliant flash of light from beyond a nearby hill. If the investigators choose to seek out the cause, they see a small brown-robed figure hurrying across the blasted land toward them. It makes no move to avoid them, and if unmolested it shambles right past them toward Celephais.

The figure's features are completely covered by its robes. If the thing is attacked, its robes fall away to reveal a writhing mass of tentacles. It attacks only as long as it itself is being attacked, preferring to go on about its own business.

This is an entity from another dream-land bordering on the Forbidden Lands. It has come through a hidden dream-gate on some nameless purpose here in Earth's Dreamlands.

THE ALIEN DREAMER

STR 9 CON 16 SIZ 9 INT 23 POW 22
DEX 16 Move 5 HP 13

Damage Bonus: +0.

Weapons: 1D4 tentacles 25%, damage 1D6 each + automatic 1D3 constriction damage each round thereafter.

Armor: 2-point leathery hide. It cannot be impaled.

Spells: Lassitude of Phein, Minim, Sundering Hurler, Throth's Stalwart.

Sanity Loss: 1/1D6 if the dreamer's true shape is revealed.

YANGEER'S DEPARTURE

After four days of travelling through the mind-blasting landscapes of the Forbidden Lands, the investigators' party nears its destination. That night, after everyone is asleep, Yangeer sneaks off into the desert; if necessary, he casts *Lassitude* of Phein on any watchmen in order to facilitate his flight. The crafty Leng-man leaves an easy trail for the investigators to follow, however.

If Yangeer is under guard or restrained, and cannot escape, the next day he attempts to lead the investigators' forces as close to the camp of his allies as possible before raising an alarm and trying to call them to his aid.

Yangeer's true destination is an outpost of the moonbeasts and Lengites, not far away. He hopes to either bring his accomplices back to capture the investigators, or lead the investigators into the waiting clutches of the Crawling Chaos' agents. Exactly which tactic is left for the keeper to decide. If Yangeer's forces attack they try to capture as many investigators as possible without killing them, hoping to turn them over to the Crawling Chaos. If the investigators are led into an ambush, the Lengites and moonbeasts may hide in the Black Tower and aboard the ship moored nearby.

The Outpost

Not far from where the investigators camp after their fourth day in the Forbidden Lands, an inlet of the Cerenarian Sea snakes into the wild landscape. A wooden dock has been built where it terminates inland, and a small black single-masted ship is moored there. Nearby a scabrous black tower jabs into the sky. The tower is over 100 feet high and nearly 50 feet across at the base, and leans precariously to the southeast. The structure appears to be made of some sort of rough black stone, pitted with ragged openings and crumbings, some several feet across. The tower has a dull luster like that of charred wood.

If the investigators have followed Yangeer here, the place is nearly deserted. 1D3 naked humanoid figures lounge near a series of fires spaced around the tower. On closer inspection, the figures prove to be horned, hooved, and tailed, but otherwise human-like; this revelation costs 0/1D5 Sanity points, and a successful Dream Lore roll identifies them as denizens of dreaded Leng. They are armed with spears and strange sickle-like swords.

There is considerably more here than meets the eye. Assuming Yangeer has had time to warn his friends, the Lengites and moonbeasts have hidden themselves inside the tower and aboard the small black cog anchored in the inlet. There are three Lengites and one moonbeast for every two investigators or Celephaisian knights in the party, plus one cat from Saturn; in addition, two more Leng-humans stay aboard the ship, and are encountered later. If the keeper desires, these numbers can be increased or decreased, if the investigators have had too easy or rough a time of it.

If Yangeer has not warned the outpost then most of the Lengites are outside the tower, and the moonbeasts and the cat are either in the tower or aboard the ship. If the investigators have been especially careful, and do not allow Yangeer to warn his fellows now, they can again plan their strategy.

This battle is left for the keeper to play out, based on whether Yangeer warns the outpost, whether the Lengites attack or create an ambush, and whether or not any of Kuranes' knights are on hand to help. It is even possible that the investigators may use stealth to search the tower (by climbing and entering through one of the ragged gaps in its sides) or the ship. Unfortunately, they soon discover that Humphrey isn't here.

Ultimately there is probably a battle here. The investigators are outnumbered, but may have superior weapons or strategies on their side. The moonbeasts and Leng-humans are fighting to subdue rather than kill, using knockout attacks as described on page 34 of 5th edition *Call of Cthulhu*, making their task all the more difficult. The foes are somewhat cowardly to boot: the remaining Leng-humans break into flight when half their number have been slain. The moonbeasts and the cat from Saturn fight to the death, however. The investigators may fall back to regroup and make additional attacks when they have patched themselves up a bit.

One of two outcomes is thus possible here: either the investigators kill or drive off Yangeer's accomplices, or the investigators are captured. If the latter transpires, see the section below entitled "Captured!" If the investigators are victorious they can search the outpost for signs of Humphrey. The Black Tower and the cog *Mxplates* are described below.

VARIOUS LENG-HUMANS, agents of the Crawling Chaos

	#1	#2	#3	#4	#5	#6	#7	#8
STR	10	10	17	8	11	12	14	10
SIZ	17	14	13	8	17	14	13	15
INT	13	14	10	13	12	17	16	11
POW	13	11	12	10	14	11	10	10
DEX	13	12	11	8	6	12	9	12
APP	8	2	12	8	6	3	5	5
HP	14	12	13	10	16	12	13	15
Move	8							

Avg. Damage Bonus: +1D4.

Weapons: Spear* 35%, damage 1D8+1+db

Thrown Spear* 25%, damage 1D8+1+ 1/2db

Knife* 40%, damage 1D6+db

Kopsh** (Egyptian sickle-sword) 40%, damage 1D8+1+db (not an impaling weapon)

* Odd-numbered Lengites carry spear and knife.

** Even-numbered Lengites carry a Kopsh.

Skills: Listen 35%, Spot Hidden 35%.

Sanity Loss: 0/1D5.

THE CAT FROM SATURN, alien feline

STR	20	CON	6	SIZ	7	INT	11	POW	14	
DEX	18	Move	9						HP	7

Damage Bonus: +1D4.

Weapons: Bite 45%, damage 1D6+1D4

Paw 55%, damage 1D4+1D4

Skills: Dream Lore 30%, Hide 60%, Jump 90%, Spot Hidden 70%, Sneak 85%, Track 75%.

Armor: None, but impaling weapons do minimum damage.

Sanity Loss: 0/1D4.

MISCELLANEOUS MOONBEASTS, servants of the Crawling Chaos

	#1	#2	#3	#4	#5	#6	#7	#8
STR	14	21	21	16	18	18	13	20
CON	10	10	13	10	15	16	17	14
SIZ	20	25	17	18	23	21	18	22
INT	17	15	15	16	21	14	14	15
POW	19	8	16	16	21	8	20	12
DEX	12	6	11	10	9	11	6	11
HP	15	18	15	14	19	19	18	18

Move 7

Avg. Damage Bonus: +1D6.

Weapons: Spear 35%, damage 1D8+1+db

Armor: None.

Spells: #1 knows Lambent Flame, Lassitude of Phein, and Viridian Wind; #2 Throth's Stalwart; #3 Eviscerator and Woeful Itch; #4 Ravening Madness; #5 Eviscerator and Minim; #6 Lambent Flame, Silver Spray, and Woeful Itch; #7 Contact Crawling Chaos, Creation of Venerability, Emerald Darts of Ptath, Living X, Maws of Pandemonium, and Whirligig; #8 Lassitude of Phein and Maws of Pandemonium.

Sanity Loss: 0/1D8.

THE BLACK TOWER

The scabrous black circular tower is a very simple structure. The interior is open from the base to a single small cell at the very top. A large bonfire burns in the center of the ground level. Nearby is a charred and bloodstained table with leather restraints at the corners, and various braziers and torture implements standing alongside. Bones and scraps of meat are piled against the walls—a Biology or Medicine roll notes that some of these bits are human, calling for a loss of 0/1D3 Sanity points.

A long enclosed staircase winds around the inside of the tower's walls, with occasional windows looking down on the ground level. At the top is a door (STR 20), normally kept locked (one of the Lengites has the key). Inside is a small cell about 15 feet across, with staples in the walls for affixing prisoners' manacles. A ladder climbs up to a trapdoor in the ceiling, opening out onto the roof; this is used for observation, as it gives an impressive view of the surrounding countryside. If the investigators have had an easy time of it, the keeper may wish to have a Lengite or moonbeast hiding in the cell or on the roof, waiting to spring a surprise attack. The cell is otherwise empty save for a few scraps of spoiled food and a couple of empty bottles; if they are not otherwise examined closely, a Spot Hidden roll notes a piece of paper inside one of the bottles. This paper proves to be a message written by the elusive Byron Humphrey himself, and is reproduced nearby (*Dreaming Papers #4*).

Humphrey's rather odd message is intended to tell the reader where he has been taken. An Idea roll recalls that Humphrey has never been married, and that he doesn't live in California. A Know or Occult roll notes that Selene and Luna are both moon-goddesses, and there is also the "Moontmorency Park" reference to consider. If the investigators don't know where Humphrey has been taken, this should give them a pretty good idea.

There is little else of note in the tower, though the investigators should be able to scrounge up several of the strange kopsh swords and a few dozen spears.

THE BLACK COG

Moored at the dock not far from the Black Tower is a single-masted black ship which a History roll identifies as a cog, a vessel used in 13th-15th century Europe as a trading vessel. The cog has a castle-like structure built up at the stern, and a similar but smaller structure at the bow; the hull is rounded at both bow and stern. The vessel is 75 feet long and 25 feet wide. A leering demon-face is carved out of the bowsprit; its eyes are real rubies. The name *Mxplates* is carved in strange runes across the stern. Anyone who has seen one of the black galleys of the Leng-humans realizes that the black cog is of similar manufacture.

As the investigators come aboard, they are attacked by two Leng-humans. Use #4 from the selection above for the first of these. The second is Corb-Jinn, the crusty captain of the ship. Captain Corb-Jinn is quite a coward, and will surrender if he is hurt in the least. If the investigators win the battle, they will find it is in their best interest to keep Corb-Jinn alive, since he can captain the ship.

Once these two have been dealt with, the ship can be explored. Aboard are several more Lengite weapons, 1D3 suits of gamy leather armor (offering 2-points of armor), a couple of ship's-glasses (telescopes), and a few foodstuffs (notably some dubious salted meat stores) and other supplies (rope, sailcloth, warm clothing, etc). There is also a small fortune in rubies and 1D3 casks of the moonbeasts' soporific moontree wine (POT 2D6+10) in the hold.

Dreaming Papers #4*The last testament of Byron Humphrey*

I write these words convinced that I am soon to die. My captors will not speak of my ultimate fate, but I fear it will not be a pleasant one. Given these circumstances, I have been permitted to at least leave this last testament for whomever may come after me, in hopes that their fate may be more cheerful than mine.

To whomever may find this, you will have my eternal gratitude if you would tell my wife Selene and my daughter Luna that my last thoughts were of them, and that I send them my love. They can be reached in the city of Moontmorency Park, California, USA. And bless you for your kindness in delivering this message.

Byron Humphrey, gent.



THE BLACK TOWER

JTS

CAPTAIN CORB-JINN, Lengite, Captain of the Mxplates
 STR 15 CON 16 SIZ 16 INT 15 POW 12
 DEX 12 APP 6 EDU 14 SAN NA HP 16
Damage Bonus: +1D4.

Weapons: Kopsh 60%, damage 1D8+1+1D4
 Fist 80%, damage 1D3+1D4
 Dagger 50%, damage 1D4+2+1D4
 Grapple 60%, damage special

Armor: 1-point soft leather.

Spell: Dread Curse of Azathoth.

Skills: Climb 70%, Dream Lore 70%, Jump 55%, Listen 40%,
 Navigate 65%, Shiphandling 75%, Spot Hidden 65%, Swim 30%.

Sanity Loss: 0/1D5.

Captain Corb-Jinn is a foul-mouthed, malicious soul. He is big and broad, with 4-inch horns, a too-wide smile, a pointed goat-like chin, and evilly-slanted yellow eyes.

Once captured by the investigators, the captain initially refuses to cooperate. He knows where Humphrey has been taken, but won't talk until he learns how desperate they are to find Humphrey. If the investigators find Humphrey's message, with its obvious lunar references, and guess where he has been taken, Corb-Jinn laughs and asks them if they want to go get him. When he finds out they are willing to go to the moon to fetch Humphrey, he is surprised but pleased.

The now-effusive Lengite captain is more than willing to take them to the moon, where he can turn them over to Vredni Vorastor and reap a great reward for himself. Without him, the investigators have little hope of reaching the moon. Once there the devious Leng-human may betray them, but they have little choice in the matter.



CAPTAIN CORB-JINN

CAPTURED!

If the investigators are captured by the Leng-humans and their rubbery moonbeast allies, they are tied up to await transport to the moon. The captives are given water and food of dubious origin, but not mistreated unless they go out of their way to infuriate their captors. In that case he or she might be tortured for a few hours to change his or her ways, taking 1D4 damage and a similar loss of Sanity.

The investigators learn that they are to be taken to the moon to be handed over to Vredni Vorastor, the Man in the Moon. Vorastor will hold the captives until they can be collected, but it is never said who or what is to collect them.

The investigators may try to escape before the ship leaves the inlet here. This is left for the players and the keeper to determine, based on their escape plan. Such an escape might also occur as the ship sails toward the Basalt Pillars of the West, as outlined in Chapter Four. Again, the keeper should play this as desired. The cog is crewed by two Lengites and one moonbeast for every two captives.

If the investigators remain captive throughout Chapter Four, they can only mutely witness the various marvels encountered during the voyages across the sea and through space, as detailed in the next chapter. They also cannot pick up the various quest-companions outlined in Chapter Four, thus worsening the odds against them in their lunar activities. For these reasons, the keeper may wish to encourage such escape attempts.

SKILL CHECKS

Regardless of whether they are the captors or the captives at this stage of the adventure, the keeper should now allow the investigators their skill check rolls. Even if they didn't receive a skill check, each investigator still receives 1D4 points of Dream Lore; this increase should not be awarded if the investigators have had previous adventures in the Dreamlands, as it reflects a hastily-gained rudimentary knowledge of this new world. ■



Servants of the Crawling Chaos



SAILING TO THE MOON

Chapter Four, wherein companions are met, and a great voyage is made, to the end of the earth and beyond.

The investigators now set out for a destination no man has ever willingly sought: the dark side of the moon. Commanded by their overbearing “captive,” the Leng-human Corb-Jinn, the investigators must sail the moonbeasts’ black cog *Mxplates* across the width of the world, from the Cerenarian Sea to the Southern Sea, past the Six Kingdoms and even the Fantastic Realms, past even the legendary Basalt Pillars of the West, beyond which splendid Cathuria is said to lie.

The Lengite Captain is a brutal and mocking ship’s master, and the investigators may find he occasionally needs to be put in his place. While vindictive, Corb-Jinn dearly wants to deliver these foolish waking worlders to his masters on the moon; such an act should win him favors with the moonbeasts and the Man in the Moon. So, for now, he lords it over his shipmates, taking their abuse when he goes too far—he’ll have the last laugh yet. One aspect of Corb-Jinn’s humor is his constantly-changing explanation of what the ship’s name, *Mxplates*, means: one day he calls it the “Corpse-Candle,” the next it’s “Dead Man’s Barge,” then the next week it’s “Black Moon” or “Murdered Wretch.”

The voyage to the edge of the world takes roughly 30 days minus the number of crewmen aboard the *Mxplates*, including knights and, later, quest-companions (see pp. 28-29). The minimum trip is 20 days. Each day of the journey the keeper should choose or roll 1D8 on the Sea Encounters Table below, to see what wonder the *Mxplates* runs across that day.

The voyage is a long one, and more than likely the investigators are inexperienced sailors. If this is the case, Captain Corb-Jinn teaches them the rudiments of Shiphandling during the voyage, enough so that when Shiphandling rolls are called for the investigators are assumed to have a beginning skill equal to their INT or EDU, whichever is higher. If the keeper allows, the investigators may also study other skills or spells during the voyage. Studying investigators will not speed the voyage.

Ports of Call

The investigators’ journey takes them past most of the major ports of the Dreamlands, and they may want to stop for supplies or information. The investigators now have a hoard of weapons and rubies to trade for supplies. If any of Kuran’s knights accompanied the party into the Forbidden Lands, they will want to return to Celaphaïs. Note that because of its alien origin the mysterious black cog is not particularly welcome in some ports, but since it has a primarily human crew, it probably won’t be turned away.

In addition to opportunities to resupply, these ports also offer the possibility of introducing others who wish to join the investigators’ quest. News travels fast in the Dreamlands, it seems, and before long the investigators find themselves reaching ports where their otherworldly destination is already known and marvelled at. And as it turns out there are residents of the Dreamlands (and one other) who also have reasons for wanting to travel to the moon. The keeper can introduce as many or as few of these personalities as desired, but it should be up to the investigators whether they allow them to join the crew. These quest-companions are detailed in a box nearby.

The ports which the *Mxplates*’ course passes are, in order of appearance: Celaphaïs, Hlanith, Nithy-Vash, Rinar, Zakarion, Thorabon, Dylath-Leen, Baharna, and Aphorat. Even Captain Corb-Jinn advises against landfall in the frightening Fantastic Realms of Zak, Thalarion, Zura, and Sona-Nyl. Travel time between ports is roughly 1D3 days. Not every port need be visited, of course. The keeper may familiarize himself with these cities using the gazetteer in *The Complete Dreamlands*.

If more detail is desired for these nautical travels and encounters, the keeper is urged to look up Chaosium’s *Sailing the Seas of Fate* supplement for the Elric! game; rules and encounters from that book are easily adaptable to *Call of Cthulhu*.

SEA ENCOUNTERS

(choose or roll 1D8 once per day)

- 1 Storm
- 2 Sea Elephant (once only)
- 3 Merchant Ship
- 4 Cloudbeast (once only)
- 5 Mer-Folk
- 6 No Encounter
- 7 Dolphin/Whale
- 8 Island

STORM: A dangerous storm at sea, with raging winds, heavy rainfall, and great crashing waves. Such a storm may be of any duration, perhaps settling into periods of gentle rain followed by more storms or squalls; the whole system may last 3D10 hours or more. Successful Shiphandling rolls are required from four different crew-members (all crewmen may roll, but each can roll only once) to come through the storm safely. Each failed roll adds another day to the travel time to the Basalt Pillars; fumbled rolls may indicate damage to the rigging or sail, a more serious course deviation, or a man washed overboard, as the keeper desires.

The Companions of the Quest

THRAKUS, brave knight, age 42

STR 15 CON 14 SIZ 16 INT 13 POW 12
DEX 12 APP 12 EDU 15 SAN 60 HP 15

Damage Bonus: +1D4.

Weapons: Scimitar 75%, damage 1D8+1+1D4

Dagger 55%, damage 1D4+2+1D4

Fist 75%, damage 1D3+1D4

Grapple 55%, damage special

Lance 60%, damage 1D8+1+1D6

Archery 35%, no bow owned

Armor: 7-points of Chainmail hauberk and 2-points of shield.

Skills: Climb 50%, Dodge 55%, Dream Lore 40%, First Aid 40%, Hide 25%, Listen 50%, Natural History 50%, Navigate 55%, Ride 60%, Shiphandling 20%, Sneak 20%, Spot Hidden 55%, Swim 45%, Throw 40%, Track 25%.

Thrakus is a tall, broad, and dour knight. His eyes are cold, his hair and beard are cropped severely short, and his clothing is simple to the extreme. He is the oldest and most faithful and respected of the king's men, and his honor and chivalry are legend. He joins the quest primarily to bring glory to his king—his own honor and fame are secondary concerns. Thrakus can either be

a knight of Celaphaïs, serving King Kuranos, or of Ilek-Vad, serving King (Randolph) Carter. Thrakus carries his scimitar, chain hauberk, and shield along on the quest.

KOFE, vengeful father, age 38

STR 12 CON 14 SIZ 14 INT 13 POW 11
DEX 13 APP 11 EDU 12 SAN 50 HP 14

Damage Bonus: +1D4.

Weapons: Long Bow 80%, damage 1D8+1

Hunting Knife 50%, damage 1D6+1D4

Fist 65%, damage 1D3+1D4

Grapple 45%, damage special

Short Sword 45%, none owned

Skills: Climb 65%, Dodge 35%, Dream Lore 30%, First Aid 35%, Hide 75%, Listen 60%, Mechanical Repair 45%, Natural History 60%, Navigate 65%, Ride 30%, Sneak 65%, Spot Hidden 75%, Swim 30%, Throw 55%, Track 70%.

Kofe is a lean farmer woodsman from Hatheg in the Six Kingdoms. He is eager to join the quest, as he seeks revenge on the Man in the Moon for

stealing his young son several years ago. This terrible event has ruined Kofe's life, for his wife died soon after the loss of their only child. Kofe has waited for several years to somehow take his revenge, and the investigators' moon-quest is the chance he has been waiting for. Kofe is an accomplished hunter, and he brings his bow and knife with him on the quest.

INURIDISS, brooding sorcerer, age 75

STR 9 CON 11 SIZ 14 INT 17 POW 24
DEX 11 APP 8 EDU 22 SAN 40 HP 13

Damage Bonus: +0.

Weapons: Blessed Dagger 40%, damage 1D4+2

Longsword 25%, damage 1D8+1

Armor: None.

Spells*: Bless Blade, *Concentric Rings of the Worm*, Contact Ghoul, Elder Sign, *Flameshield*, *Ironmind*, *Lambent Flame*, *Lassitude of Phein*, *Lavender Spheres of Pnath*, Levitate, Mesmerize, Power Drain, *Spiral of Suth*, Summon/Bind Nightgaunt, *White Web of Soren*.

* As a native of the Dreamlands, Inuridiss only pays normal Sanity Cost for Dreamlands spells (marked in italics). Other spells automatically cost minimum Sanity. See The Complete Dreamlands p. 140.

Skills: Astronomy 60%, Cat 25%, Chemistry 25%, Conceal 45%, Cthulhu Mythos 40%, Dream Lore 65%, Ghoul 45%, Hide 35%, Library Use 70%, Medicine 25%, Natural History 25%, Occult 65%, Spot Hidden 50%.

Inuridiss is a grim, humorless figure dressed in robes covered with odd designs. He cuts a sinister figure, and claims to be a scholar and magician, wishing to go to the moon for scholarly purposes. In fact he hopes to obtain magical items or information there, and may sell out his companions to gain them. If Inuridiss' sanity drops below 0 he tries to betray his companions in hopes of winning the favor of the moon-dwellers. Until then, the sorcerer aids the questers as best he can. If things look grim, he can always Summon Nightgaunts (1D3+1 answer to his spell) with which he can return to the Earth of the Dreamlands. Inuridiss has had dealings in the Underworld before, and has contacts among the ghouls and night-gaunts. He lives in a haunted tower in dread Hazuth-Kleg. He carries a blessed dagger, a longsword, and a bag containing notebooks, pens, and various powders, leaves, and stones—magical paraphernalia.



THRAKUS OF CELEPHAÏS



KOFE OF HATHEG



INURIDISS OF HAZUTH-KLEG

Continued Next Page

SEA ELEPHANT: Not the mundane creature of the same name known to Waking Worlders, but a sea monster of prodigious size. The crew first sights the creature as it spouts in the distance, but a Natural History roll notes that this is no whale. If the ship approaches the sea elephant it wheels to attack, rearing up alongside the ship to try and claw or grapple prey from the deck. It flees beneath the waves once it has procured a sizeable morsel, or if it takes more than half its hit points in damage. The sea elephant is even larger than its land-based namesake; it has a fish-like tail, a scaly hide, twin blowspouts, two large clawed forefins, and the large ears (gill-slits), tusks, and trunk of an elephant. It may attack either once with its trunk, once with its tusks, or twice with its clawed forefins; a successful trunk attack allows it to double the attack percentage of any of the other attacks against its grappled prey in the next round.

SEA ELEPHANT

STR 60 CON 25 SIZ 70 INT 3 POW 10
DEX 7 Move 10 swimming HP 48

Damage Bonus: +7D6

Weapons: Trunk 45%, damage grapple;

Forefins (x2) 35%, damage 1D6+db

Tusk Gore 25%, damage 1D8+db

Armor: 6-point scales.

Sanity Loss: 0/1D8.

MERCHANT SHIP: The distant sail of a merchant ship is seen on the horizon. Its flag and country of origin may be made out with a ship's-glass. It may be from Dylath-Leen, Celaphais, Hlanith, or any of a dozen other ports of the lands of Dream. Even a black galley is possible, though not recommended. While mariners generally steer clear of any type of black vessel—galley or otherwise—the investigators may be able to signal them for a parley. Most Dreamland seafarers are friendly toward others they meet on the oceans, though pirates and black vessels are the exception. Supplies, cargo, news, directions, and perhaps even passengers (in the form of quest-companions) may be exchanged if desired.

CLOUDBEAST: The investigators' first inkling of this encounter is when a fluffy white cloud begins ever-so-slowly descending from the blue skies. A Dream Lore roll may warn of what is to come. Otherwise Sanity rolls aren't necessary until the thing forms an "eye" and starts dropping semi-material claws as it drifts in for the attack. The cloud-beast can be evaded with a successful Shiphandling roll otherwise it departs after absorbing one or two crew-members.

The thing can attack with one bite per character and as many claws as desired; each claw formed reduces hit points by 1D6, however, and this is non-regenerable. These attacks do no actual damage, but instead the damage is rolled on the resistance table against the target's SIZ+POW; if the cloud-beast succeeds the victim is transformed into white mist and sucked up into the creature, adding the victim's SIZ to its own.

CLOUDBEAST

STR NA CON 23 SIZ 45 INT 4 POW 8
DEX 11 Move 4 floating HP 34

The Companions

JIMFREE (aka Jimmy Carlson) institutionalized waking worlder, age 29

STR 12 CON 11 SIZ 13 INT 12 POW 11
DEX 14 APP 10 EDU 14 SAN 30 HP 12

Damage Bonus: +1D4.

Weapons: Walking Staff 40%, damage 1D8+1D4

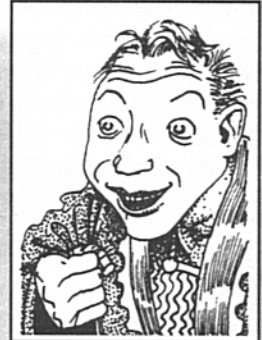
Fist 65%, damage 1D3+1D4

Grapple 55%, damage special

Skills: Accounting 65%, Bargain 20%, Dodge 45%, Dream Lore 15%, Dreaming 15%, Fast Talk 45%, Hide 40%, Latin 35%, Law 35%, Library Use 55%, Listen 40%, Persuade 25%, Psychology 15%, Psychoanalysis 15%, Shiphandling 15%, Swim 45%.

"Jimfree" is the name assumed by a nervous young man eager to join the investigators' quest. He claims to be a wanderer seeking adventure, but a Psychology roll finds

something wrong with his story; in addition, an Idea roll notes that his speech is unlike that of other Dreamlanders—more like a waking worlder's! He is in fact just that—his name is Jimmy Carlson, and he was a young accountant studying law in North Carolina. Unfortunately between memories of his service in the Great War and the



JIMFREE THE WANDERER

recent death of his father, he has had a nervous breakdown, and has been institutionalized. During his incarceration he has found his way to the Dreamlands, where he has traveled and adventured—luxuries he could neither afford nor attempt in his waking life. Jimfree wants to join the investigators' moon-quest as it offers the adventure of a lifetime. If he suffers any type of insanity in the Dreamlands or fears for his life, he tries to wake himself up, mumbling "Wake up, wake up, wake up" over and over. His only belongings are some simple clothes, a knife, and a walking staff.

Damage Bonus: N/A.

Weapons: Bite 30%, damage 1D3+4*

Tentacle-Paw 25%, increases subsequent bite damage by 1D6

* *The +4 is SIZ/10. This may change if the cloud-beast's SIZ changes.*

Armor: Impaling weapons do no damage, and it regenerates from damage at a rate equal to its SIZ (45) every round.

Sanity Loss: 0/1D6.

MERFOLK: This encounter occurs during one of the more leisurely periods of the journey, either early in the morning or late in the afternoon, when the steersman may be alone and half-doing. To his surprise, a feminine voice calls him to the rail. There a beautiful nude woman bobs in the waves

alongside the *Mxplates*. She is blonde, lithe, and shapely, with a lovely smile. She quietly asks the crewman to come in for a swim, telling him not to disturb the others, due to her shyness. If the sailor seems reluctant, she offers to give him a kiss that will allow him to breathe underwater for several hours, during which time she can show him the many wonders of the deep. If refused, she pouts, flaunts her tantalizing body, and begs for companionship. If the sailor calls for his fellows, she waits, somewhat shyly, but flees if it becomes obvious her retinue (see below) is outnumbered; otherwise she may invite them all in for a swim.

If any crewman enters the water, the woman's companions rise up from the deep—they are merfolk: the product of crossbreeding between deep ones and gnorri. Once the female has duped a crewman into the water, the woman's illusory appearance drops, revealing her to be as inhuman as her male friends.

The merfolk attempt to drag off solitary sailors, pitting their STR vs. his on the resistance table in order to drag him under to drown. If the sailor makes a Luck roll he is able to cry out. The merfolk try to drag their prey beneath the waves, some defending the action with harpoons. The creatures flee once they have snared a captive, or if the crew won't enter the water, or if more than one of their number are slain.

The first four statistics are for males, the last is female.

MERFOLK, Carnivores of the Seas

	M1	M2	M3	M4	F1
STR	17	19	18	20	14
CON	10	1	9	12	10
SIZ	17	17	18	20	13
INT	12	10	13	13	13
POW	9	10	8	10	13
DEX	12	10	13	8	12
APP	N/A	N/A	N/A	N/A	16*
HP	14	14	14	16	12
DB	+1D6	+1D6	+1D6	+1D6	+1D4

Move 8 swimming

* illusory appearance only

Weapons: Claw 30%, damage 1D6+db

Harpoon (males) 1D8+db

Armor: 2-point scales.

Spells: The female has a variant of Bait Humans which allows her to appear as a beautiful woman.

Sanity Loss: 0/1D4.

NO ENCOUNTER: Nothing dangerous, at any rate. The keeper may wish to have some curious floating debris found, or a noteworthy gathering of seabirds, ruins sighted on the sea-floor, spouting whales, or strange flying or swimming shapes.

DOLPHINS: Sleek dolphins are spotted cavorting in the distant waves, but they do not approach the *Mxplates*. A Natural History roll recalls that dolphins are usually more sociable toward mariners, but the investigators' Leng-human guide reminds them that the *Mxplates* is no friendly ship of

Earth, and so the dolphins always remain aloof. A pity, says the leering Leng-man, as dolphin-meat is most tender and delectable....

ISLAND: The keeper should feel free to improvise the contents or inhabitants of any islands the investigators may encounter during the voyage. They may be uninhabited rocks or tropical paradises with lush forests, chattering bird and animal life, waterfalls, and bountiful fruit trees. They may be home to primitive tribes, bloodthirsty pirates, or tiny seafaring villages. They may even be living entities unto themselves, perhaps capable of swimming, crawling, or submerging. Most likely they are welcome stops where the crew can rest, get supplies, or make repairs.

The Basalt Pillars of the West

Several weeks into the voyage, the crew sights the enormous Basalt Pillars of the West ahead—set nearly a mile apart, hundreds of yards in diameter, and looming into the clouds miles above. The ocean is shrouded in mist where it washes against the pillars, and a great rushing roar can be heard.

Corb-Jinn takes the tiller and warns the crew to get below or brace themselves; if the Lengite isn't present, a Shiphandling or halved Idea roll might guess the best course of action. Caught by the current, the *Mxplates* now hurtles between the vast monoliths, where the horizon disappears into blackness...

...then the ship itself is launched into the void! Anyone failing a DEXx5 roll takes 1D6-1 bruising damage as the cog lurches off the edge of the world; if desired, a fumbled roll may indicate the hapless crewman has been pitched overboard or knocked unconscious. Also, the helmsman must make a Shiphandling roll to avoid being caught in the downrushing waters and spun out of control; each roll that is failed reduces the next roll by 15%, and once the helmsman's skill is reduced to 0% or less, the ship plunges out of control, snapping its masts and leaving the vessel adrift—its only hope a rescue by one of the dreaded black galleys. In any event the mad launch into space costs the crewmen 0/1D3 points of Sanity.

This harrowing event is only the first frightening stage of the journey. Within minutes of the launch into space, strange rustlings and titterings are heard. Minutes later, 1D4 large bizarre creatures swim into view. They are variously translucent, phosphorescent, hard-carapaced, vaporous, tentacled, and pawed: these are the larvae of the Other Gods. Seeing these horrors converging on the *Mxplates* costs the crew 1D3/2D8 Sanity. The things fumble at the hull, mast, and castles, groping for meatier prey. If still alive, Corb-Jinn turns the wheel over to another crewman and begins shouting something aloud from the forecandle; a Cthulhu Mythos roll identifies it as the dreaded last syllable of the hidden name of Azathoth. Hearing this, the things hiss and slither back into the void. If Corb-Jinn is not present, a Cthulhu Mythos roll may identify the creatures and a second, halved roll might come up with the way to pass by them. Otherwise, the sorcerer Inuridiss may know the secret. Failing this, the

keeper can use the statistics listed in the encounter below for the attacking larvae.

Once the immediate dangers have been attended to, the investigators' voyage to the moon can proceed. It is three days' flight/sail to the dark side of the moon. Each day the keeper should choose or roll 1D6 on the Outer Space Encounter Table below to see what befalls the *Mxplates* on its journey.

The depths of space prove to be quite cold, and warm clothing is crucial to the investigators' survival. There are probably sufficient furs and clothes already aboard the ship to keep the investigators warm, but any companions should provide their own. A good supply of firewood is also necessary. Anyone not bundled up for the cold must roll CONx5 or less to avoid 1D3 points of frostbite damage per day; the same holds true for everyone if the firewood runs out.

Travelling through the dark void is also psychologically trying. Each day the investigators and companions must roll for a loss of 0/1 Sanity due to the unsettling silence and infinite desolation of space and their own eerie mode of travel through it.

Always during the journey the moon looms ever closer in their view, until it fills their vision as once the Earth did. Endless desolate grey-white expanses of barren plains, craggy mountains, and blasted craters pass by them. After three days (and perhaps more) in the icy depths of space, the *Mxplates* reaches the bright side of the moon.

But her destination lies beyond, in the eternally-shadowed dark side....

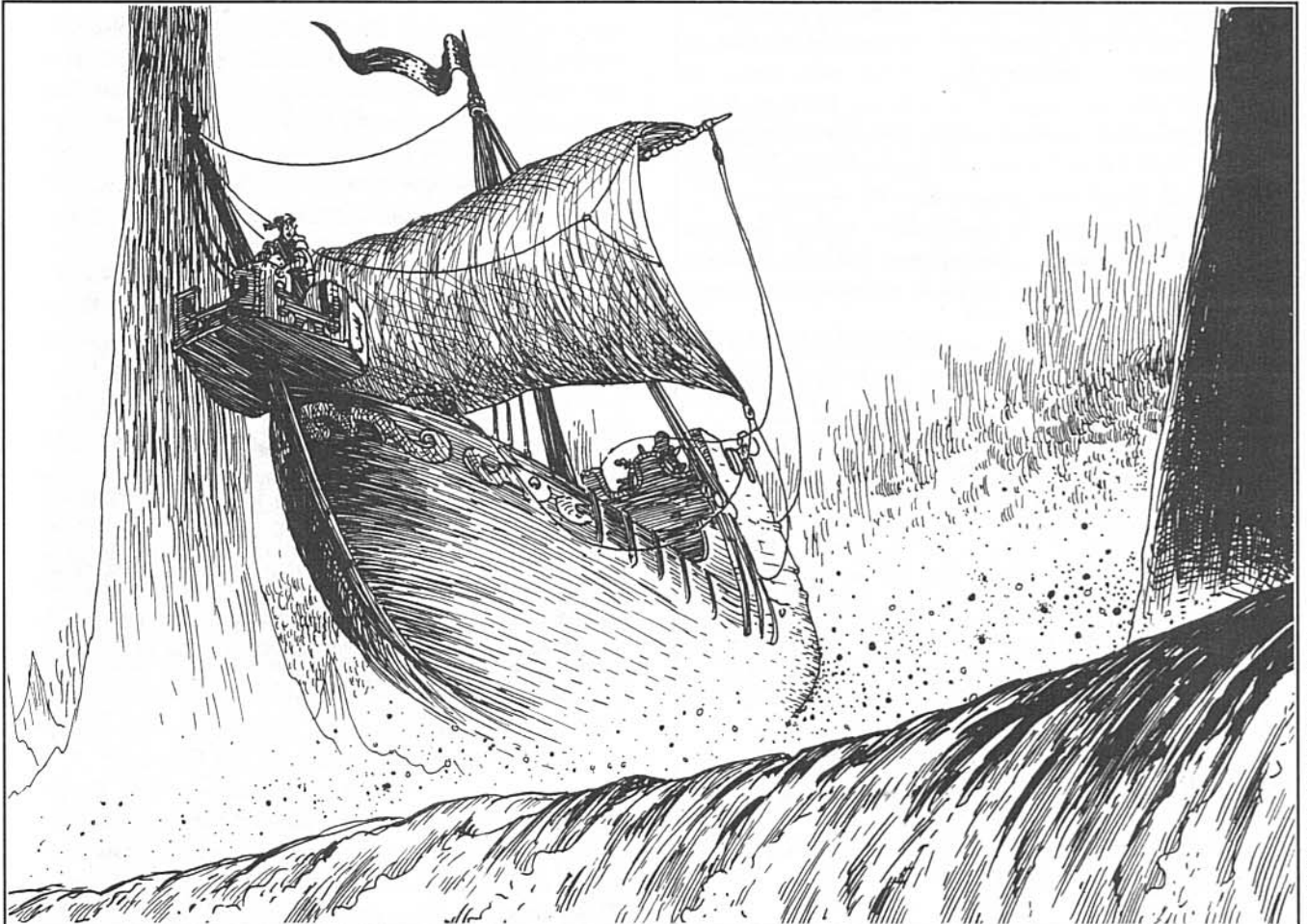
OUTER SPACE ENCOUNTERS

(choose or roll 1D6 once per day)

- 1 Larvae of the Outer Gods
- 2 Black Galley
- 3 The Derelict (once only)
- 4 Asteroid/Rock Shower
- 5 Star-Gale
- 6 No Encounter

LARVAE OF THE OTHER GODS: Once again the *Mxplates* comes across one of the foul larvae of the Outer Gods. If the ship's watch or helmsman makes a Spot Hidden roll, the thing can be sighted at a distance and outrun with two consecutive Shiphandling rolls; three failed rolls in a row indicates it catches up with the ship and attacks. If Corb-Jinn is alerted, he can again use the Dread Name to drive off this monster.

This larvae is a large puffy grey thing about 30 feet long, with stubby arms projecting from its oblong body. Most of these projections have small claws at the ends for grasping prey, but one holds a slack, circular mouth. The thing attacks by grasping its foe (in this case the ship) and smashing its prey (the crew) with one paw. Once it has reduced the target to pulp, it moves its mouth over the food and noisily slurps it up.



Dreaming Papers #5

Excerpts from the log of the doomed ship *Turquoise*

Our quest has ended in failure, and we are doomed to die because of it, lost forever in the cold gulf above Earth. Like fools we believed the tales of the wondrous land beyond the Basalt Pillars. We left Ilek-Vad seeking Cathuria, but have found only death instead. Though we have drifted for weeks since, we truly died the afternoon we sailed beyond those monstrous markers. For as we plunged into the Abyss our masts snapped, carrying six brave men—half my crew—into the void. The rest of us fared no better, for huge and hideous creatures swam out of the dark and plucked three more men from the decks. But those who died early were the lucky ones....

Emerson died this morning, carried over the side by an icy wind that shrieked and tore at the *Turquoise*. Not even his wondrous shield Shinjurak could have saved him from such a callous and random fate. We are doomed. Without our masts and sails we are at the mercy of the void.

Our meat and biscuit stores are almost gone. Meager sips of water we get by melting the frost, but it is only a matter of days now. Since Melder froze to death last week, I have had but one small bite of meat. Only Finn and I remain, and Finn is delirious.

Finn is dead, and I am scarcely strong enough to hold a pen. These will be the last words I write before I join him and the others. I, Captain Lammer Tont, hope that some day we are found, but I know this shall never be. If these words are found, I ask that whomsoever finds us shall return our bodies to the good clean Earth. Somehow, dying here alone seems less terrifying to me now than spending all eternity adrift in this endless void. I leave you with a warning: seek not Splendid Cathuria, for it is a lie. Would to the Great Ones we had been content with the land of our birth, rather than the land of our hopes and dreams.

Lammer Tont Captain of the barque
Turquoise, of Ilek-Vad

The thing departs when it has devoured two crewmembers, but flees if it takes more than half its hit points or if flame is used against it in any way.

LARVAE OF THE OTHER GODS

STR 45 CON 94 SIZ 61 INT 0 POW 30
DEX 3 Move 3 floating HP 78

Damage Bonus: +6D6.

Weapons: Paw-Smash 30%, damage 6D6

Armor: None, but it is immune to cold and gravity effects; its flabby plastic body takes minimum damage from impaling weapons.

Sanity Loss: 1/2D6.

BLACK GALLEY: Doubtless to the horror of the investigators, one of the dread black galleys approaches from out of the shadow of the dark side of the moon. A Spot Hidden initially detects the tiny dark shape, and the ship's-glass then reveals its nature. The crew now have to decide how to react. Do they try to avoid it somehow? This is unwise, as it has undoubtedly already seen them. Do they continue on nonchalantly? Signal the other vessel? Attack the obviously heavily-manned black ship?

Corb-Jinn is reluctant to offer advice, even under threat of his life—if they kill him they'll never reach the moon, let alone land safely. An Idea roll may suggest that the best bet is to simply sail on normally. They may want to disguise themselves to look like Lengites—a simple lumpy turban does the trick. The two ships barely come within shouting distance of each other, unless the investigators do something foolish. In that case, the much-larger black galley bears down on the *Mxplates*, intending to grapple it and board it with hordes of moonbeasts and Lengites. The investigators are almost certainly captured and taken in chains to Vredni Vorastor. The keeper should run this combat as desired, using the moonbeast and Leng-human statistics from pp. 23-25 or p. 43.

Hopefully this outcome is avoided. Captain Corb-Jinn hopes to reap a considerable reward by single-handedly delivering a handful of waking worlders to Vredni Vorastor, and it would do him little good if he had to share his glory with the crew of the black galley. For this reason, he may eventually advise the investigators of the best way to deal with the black galley.

Barring any foolhardy moves by the investigators, the two ships pass without event. The galley's deck crew wave, perhaps make hand signals or shout greetings, but do nothing unless the investigators make some serious gaffe (attacking, revealing their unhorned non-Lengite heads, etc). After all, no human being has ever willingly gone to the moon—that would be utterly insane.

THE DERELICT: This event occurs only once—reroll or treat subsequent similar results as No Encounter. A large object is spotted drifting in the distance—a ship. On closer examination it proves to be a derelict barque, its hull pitted with craters where meteors have holed her, its masts snapped off, its decks empty save for debris and a rime of frost. Her planks creak and groan ominously in the lonely dead silence

of space. A Dream Lore or halved History roll dates the derelict at over two centuries old, at least. If desired, the crew may try to make fast to the craft to explore it. They may want to secure themselves to their own ship with ropes in case of an emergency.

There is no sign of life aboard the vessel. In the crew quarters belowdecks a dessicated corpse rests in its bunk. A few still-useful weapons may be found: 1D3 each of swords, daggers, shields, and spears. One of these shields is special, and is discussed nearby.

In the captain's quarters another dessicated corpse is found in its bunk, hands folded peacefully on its breast. On a small writing desk nearby is the ship's log, telling the dead ship's sad tale. It requires 20-INT hours to read, half that to skim, and adds 2 points to the reader's Dream Lore skill. See *The Dreaming Papers #5*.

As Captain Tont hinted, one of the shields aboard the ship is magical. This kite-type shield (+2 armor points) is painted with a starburst design, but otherwise outwardly unremarkable. However, if the word Shinjurak is spoken by the holder of the shield, the spell Seraph's Glory (found in *The Complete Dreamlands*) is cast. The holder involuntarily expends the magic points needed, but loses no sanity. There is no limit to the number of times Shinjurak can be used thusly, but if the shield is destroyed the power is lost.

Other than these items there is nothing of value aboard the *Turquoise*, though it may be salvaged for scrap firewood. If the crew take the bodies of the dead with the intent of returning them to Earth, the keeper may wish to award a bonus of 1 point of Sanity, perhaps more if they actually carry out this intent.

To heighten the tension of the exploration of the derelict, the keeper may wish to roll for an additional encounter.

ROCK SHOWER: The *Mxplates* is beset with another peril of space travel—a meteor shower. Again a Spot Hidden roll may note the approach of a large number of stones, heading straight for the black cog. The shower hits 2D6 rounds later. Anyone making a Shiphandling roll knows that the vessel must be prepared for such a catastrophe. Three successful Shiphandling rolls are needed before the crew can safely go belowdecks to weather out the storm: the sail must be taken down, the rudder secured, and the hatch shut down. Each crew-member can attempt one roll per round. Once all the rolls are made the crew can go below knowing they've done all they can to secure the ship. If these tasks are not complete

by the time the shower hits, anyone still on deck must make a Dodge roll each round to avoid taking damage as the stones pound onto the ship. If a crew member is hit, roll 1D6 to see how much damage they take from the various sizes of stone: 1 = 1D3-1; 2 = 1D4; 3 = 1D6; 4 = 1D8; 5 = 1D10; 6 = 2D6.

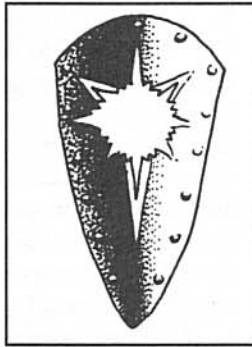
The rain of stones batters the cog for 1D10x30 minutes, with some of the concussions sounding like cannon shots as they hammer the decks and hull. Add 1 day to the travel time to the moon for each of the tasks that were not completed before the flight belowdecks. Also, if the rudder was not secured, and a random character's Luck roll is fumbled the ship's rudder is damaged and the craft is stranded in space unless a Mechanical Repair roll can be made. If these repairs can't be made the voyagers of the *Mxplates* can only hope that they are picked up by one of the dreaded black galleys.

STAR-GALE: This harrowing event involves a fierce icy wind howling from the depths of space and chilling all to the bone. When it strikes, anyone on deck must roll their DEXx10 or less on D100 or be swept overboard and into the black void, never to be seen again; kindly keepers may allow a second DEXx5 roll for such characters to grab hold of something to avoid such a fate. The wise seek shelter belowdecks...

...but someone must still man the helm, or the ship could be lost for days or weeks. The poor helmsman and anyone else who remains on deck suffer the bitter cold and maddening effects of the star-gale. The gale lasts 1D10 hours, and each hour those on deck must roll their CONx5 or less to avoid taking 1 point of frostbite damage. The wind also carries with it snatches of eerie music, dread hints of cracked flutes and alien crotala. These sounds are intermittent and only half-heard, yet their very elusiveness calls for a loss of 0/1 point of Sanity per hour. Those belowdecks do not hear this strange alien music.

The black cog is buffeted by the fierce winds, but it weathers through. Even with a helmsman on deck the *Mxplates* is blown off-course enough to add another 1D3-1 days to its travel-time to (or from) the moon.

NO ENCOUNTER: Nothing is encountered, or something of small consequence is met with. The ship enters a cloud of dust or small rock fragments. A curious bit of debris floats by—a wooden cask, scraps of wood or a ship's spar, a bottle, or a broken weapon. A strange rock formation turns out to be a skeleton (not necessarily human) chained to a rock, forever marooned in space. A mysterious light is glimpsed in the distance, perhaps moving at incredible speed. Weird wriggling shapes are silhouetted as they cross in front of the moon. A flock of lolls (strange but harmless bird-sized, umbrella-shaped luminescent creatures from the Martian Dreamlands) flutter around the *Mxplates*. ■



THE SHIELD SHINJURAK

THE MANSION ON THE MOON

Chapter Five, wherein a quest is completed, and old friends on reunited, on the dark side of the moon.

After endless hours of crossing the pale and desolate lunar surface, the *Mxplates* nears the shadowy edge of the moon. There, beyond a treacherous mountain-range lies the dark side of the moon.

The Dark Side of the Moon

Here the color spectrum changes drastically. Whereas Earth's Dreamlands were vibrant and alive with color, once the investigators cross over to the dark side of the moon everything takes on a stark dead black-and-white pall. Almost all color fades to shades of grey here: fires burn a pale yellow, faces appear jaundiced or a pale green, and blood a dark brownish-black. The dark side of the Moon of Earth's Dreamlands is forever in twilight, and its shadows are long and deep.

Built into the tops and sides of the dark-lunar mountains are many stone temples, apparently lying in ruins. Corb-Jinn says the Lengites have no idea who built them, or why, but they were here when his people were first enslaved and brought to the moon thousands of years ago.

The mountains give way to dusty grey hills, and later plains. Here the investigators see low hut-like cottages resembling igloos. A Spot Hidden roll or examination with the ship's glass makes out some of the hooved horned Lengites moving about these scattered huts.

Then a vast shiny blackness appears on the horizon—the Great Lunar Sea. If present, Captain Corb-Jinn again takes the tiller and orders the crew to brace themselves; if Corb-Jinn is no longer aboard, a Shiphandling or halved Idea roll guesses that this is where they should “land” the ship. In any case, a Shiphandling roll is needed to bring the craft down safely. If the roll fails all those aboard must roll their DEXx5 or less on D100 to avoid taking 1D6 bruising damage from the impact; if this DEX roll is fumbled the unfortunate crewman is hurled overboard or knocked out cold. If the Shiphandling roll is fumbled, the ship smashes into the water and sinks; damage is taken as above and the crew must Swim to find a piece of debris to cling to—now they must wait until rescue by one of the black galleys.

If at any time a human enters the Lunar Sea, in addition to any damage taken from the Drowning procedure he or she loses 1 point of CON per round from inhaling the oily, gelid black water. Recovery rate for this sickness is 1 CON point per day.

In its travels across the Great Lunar Sea, the *Mxplates* encounters 1D4-1 of the moonbeasts' feared black galleys (one at a time). As with the earlier encounter in space, if

Corb-Jinn is still with them, he warns the investigators to disguise themselves with turbans and stay calm. If so, the ships pass by uneventfully, waving, hailing, but no more. If the investigators are on their own, an Idea roll may come up with the way to bypass these ships, otherwise the encountered galley closes in and its crew attempts to take the waking worlders captive.

The black cog sails for several hours on the sluggish black sea before more signs of habitation are seen. A pitted and crumbling coastline comes into view, and upon it the dark towers of an alien city. The Captain keeps his distance from the coast, as he still intends to turn the investigators over to Vredni Vorastor personally, for his own gain. Corb-Jinn says the city belongs to the Lengites' masters, the moonbeasts. Even at this distance, the musty stench of the foreboding city comes to them across the waves. If an investigator uses the ship's glass to view the city, he sees the crowded wharf area where rubbery toad-things prod and slap at Lengite slaves as they load large crates on and off of more of the dreaded black galleys. Horrible human and inhuman things are nailed into the crates and hauled off to nameless destinations. This sight costs the viewer 1/1D4 points of Sanity.

If the investigators are without the Leng-human Captain to guide them, they may sail right into the moonbeast city unawares. The surprised moonbeasts and Lengites wait for them to dock, then swarm upon them. Again, they try to take these brash intruders alive, to be handed over to Vredni Vorastor and/or the Crawling Chaos. In this case, close exposure to the horrors of the alien wharf area costs 1D3/2D8 Sanity.

Captain Corb-Jinn sails on past the city, and within a couple of hours a great rushing sound is heard across the oily black expanse. Corb-Jinn explains that that is the Great Lunar Cataract, and it is best avoided; a Shiphandling or halved Idea roll recalls how the cataract beyond the Basalt Pillars was used to achieve space travel—could the lunar one also be used thusly?

A short time later the crew sights a high crag on the coastline. The ship's glass reveals a small wharf at the base of the high cliff; a black galley is moored there. The crag rises over 200 feet above the sea, and atop it perches a strange high house built with a conglomeration of Gothic forms: arched windows, jagged spires, scale-like tiles, and brooding gargoyles. This is Captain Corb-Jinn's destination: the Mansion on the Moon, home of Vredni Vorastor, the Man in the Moon.

The investigators must now decide how to approach this place. Given its high vantage point, they are sure to be seen if they come in by sea, and putting ashore and travelling

overland offers the same peril. If Captain Corb-Jinn is still along he tells them they are probably expected anyway—they should just sail up to the wharf and go on up.

It's up to the investigators how they handle this, but remember that the moonbeasts, Lengites, and Vredni Vorastor and his servants all hope to take the waking worlders alive to hand over to the Crawling Chaos. These creatures use knockout attacks (see p. 34 of 5th edition *Call of Cthulhu*) and spells to bring down the investigators. Their reaction to the arrival of the investigators is discussed in the section beginning on p. 45 entitled "The Investigators and the Mansion."

Residents of the Mansion

The Mansion on the Moon is the residence of Vredni Vorastor and his Princess-Bride, Lucerna. They are served by an undead butler named Vesh and a "staff" of Lenghuman slaves, and are protected by several "Lunar Knights:" constructs of living black armor. Vorastor often holds prisoners for his master, the Crawling Chaos Nyarlathotep, so he has a dungeon complex attended by moonbeasts and more Leng-slaves. These residents are discussed in detail below.

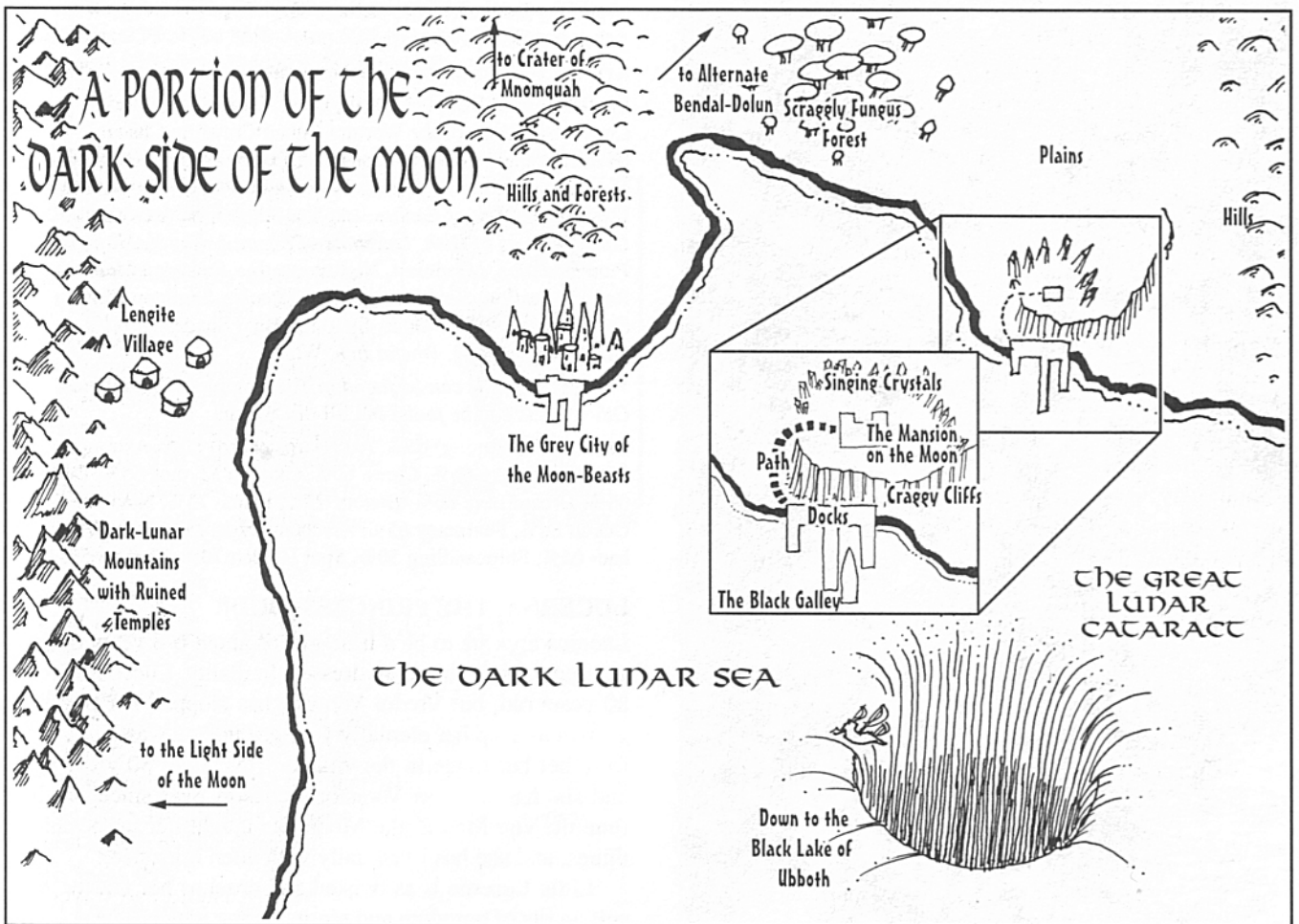
VREDNI VORASTOR, THE MAN IN THE MOON

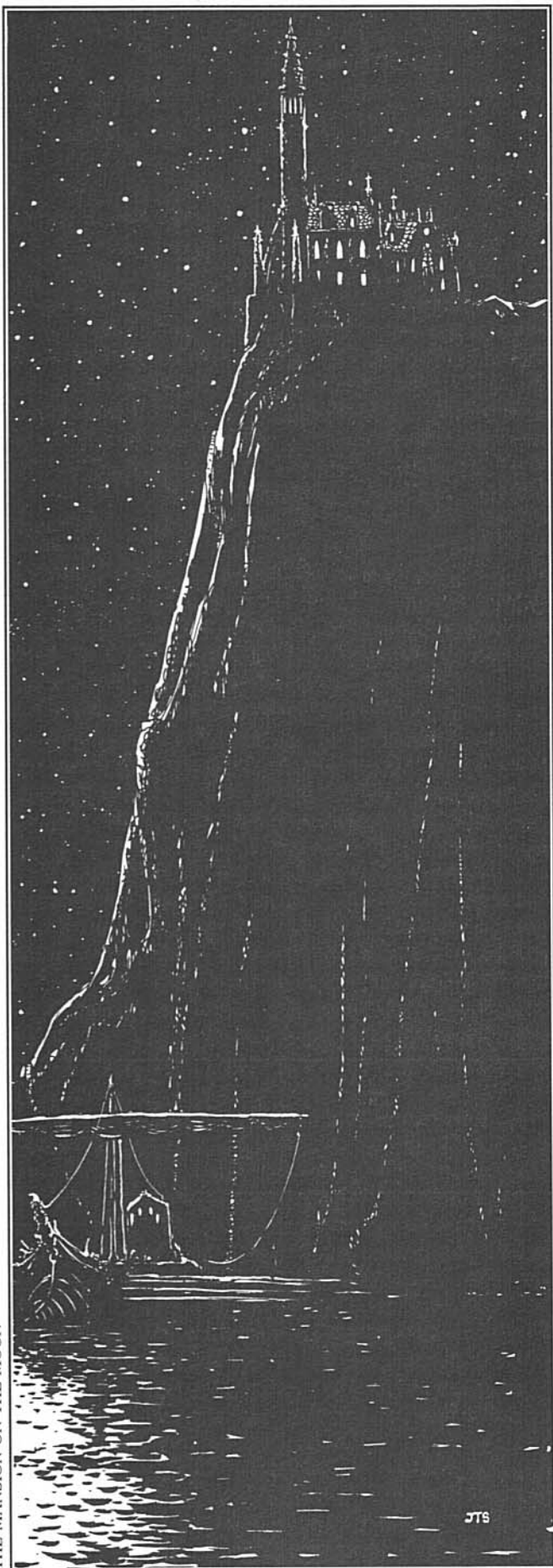
Vredni Vorastor is an imposing figure nearly 7 feet tall. He is rail-thin, with long, curling jet-black hair and moustache

that are a stark contrast to his white skin. Vorastor dresses entirely in black, and always wears a knee-length leather coat with razor-sharp blades sewn to the tails. A black-metal cutlass hangs at his side.

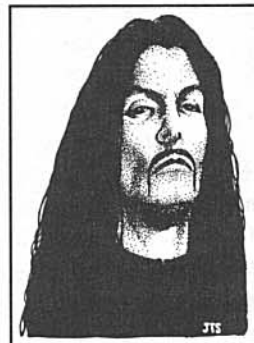
Vorastor serves the Crawling Chaos Nyarlathotep. Millenia ago, Vorastor himself was a boy of Earth's Dreamlands. The Crawling Chaos snatched him from his parents and brought him to the moon. There Nyarlathotep raised him to become his servant: a boogie-man like figure known for snatching children and taking them away to live with him on the Moon—just as he himself had been taken. He sometimes hears when his name is spoken on Earth's Dreamlands, and has been known to snatch children and young women away where his name has been dropped. The passing centuries have made him a formidable creature indeed, and his tastes have grown more and more aberrant and abhorrent.

Vredni Vorastor is a sadistic creature, twisted by loneliness, drug abuse, and servitude to the forces of darkness. He combines the cruelty and bloodlust of Vlad the Impaler with the mocking wit of Marlowe's Mephistopheles, tempered with the brooding melancholy of a Byronic anti-hero. Vorastor seems pleasant unless angered, at which time his cruel temper arises. He is sociable to his master's special captives (especially waking worlders), giving them the run of his Mansion in hopes that the Mansion's terrors will drive them mad. Unruly guests always end up in his dungeons, however, there to wait until the Crawling Chaos comes for them.





Vorastor prefers to let his servants defend him, but his sense of chivalry can be appealed to for a more honorable fight. If anything happens to Lucerna, however, he flies into a rage and pursues her attacker to the death. In combat, Vorastor can make a special Spinning Dodge attack, whirling about and using his razor-lined coattails to slice at his opponent; the razors are so sharp they can do extra damage on an impaling roll. Note that this counts as a regular Dodge, so he can make no other attacks during the same round as a Spinning Dodge.



VREDNI VORASTOR

Vorastor's power is derived from the Moon, and he cannot be truly killed here. He recovers ten hours after death, albeit with reduced statistics (see later in this chapter and in the next for more details).

VREDNI VORASTOR, the Man in the Moon

STR 19 CON 21 SIZ 19 INT 18 POW 38
DEX 17 APP 12 EDU 25 SAN NA HP 20

Damage Bonus: +1D6.

Weapons: Cutlass 75%, damage 1D8+1+1D6

Fist 85%, damage 1D3+1D6

Grapple 85%, damage special

Lance 40%, damage 1D8+1+1D6

"Spinning Dodge*" 65%, damage 1D3

* *Can impale. See above.*

Armor: 2-points of tough leather greatcoat.

Spells*: Awful Doom of Cerrit, Bloat, Cascades of Florin, Concentric Rings of the Worm, Contact Crawling Chaos (Nyarlathotep), Contact Moonbeast, Create Zombie, Dread Curse of Azathoth, Enthrall Victim, *Eviscerator*, Fist of Yog-Sothoth, Flesh Ward, *Halt of Eanora*, Implant Suggestion (new spell), *Lace Curtains of Hish*, *Lassitude of Phein*, *Living X*, *Maws of Pandemonium*, Mindblast, Nightmare, *The Ravening Madness*, Remortification, Send Dreams, *Soul Stealer*, Summon/Bind Servitor of the Outer Gods, Summon/Bind Shade, *Throth's Stalwart*, *Whirligig*, *Woeful Itch*, Wrack.

* *Italicized spells can be found in The Complete Dreamlands.*

Other spells can be found in Call of Cthulhu.

Skills: Art (Painting) 65%, Art (Harpsichord) 80%, Astronomy 75%, Chemistry 55%, Climb 60%, Cthulhu Mythos 65%, Dodge 65%, Dream Lore 85%, History 75%, Listen 75%, Navigate 65%, Occult 80%, Pharmacy 65%, Psychoanalysis 45%, Ride (Phor-hac) 65%, Shiphandling 50%, Spot Hidden 70%, Throw 65%.

LUCERNA, THE PRINCESS-BRIDE

Lucerna appears to be a little girl of about 6-8 years of age, dressed in petite but drab dresses. In reality, Lucerna is over 80 years old, but Vredni Vorastor has stopped her physical growth to keep her eternally young. Lucerna was kidnapped from her home in the village of Nir over 80 years ago, and she has lived as Vorastor's consort ever since. In that time the vile Man in the Moon has taught her unspeakable things, and she has lived daily with alien horrors.

Little Lucerna is as twisted and cruel as her master. She suffers fits of boredom and pique, during which time she tor-

tures the servants, plays gruesome games, or has Vorastor snatch a playmate for her from Earth. These playmates don't last long before Lucerna tires of them; they usually end up tortured to death, turned to stone, or on the dinner table. She is analogous to the cruel child who tortures animals, but her prey are as often human as beast.

The mad Princess usually does not carry weapons, but sometimes does have her whip with her. She is faithful to Vredni Vorastor, and ruth-

lessly seeks to avenge him if anything happens to him.

PRINCESS LUCERNA, Vorastor's mad "princess-bride"

STR 10 CON 14 SIZ 6 INT 13 POW 17
DEX 20 APP 16 EDU 6 SAN 0 HP 10

Damage Bonus: +0.

Weapons: Whip 60%, damage 1D3 or grapple

Kick 80%, damage 1D5

Bite 35%, damage 1D3

Large Knife 45%, damage 1D6

Spells*: *Bloat*, *Enthrall Victim*, *Halt of Eanora*, *Implant Suggestion* (new spell), *The Ravening Madness*, *Whirligig*, *Woeful Itch*.

* *Italicized spells can be found in The Complete Dreamlands. Other spells can be found in Call of Cthulhu.*

Skills: Art (Painting) 45%, Art (Sculpture) 45%, Art (Sing Nursery Rhymes) 65%, Climb 80%, Conceal 75%, Dodge 80%, Dream Lore 25%, Hide 85%, Jump 60%, Listen 40%, Persuade 30%, Sneak 95%, Spot Hidden 45%, Throw 40%.

VESH

Vredni Vorastor's butler is a tall, gaunt, ash-skinned man with deeply-wrinkled features. A Medicine or halved Know roll realizes that Vesh is some form of undead. Vesh is eerily silent, never speaking a word and appearing soundlessly and unexpectedly by his master's side or at the investigators' backs. Roll for 0/1D3 Sanity Loss each time Vesh surprises the investigators thusly. The zombie-butler has an uncanny knack for knowing when he is needed, or when mischief is afoot.



VESH THE BUTLER

VESH, undead butler

STR 16 CON 15 SIZ 14 INT 10 POW 4
DEX 8 HP 15

Damage Bonus: +1D4.

Weapons: Fist 65%, damage 1D3+1D4

Grapple 55%, damage special

Fork 80%, damage 1D2+1D4 (can impale)

Armor: None, but impaling weapons do 1 point, and all other physical attacks do half damage.

Skills: Sneak 95%.

Sanity Loss: 0/1D3.

Implant Suggestion: A New Spell

This rare spell of compulsion can only be successfully cast against creatures with some human blood in them: Lengites, deep one hybrids, ghouls, changelings, Little People, etc. The range is 5 yards, and the target must be able to hear and understand the caster. The caster spends at least 2 rounds intoning the spell and speaking the suggestion to the target, then expends a variable amount of POW. Simple unthreatening suggestions (drop your gun, close the door, give me your money, leave this place, etc) cost 1 POW. More involved but not directly suicidal commands, or those that go against the target's basic nature (kill that minor monster, go to France, burn down city hall, etc) cost 2 POW. More dangerous or suicidal suggestions may cost 3-5 POW: kill your companions, jump off that cliff, go to Celephaïs and kill King Kuranos, etc. The caster must overcome the target's POW with his own when the spell is cast, and in the case of more involved or dangerous commands, a second such roll is required when the target actually starts to perform the action.

LUNAR KNIGHTS

These beings are animated suits of black armor given life by Vredni Vorastor. The seven-foot tall man-shaped suits of armor are composed of baroque swirls, curves, and spikes. Their fists are spiked, and they are armed with large spears. Not all of the knights stationed around the Mansion are animated: the active ones have glowing pale yellow fires burning behind their black visors. There are six active Lunar Knights at any given time, and if one is killed an inactive one becomes animated. When the knights die they collapse into piles of metal shards and stinking black sludge.

LUNAR KNIGHTS, sentient armor guards (all are identical)

STR 20 CON 20 SIZ 20 INT 12 POW 12
DEX 8 Move 8 HP 20

Damage Bonus: +1D6.

Weapons: Spear 45%, damage 1D10+1+db

Spiked Fist 65%, damage 2D3+db

Armor: 6-point metal "skin."

Skills: Listen 35%, Sneak 35%, Spot Hidden 45%.

Sanity Loss: 0/1D3.

THE OTHER STAFF

The rest of Vorastor's household staff is composed of Lengite slaves. These six individuals do the cooking, cleaning, and valet chores. They are faithful to Vorastor, and fight for him if need be. Use the statistics for the Leng-humans in the "Dungeons" section on p. 43 should they become necessary.

BYRON HUMPHREY

Investigators will be quite pleased to learn that the elusive Byron Humphrey is an honored guest at the Mansion on the Moon. Humphrey has undergone something of a transformation, however: he is thinner, livelier, healthier-looking,

even handsomer. These changes are the results of his subconscious desires and self-image being brought to reality by the Dreaming Stone. Despite his early misbehavior on Earth's Dreamlands, he has become more conscientious and less arrogant—before he had assumed that since this was a dream he could do what he liked. Humphrey's self-confidence is now more inspiring rather than aggravating. He has taken to quoting lines from Douglas Fairbanks movies and striking swashbuckling poses, but with a confidence and seriousness that defies ridicule. Thanks to the Dreaming Stone, Byron Humphrey has become the hero of his own hopes and dreams.

Humphrey is dressed in baggy Arabic-styled trousers and shirt, once elegant but now frayed from his travels. He has been stripped of his weapons, but he still carries the Dreaming Stone with him at all times, and the River God's pearl is tucked away in a knapsack in his room.

Humphrey has been waiting for a chance to escape his predicament, but thus far Vorastor has proven a charming if decadent host. Once the investigators show up, he helps them plot an escape. Humphrey knows the layout of the Mansion well enough, and even a little of the dark-lunar world.



BYRON HUMPHREY

BYRON HUMPHREY, occultist author, age 54

STR 12 CON 10 SIZ 16 INT 16 POW 13
DEX 10 APP 12 EDU 18 SAN 40 HP 13

Damage Bonus: +1D4.

Weapons*: Cutlass 35%, damage 1D8+1+1D4

Fist 65%, damage 1D3+1D4

Club 40%, none carried

Skills*: Anthropology 50%, Archaeology 40%, Astronomy 15%, Credit Rating 50%, Cthulhu Mythos 10%, Dodge 35%, Dreaming 20%, Dream Lore 25%, Fast Talk 45%, First Aid 40%, French 30%, History 70%, Latin 40%, Natural History 30%, Occult 75%, Persuade 55%, Ride 45%, Shiphandling 20%, Spanish 20%, Spot Hidden 45%, Throw 35%.

* Remember that as long as Humphrey holds the Dreaming Stone he adds his Dreaming skill (+20%) to his regular skill percentages.

The Mansion on the Moon

Vredni Vorastor's mansion sits atop a 200-foot high crag rising up from the shore of the Great Lunar Sea. Below the crag are a series of docks large enough to harbor a half-dozen ships, but currently only one black galley is moored there. The galley has a skeleton crew of only 2D4 Leng-humans and 1D3 moonbeasts aboard; the galley's crew make no effort to stop the investigators if they disembark and head up to the Mansion. A worn path skirts along the west side of the cliffs; to the west is an ashy plain, and far beyond that a scraggly forest of fungi.

Artifacts of the Dreamlands

THE DREAMING STONE

This is the same stone the investigators saw in Humphrey's study so long ago: a palm-sized piece of reddish granite inscribed with a strange rune. The Stone is a wondrous magical artifact, though a dangerous one to use given its relationship with its creator, Nyarlathotep.

As the player's are already aware, anyone knowing the right invocation can send everyone within 100 feet into the Dreamlands, even those who have already died there. This may be resisted by opposing a POW of 50.

Clothing and other items will be translated appropriately.

The Dreaming Stone can alter Dreamlands reality according to its user's wishes. In its most base terms, this means that the bearer may add his or her Dreaming skill percentage to other skill rolls. If desired, the keeper may allow more dramatic effects. The Stone also allows Dreamlands natives to use their Dreaming skill at full value.

Finally, upon awaking, investigators will automatically recall their adventures in the Dreamlands.



THE DREAMING STONE

THE RIVER GOD'S PEARL

The pearl belonging to the River God of Oukranos is a beautiful blue-green sphere the size of a grapefruit. Swirls of sapphire light occasionally play deep within it. When it is taken over water the pearl glows a brighter blue, and upon an ocean its light is dazzling.

The pearl is magical, with the power to affect the weather on Earth's Dreamlands. Each 10 magic points expended alter one aspect of the weather in any of a number of minor ways: temperature can be raised or lowered by 5 degrees, clear skies become cloudy, drizzle becomes rain, wind changes from north to north-northeast, a breeze becomes a steady wind, a high wind becomes a gale, etc. These effects last 30 minutes, with a range roughly within a 2 mile radius of the pearl.

Note that at sea the magic point cost is halved, and adverse weather has a less violent effect on the pearl's carrier and his vessel. The latter effects are left to the keeper to determine.



RIVER GOD'S PEARL

The path runs inland and then climbs back up the rising headland toward the Mansion on the Moon. A half-circle of slender 50-foot high crystals encloses the Mansion from a desolate plain that extends to the north. These crystals are set about 20 feet apart, and if anyone approaches within 10 feet of one it sets off a weird wordless singing voice; each crystal has a different such voice, so that intruders can be pinpointed according to the pitch of the singing crystal's voice. Hearing the voice costs 0/1 point of Sanity.

The Mansion is an irregular construction, with two full stories, a partial third, and a spike-roofed tower nearly six stories high. On closer examination, the entire building seems to be composed of bones and slabs of bake-hardened fungi; horns and knobby joints protrude here and there, and in other places the surface is pitted and decaying, like ancient wood. The Mansion is indeed built from various types of fungi, and from the bones of every creature ever dreamt of. There is a large courtyard on the north side of the house, and the south side is within scant yards of the edge of the cliff. A broad set of steps flanked by pitted columns climbs to the main entrance of the house, on the west side. Each of the doors is fully five feet wide, with doorknockers made from the skulls of Leng-humans (pull the lower jaw to knock).

East of the mansion, hidden from the main entrance, is a phor-hac holding pen. These flightless birds are used for riding by the members of Vorastor's household. See p. 55 for stats.

THE FIRST FLOOR

Inside the entryway a vast hall extends nearly the length of the house. The ceiling is high overhead, and a balcony runs above the entry and hall. Smaller corridors run north to French doors opening onto the courtyard outside.

ARMORY: The armory/storage room is kept locked, and Vredni Vorastor and Vesh have the only keys. Inside are dozens of the large spears wielded by the Lunar Knights, along with several of the kopsh-swords and regular-sized spears of the Leng-humans. There are a few other varieties of swords, lances, shields, and even a few suits of metal armor of various kinds. Any weapons confiscated from the investigators are also stored here.

DINING HALL: The dining hall is also cavernous, yet the long narrow table has only two settings, one at each end, for Vorastor and his Princess-Bride.

INDOOR GARDEN: In the northwest corner of the house is a two-story indoor garden filled with swooningly-fragrant orchids and lotus-flowers, crawling on vines that strangle the small trees that give them support. Numerous incredibly life-like statues are scattered throughout the garden, most depicting children or beautiful young women. A halved Dream Lore may realize that these are actual persons who have somehow been turned to stone, a revelation calling for a loss of 0/1D3 Sanity points. These were persons kidnapped by Vorastor to serve as companions for Princess Lucerna or himself, but whom they soon tired of; her sadistic solution to this boredom was to use the Halt of Eanora on them and then chip off parts of the statue. If the vengeful farmer Kofe is

shown this room, he soon finds a small stone figure of his boy, its hands broken off and its face chiseled away: Kofe loses 1D3/2D4 Sanity, and onlookers lose 1/1D4 in sympathy. Kofe is now even more determined to kill Vredni Vorastor, and may in fact attempt to do so immediately unless restrained by the investigators. A Dream Lore roll theorizes that the Dreaming Stone can restore the boy: two Dreaming rolls are required, one to repair the damage (requiring 4 Magic Points) and the other to restore young Penter to life (16 Magic Points). Restoring the boy brings Kofe and the investigators 1D6 Sanity. Of course Lucerna and Vorastor may not let this restoration stand.

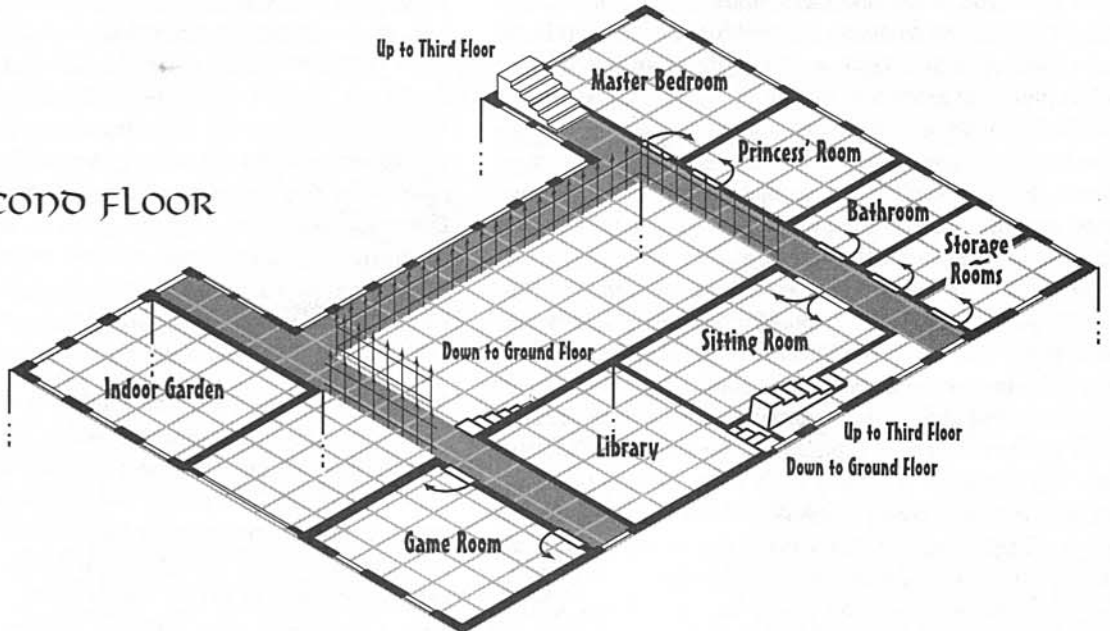
KITCHEN & PANTRY: The kitchen is foul-smelling, with baskets of pungent mushrooms, jars of insects, and hunks of meat crowding the floor and shelves and hanging from hooks overhead. The pantry contains more of these, while the cold-storage locker holds larger hunks of meat; most of the latter are easily identifiable as human or Leng-human, calling for a loss of 0/1D4 Sanity points, or 1D3/2D3 if the viewer has eaten a meal prepared by Vorastor's cook.

LIVING ROOM: A large living room in the southwest corner contains several upholstered chairs and couches; Spot Hidden or Biology rolls detect that most of the furnishings here and throughout the rest of the house are built from bones and various types of fungi. Above the mantle is a large portrait of Princess Lucerna, looking quite demure and utterly innocent.

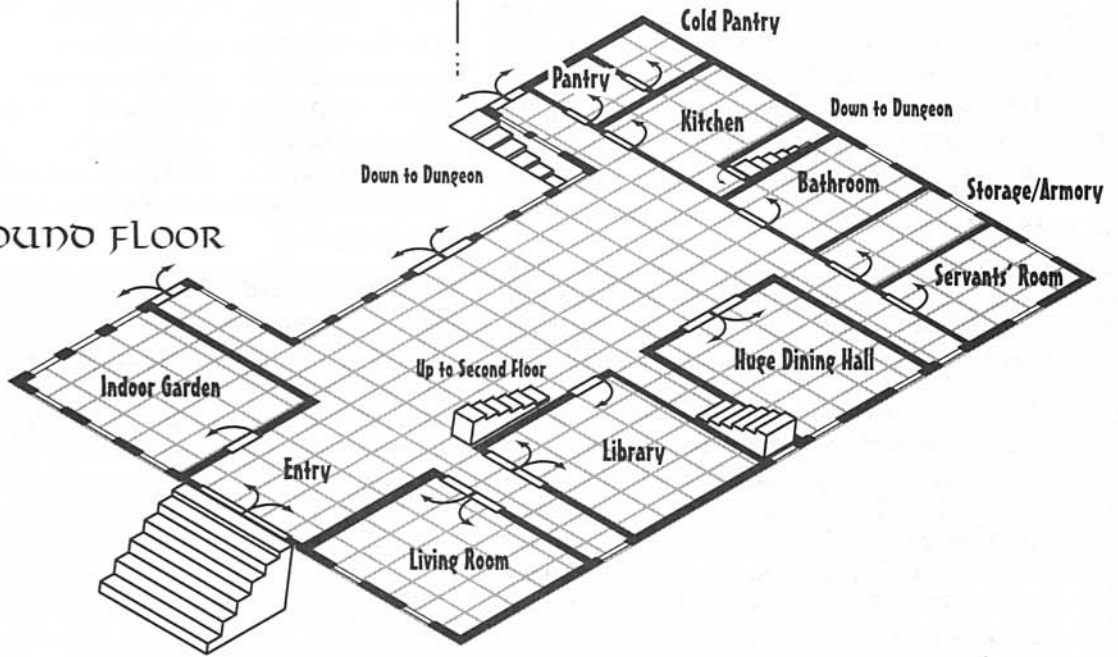
LIBRARY: Vorastor's library is huge: three stories high, with three of the four walls lined from floor to ceiling with thousands and thousands of books, scrolls, painted plant-leaves and animal-hides, and inscribed metal and stone plates. Great sliding ladders are attached to the three book-lined walls, extending all the way to the dark ceiling far overhead; anyone using these rickety ladders must roll DEXx5 to avoid falling from 1-3 stories (for 1, 2, or 3D6 damage, respectively). The upper reaches of the library are lost in darkness, shadows, and cobwebs, but at regular intervals wall sconces offer places to hold candles for lighting. A 3-foot wide ledge on the third story offers the only entrance to Vorastor's laboratory and observatory. Above the fireplace on the south wall is a portrait of Vredni Vorastor, dressed resplendently all in black. Among the many strange volumes scattered throughout the shelves are the *Pnakotic Manuscripts*, the *Seven Cryptical Books of Earth*, *The King in Yellow* (French), *Massa Di Requiem Per Shuggay*, *The Book of Black Stones*, and the *Third, Seventh, and Eleventh Books of D'harsis* (each with statistics identical to the *Fourth Book* described in *The Complete Dreamlands*).

If the investigators are researching a specific topic here, allow one halved Library Use roll per day per character to find something of note; they may, for instance, want to find out more about Vredni Vorastor, the Crawling Chaos, and/or the Dreaming Stone. Vorastor and his legend are described earlier in this chapter, while information on the Dreaming Stone and its relationship with Nyarlathotep is discussed in "The Great Library of the Dreamlands" section of the next

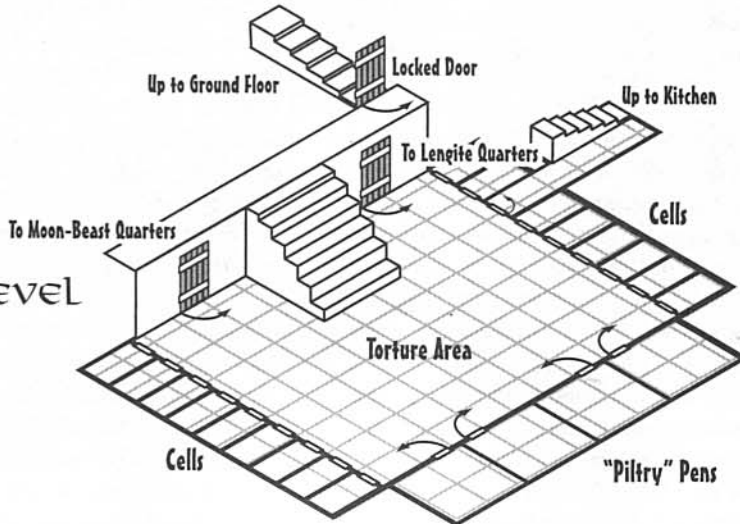
SECOND FLOOR



GROUND FLOOR

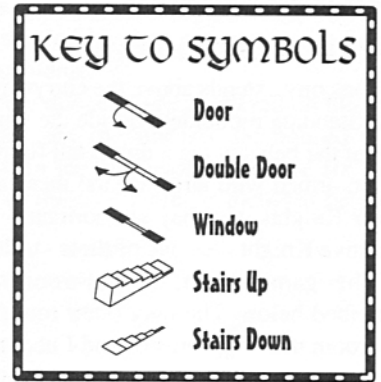
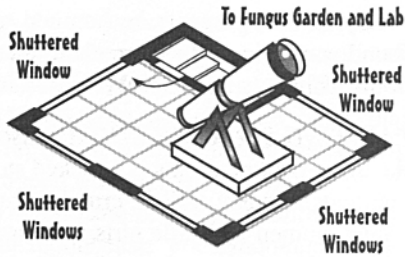


DUNGEON LEVEL

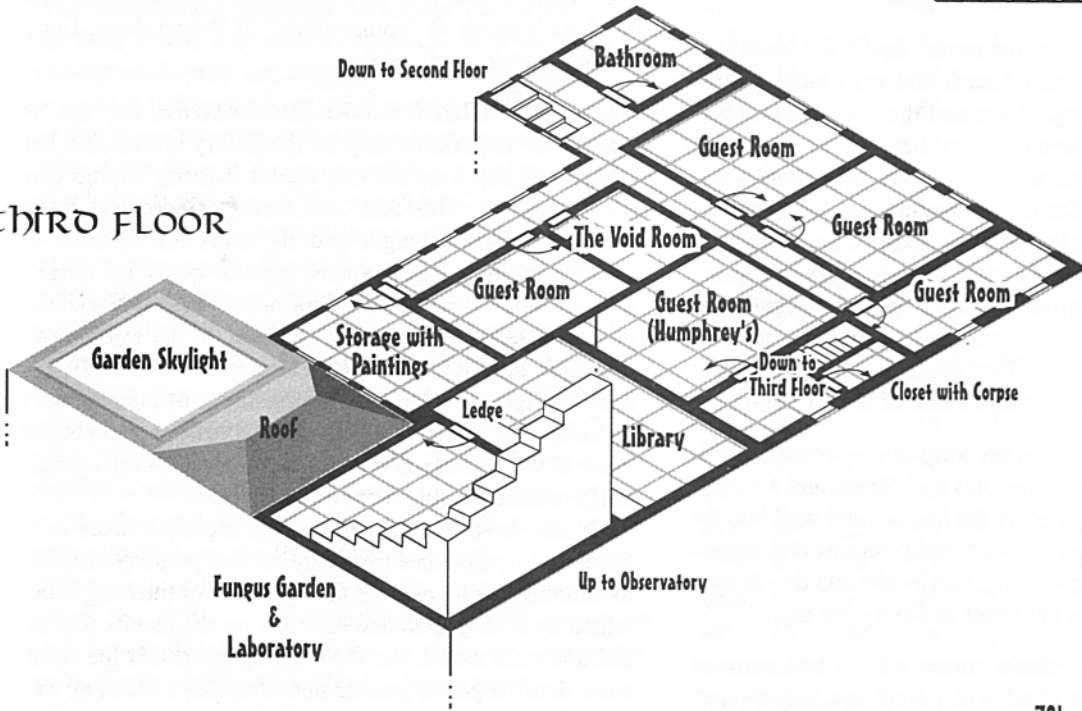


the MANSION ON THE MOON

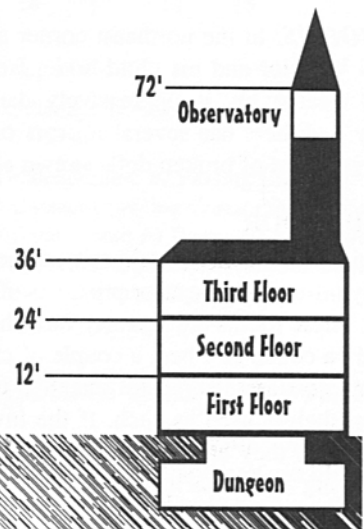
OBSERVATORY



THIRD FLOOR



Mansion Cross Section



chapter. Note that anyone spending more than an hour here begins to hear soft whispers and rustlings in the dark upper reaches of the library; each hour spent here, these mysterious and sourceless murmurs cost the hearer 0/1 point of Sanity.

SERVANTS' QUARTERS: The eastern wing of the ground floor is given over to more “domestic” matters. The servants' quarters consist of filthy bunks for the slovenly Leng-human footmen and cooks.

THE SECOND FLOOR

The balcony extends above the entryway and around the main hall. Standing motionless beside the windows along the north side of the balcony are a dozen tall figures clad in black spiky armor, armed with large spears: these are more of Vorastor's Lunar Knights, but they are dormant—for the time being. If an active Knight dies one of these strides forth to replace it.

The game room, sitting room, and bedrooms are described below. The only other rooms on this floor are the bathroom used by Vorastor and Lucerna, and a storage room cluttered with unused toys and other junk.

GAME ROOM: A grisly “game room” lies in the southwest corner. A billiard table, dart board, and card table are the more mundane furnishings. Here and there are paraphernalia for other, more gruesome pastimes. There are skulls filled with dice or colored stones, boxes of fingerbones, and caged spiders and rats. Stains and spatters of blood spot the floors and the baseboards. Here the Man in the Moon has taught his young Princess a variety of twisted games: using eyeballs for marbles, throwing stones at spiders and rats, building little houses with bones, and so on. Viewing this grisly collection costs 0/1 Sanity point, but playing one of these games with Lucerna brings a loss of 0/1D3 points.

SITTING ROOM: In the eastern wing of the second floor is a music room, with several couches and chairs, and a harpsichord. Vorastor frequently plays the harpsichord well into the night. His brooding, drug-inspired compositions and maniacal playing may keep the investigators awake and fray at their nerves, eliciting a loss of 0/1 point of Sanity per night.

BEDROOMS: In the northeast corner are the bedrooms of Vredni Vorastor and his child-bride. Both are lavishly-furnished affairs: his is oppressively dark, with a massive canopy bed; hers has several mirrors on the walls and the scattered limbs of broken dolls strewn about the floor.

THIRD FLOOR

The third floor consists primarily of several empty rooms used by infrequent guests or prisoners of the Mansion on the Moon. These rooms are sparsely furnished, usually containing only a couch or a bed, a couple of chairs, and a table or dresser; most are clearly not intended to be bedrooms, but are nonetheless used as such. If the investigators are civilized guests, they are allowed to stay in these rooms. The “guest wing” even has its own bathroom.

BYRON HUMPHREY'S ROOM: Byron Humphrey has been placed in a room separated from the others elsewhere

on the third floor. While his weapons have been taken from him, he still has a large knapsack containing the pearl of the River God of Oukranos, and he carries the Dreaming Stone with him at all times. A small closet outside Humphrey's room contains moth-eaten old clothes and, hidden in a pile of clothes in the rear, a desiccated Leng-human corpse—Sanity loss is 0/1D2 for finding it. In one of its tattered pockets is a keyring holding keys to every room in the Mansion except for the bedrooms of Vredni Vorastor and Lucerna.

Byron Humphrey is an honored guest, so he might be found wandering elsewhere about the mansion. See pp. 37-38 for complete notes on Byron and his artifacts.

PAINTING STORAGE ROOM: Also down the hall from the investigators' rooms is a locked storage room. Inside are hundreds of dusty, fading, crumbling paintings. They depict young women and little girls in a variety of clothing styles which a Dream Lore roll recognizes as dating back several centuries. An Art or halved Idea roll recalls that these paintings are similar in style and content to the one of Lucerna in the Living Room below. These are, of course, paintings of Vorastor's previous “companions.” If shown these, Lucerna becomes pouty and jealous.

FUNGUS GARDEN AND LABORATORY: On the west wall of the uppermost floor of the library is a narrow ledge, where a locked door leads to Vredni Vorastor's fungi garden and laboratory. This dark and dreary windowless room is nearly two stories high, and its walls are covered with shelves holding trays where various types of fungi are grown; other shelves hold jars and boxes of a variety of powders, seeds, and liquids. Benches in the middle of the room are arrayed with chemical apparatuses of all shapes and descriptions. The entire room smells of pungent chemicals and musty fungi. This is where Vorastor conducts experiments with fungi-derived narcotic and hallucinogenic drugs, usually testing them on himself.

If any investigator willing or otherwise takes one of Vorastor's compounds (there are several prepared doses here for smoking or ingesting), the POTency of the drug is determined by rolling 2D6 and multiplying the results (eg. if a 4 and a 6 were rolled, the POT would be 24). If the result is more than 10 points greater than the user's CON, he or she must roll CONx5 to avoid a fatal overdose. Otherwise, the victim loses 1/1D10 Sanity, but gains 1D10 in his Cthulhu Mythos and Dream Lore skills from the visions bestowed by the noxious concoction; each dose lasts 2D8 hours. A wooden staircase skirts around the walls up toward the spire containing Vorastor's observatory.

VOID ROOM: Nearby the guest rooms available to the investigators is a room that emanates an icy chill. Vorastor and Lucerna warn that this door is not to be opened under any circumstances. Nevertheless, it's not locked. The door opens on what at first appears to be utter blackness. Then countless pinpoint lights are made out, and an Idea roll realizes that the view is the same as looking at a nighttime sky—the lights are stars.... This realization calls for a loss of 0/1D3 Sanity. Distant eerie music is heard, and everyone

present must roll their POW vs. a POW of 8; anyone failing their roll is drawn to walk into the “void room.” Anyone who enters slowly drifts away into the depths of space, eventually drawn to the Throne of Azathoth and thus lost forever. Others may try to stop the affected person, and in any case closing the door ends both the effects and the compulsion.

FOURTH FLOOR

Towering high above the rest of the Mansion is Vredni Vorastor’s observatory. Great leaded windows with shutters line all four walls, and on the main floor two small telescopes are set up facing the northwest and south. The northwestern view looks out across the desolate lunar plain toward a vast crater far to the north of the moonbeast city. Nearby is a low hill topped with an idol depicting an upright reptilian creature; a Dream Lore or halved Cthulhu Mythos roll identifies this as the moonbeasts’ god Mnomquah. This is the site of the shaft that descends to the Lake of Ubboth, where Mnomquah dwells. Looking through this telescope adds 1 to the viewer’s Dream Lore skill.

The south-facing telescope looks out across the Great Lunar Sea, where a monstrous cataract—well over a mile across—plunges into the depths of the Moon. Again, this view adds 1 to Dream Lore, and may suggest the way to leave the Moon’s surface when flight becomes necessary.

Above the floor is a platform with a massive telescope craning out an aperture in the spired roof. An Astronomy, Physics, or halved Know roll suggests that there is something very wrong with the oddly-curving shaft of the telescope: it must possess an incredibly intricate system of mirrors to operate with such curvature. The device is used to look at Earth’s Dreamlands from the dark side of the Moon. Vorastor can show interested investigators how it operates, otherwise an Astronomy and a halved Dream Lore roll are needed. Vorastor can show them the Black Tower in the Forbidden Lands, the Steel Eel Tavern in Celephaïs, the cottage of Olan and Devera—and particularly their granddaughter Geddy—on the River Oukranos, etc. This impossible view—remember, they are on the side of the Moon opposite the Earth—costs investigators 0/1D2 points of Sanity. This is how Vorastor spies on those who speak his name on Earth, and how he plots his forays there.

DUNGEON

The dungeons of the Mansion on the Moon are accessible via the stone staircase in the rear courtyard, and by a second, smaller passage rather suggestively located off the kitchen. The steps from the courtyard enter onto a platform overlooking the prison area below. A broad stone staircase leads down to the prison floor. There are several torture implements scattered about this open area: racks, tables and chairs fitted with restraints, a pair of iron maidens, chains hung from the ceilings, etc. The entire dungeon complex stinks of burned flesh, excrement, and the combined goat and reptile stench of the Lengite and moonbeast jailors.

The east and west walls are lined with small cells six feet wide by eight feet long. If they are imprisoned, the investigators’ quest-companion and the hapless Captain Corb-Jinn

will be in these cells. (Note that given his thankless treatment, Corb-Jinn may also side with the investigators when it comes time to flee the Moon.) There are a couple of other prisoners already here—a brash pirate captain and his first mate from Earth’s Dreamlands, and a weird floating tube-shaped alien called a Wenelian; these captives are fully described in a box on p. 44.

Along the south wall are rooms containing several hundred strange animals that seem to be a cross between a pig and a chicken; these cattle-like alien creatures are a favorite food of the lunar inhabitants.

The overseers of the dungeon are quartered on the lower level beside the steps. Six moonbeasts are housed in the northwest corner, and in the northeast corner are six Lenghumans. A selection of these creatures is included below.

LENGITE SERVANTS, filthy goat-people

	#1	#2	#3	#4	#5	#6
STR	10	9	11	10	10	17
CON	9	9	14	12	12	12
SIZ	13	15	13	8	14	17
INT	13	16	17	12	12	17
POW	14	11	14	11	10	10
DEX	12	6	8	9	11	12
HP	11	12	14	10	13	15

Move 8

Avg. Damage Bonus: +1D4.

Weapons: Kopsh 45%, damage 1D8+1+db (no impales)
Fist 55%, damage 1D3+db

Sanity Loss: 0/1D5.

MOONBEAST TORTURERS, vile lunar toad-things

	#1	#2	#3	#4	#5	#6
STR	21	20	14	21	18	16
CON	13	17	10	10	16	15
SIZ	18	21	17	23	18	21
INT	21	21	16	14	15	14
POW	8	16	21	20	20	12
DEX	6	11	11	11	11	6
HP	16	19	14	17	17	18

Move 7

Avg. Damage Bonus: +1D6.

Weapons: Spear 45%, damage 1D8+1+db

Armor: None.

Spells: #1 Maws of Pendemonium; #2 Passing Unseen, Sundering Hurler; #3 Contact Crawling Chaos (Nyarlahotep), Spiral of Suth, The Viridian Wind; #4 Dampen Light, Mindblast, The Silver Spray; #5 The Awful Doom of Cerrit, Summon Lamp-Eft; #6 Bolonath’s Furnace, Maws of Pandemonium.

Sanity Loss: 0/1D8.

The Investigators and the Mansion

There are a number of ways the investigators may try to tackle the Mansion on the Moon: they may use direct force, or stealth, or try to infiltrate it by simply accepting the “hospitality” of Vredni Vorastor and his household. Some of the possibilities for these tactics are discussed below.

Captives of the Man in the Moon

CAPTAIN OWN'EY

Own'ey is a wiry, grizzled figure in his late thirties, with an eyepatch over his right eye and a mouthful of rotten teeth. He has a foul mouth, a quick wit, and a strong hand. A pirate captain of Earth's Dreamlands, Own'ey was captured when he foolishly tried to seize one of the moonbeasts' black galleys to plunder its rubies. As a result his entire crew was killed save for Own'ey and his first mate, Jeth Sinteraine. Now the pair of them await death in Vredni Vorastor's dungeons.



CAPTAIN OWN'EY

Own'ey would gladly help fight his way out of here for a chance to return to Earth. If the escape is successful, Own'ey could pilot a ship off the moon.

CAPTAIN OWN'EY, brash pirate captain, age 37

STR 14 CON 13 SIZ 14 INT 14 POW 13
DEX 14 APP 7 EDU 13 SAN 35 HP 14

Damage Bonus: +1D4.

Weapons: Scimitar 70%, damage 1D8+1+1D4
Dagger 55%, damage 1D4+2+1D4
Club 55%, damage 1D6+1D4
Fist 85%, damage 1D3+1D4
Grapple 65%, damage special
Archery 40%, no bow owned

Skills: Climb 65%, Dodge 45%, Dream Lore 45%, Fast Talk 45%, Jump 50%, Navigate 65%, Shiphandling 80%, Sneak 45%, Spot Hidden 65%, Swim 55%.

JETH SINTERAINE

Jeth is Own'ey's first mate. Jeth is big and broad, but nearly mute—he rarely speaks more than one syllable at a time. While not as brutish as his captain, Sinteraine is a fearsome opponent, and deathlessly faithful to his captain. He too would gladly join the investigators to escape an ignoble death on the Moon.



JETH SINTERAINE

JETH SINTERAINE, silent pirate mate, age 24

STR 17 CON 15 SIZ 16 INT 12 POW 11
DEX 12 APP 10 EDU 9 SAN 30 HP 16

Damage Bonus: +1D6.

Weapons: Huge Club 80%, damage 1D10+1D6
Fist 90%, damage 1D3+1D6
Grapple 75%, damage special
Thrown Spear 55%, damage 1D8+1+1D3

Skills: Climb 75%, Dream Lore 30%, Jump 55%, Listen 55%, Navigate 30%, Shiphandling 50%, Swim 65%, Throw 55%.

THE ALIEN CAPTIVE

One of the other cells in Vorastor's dungeon holds a strange creature with a grey and yellow tubular body—an alien creature called a Wenelian. Its "head" consists of two fan-like appendages (ears?), two black globes on long stalks (eyes?), and a wrinkled proboscis; the latter appendage has been cruelly wired closed to prevent the creature from firing its proboscis darts. Though communication with it may be a problem, the Wenelian



CAPTIVE WENELIAN

would also aid in an escape attempt. If its proboscis is freed, it can fire darts normally.

WENELIAN CAPTIVE, alien THING

STR 8 CON 13 SIZ 9 INT 16 POW 13
DEX 15 Move 6 HP 11

Damage Bonus: +0.

Weapons: Darts 30%, damage 1D8 (can impale)
Vapor 100%, damage special*

* *The Wenelian's thick smoky vapor covers a 10-meter diameter area, causing all skills requiring the senses to be at -50%.*

Skills: Spot Hidden 65%.

Sanity Loss: 0/1D3 to see a captive Wenelian.

"PILTRY"

These are the cattle-like animals harvested for food by the lunar residents. They have plump pig-like bodies, but taloned feet and a short blunt beak like a chicken's. They are relatively harmless, but released en masse they might create a suitable diversion.

PILTRY, harmless alien "cattle"

	#1	#2	#3	#4	#5	#6	#7	#8
STR	4	7	6	7	5	6	4	4
CON	11	9	14	12	7	9	10	11
SIZ	6	4	6	7	7	7	7	4
INT	4	4	7	9	5	6	5	8
POW	7	4	11	9	7	6	10	9
DEX	8	13	11	5	12	10	9	7
HP	9	7	10	10	7	8	9	8

Move 5

Avg. Damage Bonus: -1D4.

Weapons: Peck 20%, damage 1D2-db
Claw 15%, damage 1D3-db

Skills: Appear Tasty 50%

ATTACKING

This is the most foolhardy of the options open to the investigators. Vorastor has numerous allies at the Mansion: at least twelve Lengites and six moonbeasts in addition to the crew of the black galley moored below; six Lunar Knights who are continually replaced as they die; the undead butler Vesh; and Vorastor and Princess Lucerna. Vorastor, Lucerna, and the moonbeasts all have formidable magic which they can use while the other forces swarm upon the investigators and their allies. The lunar forces always attempt to use spells and knockout attacks to take the investigators alive for their master, the Crawling Chaos. The Soul Stealer spell is one of Vorastor's favorite non-lethal tactics in such circumstances.

Nevertheless, if the investigators can bring down Vorastor and the Princess, the other forces are (temporarily) demoralized and flee the scene, as is explained below.

If the investigators attempt an attack but fail, Vorastor has them put in chains and thrown into the dungeons to await the arrival of the Crawling Chaos. They have a couple of days to figure out an escape before they are handed over to Nyarlathotep—at which time their bodies and souls are both taken by the Dark One. The keeper may wish to stage torture sessions to give the adventurers an opportunity to break out; carried out, these sessions result in 1D6-1 points of damage and a like Sanity loss.

Obviously, if the investigators can hit the Mansion hard and fast, get Humphrey out, and perhaps free the other prisoners to aid their escape, they might make it. More than likely they'll be captured, but if they succeed, see the "Flight from the Moon" section below.

USING STEALTH

The investigators might also attempt to sneak into the Mansion to find and free Humphrey. Unfortunately, the Mansion has an excellent view of the surrounding plain, making discovery likely. The singing crystal towers surrounding the Mansion also make stealth next to impossible.

In any event, even if the investigators' secretive entry is thwarted Vorastor's household may not attack. Vorastor tries to play the good host as outlined below, but if attacked he takes the investigators prisoner, as discussed earlier.

Guests of the Man in the Moon

If the investigators approach the Mansion directly, they are met on the steps by the spectral Man in the Moon, his Princess-Bride Lucerna, the butler Vesh, six Lunar Knights, and—finally—Byron Humphrey. Vorastor greets them, congratulates them on their courageous journey, and welcomes them to the Moon. Vorastor proceeds to play the gracious host, with three lapses: he has the investigators' weapons removed, he sends for his Lengite jailers to take any non-waking worlders to the dungeons, and he "rewards" the Lengite Captain Corb-Jinn by having him thrown in the dungeon as well: "for leading a hostile force to the Moon," charges Vorastor. If two or more investigators succeed in Persuade rolls, Vorastor may relent and treat the quest-companions as honored guests as well.

If asked, Vredni Vorastor tells them he has been ordered to hold them until his (unnamed) master arrives, two or three days hence. Vorastor claims to have no idea what happens then, but he intends to follow orders. He warns against escape attempts, noting the many forces at the Mansion.

The investigators are given food and drink as they require (rank fungi, suspicious meat, moontree wine, etc—consumers may risk food poisoning, if the keeper desires), and shown to their guest rooms. They are allowed to wander the mansion at will, and Vorastor, Lucerna, or Humphrey can give them a tour.

By night the investigators are shown to their rooms, and Lunar Knights are posted in the hallways. These silent sentinels try to prevent anyone from passing them, but otherwise cannot be lured from their posts.

During the investigators' stay, Vorastor and Lucerna toy with them in various ways: touring the dungeons, playing gruesome games, indulging them with drug-induced visions, and showing them the darker marvels of the Mansion. Vorastor seldom has company as estimable as the investigators, and he delights in driving them to the brink of madness—and perhaps beyond. Lucerna is the same, but with the sick glee of a child who has never been taught wrong from right. Lucerna also uses the Implant Suggestion spell to impel an investigator (or Humphrey) to travel to Nir to tell her mother that she is all right; this sidetrack is discussed in the next chapter.

THE LUNAR FEAST

If the investigators are being treated as guests, the day after their arrival, Vorastor informs them he has arranged a great feast in their honor, to be held that evening. There will be food, music, and entertainment, and as the guests of honor they are expected to attend.

That afternoon the Lengite servants begin hauling furniture, food, and equipment out onto the courtyard north of the house. There are platters of mushrooms, fungi, meats (both the Lengites' usual suspicious meat and the ever-present "piltry"), and odd fruit and vegetables of every description. There are also countless flagons of wine, some of it from the finest vineyards of Earth's Dreamlands, but mostly Lunar vintages. Flutes, drums, and weird percussion instruments are brought forth. Several pawing, squawking, surly phorhacs are tethered some distance away, and several maces and lances are set up nearby.

Finally, Vorastor invites his guests out onto the courtyard, where the Lengite servants have been joined by several of the pale slimy toad-like moonbeasts. Vorastor and Lucerna sit at the head of the table, flanked by all six of the currently active Lunar Knights. Everyone is seated to the chaotic musical accompaniment of the moonbeasts and Lengites, and Vorastor officially welcomes his guests to the Mansion on the Moon. There are mockingly-polite toasts to each guest, followed by dining and conversation. Vorastor proves to be very curious about the waking world of the investigators.

The investigators may dine as they wish, but some of the potables are potent indeed. The moon-tree wine has a



THE MAN IN THE MOON AND FRIENDS

soporific effect if its POTency of 2D6+10 overcomes the imbiber's CON. If any of the mushrooms or other fungi are eaten, they affect the consumer similarly to the drugs found in Vorastor's laboratory: roll 2D4 and multiply the results to find the POT. If the consumer's CON is overcome on the resistance table, he or she suffers bizarre hallucinations that cause a loss of 1/1D6 Sanity points, but add a like amount to his Cthulhu Mythos and Dream Lore skills. The human and Leng-human meat may cause nausea, Sanity loss, or food poisoning, if the keeper desires, but otherwise Vorastor's fare is safely edible, if mostly repulsive.

Vorastor's entertainment consists of more of the moon-creatures' music and, later, a tournament. The latter begins with the Lengite servants and jailers squaring off on the backs of phor-hacs, careening at each other with maces and lances. Though the weapons have been padded to cause minimal injury, the riders' crashes to the ground are nonetheless bone-jarring, and more than one combatant is carried off by his fellows—in the direction of the kitchen, ominously enough.

The investigators may take part in these revels if they wish, and Vorastor is amused by such bravado; the knight Thrakus may intervene and offer to enter combat for them, if desired. All the humans' Ride rolls are halved due to the unique nature of the mounts. The Lengites have a Ride skill of 25% and a Lance skill of 15%. The lances used are break-away wooden ones with padded tips, doing 1D6 damage on a normal roll, but 2D6 with an impaling roll.

The joust is run as follows: both combatants make Ride rolls, and any failure results in the rider falling off his phor-hac mount; a Jump roll is needed to avoid taking 1D6 falling damage. If both Ride rolls succeed, each combatant then rolls his Lance skill (base 10%) as he charges. If one roll succeeds, only he inflicts damage, and the stricken foe needs to make a halved Ride roll to stay mounted, as above. If both Lance rolls fail there is no effect. If both skill rolls succeed both do damage as above.

The investigators may seek to use this opportunity to try and assassinate Vorastor, either during the feast or via the joust. The latter is much safer, as his Lunar Knights stand ready to defend him in the former case. Vorastor is surprised if challenged, but arrogant enough to take them up on it. If they are aware of its properties, the investigators may wish to have their combatant carry the Dreaming Stone during the joust. Vorastor is a formidable opponent, however, and it will take more than just a lucky dismounting shot to finish him. If downed he may be attacked by the other investigators, but at the risk of involving half a dozen moonbeasts, half a dozen Lunar Knights, a dozen Lengites, and Princess Lucerna.

If the joust proceeds without undue bloodshed, Vorastor may reward any investigator combatants, be they winners or losers. He is unaccustomed to such bravery, especially given the circumstances. He may offer anything but their freedom: perhaps information, magic, a weapon, a book or other treasure, etc., as the keeper desires.

The feast and tournament last late into the lunar night, though there is no way to measure time here in the eternal twilight. When the feasters are glutted with food, drowsy with drink, or bruised and weary from combat, the remain-

ing Lengites begin clearing things away, and everyone staggers to bed.

KILLING THE HOSTS

Eventually, the investigators will make their break. They know they have but a couple of days before the Crawling Chaos arrives, so time is short. They may spring a surprise attack on Vorastor and/or his Princess; there are always 1-2 Lunar Knights with each of them, so even this won't be easy. Other Mansion denizens come to join the fray as soon as possible.

If one of the hosts is killed, the other flies into a rage, seeking to kill the investigators and their allies outright, the Crawling Chaos be damned. Vorastor in particular howls with rage and despair if his precious Princess is slain.

If both hosts are killed, however, a lull falls over the Mansion on the Moon. Surviving Lengites and moonbeasts slink back to their quarters or flee to the black galley below. All Lunar Knights become inactive, and Vesh too stops—dead in his tracks.

The investigators are now free to take what they want from the Mansion. Prisoners can be freed, books taken, and so forth. Hopefully they remember to take the River God's pearl and the Dreaming Stone.

But even though victorious, their time is limited. In ten hours Vredni Vorastor revives, in a much weakened state; poor Lucerna remains dead, as does Vesh. If the investigators are still here at that time, consult the next chapter for Vorastor's weakened statistics; again, he can't be killed on the Moon, and if killed again he revives in another ten hours, again using the weakened statistics. Vorastor animates six Lunar Knights the moment he is revived.

If the investigators have wisely fled, the Man in the Moon raises an alarm, gathering a crew for the black galley moored on the sea below, and calling for others to join him from the moonbeast city. The pursuit of the investigators begins.

Flight from the Moon

There are two moonbeast ships moored below the Mansion: a black galley and the black cog *Mxplates* in which the investigators came to the Moon. The black galley's crew makes no move to stop the investigators unless they themselves are attacked. The investigators don't have a big enough crew to use the galley anyway, so the *Mxplates* is their best bet. If freed, Corb-Jinn or the pirate Own'ey and his mate can get the ship underway. Otherwise Humphrey or the investigators must make the necessary Shiphandling rolls during the journey: obviously, an experienced seaman would be preferable.

Now the question becomes "How do we get off the Moon?" If the investigators remember the rushing sound heard during their earlier journey, or saw the yawning vortex through Vorastor's telescope, they know of the Great Lunar Cataract. Corb-Jinn knows it well, and Captain Own'ey has also guessed its use. Far to the south of the Mansion it lies, across the black gelid sea.

(If the investigators' escape has gone too smoothly, the keeper may wish to stage a minor attack of some kind either

as the investigators sail across the Great Lunar Sea, or shortly after they have entered space. A shantak bearing a moon-beast sorcerer or a pair of Leng-humans would be suitable. These attackers attempt to board the *Mxplates*, sabotage its sails, or otherwise plague the fleeing party, as the keeper desires.)

A few hours after they set sail, a piercing scream cuts across the dark-lunar ocean: it is unmistakably the enraged cry of a miraculously revived Vredni Vorastor, and it calls for a loss of 1/1D3 points of Sanity—the investigators know he will come for them.

In the distance far behind them, the ship's glass makes out a sail, then a second, finally a third: black galleys, coming for them.

Then the roar of the plunging waters is heard ahead. Dark mist flies where the Cataract plunges into the depths of the Moon. Corb-Jinn, Own'ey, or Jeth Sinteraine may warn everyone to brace themselves, otherwise a Shiphandling or Idea roll suggests it. The cog hurtles toward the black void, plunging over....

Anyone failing a DEXx5 roll takes 1D6-1 bruising damage from the lurch into nothingness; a fumbled roll may throw the hapless character into the Lake of Ubboth, far below in the depths of the Moon. The helmsman must also make a Shiphandling roll to avoid a similar fate for the *Mxplates* itself; again, each roll that is failed reduces the next roll by -15%, and once the skill roll falls below 0 the black cog and its crew are smashed to flinders in the Black Lake below. (If necessary, Humphrey's possession of the Dreaming Stone may bring a miraculous last-minute escape from such a fate.) Each Shiphandling roll that is required in this harrowing situation causes a loss of 0/1D3 Sanity.

Hopefully the *Mxplates* pulls out of the Cataract and again enters the cold of space. The investigators' party must make the journey back to Earth's Dreamlands exactly as before, with an encounter roll made each of the three days of the voyage. If they did not pack enough food, firewood, or warm clothing this could be a difficult trip indeed.

And always in the distance, those alien sails pursue them.... ■

The Coming of the Crawling Chaos



TERRA FIRMA FABULOSUS ONCE MORE

Chapter Six, wherein a return to Earth is made, and old foes and allies alike are met once more.

This chapter begins with the assumption that the investigators are returning to Earth via the black cog *Mxplates*, but other possibilities do exist. Summoned creatures or gates might be used to return to Earth's Dreamlands, or an investigator with allies in the cat kingdom may be able to call them to his aid. These alternate means of transportation may affect or circumvent the following events, depending on where the investigators are returned to. The keeper should modify as appropriate.

The Landing

After another journey through Dream-Space, the investigators' ship approaches Earth, and a new question arises: how do we land? If Captains Corb-Jinn or Own'ey, or Seth Jinteraine are aboard, they plan to return to Earth via the Basalt Pillars of the West; Corb-Jinn knows that this is the safest means (see below), and an investigator making a Dream Lore roll also guesses as much.

If this plan is followed, whoever is helming the ship steers her toward the edge of the world, where the spray from the great cataract falls away into infinite space. It's time to brace for impact again.... Aiming the *Mxplates* between the two vast pillars, the ship flies back into the hold of the Earth. There is a lurch as the ship falls toward the ocean, and the helmsman must now make a Shiphandling roll to land her safely. If the Shiphandling roll fails, anyone failing a DEXx5 roll on D100 takes 1D6 damage from the impact; a fumbled DEX roll may indicate the crewman is knocked unconscious or thrown overboard.

Attempting to make a more direct landing in the Southern Sea is extremely dangerous, as the ship drops like a stone once it enters the Earth's atmosphere. The Lengites and moonbeasts know this, and Captain Own'ey has guessed as much during his captivity aboard one of the black galleys. To safely land the ship in this situation, the helmsman must roll 20% or less of his normal Shiphandling roll. If the roll succeeds everyone aboard must roll DEXx5 to avoid taking 1D6 damage from the concussion, with fumbles indicating unconsciousness or man overboard, as above. Nevertheless, if they succeed in such a landing, they are but a couple of days' sail from Dylath-Leen.

If the Shiphandling roll fails, however, the *Mxplates* drops into the sea and is smashed to kindling: all aboard take 1D10 damage, and must Swim to a piece of wreckage to keep from Drowning. The shipwrecked must hope for rescue from a passing ship—preferably not from one of the black galleys pursuing them....

SAILING THE SOUTHERN SEA

Once they have landed in the Southern Sea the investigators' final shipboard journey begins. Their captain (or a Dream Lore roll) suggests it is about two weeks' sail from the Basalt Pillars to Dylath-Leen, where the investigators can disembark and travel overland back to the Enchanted Wood. The keeper should choose or roll on the Sea Encounters table to see what befalls the *Mxplates* each day.

As this voyage commences, however, a couple of things become apparent. First, they seem to be catching fair winds and making exceptional time—the journey won't take much more than a week, at this rate. Secondly, anyone looking at the great blue pearl Humphrey stole from the River God notes that it glows a pleasing blue now that they have reached Earth's waters; Humphrey says he's never noticed it doing that before. If a Storm is indicated by an encounter roll, only one extra day should be added to the voyage regardless of the number of failed Shiphandling rolls, as the storm doesn't seem to affect the investigators' ship as drastically as it does the surrounding ocean. These effects are caused by the protective sea-nymph magic of the River God's pearl.

Given the hasty departure from the Moon, the *Mxplates* may need to stop for provisions during the voyage. These stops are left for the keeper to create, based on the eerie landscapes of the Fantastic Realms of Ennon, Sona-Nyl, Zura, Thalarion, and Zak, which the ship passes en route to Dylath-Leen. The keeper should consult the Gazetteer chapter of *The Complete Dreamlands* if he wishes to stage additional encounters in these strange places.

Dylath-Leen

The port closest to the Enchanted Wood is Dylath-Leen. A Dream Lore roll recalls that it is the largest port of Earth's Dreamlands, and that it has a dubious reputation as one of the few places on Earth where the black galleys are welcome. Other rumors speak of thieves and assassins.

Nevertheless, this should be the investigators' destination. The black cog makes port without incident, and the investigators find themselves in a dank dreary city of basalt towers and narrow streets, sea-taverns and squat temples. Thick clouds of smoke from the city's many chimneys hang drearily overhead. Sailors from every port of the Dreamlands haunt the lanes and taverns, but large groups like the investigators are safe from thieves and press gangs so long as they stay together.

Here the investigators must say farewell to some of their companions. The pirates Own'ey and Jeth Sinteraine are

happy to make off with the *Mxplates*, which they intend to use for future nautical plundering; Corb-Jinn either joins up with them, or hunts for a new crew of his own if they didn't make it this far. The knight Thrakus seeks passage back to his home in Celephaïs or Ilel-Vad, and the wizard Inuridiss plans to summon nightgaunts to fly him home. Jimfree travels on with the investigators, as does Byron Humphrey. The farmer Kofe may also accompany them for a time, as his home lies north along their route.

The investigators may wish to rest a bit now that they are back on terra firma. If they have spoken of the Dreaming Stone-derived peril which awaits them, the wizard Inuridiss may suggest that they seek out the Great Library of the Dreamlands for more information on the artifact. A Dream Lore roll may also suggest this course of action. The Great Library is discussed in the next section, and the information therein holds true whether the Library is sought at Dylath-Leen or later on in Ulthar.

However, within 1D4+1 days of their arrival in Dylath-Leen (perhaps much longer if they have returned to Earth via some more direct or rapid means), a dire rumor wafts through the city: several black galleys have been sighted! This is cause for comment, as never before have more than one or two such vessels come to Dylath-Leen at the same time. Hurrying to the harbor area, the investigators see three of the galleys coming into port, and a fourth moored outside the harbor—as if it were blockading Dylath-Leen. The residents murmur fearfully, and cast apprehensive glances at the waking worlders in their midst...

A halved Spot Hidden roll or a look through a telescope sees several figures disembarking from the black galleys: a half-dozen armed Leng-humans, six of Vredni Vorastor's black Lunar Knights, and, finally, the Man in the Moon himself. Vorastor is supported by the Lengites, and looks ill: his

skin seems as white as parchment, black glasses completely hide his eyes, and he appears to be walking with difficulty. There are many more Lengites aboard the ships, and god knows what else. Soon enough the lunar forces begin spreading out into town, as if searching for someone...

The investigators should think about leaving Dylath-Leen, if they haven't already done so. Vorastor has too many reinforcements to call upon here, but perhaps he can be outrun. The party may want to purchase mounts (zebras and mules) to hasten their flight. The caravan road north along the Skai to Ulthar beckons, and beyond it the Enchanted Wood.

THE GREAT LIBRARY OF THE DREAMLANDS

The Great Library is a magical building existing simultaneously in several cities throughout the Dreamlands. Two of these, Dylath-Leen and Ulthar, are along the final leg of the investigators' current dream-journey. The Library is not easy to find, however, as it moves around within the towns in which it exists. The Library must be actively sought, and a Luck roll by the highest POWered investigator must be made to find it (one roll per day).

The great circular stone building is incredibly ancient, and inside is a central rotunda from which aisles of bookshelves extend like the spokes of a vast wheel. Sunlight pours in from windows overhead, and below them rows of paintings hang eight feet from the floor.

On closer examination, the paintings prove to be of a variety of subjects: portraits, landscapes, vast cemeteries, a physician dissecting himself (blood drips from this painting into a bucket placed on the floor below), a tree hung with skulls, an aquarium-like view which seems to be (and is) a window on some underwater scene (fish and other creatures swim by), a near-perfect mockery of "The Last Supper" with the subjects replaced with dogs, and so on.

One painting does draw the investigators' attention, however, a night-time scene of a man and child with their backs to the viewer, silhouetted as they look up at a full-moon which fills the sky. The title of the piece is "The Night of the Full Moon." If the investigators or any of their companions speak the name "Vredni Vorastor" while in the Library, the painting changes so that the father and son become one of the black-metal Lunar Knights of the Man in the Moon, and the title reads "The Knight of the Full Moon." Each hour the investigators remain in the Library after this transformation a random character must make a Luck roll or the Knight turns, steps out of the painting, and comes lurching after the escapees from the Moon, fighting until it is destroyed. After this event, the investigators are banned from the Library.

THE KNIGHT OF THE FULL MOON, Lunar Knight

STR 15 CON 15 SIZ 20 INT 12 POW 9
DEX 6 Move 8 HP 18

Damage Bonus: +1D6.

Weapons: Spear 45%, damage 1D10+1+1D6
Spiked Fist 65%, damage 2D3+1D6

Armor: 4 point metal "skin."

Skills: Listen 35%, Sneak 35%, Spot Hidden 40%.

Sanity Loss: 0/1D3.

Dreaming Papers #6

"Nospey's Tale," a synopsis

Nospey, a shepherd, discovers the Dreaming Stone. To escape the drudgery of his day-to-day existence, he uses the Stone to become a king in his dreams. The Stone's creator, an evil demon called the Crawling Chaos, puts an enchantment of endless sleep on Nospey's waking form. In his dream-kingdom, the clever Nospey has his sages seek knowledge of how to overcome this shadow-devil before he comes for Nospey's soul. When the Crawling Chaos comes He demands the Stone, and Nospey, feigning defeat, gives it to Him. Then the wise king speaks the words his sages have told him: "As in Tarajiin, so here. As in Anson, so here. As at Golgotha, so here. As at those places and others, so here. With this, the Stone of Thine own making, I banish Thee." The Crawling Chaos screams, bursts into smoky flame, and melts away into a stinking black puddle. Nospey's waking form awakens, and he casts the Stone into a river, thereafter contenting himself with his much safer waking life.

With luck, however, the investigators can research the Dreaming Stone and its ties to the Crawling Chaos. Each investigator must spend 1D3 full 8-hour days searching and receive a successful Library Use roll to find anything on a given topic, as the books, scrolls, and tablets in the Library are not organized in any logical manner. The Thorabonian librarian Tukor can help, but must roll his Library Use of 90%.

If the investigators succeed in their search, they learn the following about the Dreaming Stone: Nyarlathotep created it, and it contains part of His essence. As such it cannot be destroyed. It has great power over dreams, but can be used as a trap by the Crawling Chaos, by which the user's soul and form can be stolen. In addition, a story called "Nospey's Tale" tells of how a simple shepherd used the Stone to destroy the One of Many Masks; this story, paraphrased, appears boxed nearby as *Dreaming Papers #6*. An Idea roll surmises that the locations named in Nospey's "banishment" are places where Nyarlathotep has somehow been defeated. According to the text, the Crawling Chaos must be in possession of the Stone, and the caster must spend two rounds speaking the words of the incantation; he or she then expends a variable number of magic points, each of which brings a cumulative 5% chance of successfully banishing Nyarlathotep. (Unfortunately, as Nyarlathotep points out in the next chapter, you simply can't believe everything you read.)

These researches gain the investigators 1 point of Cthulhu Mythos, but no Sanity loss unless they are concerned by the reference to Golgotha, the hill where Christ was crucified. This might call for a loss of 1D4 or more points if its shattering significance is dwelt upon.... Each searching investigator also gains 1D4 Dream Lore skill points in the course of these researches.

Further Up on the Road

The villages of Ulthar, Hatheg, and Nir are about a week's ride north of Dylath-Leen. The countryside along the River Skai is reminiscent of that along the banks of the Oukranos, travelled earlier. Here, however, the fields stretch longer and wider, separated by hedges and stone walls. Countless thatch-roofed cottages are seen, as are groves of fruit and nut trees, and great octagonal windmills.

There are many inns and taverns along the road for the convenience of merchants and other travellers. The investigators can rest here as they like, or perhaps press on if they fear pursuit. If they stop at an inn each night, travel time is seven days. If they decide to push on they may be able to trim a day off that time, but with a temporary loss of 1D2 CON from the characters and their mounts, due to overexertion and lack of rest.

If the farmer Kofe and his son Penter are with the investigators, they need not pay for their food or accommodations at any of these inns: they are hailed as heroes and feted at every stop. Humphrey takes great pleasure at being the focus of these feasts.

The danger of pursuit is always at hand. Every night Vredni Vorastor taunts his prey by using the Send Dreams spell to send visions of his own death-ravaged face threatening their lives and souls. These nightmares cost 0/1D3 Sanity points.



THE KNIGHT OF THE FULL MOON

ULTHAR

After nearly a week's ride the party comes to the peaceful village of Ulthar, where multitudes of sleek cats sun themselves in the streets and on the steps of the cottages. As before, if Kofe and Penter are with them, the investigators are greeted as conquering heroes. The investigators may wish to use their reputation to ask for help against the oncoming Vredni Vorastor; this is left for the keeper to determine, but at the very least several Persuade rolls should be required to gain such assistance.

A couple of other opportunities present themselves here. First off, any investigator who owns a cat finds himself able to vaguely understand the language of cats; the cat must belong to the investigator himself, not his wife, child, or roommate. The investigator's base percentage is his INT or EDUx1%, whichever is higher. The investigator may use this ability to ask the cats for assistance in the almost-inevitable conflict with Vredni Vorastor; the cats will surely ask for some favor in return for their help—the nature of the favor is left for the keeper to determine.

The investigators may also learn of the repository of information contained within the Temple of the Elder Ones. A Dream Lore roll may suggest this, or Kofe or another townsman may mention it. Located atop Ulthar's highest hill, the ivy-enwrapped tower of the temple is home to the ancient priest Atal. The investigators need to Persuade the lesser priests of the importance of their visit before they can speak with Atal. The wizened, centuries-old Atal can offer a little information about the Crawling Chaos, and knows the general background of the Dreaming Stone (he asks to see it, and seems awestruck by it). With another Persuade roll (or a

few drinks of moontree wine), Atal leads the investigators to a chamber deep in the earth below the temple, where the temple's library is kept. Amid the hundreds of ancient books, tablets, scrolls, and inscribed palm leaves are copies of the *Pnakotic Manuscripts* and the *Seven Cryptical Books of Hsan*. These books contain the information related in "The Great Library of the Dreamlands" section, above, including "Nospey's Tale" (*Dreaming Papers* #6) in the last of the Seven Books. Atal warns against confronting Nyarlathotep if at all possible, as many and devious are His ways, and His games are not always played by the rules. Atal wishes the investigators luck as they leave.

HIGH PRIEST ATAL

There is also another manifestation of the enchanted Great Library of the Dreamlands in Ulthar. The details of finding and using it are exactly as described above in the Dylath-Leen section, but if the investigators were banned from the place due to a previous run-in with the Knight of the Full Moon, they are still not welcome here.

ON TO NIR

Leaving Ulthar, the investigators cross the River Skai, where roads lead off to the villages of Hatheg and Nir. Here Kofe

and son depart for Hatheg; Kofe is eternally grateful to the investigators if they helped reunite him with his son—they are welcome in his home ever after.

Travelling east toward the village of Nir, the investigator who was Implanted with a Suggestion by Lucerna (see Chapter Five) finds himself compelled to seek out Lucerna's mother. Asking around the village (where, again, they are hailed as heroes) for a woman named Juna, they are directed to a small rundown cottage on the outskirts of town. Beside the cottage lies a grove of stunted fruit trees and a tottering windmill with its vanes still.

The investigators' knock at the door is answered after some time by a bent little old woman with a cane and poor



JUNA

eyesight. Juna is nearly 100 years old, which the investigators may find odd considering her "daughter" Lucerna seemed to be only six or eight years old—Vorastor had kept her from aging. When told that her daughter has been living on the Moon, Juna laughs and says that's nonsense: Lucerna "passed on" many many years ago. If the investigators continue this inquiry, Juna says she is certain Lucerna is dead, as her ghost

sometimes whispers to her at night. A Psychology roll discerns that she is telling the truth, as far as she knows it; a Psychoanalysis roll detects no senility in her behavior.

If the investigators stay with Juna until after nightfall, a halved Listen roll hears a distant creaking sound outside. There, they see the vanes of the windmill laboriously beginning to turn. If they keep their distance, they soon hear Lucerna's soft voice wafting toward them along the breeze created by the windmill; this causes a loss of 0/1D3 points of Sanity if they saw the little girl killed on the Moon. "Lucerna" speaks soothing words to Juna, telling her that she is alright, at peace, and that Juna need not worry or mourn for her.

If the investigators don't wait for the voice, or go to explore the windmill, the inhabitant tries to hide in the shadows, cobwebs, rafters, and dark corners of the upper story, even clambering onto the roof to escape notice. The

Whisperer in the Windmill is a blind, hairless, grey, spider-like creature the size of a large dog, with an eyeless face and a small vertical mouth in its spongy head. It is a cruel thing, left here to torment Juna with its lies and feed off her love and grief. Though blind, the Whisperer's other senses are extraordinary, and it can read minds. With this latter power it may read the thoughts of an investigator and



THE WHISPERER

mimic the voice of a dead relative or colleague, relishing the pain this causes. If the investigators corner the Whisperer, it laughs at them, mocking them: would they kill it and sever poor Juna's link with her daughter? The thing only attacks if it is attacked, but then shows no mercy.

If the Whisperer is killed, Juna is heartbroken—she never hears from her daughter again; unless the investigators console her with successful Psychoanalysis, they lose 1D3 Sanity for depriving her of this link with her lost daughter. Regardless, without the comforting voice of the Whisperer, she dies a short time later, perhaps disconsolate if the investigators failed to soothe her.

THE WHISPERER IN THE WINDMILL, creation of Vredni Vorastor

STR 12 CON 12 SIZ 8 INT 14 POW 14
DEX 14 Move 10 HP 10

Damage Bonus: +0

Weapons: Bite 70%, damage 1D6+poison POT 12.

Armor: 2-point carapace.

Skills: Hide 75%, Listen 85%, Mimic Voice 80%, Read Thoughts 70%, Sneak 80%.

Sanity Loss: 0/1D6.

THE RIVER-GOD'S PEARL?

Hopefully Humphrey or the investigators remembered to bring this artifact back from the Moon with them. If not, another trip to the Moon may be necessary to fetch it in order to escape the River God's terrible curse of thirst.

Presumably the investigators seek to return the pearl before they return to the waking world; they can perhaps do this later, but at the risk of the River-God's wrath. A Dream Lore or halved Idea roll suggests it might be easier to skirt the eastern edge of the Enchanted Wood rather than go through it and risk getting lost. It takes a day to skirt the deep wood and reach the river, and about a half-day to reach the Temple of Kiran.

A dozen of the Blue Priests rise from their pools when the investigators enter the Temple (there is no Sanity loss for seeing the priests this time). When the pearl is produced, the central pool churns and fountains upward as the mighty River God coalesces. In a voice of churning waters, the River God chastises Humphrey for his perfidy, placing a minor curse on him even though his property has been returned: henceforth Humphrey shall occasionally suffer a profound thirst to remind him of his misdeed. Though not a fatal malady, this curse still permanently reduces Humphrey's CON by 1. The same curse is also bestowed on any investigator who has behaved insolently within the temple. If the sufferers appeal this decision, the River God may revoke the curse in the future, in return for some service from the offenders. This service is left for the keeper to create.

The Man in the Moon Returns

Unless the investigators have hurried through the Six Kingdoms without stopping to research at the Great Library or the Temple of the Elder Ones, and avoided being sidetracked to Nir or the Temple of Kiran, there is an inevitable final confrontation with the Man in the Moon. Exactly where this transpires is left for the keeper to determine. If they have lingered too long in Dylath-Leen, perhaps it occurs there, or on the road to Ulthar. If the party needs reinforcements, however, it is better staged near the villages of Ulthar, Hatheg, and Nir, or in or near the Enchanted Wood.

Vredni Vorastor's forces are as follows: Vorastor and six of his Leng-human servants ride on great flightless birds (pre-historic phororhacoses), and six Lunar Knights stride behind. Vorastor charges forward with cutlass in hand, while the Lengites attempt to ride down their foes using their spears as lances. The Knights follow into the fray. Note that if the battle takes place within the Enchanted Wood none of the combatants can remain mounted due to low-hanging branches.

Wherever it occurs, the battle is a fierce one. Regardless of the Crawling Chaos' wishes, the vengeful Vorastor intends to show no quarter against those who murdered his Princess. Vorastor appears skeletally thin, deathly pale, and rather weak here on Earth: a black-and-white man out of place in a world of vivid colors. His eyes are completely covered by a pair of dark goggle-like glasses with shields at the tops and sides. His movements are clumsy, a symptom echoed by his now-sluggish Lunar Knights. Vorastor's orders are semi-coherent insane ramblings peppered with threats toward the investigators—there can be no bargaining with this madman.

The investigators are probably hopelessly outnumbered and outmatched. Hopefully they have foreseen this conflict, and have tried to gather allies. The cats of Ulthar may help, swarming over the lunar forces so that only Vorastor, 1D3 Lengites, and 1D4 Lunar Knights are capable of attacking the investigators; the other Moon-forces are carried to the ground in a carpet of spitting, yowling, scratching, tearing feline warriors. Likewise, if the investigators rescued the zoog from the trap on their first visit to the Enchanted Wood so long ago, the zoogs may come to their aid in return for their earlier kindness and generosity. They reduce Vorastor's forces exactly as the cats do. The effectiveness of any human reinforcements are left for the keeper to determine, perhaps using the statistics of the farmer Kofe or the adventurer Alzen as examples. Hopefully the investigators are afterward grateful for the help of these brave dreamlanders. If Kofe has survived to this point, he too can fight alongside the investigators; if he has recently parted ways with them, perhaps he reappears during the heat of the battle, bringing down a deadly foe with his bow in the nick of time.

Humphrey, for his part, wades into the combat with a roar of bravado and a slashing blade, the Dreaming Stone in hand. If the fight goes bad for his side, perhaps the Dreaming Stone picks up on his subconscious desire for victory, allowing the investigators to add their Dreaming skill to their combat abilities (attack, parry, and Dodge rolls). Or, if Humphrey succeeds in a Dreaming roll, a blow that would have slain one of his allies disarms or does only knockout damage instead. These effects are left for the keeper to judge as he sees fit, but it would be a crime to have the investigators fail this close to their goal. If Humphrey is taken out of the fight he tries to hand the Stone off to another investigator to carry on the fight.

In any case, when Vorastor dies his forces are as good as defeated. The strong-willed madman fights for one more round even with no hit points left, then falls. When he does, the Lunar Knights collapse into loathsome piles of black metal and jelly. Unless they outnumber the investigators, the



THE MAN IN THE MOON RETURNS

Lengites ride off on their harsh-voiced "phor-hacs" (as they call them); they may mop up the last of the investigators if they think they can, but they aren't suicidal.

If slain on Earth, Vorastor remains dead. The legend of the Man in the Moon lives on, but not the Man himself. Perhaps the Crawling Chaos will seek out a replacement...?

Note that if the investigators flee from Vorastor and this conflict is avoided, he will definitely seek revenge upon them if they return to the Dreamlands. By that time he will have fully regained his strength.

VREDNI VORASTOR, resurrected, much weakened

STR 10 CON 11 SIZ 19 INT 18 POW 19
DEX 9 APP 8 EDU 25 SAN NA HP 15

Damage Bonus: +1D4.

Weapons: Cutlass 45%, damage 1D8+1+1D4

Fist 60%, damage 1D3+1D4

Grapple 45%, damage special

Lance 25%, damage 1D8+1+1D6

"Spinning Dodge"* 35%, damage 1D3

* *Can impale. See above.*

Armor: Tough leather greatcoat for 2-points.

Spells*: *Awful Doom of Cerrit, Bloat, Cascades of Florin, Concentric Rings of the Worm, Contact Crawling Chaos (Nyarlathotep), Contact Moonbeast, Create Zombie, Dread Curse of Azathoth, Enthrall Victim, Eviscerator, Fist of Yog-Sothoth, Flesh Ward, Halt of Eanora, Implant Suggestion (new spell), Lace Curtains of Hish, Lassitude of Phein, Living X, Maws of Pandemonium, Mindblast, Nightmare, The Ravening Madness, Remortification, Send Dreams, Soul Stealer, Summon/Bind Servitor of the Outer Gods, Summon/Bind Shade, Throth's Stalwart, Whirligig, Woeful Itch, Wrack.*

* *Italicized spells can be found in The Complete Dreamlands. Other spells can be found in Call of Cthulhu.*

Skills: Art (Painting) 65%, Art (Harpichord) 80%, Astronomy 75%, Chemistry 55%, Climb 40%, Cthulhu Mythos 65%, Dodge 35%, Dream Lore 85%, History 75%, Listen 50%, Navigate 65%, Occult 80%, Pharmacy 65%, Psychoanalysis 45%, Ride (Phor-hac) 45%, Shiphandling 40%, Spot Hidden 35%, Throw 35%.

LUNAR KNIGHTS, sentient armor guards (all are identical)

STR 15 CON 15 SIZ 20 INT 12 POW 9
DEX 6 Move 8 HP 18

Damage Bonus: +1D6.

Weapons: Spear 45%, damage 1D10+1+db

Spiked Fist 65%, damage 2D3+db

Armor: 4-point metal "skin."

Skills: Listen 35%, Sneak 35%, Spot Hidden 40%.

Sanity Loss: 0/1D3.

LENGITE RIDERS, servants of Vredni Vorastor

	#1	#2	#3	#4	#5	#6
STR	10	17	11	12	14	11
CON	12	12	14	10	12	14
SIZ	17	14	13	14	13	13
INT	13	14	17	16	11	16
POW	13	11	12	10	10	10
DEX	13	12	8	6	12	11
APP	8	12	6	3	5	8
HP	15	13	14	12	13	14

Move 8

Avg. Damage Bonus: +1D4.

Weapons: Long Spear* 35%, damage 1D8+1+db

Lance* 25%, damage 1D8+1+1D6

Knife* 40%, damage 1D6+db

Kopsh** 40%, damage 1D8+1+db (not an impaling weapon)

* *Odd-numbered Lengites only.*

** *Even-numbered Lengites only.*

Skills: Ride 45%, Spot Hidden 35%.

Sanity Loss: 0/1D5.

PHORORHACOSSES, flightless birds, lunar mounts

	V	LH1	LH2	LH3	LH4	LH5	LH6
STR	24	19	21	25	24	26	22
CON	21	11	19	19	18	17	18
SIZ	31	29	27	24	26	26	25
INT	9	5	6	7	7	9	6
POW	16	13	12	10	9	13	11
DEX	12	9	7	9	7	5	14
HP	26	20	23	22	22	22	22

Move 8

Avg. Damage Bonus: +2D6.

Weapons: Bite 30%, damage 1D8

Kick/Claw (only if riderless) 45%, damage 1D6+db.

Armor: 2-points of feathers and hide.

Skills: Appear Menacing 95%

Sanity Loss: 0/1.

Into The Woods

The investigators now begin the last leg of their journey in the Dreamlands; of their previous companions, only Byron Humphrey and Jimfree remain. Once again they enter the shadowy enclosure of the Enchanted Wood, where animal- and bird-calls echo at every turn, and strange rustlings come from all sides and above as well. The sun is lost in the boughs overhead, and lichen-cruste trees and plots of fungi spread out before them as far as they can see.



DWARF GOBLIN

When they come upon a trail, a Dream Lore roll is needed to remember the approximate way back to the tree containing the stairway up to the Cavern of Flame, and beyond it the Waking World. After a couple of hours' travel through the gloom, a Listen roll detects voices ahead.

The investigators may Sneak forward or approach boldly, but in the clearing ahead is a small campfire attended by four strange-looking humanoids no bigger than children; a fifth creature (#4) is hiding nearby. #1 is dwarf-like, with stubby legs and arms, long pointed ears, and a mouthful of sharp teeth. #2 is



HORNED GOBLIN

tall and willowy, with hooved feet, a tail with a bushy tip, a high four-horned forehead, and four nostrils. #3 is the most



FIRE-EYED GOBLIN

human-looking, but his large reddish eyes and bulbous nose betray his inhuman nature. #4 is out of sight at the moment: a tiny, rabbit-like humanoid with long droopy ears, whiskers, and buck-teeth. #5 is a bloated, brutish-looking female creature with one eye in the center of its forehead, and silver rings piercing the nipples on its bare chest. If the investigators make themselves known, the goblins (for such they are) invite them into the camp. A Spot Hidden roll notes a pair of zoog-pelts and a familiar-looking zoog-trap piled away from the fire. There is a disturbing familiarity to the shape roasting over the fire as well. The goblins claim to be nomads passing through the wood, hunting and trapping, keeping clear of humankind, whom they fear. They are honored to be of service to Waking Worlders such as the investigators, however, and offer food and wine. The investigators may want to decline, given any previous friendly experiences with zoogs. The goblins will still offer wine, mushrooms, and fruit to the investigators.



RABBIT-LIKE GOBLIN

The goblins aren't really so hospitable. They figure these Waking Worlders may have been the ones who released their zoog-prey so long ago. Even if the investigators didn't do this, the goblins still have a taste for human flesh. They plan to get the investigators drunk with their wine and let them share their camp overnight. Then, having lulled them into letting their guard down, they'll attack while the humans are asleep;



FEMALE GOBLIN

the rabbit-like goblin is hiding outside the camp for just such an ambush. Whether or not the investigators fall for this trap is left for them and the keeper to determine. If the investigators decline the goblins' hospitality, the creatures may pursue and ambush them later. If asked for directions to the staircase up to the Cavern of Flame, the goblins give false directions (they really don't know where it is) hoping to set up an ambush.

If things go bad for the investigators they may be rescued by the zoog-friend they freed from the goblins' trap long ago, provided the zoogs haven't already helped them against Vredni Vorastor.

If the investigators overcome the goblins, any survivors wail and plead for mercy. If the keeper desires, they may offer what little wealth they have, or perhaps a minor magic item of some sort, as ransom for their lives.

GOBLINS

	#1	#2	#3	#4	#5
STR	2	9	12	3	14
CON	4	12	8	6	10
SIZ	5	4	6	1	6
INT	10	17	19	12	15
POW	12	6	19	12	19
DEX	10	13	20	33	36
APP	6	1	6	2	1
HP	5	8	7	4	8

Move 8

Avg. Damage Bonus: -1D4

Weapons: Tiny Knife* 55%, damage 1D3-db

Bite* 30%, damage 1

Fork** 45%, damage 2D3-db

Kick** 65%, damage 1D6-db

War Hammer*** 60%, damage 1D6+2-db

Dagger*** 50%, damage 1D4-db

Fist*** 85%, damage 1D3-db

* #1 and #4 only.

** #2 only.

*** #3 and #5 only.

Armor: None.

Spells: #1 Anathema, Equilateral Screen, Living X; #2 Katarien's Heat Wave, Whirligig; #3 Emerald Darts of Ptath, The Silver Spray, White Web of Soren; #4 Anathema, Bolonath's Furnace, Lace Curtains of Hish; #5 Crystal World, Lassitude of Phein, Lavender Spheres of Ptath, Living X, Stability, Sundering Hurler .

Skills: Hide 90%, Listen 85%, Pick Pocket 65%, Sneak 85%, Spot Hidden 55%, Trap Zoogs 65%.

Sanity Loss: 0/1D6 to see the lot of them.

THE CAVERN OF FLAME

Continuing their travels through the wood, a Dream Lore roll recalls a certain type of violet fungi that was growing near the tree containing the stairs up to the Cavern of Flame. Each hour a halved Luck roll finds this patch of purplish growth, and nearby the vast oak with the stairway inside.

Hurrying up the stairs in the dark, the investigators come upon the Cavern with its billowing pillar of flame and its venerable priests, Nasht and Kaman-Thah. The priests are surprised to see them, greeting and congratulating them on what must have been a wondrous journey. They make sure the investigators have the Dreaming Stone, then Kaman-Thah asks them to tell of their journey. An Idea roll recalls that they may still be in danger if Nyarlathotep arrives while they are still asleep. Nasht nods and bids them good luck—and that they be extremely careful with the Crawling Chaos, should they meet him.

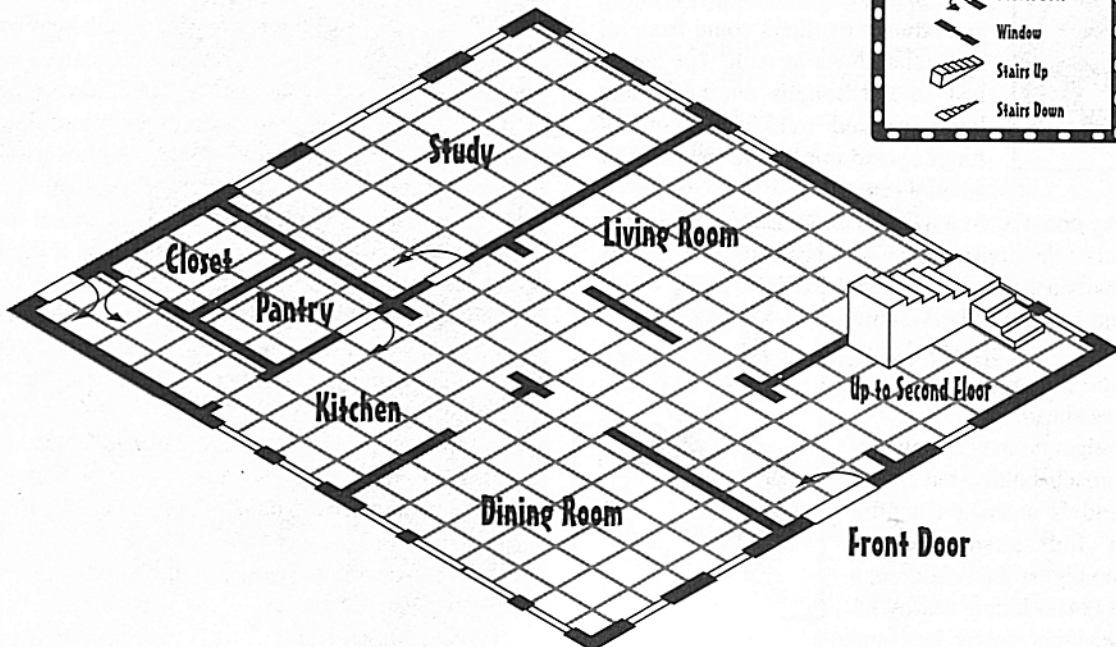
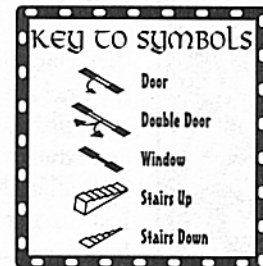
The investigators then enter the last staircase, perhaps bidding Jimfree adieu as they go. In the darkness they soon lose sight of each other, becoming drowsier as they near their physical bodies.

When next they open their eyes, they have returned to Byron Humphrey's study.

And they have a visitor. ■

BYRON HUMPHREY'S HOUSE

Scale: 1 square = 2.5'



THE CRAWLING CHAOS

Chapter Seven, wherein the Waking World is regained, the Crawling Chaos is confronted, and an old lie is revealed.

The investigators finally awaken back in Humphrey's study. Those who were slain during the course of the adventure also awaken at this time, now that the Dreaming Stone has been returned to the Waking World to break Nyarlathotep's spell; slain investigators lose 1D10 points of Sanity on awakening, and are unable to enter the Dreamlands again (but see below).

Due to the powers of the Dreaming Stone the investigators automatically recall the events of their fabulous dream-quest; normally, they would need a successful Idea roll to recall their dream-activities.

The Shadow in the Study

Humphrey and the investigators wake up exactly where they slumped or fell when they were dragged into sleep. Wallets and keys are still in pockets, guns still in holsters or coat-pockets. The study is still dimly lit only by the lamp on Humphrey's desk.

As they groggily regain their feet and rub their eyes, the investigators may begin asking feeble questions of each other: "What happened?" "What time is it?" "How long have we been out?" "Are you alright, Tom?" and so forth. From the darkest corner of the study, these questions are answered, calmly, crisply, and accurately: "You've just awakened from the sleep I imposed upon you via the Dreaming Stone." "By my watch it's 5:36 AM." "Approximately nine and a half hours, give or take ten minutes." "Tom has suffered a massive psychological trauma, but a few weeks' relaxation should do him wonders." The keeper is left to answer any other questions as sardonically as desired...

...for the speaker is none other than Nyarlathotep Himself. Seated nonchalantly in an upholstered chair in the corner is a tall, incredibly handsome man dressed in an immaculate black suit and tie, His hands clasped before His chest. His hair is short and well-groomed. His eyes are dark and piercing. His smile is cold and sardonic, His whole countenance seethes with mockery. If they haven't guessed, a Cthulhu Mythos, Dream Lore, or Idea roll realizes Who this is. This calls for a loss of 1/1D6 points of Sanity.

Nyarlathotep arrived here a couple hours ago, hoping to seize the Dreaming Stone in the Waking World just as His Crawling Chaos form was to do at the same time in the Dreamlands. When the Dreamlands portion of His plan failed, Nyarlathotep decided to wait for Humphrey and the investigators to awaken. He could easily have taken the Dreaming Stone while they were trapped in sleep, stranding

them forever in the Dreamlands; instead He preferred to wait until they escaped His trap, to let them know just how close they came to failure.

This is still His plan: He intends to taunt the investigators a bit before taking the Dreaming Stone and leaving them. He has no intention of killing them now—He has been entertained by the game they have given Him, and soon He'll take His property and leave.

Let the investigators handle the appearance of one of the most fearsome entities of the Mythos as they will. Nyarlathotep is content to sit and talk with them for awhile, to drive home His point about how lucky they have been. They may even discuss previous encounters with the Crawling Chaos, if applicable. Nyarlathotep seems to bear no grudge against them in this case.

If anyone pulls a gun or otherwise makes a threatening move toward Him, Nyarlathotep casually raises a finger and says "Wait. Before you do anything rash you should draw the drapes." Doing so, the investigators find a huge black twisting winged worm-shape writhing about outside the window of Humphrey's study. The hunting horror glares in at them, opening its slavering jaws but making no attempt to attack; nevertheless the investigators lose 0/1D10 Sanity. "He's terribly excitable, as you may have noticed. And if anything happens to me.... Well—you can just imagine" warns Nyarlathotep. The investigators can close the drapes if they like, but if so the thing rattles the windows and grates against the side of the house to remind them of its presence.

If the investigators ask about the Golgotha/Christ reference from "Nospey's Tale," Nyarlathotep smiles. "My God, my God, why hast thou forsaken me?" He moans, His voice dripping with mockery. Nyarlathotep continues to turn the knife about His most famous disguise. Again, this may call for a loss of 1/1D6 Sanity from the investigators, perhaps more if they are practicing Christians.

When Nyarlathotep has tired of this exchange, He rises to His feet and reaches to take the Dreaming Stone. "Gentlemen, it's been a good game. You've played well. I'll just be taking what's mine now. Do keep in touch," He says, grinning. If the investigators try to prevent Him from taking the Stone, Nyarlathotep's mood darkens: "Most people who play games with me would be grateful to escape with either their lives or their souls intact. You've managed to preserve both. Don't push your luck further, my little hairless ape," He snarls.

Nyarlathotep moves to take the Dreaming Stone, leaving the investigators no more time to think or talk this over. They must either try to stop Him now or let Him take it. If the investigators molest Nyarlathotep in any way, the hunt-



ing horror bursts through the window to kill them. Nyarlathotep tries to avoid the conflict, take the Stone, and walk out the front door in the confusion. Because its wings won't fit through the window, the 'horror can only effectively attack those in the study; clever investigators may retreat to the hallway to try and kill it at that distance. After a few rounds of this, the winged worm may fall back to use its spells or wait until the investigators leave the house, then ambush them.

If Nyarlathotep is killed, He collapses to the floor and a hideous liquescent ripping sound issues from His corpse. In a burst of black ichor and bone shards, a great reddish tentacle emerges, pulling itself out, yard after yard, smashing through the ceiling and continuing to pull itself upward. Great oily black shoulders follow, then clawed hands, trunk, legs, and finally splay-toed feet—the thing must be at least 75 feet tall. Anyone witnessing this horrific transformation loses 1D10/1D100 points of Sanity. Bursting through the roof, the Bloody-Tongued Thing turns to red and black mist and shoots skyward.

On the other hand, the investigators may want to try the banishing tactic used in the fable “Nospey’s Tale” found in the Dreamlands. Nyarlathotep must have the Stone, and a single caster must expend Magic Points and spend a couple of rounds speaking the words of the incantation. For every Magic Point expended there is a 5% chance of “success,” and the caster must name three places where Nyarlathotep has been defeated in some way; the sites named in “Nospey’s Tale” can be used.

If this is attempted, Nyarlathotep’s unshakeable demeanor cracks. His eyes widen with horror, and He backs away from the speaker, raising His arms to hide His face. “No!” He screams as the sites of His failures are spoken. He slumps nearly to the floor, choking, His face still hidden. He shrieks as the last of the investigator’s words are spoken.

Then He abruptly straightens to His full height, grinning malevolently. “Nospey’s Tale’—very good! I’m even more impressed! That’s always been one of my favorites” He chuckles, to the investigators’ horror. “Oh, what are you all so crestfallen about? Surely you’re old enough to realize you can’t believe everything you read.” Laughing, He walks down the hall toward the front door. Unless stopped, He walks out the front door and vanishes, leaving the investigators with one last cosmic joke.

“Especially about me.”

NYARLATHOTEP, sardonic cosmic game-player

STR 13 CON 20 SIZ 14 INT 86 POW 100
DEX 19 APP 18 EDU NA SAN NA HP 17

Damage Bonus: +1D4.

Weapons: None carried, but can use any at 100%

Armor: None, but when slain He transforms into a horrible shape and flies off (causing incidental Sanity loss).

Spells: All; He won't use His summoning abilities here.

Skills: Nearly everything, at 100%.

Sanity Loss: 1/1D6 when the investigators realize who He is; 1D10/1D100 if, when slain, they see Him transform into a monstrous form.

THE WINGED WYRM-THING, Nyarlathotep’s hunting horror

STR 31 CON 12 SIZ 41 INT 15 POW 24
DEX 14 Move 7/11 flying HP 27

Damage Bonus: +3D6.

Weapons: Bite 70%, damage 1D6

Tail 95%, damage grapple*

* *Because it is attacking through a window, the 'horror can attack only with its bite. However, its tail is long enough to reach in through the window and pluck at a victim in the hallway instead; such an attack is at 45%, and an STR vs. STR roll is needed to break free, otherwise the 'horror pulls the victim out through the window to bite.*

Armor: 9 point hide, and cannot be impaled by bullets.

Spells: Implant Fear, Mental Suggestion, Red Sign of Shudde M'ell, Summon Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign.

Sanity Loss: 1/1D10.

In the Aftermath

This incredible journey and its tense final standoff with the Messenger of the Outer Gods now comes to a close. If the investigators have tried to face off with Nyarlathotep they are probably dead or insane. Surely they're much better off if they allow Nyarlathotep's game to end a draw—the Crawling Chaos gets the Dreaming Stone and they keep their skins. Assuming they're still alive, the investigators reap the following rewards for their labors.

Allow skill checks as per normal. In addition, the investigators' long voyages across the lands and seas of Earth's Dreamlands net them a bonus of 1D6 points of Dream Lore. Award an additional 1D6 Dream Lore to any investigator who survived the trip to the moon and back.

The investigators may gain or lose Sanity depending on a number of different criteria:

- The investigators lose 1D4 points of Sanity for each investigator slain during the course of the adventure, be it in dreams or upon their return (they can lose this amount twice for a single investigator if he or she was killed in the Dreamlands and again upon awakening). Each surviving investigator gains them a like amount. For the purpose of these penalties and rewards Humphrey counts as an investigator.
- The fates of their dreaming quest-companions (Thrakus, Kofe, Inuridiss, and Jimfree) also merit some consideration. Each of them slain costs the investigators 1D2 Sanity. Each of them that survives brings a reward of 1D2 points of Sanity. The survival of the pirates Own'ey and Jeth Sinteraine is good for another Sanity point apiece.
- If the investigators help reunite Kofe with his moon-lost son Penter, they gain an additional 1D4 points.
- The final, Earthbound death of Vredni Vorastor brings a reward of 1D10 points of Sanity. If the investigators fled from him and did not slay him on the dreaming Earth (and thus for good), his continued despicable existence calls for a loss of 1D4 points of Sanity.

- Killing the mad Princess Lucerna gains the investigators 1D4 Sanity; she may have been innocent once, but surely her destruction was a merciful conclusion to a hellishly disrupted extended childhood. If she somehow escaped them, the investigators lose 1 point of Sanity.
- Investigators who survive the trip to and from the Moon gain 1D10 Sanity, and a helluva story to tell.
- Returning the pearl to the River God of Oukranos is good for another 1D3 points of Sanity, but those who too-profoundly offended the River God may be afflicted with his curse of occasional thirst.
- Then there is the Dreaming Stone. If the investigators physically fought for it and won it from the clutches of Nyarlathotep, they deserve a 1D50 Sanity point reward. Of course, to do so they may have lost 1D100 Sanity in killing Nyarlathotep and seeing his monstrous form. They net another 1D6 for killing the hunting horror in this case.

And in this case they have the wondrous Dreaming Stone. They can use it for future trips to the Dreamlands—even investigators who have previously died in the Dreamlands can return by using the Dreaming Stone. But the Crawling Chaos won't forget their little game, and He may yet come back to reclaim His property. He probably won't be so charitable next time.

- More than likely the investigators let Nyarlathotep have the Stone. As He pointed out, they have their lives, at least—that should be reward enough. Still, for playing Nyarlathotep's game and coming out alive, they gain 1D6 Sanity and 1 point of Cthulhu Mythos.

Unless the investigators offended him, Byron Humphrey takes a liking to them after their bizarre shared encounter. He now praises them in public at every turn, recommending their books, complimenting their work, and generally spreading the word that these are Stand-Up Fellows Indeed. This minor

boost in publicity adds 1D6 to the investigators' Credit Rating skills. If Humphrey and a given investigator didn't get along he may continue to badmouth him or her, though not if this individual directly helped save his life in some manner.

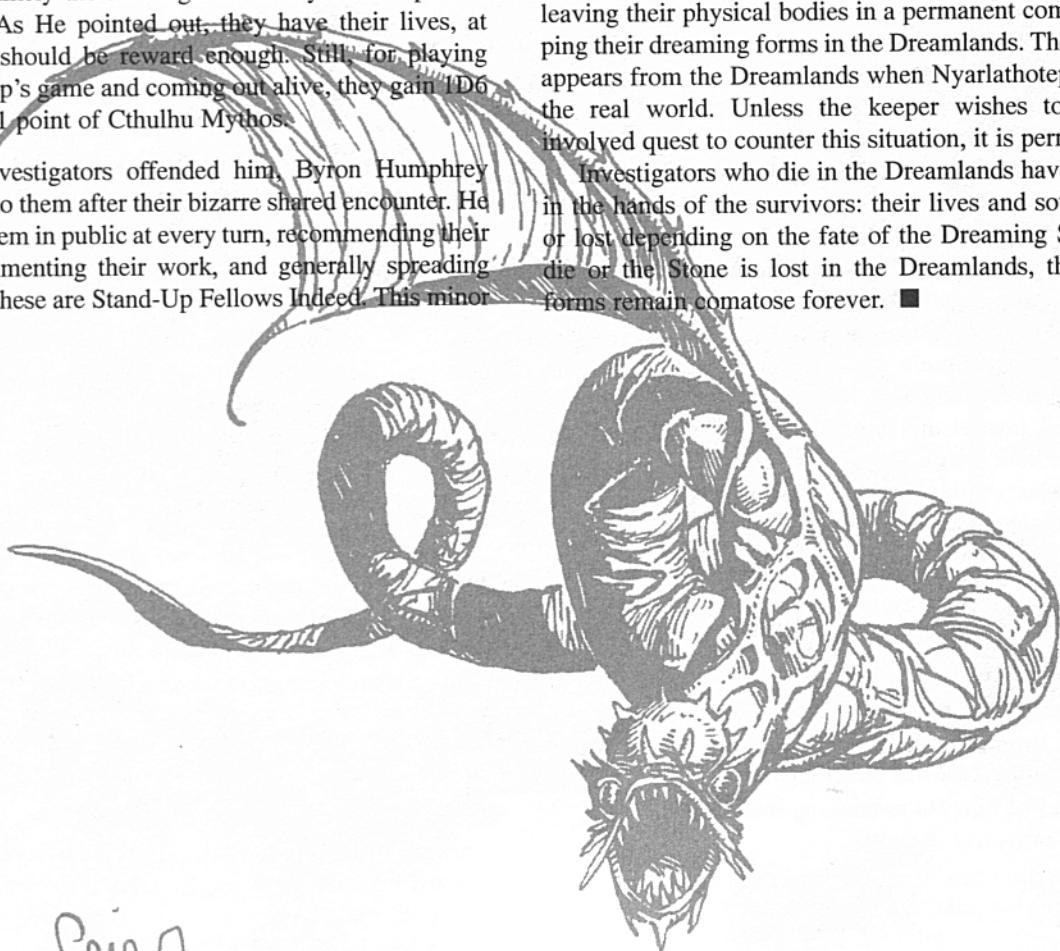
If the investigators received assistance from certain Dreamlands persons (eg. Captain Khora) or factions (eg. the cats of Ulthar), they may have to repay these debts on future visits. Such services are perfect devices to introduce future Dreamlands adventures. Likewise, any allies or enemies they made during their quest for the Dreaming Stone may crop up in later adventures, if the keeper wishes. A prime candidate for such a future dream-quest is the amnesiac Great One Alzen—can the investigators help him recover his memory and his powers? And Who or What may have taken them from him? And why?

THE PRICE OF FAILURE?

What happens if the investigators lose? As pointed out in the Introduction, their very lives and souls are on the line. If they were captured by Vredni Vorastor and handed over to the Crawling Chaos, Nyarlathotep seizes their forms in both the waking and dreaming worlds. Their souls are His—both waking and dreaming forms die, and henceforth the Crawling Chaos can assume their physical forms as desired.

If the investigators' dreaming forms escape but are prevented from returning to the waking world, Nyarlathotep may become bored waiting for them in Humphrey's study. In this case He takes the Dreaming Stone in the waking world, leaving their physical bodies in a permanent coma and trapping their dreaming forms in the Dreamlands. The Stone disappears from the Dreamlands when Nyarlathotep takes it in the real world. Unless the keeper wishes to create an involved quest to counter this situation, it is permanent.

Investigators who die in the Dreamlands have their fates in the hands of the survivors: their lives and souls are won or lost depending on the fate of the Dreaming Stone. If all die or the Stone is lost in the Dreamlands, their waking forms remain comatose forever. ■



This short section of appendices concludes the book with some helpful resources. More information on all of the realms of The Dreamlands can be found in *The Complete Dreamlands*.

Gazetteer of the Moon is in part a reprinting of of the Lunar background included from pp. 70-71 of *The Complete Dreamlands*. It also includes new information based on material in this book.

The **Index** provides a quick reference for the people, places, and things described within.

PART 2: APPENDICES

GAZETTEER OF THE MOON

Appendix One, wherein lunar information from a variety of sources is collected.

Earth's Moon has its own Dreamlands, inhabited primarily by the malign moon-beasts. It is unknown if these beings have counterparts in the waking universe. A number of Men of Leng also reside upon the moon, while Earth's cats frequently visit, as do cats from other planets of the Dreamlands solar system. The dream moon's atmosphere is breathable by humans, though the lunar countryside is wholly alien.

The Light Side of the moon is bedecked with strangely unsettling ruins and crumbling temples to unknown gods. Despite its closer proximity, little is known about it.

The Dark Side of the moon is the home of the moon-beasts. It is a shadowy realm of constant twilight. A number of prominent features are listed below.

ALTERNATE BENDAL-DOLUM: Beyond the Crater of Mnomquah rises the lip of another vast crater. It is too high to climb, but there is a small cave which leads to a tunnel to the crater's floor. In this crater stands the Dreamlands residence of Haon-Dor. Haon-Dor was once a powerful sorcerer in the ancient land of Hyperborea. When the colony where he was living was destroyed by Abthoth, he fled through Eibon's doorway to Saturn and from there traveled to the dark side of Earth's moon. Here he has erected an exact replica of the ruins at Bendal-Dolum in Central America to serve as his lair.

Haon-Dor wishes to return to the Waking World and spread his evil influence once more, but to do so he requires investigators from the Waking World who are physically present in the Dreamlands. Haon-Dor has some dealings with the moon-beasts, who otherwise leave him alone. He is far more powerful than they are. He has also had some dealings with the remnants of the serpent men, and even Mnomquah himself from time to time, but he usually prefers to keep to himself.

BLACK LAKE OF UBBOTH: Deep in the moon's core, in the immense realm of Nug-Yaa, dwells the Great Old One Mnomquah. There the Great Old One wallows in the oily waters of his sub-lunar home along with several shoggoths. Water plunges down into the Black Lake of Ubboth from the Great Lunar Cataract in the Dark Lunar Sea, far above. Another shaft rises up to the Crater of Mnomquah.

CITADEL OF HAON-DOR: See Alternate Bendal-Dolum.

CITY OF THE MOONBEASTS: A leprous-looking city constructed from the gray-white stone of the moon. The unpleasant gray towers of the city rise into the air, but have no windows. From this, their main port, the moonbeasts sail their black galleys to a wide variety of destinations including Yuggoth, Kynarth, Neptune, and Mars, where they vari-

ously trade for or harvest a variety of beasts, foodstuffs, and goods. The Great Lunar Cataract is their main method of leaving the moon.

Beyond the city is a range of hills upon which grow strange trees which are kin to that one in the Enchanted Wood from which the zoogs brew their wine. The moon-beasts have a similar drink which their Lengite slaves use to render men into unconsciousness. This wine has a POT of 19 on the Resistance Table. The Lengites must be careful when they gather the sap of these trees for their bark contains poison (POT 15) which is lethal to all.

CRATER OF MNOMQUAH: A vast crater which lies on the plain that also shelters Alternate Bendal-Dolum. The Temple of Mnomquah rests on a hill nearby. This crater contains a shaft which leads directly to Mnomquah's lair, the Black Lake of Ubboth, deep in Nug-Yaa. From this shaft rings of an orange smoke or vapor rise at regular intervals.

THE DARK LUNAR SEA: A dark sea that spans much of the dark side of the moon. The water is oily and gelid, causing the loss of one point of CON for every round spent drowning. This CON is regained at the rate of a point per day. The City of the Moon-Beasts and the Mansion on the Moon both lie on the Dark Lunar City. The Great Lunar Cataract is near the center of the Sea. Ships use it to lift off from the moon. Occasionally, some fail, and go plunging down, instead, to the Black Lake of Ubboth, far below.

GREAT LUNAR CATARACT: A mighty waterfall in the middle of the Dark Lunar Sea. It leads down to the Black Lake of Ubboth.

LENGITE VILLAGE: A full day's journey from the Grey City of the Moon-beasts is a Lengite village. Only the most favored of these near-humans are allowed to dwell here. Most Lengites strive greatly to not be favored enough to live upon the moon.

LUNAR MOUNTAINS: A great range near the Dark Lunar Sea. Ancient, ruined temples are hidden amidst the peaks. What gods might once have been worshiped here is unknown.

MESSENGER OF AZATHOTH: A monstrous seed which hangs above the dark side of the moon, suspended there by the power of the moon's inhabitants.

THE MANSION ON THE MOON: The home of the monstrous Man in the Moon, Vredni Vorastor. Vorastor is a servant of the Crawling Chaos, Nyarlathotep. Through his warped

telescope, he is able to watch what occurs in the Dreamlands. Vorastor is guarded by a squad of Lunar Knights.

NUG-YAA: A vast network of tunnels and caverns which lies beneath the moon's surface. The largest of these caverns contains the Black Lake of Ubboth. Entrances to Nug-Yaa include the shaft beginning in the Crater of Mnomquah and the Great Lunar Cataract.

TEMPLE OF MNOMQUAH: Near the Crater of Mnomquah, on a low hill, the moonbeasts have erected a huge idol of their god, and within the hill itself lies their temple. The idol is immensely old, and is carved from a single piece of primeval moonstone. It is vaguely reptilian in form, but stands upright like a man, with stunted forepaws like those of some giant dinosaur.

Beneath the idol's feet in the side of the hill is a great pivoting slab of stone which is the doorway into the temple. The interior of the temple is a vast labyrinth, lit with phosphorescent fungus. For the most part the tunnels are artificial, but some are natural fissures in the rock. The floors of the tunnels have been worn smooth by the passing of countless priests and worshipers. It is utterly silent, except for when the moonbeasts are at worship. Then the halls are filled not only with the strange high-pitched fluting of the priests, but also the low chanting of the few Lengites who serve in the temple.

The priests of Mnomquah wear strange serpent-like headgear and carry long, slender wands. From these wands

they are capable of emitting a soft bluish beam of light which has the form a snake. This beam will seek out its target, even if out of the caster's sight, as if by sense of smell. Anything or anyone unfortunate enough to be struck by one of the snakes will instantly be turned to stone.

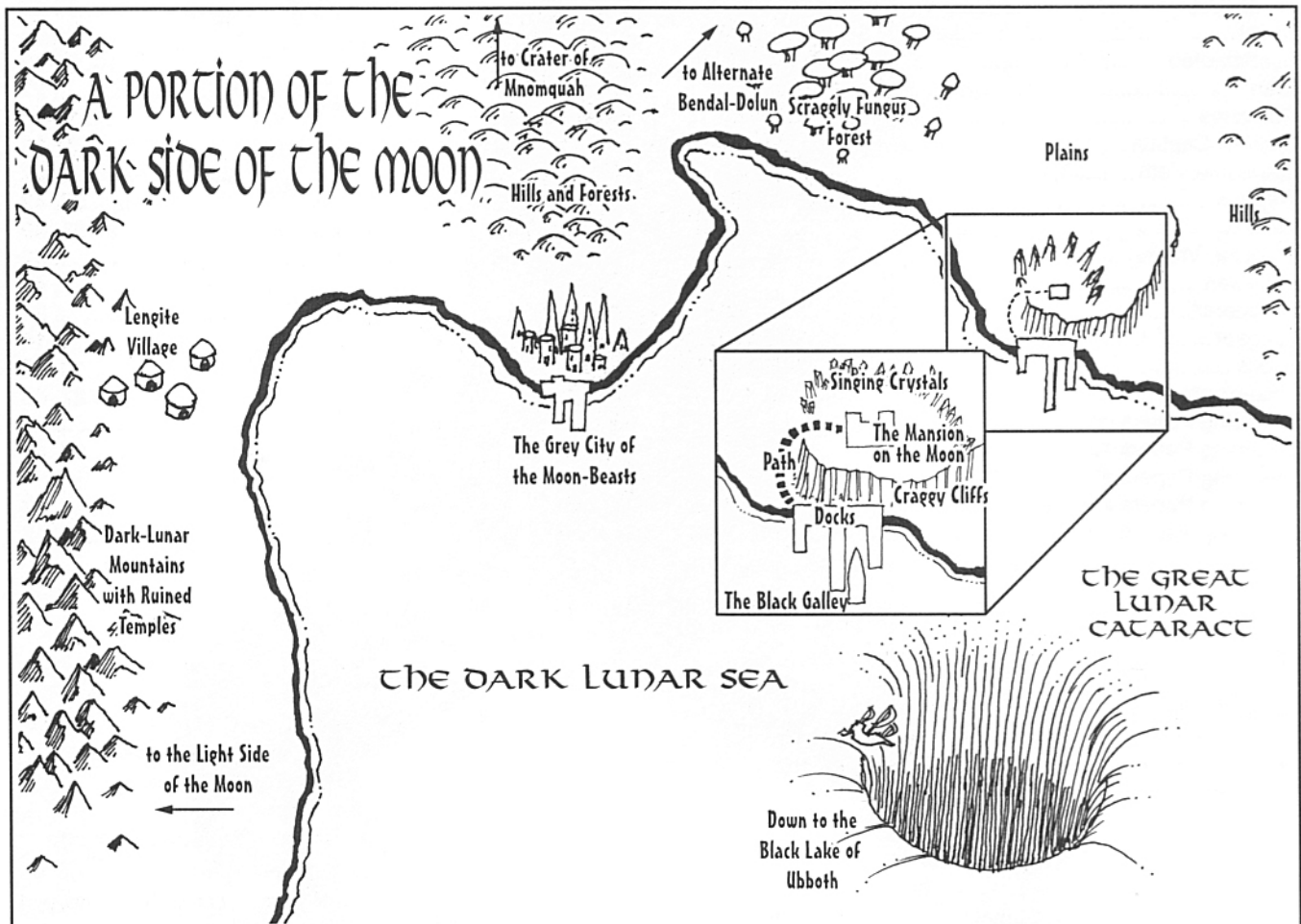
Other Worlds

A few other worlds lay beyond the Basalt Pillars of the West, over the rim, near to the Dreamlands Moon.

AZATHOTH'S COURT: In one part of the universe form and shape do not exist, and intelligent gases there ponder the nature of life. Beyond their realm is Azathoth's mindless court, from whence only three dreamers have ever returned, of which only one was alive and sane. In Azathoth's court, the blind and mindless Lesser Other Gods dance gigantically to the monotonous piping of a diabolic flute. Azathoth's Court can be reached by space. It is at the center of the Universe.

SARRUB: A magical realm which lies in space beyond the moon. It was once a land famous for its wine, but it has not been heard from for many years.

YUNDU: A world far away, through the space of the Dreamlands. It has no sun, but is instead circled by a ring of red coals. There is no day nor night, only eternal twilight. This is the home of the Wenelians. ■



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