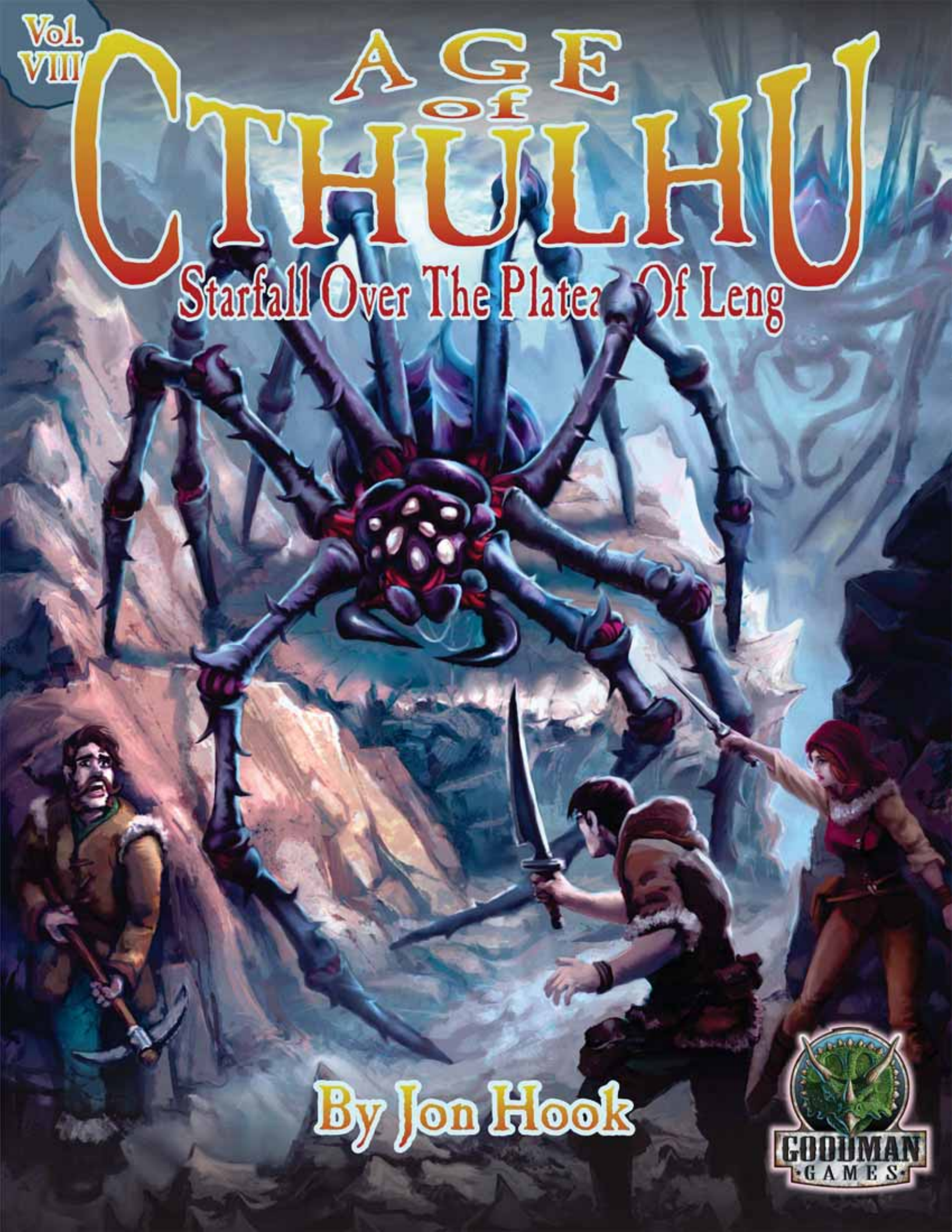


Vol.  
VIII

# AGE OF CTHULHU

Starfall Over The Plateau Of Leng



By Jon Hook





# AGE OF CTHULHU

## Starfall Over the Plateau of Leng

### Volume VIII

A 1920's

*Call of Cthulhu*<sup>®</sup>

Adventure

By

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**Dedication:** To my daughter Celia, a dream  
made real

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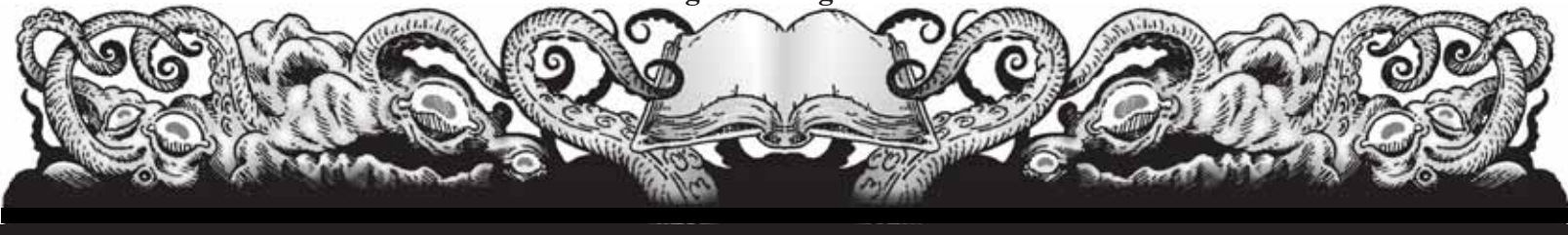
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## Introduction


Morning sunlight filtered through cheap slat blinds as it stretched across the paint-stained wood floor of the Arkham loft located in the industrial Rivertown district. Victoria Foster instinctively curled herself into the fetal position, twisting sweat soaked sheets around herself, as her nightmares continued to plague her. As Victoria's tortured sleep reached its crescendo, it bolted her awake – screaming.

Victoria Foster is a troubled woman who, even though only 24 years old, some have dubbed an old maid because of both her strange solitary behavior and lack of a husband. Born and raised on a sheep farm in the rolling hills outside of Dunwich, Victoria ran away from home on her seventeenth birthday to follow her dreams of becoming an artist. Victoria had no idea how much of an impact her dreams would eventually have on her art and those who saw it.

Initially, Victoria's artwork was indistinguishable from the flood of work by the other artists of the American Expressionism art movement, but soon, Victoria's dreams began to influence her art; they changed the way she approached her canvas and expressed herself. It was then that critics began to take notice of her work, as her style shifted

from Expressionism to Surrealism. Much of Victoria's new work had a haunting element illustrated with sharp lines and bright colors the impact of which observers found impossible to definitively express in words. Victoria's strange new art also came to the notice of members of the International Historical & Archaeological Society, and it was the senior circle of the Arkham Chapter of the IHAS that saw the larger cosmic picture, theorizing that Victoria was in actuality a latent dreamer who was expressing her nocturnal encounters with the Mythos in her art.

The International Historical & Archaeological Society approached Miss Foster and offered to be her sole patron. Her only job would be to produce art solely for the IHAS which would fully analyze each piece. Once a piece was deemed to be of no danger to the average viewer, only then would the society release it back to her to show and sell publically, the proceeds of the sale being a bonus in addition to her IHAS stipend. Recently, Victoria painted a piece she called *Starfall Over Leng*. It was duly collected by the IHAS, but despite careful analysis, the society's analysts were unable to unlock any secrets from the piece and so returned the painting to Miss Foster two weeks later. Two months later, and Victoria fails to produce any new paintings, nor has she found a buyer for *Starfall Over Leng*. The truth is that the



painting has greatly disturbed her ever since its completion and her days and nights are consumed with angst and terror over the dream she captured in *Starfall Over Leng*. Finally, concerned for the health of its young client, the International Historical & Archaeological Society has decided to step-in and get Miss Foster the help she so desperately needs.

### Keeper Information

*Starfall Over the Plateau of Leng* is a classic roaring twenties *Call of Cthulhu* adventure that begins on Monday, November 28, 1927, the Monday after Thanksgiving. The narrative for this adventure begins in Arkham, Massachusetts, but quickly transitions to Eureka Springs, Arkansas, and then from there to the Plateau of Leng in the Dreamlands. This adventure also makes use of the International Historical & Archaeological Society (an organization established in previous *Age of Cthulhu* adventures), as a catalyst to gather the investigators together, and give them a motivation to participate in the investigation.

Because the IHAS operates on a global scale, it is not necessary that any of the investigator's backgrounds originate in that dark moldering corner of northeast Massachusetts known as Lovecraft Country, though as natives they might have some inkling as to the sometimes strange goings on in the towns and villages along the length of the Mis-katonic River valley. Wherever the investigators originate, they begin the adventure convening in Arkham for a briefing from Brian Courtemanche, an IHAS senior officer.

Use of the International Historical & Archaeological Society is not absolutely required. A Keeper who chooses to run this scenario without the aegis of the IHAS can simply drop any reference made to it, and instead have the attorney, Brian Courtemanche, hire the investigators to assist him in making contact with a Victoria Foster who is the ward of one of his high-paying clients.

As outlined above, Miss Victoria Foster is a latent dreamer who channels her dreams through her art, specifically oil paintings. Previously just another night school graduate of moderate talent, it was only after she stopped trying to control her creative urges, and just let the art flow out of her naturally, that her artwork began to gain critical acclaim and increased her visibility in the art world. It was this newfound artistic fame that also attracted the International Historical & Archaeological Society's attention, and its more knowledgeable members saw something very special indeed in her new artwork.

This adventure begins almost eight weeks after the IHAS discovered that Victoria has been suffering from recurring nightmares and arranged for her to be treated at 'The Jasiak Clinic on Sleep' located in Eureka Springs, Arkansas. The clinic is run by Doctor Piotr Jasiak, a Polish doctor, scientist, and researcher specializing in sleep disorders who fled Eastern Europe to London before the Great War to escape the political oppression of his fellow Poles. Doctor Jasiak discovered an alternative medicine movement in the United States based around the naturally hot spring waters of the Ozark Mountains of Arkansas. Fascinated by the possibilities that the waters might have on his researches, Doctor Jasiak moved to Eureka Springs, Arkansas and opened his clinic. In the years leading up to the Great War and in the years since, the clinic has gained a reputable name for itself among the members of a certain clique.

Doctor Jasiak is a radical in his field, constantly pushing the boundaries of credible medicine and science in a quest to unlock the secrets of sleep and dreams. As it happens, the Ozark mineral spring water is exactly what Doctor Jasiak needed for a genuine breakthrough in his extreme treatment of dream disorders. Doctor Jasiak designed and built a machine that passes mineral water across a patient's brain, and then 'filters' out the mineral water along with the patient's dreams. The resulting filtrate milked out of the patient can only be described as a dream brew; a swirling translucent milky-white mineral water mixed with a little bit of iridescent brain fluid. If a small amount of dream brew is ingested, the person views and experiences the dream the brew was collected from. If a large amount is ingested, the person's dream-self is transported into the Dreamlands.

Doctor Jasiak began tasting each patient's dreams, and when he started tasting Victoria's dreams, he discovered the source of her nightmares, a planet-killer comet hurtling toward the Earth. Investigating her dreams further, Doctor Jasiak has discovered that the comet is not actually heading for Earth as we know it, but instead is heading for the Dreamlands... specifically toward the Pharos of Leng, a mysterious black tower in the middle of the Plateau of Leng. Doctor Jasiak's investigation (which he documented in his journals), revealed that if the comet should strike the tower it will result in the total destruction of the Dreamlands, and then by extension, the end of all human life on the Earth of the Waking World. Doctor Jasiak's investigation included short excursions into the Dreamlands, where he met with Nasht and Kaman-Thah, the guardian priests to the Dreamlands.

## THE INTERNATIONAL HISTORICAL & ARCHAEOLOGICAL SOCIETY

The bane of Keepers and players alike is the age-old question of, “*Why would this hodge-podge collection of citizens representing various backgrounds, ages, and occupations be investigating this mystery together?*” The International Historical & Archaeological Society is a suggested answer to that question.

The International Historical & Archaeological Society is a private organization, similar to other organizations, such as the Freemasons, the Lions Clubs, and The Hermetic Order of the Silver Twilight. IHAS, or ‘The Society’ as it is known among its members, is organized into Spheres. Each Sphere is led by a Council that governs the members of that Sphere and coordinates any activities within their sphere of influence, as defined by their charter. Each Sphere’s charter defines the geographical, theological, and technological spheres of influence its members are responsible for. While one Society Sphere may have spheres of influence that overlap with those of another Society Sphere, typically each Sphere is a recognized authority upon one sphere of influence. The International Historical & Archaeological Society is a global organization with Spheres located throughout North America, Western Europe, and the Orient.

The Society’s membership is quite diverse, ranging widely in age and drawn from various ages, classes, ethnic backgrounds, and nationalities. The Society strives to place new members into a Sphere that will benefit best from the new members’ knowledge and skill sets. There are very few members of The Society whose work is solely focused on Society business; many members, even Council members, hold regular jobs outside of the Society.

To the public, The International Historical & Archaeological Society is an organization dedicated to the preservation of history and historical artifacts. Each Sphere is a philanthropic entity that contributes to local charities by establishing partnerships with other philanthropic organizations, universities, or clergies. Behind closed doors though, IHAS is an organization with fledgling knowledge of The Mythos. The Society is trying to expand its knowledge of the weird and the unusual, but has found it to be a slow and difficult process. What little knowledge the society has is guarded well by senior members who will, on occasion, act to acquire additional knowledge or work to suppress knowledge of the Mythos from becoming common knowledge. The primary and secret tenet of the International Historical & Archaeological Society is to protect humanity from the Mythos, even if that means learning as much of the forbidden knowledge as it can.


The Society’s motto is ‘*Cudendum Futuro Intelligendo Praeterito*’; which is Latin for ‘Forging the Future by Understanding the Past’.



Ultimately, Doctor Jasiak discovered that a human living soul must be sacrificed into the energy source that fuels the dark Pharos of Leng in order to boost the strength of the energy beam emitted by the Pharos of Leng. The enhanced energy beam will then be strong enough to deflect the comet away from the Dreamlands Earth. Yet before Doctor Jasiak could further investigate a way to prevent the destruction of two worlds, he was kidnapped by nightgaunts dispatched by the High Priest Not to Be Described, the solitary monk from the Tcho-Tcho monastery located on the edge of the Plateau of Leng. The Doctor’s investigation into Victoria’s nightmare drew the monk’s attention, and for reasons only

he could glean as he peered into the future, he captured Doctor Jasiak in order to draw the investigators into the Dreamlands. Once the investigators encounter the monk, he plays the role of puppet master as he tries to get the investigators to dance as he pulls their strings.

The investigators’ ultimate goal, which they will discover during the course of their investigation, is to find Doctor Jasiak, liberate him, and then sacrifice a soul into the energy source for the Pharos of Leng. That sacrifice will redirect the comet so that it misses the Dreamlands Earth, and continues its course – harmlessly? – through space. The monk, the High Priest Not to Be Described, is an avatar of



Hastur, and in one scene in the adventure the monk will have an opportunity to mark one of the investigators with the Yellow Sign. This adventure will explain how the Keeper may manipulate (in a limited capacity), the marked investigator. This mechanic is designed for the Keeper to create instances of high moral drama between the investigators.

## The Dreamlands

The Dreamlands is a unique realm that can be visited by people when they sleep. Permanent residents of the Dreamlands refer to those visitors as ‘dreamers’, and refer to the realm they came from as ‘The Waking World’. For additional information on The Dreamlands, please reference Chaosium’s *H. P. Lovecraft’s Dreamlands: Roleplaying Beyond the Wall of Sleep*. Use of this sourcebook is strongly recommended, as this adventure employs rules and personalities that are documented only in that book.

## Investigation Summary

The investigators in *Starfall Over the Plateau of Leng* are initially tasked with researching why the International Historical & Archaeological Society has lost contact with one of its consultants, but then discover a much larger adventure that requires that they transition into the Dreamlands if they have any hope at all of saving the world.

**Player Beginning, page 6:** In which the investigators meet with a senior member of the International Historical & Archaeological Society and are briefed on Victoria Foster’s artwork and psychic ability, her nightmares, how the IHAS has sent her away for treatment, and the subsequent loss of communication with Doctor Jasiak’s clinic in Arkansas. The IHAS has arranged for the investigators to travel to Doctor Jasiak’s clinic, but prior to their leaving they are requested to check out Victoria’s home/art studio. This scene ends with the investigators traveling to Arkansas.

**Scene 1 – Eureka Springs, Arkansas, page 12:** In which the investigators arrive in Eureka Springs and make their way to The Jasiak Clinic on Sleep. They will have an opportunity to search its building and grounds and may also meet and speak with Joseph Hon’-ga, an Osage Indian medicine man. In this scene they will discover that Victoria is dead and Doctor Jasiak is missing. They also discover the doctor’s ‘dream milking’ machine and the impending doom foretold by Victoria’s dreams. The investigators also discover the existence of the Dreamlands, and find clues that suggest that they need to transition into the Dreamlands in

order to continue the investigation. This scene ends with the investigators preparing to travel into the Dreamlands.

**Scene 2 – Into the Dreamlands, page 25:** In which the investigators use one of the ways discovered in the previous scene to travel into the Dreamlands. The investigators encounter the priests Nasht and Kaman-Thah in the Cavern of Flame and are then transported to Ngamdo-Leng, a Tcho-Tcho village on the coast of Leng. This scene ends with the investigators trekking to the Tcho-Tcho monastery in the mountains on the edge of the Plateau of Leng.

**Scene 3 – The Prehistoric Monastery, page 30:** In which the investigators arrive at the monastery and meet the High Priest Not to Be Described. The investigators will acquire a flute from the priest, but at the cost of one of the investigators being marked by the Yellow Sign. The investigators might also encounter the dream versions of Doctor Jasiak’s dead patients, including Victoria, who are all doing penance in the monastery. This scene ends with the investigators choosing which route they want to take to the Pharos of Leng, overland or underground.


**Scene 4 – Underground Route, page 36:** In which the investigators travel through underground caverns and ghoulish warrens to reach the Pharos of Leng. This route is physically difficult and exhausting for the investigators to travel through. This scene ends with the investigators finding the subterranean entrance to the Pharos of Leng.

**Scene 5 – Overland Route, page 41:** In which the investigators travel across the face of the Plateau of Leng to reach the Pharos of Leng. This route is easier to travel, but contains more hazardous dangers. This scene ends with the investigators finding the gate to the Pharos of Leng.

**Scene 6 – The Pharos of Leng, page 41:** In which the investigators explore the Pharos of Leng and discover a Carcosan masquerade ball. The investigators encounter the mysterious High Priest Not to Be Described again as he challenges the investigators to find Doctor Jasiak in order to save themselves and the rest of the Waking World. This scene ends with the investigators accepting the challenge, or succumbing to become a thrall of Carcosa.

**Scene 7 – Starfall Over Leng, page 47:** In which the investigators search the Pharos of Leng for Doctor Jasiak. The adventure ends with the investigators attempting to complete the required sacrifice to redirect the incoming comet.

**Modified Skill Rolls:** There are instances when an in-



investigator's skill roll might need to be modified. All game mechanics, including any modifiers to a skill roll, will be noted in bold text, for example: **Navigation (-10%)**. Thus, that skill roll would be reduced by 10%. Unless otherwise noted, all applicable bonuses and penalties are combined to calculate the final modifier to the skill roll. No skill can be modified below 1% or above 100%; a roll of a 1% is always a success, and a roll of 100% is always a failure.

**Critical Successes & Fumbled Skill Rolls:** Throughout this scenario, there are notes to the Keeper about skill rolls that may be 'critically' successful, or may be 'fumbled'. A critical success is a skill roll that is 1/5th of the skill's current value. If the skill is being modified for this roll, it would be 1/5th of the modified skill value. Critical successes usually impart a special bonus in the game. A fumbled roll is a roll of 96% to 100%, or possibly only 100% if the skill being used has a value greater than 95%. Fumbled skill rolls usually impart a special disadvantage in the game.

**Group Luck Roll:** There are instances in this adventure when one or more investigators are involved or affected and a Luck roll is called for. Instead of the Keeper asking for individual Luck rolls, he can instead ask for a single or Group Luck roll. This works like a standard Luck roll except that it is calculated by averaging the Luck value of the investigators currently participating in the scene – rounded down to the nearest 5 percentiles. Whatever the outcome of the roll, it affects all of the investigators present.

## Player Beginning

*Starfall Over the Plateau of Leng* begins with all of the investigators attending an 11 AM meeting in the office of Mr. Brian Courtemanche, Esq. of Courtemanche, Ashman, & Partners in the city of Arkham on East Armitage Street in downtown Arkham on Monday, November 28, 1927. Mr. Courtemanche's office is located on the third floor, from where he has a fine view of Independence Square. His law office is conservatively decorated with dark-stained wood furniture, a large ornate antique globe, plush carpet, soft leather chairs, and shelves filled with Federal and Massachusetts state law books. The effect is slightly offset by the odd and unique knick-knacks that litter almost every surface, including an antique snow globe of the Eiffel Tower, an Inuit bone needle, a glass Egyptian oil burner, and a 16th century Maiolica Venetian drug jar – Courtemanche keeps tobacco in the latter.

None of the books or knick-knacks in the room are related to the Mythos, but if an investigator takes a very close look at the globe and makes a successful **Spot Hidden** roll,

he will note that several places on the globe are circled and labeled. Some of the places circled on the globe are Mount Fuji, Japan; Krakatoa, Indonesia; Svalbard, Norway; and Leningrad, Russia. There is nothing else of interest in Mr. Courtemanche's office.

In addition to being an attorney, Mr. Courtemanche is a senior member of the local Sphere of the International Historical & Archaeological Society. It is assumed that all of the investigators are members in good standing in the IHAS, be they veterans or new recruits. The Keeper begins the adventure by giving each player a copy of Handout A and reading or paraphrasing the following (if the investigators are not members of the Society, the Keeper should adjust the text accordingly):

*"Welcome, thank you all for coming here today," Mr. Courtemanche says as he withdraws from his pocket a silver ring with an ornate design on it. He places the ring on the smallest finger of his left hand. The design on the ring is that of the International Historical & Archaeological Society, and the ring itself is a symbol of his office within the organization. (Keeper Note: Please remind the players that each investigator has a membership card with the same IHAS logo, but since none of them hold an office within the organization, that they do not have any additional ornamentation.)*

*"The Society was hoping you would be willing to look into an issue that has come up. As you know, the Society has a wide variety of consultants on hand for a wide variety of purposes. One such consultant is one Miss Victoria Foster. Miss Foster is a local artist; one whose work is not only stunning and brilliant, but also of no little critical acclaim. I am no art critic myself of course, but I am told this is due primarily to the fact that her body of work has gone through a radical shift in style and balance from Expressionism to Surrealism. The Society sought to retain her because we believe the true source of her new art style is actually some kind of unknown sensitivity toward the world around her."*

*"Not long ago though, Miss Foster began to be plagued by dreams that stymied her ability to channel her psychic impressions through her art. The nightmares were tearing her apart and were driving her to the point of insanity. The Society is not without a heart, so we sought out an expert in dream and sleep disorders to help her, and found Doctor Piotr Jasiak in Eureka Springs, Arkansas, a leader in cutting-edge therapy and treatment. We conveyed Miss Foster to Doctor Jasiak's clinic as soon as we could, and were hopeful that she would soon be able to return to Arkham restful and ready to work."*

*“That was seven weeks ago, and now we’ve lost all contact with Dr. Jasiak and his clinic. Our letters and telegrams go unanswered, and the operator is unable to connect a call through because The Jasiak Clinic on Sleep doesn’t have a telephone. If you accept this assignment, we’ve arranged for your transportation to Eureka Spring tomorrow morning. As usual, The Society will compensate you for your time; this assignment pays the standard \$50 a week, with a week’s pay in advance.”* (Keepers Note: Without waiting for a response, Mr. Courtemanche opens a desk drawer and removes a plain white envelope from he takes and gives a single \$50 bill to each investigator. He then takes a photograph out of his desk drawer, and hands it to the nearest investigator before saying, *“This is the woman you’re looking for.”*)

(Keepers Note: If the investigators accept the assignment, then Mr. Courtemanche concludes the meeting with the following statement.) *“Thank you. Since your train doesn’t leave until tomorrow morning, would you mind dropping in on Miss Foster’s flat and feeding her cats? I’ve been handling that myself, but my wife has plans for us this evening.”* Mr. Courtemanche then withdraws from his pocket a single key tied to a string; he also opens another desk drawer and removes several envelopes, one for each investigator. Each envelope contains train tickets for their trip to Arkansas. *“Please feel free to return the key through the postal slot for my office once you’re done. Thank you and contact me as soon as you’ve found out what is going on in Eureka Springs.”*

With the meeting over, Courtemanche removes his IHAS ring and places it back in his pocket. Then he walks the investigators to the door. If asked about his plans this evening, he says that he and his wife are playing bridge.

## Brian Courtemanche, Esq, Swanky Counselor – aged 42

|                 |                 |                 |            |            |            |
|-----------------|-----------------|-----------------|------------|------------|------------|
| <b>STR</b>      | <b>CON</b>      | <b>SIZ</b>      | <b>DEX</b> | <b>INT</b> |            |
| 13              | 13              | 13              | 10         | 14         |            |
| <b>POW</b>      | <b>APP</b>      | <b>EDU</b>      | <b>HP</b>  | <b>MP</b>  | <b>SAN</b> |
| 12              | 12              | 16              | 13         | 12         | 51%        |
| <b>Idea 70%</b> | <b>Luck 60%</b> | <b>Know 80%</b> |            |            |            |

**Damage Bonus:** +1D4

**Schools & Degrees:** Emerson College – BA, Suffolk University Law School – JD, Passed MA Bar Exam

**Skills:** Accounting 60%, Bargain 40%, Cthulhu Mythos 6%, Credit Rating 55%, Fast Talk 45%, Law 70%, Library Use 55%, Other Language (Latin) 35%, Own Language (English) 90%, Persuade 65%, Psychology 60%.

**Description:** Average height and build, bespectacled with wire-rimmed oval glasses. Thick, light brown hair cut close in a conservative style. Clean shaven. He wears conservative clothes as befitting his profession, and he enjoys an occasional pipe filled with aromatic tobacco blends. He is never without a Waterman fountain pen on his person.

**Victoria Foster’s Studio:** Victoria’s home is an industrial studio apartment owned by the IHAS; the studio is located above the Maguire Textile Co, a textile mill in Arkham’s Riverside district. Her studio is accessed by a metal stairwell – basically a fire escape – that has been bolted to the exterior of the factory building. Although her apartment is on the building’s third floor, the investigators will have to walk up four flights of stairs to get to it. The textile factory below encompasses the first two stories of the building as a single floor, with the textile offices above the factory on what would be the third floor of a normal building, making Victoria’s apartment the equivalent of the fourth floor.

There are three other apartments in addition to Victoria’s on the same floor. When the investigators visit there will be no-one at home in any of the three other apartments – they are all rented by students attending Miskatonic University on an IHAS scholarship, and none of them have returned from celebrating Thanksgiving with their families yet. Even so, were any of Victoria’s neighbors to be asked about her, they know very little. They lead busy lives as students and she keeps to herself and her cats.

Gaining access to the apartment will not be an issue if the investigators have the key provided by Mr. Courtemanche. Once inside, the investigators observe that the majority of this 1200 square foot studio apartment is a single room with 25’ ceilings and huge windows that overlook the Miskatonic River. The only private room in the apartment is a small bathroom that contains a toilet, shower stall, sink, and small wooden cabinet. The main apartment is sub-divided by the furniture in the room, so one area is her bedroom, another a very small kitchen, and the rest of the apartment is her art studio.



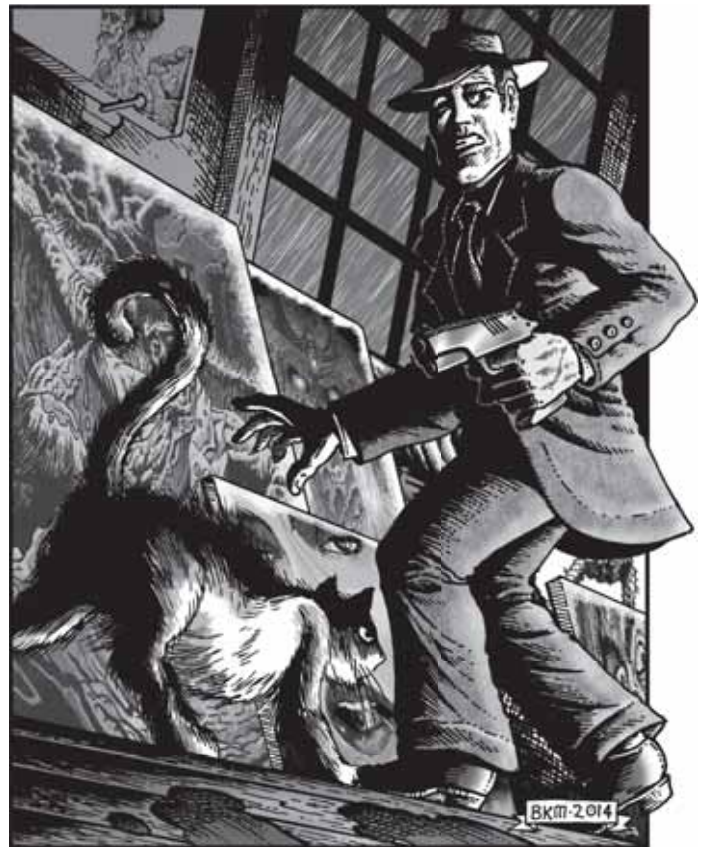
Her three cats all have free run of the apartment and their food dishes are located in the kitchen area. The cats do not have any tags on, so the investigators will have no idea what their names are, but one cat is an orange tabby, one is jet black, and the third is a calico. The cats are all extremely friendly, and love to be petted. If any investigator is allergic to cats or suffers from ailurophobia, the fear of cats, then the three cats in the apartment all seem to be drawn to that investigator over any other investigator.

Victoria is an oil painter and she has some twenty-five canvases about her studio. Six of these consist of sketches and initial brush works, sitting on easels or nearby. None of them convey any kind of impression as to what the final image will be, although anyone who makes an **Art (Painting)** or **History (Art)** skill check, or a *halved* **Psychology** skill check will note that there is a certain frustration to both the pencils and the brush strokes. The other nineteen canvases are complete, but have been stacked and stored around the apartment. Most of the completed canvases are from Victoria's previous Expressionist style, which also predates her ability to express her dream impressions in her art. There are only two completed canvases in her current Surrealist style. None of these paintings have been hidden and since there are only twenty-five paintings, no skill roll is required to find the Surrealist style paintings.

When the investigators find the Surrealist paintings, give them **Handouts B and C**. The painting labeled as **Handout B** is titled *The Lost Library*, while the **Handout C** painting is titled *Starfall Over Leng*.

Any investigator with the **Cthulhu Mythos** skill may attempt a skill roll. A successful roll results in a **0/1D2 SAN** roll as the investigator gets a "gut feeling" that the paintings suggest something beyond the limited scope of human comprehension. Any investigator with an appropriate artistic skill, such as **Art (Painting)** or **History (Art)**, can make a skill roll. Alternatively, an investigator who has experience appraising the value of items – such as working at an auction house – can make a *halved* **Know** roll. With a success on any of these rolls, the investigator will realize that the Surrealist style paintings are of a high quality, and could be quite valuable.

If the investigators are so inclined, and they attempt to sell the Surrealist paintings, they could get \$125 for *Starfall Over Leng*, with investigators knowledgeable in art, or investigators experienced with fencing stolen goods, able to earn an additional 3D10 dollars. Under normal circumstances, it would take an investigator 1D8+2 days to find a



buyer for the painting, but investigators knowledgeable in art or fencing stolen goods can find a buyer in 1D6 hours. Since the investigators are expected to catch the train for Arkansas the next morning, they will have limited time in which to attempt a sale. Consequently, any buyer pressured to buy the painting before the investigators leave town will only buy the painting for 30% below market value, unless the buyer can be swayed by a **Bargain** roll.

If the investigators attempt to sell *The Lost Library*, they could earn \$75, but face the same obstacles in selling the painting as they do with the other Surrealist painting. If they attempt to sell the Expressionism paintings, then each could be sold \$3 - \$5 apiece, but it would take several months to sell the collection, or 2D6 days per painting.

Victoria's studio apartment holds nothing else of any real value. The investigators are free to spend the evening in Arkham however they desire. Their train is scheduled to pull out of the station tomorrow morning at 7:30am.

## TRAVELING FROM NEW ENGLAND TO ARKANSAS

**By Train:** Each investigator is provided with several pre-paid train tickets and \$50 cash. The investigators' trek to Arkansas is quite mundane, allowing each investigator plenty of time to read and rest as they ride the rails across America. The train from Arkham to New York is a standard commuter train with regular seating, but the tickets for the following two train trips include quarters in a sleep car. Each bunk room on the sleep car can accommodate two adults very comfortably, or up to four adults with no little discomfort. The investigators can choose how they would like to bunk together; the train companies can house them however they choose.

|          | RR COMPANY          | FROM         | DEPART  | TO           | ARRIVE  | HOURS |
|----------|---------------------|--------------|---------|--------------|---------|-------|
| Train #1 | Boston Maine RR     | Arkham, MA   | 7:30 AM | New York, NY | 1:40 PM | 6:10  |
| Train #2 | Baltimore & Ohio RR | New York, NY | 3:20 PM | Chicago, IL  | 1:15 AM | 33:55 |
| Train #3 | Illinois Central RR | Chicago, IL  | 8:45 AM | Memphis, TN  | 5:10 AM | 20:25 |


The total travel time from Arkham to Memphis, including layovers, is nearly seventy hours.

**By Car:** Once in Memphis the investigators need to figure out a way to get to Eureka Springs. There is no passenger rail service to Eureka Springs, only a freight train service. One option might be to take the 'hobo highway' to Eureka Springs, but the train timetable for freight trains is not freely available and the local hobos will be reluctant to talk to the investigators unless it involves work, money, or alcohol. The investigators will most likely be too well dressed to mingle effectively with the hobos. Further, freight trains bound for Eureka Springs will be next to impossible for the investigators to work out. If the investigators do try mingling with hobos to try and figure out which freight trains are heading for Eureka Springs, they come up short, as none of the hobos in the Memphis area are familiar with the trains that might be heading for Eureka Springs.

|                               |           |
|-------------------------------|-----------|
| Memphis to Little Rock        | 137 miles |
| Little Rock to Eureka Springs | 182 miles |
| Total Distance                | 319 miles |

So with trains out of the equation, the investigators can hitchhike, take a bus, or rent a car to Eureka Springs. Memphis is 319 miles from Eureka Springs, with the only big city between the two being Little Rock, Arkansas.

- **Hitchhike** – America of the 1920s, the Mythos notwithstanding, is a time when people were certainly more trustworthy to strangers than they are today. A successful **Group Luck** roll results in a car or farm truck pulling to the side of the road and its driver offering to give the investigators a lift for 3D10 miles. If the result of the **Group Luck** roll is a *critical* success, then the driver will give them a lift for double this distance. The investigators may only attempt a **Group Luck** roll once an hour. Each friendly driver will drive at the hasty speed of 40mph. If the investigators choose to hitchhike, it could take a long time to reach Eureka Springs.
- **Bus** – Bus routes and schedules are much more prevalent, and the investigators can easily find a Greyhound Bus station. Tickets to Eureka Springs, via Little Rock, cost \$1 and the bus departs at 10:30am, and arrives in Eureka Springs at 7:00pm. Due to the stop/go business of the bus, it takes more than eight hours to get to Eureka Springs.
- **Rental Car** – The rental car business first became popular in 1910, so the investigators may rent a car and drive themselves to Eureka Springs. If the investigators inquire about a car rental company, they discover a Jacobs Rent-A-Car Company near the train station. The investigators may rent a car for \$3/day. The car is a Model 27 Buick sedan. The posted speed limits to Eureka Springs, AR, averages at 30mph, but the car can reliably go 50mph. If the investigators choose to drive over the speed limit within ten miles of a big city, such as Memphis or Little Rock, then the driver must make a **Luck** roll. A failed roll indicates that a hidden motorcycle police officer has caught the investigators in his speed trap. A critically successful **Persuade** roll by the driver will get him out of the ticket; a fumbled **Persuade** roll will cause the police officer to trump-up additional citations on the ticket he issues to the driver. The ticket will cost the driver between \$15 and \$40, depending on how the driver interacts with the police officer.



If Mr. Courtemanche or the International Historical & Archaeological Society discovers that any of Victoria's paintings have been taken by the investigators (whether they have sold them or not), then the guilty investigators will be expelled from the Society. If they successfully sold either or both of the Surrealist paintings, then the Society will press charges and have the offending investigators prosecuted. Given that Mr. Courtemanche stated that he was feeding Victoria's cats and asked the investigators to do so because he could not, the investigators should realize that he will continue with that duty once they have left for Arkansas and thus will be checking the apartment daily. He will therefore definitely notice if any of the paintings are missing from the apartment.

### Wrapping Up the Beginning:

Eureka Springs is a resort and spa town hidden in the Ozark Mountains famed for the healing properties of the water drawn from the nearby natural mineral springs. The town is noted for its Victorian architecture and layout with narrow roads that wind around hilly terrain without a straight intersection in sight. Some buildings have street-level entrances on more than one floor. Home to a population of approximately 2300 people, the town has a Post Office, a few hotels, some bed and breakfast establishments, a grocers' market, a public library, two chapels, and a number of businesses catering to the tourists that visit for the area's springs and healing waters, including spas and bath houses. Roughly a third of Eureka Springs' population consists of children or senior citizens, with the majority of the remaining two-thirds employed by the businesses servicing the tourism and spa industries.

Once the investigators arrive, they may be inclined to procure a hotel room. Several hotels are available in and around downtown Eureka Springs, including the Hotel Allred, the Grand Central, and the Basin Park Hotel. All of them are still open even after the season has ended. Each offer comparable rates, with rooms available for \$1.00/night, breakfast included. Everyone is friendly and strives to make every visitor's experience in Eureka Springs a pleasant one. Nearly every shop and hotel in Eureka Springs has a small rack of pamphlets advertising the local tourist attractions. If an investigator browses the rack, he finds a pamphlet for Doctor Jasiak's Clinic on Sleep (**Handout D**). The pamphlet espouses Doctor Jasiak's qualifications and experience in the field of sleep medicine and details how he immigrated to America from Poland. It also includes a picture of Doctor Jasiak and a map that indicates the location of the clinic.

## THE HEALING WATERS OF EUREKA SPRINGS

It is said that Eureka Springs was founded on sacred ground. So venerated were the waters of Eureka Springs, warring tribes could not fight at the springs. For hundreds of years, the area known as Basin Spring provided a peaceful gathering place for visiting tribes.

The first white settler to 'discover' the healing springs is reputed to be Doctor Alvah Jackson, who used the healing waters to cure his son of an eye ailment in 1856. The waters were used at Doctor Jackson's Cave Hospital to care for combatants during the Civil War, and following the war, Doctor Jackson set up a brisk business selling Doctor Jackson's Eye Water.

The miraculous cures of Eureka Springs remained a local marvel until 1879 when Doctor Jackson's friend and hunting companion, Judge J.B. Saunders, was cured of a crippling disease during a visit to Basin Spring. The Judge subsequently put his considerable influence behind promoting the springs to friends and family throughout the state.

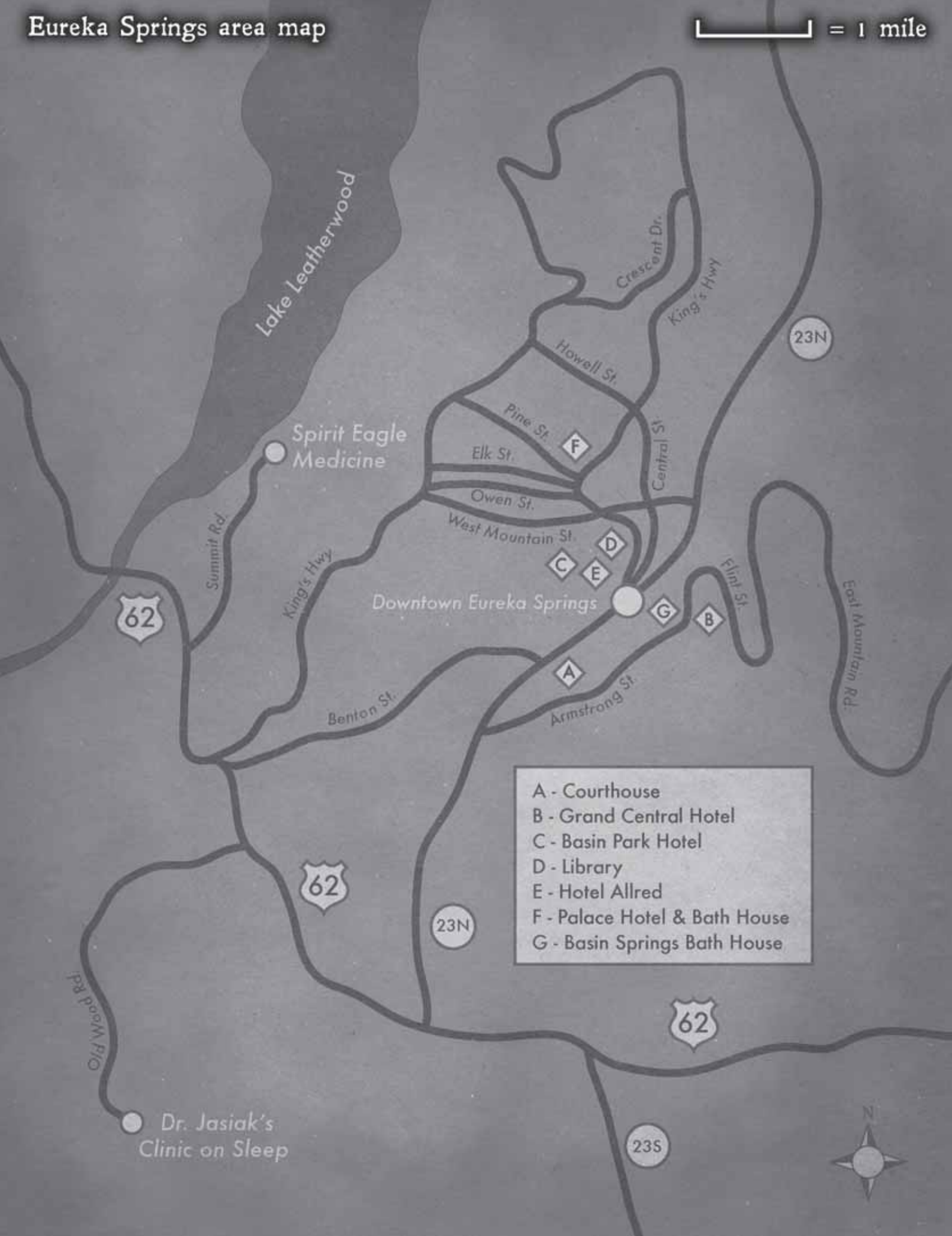
Photos from the late 1800s depict small crowds gathered at the springs partaking of the 'liquid cure' from jugs, tin cups, and ladles. A bottling operation was quickly set up to capitalize on this new cure and the Ozarka Water label can trace its company history to early Eureka Springs entrepreneurs.

Many miraculous cures were reported in newspaper testimonials of the era. The waters of Eureka Springs were credited with amazing feats including curing dreaded diseases and magnetizing all metal that passed through the stream of Magnetic Spring.

Should any of the investigators want partake of the waters, the nearby Palace Hotel & Bath House and Basin Springs Bath House will be both open during the day. Services available include massages, showers, cold or hot baths, hot air and electric baths, galvanic tub and battery, medicated, vapor cabinets, violet rays, as well as vibration and radiant baths. Propriety is maintained, and expected to be maintained, throughout. If it is not, then the investigator will be ejected from the building and suffer a -1D3% loss to his **Credit Rating** unless a **Luck** roll is made. Any service costs a few dollars, and at the Keeper's discretion the investigator gains a point of **Sanity** for taking the water.

# Eureka Springs area map

1 mile




Spirit Eagle  
Medicine

Downtown Eureka Springs

- A - Courthouse
- B - Grand Central Hotel
- C - Basin Park Hotel
- D - Library
- E - Hotel Allred
- F - Palace Hotel & Bath House
- G - Basin Springs Bath House

Dr. Jasiak's  
Clinic on Sleep



Investigators might also inquire if Victoria Foster was ever a guest at any or all of the hotels. A successful **Persuade** skill roll at the Basin Park Hotel informs the investigator that Victoria was a guest for one night on October 7, 1927. If the investigator includes a bribe of at least \$2, then the investigator can double his **Persuade** skill before attempting the skill roll. The Basin Park Hotel manager, Mr. Edward Peacock, also remembers that she took a taxi cab (which he telephoned for), out to Doctor Jasiak's clinic the next day. The taxi cab driver, Norman Murray, confirms that he drove a young lady to the clinic.

### Scene 1 – Eureka Springs, Arkansas

This scene begins with the investigators reviewing Handout D; Doctor Jasiak's Clinic on Sleep is clearly marked on the map. If the investigators have a car, they will be able to drive themselves to the clinic. If they hitchhiked to Eureka Springs or got the bus, they can hire a taxi to shuttle them around the town. Or, if the investigators are friendly enough and persuasive enough, then they can, with a successful **Credit Rating** or **Persuade** skill check, convince the assistant manager at the hotel staff to lend them his automobile, a two-year old Ford Model T Tudor Sedan that seats four in comfort. It should be noted that the streets in Eureka Springs are quite narrow, as is the road to Doctor Jasiak's Clinic on Sleep. Unless the investigator behind the wheel is being careful, all **Drive (Automobile)** skill rolls will be at -10%. The drive to Doctor Jasiak's Clinic on Sleep will take an hour from Eureka Springs' town center, primarily due to the narrowness of the road as it winds through the mountainous terrain of the Ozarks.

Should the investigators begin asking questions about Doctor Jasiak and his clinic, no one has any useful information. They do know that every few days the doctor drives down from his clinic in a red truck to collect his mail from the post office, to collect or drop off patients at the town's bus stop, or to purchase supplies. The town's senior postal delivery man, Lionel Messam, is the only person in town

who makes trips to the clinic and that is to deliver telegrams to the doctor. All he knows is that Doctor Jasiak is polite and spends most of his time either at work, hunting, or with Joseph Hon'-ga, the old man who runs Spirit Eagle Medicine out near Lake Leatherwood.

### Area 1-1 – Doctor Jasiak's Clinic on Sleep:

As the investigators' vehicle approaches the clinic, read or paraphrase the following:

*The long steep climb of the gravel driveway levels off as your car approaches a small cottage. A green and yellow sign nailed to a nearby tree declares the house before you as 'Doctor Jasiak's Clinic on Sleep'. A faded red ¾-ton 1925 Dodge truck is parked next to the house.*

### NOTE ABOUT THE 'DOCTOR JASIAK'S CLINIC ON SLEEP' MAP

Doctor Jasiak's Clinic on Sleep is located in the Ozark Mountains, hundreds of feet above sea level; sea level is defined as 'Elevation Zero' on real maps. The contour lines and elevation labels on this map are not 'zeroed' to sea level. For ease of use of this game map, the elevation labels have been zeroed to the elevation that the clinic is located on. So, a contour line labeled as +10' is 10' feet above the ground elevation the clinic is located on. Conversely, a contour line labeled as -10' is 10' feet below the clinic.

The 'Doctor Jasiak's Clinic on Sleep Map' is a topographic map that illustrates the isolated nature of the clinic, its relation to the cave where Doctor Jasiak collects his spring water, and the trail Doctor Jasiak created between the two. It also has contour lines in 5' increments that define the relational elevations in the area. The Ozark Mountains are densely forested, and the woods around Doctor Jasiak's clinic are no exception. The tall trees and thick foliage filter out most of the available sunlight.

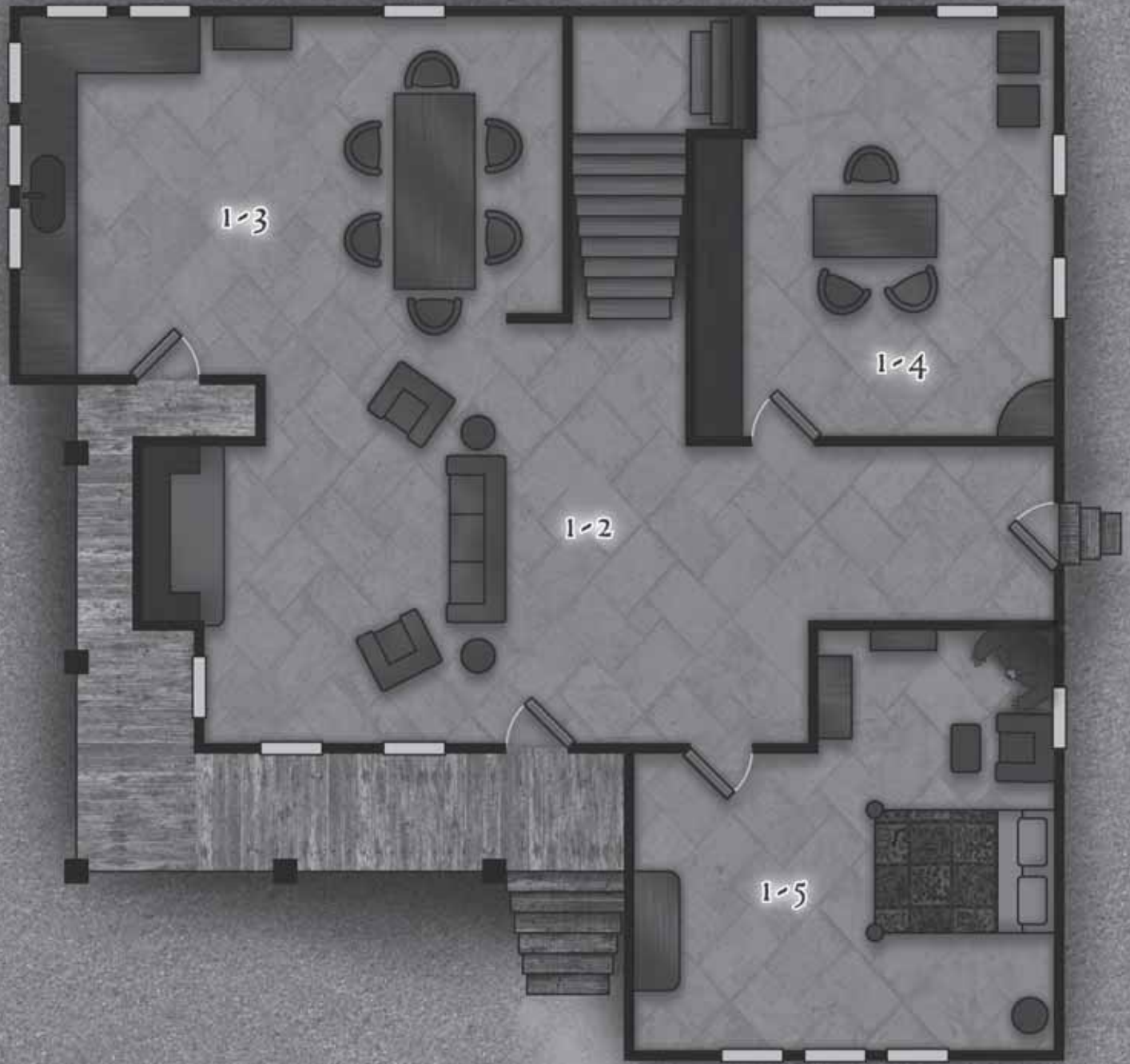
The clinic is a two-story Victorian-style cottage home. The house sits on a thick stone slab; it does not have a basement, root cellar, or crawl space under the building. Investigators that check out the grounds around the clinic find nothing unusual or out of the ordinary.

A small outhouse is located 15 yards north of the house, and a small 10' by 10' shed stands behind the house. The shed contains some common gardening, camping, and digging tools. The Keeper has final word on what equipment is in the shed, and what condition each is in. Investigators on the east side of the clinic can easily find the narrow path that leads down into the forest to the spring water cave. Investigators also find a stack of four clean buckets next to the back door of the clinic; these are used by Doctor Jasiak to carry water from the cave back up to the clinic.

# Clinic On Sleep area map



# Clinic On Sleep, first floor map



┌───┐ = 20 feet





### Area 1-2 – Living Room:

Read or paraphrase the following when the investigators enter this room:

*Upon entering the clinic, you are hit by a scent of decay; the smell, while noticeable, is not overpowering. Otherwise, the living room area is furnished with a bear skin rug, couch, rocking chair, and a couple of small tables. A large 10-point buck head is mounted on the wall above the fireplace. The house is not on the Eureka Springs city power supply, so several hurricane lanterns are located around the room to light the house in the evening. None of the lanterns are currently lit. Located at the center of the first floor, the living room is visible from the other rooms on the first floor and from the stairwell that leads up to the second floor.*

One of the tables in the living room has a small stack of pamphlets with Doctor Jasiak's picture that advertise the clinic, the exact same as the pamphlets the investigators may have seen in their hotel in town. There are three full boxes of matches on the fireplace mantle. There is nothing else of interest in the living room.

### Area 1-3 – Kitchen & Dining Area:

Read or paraphrase the following when the investigators enter this room:

*This small kitchen area has a small hand pump that allows a person to pump water directly into a basin without having to go outside and to use a well. The majority of the kitchen is cabinet storage. The cabinets mounted on the wall do not have doors, so the contents are fully exposed, but the cabinets on the floor have a drape over them. There is also a small ice box in the kitchen. The area where the ice box is located, the wood floor under the ice box shows evidence of there once being a large pool of standing water. The floor is warped and discolored for about 3' around the ice box.*

*This room also has a farm table with six chairs around it. All of the chairs are neatly pushed-in, and the table is clear of any articles.*

If the investigators inquire about the smell of decay, it is the same in the kitchen as it is in any other room on the first floor of the clinic. There are several canned goods and bags of dry goods in the cabinets. There is also a decent set of dishes and cutlery in the cabinets. The lid of the ice box is located at the top of the box; if an investigator opens the ice box, the smell of decay becomes noticeably stronger. There

is no ice in the box, but there are a couple pounds of deer meat at the bottom of the box that have gone rotten.

With a successful **Natural History** roll, an investigator can surmise that it takes roughly two weeks for that much meat to spoil and go rotten. The same **Natural History** roll also informs the investigator that the warped and stained floor is due to the ice from the box that also melted at least two weeks ago. There is nothing else of interest in the kitchen and dining area.

### Area 1-4 – Office:


Read or paraphrase the following when the investigators enter this room:

*Upon entering, it is clear that this is Doctor Jasiak's office. Along the walls are three well-stocked bookshelves, two 3' tall steel filing cabinets behind a desk, and a hutch with sliding glass doors on the upper half, and wood doors on the lower half. A large desk dominates the center of the room. A wood and leather chair sits behind the desk, and a pair of wood chairs sits before it. There are several hurricane lanterns in this room, but none are lit. The desk features a stuffed owl mounted on a decorative branch; "Doctor Piotr Jasiak" is etched into the base of the branch. There are a couple of leather bound books on the desk, several scattered papers, a framed photo, and an L. C. Smith & Bros. typewriter.*

*A scan of the bookshelves reveals them to be packed with all kinds of scientific and medical tomes. The upper half of the hutch contains dozens of glass bottles and vials spread across three shelves. All of the vials on the top shelf are empty. The center shelf holds vials of amber liquid in it; these vials have paper labels glued to them. Each label has a pair of initials and a date. The bottom shelf holds small bottles of dark brown glass and tall bottles of clear glass with clear fluid, and each bottle also has a label glued to it.*

Numerous clues are to be found in Doctor Jasiak's office. These clues are lying out in the open and are noted casually in the room description that is read aloud to the players, so there is no need for the investigators to use a skill to find these clues. If the Keeper feels that the investigators are going to overlook a critical clue, then he might want to consider having one or more investigators make an Idea roll. A successful roll might be a nagging at the back of their mind to double-check the office again. Or, the Keeper might just let the investigators follow their own path; they may be able to proceed with whatever clues they have already collected.





The notable clues in the office are the leather bound books (his journals) on the desk, the scattered papers on the desk, the framed photo on the desk, the vials of amber liquid on the middle shelf of the hutch, the brown glass bottles and clear glass bottles on the bottom shelf of the hutch, and one particular book ‘hidden’ in the bookcase. The hidden book is the only clue that requires a successful **Spot Hidden** roll to discover; it is considered hidden only because the physical scale of the book makes it extremely easy to overlook due to the other physically larger books that overwhelm it on the bookshelf. The following clues are described according to where they are located in the room.

### Doctor Jasiak’s Desk and Filing Cabinets:

**The Journals:** The two leather bound books on the desk are Doctor Jasiak’s personal journals. These books are filled with Doctor Jasiak’s hand-written notes. The journals are written in Doctor Jasiak’s native Polish, and it takes one week to read each journal. The Polish language is similar to other languages categorized as a West Slavic Language; any investigator with knowledge of Czech, Slovak, Kashubian, Silesian, or Sorbian is also capable of reading the journals without a translation dictionary, but does so with a -5% penalty to his language skill. An investigator who uses an English-Polish dictionary – there is one available in the Eureka Springs’ library – to read the journals must add one week to the reading time for each journal. Although it takes longer to translate each journal using an English-Polish dictionary, it does mean that an investigator can decipher its contents without needing to make a skill roll. The first journal is dated throughout the year 1926, the second journal throughout 1927.

The 1926 journal details the theories and construction plans for Doctor Jasiak’s dream extraction machine. It does not contain any spells or Cthulhu Mythos knowledge, but the sheer bizarre nature of this journal has a small Sanity (0/1) check. Upon completion of reading this journal, the reader gains skill checks in **Electrical Repair**, **Mechanical Repair**, and **Medicine**. According to the notes, once the machine is connected to the patient’s skull, it pulls mineral water under the patient’s skull, washing the brain before milking the mixture of mineral water and brain fluid back out of the skull. This mixture is then filtered with the resulting filtrate being stored in a glass vial. With a successful **Medicine** roll, the investigator has learned Doctor Jasiak’s dream extraction procedure as noted below in the “Doctor Jasiak’s Dream Extraction Machine” sidebar. The notes in this journal do not contain any schematics, but do make reference to


blueprints of the machine. The blueprints for the machine are noted below in the ‘Scattered Papers’ clue.

The 1927 journal details Doctor Jasiak’s practical use of his machine on actual patients. It contains no spells, but due to the particularly vivid dreams that are detailed within it, the reader gains **Cthulhu Mythos +3%** and **Dream Lore +5%**. Sanity loss: 1D3/1D4+1. Upon completion of reading this second journal, the reader gains experience checks in his **Medicine** and **Psychology** skills. This journal details each patient’s dreams, and their reactions to Doctor Jasiak’s machine therapy.

According to the most recent entries in this journal, Doctor Jasiak’s current patients are Arthur Johnson, Evelyn Markinson, Howard Clark, and Victoria Foster. All four of Doctor Jasiak’s current patients are being plagued by the same nightmare in which a huge planet-killing comet is falling toward them. In the nightmare, they are standing outside of a huge tower witnessing the death of the world as the comet crashes into the tower and the universe is extinguished. Doctor Jasiak’s notes confirm that these nightmares were driving each patient insane with anxiety and worry about the end of the world.

The journal also details how Doctor Jasiak would ingest the filtrate derived from the extracted brain fluid and mineral water, which he dubbed “dream brew”, and the effects of drinking the fluid. According to Doctor Jasiak’s notes, drinking a dream brew extracted from a patient transports the imbiber into the patient’s dream. He goes on to say that the experiences feel so real that the imbiber would swear that he was actually standing outside the strange tower. In fact, a fresh vial of dream brew will do exactly that, it will transport the imbiber straight to the location in the Dreamlands featured in the ingested dream, but only if the dream brew has been extracted within a week of the subject having had the dream. After one week, the potency of the dream brew weakens, and the ingestion of the liquid only presents the imbiber before The Entryway to the Dreamlands that leads down to the Cavern of Flame. After six months, the potency completely fades and the liquid no longer provides insight into the Dreamlands.

According to the Doctor Jasiak’s notes, a person can be safely milked of his dreams only once a week. Note that none of Doctor Jasiak’s notes have any information about the weakening potency of the dream brew, only because Doctor Jasiak never returned to drink from a previously collected sample of dream brew. He always had a constant sup-



ply of new dream brew to sample. For more information on the vials of dream brew, see the “Vials of Amber Liquid” clue below.

Once the investigators have translated Doctor Jasiak’s journal pages, the Keeper may read the following journal entries to them. The first reads, “7/11/27 – I’m now convinced that the nightmare of a comet crashing into Earth is not based on a threat to the real world. After reviewing the latest published papers on astronomy, it’s clear that the heavens hold no dangers. It’s my journeys into their dreams that have convinced me that it’s the land of dreams that are actually being threatened. Although my time in their dreams is brief, due to the comet crashing into the tower and destroying the dream, I spend it exploring the tower. I am convinced that the tower is a nexus of power, one that reaches into the real world, and if the comet is allowed to actually crash into that black tower that the resulting destruction will cascade into the real world. If I’m right, every living soul on Earth will be lost. I pray to God that I’m wrong. I have a theory; I think the comet can be diverted. I plan to test my theory on my next excursion into Victoria’s dream next week.” The second reads, “8/11/27 – Oh the horrors. I feel that I must find a way to extract my own dreams. I’m being haunted by faceless demons. They pursue me through the Elysian Fields of my own mind. I know not from what corners of my subconscious the demons spawned, but I feel real fear as they give chase. My hope is that the act of writing these notes will exorcise these demons from my mind.”

**Scattered Papers:** These papers are the blueprints for Doctor Jasiak’s dream extraction machine. Any investigator who has 30% or more in **Mechanical Repair** can understand the plans. It takes four weeks to build the machine which requires \$500 worth of materials, and the builder must make a successful **Mechanical Repair** roll once during each week of building. The difficulty of obtaining the required materials is up to the Keeper to determine. To the right buyer, these blueprints are worth \$250.

**The Framed Photo:** The photo on the desk shows Doctor Jasiak standing with Joseph Hon’-ga, the two men are shaking hands as they look at and smile at the camera. The men are standing in front of a teepee with a sign painted on it that says, “Spirit Eagle Medicine”. If an investigator removes the photo from its frame, they discover a handwritten note on the back of the photo; it says, “To my good friend,” and it is signed, “Joseph”.

**The Desk:** Searching the rest of the desk reveals stan-

dard office items, including notepads, typing paper, and an ink pad with rubber stamps for ‘Paid’ and ‘Overdue’ as well as lots of paper clips, pencils, and a couple of fountain pens.

**The Filing Cabinets:** The filing cabinets hold numerous manila folders, each of which is labeled. Most of the folders are patient records. A successful **Medicine** or **Accounting** roll reveals the patient folders for Doctor Jasiak’s four most current patients. The patient records contain detailed medical information, none of which has any impact on this investigation. None of the records are forged, illegal, or contain falsehoods of any kind.

The filing cabinets also contain folders on previous patients Doctor Jasiak has successfully treated earlier in the year. None of these patients have phone numbers listed in their records, but they do have mailing addresses (Keeper’s discretion on the previous patient’s names and addresses). Patients have traveled from all over the continental United States and Canada to visit Doctor Jasiak’s clinic. Investigators will have a difficult time contacting any of these previous patients, for none of them are local to Eureka Springs. If an investigator is successful in contacting a previous patient, then they have nothing but positive things to say about Doctor Jasiak.


If an investigator examines the financial records in the filing cabinets, a successful **Accounting** roll reveals the contents to be thoroughly legal and mundane. Like the medical records, these records have no bearing on the investigation.

### The Hutch:

**Vials of Amber Liquid:** The hutch is comprised of two pieces, a sturdy wooden base and a glass-enclosed top piece with three shelves. The top shelf holds fifteen plain clear glass bottles, none are labeled. There are twenty bottles on the middle shelf with amber liquid in them, and each has a label glued to it with a pair of initials and a date. The labeled bottles are:

|                |                |                |                |
|----------------|----------------|----------------|----------------|
| A. J. 6/10/27  | E.M 8/10/27    | H. C. 7/10/27  | V. F. 9/10/27  |
| A. J. 12/10/27 | E. M. 15/10/27 | H. C. 14/10/27 | V. F. 16/10/27 |
| A. J. 19/10/27 | E. M. 21/10/27 | H. C. 22/10/27 | V. F. 23/10/27 |
| A. J. 28/10/27 | E. M. 28/10/27 | H. C. 29/10/27 | V. F. 30/10/27 |
| A. J. 5/11/27  | E. M. 6/11/27  | H. C. 5/11/27  | V. F. 7/11/27  |

Because each labeled bottle is over one week old, none of the bottled dream brews will automatically insert the drinker of the brew into the Dreamlands at the location featured in



the dream. Each vial contains a single dose of dream brew; a person would need to drink the entire contents of a vial to make use of the special powers of the liquid. A vial can have one or two sips taken without affecting the special powers of the liquid; a sip only results in making the taster drowsy.

If a person drinks an entire dose of dream brew they feel an extremely strong urge to go to sleep; the person only has two minutes before collapsing into a deep sleep. Due to the age of the available dream brews, anyone drinking from one of these vials is transported to The Entryway to the Dreamlands. If the investigators take a closer look at these bottles, then give the players a copy of **Handout E**.

**Brown Glass Bottles:** There are 14 brown bottles on the bottom glass shelf of the hutch. Each bottle is labeled as '1% Procaine' and stamped with the skull and crossbones. The investigators should realize that this indicates that the contents of the bottle are dangerous, a **Know** roll confirms this. With a **Chemistry**, **Medicine**, or *halved Know* roll, an investigator will also know that while the skull and crossbones is most often used to indicate that a liquid or powder is poisonous, it is also used to indicate that a liquid or powder could be harmful if ingested. A **Medicine** or **Pharmacy** roll identifies Procaine and its properties and will also know how to administer it. The anesthetic, commonly used during the 1920s, is both a pain reliever and a vasoconstrictor, it helps reduce bleeding in the area effected by the drug.

To administer this local anesthetic, a person injects 10 ml of Procaine into the area of the body that a surgeon plans to cut. Each bottle contains 30 ml of the drug. The drug numbs the area and reduces blood flow to the area to make it ideal for localized surgery.

**Clear Glass Bottles:** There are also three clear 16 oz. bottles on the bottom glass shelf of the hutch. Each bottle is labeled 'Chloroform'. Although once popular as an anesthetic, the increasing number of chloroform related deaths means that it is no longer in use in large hospitals. Despite its controversial use, it is still on sale and thus for Doctor Jasiak, it is an inexpensive and easy-to-use anesthetic, which is why he still uses the controversial drug.

To administer this general anesthetic, a chloroform-soaked cotton towel is held over the mouth and nose of the patient for between fifteen and twenty seconds. The patient then drifts into a deep numbing sleep for between four and six hours. Any investigator who makes a successful **Medicine** roll knows what the drug is used for and how to administer it.

**The Wooden Base:** The hutch top sits on top of a wooden base which contains a small box and a stack of four white cotton towels. The box is velvet lined on the inside, and nested in the velvet are several surgical tools and hypodermic syringes with interchangeable needles.

### The Bookcases:

**Exploring Dreams: The First Essay of the Dreamlands, by Doctor Thurston Gerard:** This slim book is the only clue in the office that requires a successful **Spot Hidden** roll to find. The book is located in the bookshelf, but because the book is so small and slim, being only 5" by 8" and 1/4" thick, it is easily obscured by the other larger and thicker books on the shelf. Written in English, it takes four days to completely read the book. Sanity loss: 1D2/1D4. It contains no spells, but upon completion, the reader gains **Cthulhu Mythos +3%**. Due to the subject matter, this book also grants the reader **Dream Lore +5%** – even if the reader has never visited the Dreamlands, as well as a new skill, **Meditation 20%**. With a successful roll of **Meditation**, the investigator is able to clear his mind and calm himself so that he can instantly find The Entryway when he goes to sleep, since the book teaches the reader exactly what to look for when they begin to dream.

Doctor Gerard's essay gives detailed information about the concept of a shared land of dreams people can visit while sleeping, specifically the notion of The Entryway, the Cavern of Flame, the two priests Nasht and Kaman-Thah, and both the Seventy Steps of Light Slumber and the Seven Hundred Steps to the Gates of Deeper Slumber. Doctor Gerard's first essay is all about how to get into the Dreamlands. It is rumored that Doctor Gerard has two additional essays, neither of which Doctor Jasiak owns, the second essay supposedly details the city of Celephais, and the third supposedly details The Underworld.

**The Rest of the Bookcases:** Other than the hidden book, all of the other books are the latest textbooks on sleep disorders, dreams, and general medical information. Doctor Jasiak also has a couple of periodicals on astronomy, the first is the Jan. 1925, vol. 47, no 1 edition of the *National Geographic*, and the second is an essay by Max Wolf taken from the 1926 edition of *Memoirs of the Royal Astronomical Society*. The astronomy content of both periodicals is mundane in nature, but any investigator who reads through both may attempt an **Astronomy (+20%)** skill roll. A successful skill check informs the investigator that astronomers have not seen any comets heading for the Earth. Both of

the astronomy periodicals are labeled on the cover as being property of the Eureka Springs library. There is also a current copy of the *Physicians' Desk Reference* available; a successful **Library Use** skill with this book will successfully identify what Procaine is, and how it is administered.

### Area 1-5 – Master Bedroom:

Read or paraphrase the following when the investigators enter this room:

*A comfy looking bed is centered on the left wall; large windows look out to the front yard. A small table sits next to the bed with a lamp and book on it. There is a wardrobe in one corner of the room with a pile of shoes next to it, a short dresser on another wall, and a tall and ornate cabinet next to the wardrobe. A pair of fishing poles leans against the ornate cabinet, and a tackle box is sat on the floor next to the poles. There is a stuffed fox on top of the wardrobe, a large bass mounted on a plaque mounted on the wall above the bed, and a 7' tall brown bear posed in an attack posture in the corner of the room farthest from the door.*

This is Piotr Jasiak's bedroom, the bed covers are ruffled from regular use of someone sleeping in the room. The book on the nightstand is a dime store romance novel, *A Yearning Among the Green Trees* by J.F. Farwell. The wardrobe and dresser contain nothing unusual, and all of Doctor Jasiak's shoes are in a heap next to the wardrobe. The ornate cabinet next to the wardrobe is a gun cabinet. Inside are three hunting rifles, and a small drawer at the base of the cabinet contains four boxes of ammunition; one box of twenty rounds for the BSA No.4 rifle, one box of twenty rounds for the .35 Remington rifle, and two boxes of twelve shells each for the 12G H&R shotgun.

Doctor Jasiak is an avid hunter, but he is not a taxidermist. He takes his kills to a local taxidermist in Eureka Springs. The fishing poles are of good quality, and the tackle box is well stocked with hooks, line, lures, weights, and the necessary tools to clean and gut fish.

**Going Upstairs:** The Keeper should remember that the ground floor of the building has a strong smell of decay, but when the investigators begin to ascend the stairs to the upper floor the smell of decay becomes much stronger. The door to each bedroom on the upper floor is closed.



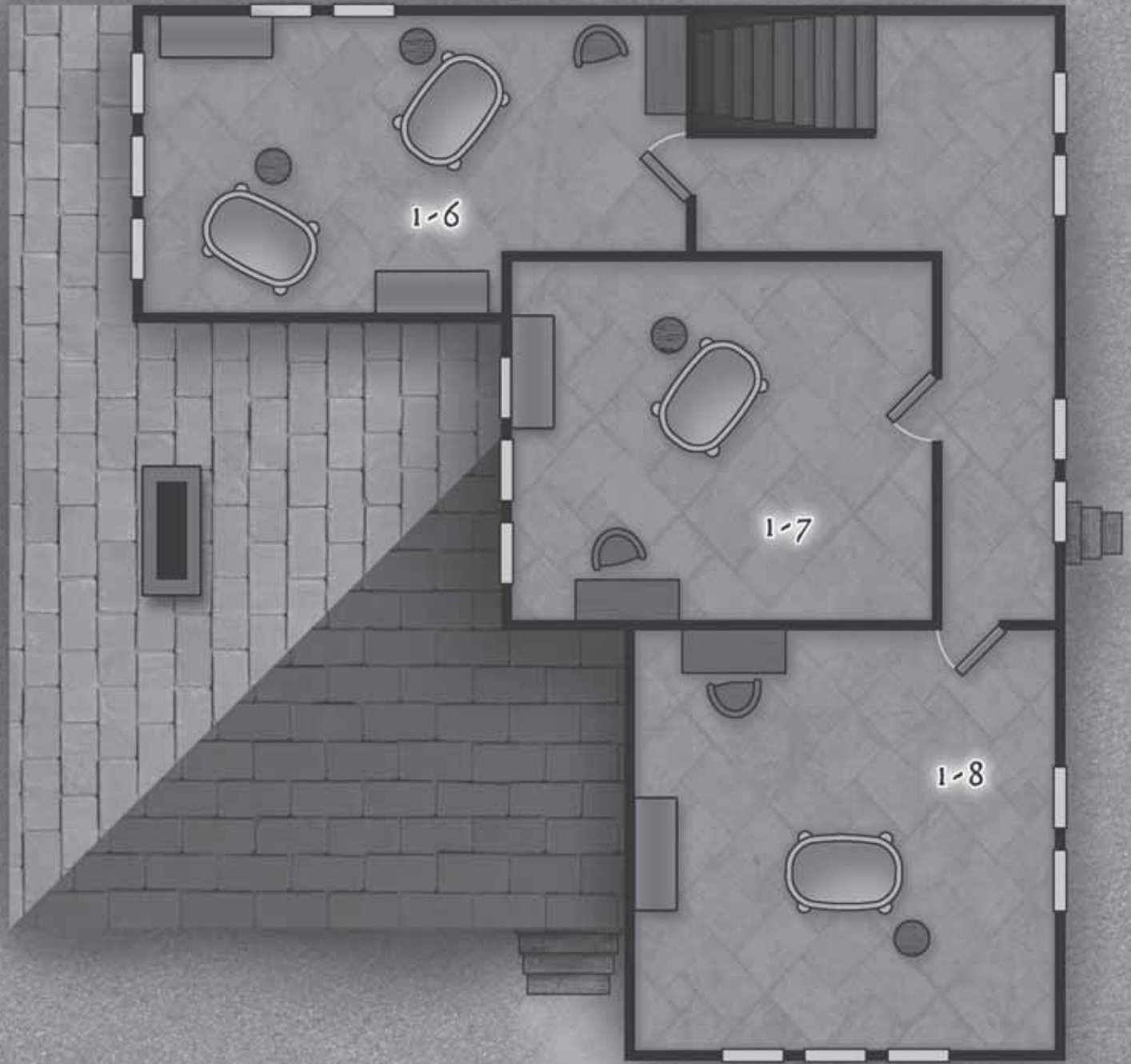
### Area 1-6 – Small Bedroom #1:

Read or paraphrase the following when the investigators enter this room:

*As you open the door to this room, the pungent odor of decay doubles in intensity. This room is furnished with two brass bathtubs in the center of the room, a pair of cots against the walls, and a small desk and chair. Each cot has a couple of suitcases under it. Each tub has plenty of walking room around it. At the head of each tub is a small table*

| WEAPON                | TYPE    | BASE | DAMAGE      | RANGE    | ROF | AMMO | HP | MALF |
|-----------------------|---------|------|-------------|----------|-----|------|----|------|
| BSA No.4 Sporting     | Rifle   | 25%  | 2D6+3       | 130      | 1   | 6    | 10 | 00   |
| .35 Remington Model 8 | Rifle   | 25%  | 2D6+4       | 110      | 1   | 6    | 10 | 99   |
| 12G H&R Model 1908    | Shotgun | 30%  | 4D6/2D6/1D6 | 10/20/50 | 1   | 1    | 10 | 00   |

# Clinic On Sleep, second floor map



┌───┐ = 20 feet





## DOCTOR JASIAK'S DREAM EXTRACTION MACHINE

Each of Doctor Jasiak's dream extraction machines is a hand-built device contained within a crate measuring 15" long, 12" wide, and 20" tall. The crate has a handle screwed onto the top for easy portability. The device has a clearly marked on/off switch and speed/intensity dial on the face of the crate; the dial is numbered off from zero to ten. The crate also has a 24" long hose that is attached just below the intensity dial. On the side of the crate is a clamp and faucet nozzle; the clamp is designed to hold a small glass vial, and when a vial is locked into the clamp, the nozzle is perfectly positioned to drip dream brew into the vial. The crate also has locking clamps along the bottom of the crate. If the bottom locking clamps are unlocked, and the crate is lifted straight up, then the two brick-sized batteries that power the machine are exposed, but the real mechanics of the machine are still bolted to the interior of the crate body.

To use the machine, the patient needs to be submerged into a tub of hot mineral spring water to balance their alkaline levels during the procedure. The machine is designed to collect a brain fluid and mineral water mixture that has been extracted from the patient's brain.


### The Procedure:

1. Administer a chloroform towel to the patient for fifteen seconds to put the patient to sleep.
2. Inject 10 ml of 1% Procaine on the fluid insertion side of the skull.
3. Make a 2" flap so the skull bone can be exposed.
4. Drill into the bone to open a 1" diameter window to the brain.
5. Insert a 24" long by 1" diameter hose with a funnel on one end into the skull.
6. Inject 10 ml of 1% Procaine on the fluid extraction side of the skull.
7. Make a 2" flap so the skull bone can be exposed.
8. Drill into the bone to open a 1" diameter window to the brain.
9. Insert the fluid collection hose from the dream extraction machine into the skull.
10. Trickle mineral water into the funnel, so it can wash over the brain. Keep the flow of mineral to a steady 5 ml at a time so as not to saturate the potential dream brew filtrate.

Turn on the dream extraction machine so it can drain the resulting mineral water-brain fluid mixture and collect it for filtering. It will take a **Mechanical Repair** roll and at least thirty minutes studying one of these machines for an investigator to understand how the machine is constructed and operated. For each additional thirty minutes beyond the first thirty minutes, spent studying the machine the investigator gains a +10% bonus to his **Mechanical Repair** roll to understand the basic mechanics and usage of the device. If an investigator has read Doctor Jasiak's 1926 journal and made a successful **Medicine** roll, he will know how to correctly use the dream extraction machine on a patient.

*upon which sits an odd-looking device. Lying in each tub is the body of a woman, sitting in a few inches of dark black-red water. Each decayed body is dressed in a sleeping gown that is plastered to the corpse's flesh. Also, each woman has a set of hoses running from the back of her head to the odd-looking device sat on the table next to the tub. There is also a small desk and chair against one wall of the room. Each bathtub is enveloped in a storm cloud of flies buzzing around the corpses.*

The two dead women in this room are Evelyn Markinson and Victoria Foster. Each woman is dressed in a plain white neck-to-ankle nightgown, and nothing else. Each woman's body has evacuated her bowels, so the water they are in is a dark murky sludge. The water is also fouled with the decomposition of their bodies, and the other bodily fluids and organs that have mixed with the slowly evaporating water. Maggots writhe in their mouths and noses, and their eyes are a foggy milky white. Each investigator must make a **2/1D4+1 SAN** roll at the sight of this. The investigators are



able to identify Victoria with the photograph that Mr. Courtemanche gave them. A successful **Medicine** roll informs the investigator that the women have been dead for approximately two weeks and that they died from dehydration.

The machine next to each woman's head is Doctor Jasiak's dream extraction machine. Each woman is surgically connected to the machine; see "Doctor Jasiak's Dream Extraction Machine" insert above. (**Keeper's Note:** Give the players **Handout F.**)

Investigators that search the luggage in the room discover mundane personal effects (clothing and toiletries), for each woman.

### Area 1-7 – Small Bedroom 2:

Read or paraphrase the following when the investigators enter this room:

*You open the door to this room, and the thick smell of decay washes over you. As you reflexively cough, the birds that were pecking the skull of the man slumped in a brass tub in the middle of the room are startled away. The birds escape through an open window and you observe that the room which you believe to have once been a bedroom, is furnished only with the tub in the center of the room, a small table next to the tub with a strange machine on it, a cot up against the wall, and small secretary desk and chair near the door. A sturdy suitcase lies on the floor under the cot.*

The dead man in the tub is Howard Clark; his face is a ruin because the birds have removed his eyes, lips, and nose, such that visual confirmation would be impossible for anyone, even those who knew him well. The dream extraction machine is still connected to Howard's skull. There are a few notes on the desk (dates, times, and collected fluid amounts), that use the initials 'H.C.'. otherwise it is impossible to know who is dead in the tub. Howard is dressed only in a white cotton gown that covers him from neck to ankle. Due to the decomposition of his body, and the fluids that have leaked out of his body, the mineral water he is submerged in is a thick putrid brown. A nest of squirming maggots fill what is left of his eyes, nose, and mouth. Investigators must make a **1/1D2+1 SAN** roll upon discovering his corpse. A successful **Medicine** roll informs the investigator that the man has been dead for approximately two weeks, and that he died from dehydration. The suitcase under the cot contains a man's suit and a few other articles of clothing and some toiletries. There are also a few business cards at the bottom of the suitcase for a Mr. Howard Clark, insurance sales representative for Metropolitan Life Insurance Company, New York.

### Area 1-8 – Small Bedroom 3:

Read or paraphrase the following when the investigators enter this room:

*The door to this room has warped over the years, making it difficult to open, but with a gentle shove, you're able to push the door open. You immediately wish you hadn't. This room, once used as a bedroom, is furnished now with a single brass tub in the center of the room, a small table stands next to the tub and is topped by a strange looking machine. There is also a small desk and chair next to the window and a cot with luggage underneath it is pushed against the wall.*

*The body of a man lies in the tub; his decomposed face has exposed his teeth into a bizarre death's grin. A swarm of flies flit all about the corpse's head, and the pulpy white mass in the gaping maw is most certainly the fly's maggot larva.*


The dead man in the tub is Arthur Johnson; investigators viewing his corpse must make a **1/1D2+1 SAN** roll. Arthur is dressed only in a white sleeping gown the goes from his neck to his ankles. The water of the tub is a putrid murky black, as the body has evacuated blood and organs during the decomposition process. The identity of the corpse in the tub could be difficult to discern, but there are notes (dates, times, and collected fluid amounts), on the desk that contain the initials 'A.J.'. A search of the luggage under the cot reveals men's clothing, toiletries, and a train ticket receipt with the name of "Arthur Johnson" on it. A successful **Medicine** skill roll informs the investigator that the corpse is approximately two weeks old and that he died from dehydration.

### Area 1-9 – The Cave:

Read or paraphrase the following when the investigators approach this area:

*As the slope of the ground levels off, you see a small opening in the rock face before you. You can clearly hear the echo of dripping water emanating from the cave.*

This is the cave where Doctor Jasiak collected his mineral water. The cave opening is approximately 15' wide and 7' tall, but within 20' the tunnel has narrowed down to 6' wide and 5' tall. The tunnel is 45' long, and has a slippery 5% declination along its entire length, but, there are plenty of handholds and footholds, so investigators are able to descend and ascend the cavern tunnel without the need for a **Climb** skill roll. The cave tunnel ends in a small 4' deep rocky beach on the edge of a large chamber, some 15' by 25' and 9' high. The rest of the chamber consists of a mineral water pool.



Read or paraphrase the following when the investigators enter the chamber:

*The sound of dripping water echoes all around you, as you enter the chamber. The stalactite ceiling steadily drips water into the massive pool that fills this chamber. The pool shimmers with an ethereal yellow-green color. Your eye immediately notices a red plaid slipper bobbing in the water.*

An investigator with a light source can see that the bottom of the pool continues to slope away from the tunnel. With a successful **Spot Hidden** roll, an investigator can see an underwater tunnel on the far side of the pool that leads away into darkness. The slipper in the water belongs to Doctor Jasiak. It fell off of his foot as the nightgaunts carried him into the Dreamlands.

Once Doctor Jasiak began drinking the dream brew collected by his machines, he drew the attention of the High Priest Not to Be Described who commanded a pair of nightgaunts to kidnap Doctor Jasiak and imprison him in the Pharos of Leng. The High Priest Not to Be Described created a physical doorway between the Dreamlands and the Waking World, and that gate is in a flooded cavern at the end of the underwater tunnel.

If an investigator attempts to swim through the underwater tunnel to see where it may lead, then he will need to make two successful **Swim** rolls to navigate through the dark tunnel to reach the flooded cavern. Due to the length of the underwater tunnel, it takes two minutes for an investigator to swim to the flooded cavern where the physical doorway to the Dreamlands exists. If the investigator fails either **Swim** roll, then the Keeper must consult the Drowning spot rule nearby. Flashlights in the 1920s are not water tight, and mineral water plays havoc on batteries, so investigators that attempt to swim with a flashlight have a 60% chance of destroying the electronics of the flashlight. The Keeper needs to check the state of the flashlight once each minute.

Once an investigator successfully swims into the flooded cavern, he will feel an underground river current pull him

swiftly upward and then suddenly himself breaking above the water. Regardless of what time of day it is was in the Waking World, when an investigator travels through this physical doorway it is the middle of the night in the Dreamlands. The investigator is in the vast pool that surrounds the Pharos of Leng. Fast-forward investigators that have traveled through this physical doorway to **Scene 6: The Pharos of Leng**.

**Visiting with Joseph Hon'-ga:** One of the clues on Doctor Jasiak's desk is a photograph of him and Joseph Hon'-ga standing together in friendship. **Area 1-10** describes the Spirit Eagle Medicine location, but it is assumed in the description that the investigators are visiting during the daytime when the business is open. If the investigators visit at night, Joseph and his wife are not at home because they are visiting family for the evening, and do not return until the morning.

### **Area 1-10 – Spirit Eagle Medicine:**

Read or paraphrase the following when the investigators approach this area:

*The narrow driveway winding through the thick woods finally ends at a large clearing. A nearby teepee is painted with the sign, 'Spirit Eagle Medicine'; beyond the teepee is a small cabin, and beyond the cabin is a large circular tent with a large hole at the top of the tent.*

The teepee is purely a decorative structure, meant to suggest to visitors that Spirit Eagle Medicine is run by an authentic Native American. As far as Joseph Hon'-ga is concerned, the teepee is set dressing for suckers. Joseph and his

wife, Shelby, live in the cabin. Joseph conducts his business in the large round sweat lodge tent, known as a 'wickiup'.

Joseph is a medicine man of the Osage Nation. The service he sells to his customers is the experience of spirit healing, and he uses the area's mineral water during the ceremony. Joseph is a keen businessman and a friend to nearly all of Eureka Spring's local businessmen. Joseph sees most strangers as marks that he would like to milk for cash. If the

### **SPOT RULE: DROWNING**

If the investigator is underwater, and unable to get to fresh air after failing a **Swim** roll, that investigator must attempt a **CON×10** roll. For each subsequent round that the investigator is unable to get to fresh air, then drop the modifier on the **CON** roll by a factor of one (example: **CON×9**, **CON×8**, etc.). As long as the investigator continues to make successful **CON** rolls, he is able to hold his breath.

With a failed **CON** roll, the investigator has inhaled water and cannot breathe, and suffers serious injury to his respiratory system and/or brain. The investigator loses 1D6 Hit Points. Each following round, the drowning investigator continues to lose 1D6 Hit Points until they can successfully reach fresh air.



investigators can convince Joseph that his close friend, Piotr Jasiak, is missing, and they tell him about the supposed dangers in the Dreamlands, and that Doctor Jasiak might be in the Dreamlands – if the investigators suspect as much – then Joseph will do all he can to help the investigators crossover into the Dreamlands to help save his friend.

To enter the Dreamlands, Joseph will conduct a special ceremony in the sweat lodge. He uses mineral water to cool the heated stones to produce the steam within the sweat lodge, and he will chant a sacred Osage spell that guides dreamers to The Entryway of the Dreamlands.

**The Sweat Lodge Ceremony:** Investigators that participate in the sweat lodge ceremony are requested to drink a special concoction comprised of lemon roots that have been chewed and spit back into a bowl by Joseph, then blended with blackberries, wild bird eggs, and mineral water. An investigator that drinks the brew must make a **CON**×3 roll to resist regurgitating, but their **POW** is temporarily increased by 3 points, for the duration of the sweat lodge ceremony. Investigators that do not drink the brew may still participate, but their **POW** score is not enhanced for the ceremony.

Joseph then starts a campfire within the wickiup; once the fire is raging hot, he piles the coals with river stones. Joseph then ladles mineral water onto the stones to fill the wickiup with choking hot steam. The final element is an Osage chant meant to guide dreamers safely to the Dreamlands. The entire ceremony takes three hours, including the preparation of the brew, the fire and steam, and singing the chant. At the end of the three hours, the investigators must each make a **POW**×5 roll to see if they have successfully transitioned into the Dreamlands. With a successful roll, the investigator has succumbed to the ceremony and has fallen unconscious and has found The Entryway. With a failed roll, the investigator has passed out from the heat and exhaustion, and cannot find The Entryway. With eight hours of rest, the investigator may attempt the ceremony again.

Joseph and Shelby safely and carefully look after the investigators' bodies as they sleep and adventure in the Dreamlands.

### Joseph Hon'-ga, Osage Shaman, aged 66

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>INT</b> |
| 9          | 12         | 13         | 10         | 14         |
| <b>POW</b> | <b>APP</b> | <b>EDU</b> | <b>HP</b>  | <b>MP</b>  |
| 16         | 11         | 12         | 13         | 16         |

**Idea 70% Luck 80% Know 60% Sanity 66%**

**Damage Bonus:** None

**Skills:** Art (Osage Chant) 45%, Craft (Dreamcatcher) 55%, Cthulhu Mythos 03%, Fast Talk 45%, Occult 40%, Other Language (English) 40%, Own Language (Osage) 60%, Pharmacy 35%.

### Shelby Hon'-ga, Loving Wife, aged 59

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>INT</b> |
| 8          | 13         | 9          | 12         | 15         |
| <b>POW</b> | <b>APP</b> | <b>EDU</b> | <b>HP</b>  | <b>MP</b>  |
| 12         | 12         | 14         | 11         | 12         |

**Idea 75% Luck 60% Know 70% Sanity 60%**

**Damage Bonus:** None


**Skills:** Art (Painting) 30%, Craft (Cooking) 40%, First Aid 55%, Own Language (English) 70%

### Wrapping Up Scene 1:

The investigators can stay and investigate Eureka Springs as long as they feel that they need to. Eventually though, they should have gathered enough clues that lead them to believe that they need to transition into the Dreamlands if they are going to find Doctor Jasiak; if for nothing else, so he can face charges for the deaths of his patients.

If the Keeper and his players want to explore and investigate Eureka Springs further, the Keeper may want to flesh-out other town locations and personalities that have not been defined in this adventure. It is up to the Keeper to decide if the local authorities are hostile or sympathetic to the investigators should they alert the authorities to the deaths in Doctor Jasiak's clinic. If they are hostile, then the likelihood is that the town sheriff, Ian Henson, will have the investigators held in the town jail, either as suspects in the deaths of the patients or for questioning until he is satisfied that they had nothing to do with the deaths. This will take at least two days. The sheriff will quickly realize that the corpses at the clinic have been there longer than the investigators have been in town, but will want to confirm the investigators' story, which requires a telegram or two to Brian Courtemanche back in Arkham.

In the meantime, there is nothing to prevent the investigators from making their transition into the Dreamlands as



they sleep in their jail cells. If the investigators do attempt to visit the Dreamlands without the aid of the dream brew, or Joseph Hon'-ga's ceremony, or by swimming in the cave, then the Keeper might need to employ a little 'Keeper fiat' to get the investigators into the Dreamlands on their own.

Mr. Courtemanche requested that he be kept abreast of the investigation, so he is expecting telegram or telephone communications from the investigators. The Keeper might prompt an **Idea** roll if the players have forgotten Mr. Courtemanche's instructions. Whether the investigators inform him about the Dreamlands theory or not, Mr. Courtemanche will insist that the investigators find Doctor Jasiak; at the very least so that he can face charges for the deaths of his patients. But the IHAS wants to speak to Doctor Jasiak so they can collect all of the information he knows about Victoria Foster's dreams.

## Scene 2 – Into the Dreamlands

Read or paraphrase the following as each investigator begins to sleep. Each investigator transitions into the Dreamlands alone; Nasht and Kaman-Thah regroup the investigators after they pass through the Cavern of Flame.

*You're standing alone in a thick grey fog. It is impossible to tell if it is day or night, nor if you are indoors or out. You pass your hand through the fog before you, and it seems to part at your touch. Before you, you see a masterly crafted arch standing before you. A flight of stairs descending into darkness begins at the freestanding arch's threshold.*

*Somehow, you know that before you lies the way into the Land of Sleep and Dreams. You descend the stairs, unconcerned by the darkness that surrounds you, or by your solitude. After a time, you see a warm glow of light below you that reveals the end of the stairwell. You enter a large subterranean cavern, and in the center is a huge pillar of flame that lights and warms the cavern. You also notice that at some point during your descent that your clothes have evaporated, yet somehow this feels natural and you feel at ease.*

*You see a pair of tall men dressed in strange priestly robes walk toward you, heads bowed, from the far side of the cavern. They approach in silence, and you greet them in silence as well. In unison, the priests raise their eyes to meet yours, and your gaze is locked with theirs. You hold your breath as you sense the priests review your mind and soul. Finally, the priests withdraw from you to conference privately with each other about what they have seen within you.*

*You see the priests nod in agreement with each other; then they turn to face you once again. One priest walks a few paces to your left, and begins to mumble in a language that instantly disgusts you. The other priest walks up to with a grim smile upon his face, and to your surprise he speaks to you. "Go. Seek out he who was abducted, for he knows the secret to salvation. The force that resides in the land of Leng resists us; our magicks can only get you and your companions to the coastline. From there you must find your own way to the accursed Pharos of Leng."*

*You look, and a thick white mist has enshrouded the mumbling priest, and within that mist, you see a new stairway that descends further into the Dreamlands. You begin to approach the stairwell, when the priest that spoke to you lightly touches your shoulder. His touch sends a shiver down your spine, but as you look down at yourself you are now fully dressed in warm leather and fur, and find yourself well equipped for a cold weather climate. As you look up, the priests turn their backs to you and withdraw to their sanctum on the far side of the cavern. Resolved to the task put to you, mist curls about your legs as you begin your descent into the new stairwell.*

Since the investigation in this adventure cannot be advanced with a prolonged encounter within the Cavern of Flame, the investigator's transition into the Dreamlands is covered in the narration above. As the investigators begin to descend the Seven Hundred Steps to the Gates of Deeper Slumber, they can check themselves to review how Nasht and Kaman-Thah have equipped them.

Each investigator has been dressed in thick layers of leather and fur, including leather boots and a large fur hat. The thick protective clothing will not only keep the investigator warm, but also acts as a single point of protective armor (Armor: 1), for their entire body. Each investigator also has a large bag slung over one shoulder. Inside the bag are three small (if dense), berry and nut bread loaves, a bedroll, flint and steel, a small spyglass (**Spot Hidden**: +5%), and approximately 20' of coiled rope. A dangling strap buttoned to the side of the bag holds an axe with a strangely shaped head; this is an ice axe. When the ice axe is used to assist the investigator climbing rocky or icy surfaces, the tool adds a bonus of +15% to the investigator's **Climb** skill.

As the investigator descends the seven hundred steps, the Keeper needs to brief the player that his investigator now has two new skills, **Dreaming and Dream Lore**. The seven hundred stairs end at a handmade door comprised of

Plateau of Leng area map



Plateau  
of Leng

Prehisto  
monast

Saxkomand



┌──────────┐ = 5 miles

Pharos  
of Senq

Seles-  
Senq

rie  
ery

Ngamdo-  
Senq



rough-cut limbs and thatch. The door does not shut firmly, and a cold breeze and dim lighting filters through the door. All of the investigators find themselves regrouped, standing inside a small 6' by 6' storage shed. One wall of the storage shed features rope branches cut and stacked for use in a campfire. There are no other doors in this shed, and if the investigators reopen the door they just came through, the seven hundred steps are gone, and a small fishing village is beyond the door. Nasht and Kaman-Thah opened a special stairwell to the Tcho-Tcho fishing village of Ngamdo-Leng.

| WEAPON  | BASE % | DAMAGE | RANGE | ATTACKS | HP |
|---------|--------|--------|-------|---------|----|
| Ice Axe | 20%    | 1D8+db | Touch | 1       | 10 |

### Area 2-1 – Ngamdo-Leng:

Read or paraphrase the following when the investigators exit the storage shed:

*The frosty wind claws at your face as you step out of the shed. As you look around, you see several small stick and thatch huts with rope lines strung between a few of the huts. From those lines hang animal skins, blankets, and silvery fish that flap in the wind as they dry out. You can see a few people walking about the village dressed in brightly colored costumes; you see women, children, and a few of the elderly sitting next to a hut. Standing right before you is a young girl, maybe fifteen years old, standing before you with a basket full of short sticks. She is staring at you wide-eyed.*

The girl staring at the investigators is Bolorama, a Tcho-Tcho child; she also goes by 'Bolo'. The Tcho-Tcho are a superstitious people with good reason, being citizens of the Dreamlands, so when perfect strangers suddenly appear out of nowhere in the middle of the village, they believe that the strangers have been sent to them to be sacrificed to Chaugnar Faugn. Ngamdo-Leng is a fishing village on the eastern coast of Leng. When the investigators arrive, it is only a few hours after sunrise, so all of the able Tcho-Tcho men are currently fishing in the sea. Only the women, children, and the elderly are in the village. If an investigator can make a successful Psychology roll, he is certain that something is 'not quite right' with the villagers, but cannot quite pinpoint what is wrong with them.

The Tcho-Tcho people of Leng have a language similar to the people of Tibet. Any investigator who can speak any of the Tibetan dialects may understand and speak with Bolo and the other Tcho-Tcho villagers. If the investigators are unable to communicate with Bolo and the villagers, then the villagers will try to convince the investigators to sit and

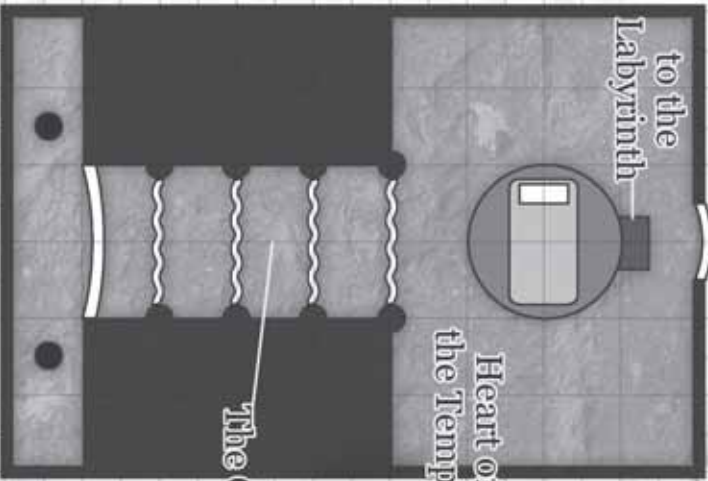
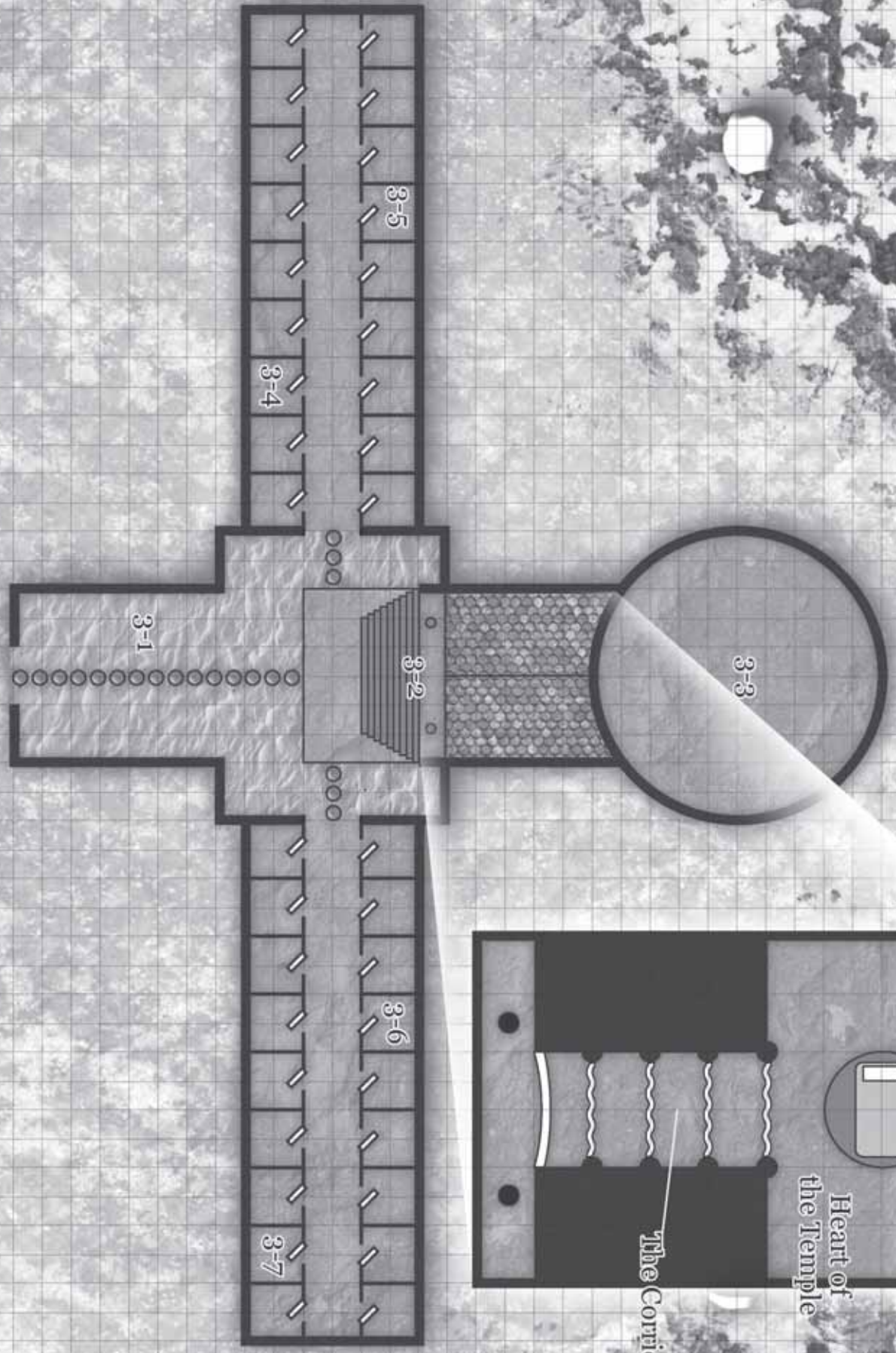


eat fish with them, until the men can return to attack the investigators. The only word the villagers will understand is 'Pharos'. If an investigator says that word, then Bolo gets the idea to guide the investigators to the Prehistoric Monastery. She believes that she will gain great favor with Chaugnar Faugn by duping the investigators into being killed by the High Priest Not to Be Described. The Keeper may want to grant the investigators a Dream Lore roll, if they have points in that skill, for a general understanding of Leng and the people and creatures that inhabit it.

The Tcho-Tcho are a race of deranged humans resulting from the breeding of humans at the beginning of time with a race of evil dwarves known as the Miri Nigri. The vile ceremonies and sacrifices that the Tcho-Tcho make to Chaugnar Faugn erode their already fragile sanity until the elderly are quite insane.

Because the investigators have come to the village while all of the strong and able men are out fishing, the remaining villagers will try to convince the investigators to stay until the men can return and attack them. Bolo and the other villagers are not equipped to restrain the investigators physically, so they will try to charm them into staying.

# Prehistoric Monastery Map



□ = 5 feet



If the investigators insist on searching through the village, then after an hour of browsing the village they find the hut used as the place of worship to Chaugnar Faugn. Inside this hut is a large brass bowl on an altar filled with cold and rotting entrails, and proudly displayed on a pike is a man's skull with only a few bits of flesh and hair remaining. The altar itself is a block of granite carved into the likeness of Chaugnar Faugn seated on the ground; the bowl is in its lap. An investigator will need to make a **Cthulhu Mythos** skill check to identify the subject of the altar, but even if no-one does, the vile sight in the hut necessitates a **SAN (0/1D2)** check.

### Bolo, Tcho-Tcho Villager, aged 15

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>INT</b> |
| 8          | 10         | 7          | 14         | 10         |

|            |            |           |           |
|------------|------------|-----------|-----------|
| <b>POW</b> | <b>APP</b> | <b>HP</b> | <b>MP</b> |
| 13         | 16         | 9         | 13        |

**Idea** 50%   **Luck** 65%   **Sanity** 00%

**Damage Bonus:** -4D4

**Skills:** Climb 40%, Natural History 55%, Navigation 70%

### Tcho-Tcho Fishermen (15)

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>INT</b> |
| 13         | 13         | 9          | 12         | 12         |

|            |            |           |           |
|------------|------------|-----------|-----------|
| <b>POW</b> | <b>APP</b> | <b>HP</b> | <b>MP</b> |
| 9          | 10         | 11        | 9         |

**Idea** 60%   **Luck** 45%   **Sanity** 60%

**Damage Bonus:** None

**Skills:** Craft (Fishing) 40%, Swim 55%, Throw 50%, Track 70%

**Weapons:** Fishing Spear 35% or Throw, 1D8+1; Dagger 25%, 1D4

### Wrapping Up Scene 2:

If the investigators accept the villagers hospitality, then the men will attack the investigators when they return. If the investigators try to leave before the fishermen return, then Bolo will try to become their guide to the Prehistoric Monastery. If the investigators flee after the fishermen have returned, the villagers let them leave to their doom, and do not pursue. The hills leading up to the Plateau of Leng are steep, and require the use of the investigator's ice axe to ascend safely. If a Keeper wants to generate tension during the climb, especially if the investigators are making their escape from the village, he may require a **Climb** roll from the investigators; otherwise the Keeper can simply narrate the investigators ascent to the plateau.


Once the investigators begin their journey to the Pharos of Leng, the Keeper should describe how vast areas are covered in webbing, except for a trail that runs through the Leng foothills. This trail leads directly to the Prehistoric Monastery.

### Scene 3 – The Prehistoric Monastery

Read or paraphrase the following after the investigators have left Ngamdo-Leng:

*It was a steep climb up into the Leng highlands from the coastal village. Your breathing is noticeably more labored as you approach the crest of this frosty bluff. Before you lies a vast tundra broken up by the huge shards of granite upheavals, creating a maze of corridors throughout the plateau. Most of the plateau is blanketed in a thick mist rolling down from the mountains that ring the plateau, and many of the visible granite shards are draped in gossamer webbing that shine with dew. And on the horizon, you see a shaft of green light shining into the heavens. You swallow hard, for you know that what you seek is at the source of that eerie light.*

There is a clear trail, nearly as wide as a road, which runs through the hills that frame the plateau. If the investigators are traveling at night, they can see a green beam of light shooting up into the heavens. The source of the light is somewhere in the middle of the plateau. If the investigators want to proceed directly toward the light, then proceed directly to **Scene 5 – Overland Route**. If Bolo is with the investigators, whether they are traveling during the day or night, she will begin to lead them up the trail toward the Prehistoric Monastery. The trail stays well clear of the plateau and webbing. There are no dangers from creatures on the trail.



It takes two days to walk to the monastery. Nasht and Kaman-Thah did not provide the investigators with anything that could be used as shelter. So, if the investigators sleep unprotected in the Leng foothills, then each morning the investigators must make a **CON×4** roll or take 1D2 points of damage. The investigators may use their **Dreaming** skill to create a simple lean-to, pup tent, or warm sleeping bag to negate the need for the **CON** roll each morning.

If Bolo guided the investigators to the monastery, they observe as she withdraws a small turquoise cloth from her pocket and places it on the ground. Bolo then kneels and mumbles a prayer. During the prayer, she lightly touches her forehead to the turquoise cloth several times. Upon completion of her prayer, Bolo then approaches the wall of the monastery with her prayer flag and hooks a nail on a wall through the flag.

If the investigators have yet to enter the monastery, Bolo will gesture for the investigators to enter the monastery, but will not follow them. Bolo will not enter. If the investigators make a successful **Psychology** roll, they feel that Bolo's deference to not enter the monastery is borne out of honor and respect, and not out of fear. Bolo begins her trek to return to her village once the investigators enter the monastery.

### Area 3-1 – The Courtyard:

Read or paraphrase the following as the investigators approach the monastery:

*The mountain path ends at a small plateau perched on the edge of the Leng Mountains overlooking the vast plateau below. It is here that an ancient stone monastery sits surrounded by a ring of ivory monoliths. The white wind-scarred walls that protect the monastery are speckled with color from the prayer flags that have been nailed to them. The high walls hide what lies within the monastery, except for the grand temple on top of huge stone rise, and the even taller tower behind the temple. A grand and ornately carved archway in the wall is the only visible entrance to the monastery, and it beckons you to enter.*

As the investigators enter the courtyard, read or paraphrase the following:

*As you pass through the archway, a path of circular flagstones leads straight ahead to a nearly vertical stairway up to the temple. The flagstone pathway looks to be the only way to cross the beautifully tended sand Zen garden that fills the courtyard. As you look across the sand, you observe*

*hundreds of smooth rocks, varying in size from your thumb to your palm, set into the Zen garden. The lines in the sand swirl around each stone; it is a truly beautiful sight in such a strange and alien location.*

Should an investigator stop and observe the arrangement in the Zen Garden, he needs to make an **SAN** roll. A failed roll does not result in the loss any Sanity upon the part of the investigator, but a successful roll grants him a **+1D3 SAN** gain because of the beautiful and calming nature of the Zen garden.

If an investigator returns to observe the sand Zen garden for a second time, he must make an **Astronomy** roll. With a successful roll, that investigator must make a new **1/1D3 SAN** roll, because the investigator has had the epiphany that the sand Zen garden is an astrological chart of the heavens, and that the stones within the garden are moving in sync with the actual heavens. Such is the accuracy of the Zen garden that any investigator who loses Sanity in this fashion also gains a skill experience check against his **Astronomy** skill.

In addition, if an investigator has come to realize that the Zen garden is a “live” astrological chart, then with a successful **Spot Hidden** the investigator can identify the comet in the Zen garden. An investigator might consider moving or removing the “comet” from the Zen garden in an attempt to alter the course of the actual comet. If an investigator manipulates the Zen garden “comet”, then that investigator is shocked by magical feedback from Azathoth. That investigator must make a **Sanity (2d4/2d6+2)** roll, and lose **1d3 POW**.


If an investigator makes direct contact with the sand and stones (not including the “comet” stone noted above), with his bare skin, then the investigator needs to make a **Sanity** check. With a failed roll, the investigator is overcome by great depression, and suffers a -15% to all skill rolls for the rest of the day; a successful roll incurs no penalty on the investigator. Within five minutes, any disruption of the sand will self-correct itself; if an investigator observes the auto-correction, then he also needs to make a **Sanity (1/1D3)** check.

### Area 3-2 – The Main Temple: The Stairs:

Read or paraphrase the following as the investigators approach the stairway up to the temple:

*The frost covered stairway up to the temple is extremely steep. You get a little bit of vertigo as you look up to assess the effort it would take to ascend these stairs.*





The temple is located at the top of a 30' tall stone pyramid; the stairs are constructed at an extremely steep 60° angle. Investigators must make two successful Climb rolls to reach the temple. Any investigator who uses his ice axe to climb the stairs, gains a +15% bonus to his Climb skill. If an investigator fails either of his skill rolls, then that investigator slides harmlessly down the slick stairs back to the base of the pyramid. An investigator must make a successful **DEX×5** roll to prevent himself from stumbling into the Zen garden after sliding down the stairs.

**The Corridor:** Read or paraphrase the following once the investigators reach the top of the stairs:

*As you crest the stairs, you find yourself standing before the entrance to the main temple. The entrance is a large open archway to a corridor that leads to the heart of the temple. The entrance is draped in sheer curtains that hang from ceiling to floor. Additional sets of pale yellow curtains are hung across the corridor every ten feet, and all of the gossamer curtains gently drift and sway to a spectral breeze that cannot be felt on your skin.*

The curtains are translucent enough to see through one curtain fairly well, but all of the curtains together make it impossible to see the heart of the temple clearly from the entrance. As the investigators proceed through the corridor, and as they pass through each curtain, either through the split in the center of the curtain, or around either edge of the curtain, the heart of the temple becomes clearer.

The Prehistoric Monastery is an alien location that co-exists in both the Dreamlands and on Carcosa. The walls of the corridor are frescoed with a mural of primitive armies clashing against grotesque beasts on one wall, and similar grotesque beasts ravaging the primitive people along the other wall. Placed on the floor, against the walls where each curtain touches the wall, are clay urns, grass-woven bowls, and wood platters of offerings to the High Priest Not to Be Described. At first glance, the offerings look like a range of foods, textiles, and precious items, but as the investigators pass through each curtain, they must each make a **SAN** roll. With a successful roll, the investigator notices nothing unusual, but with a failed roll the investigator senses that there is something foul and rotten about the offerings. The offerings will smell odd or look queer out of the corner of his eye, but even with a failed **SAN** roll, if the investigator looks directly at the offerings, they still look like legitimate offerings to the temple. There is no **SAN** loss with a failed roll due to passing through a set of curtains. Any investigator who eats a food offering risks being poisoned by **POT**

**10** spoiled food, or if he investigator removes non-food offerings from the temple, risks being attacked by the asps, or scorpions, or some other foul and poisonous creatures that the offerings have transmuted into.


**Heart of the Temple:** Once the investigators pass through the final curtain and enter the heart of the temple, read or paraphrase the following:

*As the veil of the final curtain slips away, you see the heart of the temple; a square room with a large round platform in the center of the room. Upon the platform is a plush chaise lounge where a young man of Adonis-like beauty reclines. At least, you believe he is beautiful – everything in your mind tells you that he is beautiful, despite being draped in a flowing pallid straw-colored silken robe trimmed in mother of pearl and gold threading. From the tight Mandarin collar to the voluminous sleeves and skirt, his entire body is hidden from view. Curled ebony locks frame his colorless face, with only his dark almond-shaped eyes exposed above a golden mask affixed over his nose and mouth. With but the barest nod of his chin and downward glance of his eyes, he silently beckons you forward.*

The creature that is the High Priest Not to Be Described is a multi-planar being from Carcosa. Its purpose is to usher new victims, either by torture or trickery, into Carcosa to be consumed in both mind and body by the denizens therein. This creature is veiled in a glamour that masks its true form, but sudden movements may allow individuals to get a glance of its Carsosan form, that of a grotesque moon-beast.

If the High Priest Not to Be Described makes any large or sweeping movement, then investigators that witness the movement must make a **POW×2** roll. With a successful roll, the priest momentarily shifts, and the glamour momentarily drops revealing the priest's horrific form. The true viewing of the priest only lasts for half a second, but it is enough of a look to require a **1D3/1D8 SAN** roll by the investigator. The Carsosan moon-beast is an elder creature that is covered in sickening sores, boils, and weeping pustules. The raiment of the priest transforms as well, and can be seen plastered to the beast's body where puss has seeped through the fabrics.

As the investigators approach, the priest begins to 'speak' to them telepathically. Each investigator must make an **Idea** roll; with a successful roll the investigator realizes that the priest is speaking directly into his mind, and must make a **0/1 SAN** roll. The priest says, "*Speak true what brings you before me today.*"



If the investigators reply truthfully, the priest silently nods, just barely, and then with a grand gesture he reaches down and places a small wooden box that was hidden within his sleeve within easy reach of the investigators. The box measures 2" wide, 8" long, and 2" deep; contained within the box is a simple reed flute with four finger holes. (The Keeper should give the players **Handout G.**) When an investigator reaches out to take the box, the priest moves with inhuman speed and grasps the investigator by the wrist. The priest moves in the blink of an eye and cannot be dodged. The priest then marks the underside of the investigator's wrist with the Yellow Sign!

If the investigators lie to the priest, he still nods, and places flute box within easy reach of the investigators. Now, when an investigator reaches out to take the box, the priest moves with inhuman speed and grasps the investigator by the forehead, marking him with the Yellow Sign.

### *High Priest Not to Be Described* **Avatar of Hastur**

|            |            |            |            |            |
|------------|------------|------------|------------|------------|
| <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>INT</b> |
| 20         | 18         | 22         | 30         | 15         |
| <b>POW</b> | <b>APP</b> | <b>HP</b>  | <b>MP</b>  |            |
| 35         | 10         | 20         | 35         |            |

**Damage Bonus:** +2D6

**Armor:** None, but takes minimal damage from impaling weapons

**Weapons:** Clubbing Paw 55%, damage 1D8+db

**Spells:** all Call and Contact spells, Summon/Bind Byakhee, plus any three other spells.

**Sanity Loss:** 1D3/1D8+1 (glimpsing the deformed moon-beast form), zero sanity loss for the priest's human form.

The priest will only mark the single investigator that reaches for the flute. The investigator branded with the Yellow Sign must make a **1D6/1D10 SAN** roll, and the investigator receives **+10% to Cthulhu Mythos** as arcane lore floods his mind. It is suggested that if the investigator's sanity loss results in a temporary insanity, that the Keeper force the investigator to faint unconscious for 1D10 rounds instead of randomizing the insanity result. The investigator so marked by the Yellow Sign now has access to knowledge about the Plateau of Leng and the Pharos of Leng; he knows


the various routes to get there, and knows how to use the flute to gain entry to the Pharos of Leng.

After branding an investigator, the priest will recline on his lounge chair and silently observe the investigators without malice or hatred. The priest is not motivated to attack the investigators, and wants them to proceed further on their quest to the Pharos of Leng. If the investigators begin to attack the priest, he simply fades away into nothing, leaving no trace behind. Witnessing the priest's disappearing act requires a **0/1 SAN** roll.

**The Labyrinth:** Behind the platform the chaise lounge rests upon is a square hole where once a trap door was fitted. The door is long gone, and a thick handmade stick ladder now leads down into the darkness. The ladder is so old that the wood has petrified into stone, and had rooted itself to the dark floor below and against the edge of the square hole. The ladder leads down into the labyrinth of the Prehistoric Monastery. The walls of the dark multi-leveled labyrinth are illustrated with the ancient history of Leng and its people. Investigators that spend at least thirty minutes studying the illustrations may make a **SANITY** roll. With a successful roll, the investigator gains a +1d6 to his **Dream Lore** skill. The investigator marked by the Yellow Sign is confident that descending into the labyrinth will not bring them any closer to the Pharos of Leng – he will not be sure why he knows this, but may already be suspecting the influence of his new branding.

Investigators that insist on exploring the labyrinth may do so; the temple is well stocked with candles if the investigators need a light source. The labyrinth is exactly that, a claustrophobic maze of corridors. The labyrinth is so tight that investigators of **SIZ 10** or more easily brush their shoulders against each wall with every step they take. Investigators of **SIZ 16** or more must walk sideways. The labyrinth maze was originally constructed to teach self-control as the subject's mind turned on itself in a confusing and claustrophobic space. Occasionally, the subject might encounter a dead-end in the maze that has another open hole in the floor with a ladder that leads down to another layer of the maze. The maze continues on, and on, and on.

Investigators that enter the labyrinth must make a **POW×10** roll and an **Idea** roll after making their third left or right turn in the maze, and then a **POW×9** and an **Idea** roll after their sixth turn in the maze, and so on. The deeper an investigator goes into the maze, the greater the mental tension that he will become utterly lost. If an investigator fails an **Idea** roll, he has lost count of his movement in the



maze, even if he is making physical notes, because now he is second-guessing the accuracy of his mental and/or physical notes of his movement. If an investigator fails a **POW** roll, the investigator must then replace any subsequent **POW** rolls with a **SAN** roll. If an investigator fails a **SAN** roll, then that investigator has just developed a clinical case of Claustrophobia, and must now get out of the labyrinth by any means possible. Any investigator who spends more than twenty-four hours in the labyrinth searching for the exit will eventually discover a hidden gate to Carcosa, and will permanently cross-over into that dimension; he is never heard from again.

Investigators only make **Idea** and **POW/SAN** rolls if they explore deeper into the maze. If the investigators are making a concerted effort to get out of the maze, they may do so without making the rolls after every third turn since their subconscious is relieved to be getting out to the maze.

### Area 3-3 – The Observatory & Cellar:

Read or paraphrase the following as the investigators exit the heart of the temple and enter the observatory tower:

*The lobby of the tower is cold and dark. One stairwell spirals up, while another staircase leads down.*

The stairs up lead to the observatory, and the stairs down lead to the cellar. Read or paraphrase the following when the investigators ascend to the observatory:

*The stairs climb to the open-air roof of the tower. The barren roof is furnished only with a strange and overly intricate telescope. The telescope is fashioned all in brass, crystal, and glass.*

The telescope has a variety of wheel cranks that change the various focus lenses in the telescope. If an investigator looks through the telescope without touching any of the wheel cranks, then he finds that it has already been configured to view a massive comet/meteor heading straight toward them. Anyone looking through the telescope must make a **Luck** roll; if the roll is successful at one fifth of the investigator's **Luck** value, then the telescope is already focused for a clear view of the meteor. Otherwise, the telescope is out of focus for their viewing. If an investigator attempts to adjust the telescope to get a better look at the

meteor, he will need a successful **Astronomy** or **Mechanical Repair** roll to do so. If the investigator is successful in getting a clear view of the meteor, then he will need to make a **1D10/2D10 SAN** roll as the investigator sees that the meteor is not comprised of ice and rock as expected, but is some kind of alien life form instead. The meteor looks like a boiling mass of tortured faces contorted in agony as each erupting face "eats" the one that was previously screaming in pain. In truth, the meteor is a seething core of nuclear material taken from the body of Azathoth and was hurled at the Dreamlands by the Outer God itself.

Read or paraphrase the following when the investigators descend to the cellar:

*The stairs terminate in a small circular room. The room is barren except for a thick layer of dust. Evidence of whatever the room was once used for has long ago crumbled into dust. The only thing remaining is a large stone trap door with an iron pull-ring on the floor, farthest from the stairs.*

### RUNNING THE LABYRINTH

The labyrinth is not mapped out for the Keeper. It is suggested that the Keeper design the maze on the fly and put the responsibility of mapping onto the players, if they choose to do so. As the maze partially resides in Carcosa, it is possible that the maze has shifted and is now significantly different than it was on an investigator's previous visit.

The stone trap door is extremely heavy; it is a **STR 25** door, and up to three adults can crowd around the large iron pull-ring to try and open the door together. To open the door, the Keeper should total the active value of **STR** of all of the investigators attempting to open the door, and then compare it against the passive **STR** value of the door on the **Resistance Table**.

Once opened, the door exposes a rough-cut tunnel that dives further into the earth. This shaft connects to the ghouls' network of warrens and tunnels that run throughout the Underworld. The investigator marked by the Yellow Sign inherently knows that this tunnel could be used to travel to the Pharos of Leng. Proceed to **Scene 4 – Underground Route** if the investigators choose this option. The Heart of the Temple has several candles and lanterns the investigators can use to light their way. Alternatively, the investigators may use their **Dreaming** skill to create a sustainable light source.

If the investigators choose instead to brave the dangers of the Plateau of Leng as they travel to the Pharos of Leng, then proceed to **Scene 5 – Overland Route**.



### Area 3-4 – Victoria Foster:

All four of Doctor Jasiak's patients that died while hooked-up to his dream extraction machine are each sequestered in an individual meditation cell in the monastery. All are quite mad or dead. If an investigator is already branded with the Yellow Sign, then that investigator knows that these souls are being tormented, and that there is nothing that can be done to relieve their nightmares. Read or paraphrase the following as the investigators approach Victoria's cell:

*There is a horrible screeching coming from a nearby cell. The flimsy wood door rattles occasionally as something within the cell scrambles about within. Whatever resides within the cell sounds both alien and enraged.*

Each cell has a poorly constructed door hanging on a crude hinge; most of the doors are partially open and/or drag on the stone floor. Investigators can easily peek through the door, if they so choose. The thing inside Victoria's cell is a twisted nightmare of her former human self. Victoria's Dreamlands body has been warped by insanity; four ropy 6' long tentacles, two on each side of her body, have replaced her arms. Her eyes are shiny black orbs, she has shark-like teeth, and her body is coated in a viscous slime she sweats. Her clothes and hair are all plastered to her body. And she is mindlessly thrashing about in her cell. To view Victoria requires a **Sanity (2/1D3+1)** check.

### Victoria Foster, Tentacled Nightmare

| STR | CON | SIZ | DEX | HP |
|-----|-----|-----|-----|----|
| 11  | 13  | 11  | 13  | 12 |

**Damage Bonus:** None

**Armor:** 1 point (slime)

**Weapons:** Tentacle 40%, special; Bite 80%, 1D6+2

**Special:** Victoria makes a single Tentacle attack in a combat round with one pair of tentacles; if successful, that pair has ensnared her target for zero damage. With a second successful Tentacle attack from the other pair of tentacles, she has fully grappled her target and is now dragging them toward her gaping maw. Victoria is only able to make a Bite attack on victims she has fully grappled with both pairs of tentacles.

Victoria is tormented by her own nightmares, and will ignore all attempts to communicate with her. She only at-

tacks an investigator if they attempt to enter her cell; otherwise she ignores everything around her.

### Area 3-5 – Arthur Johnson:

Read or paraphrase the following as the investigators approach Arthur's cell:

*You can hear a wheezing sound from the cell ahead, and the odor emanating from it threatens to turn your stomach. Within the cell, you see a man stretched out on the floor with his wrists and ankles shackled to iron rings set into the floor. The man's abdomen has been opened up, and his organs have been stretched out into a web that is draped from hooks and chains dangling from the ceiling. You can see the man's lungs inflate and deflate with each wheeze. Seated in the cavity of the man's abdomen is a large pulsing white orb.*

Viewing Arthur's fate requires a **2/1D3+1 SAN** roll. If the investigators are peeking through the door, Arthur does not notice them. If the investigators open the door, then Arthur will wheeze a plea for the investigators to kill him. If the investigators enter the cell and begin to tamper with Arthur's body, either his draping organs or his shackled limbs, then the pulsing white orb will burst open releasing a horde of spiders; witnessing the egg bursting calls for a **1/1D2 SAN** roll. The spiders are born hungry, and will attack and eat anything in the cell, so if the investigators exit the cell, then the spiders will concentrate on Arthur only. Arthur has only 1 **Hit Point** remaining.

### Leng Spiders, Newborn Horde

| STR | CON | SIZ | DEX | HP |
|-----|-----|-----|-----|----|
| 1   | 1   | 1   | 4   | 1  |

**Damage Bonus:** None

**Weapons:** Bite 40%, 1D3

**Note:** A single Bite attack roll thematically represents a mass of spiders attacking all at once; it is not a single spider attack. Any attacks made on the spiders by the investigators automatically hit and result in the death of several in a single swipe. The sheer number of spiders makes such attacks futile.

The spiders are Leng Spiders only a few seconds old, each measuring barely 2" across. There are close to one hundred spiders in the egg.

### Area 3-6 – Howard Clark:

Read or paraphrase the following as the investigators approach Howard's cell:

*You see a pool of dark fluid seeping out from under the door of the cell ahead. As you get closer, you can see the remains of a fully butchered adult human male in the cell. The parts are scattered about the cell, with the man's head in the center of the room. His mouth and lips move in silent conversation, and his eyes roll about as he looks at his disassembled body.*

Witnessing Howard's condition requires a **1/1D2 SAN** roll. Howard's head has **1 HP**. With a successful **Idea** roll an investigator will be able to read Howard's lips as he says things like, "Kill me," or "Help me," or "No! No! No!"



### Area 3-7 – Evelyn Markinson:

Read or paraphrase the following as the investigators approach Evelyn's cell:

*A strange muffled sound draws your attention to a cell further along the corridor. Inside you see a huge translucent chrysalis adhered to the wall by similar translucent resin. Inside the cocoon, you can see the outline of a form struggling within as it tries to break free of its prison.*

If the investigators enter the cell to get a closer look at the cocoon, they can see a woman's face just under the surface of the cocoon. Evelyn can sense the presence of the investigators, and snaps open her eyes and opens her mouth in a muted scream, thrashing about with even more zeal. If the investigators cut open the cocoon, Evelyn's body slides out and falls to the floor into a glistening heap, along with several gallons of mucus that was also within the cocoon.

Evelyn's body, from the neck down, has been morphed into the body of a huge white pulsing maggot. Evelyn sees her dilemma and begins to scream in horror. As she screams, her mouth hyper extends and opens so large that her remaining humanity is sloughed off onto the floor, leaving only a giant squealing maggot squirming on the floor. Any investigator that witnesses Evelyn's transformation must make a **1/1D2 SAN** roll. The maggot just squirms on the floor; it is unable to attack the investigators.

### Wrapping Up Scene 3:

If the investigators enter the tunnel in the cellar, **Area 3-3**, then they can journey to the Pharos of Leng via the Underground Route, **Scene 4**. Otherwise, they travel the Overland Route, **Scene 5**.

### Scene 4 – Underground Route

Read or paraphrase the following as the investigators descend into the tunnel discovered in the cellar, **Area 3-3**:

*Hand-dug and crooked, the tunnel descends at a shallow angle for about five or six feet, then levels out for one or two feet, before descending again another five or six feet. After approximately twenty feet, the tunnel ends at an opening in the wall of a larger naturally hewn tunnel, roughly 3' above its floor. The natural tunnel varies in diameter, but it roughly averages about eight feet in diameter along its length. The natural tunnel is oriented north-south; a trickle of water flows along the center of the tunnel's floor. The water flows northward.*

The tunnel from the monastery was dug for ease of descent and ascent, so no **Climb** roll is required. The hand-dug tunnel breaches into the natural tunnel on the side wall, about 3' above the floor. The natural tunnel was carved by

## TRAVELING UNDERGROUND

Once per day of travel, the Keeper should roll or select an encounter below:

|            |  |            |            |            |            |           |    |   |   |    |   |
|------------|--|------------|------------|------------|------------|-----------|----|---|---|----|---|
| 01% - 75%  | Quiet day. Nothing unusual.  |            |            |            |            |           |    |   |   |    |   |
| 76% - 90%  | <p><i>You hear something ahead. It sounds like animals fiercely fighting each other, most likely over a source of food.</i></p> <p>If the investigators check out the sounds, they discover a large chamber where a gug is fighting several ghouls. Witnessing this scene requires a <b>2/8 SAN</b> roll. It is suggested that should an investigator suffer a temporary insanity, that he be frozen in fear or faint.</p> <p>Use this result only once.</p>   |            |            |            |            |           |    |   |   |    |   |
| 91% - 00%  | <p><i>You just passed a recessed niche in the cavernous tunnel, and hidden within was a child-sized creature quietly gnawing on a bloody bone. The hideous creature hisses at you and lunges to attack!</i></p> <p>The creature is a ghost youth; a <b>0/1D4 SAN</b> roll is called for to see the young ghost.</p> <p style="text-align: center;"><b>Ghost, Immature Scabrous Beast</b></p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;"><b>STR</b></td> <td style="text-align: center;"><b>CON</b></td> <td style="text-align: center;"><b>SIZ</b></td> <td style="text-align: center;"><b>DEX</b></td> <td style="text-align: center;"><b>HP</b></td> </tr> <tr> <td style="text-align: center;">12</td> <td style="text-align: center;">9</td> <td style="text-align: center;">7</td> <td style="text-align: center;">11</td> <td style="text-align: center;">8</td> </tr> </table> <p><b>Damage Bonus:</b> None</p> <p><b>Weapons:</b> Bite 40%, 1D6; Kick 25%, 1D3</p> <p><b>Special:</b> A ghost is able to kick and bite once per combat round.</p> <p><b>Skills:</b> Sneak 75%</p> <p>Use this result only once.</p> | <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>HP</b> | 12 | 9 | 7 | 11 | 8 |
| <b>STR</b> | <b>CON</b>   | <b>SIZ</b> | <b>DEX</b> | <b>HP</b>  |            |           |    |   |   |    |   |
| 12         | 9  | 7          | 11         | 8          |            |           |    |   |   |    |   |

the flow of an underground river thousands of years ago and is part of the ghouls underground highway. The investigator branded by the Yellow Sign instinctively knows that the Pharos of Leng is northward.

Traveling underground is very slow and very claustrophobic. It takes three days of steady travel to reach the Pharos of Leng. Each day of travel requires a **Luck** roll; a failed roll results in 1 Hit Point of incidental damage from cuts and bruises. Each day of travel also requires a **0/1 SAN** roll due to the claustrophobia.

During their travels, the investigators occasionally enter very large chambers with several other tunnels feeding into the chamber. As long as the investigators take any northward tunnel, they successfully continue their journey toward the Pharos of Leng. Occasionally, the investigators

also hear strange bleating and growling echoing through the tunnels and chambers. It is very difficult for the investigators to pinpoint the source of the sounds, but it is clear that currently, they do not originate from directly ahead of them.

### Area 4-1 – Gahru Pek, City of the Ghouls:

Read or paraphrase the following on the third day of travel in the tunnels:

*You see a light ahead. You approach cautiously, to get a better view. The tunnel you are in is but one of many that terminate in the huge chamber before you. There are several large brass bowls filled with glowing coals that provide the room with a warm ruby glow of light and heat. The chamber is a beehive of activity, as horrific creatures of vaguely human design crawl all about the chamber. But, it is not the*

## CRAWLING THROUGH GAHRU PEK

The investigator leading the troupe up through the city of ghouls must roll 1D10+2; this determines the number of turns it takes to navigate through the network of tunnels to the entrance of the Pharos of Leng. The network of tunnels has multiple branches and small chambers.

The Keeper should roll on the following table once per turn:

| 01% - 60% | <p><i>You go unnoticed.</i></p> <p>If this is the investigators last turn in the tunnels, they enter a chamber with a low granite ceiling. A wood trap door is set into the ceiling; proceed to <b>Scene 6 – The Pharos of Leng</b>.</p> <p>Otherwise, roll on the table again.</p>   |     |     |     |     |    |   |    |    |    |    |
|-----------|---|-----|-----|-----|-----|----|---|----|----|----|----|
| 61% - 70% | <p><i>Something grabs the ankle of the last investigator in line!</i></p> <p>The assaulted investigator has been grabbed by a ghoulish creature which will attempt to drag the investigator into a chamber where there is more room to attack. In the tunnel, the ghoulish creature can only use one claw to attack, and the investigator is pretty much limited to kicking. Having your ankle grabbed in the dark by a monster is a <b>0/1D2 SAN</b> roll for the investigator. There is no <b>SAN</b> loss from seeing the ghoulish creature, because it can barely be seen.</p> <p style="text-align: center;"><b>Ghoul, Crawler in the Dark</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>STR</th> <th>CON</th> <th>SIZ</th> <th>DEX</th> <th>HP</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">14</td> <td style="text-align: center;">10</td> <td style="text-align: center;">12</td> <td style="text-align: center;">12</td> </tr> </tbody> </table> <p><b>Damage Bonus:</b> None</p> <p><b>Weapons:</b> Claw 30%, 1D6, Bite 30%, 1D6 + worry</p> <p><b>Note:</b> The ghoulish creature can only bite the investigator if it can drag him into a chamber. If the ghoulish creature makes a successful STR versus STR roll on the Resistance Table, it drags the investigator into a nearby chamber.</p> <p>Use this result only once.</p> | STR | CON | SIZ | DEX | HP | 8 | 14 | 10 | 12 | 12 |
| STR       | CON   | SIZ | DEX | HP  |     |    |   |    |    |    |    |
| 8         | 14  | 10  | 12  | 12  |     |    |   |    |    |    |    |
| 71% - 80% | <p><i>You hear something in a tunnel branch to your right that sounds like mewing cats.</i></p> <p>If the investigators investigate the sound, they discover a den of ghoulish creatures. There is a ghoulish creature ‘den mother’ sleeping in the den; she snaps awake as soon as the investigators enter the chamber.</p> <p style="text-align: center;"><b>Ghoul, Den Mother</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>STR</th> <th>CON</th> <th>SIZ</th> <th>DEX</th> <th>HP</th> </tr> </thead> <tbody> <tr> <td style="text-align: center;">8</td> <td style="text-align: center;">14</td> <td style="text-align: center;">10</td> <td style="text-align: center;">12</td> <td style="text-align: center;">12</td> </tr> </tbody> </table> <p><b>Damage Bonus:</b> None</p> <p><b>Weapons:</b> Claw 30%, 1D6, Bite 30%, 1D6 + worry</p> <p><b>Note:</b> This ghoulish creature can attack with both claws in a single combat round, but she must attack a single target.</p> <p>This chamber has a low granite ceiling, and there is a wood trap door set in the ceiling. <b>Proceed to Scene 6 – The Pharos of Leng</b>, and ignore any remaining pre-rolled turns in the tunnels.</p> <p>If the investigators choose not to investigate the sound, they can continue crawling up through the tunnels.</p> <p>Use this result only once.</p>  | STR | CON | SIZ | DEX | HP | 8 | 14 | 10 | 12 | 12 |
| STR       | CON   | SIZ | DEX | HP  |     |    |   |    |    |    |    |
| 8         | 14  | 10  | 12  | 12  |     |    |   |    |    |    |    |

*Continued on next page*

## CRAWLING THROUGH GAHRU PEK CONTINUED

81% - 90%

*The tunnel branch on your left smells of decay.*

If the investigators investigate the smell, they discover a chamber filled with piles of rotting bones and meat. They have found a cache of ghoulish food. The carrion is piled high in this chamber with a low granite ceiling that also has a wood trap door set in the ceiling. Proceed to **Scene 6 – The Pharos of Leng**, and ignore any remaining pre-rolled turns in the tunnels.

If the investigators crawl through the gore, then each investigator must make a **Luck** roll. With a successful roll, the investigator gets through unscathed, but with a failed roll the investigator takes **1D2 Hit Points** damage and suffers a -5% penalty on all skill rolls due to infected scratches. A successful **Medicine** roll removes the penalty, in addition to healing the damage. A successful **First Aid** skill check only heals the **Hit Point** damage, but it does not alleviate the skill penalty from the infected scratches.

If the investigators choose not to investigate the smell, they can continue crawling up through the tunnels.

Use this result only once.

91% - 00%

*The tunnel dead ends!*

The investigators need to back-up and take a different tunnel. It is possible for the investigators to change their order if someone else wants to be the lead crawler.

**Note:** If this result is rolled for the investigator's final turn in the tunnels, then this "dead end" actually terminates at a granite ceiling with a wooden trap door set in it.

Re-roll the result for this turn, unless this was the investigator's final turn in the tunnels.

*creatures that draw your attention; it is the façade of a great temple carved into the opposite wall of the cavern.*

Nearly a dozen tunnels feed into this large chamber, the tunnel the investigators are in is one of the smallest and least traveled. The large chamber is tiered into several levels; the mouth of the tunnel the investigators are in is on the third tier above the cavern floor. Most of the ghouls in the chamber are crawling about on the first two tiers. The temple façade is designed similar to a gothic mausoleum, but instead of windows, the façade is covered in tunnel entrances. The ghoulish "city" is a network of tunnels and chambers that most closely resembles an ant colony or beehive on the inside.

The investigators must make a **0/6 SAN** roll when they witness the mass of ghouls moving about on the tiers below them. The sight of a massive number of monsters is such that a failed sanity check results in the maximum **SAN** loss for seeing a ghoulish. If an investigator does lose 6 points of Sanity, it is suggested that the Keeper dictate that the afflicted investigator be rooted in place by fear, too frightened to move or make a sound. Frightened investigators are so affected for 1D6 turns; there is a 10% chance each turn that a ghoulish may stumble upon any investigators who are hiding in fright in the mouth of the tunnel. Alternatively, an investi-

gator might develop Cynophobia, a fear of dogs; as always, the Keeper is free to select or randomize what insanity is inflicted and when it manifests.

The tier that the investigator's tunnel is on connects to multiple tunnel entrances in the city's façade. The investigators can easily sneak over to the city entrance without making a skill roll. The tunnels inside the ghoulish city are hand-dug; they are also much narrower, allowing only one investigator to crawl through at a time. The investigator branded with the Yellow Sign instinctively knows that they need to go upward to the surface to reach the Pharos of Leng.

### Wrapping Up Scene 4:

When the investigators find the chamber with the entrance to the Pharos of Leng, the ceiling and trap door are low enough for an investigator to stand up in the chamber and reach the trap door without a ladder. Normally, the ghouls tend the light in the Pharos of Leng, but are currently avoiding the black tower due to the current activities of the High Priest Not to Be Described. If the ghouls are aware of the investigators, they will not pursue them into the tower. Proceed to **Scene 6 – The Pharos of Leng**.





## TRAVELING OVERLAND

Once per day of travel, roll or select an encounter below:

| 01% - 75% | Quiet day. Nothing unusual.   |     |     |     |     |    |    |    |    |    |    |
|-----------|---|-----|-----|-----|-----|----|----|----|----|----|----|
| 76% - 90% | <p><i>You hear what sounds like rock striking rock, and you can smell meat being cooked over an open flame.</i></p> <p>If the investigators check out the sounds and smells, they discover a small village of granite huts. Visibly, there are three Men of Leng chipping stone spearheads next to a campfire. A hunk of unidentifiable meat is skewered and cooking over the fire. A successful <b>Sneak</b> roll is required to spy on the villagers; otherwise they hear the investigators just after the investigators spot the men. There are two more villagers in one of the huts. None of the villagers are wearing disguises, so their horned heads and hooved feet are clearly visible. It is a <b>0/1D5 SAN</b> roll to see the Men of Leng.</p> <p style="text-align: center;"><b>5 Men of Leng, Almost-Human Villagers</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>STR</th> <th>CON</th> <th>SIZ</th> <th>DEX</th> <th>HP</th> </tr> </thead> <tbody> <tr> <td>11</td> <td>13</td> <td>11</td> <td>12</td> <td>12</td> </tr> </tbody> </table> <p><b>Damage Bonus:</b> None</p> <p><b>Weapons:</b> Spear 30%, 1D8+1</p> <p>The village huts contain several spears and plenty of dried food. There are also two metal helmets, similar in style to that worn by a Roman legionary. Each will provide 1 point of armor to an investigator's head.</p> <p>Use this result only once.</p> | STR | CON | SIZ | DEX | HP | 11 | 13 | 11 | 12 | 12 |
| STR       | CON   | SIZ | DEX | HP  |     |    |    |    |    |    |    |
| 11        | 13  | 11  | 12  | 12  |     |    |    |    |    |    |    |
| 91% - 00% | <p><i>A shadow scurries overhead. The thought barely has time to register in your brain, when suddenly a purple and black blur is leaping at you!</i></p> <p>A few minutes ago, an investigator inadvertently brushed an alarm thread in the web. This sent a tremor through the web that has alerted the spider to the investigator's location. Luck is with the investigators, sort of, for this spider is quite young, and not nearly as large as she may grow to be.</p> <p style="text-align: center;"><b>Leng Spider, Immature Web-Spinner</b></p> <table style="margin-left: auto; margin-right: auto;"> <thead> <tr> <th>STR</th> <th>CON</th> <th>SIZ</th> <th>DEX</th> <th>HP</th> </tr> </thead> <tbody> <tr> <td>15</td> <td>12</td> <td>14</td> <td>12</td> <td>13</td> </tr> </tbody> </table> <p><b>Damage Bonus:</b> +1D4</p> <p><b>Armor:</b> 4 point chitin</p> <p><b>Weapons:</b> Bite 40%, 1D3+poison POT 12; Web Toss 50%, entangle STR 7</p> <p><b>Sanity Loss:</b> 1/1D8</p> <p>Use this result only once.</p>   | STR | CON | SIZ | DEX | HP | 15 | 12 | 14 | 12 | 13 |
| STR       | CON   | SIZ | DEX | HP  |     |    |    |    |    |    |    |
| 15        | 12  | 14  | 12  | 13  |     |    |    |    |    |    |    |





## Scene 5 – Overland Route

Read or paraphrase the following as the investigators leave the Prehistoric Monastery to journey to the Pharos of Leng:

*The sight of the plateau before you chills your soul. You wonder how you can possibly trek safely through this clearly alien and hostile landscape to reach the mysterious Pharos of Leng. Your only relief comes from the fact that you will not get lost; day or night, you can see the eerie light of the Pharos of Leng shooting into the heavens. It is literally your guiding beacon.*

Huge granite boulders jutting out of the earth break up the tundra landscape, and anchored to the peaks of the boulders, above most of the plateau, are several canopies of webs. The granite outcroppings have created natural pathways under the webs. The investigator branded with the Yellow Sign knows that the natives of this land, the Men of Leng, have lived and moved about these lands for centuries. With luck, they should be able to navigate safely to the Pharos of Leng. It takes three days to reach their destination.

### Wrapping Up Scene 5:

The trek through the plateau ends on the evening of the third day. Proceed to the next scene.

## Scene 6 – The Pharos of Leng

The investigators were presented with three ways to get to the Pharos of Leng; depending on how they got here, read or paraphrase the appropriate text.

- If the investigators swam through the underground river, **Area 1-9**:

*You break through the water, greedily gulping fresh air into your lungs. You are outside, and night is approaching as the sun sets behind the mountains. It takes a second for you to realize that those are not the Ozark Mountains, and this is not Arkansas. You are treading water in a small lake with a huge granite boulder in the middle of the lake. Mounted on top of the granite boulder is a tall black tower with a strange green light shining out from the top of the tower into the heavens.*

Investigators in the water are approximately 15' from the granite boulder; the beach is much further away. If the investigators begin to swim closer to the boulder, they see a flat area that they can climb up onto. There

is a small cave behind the flat area; this is the cave with the trap door that leads the ghoulish city of Gahru Pek. If the investigators open the trap door, they discover a narrow tunnel leading down into darkness, as noted in **Scene 4 – Underground Route**. The granite rock face is covered in pocked handholds and footholds.

- If the investigators took the underground route:

*As you stand up in the ghoulish chamber and push open the trap door you discover that you are inside a small granite cave. Through a narrow passage, you can see the night sky.*

Investigators that walk out to the mouth of the cave find themselves standing on a small flat area of granite not far from the edge of a lake. The beach is approximately 50' away. Looking up, the investigators see that they are at the base of a huge granite boulder, and atop the boulder is the black Pharos of Leng, complete with an eerie green beam of light shining into the heavens. The granite rock face is covered in pocked handholds and footholds.

- If the investigators took the overland route:

*The granite outcroppings thin out until there are none, and the spider webs end too. Before the investigators is the Pharos of Leng mounted atop a huge granite boulder in the middle of a small lake. At the edge of the lake, closest to the investigators, is an arched garden arbor. The investigator branded by the Yellow Sign feels certain that the arbor is the entrance to the Pharos of Leng.*

The investigator branded with the Yellow Sign feels compelled to stand within the arbor at the edge of the lake and blow a brief tune on the flute the High Priest Not to Be Described gave him. The investigator that blows on the flute must make a **1/0 SAN** roll. If the roll is successful, the investigator loses one point of Sanity, and the lake seems to solidify, yet it is not frozen, and the investigators can now walk across the lake to the granite boulder in the center of the lake. If the roll is a failure, there is no Sanity loss and the lake does not solidify. If the investigators walk across the solid water, they find the flat area at the base of the granite boulder. Once they get up onto the flat area, the lake water returns to its liquid state. The granite rock face is covered in pocked handholds and footholds.



### CLIMBING THE GRANITE BOULDER

It is a 40' climb up the granite face to reach the base of the Pharos of Leng. The granite is covered in pock marks that aid the investigators in their climb; an investigator must make a successful **Climb (+25%)** roll three times to reach the summit of the rock.

**First Climb Roll:** With a successful roll, the investigator is one third of the way up the rock face. With a failed roll, the investigator falls into the lake for zero damage. A successful **Luck** roll prevents the fall. The investigator must retry this **Climb** roll.

**Second Climb Roll:** With a successful roll, the investigator is two thirds of the way up the rock face. With a failed roll, the investigator falls into the lake for 1D2 damage. A successful **Luck** roll prevents the fall. The investigator must retry this **Climb** roll.

**Third Climb Roll:** With a successful roll, the investigator summits the rock face. With a failed roll, the investigator falls into the lake for 1D3 damage. A successful **Luck** roll prevents the fall. The investigator must retry this **Climb** roll.

### Area 6-1 – The Lobby & Stairs:

Read or paraphrase the following when the investigators summit the granite boulder:

*Having reached the top of the granite outcropping, you find yourself standing at the base of a huge tower. Looking up the face of the tower makes you a little dizzy. The tower is constructed with smooth black granite blocks that are fitted so well that the edges are nearly invisible. Before you is a thick wood door, banded in iron, and fitted with iron hinges and a pull handle.*

The heavy door has a **STR 16**, and requires a **STR versus STR** roll on the Resistance Table to open. The handle is only large enough for two people to hold. Beyond the door is a large foyer with a stairwell going up. The foyer and stairs are dark and dank; the humidity is thick enough to cut with a knife. The stairs go up 30' to a small landing; there is a single door on the landing. The investigators are not able to hear any sounds beyond the door.

The door is unlocked, and easily opens. Draped immediately on the opposite side of the door is a thick purple velvet curtain. As soon as the investigators open the door, a

white gloved hand pulls the curtain aside, and a man in an extremely ornate butlers uniform silently gestures for the investigators to enter. The butler's uniform is similar in design to a French Renaissance period uniform, which an investigator may be able to identify with a **History** roll; the butler is wearing an ornate mask.

Once the investigators enter the room, which looks to be a small wardrobe room lined with fine clothing, a second similarly dressed and masked butler enters and begins to silently display fine clothing to the investigators. The clothing the butler displays is also designed to look like aristocratic French Renaissance period clothing. The butler who was holding open the curtain is now displaying an array of ornate masks. While the butlers are mute, and do not communicate with the investigators, they are clearly offering the investigators a change of clothing. The investigators are not required to change clothes, but if they choose to do so, a butler shows them a small alcove where they may change their clothes. There are no penalties or bonuses to the investigators if they enter the Masquerade Ball in costume or not.

Once the investigators are ready, the butlers pull open another curtain to usher them into the ballroom.

### THE EXIT IS GONE

If an investigator pulls aside the curtain that was draped over the door they originally came through, then that investigator discovers only a bare stone wall. The door is gone, and there is no exit from the ballroom.

### Area 6-2 – The Masquerade Ball:

Read or paraphrase the following when the investigators enter the ballroom:

*The butlers pull aside the curtains and the air is filled with haunting music. The melody reminds you of waltzes that were popular with French aristocracy. Before you is a grand ballroom filled with dancers silently twirling to the music. Welcome to the Masquerade Ball.*

As the investigators move about the ballroom, the dancers continue to twirl and dance without paying any notice to them. There are four musicians playing; one is playing a hurdy gurdy, another is on a cittern, one is using a tambourine, and the last is playing a recorder. The dancers and musicians are all dressed in French Renaissance finery, wearing ornate masks, and remain completely silent.



If the investigators search the room, they find no exits to the ballroom, and if they check the wardrobe they entered through, they discover that the door they originally came through is gone (see sidebar). Any attempts to interact with the dancers or musicians result in no response. If an investigator rips a mask off any of the dancers, musicians, or butlers, then that person will stop doing whatever they were doing, his face caught in a grimace that might be a look of horror – or it might be a look of ecstatic pleasure. This is fleeting though, for that person suddenly ages 200 years in five seconds; his clothes rotting to dust along with his flesh. Any investigator that witnesses a person rotting away in seconds must make a **0/1D3 SAN** roll.

When the Keeper feels the time is right, the musicians suddenly change their tune from a waltz into a herald that announces the arrival of royalty. As soon as the herald begins, all of the dancers stop dancing and kneel with their heads bowed. The High Priest Not to Be Described then enters the ballroom from the wardrobe area. The priest's stride is long, purposeful, and slow. As he walks toward the center of the ballroom, thirteen of the dancers suddenly get up and rush to the center of the room. Like exotic acrobats, the thirteen dancers contort their bodies, grabbing each other's arms and legs, bending and twisting their torsos until they

form a human throne. As soon as the throne is formed, the priest steps up to take a seat upon it. Any investigator watching the priest walk across the room must make a **POW×2** roll, and if successful, must make a **1D3/1D8+1 SAN** roll as he gets a glimpse of the priest's moon-beast from. Witnessing the formation of the human throne, and the priest's use of the throne, requires a **0/1 SAN** roll.

The priest then addresses the investigators, speaking directly into their minds. *"Be joyous, for tonight we celebrate Armageddon. Azathoth's Gift arrives this very eve and you have been chosen... chosen to be one of the elite few to be reborn into slavery on Carcosa. Come, choose a partner and meet your end with joy and dance."* The priest then slowly leans forward, placing an elbow on his knee, *"Yet if you would choose a different dance, one of futility and pain, then I will allow you to search for whom you've journeyed so far for. If this is what you choose, you forfeit ever-lasting life on Carcosa."* With a nod, the two butlers pull open a curtain that reveals a stairwell that goes up.

Any investigator who accepts the priest's offer of eternal life and slavery in Carcosa loses all of his sanity and becomes a drone of Carcosa. An investigator that decides to search for Doctor Jasiak is allowed to continue to The Hall of Doors.



### Area 6-3 – The Hall of Doors:

Read or paraphrase the following when the investigators mount the stairs out of the ballroom:

*The stairs rise 30' to a small landing with a single door that stands slightly ajar. With a light push, the door swings open, and you see a long hallway before you. The hall has a door on either side every ten feet, and a wall sconce holds a small lit candle between each door. The hall of doors continues on as far as you can see.*

It takes a moment for it to register to the investigators, but the hallway is much longer than the tower is wide. By all conventions of physics, this hallway cannot exist in this tower. Investigators must make a **0/1 SAN** roll once this conclusion is reached.

Every door is identical in design; each door is unlocked and nothing can be heard if attempts are made to listen at the door. Regardless of what is on the other side of the door, no sounds can be heard. If the investigators try to brace open the door to the stairs, then a **STR 30** telekinetic force will expel anything bracing the door into the hallway, and then the door will slam shut. Once the door to the stairs is shut, it becomes another door in the hallway, and is subject to the table below.

Each time an investigator opens a door, roll on the table below. As long as at least one investigator is in a room, the door will always open back up to that room, but if all of the investigators exit a room, and then re-open that door, then re-roll on the table to determine the new environment beyond the door.

|           |  |
|-----------|--|
| 01% - 40% | <p><i>You see an empty bedroom. The room is furnished with a four poster bed just big enough for one adult. There is also a small dresser with basin and pitcher on top, a wardrobe, and a full-length mirror on a stand. An open window is next to the wardrobe.</i></p> <p>Other than a light coating of dust, the room is neat and tidy. The wardrobe and dresser are empty. The pitcher has cool water in it, and the window looks out onto an alien landscape with three moons and a forest lined lake below. The window is 80' above the ground in a tower. Investigators that crane their neck to look at the face of the tower see that it is a glass-smooth surface that is windowless, except for the one they are looking out of.</p> <p>Investigators that look into the mirror see an image of themselves sleeping in the bed, requiring a <b>0/1 SAN</b> roll. Investigators that fail their SAN roll must then make a <b>POW versus POW</b> roll on the Resistance Table against the active <b>POW 15</b> of the mirror. If the investigator fails the resistance roll, that investigator is compelled to crawl into bed and sleep. Sleeping investigators can only be awoken by having their bodies carried back into the hallway.</p> <p>Use this result only twice. Re-roll this result on the third occurrence.</p>   |
| 41% - 60% | <p><i>As soon as the door swings open, you are struck by the repugnant smell of rot and decay. The thick humidity of the room moistens your clothes and hair. The room is constructed of dark stone; small puddles have collected in the chipped divots in the floor. Through a small barred window, you can see a trio of moons, their collective moonlight shining down onto a monstrosity that is chained to the floor. The carcass of an inhuman beast lies on the floor; its barrel-shaped body has several open and exposed wounds. A thick green fluid is pooled around the body. It looks like some of the thing's limbs have been removed and discarded to the side. A strange star-shaped feature looks flakey and dry-rotted at one end of the barrel, and five thick ropy tentacles lie in a heap at the other end of the barrel.</i></p> <p>A severely wounded Elder Thing lies on the floor in this room. Viewing the body requires a <b>0/1D6 SAN</b> roll to see the creature; and while the creature certainly looks and smells dead, it is only nearly dead. If an investigator touches the creature's body, it instinctively reacts with a blind attack by its tentacles. It only has the strength to lash about two of its tentacles, and its attack skill has been adjusted due to its blindness. A maddening whistling and piping sound begins as the creature thrashes about.</p> |





|                        |   |
|------------------------|---|
| 41% - 60%<br>Continued | <p style="text-align: center;"><b>Elder Thing, Near-Dead Monstrosity</b></p> <p style="text-align: center;"><b>STR    CON    SIZ    DEX    HP</b><br/>26      12      18      2      7</p> <p><b>Damage Bonus:</b> +2D6</p> <p><b>Armor:</b> 3 point skin</p> <p><b>Weapons:</b> Tentacle 15%, damage equals half Damage Bonus in constriction</p> <p><b>Sanity Loss:</b> 0/1D6</p> <p>Use this result only once.</p>   |
| 61% - 75%              | <p>To the investigator that opens this door: <i>Before you is your childhood bedroom. Your bed... your toys... your clothes... your mind is flooded with memories as you are drawn into the room. It is dark outside. You should be in bed. Daddy does not like it when you disobey. Suddenly, your door bursts open, and your father, tall and menacing, steps into the room. He is holding his belt in his hand. He shouts, "What are you doing out of bed? Get over here now!"</i></p> <p>To the other investigators: <i>You see the hallucinating investigator walk into a small, plain, barren room, and kneel onto the floor.</i></p> <p>The hallucinating investigator must make a <b>POW versus POW</b> roll on the <b>Resistance Table</b> against an active <b>POW 20</b>. If the resistance roll is successful, the investigator is able shake-off the hallucination; the room is then empty. If the resistance roll fails, then a <b>1/1D3 SAN</b> roll is required. The investigator also believes that he is a child again, and submits to his father for punishment. The investigator believes he is being whipped, but no true damage is incurred. The vision is broken if the hallucinating investigator is carried back out into the hallway.</p> <p>Use this result only once.</p>   |
| 76% - 90%              | <p><i>The walls of this room are draped in velvet curtains, similar to those in the ballroom. There are four women dressed in elegant gowns and masks. All four women are standing in front of a pair of French doors on the other side of the room. As soon as you open the door, all four women extend a hand toward you, silently beckoning you to take it.</i></p> <p>The investigator branded with the Yellow Sign must make a <b>POW versus POW</b> roll on the <b>Resistance Table</b>, versus an active <b>POW 20</b>. All of the other investigators can make a <b>Spot Hidden</b> roll; if successful, an investigator will notice that what little of the women's skin that is exposed is gray and bloodless.</p> <p>If the investigator branded with the Yellow Sign is successful in his resistance roll, then that investigator can also attempt a <b>Spot Hidden</b> roll. If the Resistance roll fails, then that investigator must make a <b>1/1D3 SAN</b> roll and he is compelled to join the women.</p> <p>The women are drones who were dancing at the masquerade who will attempt to lead the investigator branded with the Yellow Sign through the French doors. The doors lead to Carcosa, and if an investigator goes through those doors, they are lost forever. If the masks of the drones are removed, they age and turn to dust as described in <b>Area 6-2 – The Masquerade Ball</b> above. After the first drone is destroyed, the remaining three will attempt to battle the attacking investigators. The investigator with the Yellow Sign stands passively aside, still under the thrall of the drones.</p> |





|            |  |            |            |            |            |           |    |   |   |   |   |
|------------|--|------------|------------|------------|------------|-----------|----|---|---|---|---|
| 76% - 90%  | <p><b>4 Masquerade Drones, Servants of He Who Is Not to be Named</b></p> <table border="0"><tr><td><b>STR</b></td><td><b>CON</b></td><td><b>SIZ</b></td><td><b>DEX</b></td><td><b>HP</b></td></tr><tr><td>13</td><td>9</td><td>9</td><td>6</td><td>9</td></tr></table> <p><b>Damage Bonus:</b> None</p> <p><b>Weapons:</b> Fist/Punch 25%, 1D3</p> <p><b>Sanity Loss:</b> 0/1</p> <p><b>Note:</b> Once the drones begin attacking the investigators, an investigator needs to make a successful Fist/Punch attack to rip the mask off of the zombie.</p> <p>Use this result only once.</p>   | <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>HP</b> | 13 | 9 | 9 | 6 | 9 |
| <b>STR</b> | <b>CON</b>   | <b>SIZ</b> | <b>DEX</b> | <b>HP</b>  |            |           |    |   |   |   |   |
| 13         | 9  | 9          | 6          | 9          |            |           |    |   |   |   |   |
| 91% - 00%  | <p><i>You open the door, and the room inside looks like a dungeon cell. It is dark and windowless. The light from the hallway lays a path into the room to the opposite wall. The light terminates in the lap of a man slumped against the wall. The shoeless man is dressed in tattered rags. The man's identity is difficult to make out because his face, chest, and arms are covered with several 8" wide starfish.</i></p> <p>The investigators have found Doctor Jasiak. He is currently subdued by the starfish-like creatures that are stuck to his flesh like leeches. Doctor Jasiak is very weak, and the barbs on the underside of the starfish's limbs are anchored into his skin, with the creature's sucker mouth administering a <b>POT 18</b> sedative. Removal of a starfish does 1 Hit Point of damage, unless the investigator removing the creature makes a successful <b>First Aid</b> roll. Even if the investigators kill the creatures before removing them, the imbedded barbs can still injure Doctor Jasiak when the creatures are removed. There are six creatures stuck to Doctor Jasiak's body, and he currently has 4 Hit Points.</p> <p><b>6 Carcosa Leeches, Starfish Parasites</b></p> <table border="0"><tr><td><b>STR</b></td><td><b>CON</b></td><td><b>SIZ</b></td><td><b>DEX</b></td><td><b>HP</b></td></tr><tr><td>1</td><td>1</td><td>1</td><td>0</td><td>1</td></tr></table> <p><b>Damage Bonus:</b> None</p> <p><b>Weapons:</b> Attach 10%, POW 20 sedative</p> <p><b>Sanity Loss:</b> None</p> <p><b>Note:</b> These creatures' native habitat is the bottom of Lake Hali. They can attach themselves to unsuspecting swimmers, but more often they are collected by denizens of Carcosa to be used as a means to subdue prisoners.</p> <p>Use this result only once.</p> | <b>STR</b> | <b>CON</b> | <b>SIZ</b> | <b>DEX</b> | <b>HP</b> | 1  | 1 | 1 | 0 | 1 |
| <b>STR</b> | <b>CON</b>   | <b>SIZ</b> | <b>DEX</b> | <b>HP</b>  |            |           |    |   |   |   |   |
| 1          | 1  | 1          | 0          | 1          |            |           |    |   |   |   |   |





## Doctor Piotr Jasiak, MD, Sleep Disorder Specialist – aged 52

|     |     |        |     |     |     |
|-----|-----|--------|-----|-----|-----|
| STR | CON | SIZ    | DEX | INT | POW |
| 11  | 13  | 10     | 16  | 17  | 13  |
| APP | EDU | HP     | MP  | SAN |     |
| 11  | 24  | 12 (4) | 13  | 0   |     |

Idea 85%      Luck 65%      Know 99%

**Damage Bonus:** None

**Schools & Degrees:** University of Warsaw Medical School

**Skills:** Bargain 50%, Biology 60%, Credit Rating 50%, Cthulhu Mythos 12%, Fast Talk 45%, First Aid 60%, Library Use 65%, Other Language (English) 45%, Own Language (Polish) 85%, Pharmacy 65%, Psychology 40%.

**Description:** Normally, Piotr Jasiak is of average height and weight, but when the investigators find him, he is near death due to malnutrition. Once all of the starfish creatures are removed from his body, he regains consciousness. Doctor Jasiak is filthy; his salt and pepper hair is shaggy and his face seems permanently marked by his five o'clock shadow. He is dressed in the tatters of his pajamas, and one of his slippers is discarded to the other side of his cell (his other slipper was in the hot spring cave, **Area 1-9**).

### Wrapping Up Scene 6:

Once Doctor Jasiak is found, and he has either died or been carried out of his cell, the hallway is transformed. It is no longer infinitely long; it is now only 30' long, and a new door is displayed at the end. The door is inscribed with the Yellow Sign. The Yellow Sign door is unlocked, but all of the other doors are now locked and cannot be opened.

If Doctor Jasiak dies from his injuries as the starfish are removed from his body, he regains consciousness enough to tell the investigators, *"A sacrifice... A living soul is required... Sacrifice a soul to the heart of the light, and the world is saved..."* Doctor Jasiak then dies.

If Doctor Jasiak still lives, he clutches the nearest investigator and whispers, *"The light... we must get to the light. Quickly!"*

## Scene 7 – Starfall Over Leng

Read or paraphrase the following when the door with the Yellow Sign is opened:

*Before you a flight of metal stairs leads straight up in a tight corkscrew.*

The stairs go up 20' to the lighthouse room at the top of the Pharos of Leng.

### Area 7-1 – The Lighthouse Room:

Read or paraphrase the following:

*This large square room is dominated by the giant light device in the center of the room. A brilliant green beam of light is projected from the device out into the Dreamland heavens. Your teeth and the metal floor seem to vibrate slightly from a subsonic hum emanating from the light device that fills this room.*

This large room is lined on all sides, floor to ceiling, with windows. The ceiling is 20' high. Mounted in the center of the room is a strange spotlight device; it is 20' tall and 10' in diameter. The device hums with energy.

If Doctor Jasiak is alive, and free of the starfish creatures, he will use all of his remaining energy to climb the stairs to the lighthouse room. Doctor Jasiak is compelled by grief and remorse to sacrifice himself for the good of mankind. As the investigators are mounting the spiral stairs to the lighthouse room, he tells them that the only way to divert the meteor is to sacrifice a living soul into the energy source of the lighthouse. Doctor Jasiak believes that the sacrifice will be enough to change the force of the light, and that the change will redirect the meteor so that it will fly past the Earth.

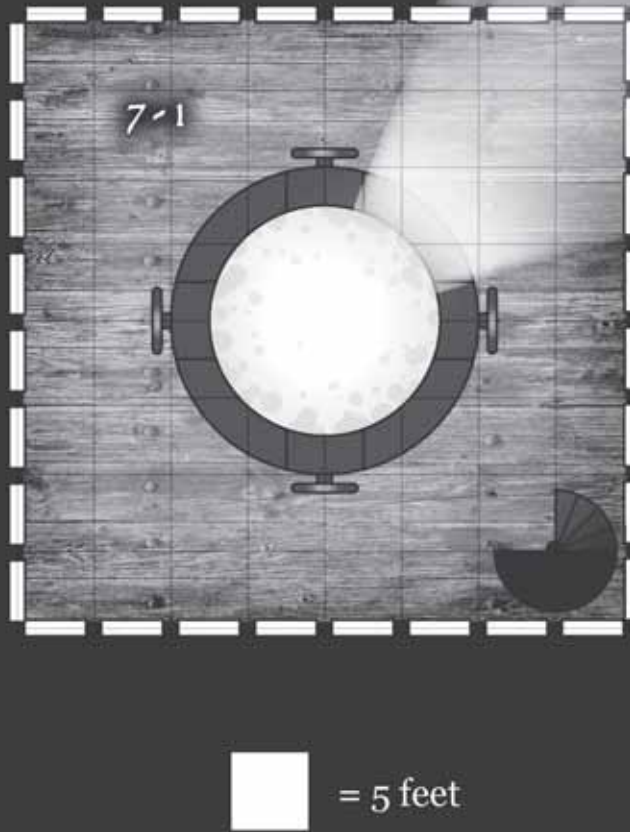
If Doctor Jasiak is with the investigators when they enter the lighthouse room, he will go to the device and start searching it for a hatch. The hatches are easy to find and easy to open. Once one is opened, everyone in the room is exposed to the heart of the lighthouse device – an alien nuclear core. Each investigator must make a **CON versus Radiation** roll on the **Resistance Table**. The radiation has an active **POT 20** on the **Resistance Table**. Any investigator who fails the **Resistance Roll** has contracted a cancer that cascades into his real body in the Waking World.

Also, if Doctor Jasiak is still alive, once he opens the hatch to the lighthouse device, the investigator branded with the Yellow Sign must make a **POW×1** roll. If successful, the





## Pharos of Leng map



investigator resists attacking, and Doctor Jasiak flings himself into the exposed reactor, thus killing himself and saving two worlds. If the roll fails, the investigator is compelled to make as lethal an attack as possible against the doctor. The doctor is so weak, that a single brutal assault should kill him. The compulsion lasts only for a single moment, so if the investigator fails to kill Doctor Jasiak in a single

blow, the doctor still sacrifices himself into the reactor. If the attack does kill the doctor, then the investigators are left in a situation where doom is coming, and a sacrifice must be made to save humanity. So which one of their number is going to die?





## Conclusion

If the adventure ends with the investigators needing to decide between themselves who is going to die to save the worlds, then it is suggested that the Keeper give the players ten minutes of real time to resolve their dilemma. If the players are not actively in the process of resolving this issue, then at the end of the ten minutes, the Keeper can announce that time has elapsed and the worlds have been damned. If the investigators are able to make the required sacrifice into the reactor, then the meteor is diverted into Venus, and both worlds are saved. At that point, the investigators awake in the real world, unless the investigator physically entered The Dreamlands. For investigators who are physically in The Dreamlands, a vortex emanates from the nuclear core of the light device. The vortex has a gravity pull that violently pulls the investigator into it, a successful **Dodge** roll allows the investigator to fly through unharmed; otherwise he takes 1d4 damage. The vortex dumps the investigator into the natural spring cave in **Area 1-9**.

If an investigator is irradiated by the exposed reactor of the lighthouse device, and that investigator returns to the real world, then that investigator loses 1D3 points each from **STR** and **CON**, and one point from **INT** and **SIZ** due to the eldritch cancer.

## Sanity Rewards:

|  |                     |
|--|---------------------|
| Stealing Victoria Foster's paintings   | -1D2 (per painting) |
| Selling Victoria Foster's paintings  | -1D3 (per painting) |
| Alerting Eureka Springs' authorities to the dead bodies in Doctor Jasiak's Clinic on Sleep           | +1D3 +1             |
| Transitioning into the Dreamlands via Doctor Jasiak's dream brew                                     | -1D3                |
| Transitioning into the Dreamlands physically via swimming through the underground spring in the cave | +1D4                |
| Transitioning into the Dreamlands via Joseph Hon'-ga's sweat lodge ceremony                          | +1D3                |
| Exiting the Tcho-Tcho village, Ngamdo-Leng without a fight   | +1                  |
| Escaping the Tcho-Tcho village, Ngamdo-Leng after a fight  | +1D3                |
| Attacking the High Priest Not to Be Described (in the monastery or Pharos of Leng)                   | +1                  |
| Finding Doctor Jasiak, and keeping him alive   | +1D6                |
| If Doctor Jasiak sacrifices himself to divert the meteor   | -1D8                |
| If the investigators forcibly sacrifice a fellow investigator to divert the meteor                   | -1D10               |
| Saving two worlds by diverting the meteor (for the surviving investigators)                          | +2D8                |

## Appendix I: Pre-Generated Investigators

Ideally, the investigators in *Starfall Over the Plateau of Leng* are all members of the International Historical & Archaeological Society, but it is possible to remove the IHAS from the adventure if the Keeper has an alternative method for gathering the investigators together.



**Name:** Doctor Conrad Hale, PhD

**Occupation:** Parapsychologist

**Sex:** Male      **Age:** 28

**Marks, Scars, Mental Disorders:** A handlebar mustache & pipe

**Income:** \$7,500

**Cash:** \$150

**STR:** 17

**DEX:** 12

**INT:** 17

**Idea Roll:** 85%

**CON:** 15

**APP:** 9

**POW:** 6

**Luck Roll:** 30%

**SIZ:** 11

**SAN:** 30

**EDU:** 16

**Know Roll:** 80%

**Damage Bonus:** +1D4

**Hit Points:** 13

**MP:** 6



### Weapons

**Fist/Punch** 50% 1D3+db

**Grapple** 25% Special

**Kick** 25% 1D6+db

### Skills

**Anthropology** 31%

**Medicine** 35%

**Conceal** 30%

**Occult** 35%

**Credit Rating** 25%

**Own Language (English)** 80%

**Drive Auto** 50%

**Persuade** 15%

**First Aid** 30%

**Photography** 40%

**History** 65%

**Psychology** 80%

**Library Use** 85%

**Spot Hidden** 40%

**Locksmith** 16%

### Background

As a recent graduate of Miskatonic University's Psychology program, you are eager to make a name for yourself in the field. More than anything, you want to be recognized and admired for the work you do. You have a reoccurring dream where strangers on the streets of Arkham jockey to get your attention and shake your hand. They are in awe of your achievements, and are proud to call you a son of Arkham; which is far better than being the son of Vernon Hale, a sanitation worker in Arkham. Your entire life has been in pursuit of greatness; you look for opportunities to align yourself with fascinating endeavors, which is what spurred your interest to join the International Archeological & Historical Society.

As part of your drive to construct the life you dream of for yourself, you actively sought to join a philanthropic community group, be it the Rotary Club, Masons, or the IHAS. When you applied to the IHAS, Mr. Courtemanche had a hunch that The Society would be well served to have another parapsychologist on the rolls. Doctor Hale is a member in good standing.



**Name:** Isabella Rosati-Bennett

**Occupation:** Widow

**Sex:** Female     **Age:** 58

**Marks, Scars, Mental Disorders:** Diminished hearing)

**Income:** \$15,750

**Cash:** \$455

**STR:** 8

**DEX:** 7

**INT:** 12

**Idea Roll:** 60%

**CON:** 9

**APP:** 13

**POW:** 11

**Luck Roll:** 55%

**SIZ:** 8

**SAN:** 55

**EDU:** 17

**Know Roll:** 85%

**Damage Bonus:** -1D4

**Hit Points:** 9

**MP:** 11



### Weapons

**Fist/Punch** 50%     1D3+db

**Kick** 25%     1D6+db

**Grapple** 25%     Special

**Handgun** 35%     .25 Derringer (single shot) 1D6

### Skills

**Accounting** 35%

**Natural History** 40%

**Credit Rating** 85%

**Navigate (Air/Sea)** 25%

**Cthulhu Mythos** 5%

**Other Language (English)** 65%

**Hide** 40%

**Own Language (Polish)** 85%

**History (Art)** 80%

**Pilot (single engine plane)** 30%

**Law** 35%

**Ride** 45%

**Listen** 15%

### Background

Once, long ago, you were young and beautiful. You won the heart of Charles Bennett, a wealthy American touring Poland. A whirlwind summer romance later, and you were married and moving to America to be wife to your new husband. That was nearly forty years ago, and so much joy and sorrow has passed through your heart. The worst day was when you lost Charles. It was June, 1918; the two of you were enjoying an evening stroll through the private cemetery on your estate when two concealed men assaulted you both in order to rob you. Charles struggled with the men, eventually giving his life to save yours. As you lay prone next to Charles' lifeless body, two strange bestial man-things came out of nowhere and killed your attackers. The grotesque man-things spoke in a guttural hiss, and explained that Charles was their benefactor, and that they saved your life in gratitude for the years of kindness Charles had extended to them. The man-things then dragged all three bodies away, and disappeared into an ancient sepulcher. You spent months under special psychiatric care as you regained your physical and mental strength. A police investigation eventually uncovered Charles' body in some nearby woods; animals had partially consumed his body. No trace was ever found of the assailants.

The story of Charles' death was headlining news, and many strangers came to give their condolences, including a Mr. Courtemanche. Mr. Courtemanche offered to help you investigate the strange man-things you saw... if you were interested to pursue such an investigation. You were, for it was something to channel your grief into. And so began your membership into the IHAS, and it has succeeded in helping you cope with your loss. Mrs. Rosati-Bennett is a member in good standing.

| WEAPON                               | TYPE    | BASE | DAMAGE | RANGE | ROF | AMMO | HP | MALF |
|--------------------------------------|---------|------|--------|-------|-----|------|----|------|
| Remington Double .41 Short Derringer | Handgun | 20%  | 1D6+1  | 3     | 2   | 2    | 6  | 99   |

**Name:** Otto Atwood

**Occupation:** Private Investigator

**Sex:** Male      **Age:** 33

**Marks, Scars, Mental Disorders:** Harelip and lisp

**Income:** \$2,250

**Cash:** \$55

**STR:** 9

**DEX:** 16

**INT:** 14

**Idea Roll:** 70%

**CON:** 10

**APP:** 7

**POW:** 5

**Luck Roll:** 25%

**SIZ:** 14

**SAN:** 25

**EDU:** 17

**Know Roll:** 85%

**Damage Bonus:** None

**Hit Points:** 12

**MP:** 12



### Weapons

**Fist/Punch** 55% 1D3

**Grapple** 25%

**Handgun** 60%

Colt's New Service .45 LC revolver

**Special Shotgun** 40%

12 gauge sawed-off 4D6/1D6

**Kick** 25% 1D6

### Skills

**Bargain** 35%

**Locksmith** 35%

**Dodge** 32%

**Mechanical Repair** 50%

**Fast Talk** 45%

**Own Language (English)** 85%

**First Aid** 45%

**Persuade** 30%

**Law** 65%

**Photography** 75%

**Library Use** 70%

**Psychology** 35%

**Listen** 40%

### Background

“Life isn’t fair” is a lesson you’ve learned on more than one occasion. For years, the lesson taught you to be cold and heartless in your work as an Arkham police officer, but when you shot a kid pretending to hold a gun, it cost you everything you had achieved in your life, including your marriage. It took years to rebuild a career and your reputation, and along the way you learned a new lesson in life, “Mankind is inherently good, and if given a chance, can achieve greatness;” it is one that has tempered your heart and has begun to warm your soul. You can still spot a dirtbag at a hundred yards.

Mr. Courtemanche and The Society has had need for physical security, from time to time, and on more than one occasion they have hired you. You have been dependable (for the most part), so membership into The Society was eventually extended to you. You accepted, why not. Mr. Atwood is a member in good standing, but does have a history of rule infractions.

| WEAPON                                 | TYPE    | BASE | DAMAGE      | RANGE        | ROF | AMMO | HP | MALF |
|--|---------|------|-------------|--------------|-----|------|----|------|
| Colt's New Service .45 LC revolver     | Handgun | 20%  | 1D10+2      | 15           | 1   | 6    | 8  | 99   |
| Iver Johnson Champion sawn-off shotgun | Shotgun | 40%  | 4D6/1D6/1D3 | 10/20/50 yds | 1   | 1    | 8  | 00   |

**Name:** Gilbert York

**Occupation:** Journalist

**Sex:** Male      **Age:** 25

**Marks, Scars, Mental Disorders:** \_\_\_\_\_

**Income:** \$1,200

**Cash:** \$75

**STR:** 9

**DEX:** 15

**INT:** 13

**Idea Roll:** 65%

**CON:** 15

**APP:** 11

**POW:** 9

**Luck Roll:** 45%

**SIZ:** 15

**SAN:** 45

**EDU:** 16

**Know Roll:** 80%

**Damage Bonus:** None

**Hit Points:** 15

**MP:** 9



### Weapons

**Fist/Punch** 50% 1D3

**Grapple** 25% Special

**Kick** 45% 1D6

### Skills

**Art (Drawing)** 20%

**Climb** 50%

**Conceal** 35%

**Credit Rating** 30%

**Electrical Repair** 15%

**Fast Talk** 75%

**First Aid** 45%

**History** 65%

**Library Use** 65%

**Listen** 40%

**Mechanical Repair** 20%

**Library Use** 70%

**Own Language (English)** 80%

**Persuade** 35%

**Photography** 30%

**Psychology** 65%

**Spot Hidden** 40%

### Background

You are an up-and-coming freelance journalist for the Arkham Advertiser. With a little luck, and a lot of hard work, you hope to earn a staff position before you are thirty. You take whatever assignments come your way, but you prefer the city beat. The darker, the grittier, the bloodier, better the chance your byline will be on the front page above the fold. You constantly have your eyes and ears open for your headlining story.

An article you wrote about a series of thefts on the Miskatonic University campus attracted the attention of a Mr. Courtemanche. He wrote to you to inquire about any details that did not make the final edition. He seemed to be a fan, so you indulged his interest. Eventually, you discovered that Mr. Courtemanche was an elder member of the IHAS, the same philanthropic group that your grandfather used to be a member of. You mentioned this in passing to Mr. Courtemanche, and he beamed. Mr. Courtemanche then offered you membership into the IHAS at the legacy membership rates. You figured, "If it was good enough for gramps, it can be good enough for you." Mr. York is a member in good standing.

**Player Handout A**



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*Permission granted to photocopy this page for personal use.*

**Player Handout E**

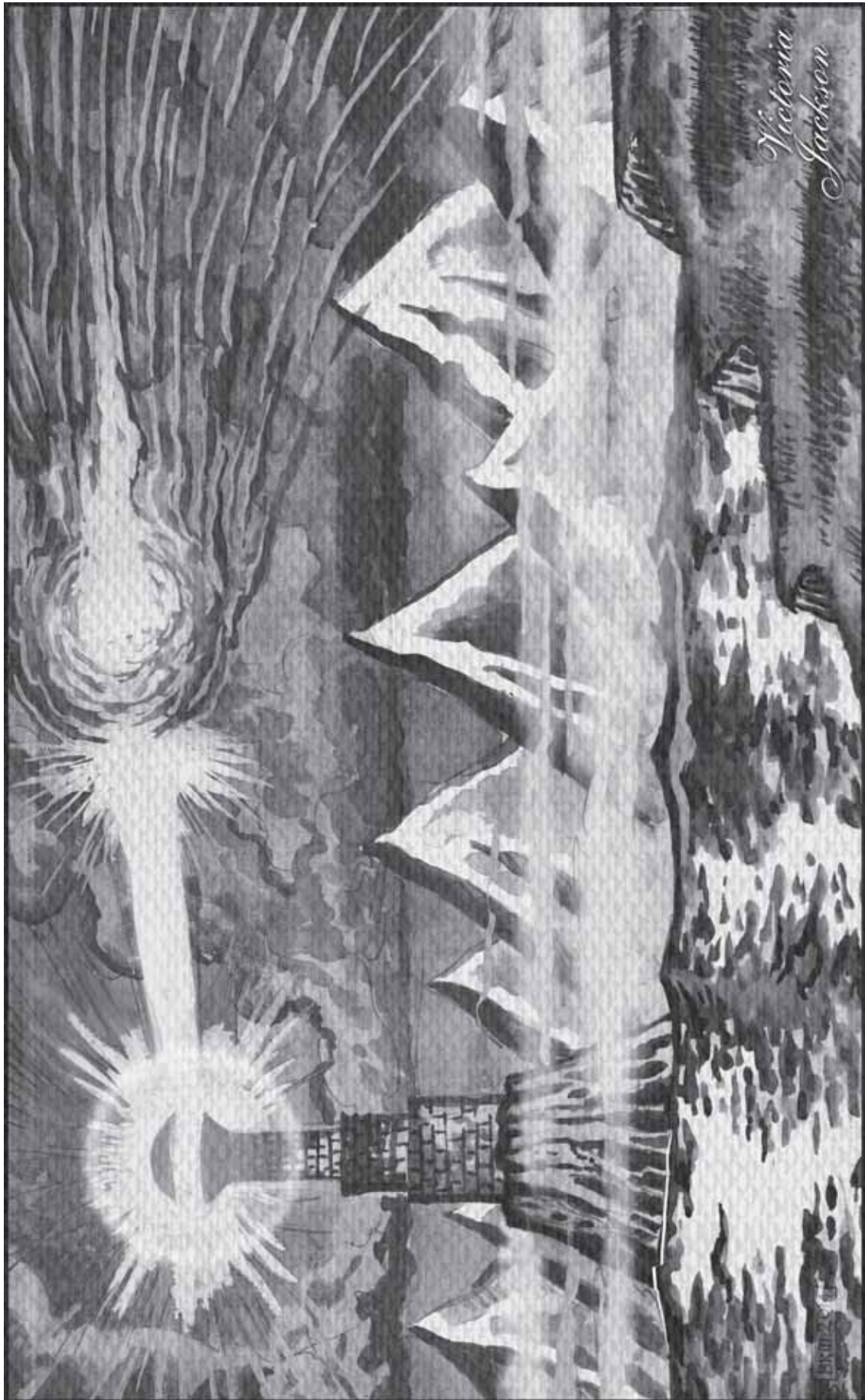
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|----------------|----------------|----------------|----------------|
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| A. J. 12/10/27 | E. M. 15/10/27 | H. C. 14/10/27 | V. F. 16/10/27 |
| A. J. 19/10/27 | E. M. 21/10/27 | H. C. 22/10/27 | V. F. 23/10/27 |
| A. J. 28/10/27 | E. M. 28/10/27 | H. C. 29/10/27 | V. F. 30/10/27 |
| A. J. 5/11/27  | E. M. 6/11/27  | H. C. 5/11/27  | V. F. 7/11/27  |



Player Handout B



# Player Handout C



# Player Handout D

Dr. Jasnak's  
**CLINIC ON SLEEP**  
Eureka Springs  
ARKANSAS

Dr. Piotr Jasnak graduated from the University of Warsaw with a PhD in sleep medicine. Dr. Jasnak was Europe's leading mind in his field. In 1919, Dr. Jasnak immigrated to America to share his knowledge and healing arts with the Western World.

Dr. Jasnak was fascinated with the potential to integrate his established sleep and dream therapy with the healing waters of Eureka Springs. In August of 1920, Dr. Jasnak opened his Clinic On Sleep in a beautiful and remote cabin on Old Wood Rd.

*Always open - Visitors welcome*

Dr. Jasnak's  
Clinic On Sleep

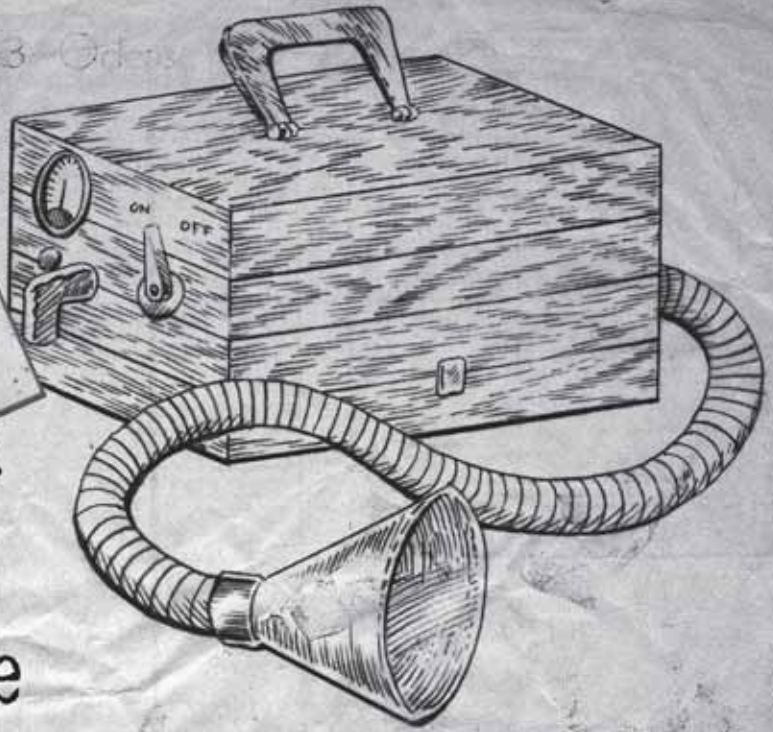
Old Wood Rd  
King's Hwy  
Eureka Springs  
King's Hwy

62  
23N  
62  
23N

Dr. Eyes Only  
Private  
Piotr Jasiak

513-01-11

D. Ex-  
Machine  
Prototype  
• Version One



### Dream Extraction Machine Process

Keep Lights  
Subdued To Faci-  
litate  
Extended  
Slumber

Mineral Oil  
Out  
From  
Back of  
Head  
In

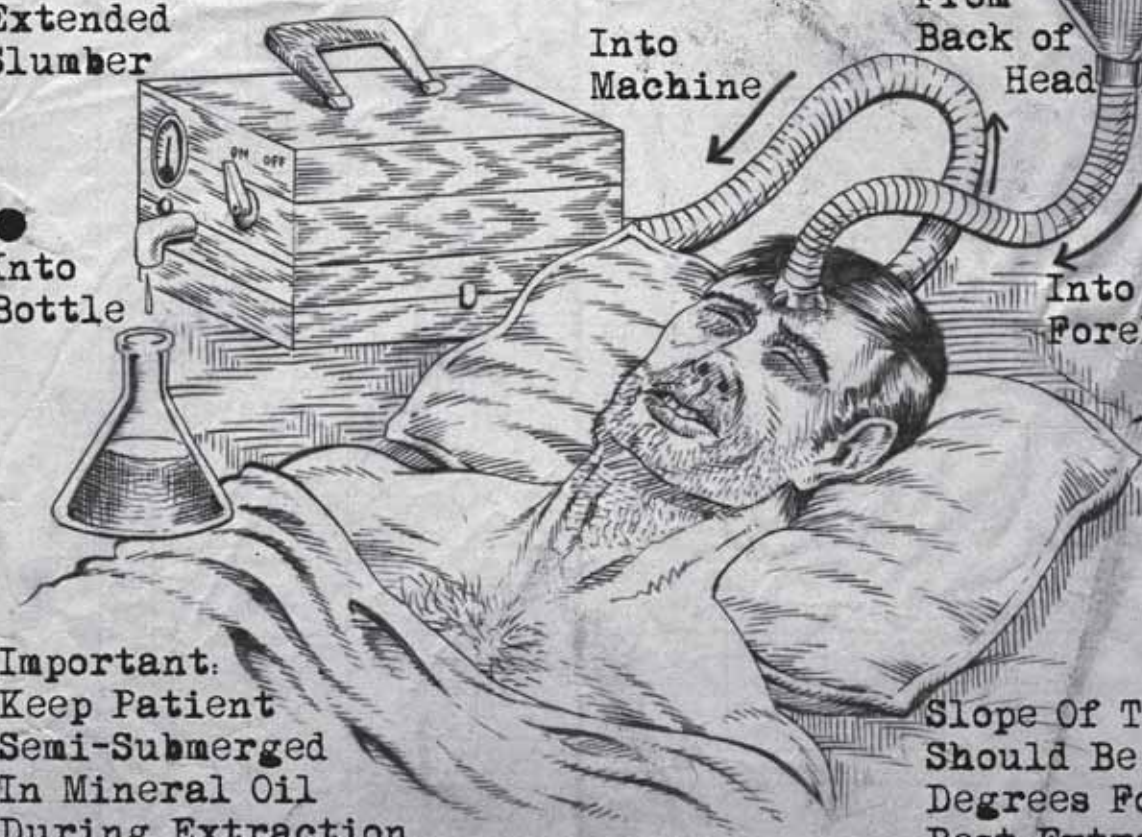
• Into  
Bottle

Into  
Machine

Into  
Forehead

Important:  
Keep Patient  
Semi-Submerged  
In Mineral Oil  
During Extraction

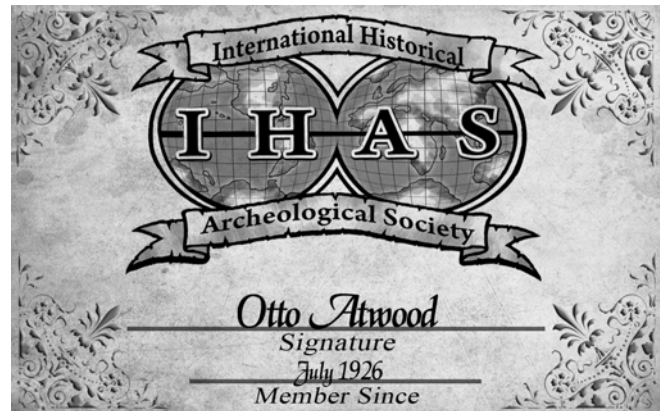
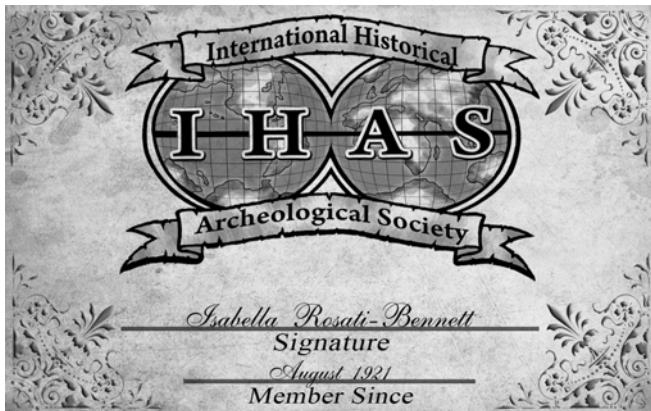
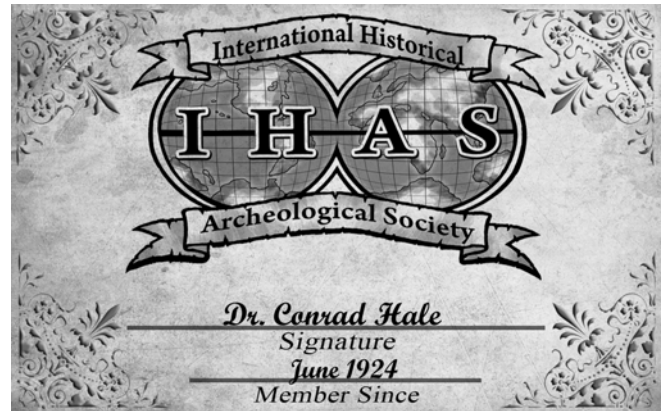
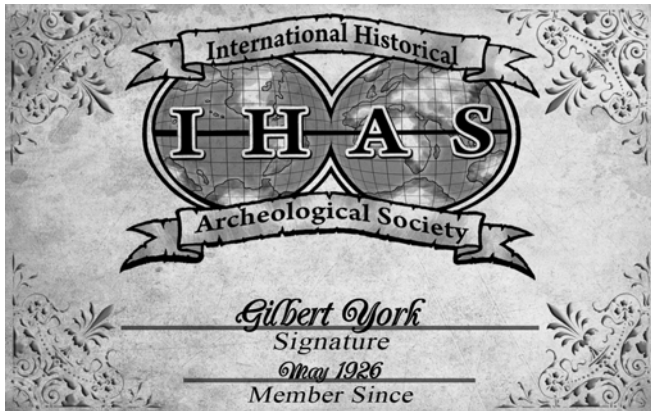
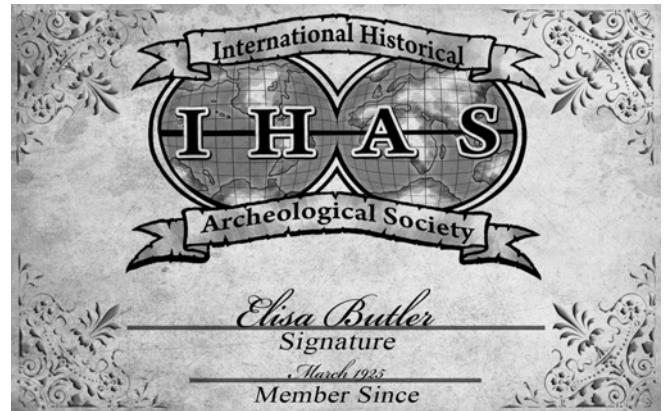
Slope Of Tub  
Should Be 20  
Degrees For  
Best Extraction



# Player Handout G



# Membership Cards





# THREE TOMES OF COSMIC HORROR & MYTHOS MADNESS

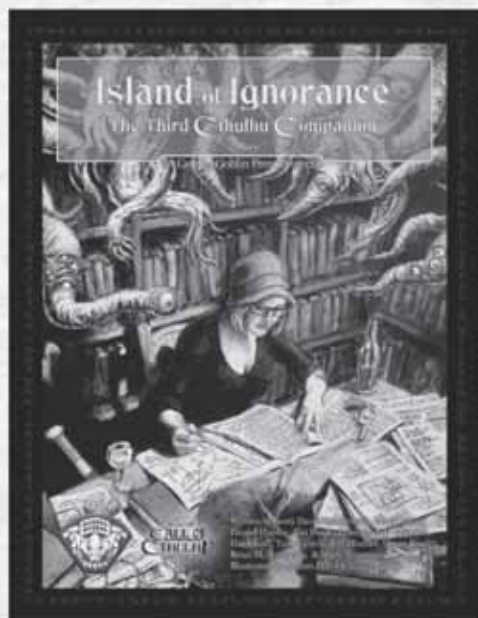
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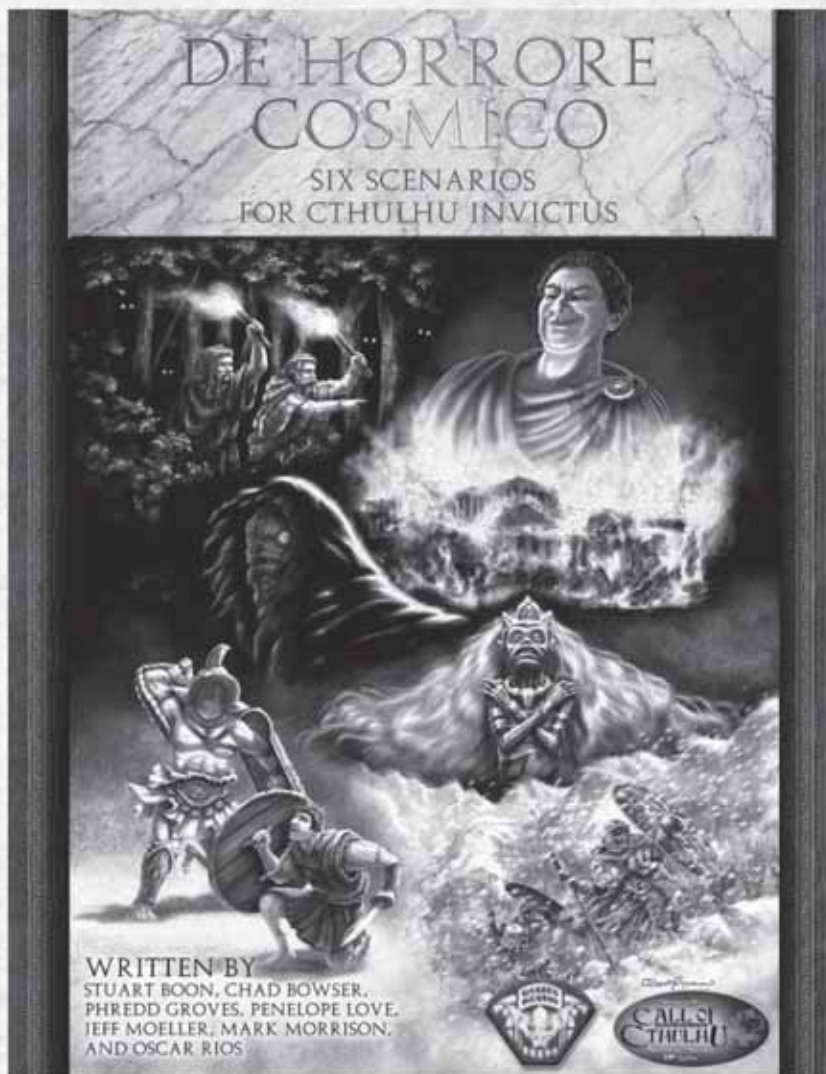


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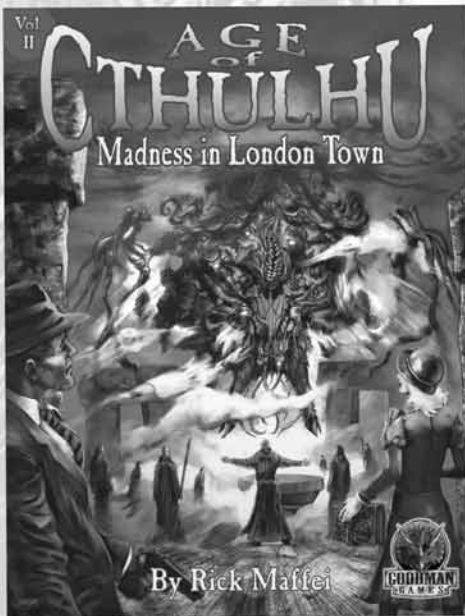
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50 years after the death of Christ, the Roman legion Legio IX Hispana, led by Gnaeus Hosidius Geta, swept through the region, slaughtering the indigenous Celtic tribesmen. Those that stole the religious artifacts soon succumbed to madness, and the legion vanished from the annals of time.

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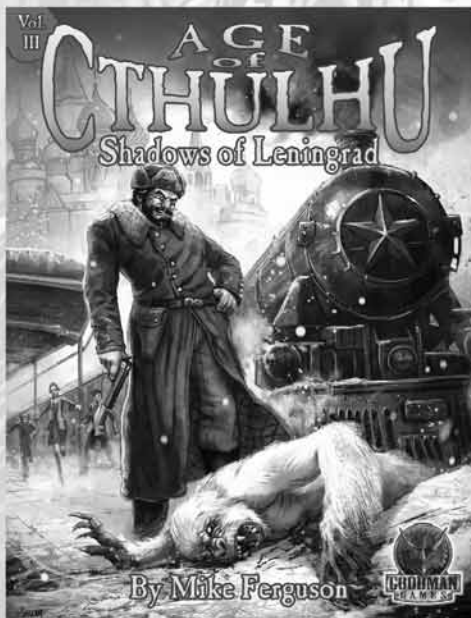
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The death of a brilliant artist summons the investigators to Leningrad, setting them in pursuit of a mystery older than Russia herself. But when each secret revealed brings the investigators closer to madness, is the truth worth the price?

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