

ARKHAM HORROR

THE CARD GAME



THE DREAM-EATERS

CAMPAIGN GUIDE A
THE DREAM-QUEST

ARKHAM HORROR

THE CARD GAME

THE DREAM-EATERS

Campaign Guide A – The Dream-Quest

The Waking World Is Only One Reality

"In light slumber he descended the seventy steps to the cavern of flame and talked of this design to the bearded priests Nasht and Kaman-Thah. And the priests shook their pschent-bearing heads and vowed it would be the death of his soul."

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

The *Dream-Eaters Campaign Expansion* consists of two campaigns for *Arkham Horror: The Card Game*. This campaign guide is for "Campaign A," *The Dream-Quest*. This campaign consists of 4 scenarios: "Beyond the Gates of Sleep," "The Search for Kadath," "Dark Side of the Moon," and "Where the Gods Dwell." Each of these scenarios can be played on its own in Standalone Mode, or combined to form a four-part campaign. Alternatively, these scenarios can be combined with the 4 scenarios in Campaign B to form a cohesive eight-part campaign.

The other 4 scenarios in *The Dream-Eaters* can be found in the campaign guide for "Campaign B," *The Web of Dreams*.

Contents

Additional Rules and Clarifications	2
Prologue	3
Campaign A Setup	4
Scenario I–A: Beyond the Gates of Sleep	5
Interlude I: The Black Cat	9
Scenario II–A: The Search for Kadath	10
Interlude II: The Oneironauts	14
Scenario III–A: Dark Side of the Moon	16
Interlude III: The Great Ones	19
Scenario IV–A: Where the Gods Dwell	20
Epilogue	24
Achievement List	26
Design Notes	26
Campaign Log	27
Quick Reference & Credits	28

Expansion Icon

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



Additional Rules and Clarifications

Alert

Each time an investigator fails a skill test while attempting to evade an enemy with the alert keyword, after applying all results for that skill test, that enemy performs an attack against the evading investigator. An enemy does not exhaust after performing an alert attack. This attack occurs whether the enemy is engaged with the evading investigator or not.

Story Cards

Story cards serve as an avenue for additional narrative and typically appear as the reverse side of another scenario card. When you are instructed to resolve a story card, simply read its story text and resolve its game text.



Swarming X

An enemy with the swarming X keyword is actually a pack of enemies operating in unison. After you put an enemy with the swarming X keyword into play, place the top X cards of your deck facedown underneath the enemy as swarm cards, without looking at them. The enemy they are underneath is called the "host enemy." Some scenario card effects may also instruct a player to add swarm cards to an enemy. This is done using the same process.

- ☞ If it is ever unclear which investigator should add swarm cards, the lead investigator does so.
- ☞ Each swarm card underneath the host enemy acts as a separate instance of that enemy for most purposes. Each swarm card has the same values and text as its host card. (For example, if an investigator is engaged with a host enemy with 2 swarm cards underneath it, that investigator is engaged with 3 enemies in total.)
- ☞ Each swarm card attacks separately when enemies attack during the enemy phase. Once the host enemy and all of its swarm cards have attacked during this step, exhaust all of them.

- Each swarm card can be attacked or dealt damage separately, but the host enemy cannot be defeated while it still has swarm cards underneath it. When a swarm card is defeated, any excess damage may be dealt to another swarm card underneath the same host enemy or to the host enemy itself. (For example, Tony Morgan uses a .41 Derringer to attack a Stealthy Zoog with 2 swarm cards. The attack deals 2 damage. The first point of damage defeats 1 of the 2 swarm cards, so the excess point of damage may be dealt to another swarm card, defeating it as well.)
- Anytime a swarm card leaves play, place it on the bottom of its owner's deck. If you are unsure of the owner of the swarm card, you may look at it to determine its owner.
- The host enemy and all of its swarm cards move, engage, and exhaust as a single entity. (For example, if a host enemy or any of its swarm cards are evaded, all of them exhaust and become disengaged.)

Hidden

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

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

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

Wait!

Do not choose investigators or assemble investigator decks yet. First, read the prologue on the next column.

You will be instructed to choose investigators and assemble investigator decks once the prologue is complete.

Prologue

Friday, February 15th, 1925

Something odd was happening in Arkham, Massachusetts.

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

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

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

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

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

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

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

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

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

- ☞ Proceed to **Campaign A Setup**, below. After each scenario, proceed to the next numbered A scenario, as instructed by the scenario's resolution. Do not play the four B scenarios. This campaign is a self-contained experience. You will not need to reference the other campaign guide.

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

- ☞ Proceed to **Campaign B Setup** on page 4 of the other campaign guide, labeled "Campaign Guide B – The Web of Dreams." After each scenario, proceed to the next numbered B scenario, as instructed by the scenario's resolution. Do not play the four A scenarios. This campaign is a self-contained experience. You will not need to reference this campaign guide.

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

- ☞ Each player should build a different investigator deck for each campaign, choosing one of their investigators to be part of Campaign A and one to be part of Campaign B. (For added chaos, the players may also choose randomly.)
- ☞ Note that each campaign has its own separate chaos bag, as described in each campaign's setup instructions. However, there is no need to build both chaos bags simultaneously. Use the "Chaos Bag" section of each Campaign Log to record the current contents of each chaos bag so you may switch between them easily.
- ☞ From there, you can proceed to either **Scenario 1-A: Beyond the Gates of Sleep** on page 5 of this campaign guide, or **Scenario 1-B: Waking Nightmare** on page 5 of campaign guide B (your choice). After each scenario, follow the resolution's instructions to determine when to alternate between the two groups. Decisions made by one group may sometimes affect the other group. You will need to utilize both campaign guides intermittently throughout this experience.

Campaign A Setup

To set up *The Dream-Quest* campaign, perform the following steps in order.

1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.

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

+1, +1, 0, 0, 0, -1, -1, -2, -2, ♠, ♣, ♠, ♣, ☆.

☞ **Standard (I want a challenge):**

+1, 0, 0, -1, -1, -2, -2, -3, -4, ♠, ♣, ♠, ♣, ☆.

☞ **Hard (I want a true nightmare):**

0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ♠, ♣, ♠, ♣, ☆.

☞ **Expert (I want Arkham Horror):**

0, -1, -1, -2, -2, -3, -4, -4, -5, -6, -8, ♠, ♣, ♠, ♣, ☆.

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

Playing The Dream-Eaters with Two Groups

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

- ☞ After each scenario, each group must wait for the other group to finish the scenario with the same number before moving on to the next scenario. Then, both groups proceed to the next numbered scenario in their campaign, or first to an interlude, if instructed to do so. (For example, once group A finishes **Scenario 1-A**, they must wait for the other group to finish **Scenario 1-B** before they can move on.)
- ☞ Each group will require only the campaign guide for their campaign.
- ☞ Interludes should be read by both groups, in unison, with each group making the decisions relevant to their particular campaign.
- ☞ For the best experience, do not tell the other group what has transpired in your campaign—that way, the groups can switch campaigns afterward and experience the other perspective of the story.



Scenario I-A: Beyond the Gates of Sleep

In player order, each investigator chooses and reads aloud one of the dream entries below that applies to that investigator. "Neutral" dreams may be chosen by any investigator. Each investigator must choose a different dream, if able. Then, proceed to **Setup**.

☞ **Guardian** (🛡️) dream: You circle a sullen hill shrouded in darkness and steeped in fog that seems to swallow all sound. You don't know what rests within the hill, but it feels older than this world, and it seems like it is watching you. You dare not turn to face the barrow, yet you know you cannot leave it, so instead you endlessly patrol it. In the surrounding hedgerows, you catch glimpses of twisted shadows darting to and fro, but whenever you turn your torch upon them, they vanish. You begin to run but are frozen by a loud knock from behind you. When you turn, the fog parts, and you finally see the base of the hill, where a heavy door of weathered slate calls to you.

☞ Search your deck for a 🛡️ card and play it (paying its cost).

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

☞ Search your deck for a 🔍 card and play it (paying its cost).

☞ **Rogue** (🃏) dream: You conceal a grin as you examine your cards. Jack of diamonds, queen of spades for the nut straight. Your stack of chips is growing larger with each hand, and this will be no different. Bets fly back and forth until it is just you and the man in the white suit across from you. "Are you sure about this?" he taunts, cradling his fingers. You push all of your chips into the center and reveal your king-high straight. "What a shame." He tsks, revealing a pair of twos. "It appears you have lost everything." You protest, pointing to your superior hand, but when you examine it again, it has changed. The figures on the face cards are now monstrous shapes with no eyes, many mouths, and tentacled arms. "9♥-10♣-D♦-C♠-N🃏," the cards read. You gape in shock as you are carried away from the table and ushered out the door.

☞ Search your deck for a 🃏 card and play it (paying its cost).

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

☞ Search your deck for a 🌲 card and play it (paying its cost).

☞ **Survivor** (🦋) dream: You are fleeing through a dark, cramped hall of vine-covered wood. Something inexplicable chases you through the murk. You are too terrified to turn and look upon your pursuer, but nonetheless you know that if it catches you, it will mean the end of your life. It will pierce your heart, drain your blood, and devour your insides. It is this thought that drives you onward, faster than you have ever run before. You cannot let it reach you. You cannot let it feed. Suddenly, you spot your way out: a sturdy wooden door surrounded by a wall of vines.

☞ Search your deck for a 🦋 card and play it (paying its cost).

☞ **Criminal** dream: The blare of sirens echoes through the streets behind you. They're gaining on you. They have always been hot on your heels, and you were always one step ahead... until now. You run down an alleyway, and a bright-red glare follows you. They're going to catch you. They'll lock you in a cage and throw away the key. Your freedom, your lifestyle, everything you are, everything you love: they'll take it all away. And why? Just because you wouldn't play by their rules? When have they ever gotten everything right? You round a corner just as the bulls are about to catch up to you and spot the entrance into a brick building.

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

☞ **Drifter** dream: You meander through a field of flowers, a warm spring breeze nudging your steps forward. A train track divides the field, and as you meet its parallel lines, the roaring clatter of steam and iron lumbers toward you. As the train passes by, you grab onto a ladder hanging from one of its many rusted and weather-beaten cars. Given the appearance of the exterior, the train's interior is full of unexpected luxury and affluence: Persian rugs hang as decoration, marble staircases wind to dizzying heights, and a crystal chandelier speckles the room with prismatic brilliance. Under the chandelier sits an ornate doorway, its gilded lattices forming the depiction of a fox in a forest.

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

☞ **Hunter** dream: You stalk your prey through a decrepit house, its halls smelling of mold and dust. The creature you hunt is an abomination from an unnatural world. It threatens humanity's very existence with its presence. You catch its uncanny shape entering one of the doorways upstairs. It cannot escape now—it is yours. But when you enter its den, you find only a dirty, cracked mirror and your own tired and troubled face reflected in the glass. Where could the aberration have gone? You are sure this is where it retreated to, and yet... you turn back to the entrance and are surprised to see a door where there was none before.

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

☞ **Medic** or **Assistant** dream: You stand in front of a closed casket. Mourners in black clothing stand in a line at your side, waiting for you to say your last words. Tearfully, you place a hand on the casket. The hard, cold wood feels dead under your palm. They confided in you. They relied on you. And in their time of utmost need, you failed them. All of this—the cold casket, the mourning friends and family—it is all because of you. But when you open the casket, there is no body inside: only a long stone passageway leading deep underground. Suddenly, one of the mourners pushes you forward, and you fall over the edge of the casket and down into the pit below, landing painfully on your side. As you rise to your feet, you find your only exit: a stone archway leading somewhere else entirely...

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

🕒 **Miskatonic or Scholar dream:** You are in an old, forgotten library, surrounded by the knowledge of the ancients. Hundreds of thousands of tomes line the shelves around you, ascending into an empty void above. The dim halls smell of musty pages and melting wax. Taking one of the thick tomes from a nearby shelf, you begin to read. Although you cannot seem to read any of the words, you are utterly absorbed by the tale the pages weave. Your surroundings fade into triviality as time passes. Nothing matters but the shapes of the crimson ink; all else is meaningless in the face of such stark truths. All around you, the library burns to its foundations. Just as the flames reach you, a door out of the library calls to you. Somehow, it stands unburned among the flames.

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

🕒 **Veteran dream:** You are in a muddy, soot-filled trench. All around you, the thunderous din of war rages on and on, never ending. Dead litter the trenches: friends and comrades-in-arms who lost their lives over nothing, in a land far from home. You peer over the rim of the trench and into no-man's-land, a barren waste of broken, charred countryside where death is certain. And there, you see it: a lone wooden door standing among the rubble and dirt. You know it is your only way out. Gripping your rifle tight, you go over the top and run headlong into a hail of deadly bullets, explosions rocking the ground around you.

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

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

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

🕒 **Neutral dream:** You toss and turn but do not sleep, not even for a moment. Your mind is filled with discomfort and dark thoughts: thoughts of failure, of ineptitude, of loss. Your brow is covered in sweat. No matter how you lie, your bed is either too hot or too cold. Finally, sick of getting nowhere, you rise and head to the sink to splash some water on your face. That is when you realize the layout of your room is not as it was before—and the door to your bathroom has been replaced with a large gateway of onyx and marble.

🔍 You begin this scenario with 2 additional resources.

🕒 **Neutral dream:** You sit on the back patio of what seems like your childhood home, but something is off. You don't recognize your family... the plants in the back yard are arranged differently... and the sky is a patchwork of rotting corpses, raining dismembered body parts onto the landscape. Your not-family watches this precipitation of corpses calmly, discussing the weather it as if it were a banal occurrence. This continues even as the intermittent thudding of hands and feet onto your roof intensifies into a torrent of maimed torsos that causes the ceiling to sag. You run outside, weaving through the deadly rain, and head instinctively toward the edge of your parents' property. As you hear the crash of the house collapsing behind you, you push away the fallen limbs piling atop an old, familiar spot and are relieved to find the weathered wood of a cellar door.

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

Setup

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



🕒 Put the *Seventy Steps (Of Lighter Slumber)* and *The Cavern of Flame* into play. Each investigator begins at the *Seventy Steps (Of Lighter Slumber)*.

🕒 Set the following cards aside, out of play: *Randolph Carter (Expert Dreamer)*, the *Laboring Gug* enemy, the two double-sided enemy cards (*Nasht* and *Kaman-Thah*), and each of the remaining locations.

🔍 Note: *Nasht* and *Kaman-Thah* are double-sided and have story cards on their other side. For the best experience, do not look at the other side unless an effect instructs you to do so.



🕒 This scenario does not begin with an encounter deck in play. Set all of the remaining encounter cards aside, in a single pile. They will be shuffled together at a later time to form the encounter deck. (See "*Steps of Slumber*," below.)

Steps of Slumber

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

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

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



DO NOT READ until the end of the scenario

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

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

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

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

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

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

You cannot contain your excitement. Zoogs, talking cats—everything you have read about is real. You begin to ask the man more about this world, but he cuts you off. "I will explain in due time. For now, we must follow the path to the town of Ulthar. It is a safe place, relatively speaking. There you may recover from your travels." He turns to the old, scarred cat and utters a word in an odd language—a password of sorts, you suspect—and the cat replies with a quick nod. The rest of the cats, tribute in mouth, take a protective circular formation around you, and together you escape from the eaves of the enchanted forest.

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

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

Somehow, you contain your disbelief and politely ask the cats to come back another time. "All right," the scarred cat replies, "but you ain't seen the last of us." The cats retreat to the edge of the woods, though their human companion stays behind with you. Once the cats are out of earshot, one of the elders offers you a gourd of what appears to be fermented tree sap, which you accept graciously.

"It is the wine of the moon-tree," the man behind you explains quietly, stepping forward. "The Zoogs do not give such gifts lightly. They are curious creatures, but not without wisdom. Now that you may speak freely with their elders, try asking them a question. They know more of the dealings of this land than you might think."

You describe the author Virgil Gray and ask the Zoogs if they have seen a man fitting that description pass through these woods. You add that he would have walked this path many times. A hush falls over the Zoogs, and some of them immediately depart into the deep foliage. "We have met this human," one of the elders replies with a flutter just louder than a whisper. "He often comes this way. He is kind but foolish. Take the road to Ulthar. You may meet him." Then it adds with a low growl: "... but beware the cat that follows him. All cats are liars, but the black cat especially." You thank the ancient Zoog for its wisdom and depart, led by the blond man and his feline escort. The cats eye you suspiciously after your discussion with the Zoogs. The man breaks the tension. "If you are heading to Ulthar to find this friend of yours, allow me to guide you there. It is a safe place, relatively speaking. There you may recover from your travels."

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

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

Interlude I: The Black Cat

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

The Black Cat 1: FOLLOWING SCENARIO 1–A, THE DREAMERS TRAVEL BEYOND THE ENCHANTED WOODS...

As you travel out of the Enchanted Woods, you pass through rolling green meadows under a bright-blue, cloudless sky. You speak with the blond-haired man—who introduces himself as Randolph Carter—for several hours along your journey south. You pass through a town Randolph calls Nir and over a stone bridge spanning a wide river. Since the man seems friendly and knowledgeable about both your world and this one, you explain to him your situation: that you had followed the writings of a man named Virgil Gray to reach this strange land, in order to see for yourself the truth of his story. “There is a place in Ulthar where you may yet meet this man for yourself,” Randolph responds. “When we reach Ulthar, I will show you.”

The town of Ulthar is not quite what you had imagined. The border of the town is marked by a cobblestone road separating its quaint cottages from the rolling green meadows beyond. Inside the town, narrow cobbled streets are filled almost to capacity with cats of all kinds and colors, which part as you approach. Old peaked roofs and overhanging upper stories arch over the hilly streets; the entire village seems a haphazard cluster of homes and old-fashioned businesses. As you reach the town square near the center of the village, Randolph stops and addresses you with a youthful smile. “Welcome to Ulthar,” he proclaims. “As I mentioned before, you are quite safe here. There is but one paramount law to keep in mind as you traverse this place: in the town of Ulthar, no one may kill a cat.” Given how utterly packed the streets are with cats, you wonder aloud if this is indeed a town run by cats. “Not quite,” Randolph replies, pondering your words, “though I suppose one might call it the center of cat society here in the Dreamlands. The reason for that law’s existence is a story for another time. First, come—I have a feeling we’ll find this ‘Virgil’ fellow you speak of at Einar’s.”

Randolph leads you through the town square, which is surrounded by buildings adorned with cat motifs in the form of statues, signs, and even stained-glass windows. You eventually arrive at one such building bearing a sign that reads “Einar’s Place.” Inside is a medieval-style tavern filled with long wooden tables. You spot several patrons and three times as many cats. One such patron at the wooden counter feeds one of the cats small strips of dried meat. He is a handsome man in his early thirties, with short dark hair, a strong jaw, and sharp cheekbones. You recognize him instantly as the writer Virgil Gray. In the back of your mind, you wonder if this chance meeting is merely an act of fortune or something preordained, for good or for ill.

Regardless, you approach the man and introduce yourself, along with Randolph. Virgil shakes your hand and Randolph’s with a joyful smile. “Well met, fellow dreamers!” the writer says, a hint of boyish excitement in his voice. “It is wonderful to meet more fellow believers. I had become so sick and tired of reading about my supposed ‘illness’ in the papers.”

You nod your head in agreement and inform Virgil that you intend to find some proof of this discovery to bring back to the waking world. “Don’t you think I tried that?” he replies, stymied. “Sadly, it is impossible for one who is asleep to bring anything from this realm into the real world. This is all imagination, you see. Ideas, concepts, fantasies. You cannot hold a thought in your hands, can you?”

Randolph interjects. “There is a place within the Dreamlands that may hold the proof you seek. I have seen it in my dreams. I visited there three times, each time just a fleeting moment before I was snatched away by the rising sun... but try as I might, I cannot find the way again. I have spent many nights searching.”

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

“It is a marvelous city,” he describes, his eyes aglow with wonder, “golden and lovely like nothing I have seen before or since. A city beyond the peaks of the unknown mountain Kadath, where no one has ever set foot before. There, veiled within the clouds and crowned by stars, lies the onyx castle of the Great Ones.”

Virgil idly pets the cat on the countertop next to him as he is absorbed by Randolph’s tale. It is a slender creature with lustrous black fur, dark as the void of space itself. “Then we must find this place! Even if it does not have the proof we seek, it sounds like the adventure of a lifetime. Enough to fill a hundred pages, or more!”

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

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

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

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

“But... I thought...” Virgil wipes his brow with his palm.

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

- ☉ If you are playing both *The Dream-Quest* and *The Web of Dreams* as interconnected campaigns: Proceed to **The Black Cat 2**.

- ☉ Otherwise, the enigmatic cat vanishes out the door before you get the chance to respond. Proceed to **Scenario 2–A: The Search for Kadath**.

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

- ☉ The lead investigator must decide (choose one):
- ✦ Tell your companions of your quest, your plight, and your peril. The black cat will return to you once this message is delivered. This may put an undue burden on your companions. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat delivered news of your plight.
 - ✦ Tell your companions about your new friends and about the Dreamlands. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat shared knowledge of the Dreamlands.
 - ✦ Tell your companions that they are in danger, and that you are safe. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat warned the others.
 - ✦ You don’t trust this creature one bit. You threaten the black cat, warning it not to approach your friends under any circumstance. The black cat yawns and vanishes out the door. In the Campaign Log for *The Dream-Quest* (Campaign A), record okay, fine, have it your way then.

- ☉ Proceed to **The Black Cat 3** on page 9 of campaign guide B.

Scenario II-A: The Search for Kadath

Intro 1: You stay the night at Einar's Place. Your rest is anything but peaceful. Even if one could sleep within a dream, you certainly do not. Your mind teems with anxiety over the quest looming ahead. You reflect on the black cat's warning about danger in the waking world, and you wonder about the others who have followed Virgil Gray down the steps of slumber and through the Enchanted Woods. Are they here now, too? Perhaps if you find this castle and return with proof of the Dreamlands, you can save everyone: yourself, your friends, and the other dreamers as well.

Check Campaign Log.

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

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

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

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

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

Check Campaign Log.

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

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

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

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

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

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

Check Campaign Log.

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

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

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

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

Check Campaign Log.

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

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

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

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

The investigators must decide (choose one):

- ☞ Leave empty-handed. Skip to **Intro 7**.
- ☞ Force your way into the temple. Skip to **Intro 8**.

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

Skip to **Intro 9**.

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

Skip to **Setup**.

Intro 8: You inform the cat you are entering the temple one way or another, and that a simple cat will not stand in your way. “Wanna bet?” he growls, lowering his body and preparing to pounce. Noticing the commotion, several cats guarding the temple surround you. You don’t wish to harm these cats, but you won’t let them block you from your objective, either. Nodding to your companions, you make a mad dash for the temple gates. A storm of hisses and angry screeches erupts all around you as the cats mount a desperate defense. A wall of tiny claws and teeth meets you, but you push through, defiant. You slam the stone door shut behind you and hear the old cat yelling from the other side: “Fine then, human! See your priest! But do not think this transgression will be forgiven!”

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

Proceed to **Intro 9**.

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

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

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

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

You attempt to pry deeper into Atal’s wisdom with your questioning, but his advice does not budge. “I have already said more than I should,” he insists. “Please, for your sake, pursue this madness no further.”

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

Check Campaign Log.

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

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

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

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

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

Proceed to **Setup**.

Setup

☞ Gather all cards from the following encounter sets: *The Search for Kadath*, *Agents of Nyarlathotep*, *Corsairs*, *Dreamlands*, *Whispers of Hypnos*, and *Zoogs*. These sets are indicated by the following icons:



☞ Put Ulthar, Skai River, and Dylath-Leen into play.

☞ Each investigator begins play in Ulthar.

☞ Set each other location aside, out of play.

☞ Set the following enemies aside, out of play: Cats of Ulthar, Stalking Manticore, The Crawling Mist, Horde of Night, Beings of Ib, both copies of Tenebrous Nightgaunt, both copies of Corsair of Leng, and all 3 copies of Priest of a Thousand Masks.

☞ Search the gathered encounter cards for 1 copy of Pack of Vooniths and spawn it at Skai River. If there are 3 or 4 investigators in the game, search the gathered encounter cards for another copy of Pack of Vooniths and spawn it at Dylath-Leen, as well.

☞ The lead investigator takes control of the Virgil Gray (*Writer of Strange Tales*) story asset and puts him into play.

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

Locations in The Search for Kadath

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

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

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

Veiled

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

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

Enemies with Swarming and Victory

When **Victory X** appears on a swarming enemy, this text is only active for the host card. Swarm cards cannot enter the victory display and are never worth victory points.

Standalone Mode

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

- ☞ Assemble the chaos bag using the following tokens:
+1, 0, 0, -1, -1, -2, -2, -3, -4, ☠, ☠, ☠, ♠, ♠, ♠, ♠, ♠, ♠.

☞ *The black cat is not at your side.*

☞ *The investigators were saved by Randolph Carter.*

Stop!

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

Oriab Setup

- ☞ Each investigator loses each of their clues.
- ☞ Remove each location in play from the game (or place it in the victory display if it has Victory X and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- ☞ Put each set-aside **Oriab** location into play (Baharna, Mt. Ngranek, and Nameless Ruins).
☞ Place each investigator at Baharna.
- ☞ Search the encounter deck for 1 copy of Nightriders and spawn it at Mt. Ngranek. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of Nightriders and spawn it at Nameless Ruins, as well. Shuffle the encounter deck.
- ☞ Advance to Act 2a—“The Isle of Oriab.”

Mnar Setup

- ☞ Each investigator loses each of their clues.
- ☞ Remove each location in play from the game (or place it in the victory display if it has Victory X and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- ☞ Put each set-aside **Mnar** location into play (Kadatheron, Sarnath, and Ruins of Ib).
☞ Place each investigator at Kadatheron.
- ☞ Spawn the set-aside Beings of Ib enemy at Ruins of Ib.
- ☞ Advance to Act 2a—“The Doom That Came Before.”

Forbidden Lands Setup

- ☞ Each investigator loses each of their clues.
- ☞ Remove each location in play from the game (or place it in the victory display if it has Victory X and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- ☞ Put each set-aside **Forbidden** location into play (Ilek-Vad, Forbidden Lands, and Zulan-Thek).
☞ Place each investigator at Ilek-Vad.
- ☞ Spawn the set-aside Stalking Manticore enemy at Forbidden Lands.
- ☞ Spawn the set-aside Horde of Night enemy at Zulan-Thek.
- ☞ Advance to Act 2a—“Seek Out the Night.”

Timeless Realm Setup

- ☞ Each investigator loses each of their clues.
- ☞ Remove each location in play from the game (or place it in the victory display if it has Victory X and no clues on it). Each enemy and attachment at those locations is discarded. Investigators are not defeated during this process.
- ☞ Put Celephaïs, Serannian, and Hazuth-Kleg into play.
☞ Place each investigator at Celephaïs.
- ☞ Shuffle the set-aside The Crawling Mist into the encounter deck.
- ☞ Search the encounter deck for 1 copy of Priest of a Thousand Masks and spawn it at Hazuth-Kleg. If there are 3 or 4 investigators in the game, search the encounter deck for another copy of Priest of a Thousand Masks and spawn it at Celephaïs, as well. Shuffle the encounter deck.
- ☞ Advance to Act 2a—“The King’s Decree.”



DO NOT READ until the end of the scenario

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

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

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

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

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

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

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

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

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

Interlude II: The Oneironauts

Read this interlude only if you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign, and both Scenarios 2-A: The Search for Kadath and 2-B: A Thousand Shapes of Horror have been completed.

Begin at **The Oneironauts 1** on page 13 of campaign guide B.

The Oneironauts 2: FOLLOWING SCENARIO 2-A, THE DREAMERS SAIL FOR PARTS UNKNOWN...

You open your eyes to the sound of a cat's shrill caterwauling. You had been drifting off to... well, not sleep, exactly. Despite—or perhaps due to—your dreaming, you have been unable to truly sleep in this realm. When you come to your senses, you spot the source of the wailing: Virgil's cat, black as the void of space itself, sits several feet away waiting for you to pay attention. "Finally," it declares, "about time you noticed something outside your own head. Listen, I got something important to tell you."

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

If at least one of the investigators was not captured:

"Wait, where is my human?" the cat asks, craning its head to look around the deck of your ship. "Didn't I leave him with you?"

You explain that Virgil has been taken captive by Corsairs, and the cat replies by licking its paw without much concern. "Oh yeah, that's right. Okay. I'm on the same page as you now."

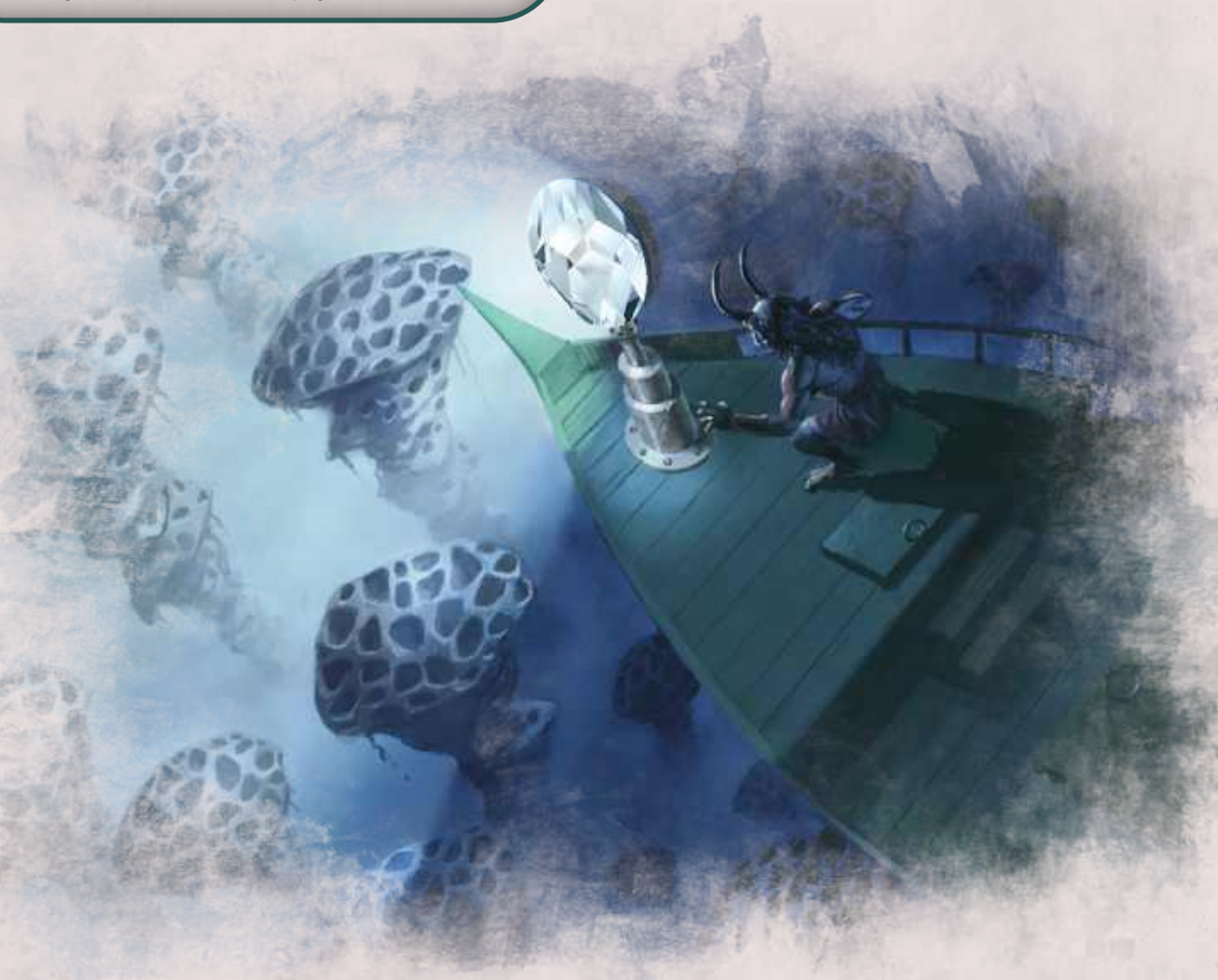
If all of the investigators were captured:

You try to shush the black cat, but it ignores you. "Relax. Your captors are all up on deck at the moment." You ask bitterly why the creature is so cavalier about your capture, and request that it free you. "Nah. Somebody else has that covered, if memory serves," it replies enigmatically.

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

The black cat sees Randolph at the helm of your ship and glares at him suspiciously. You wonder aloud what is wrong. "Normally I like the smell of fish, but this is too fishy. Something is wrong. There are not supposed to be two of him. But my memory is fuzzy..." You thought you were confused before, but now you are truly lost. Two Randolphs? "Yes," the black cat affirms. "This one, and another in the waking world. That seems off," the black cat understates the problem. "I think something is trying to interfere. I need to go figure this out." With that, the cat leaps out of view.

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



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

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

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

If the black cat requested aid from the others:

"Your friends are in a bit of trouble. They took a one-way trip to a pretty awful place, and I don't know if they'll be able to navigate it without me. I know your quest is looking pretty dire right now, too, but if I don't stick by them, it won't matter whether you reach Kadath or not. Good luck. Try not to die." With that, the black cat leaps out of view.

Check both Campaign Logs.

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

If the black cat warned the others:

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

Check both Campaign Logs.

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

If the black cat shared knowledge of the Underworld:

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

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

Check both Campaign Logs.

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



Scenario III-A: Dark Side of the Moon

Check Campaign Log.

☉ If at least one investigator was captured, proceed to **Intro 1**.

☉ If no investigators were captured, skip to **Intro 2**.

Intro 1: Over the next few days, you learn more about your captors, but nothing about the black galley's destination. It seems the Corsairs who hunted you down and captured you were only agents—or perhaps slaves—of a much greater evil: a race of greyish-white toad-like creatures with no eyes and slippery skin concealed beneath a loose disguise of silken clothing. You notice the creatures tend to stay below deck, and none of them deign to interact with you at all. Despite their disguises, the mere sight of one makes you retch. If they are indeed the masters of the Corsairs, this cannot bode well for you. You are kept apart from Virgil, and suspect he is on a different ship entirely.

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

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

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

Freedom has never tasted so sweet. You stretch your aching muscles and search nearby for your belongings, but there is little time to waste. Keeping a lookout, your rescuer whispers, “There may be a rowboat you can use on the top deck, but we'll have to be quiet as mice. If they spot—” his voice suddenly catches in his throat, along with a sharp, jagged blade. He makes a dreadful gurgle as blood wells in his mouth, and he collapses. Behind him, a Corsair flashes a sadistic grin at his next victims: you.

Check Campaign Log.

☉ If at least one investigator was not captured, proceed to **Intro 2**.

☉ Otherwise, skip to **Setup**.

Intro 2: You have little choice if you are to save the Corsairs' captives: You must sail to the Moon and rescue them yourself, or they will surely become slaves of the beasts who call it home. “They are evil creatures who serve an even greater evil,” Randolph explains as you prepare to set sail. “There are port cities like Dylath-Leen that have dealt with them before, but few know their true identity, for they wear disguises to mask their hideous nature.”

Perhaps your captain, who shuttled you to and from the various regions of the Dreamlands, dealt with them in the past. Or perhaps not. For the sake of your own sanity, it may be better not to dwell on suspicions of betrayal.

“How does one even sail to the Moon?” you ask, befuddled. By now, you are no stranger to the oddities of the Dreamlands, having spent weeks exploring its cities, wilds, and places stranger still. Even knowing the laws of physics and astronomy should not apply here, you struggle to imagine how one might sail a ship into space.

“It will be a long journey,” Randolph answers. “Far across the sea lie the Basalt Pillars of the West. Between these pillars, the ocean plunges off the edge of the world. If we sail off of the precipice between them, we can cross the void of space itself.”

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

You look to the horizon, where the cerulean sea meets the sky. Somewhere out there, your aid is needed. What's more, the proof you seek may lie across the sea—over the edge of the very world itself. You prepare to embark.

Proceed to **Setup**.



Setup

- ② Gather all cards from the following encounter sets: *Dark Side of the Moon*, *Corsairs*, *Dreamer's Curse*, and *Ancient Evils*. These sets are indicated by the following icons:



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

Alarm Level

The setup of this scenario instructs the players to place 1 doom on each investigator card, marking their current "alarm level." As the investigators attempt to escape from the grasp of the moon-beasts, their respective alarm levels may increase or decrease based on their actions and decisions. A higher alarm level means you are closer to being discovered, which will significantly hinder your attempts to escape.

If an effect raises an investigator's alarm level by any amount, place that much doom on that investigator's card to represent this. Likewise, if an effect reduces an investigator's alarm level by any amount, remove that much doom from that investigator's card.

Even though it is marked using doom tokens, an investigator's alarm level is not doom, and does not count toward the agenda's doom threshold.

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

Standalone Mode

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

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



DO NOT READ until the end of the scenario

If no resolution was reached (each investigator was defeated):

Despite your best efforts, your pursuers are too many for you to escape unnoticed. You are cornered and taken captive. Virgil tries his best to resist, but Randolph gives in, knowing that his resistance is futile. You are brought into a large domed temple on the dark side of the Moon and forced to kneel before one of the moon-beasts. It is dressed in grey robes and heavy wrappings, but you see its true visage beneath: its slippery, clammy flesh and its drooling, bulbous lips. "Wonderful," it praises its henchmen. "Our master will be pleased." Behind you, Corsairs prevent your escape, while a row of winged things on either side of you squawk rhythmically and flap their wings. A preparation, you suspect, for an unpleasant journey.

The moon-beast orders its slaves to haul you onto the winged creatures. "Bring these wretches to the sacrificial pits," it decrees. "They must be judged for their heresy. The moon lizard shall feed well tonight."

"What? No, this isn't right." Randolph grits his teeth.

There is a bright flash of light, and you awaken. You are sitting atop a comfortless and unfamiliar bed. A wave of relief washes over you at first. Have you finally awoken from this endless dream? Then the still, cold void embraces you, and you realize where you truly are. Instead of four walls and a ceiling, you are surrounded by a bright, starry cosmos. Galaxies and nebulae in the distance seem to stare back at you with unfeeling cruelty. Your bed floats along the thinnest of silver threads. Virgil's cat sits up at your feet. "You're not awake," the black cat says. "Not yet."

Another flash of light. The moon-beast orders its slaves to haul you onto the winged creatures. "Bring these wretches to the High Priest in the Cold Wastes," it decrees. "They must be judged for their heresy."

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

"No, not you. I know of you. You will be a gift. Fodder for the moon lizard. Come." It drags Randolph away before your very eyes. His screams echo off the walls of the temple and fade as he is hauled underground. Then, borne aloft on dreadful, membranous wings, your mounts carry you into the void of space.

- ☞ In your Campaign Log, record the investigators were carried to the Cold Wastes.
- ☞ In your Campaign Log, record Randolph Carter did not survive the voyage. If an investigator's deck contains Randolph Carter (*Expert Dreamer*) (*The Dream-Eaters* card #59), remove him from that deck for the remainder of the campaign.
- ☞ The lead investigator has earned the False Awakening weakness (*The Dream-Eaters* #233) (does not count toward deck size). Add this card to the lead investigator's deck.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Scenario 4-A: Where the Gods Dwell**.

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

- ☞ ...and you have not yet played **Scenario 3-B: Point of No Return**, proceed to that scenario.

- ☞ ...and you have already played **Scenario 3-B: Point of No Return**, proceed instead to **Interlude III: The Great Ones**.

Resolution 1: As the white galley glides silently back toward the Earth, its captain sings a soft, melodic shanty, which the ship's oarsmen repeat. You seem to know the language well, despite having never heard it before. You ask after your course, but the bearded man does not reply other than to continue his harmonious song. You plead with him to aid you in your search for unknown Kadath, believing it to be of the utmost importance. "You should not seek to disturb the gods," the man warns, his song interrupted. "They are far greater than you or I. Do you not see the folly in your ambition?" You beseech him once more, telling him you must bring back proof of the Dreamlands, and cannot return home without the aid of the gods. "Would that be so dire a fate? Look around you."

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

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

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

- ☞ In your Campaign Log, record the investigators traveled to the Cold Wastes.
- ☞ In your Campaign Log, record Randolph survived the voyage.
- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Record 3 tally marks next to "Evidence of Kadath" in your Campaign Log.
- ☞ If you are playing *The Dream-Quest* as a four-part campaign, proceed to **Scenario 4-A: Where the Gods Dwell**.
- ☞ If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ☞ ...and you have not yet played **Scenario 3-B: Point of No Return**, proceed to that scenario.
 - ☞ ...and you have already played **Scenario 3-B: Point of No Return**, proceed instead to **Interlude III: The Great Ones**.

Interlude III: The Great Ones

Read this interlude only if you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign, and both Scenarios 3-A: Dark Side of the Moon and 3-B: Point of No Return have been completed.

The Great Ones 1: FOLLOWING SCENARIO 3-A, THE DREAMERS ARE ON THEIR WAY TO THE COLD WASTES WHEREIN LIES UNKNOWN KADATH...

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

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

If the dreamers grow weaker:

"Whoa," the cat says suddenly, "you're not looking too good, you know." It gazes up at you with unconcerned but curious eyes. You ask what it means. "You can't tell? You look sick. You eating enough? Whatever, it doesn't matter. You can walk, can't you? That's good enough."

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

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

"Where's what's-his-name?" the black cat asks, searching for Randolph. You try to explain what happened, but you can barely choke out the words. "Say no more. I get it." The cat ponders the situation, not seeming to care much about Randolph's terrible fate. "Well, I guess the thing I was going to say is no longer going to be said," it riddles.

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

If you asked for it:

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

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

You ask the black cat if it knows what you'll find in Kadath. "Sort of," it answers. "I've foreseen your arrival in Kadath for some time now. I've seen a lot of this, in fact. But it's...well, it's not playing out exactly the same way. Or maybe I just didn't see it the same way. Regardless, I think you're on the right path. After all, it's the only path that's left. I know a little more about what you'll see when you get there, but I'm afraid that if I tell you, you'll see it differently, too. Don't worry about it. You're doing fine. Get to Kadath. Find the land of the Great Ones. Everything else will fall into place when you arrive. As long as you don't mess this up. These beings that you face, the ones whose names I do not wish to speak, they don't just threaten the Dreamlands. They threaten existence itself. Now, if you'll excuse me, I have somewhere to be."

- ☞ Check Campaign Log. If the black cat has a hunch, it bounds off into the void of space before you get the chance to ask it anything else.
- ☞ Otherwise, the black cat offers to pass a message along to your companions. The lead investigator must decide (choose one):
 - ☞ Tell your companions about the threats that you face. The black cat will return to you with aid once this message is delivered. This may put an undue burden on your companions. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat spoke of Nyarlathotep.
 - ☞ Tell your companions that you will be okay. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat spoke of Atlach-Nacha.
- ☞ Proceed to **The Great Ones 2** on page 16 of campaign guide B.



Scenario IV-A: Where the Gods Dwell

Check Campaign Log.

☞ If the investigators were carried to the Cold Wastes, proceed to **Intro 1**.

☞ If the investigators traveled to the Cold Wastes, skip to **Intro 2**.

Intro 1: It takes many hours for your steeds to reach their destination. You dare not try to wriggle free, for the fall would surely kill you. Besides, this may be your only chance to find Kadath. The creatures pass under archways of woven shadow, over cerulean seas that glimmer in the moonlight, and through vast swaths of dense mist. Eventually, you reach a continent far to the north, where even your intrepid captain never ventured. Colossal creatures dwell in the deep, dark ocean—a terrible danger to any ship that dares the dreadful seas.

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

Proceed to **Setup**.

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

You nod. The captain sighs in reply. "I see. The White Ship shall sail no more to this forsaken place, for it shakes me to my core. You are on your own from here. I bid you farewell and good luck, fellow traveler." You cross over bright, vivid moonbeams down onto the bleak expanse below. You will find and scale the peaks of unknown Kadath, or you will die trying.

Proceed to **Setup**.

Standalone Mode

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

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

☞ The black cat is not at your side.

☞ Randolph survived the voyage.

☞ The investigators traveled to the Cold Wastes.

☞ There are no tally marks recorded next to "Evidence of Kadath."

Setup

☞ Gather all cards from the following encounter sets: *Where the Gods Dwell*, *Agents of Nyarlathotep*, *Dreamer's Curse*, *Whispers of Hypnos*, and *Dark Cult*. These sets are indicated by the following icons:



☞ Put the following locations into play: Plateau of Leng, Cold Wastes, Monastery of Leng, Onyx Gates, and The Onyx Castle (see suggested location placement).

☞ Each investigator begins play at the Plateau of Leng.

☞ Set each of the 6 Forsaken Tower locations aside, out of play.

☞ Set the following cards aside, out of play: High Priest Not to Be Described, each of the 5 copies of Nyarlathotep, each of the 4 copies of Whispering Chaos, both copies of Myriad Forms, and The Crawling Mist.

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

Suggested Location Placement



Stop!

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

Scenario Interlude: Grand Design

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

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

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

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

☞ Reveal The Onyx Castle and place each investigator in The Great Hall on its revealed side.

☞ Remove each location other than The Great Hall from the game.

☞ Check Campaign Log.

☞ If Randolph survived the voyage, proceed to **Grand Design 2**.

☞ If Randolph did not survive the voyage, skip to **Grand Design 3**.

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

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

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

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

☞ Check Campaign Log.

☞ If the black cat is at your side, skip to **Grand Design 4**.

☞ Otherwise, skip to **Grand Design 5**.

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

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

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

☞ Check Campaign Log.

☞ If the black cat is at your side, proceed to **Grand Design 4**.

☞ Otherwise, skip to **Grand Design 5**.

Grand Design 4: All the while, the black cat stays perched on your shoulder, watching with cold, narrow eyes. It is as if it has read this script many times before, but only now seen the actors play their parts. "I'm sorry, Virgil," it says. Only it isn't.

Proceed to **Grand Design 5**.



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

- ☞ Randomly choose 1 plus 1 ♠ copies of the set-aside Nyarlathotep enemy without looking at them, and shuffle them into the encounter deck. Remove each other copy of Nyarlathotep from the game.
- ☞ Shuffle the set-aside The Crawling Mist and each set-aside copy of Myriad Forms and Whispering Chaos into the encounter deck, along with the encounter discard pile.
- ☞ Shuffle the set-aside Forsaken Tower locations and choose 4 at random to put into play. These locations should surround The Great Hall, one in each of the four cardinal directions: north, east, south, and west (see diagram on next page).
- ☞ Until the end of the scenario, each Forsaken Tower is referred to by its position relative to The Great Hall, as follows:
 - ✦ The location above The Great Hall is called the “Northern Tower.”
 - ✦ The location to the right of The Great Hall is called the “Eastern Tower.”
 - ✦ The location below The Great Hall is called the “Southern Tower.”
 - ✦ The location to the left of The Great Hall is called the “Western Tower.”

Suggested Location Placement for Acts 4 & 5

Northern Tower



Western Tower



Eastern Tower



Southern Tower

DO NOT READ until the end of the scenario

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

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

Resolution 1: *The presence taunting your mind retreats into the shadows, and you are left once again with an overwhelming sense of loneliness. The vast halls of the onyx castle are evidence of nothing but despair and sorrow. Whatever gods once inhabited this place left long ago. Coming here was indeed folly. You carry Virgil’s corpse out into the snowy peaks of Kadath and bury him outside the castle. You still do not understand what the being known as Nyarlathotep wanted with him, or with you, but at least now you can leave the Dreamlands behind... if that is truly what you wish to do.*

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

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

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

Resolution 3: You startle awake, riveted and dazed by the magnitude of the dream that held your attention for so long. And yet, when you try to recall any of it, you remember very little. It is all a haze—like distant memories from decades ago. Just the hint of the dream remains. A black castle. A ship sailing through space. A staircase. A black cat. You remember completing some profound quest, but for the life of you, you cannot remember what it was.

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

Resolution 4: You think about the many journeys you have had in the Dreamlands and the fabulous things you have seen: the mystical forests, the beautiful palaces, the cerulean oceans. Had you ever experienced such wonders in the waking world? Could you really return to such a mundane life after what you have experienced here? Perhaps it would be better to stay. You can escape from this dreaded land of Leng and travel back to safer climes. You can live in the timeless realm of Celephaïs, where pleasures are abundant, and you will never age. Or perhaps live amongst the cats in the pleasant town of Ulthar where your quest began. Or explore the boundaries of the Dreamlands and see all of the marvels that it has to offer. Your mind is made up. You cannot return to the waking world, for you never want to leave.

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

Resolution 5: You recall what the black cat told you about your companions' journey. Though you have no desire to leave the surface of the Dreamlands behind, there may be a way you can help your friends. You climb back down the northernmost peaks of Leng, returning to the domed ruins where you were confronted by Nyarlathotep's high priest. There, in the center of the room, is the gaping pit that leads into the untold depths of the Underworld. Your companions are down there, somewhere...right?

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

Epilogue

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

Do not read this epilogue until both Scenarios 4–A: Where the Gods Dwell and 4–B: Weaver of the Cosmos have been completed.

Check the Campaign Log for both campaigns. Use the matrix below to find the epilogue that applies to your situation, then proceed to that epilogue.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Epilogue 15: The black cat watches your escape with bated breath. "Wow. I honestly did not see that one coming. They risked their lives for you, and now you risk yours for them. How interesting. Perhaps there is hope for your kind yet." After a few moments, it grows bored. "Okay, enough of this. I have places to be. I see that you will be all right without me. Take care of both worlds for me, would you?"

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

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

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

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

You awaken one night to the sound of hissing all around you. Hundreds of piercing cat eyes glare at you in the dark. One of the creatures leaps onto your chest, its claws digging painfully into your skin. "Did you think we would not find you?" Its eyes flash. It bares its teeth, and the rest of the cats close in.

How dare you! You are **killed**.



Achievement List

The following is a list of achievements investigators may strive toward as they play *The Dream-Quest* campaign. As the investigators complete each of these achievements, check the box next to them. Try to complete all of them for the ultimate challenge!

- ☐ **Do You Always Follow Orders?:** Do not stray from the path in *Beyond the Gates of Sleep*.
- ☐ **Aw, But They're So Cute:** Do not defeat a single **Zoog** enemy in *Beyond the Gates of Sleep*.
- ☐ **Losing My Religion:** In a single playthrough, find and uncover all 10 Signs of the Gods in *The Search for Kadath*.
- ☐ **Fantasy Flight Games (®) Does Not Condone Accomplishing This Achievement:** Break the law of Ulthar in *The Search for Kadath*.
- ☐ **Tactical Espionage Action:** Complete *Dark Side of the Moon* with each investigator's alarm level at zero.
- ☐ **Moon Lizards? I Don't Believe They Exist:** Defeat the Moon Lizard in *Dark Side of the Moon*.
- ☐ **Barkham Horror Enthusiast:** Defeat 1 or more Cats from Saturn using a fight ability on either a cat ally or a dog ally.
- ☐ **Only Way To Be Sure:** Reduce the High Priest Not to Be Described to 1 remaining health, then shove it down a well anyway in *Where the Gods Dwell*.
- ☐ **Give Them Something To Talk About:** In a single round, add every hidden form of Nyarlathotep to the victory display in *Where the Gods Dwell*.
- ☐ **This Isn't Even My Final Form!:** Expose and then defeat Nyarlathotep's True Shape in *Where the Gods Dwell*.
- ☐ **Don't Tell Anyone, But...:** Using the ability on The Great Hall, give 6 different hidden cards to another investigator in *Where the Gods Dwell*.
- ☐ **Line in the Sand:** Win *The Dream-Quest* campaign with at least three Ultimatums active.
- ☐ **Dreamlands Expertise:** Win *The Dream-Quest* campaign on Expert difficulty.
- ☐ **Beware The Black Cat:** Complete *The Dream-Eaters* campaign with *okay, fine, have it your way then* recorded in your Campaign Log.
- ☐ **Reunited and it Feels So Good:** Win *The Dream-Eaters* as an interconnected 8-part campaign, and have both groups reunite during the epilogue.

Design Notes

Congratulations on completing *The Dream-Eaters* campaign! Regardless of the outcome, I hope you had fun exploring the terrors and marvels of the Dreamlands.

Of all of Lovecraft's tales, *The Dream-Quest of Unknown Kadath*—which this campaign borrows heavily from—is perhaps the most different and unique. It has talking cats instead of tentacled abominations, rustic cottage villages instead of cyclopean ruins, and a protagonist who is easily the most competent and knowledgeable among all of Lovecraft's writings. For these reasons, this campaign strays tonally from previous campaigns in *Arkham Horror: The Card Game*.

The Dreamlands is a beloved setting which, while still fraught with peril, is a whimsical land with many wondrous places and curious beasts. One of my primary goals when designing the scenarios in this campaign was to include as much of the Dreamlands as possible while still allowing players who had not read *The Dream-Quest of Unknown Kadath* to follow along. This led to the development of the double-sided locations in *The Search for Kadath* and *Point of No Return*, which could give players a bit more insight into the Dreamlands even as they participated in the story.

Since this is a campaign with not one, but two Ancient Ones, one of my other goals was to differentiate these two primeval forces. Atlach-Nacha is a single-minded entity bent on completing its task and infesting our world, while Nyarlathotep is a cunning and manipulative being who can take almost any disguise and really get in the investigators' heads. Since this is Nyarlathotep himself and not one of his many alternate forms, I chose to depict Nyarlathotep in this campaign as an embodiment of deception. Unlike most other Ancient Ones, who view humanity as insignificant ants (if they notice us at all), Nyarlathotep often walks among humanity and engages with humans directly. He may even have a personal grudge against our investigators. If he did not before, he certainly does now, in any case...

I hope you enjoyed *The Dream-Eaters*, and I look forward to the next chapter of our grand saga! With any luck, we'll still remember it all when we wake up.

— MJ Newman



Campaign Log: *The Dream-Quest*

INVESTIGATORS

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

Campaign Notes

Evidence of Kadath

KILLED AND INSANE INVESTIGATORS

Tab. XXXIX.

Prologue

Beyond the Gates of Sleep

The Black Cat

The Search for Kadath

The Oneironauts

Dark Side of the Moon

The Great Ones

Where Gods Dwell

Epilogue

CHAOS BAG

Encounter Set Icons



**Agents of
Nyarlathotep**



Corsairs



**Dreamer's
Curse**



**The Search for
Kadath**



**Whispers of
Hypnos**



**Beyond the
Gates of Sleep**



**Dark Side of
the Moon**



Dreamlands



**Where the Gods
Dwell**



Zoogs

From the Core Set:



Ancient Evils



Chilling Cold



Dark Cult



Quick Reference

Alert.....	2
Story Cards.....	2
Swarming X.....	2
Hidden.....	3
Steps of Slumber (in <i>Beyond the Gates of Sleep</i>).....	6
Veiled Locations (in <i>The Search for Kadath</i>).....	11
Enemies with Swarming and Victory.....	11
Act 2 Region Setups (in <i>The Search for Kadath</i>).....	12
Alarm Level.....	17

Credits

Expansion Design and Development: MJ Newman and Daniel Schaefer

Producer: Molly Glover

Editing: Jeremiah J. Shaw

Proofreading: Alyssa Barringer

Game Rules Specialist: Alex Werner

Product Line Manager: Caitlyn McGrath

Game Design Manager: Paul Klecker

Expansion Graphic Design: Neal W. Rasmussen with Ryann Collins

Graphic Design Coordinator: Joseph D. Olson

Graphic Design Manager: Mercedes Opheim

Cover Art: Cristi Balanescu

Art Direction: Jeff Lee Johnson

Managing Art Director: Tony Bradt

Arkham Horror Story Review: Dane Beltrami, Kara Centell-Dunk, Daniel Lovat Clark, Josiah "Duke" Harrist, Philip D. Henry, and Kate Swazee

Cultural and Sensitivity Review: The members of the FFG Cultural Sensitivity Panel

Creative Director of Story and Setting: Katrina Ostrander

Quality Assurance Specialist: Zach Tewalthomas

Production Management: Justin Anger and Austin Litzler

Visual Creative Director: Brian Schomburg

Director of Studio Operations: John Franz-Wichlacz

Product Strategy Director: Jim Cartwright

Executive Game Designer: Nate French

Head of Studio: Chris Gerber

Playtesters

David Attali, Dalia Berkowitz, Dane Bicott, Cady Bielecki, Joe Bielecki, Riley "No More Spiders" Colby, Stephen Coleman, Andrea Dell'Agnese, Julia Faeta, Grant Flesland, Jeremy Fredin, Jason Horner, Julien Horner, James "Gnarly-Hotep" Howell, Charlotte Kirchhoff-Lukat, Casey "Chill Presence" Lent, Grégoire Lefebvre, Brian Lewis, Jamie Lewis, Kenny Ling, Eric Meyers, Samuel L. Olsen, Josh Parrish, Chad Reverman, Scarlett Reverman, Jim Roberts, Hans Schmidt, Vincent Schwartz, Avita Sharma, Shelley Shaw, Derek Shuck, Rahma Sinien, Alexander Skeggs, Aaron Strunk, Michael Strunk, Zachary Varberg, Yu-Chi Wang, Ben Wilkinson, and Jeremy "S8 actions" Zwirn

Special thanks to all of our beta testers.



**FANTASY
FLIGHT
GAMES**

