

ARKHAM HORROR

THE CARD GAME



THE DREAM-EATERS

CAMPAIGN GUIDE B
THE WEB OF DREAMS

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Campaign Guide B – The Web of Dreams

True Nightmare is But a Window

"I reply that I know nothing beyond what I saw. Vision or nightmare it may have been—vision or nightmare I fervently hope it was—yet it is all that my mind retains of what took place in those shocking hours after we left the sight of men."

– H. P. Lovecraft, "The Statement of Randolph Carter"

The *Dream-Eaters Campaign Expansion* consists of two campaigns for *Arkham Horror: The Card Game*. This campaign guide is for "Campaign B," *The Web of Dreams*. This campaign consists of 4 scenarios: "Waking Nightmare," "A Thousand Shapes of Horror," "Point of No Return," and "Weaver of the Cosmos." 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 A to form a cohesive eight-part campaign.

The other 4 scenarios in *The Dream-Eaters* can be found in the campaign guide for "Campaign A," *The Dream-Quest*.

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(Note: Epilogue, Design Notes and Credits for *The Dream-Eaters* can be found in campaign guide A.)

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. Campaign A can be found in the other guide included in this product.

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

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** on page 4 of the other campaign guide, labeled “Campaign Guide A – The Dream-Quest.” 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 this campaign guide.
- ☞ If you are playing *The Web of Dreams* as a four-part campaign:
- ☞ Proceed to **Campaign B Setup**, below. 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 the other 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 B Setup

To set up *The Web of Dreams* campaign, perform the following steps in order.

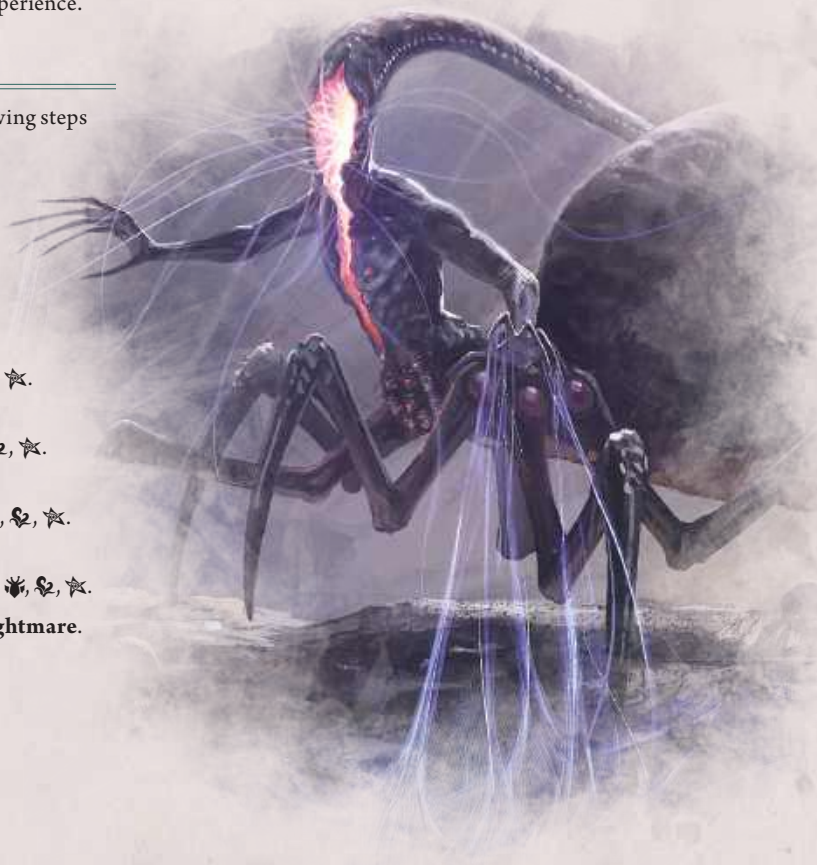
1. Choose investigator(s).
2. Each player assembles their investigator deck.
3. Choose difficulty level.
4. Assemble the campaign chaos bag.
 - ☞ **Easy (I want to experience the story):**
+1, +1, 0, 0, 0, -1, -1, -1, -2, -2, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
 - ☞ **Standard (I want a challenge):**
+1, 0, 0, -1, -1, -1, -2, -2, -3, -4, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
 - ☞ **Hard (I want a true nightmare):**
0, 0, 0, -1, -1, -2, -2, -3, -3, -4, -5, ☠, ☠, ♠, ♠, ♠, ♠, ♠.
 - ☞ **Expert (I want Arkham Horror):**
0, -1, -1, -2, -2, -3, -3, -4, -4, -5, -6, -8, ☠, ☠, ♠, ♠, ♠, ♠, ♠.

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

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-B: Waking Nightmare

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

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

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

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

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

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

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

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

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

☞ The investigators must decide (choose one):

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

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

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

Skip to **Setup**.

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

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

Proceed to **Setup**.



Setup

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



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



- ☞ Put the Waiting Room, Emergency Room, Experimental Therapies Ward, and Records Office into play. Each investigator begins in the Waiting Room.

- ☞ Check Campaign Log.

- ☞ If Dr. Maheswaran joined the investigation, put Dr. Shivani Maheswaran into play, under the lead investigator's control.
- ☞ If Dr. Maheswaran stayed with her patients, set Dr. Shivani Maheswaran aside, out of play.

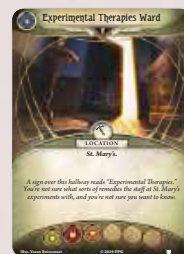
- ☞ Set each of the remaining locations aside, out of play.

- ☞ Set the following cards aside, out of play: Randolph Carter (*Chained to the Waking World*), all 3 of the Outbreak treacheries, and both of the Corrupted Orderly enemies.

- ☞ Set the double-sided The Infestation Begins story card aside, out of play. This story card has a different scenario reference card on its other side and will enter play during the natural course of the scenario.

- ☞ Shuffle each of the remaining encounter cards together to form the encounter deck.

Suggested Location Placement



DO NOT READ until the end of the scenario

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

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

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

"Good morning. We should talk."

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

If no resolution was reached because each investigator was defeated:

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

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

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

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

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



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

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

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

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

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

When you arrive at St. Mary's, you expect to see the building—or perhaps all of Uptown—covered in spiderwebs. Instead, to your surprise, it is perfectly clean. Patients, nurses, and doctors walk through its halls like none of last night's events transpired.

You ask the receptionist if you can see Doctor Maheswaran, but he shakes his head. "I'm sorry, but I don't think she's here today. She left in the middle of her shift last night, and nobody has seen her since. Is there somebody else I can reach for you?"

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

"Good morning. We should talk."

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

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

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

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

- ☞ Each investigator earns experience equal to the Victory X value of each card in the victory display.
- ☞ Remove the infestation bag and all infestation tokens from the game. (There is no need to keep or record them.)
- ☞ If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Interlude I: The Black Cat**.
- ☞ If you are playing *The Web of Dreams* and *The Dream-Quest* as an interconnected eight-part campaign...

◆ ...and you have not yet played **Scenario 1-A: Beyond the Gates of Sleep**, proceed to that scenario.

- ☞ ...and you have already played **Scenario 1-A: Beyond the Gates of Sleep**, proceed instead to **Interlude I: The Black Cat**.

Interlude I: The Black Cat

- ☞ If you are playing both *The Dream-Quest* and *The Web of Dreams* as an interconnected campaign: Proceed to **The Black Cat 1** on page 9 of campaign guide A.
- ☞ If you are playing *The Web of Dreams* (Campaign B) by itself: Skip to **The Black Cat 3**, below.

The Black Cat 3: FOLLOWING SCENARIO 1–B, THE INVESTIGATORS ARE CONFRONTED OUTSIDE ST. MARY'S HOSPITAL...

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

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

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

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

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

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

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

If the black cat shared knowledge of the Dreamlands:

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

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

If the black cat delivered news of your plight:

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

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

If the black cat warned the others:

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

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

If okay, fine, have it your way then:

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

In both Campaign Logs, record you asked for it.

Once the relevant entry has been read:

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

Scenario II-B: A Thousand Shapes of Horror

Intro 1: To stop the merging between the land of dreams and the waking world, you decide to force your way into the "Dreamlands"—as your new companion Randolph calls the dimension—in your physical body, instead of traveling there in your sleep. "While there are many dangers to this method of travel, I think it is better than the alternative," Randolph claims. "If we venture there in our sleep, we may become trapped like your companions, unable to wake." You agree: you can do little good trapped on the other side, especially if you aim to help your dreaming companions.

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

Check Campaign Log.

- ☉ If the black cat is at your side, proceed to **Intro 2**.
- ☉ Otherwise, skip to **Intro 3**.

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

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

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

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

Skip to **Intro 4**.

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

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

Proceed to **Intro 4**.

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

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

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

Setup

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



- ☉ Put the following locations into play: Burial Ground, Front Porch, Upstairs Hallway, both Downstairs Doorways, and both Upstairs Doorways (see suggested location placement on next page).
 - ◆ Each investigator begins play at the Burial Ground.
- ☉ Set the following cards aside, out of play: the Attic location, the Unmarked Tomb location, all 6 Mysterious Stairs locations, all 4 Endless Descent treacheries, and The Silver Key story asset.
- ☉ Shuffle the remainder of the encounter cards to build the encounter deck.



Suggested Location Placement



Standalone Mode

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

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

The black cat is not at your side.

DO NOT READ until the end of the scenario

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

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

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

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

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

- In your Campaign Log, record Randolph survived the descent.
- In your Campaign Log, record the investigators possess the Silver Key. Any one investigator may choose to add The Silver Key (Key to the Gate of Dreams) to their deck. This card does not count toward that investigator's deck size.
- Each investigator earns experience equal to the Victory X value of each card in the victory display.
- Your body now walks within the slumbering Dreamlands. Add 1 ☠ token to the chaos bag, for the remainder of the campaign.
- If you are playing *The Web of Dreams* as a four-part campaign, proceed to **Scenario 3-B: Point of No Return**.
- If you are playing *The Dream-Quest* and *The Web of Dreams* as an interconnected eight-part campaign...
 - ...and you have not yet played **Scenario 2-A: The Search for Kadath**, proceed to that scenario.
 - ...and you have already played **Scenario 2-A: The Search for Kadath**, proceed instead to **Interlude II: The Oneironauts**.

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

☞ If the investigators “recovered a strange key,” proceed to **Resolution 3**. Otherwise, skip to **Resolution 4**.

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

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

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

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

☞ In your Campaign Log, record Randolph survived the descent.

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

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

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

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

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

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

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

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

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

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

☞ In your Campaign Log, record Randolph did not survive the descent. If an investigator’s deck contains Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79), remove him from that deck for the remainder of the campaign.

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

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

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

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

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

Interlude II: The Oneironauts

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

The Oneironauts 1: FOLLOWING SCENARIO 2-B, THE INVESTIGATORS HAVE FINALLY REACHED THE END OF THE MYSTERIOUS STAIRWAY...

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

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

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

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

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

If you asked for it:

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

Skip the rest of this interlude.

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

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

- ☞ Check Campaign Log. If the black cat has a hunch, it wanders off before you can reply, its pitch-black fur melding into the darkness of the Underworld.

- ☞ Otherwise, the black cat once again offers to pass a message along to your companions. The lead investigator must decide (choose one):

- ☞ Tell your companions that you are in trouble. The black cat will return to you with aid once this message is delivered. This may put an undue burden on your companions. In the Campaign Log for *The Web of Dreams* (Campaign B), record the black cat requested aid from the others.
- ☞ Tell your companions about the Underworld. The black cat will then go elsewhere. In the Campaign Log for *The Web of Dreams* (Campaign B), record the black cat shared knowledge of the Underworld.
- ☞ Tell your companions that you are safe. The black cat will stay with them once this message is delivered. This might make your quest a little more difficult. In the Campaign Log for *The Web of Dreams* (Campaign B), record the black cat warned the others.

- ☞ Proceed to **The Oneironauts 2** on page 14 of campaign guide A.



Scenario III-B: Point of No Return

Check Campaign Log.

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

Intro 1: *You have finally reached the Dreamlands, but it is not as you expected. This cyclopean cavern is far from the wondrous lands and fabulous cities described in Virgil Gray's writings. Perhaps the author never ventured this far underground, never found the horrors that lurk beneath the surface of the Dreamlands. You suspect he wouldn't have left out tales of such a spine-chilling nature. As you venture into the dark and barren realm, you are filled with hollow despair—an emptiness that gnaws at your heart and mirrors the bleak landscape all around you. You came here to help your friends, and now your only guide through this realm is gone. What if this was all a horrible mistake?*

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

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

Proceed to **Setup**.

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

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

Proceed to **Setup**.

Setup

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



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



- ❶ Put the following locations into play: Vaults of Zin, City of Gugs, Tower of Koth, and Plain of the Ghouls.
 - ❖ Each investigator begins play at the Vaults of Zin.
 - ❖ Set each other location aside, out of play.
- ❷ Search the collection for Enchanted Woods (*Stone Trapdoor*) (*The Dream-Eaters* #53) and set it aside, out of play.
- ❸ Set the Gug Sentinel enemy, the Richard Upton Pickman story asset, and the False Awakening weakness aside, out of play.
- ❹ Check Campaign Log. Depending on the following circumstances, a different version of act 1 should be used in this scenario. Remove the other version of act 1 from the game.
 - ❖ If *Randolph did not survive the descent*, use Act 1a—“Entering the Underworld (v. I).”
 - ❖ If *Randolph survived the descent*, use Act 1a—“Entering the Underworld (v. II).”
- ❺ A wave of pain and nausea washes over you. Check the number of tally marks recorded next to “Steps of the Bridge” in the Campaign Log.
 - ❖ If there are no tally marks recorded, nothing happens.
 - ❖ If there are 1–4 tally marks, place 1 damage on the scenario reference card. This represents the distortion within the Dreamlands.
 - ❖ If there are 5 or more tally marks, place 2 damage on the scenario reference card. This represents the distortion within the Dreamlands.
- ❻ Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

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

- (C) Assemble the chaos bag using the following tokens:
 +1, 0, 0, -1, -1, -1, -2, -2, -3, -4, 🐱, 🐱, 🐱, 🐱, 🐱, 🐱, 🐱, 🐱,
 🐱.
- (C) *The black cat is not at your side.*
- (C) *Randolph did not survive the descent.*

Locations in Point of No Return

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

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

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

Veiled

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

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

DO NOT READ until the end of the scenario

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

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

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

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

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

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

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

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

Interlude III: The Great Ones

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

Begin at **The Great Ones 1** on page 19 of campaign guide A.

The Great Ones 2: FOLLOWING SCENARIO 3-B, THE INVESTIGATORS HAVE REACHED A COSMIC PENUMBRA BETWEEN WORLDS...

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

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

If the investigators possess the Silver Key:

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

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

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

If the black cat is searching for the truth:

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

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

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

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

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

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

If the black cat spoke of Nyarlathotep:

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

☞ Check both Campaign Logs.

☞ If neither Campaign Log has the black cat is at your side recorded, in the Campaign Log for *The Dream-Quest* (Campaign A), record the black cat is at your side. Add 1 ☠ token to the chaos bags for both campaigns.

☞ If the Campaign Log for *The Web of Dreams* (Campaign B) has the black cat is at your side recorded, cross it off and record it in the Campaign Log for *The Dream-Quest* (Campaign A) instead. Replace 1 ☠ token in each campaign's chaos bag with 1 ☠ token.

☞ If the Campaign Log for *The Dream-Quest* (Campaign A) has the black cat is at your side recorded, no change is made.

If the black cat spoke of Atlach-Nacha:

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

☞ Check both Campaign Logs.

☞ If neither Campaign Log has the black cat is at your side recorded, in the Campaign Log for *The Web of Dreams* (Campaign B), record the black cat is at your side. Add 1 ☠ token to the chaos bags for both campaigns.

☞ If the Campaign Log for *The Dream-Quest* (Campaign A) has the black cat is at your side recorded, cross it off and record it in the Campaign Log for *The Web of Dreams* (Campaign B) instead. Replace 1 ☠ token in each campaign's chaos bag with 1 ☠ token.

☞ If the Campaign Log for *The Web of Dreams* (Campaign B) has the black cat is at your side recorded, no change is made.

Scenario IV-B: Weaver of the Cosmos

Everything has led to this. Virgil's writings, your companions' never-ending sleep, St. Mary's, the black cat, all of it. You have no choice but to press on. This transdimensional space is home to a creature that would obliterate your world and replace it with a new reality, a nightmarescape of pitch-black darkness and creatures that prey on your kind. If you cannot stop its weaving, there will be no Earth left to wake up to. You have to do something, even if it means your end.

Proceed to **Setup**.

Setup

-  Gather all cards from the following encounter sets: *Weaver of the Cosmos*, *Agents of Atlach-Nacha*, *Spiders*, *Ancient Evils*, and *Chilling Cold*. These sets are indicated by the following icons:



- ② Shuffle each copy of The Great Web and put 4 of them into play at random, in a vertical line.
 - ❖ Each investigator begins play at the topmost The Great Web location.
 - ❖ Set each other The Great Web location aside, out of play.
- ③ Set the following cards aside, out of play: The double-sided Atlach-Nacha card, the 4 Legs of Atlach-Nacha enemies, and both copies of The Spinner in Darkness.
- ④ Check the number of tally marks recorded next to “Steps of the Bridge” in the Campaign Log.
 - ❖ If there are 2 or fewer tally marks recorded, nothing happens.
 - ❖ If there are 3–5 tally marks, place 1 doom on the bottommost location.
 - ❖ If there are 6–8 tally marks, place 2 doom on the bottommost location.
 - ❖ If there are 9–11 tally marks, place 3 doom on the bottommost location.
 - ❖ If there are 12 or more tally marks, place 4 doom on the bottommost location.
- ⑤ Shuffle the remainder of the encounter cards to build the encounter deck.

Standalone Mode

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

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

- Ⓒ *The black cat is not at your side.*
- Ⓓ *Randolph did not survive the descent.*

Stop!

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

Scenario Interlude: The Spider Queen

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

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

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

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

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

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

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

- ☞ If an investigator's deck contains Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79), remove him from that deck for the remainder of the campaign.
- ☞ Skip to **The Spider Queen 4**.

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

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

- ④ In your Campaign Log, record the investigators are trapped in Atlach-Nacha's realm.
- ④ If an investigator's deck contains Randolph Carter (*Chained to the Waking World*) (*The Dream-Eaters* card #79), remove him from that deck for the remainder of the campaign.
- ④ Depending on your difficulty, add a token to the chaos bag, as follows:
Easy (–3), Standard (–4), Hard (–5), Expert (–7).
- ④ Proceed to **The Spider Queen 4**.

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

- ④ Remove each location from the game except for the bottommost location. Shift that location upward so it is at the top of the play area. Shuffle the remaining set-aside *The Great Web* locations and place 7 of them in a circle, along with the investigators' location (as the topmost location in the circle). Until the end of the scenario, each location is connected to each location next to it (clockwise or counterclockwise from it).
- ④ Assemble Atlach-Nacha by performing the following steps, in order:
 - ④ Find the double-sided Atlach-Nacha card and flip it to the side that only has art on it.
 - ④ Arrange the 4 Legs of Atlach-Nacha enemies next to it, as depicted in the following diagram:

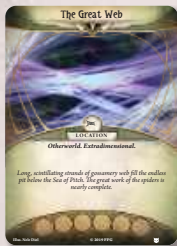


- ④ Place the assembled Atlach-Nacha in the center of the play area, between all 8 locations, so one corner of each Legs of Atlach-Nacha enemy touches a different location (see suggested play area on page 20).
- ④ Shuffle each set-aside copy of *The Spinner in Darkness* into the encounter deck, along with the encounter discard pile.
- ④ Read the rules for "Atlach-Nacha" on the next page.

Atlach-Nacha

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

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



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



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



- Atlach-Nacha's center card and each Legs of Atlach-Nacha enemy should remain in the same formation at all times, even if one card is removed from the formation. If one card moves, all cards in the formation must likewise move.

- As a result, Legs of Atlach-Nacha cards cannot move or be moved except by effects that "spin" Atlach-Nacha.

- If you are instructed to "spin" Atlach-Nacha one or more times, rotate all of the cards in the center (each remaining Legs of Atlach-Nacha card, as well as the center card) in the indicated direction such that each of the Legs of Atlach-Nacha enemies moves clockwise that many locations.

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



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

Play Area for Act 2



DO NOT READ until the end of the scenario

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

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

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

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

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

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

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

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



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

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

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

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

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

Achievement List

The following is a list of achievements investigators may strive toward as they play *The Web of Dreams* 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!

- ☐ **Everyone's a Feminist Until There Is a Spider Around:** Defeat twenty **Spider** enemies. Keep track with tally marks in your Campaign Log. (Note: swarm cards do not count.)
- ☐ **The Carter Method:** Let every location get infested, then seal all of them in *Waking Nightmare*.
- ☐ **The Doctor is In:** Take Dr. Shivani Maheswaran with you and do not let her take any amount of damage or horror in *Waking Nightmare*.
- ☐ **Déjà Vu:** Resolve every free triggered ability on every location in *A Thousand Shapes of Horror* (not counting the Mysterious Stairs during act 2).
- ☐ **The Casa Loma Maneuver:** Escape the endless stairs with The Unnamable at the topmost staircase in *A Thousand Shapes of Horror*.
- ☐ **I Remember This Place:** Find a way out of the Underworld in *Point of No Return*.
- ☐ **Bad Advice:** Flip over every location at least once in *Point of No Return*.
- ☐ **March of the Ghouls:** Have 4 **Ghoul** enemies attached to Richard Upton Pickman in *Point of No Return*.
- ☐ **The Ishimura Flex:** In a single round, defeat all 4 Legs of Atlach-Nacha in *Weaver of the Cosmos*.
- ☐ **You Spin Me Right 'Round:** Ensure that Atlach-Nacha spins a full 360 degrees in a single phase in *Weaver of the Cosmos*.
- ☐ **Master of Unlocking:** Use The Silver Key to cancel a total of at least 10 horror throughout the course of a single scenario.
- ☐ **Line in the Sand:** Win *The Web of Dreams* campaign with at least three Ultimatums active.
- ☐ **Underworld Expertise:** Win *The Web of Dreams* campaign on Expert difficulty.



Campaign Log: *The Web of Dreams*



INVESTIGATORS

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

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

Campaign Notes

CHAOS BAG

Steps of the Bridge

KILLED AND INSANE INVESTIGATORS

Encounter Set Icons

 A Thousand Shapes of Horror	 Agents of Atlach-Nacha
 Creatures of the Underworld	 Descent into the Pitch
 Merging Realities	 Point of No Return
 Spiders	 Terror of the Vale
 Waking Nightmare	 Weaver of the Cosmos
 Whispers of Hypnos	

From the Core Set:

 Ancient Evils	 Chilling Cold
 Ghouls	 Locked Doors
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 Striking Fear	

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