

# THREADS



**A SCENARIO FOR USE WITH GAMES  
ABOUT THE CTHULHU MYTHOS**

### INTRODUCTION

In this adventure the investigators try to solve the mysterious disappearances of children and find themselves caught up in a (literal) web of evil that eventually drags them bodily into the **Dreamlands** where an ancient evil is planning to ensnare all of humanity.

### THE HOOK

The investigators are simultaneously contacted by a distraught mother and a reporter about some missing children. If they have previously experienced the events in the adventure *Double Jeopardy* they will remember **Sabrina Iredale** and **Lewis Umney**, if not then the existing relationship will need to be manufactured by the games master.

### THE STORY

**Atlach-Nacha**, the spider god, is spinning a web bridge between **Dreamlands** and Earth. If successful this bridge will allow its servants, the **Men of Leng** (and worse) to cross physically into our world. The **Men of Leng** cannot survive the crossing unless they're fortified with

the flesh of Earthlings. To this end **Atlach-Nacha** has sent spider emissaries disguised as clowns across the incomplete bridge to kidnap children (the most tender meat) and drag them into the **Dreamlands**. They are being helped by **Tcho-Tcho** agents on Earth.

The first part of the adventure takes place in London where the investigators will have to disrupt the plans of the spiders and **Tcho-Tcho**. Before they cross into the **Dreamlands** to confront **Atlach-Nacha** and foil its machinations at the source.

The second section of the adventure involves a nightmare world of living dreams as the investigators' physical bodies try to adapt to the unfamiliar **Dreamlands** environment.

Finally, after freeing themselves from the dream hallucinations, the investigators enter the third part of the adventure where they find themselves on the icy **Plateau of Leng**, home of **Atlach-Nacha**. Will they destroy the bridge and manage to return home?

## THREADS: PLOT ELEMENTS

### Section One: London

#### Sabrina Iredale

Single mother and pizza shop worker

Investigators may know her from Double Jeopardy

Contacts the investigators because her son and two friends went missing at his birthday party

Leads to: **Bak Bon Dzhow Restaurant**

#### Lewis Umney

Reporter

Investigators may know him from Double Jeopardy

Contacts the investigators because he was beaten up by weird youths whilst investigating a strange clown

Leads to: **Bak Bon Dzhow Restaurant**

#### Police

The police are baffled. Children at the parties say the clown put the missing children in his pocket and ran off

Leads to: **Janet Lee**

#### Janet Lee

Mother

She has lost both her children and her husband after a birthday party involving a clown

Leads to: **Bak Bon Dzhow Restaurant**

#### Bak Bon Dzhow Restaurant

Staffed by disguised **Men of Leng**

**Tcho-Tcho** work behind the scenes serving up human flesh

Leads to: **Roaming Tcho-Tcho gang**

disguised as teenagers who are leafleting the town with clown adverts

Leads to: **Ernest Little** locked in the basement awaiting sacrifice

#### Roaming Tcho-Tcho gang

Cannibal dwarfs leafleting the town and preventing pursuit of the clowns

Lead to: **Jasper Caspar**, spider expert

Lead to: **The Black Tent**

Lead to: **Bak Bon Dzhow Restaurant**

#### Clown

Disguised **Leng Spider**

Leads to: **Roaming Tcho-Tcho gang** who run interference for it

Leads to: **The Black Tent**

#### Jasper Caspar

Spider expert collecting strange webs around town

Leads to: **Roaming Tcho-Tcho gang**, they asked him for exotic spider food

Leads to: **Bak Bon Dzhow Restaurant**, he followed the **Roaming Tcho-Tcho gang** There

Leads to: Information about **Leng** and **Atlach-Nacha**

#### Ernest Little

Captive of the **Tcho-Tcho** in the **Bak Bon Dzhow Restaurant** basement

Searching for his missing wife Lydia and nephew Jimmy

Leads to: **The Black Tent** where Lydia disappeared

#### The Black Tent

Entrance to the **Dreamlands**

One way trip!

## THREADS

### SABRINA'S DILEMMA

A letter arrives from an old acquaintance. (*player handout*)

*"My son James has gone missing. He and two of his friends disappeared from his birthday party two days ago and the police have no leads. I am distraught with worry. I know something strange is going on and I know you have experience of these things. Please find James, you're my only hope.  
Sabrina"*



### LEWIS' REQUEST

Almost simultaneously with the letter from **Sabrina Iredale** another letter arrives from a reporter who also knows of the investigators' expertise. (*Player handout*)

*"Something very odd is happening here. I was attacked by a gang of weird youths while investigating a mysterious clown (of all things). People are disappearing and this clown is involved. I could really use your help.  
Lewis"*



## TALKING TO SABRINA

Sabrina's son James went missing along with two other children from his 9th birthday party two days ago. They may have just run away together for an adventure. Children present said the clown took them but because he 'put them in his pocket' they are not believed.

Sabrina saw the clown advert at the new ethnic restaurant the **Bak Bon Dzhow** and thought a different sort of entertainer would be a nice treat. She emphasises how intriguing the poster was.

She made the booking by phone. The man she spoke to had a thick accent and poor English.

**Flashlight roll:** The corners and hidden places in Sabrina's house are full of thick spider webs. She has noticed them and attempted to remove them but they just come back. She hasn't seen any spiders though.

**Flashlight roll:** The clown adverts are all over town. Bizarrely, they're all pasted at a low level (They're being put up by the short **Tcho-Tcho**).

## TALKING TO THE CHILDREN

*"The clown was very funny. He didn't speak and moved in very funny ways. All his joints could move backwards and his head could rotate. He smelled odd too, like an old cupboard. When the cake was revealed in the room next door and the adults were distracted he snatched James and Jeremy and Pauline and stuffed them into his pocket before climbing out of a small window and running off very fast. The children thought it was a funny joke but he didn't come back."*



### TALKING TO LEWIS

Lewis was investigating the disappearance of the three children from **Sabrina Iredale's** party. Other children and an adult too have gone missing in similar circumstances from a children's party held by **Janet Lee**. He didn't get any leads from the police who seem baffled. He spoke to Sabrina and went to the **Bak Bon Dzhow** restaurant to look at the clown advert she'd seen there.

While he was there he saw a group of strange kids in hoodies, come in and collect a pile of similar leaflets. He followed them and saw them posting the adverts around the area. When he tried to talk to them they turned on him with sticks and bottles and he was badly beaten. They were very strong and had hideous faces. They snarled and bit at him as they fought. He managed to run away and escaped by jumping onto a passing bus. Even so the weird children followed on their bikes for some time shouting in a strange language before seemingly deciding to give up the chase.

Lewis is badly shaken so getting more detailed information will require smokes rolls.

**Smokes roll:** Now you mention it, the restaurant was full of spider webs, it was a little unsettling. (*Only if the investigators have noticed spider webs before*).

**Smokes roll:** No, the clown adverts weren't particularly intriguing, quite ordinary in fact. (*Only if the investigators have Sabrina's opinion on the poster first*).

**Smokes roll:** The staff at the restaurant were strange foreign men with dark skin and wide mouths. They wore turbans and walked with odd clumping steps.

**Smokes roll:** The food, he ordered the *bak Bon dzhow* special- meat in white pork sauce, was surprisingly good.

**Smokes roll:** Lewis had a disturbing dream of lustily partaking in a vile cannibal feast the following night.

## TALKING TO THE POLICE

The police are baffled. None of the witness statements (all from children) make sense.

### **Witness statements from Sabrina Iredale's party:**

*"The clown was very funny. He didn't speak and moved in very funny ways. All his joints could move backwards and his head could rotate. He smelled odd too, like an old cupboard. When the cake was revealed in the room next door and the adults were distracted he snatched James and Jeremy and Pauline and stuffed them into his pocket before climbing out of a small window and running off very fast. The children thought it was a funny joke but he didn't come back."*

### **Witness statements from Janet Lee's party:**

*"The clown was very funny. He didn't speak and did magic tricks. He smelled odd like granny's wardrobe. When the lights went out for the sparkler cake and the adults were distracted he grabbed Edward and Hannah and put them into his pocket before climbing up the chimney. The children thought he was probably Father Christmas."*

There are versions of these statements in the **Player Handouts** section at the end of this adventure.

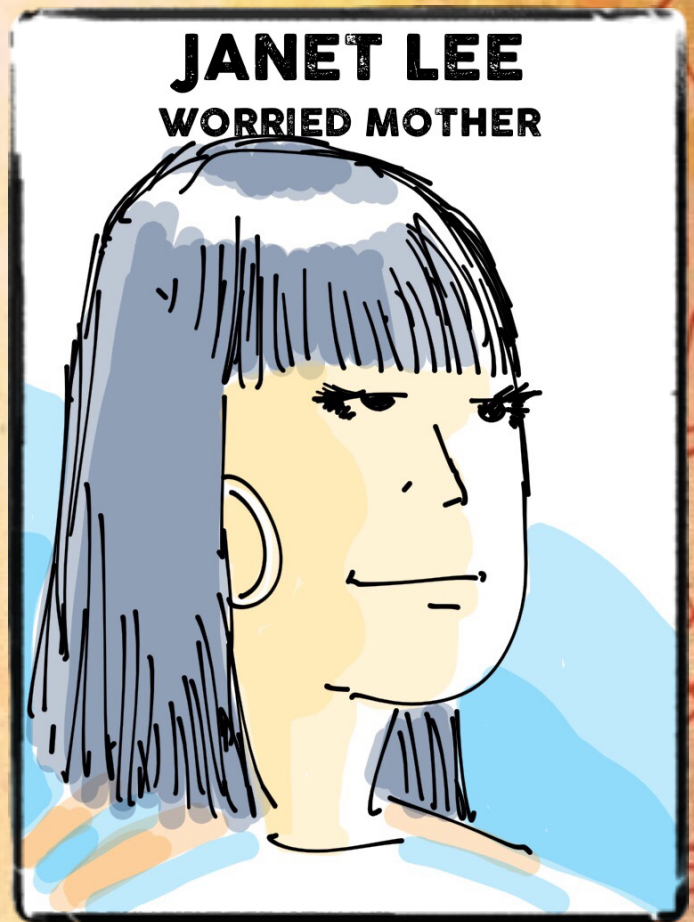
### TALKING TO JANET LEE

Janet has lost both her children Hannah (12) and Edward (10) and her husband Bernard. Bernard was outside when her children were taken and saw the clown running away. He gave chase and ran around the building at the end of the road. No one has seen him since.

Janet is cleaning her house compulsively. It's covered in thick cobwebs and they're driving her mad as she's very house proud. The cleaning takes her mind off her worries. She's baking constantly too, she'll offer everyone cakes. The cakes are very good.

Janet saw a clown poster in the street. She thought it looked intriguing. She made the booking by phone. The man she spoke to had a thick accent and poor English.

**Flashlight roll:** The number from the leaflet that Janet copied down can be traced to the **Bak Bon Dzhow** by cross-referencing a phone book if the name of the restaurant is known or by someone who has access to a reverse phone book (Police, reporters, council employees etc.)



## **CREEPING HORRORS**

Once the investigators start to try deeper into what is happening creeping horrors will start to manifest themselves. These are small incidents of strangeness that will begin to infiltrate the investigators' minds and ramp up their levels of uneasiness.

These effects only last a split second, just enough to cause uneasiness.

They should be infrequent and occur when they can increase the investigators' stress levels if possible.

- An investigator finds themselves covered in webs.
- Sticky strands of webbing fill an investigator's pockets, or hat, or shoes.
- An investigator has the feeling of being crawled over by insects or spiders.
- An investigator is covered in running spiders.
- An investigator hears weird laughter just behind them.
- An investigator is startled by clown sound effects, hooters etc.
- An investigator watches in horror as their body parts transform into clown parts.
- An investigator hears circus music.



### THE CLOWN

While the investigators are moving between locations gathering information and before they first head to the restaurant they will spot a clown. The clown will be glimpsed moving fast through an alleyway. It is moving in a very unsettling manner, bent low to the ground but still managing to run much quicker than a man it scuttles along choosing, when able, to go under barriers such as parked cars rather than around them. It seems to be able to squeeze into very confined spaces without affecting its speed. Seeing this bizarre sight requires a **sanity roll**.

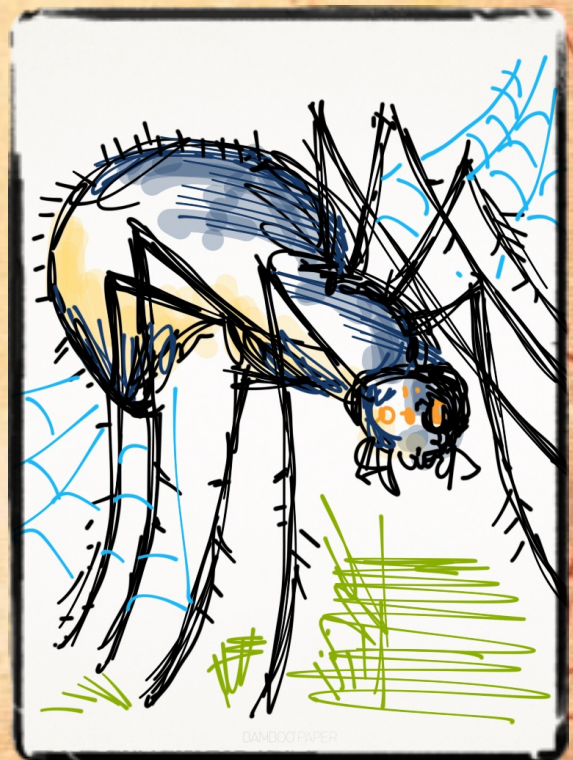
Trying to catch the clown will require several **DEX** checks at **disadvantage** to move fast enough on foot just to keep it in sight. Investigators can make **INT** checks to try and get ahead of it by alternative routes. There are several parked vehicles that can be stolen if investigators have the skills to do so and passing traffic can be commandeered.

As the investigators pursue the clown a gang of four **Tcho-Tcho** will attempt to intercept them.

If the investigators kill the clown they will discover two abducted children somehow concealed in the skin sack that is left behind even though there seems to be nowhere they could have been hidden.

The skin sack itself will dissolve away in about half an hour leaving no evidence.

The children, **David** and **Claire Montgomery**, have just been abducted from a children's party nearby. Returning the shaken but unhurt children will allow the investigators to **regain a smokes die**.



## **Clown, cunningly disguised Dreamlands spider**

**HD2 HP10 competence 0**

**Damage N/A**

Clowns take **minimum damage** from physical attacks but **double damage** from fire or acid. When they take damage rents appear and the spiders inside them become visible as their legs stick out. Seeing this for the first time requires a **sanity roll**.

When all the clown's hit points have gone they split into a skin sack and the spider inside spills out. Seeing this for the first time requires a **sanity roll**.

The spiders are repulsive but cannot harm humans, they're not venomous. They are dreams so the slightest damage in spider form makes them vanish like dissipating vapour. Consequently they will try to escape rather than fight.

Destroying a spider allows all involved investigators to **regain a sanity die**.

Anyone who comes in contact with a clown will find themselves covered in thick cobwebs. These don't hamper or harm in any way but are annoying.

## **Tcho-Tcho, repulsive cannibal dwarfs**

**HD2 HP12 Competence 12**

**Damage 1D6+2** improvised clubs, thrown rocks, knives.

The **Tcho-Tcho** move around town disguised as teenagers. Their hoodies conceal their hideous faces. They will attack the investigators in order to protect the clowns using hit and run tactics. Fighting the **Tcho-Tcho** openly will look like the investigators are attacking children and passers by may try to stop them. Seeing **Tcho-Tcho** for what they are requires a **sanity roll**.

The **Tcho-Tcho's** aim is to let the **spider clown** escape. They will separate and run off if successful. However, they are malicious and will stay around to kill the investigators if they think they have a good chance of getting away with it.

The **Tcho-Tcho** are based at the **Bak Bon Dzhow restaurant**.

They are equipped with stocks of Clown leaflets that they paste around town.

## FROM A DISTANCE

If the investigators follow the clown without trying to intercept it they will be led to the **black tent** which the spider will enter and use to return to the **Dreamlands** with its captive children.

Likewise if they spot the **Tcho-Tcho** out and about and just follow them they will be led to the **black tent** as the **Tcho-Tcho** regularly visit it to make sure all is well and spend their nights there.



## THE SPIDER EXPERT

As the investigators move around town they will spot the spider expert. He is an old man who is examining the webs and capturing spiders at various locations. The webs are thick but the local spiders are not responsible for spinning them.

### Jasper Caspar, spider expert

**HD1 HP7 competence 14**

**Damage 1D4**

**Sanity 1D8**

Jasper is not a violent man but he is very inquisitive and extremely keen on spiders. He will be happy to tag along if the investigators want him to.

Jasper's long exposure to spiders gives him a natural resistance to spider venom and he makes any necessary saves against it with **advantage**.

Jasper owns an exotic pet shop in town. His interest was piqued when a group of youths (the **Tcho-Tcho**) asked him for some exotic spider food, Tibetan *yarsagumba*, the 'caterpillar mushroom'.

Intrigued by what species of spider would want such food Jasper followed the youths to the **Bak Bon Dzhow restaurant** but his enquiries there met with no success. While he was there he noticed the webs, which are not native to Britain, and has since been finding them all over town.

**Flashlight roll:** *Yartshagumba* has two components the lower part is dead caterpillar and the upper part is a fungus. The fungus has a small spike with dark brown fructification and yellowish white stalk. The size of the fungus is about 4 to 12 cm in length and 0.14 to 0.4 cm in girth.

The meaning of *Yarsagumba* is 'summer-grass winter-worm' in Tibetan language.

*Yartshagumba* is extremely rare. It is distributed in the alpine region of the Himalayas at the elevation of more than 4000m.

Jasper has an effigy of **Atlach-Nacha** in his shop. He believes this is a Tibetan spider god. He read about it in an old book he has- the **Book of Eibon**, (incomplete). His fragment describes the **Men of Leng** "*The dark wide-mouthed merchants with humped turbans and short feet clumped stealthily*"

One legend claims that **Atlach-Nacha** was imprisoned beneath a mountain in Siberia. It kills its victims by puncturing them with thousands of spines and sucking out their juices. A burial ritual in the **Book of Eibon** references him. The book also mentions the **Tcho-Tcho** as a degenerate race of dwarves who worship **Atlach-Nacha** amongst other dark gods. "*the forbidden and accursed designs of the Tcho-Tcho people of Burma*".

Jasper's encounters with the **Tcho-Tcho** and the **Men of Leng** have got him thinking about the legends in his old book. He knows nothing about the clowns or the abductions.

### Book of Eibon

The book is supposed to have been written by Eibon, a wizard in the land of Hyperborea. It is an immense text of arcane knowledge that contains a detailed account of Eibon's exploits, including his journeys to the Vale of Pnath and the planet Shaggai, his veneration rituals of Zhothaquah (Eibon's patron deity), and his magical formulae—such as for the slaying of certain otherworldly horrors. Unfortunately, only one complete fragment of the original is known to exist, scattered in different places of our world.

This fragment tells of:

### Atlach-Nacha

**Atlach-Nacha** is often referred to as the Spider-God(dess) and is believed to be the regent of all spiders. Furthermore, the giant, bloated purple **Spiders of Leng** are thought to be its children and servitors.

The Spider God, **Atlach-Nacha** resembles a giant spider with a human-like face. It dwells in a cave system beneath Mount **Voormithadreth**, in the now extinct Arctic kingdom of **Hyperborea**. There, it spins a great web, forming a bridge between the **Dreamlands** and the waking world. It is believed that when the web is complete, the end of the world will come.

### Men of Leng

*"The dark wide-mouthed merchants with humped turbans and short feet clumped stealthily"*

### Tcho-Tcho

a degenerate race of dwarves who worship **Atlach-Nacha** amongst other dark gods. *"the forbidden and accursed designs of the **Tcho-Tcho** people of Burma".*

This version contains the spells:

### Summon Nightgaunt

The caster can summon a **Nightgaunt** whilst in the **Dreamlands**. The **Nightgaunt** can be used to travel or as a fighting companion.

### Elder Sign

The sign can be inscribed on any surface using just the caster's finger. No mythos creature can come **near** the sign and the caster makes all rolls regarding mythos creatures with **advantage** whilst **close** to the sign.

## INVESTIGATING THE RESTAURANT

The **Bak Bon Dzhow** restaurant is staffed by disguised **Men of Leng**, a small vanguard of the invasion forces to come, who fulfil all the customer facing roles whilst the **Tcho-Tcho** work behind the scenes preparing the disguised cannibalistic cuisine.

The restaurant is small and clean but thick dense spider webs lurk in all the corners and underneath tables and chairs.

There are several posters advertising the clowns pasted up around the restaurant.

The service is barely adequate but the food is tasty. The **Men of Leng** have a rudimentary command of English and communicate as little as possible with the patrons. Their unsettling appearance does not seem out of place in the restaurant which has an otherworldly air about it.

The **Tcho-Tcho** use this, and other restaurants like it around the world, to secretly dole out a delicacy of their cannibalistic cuisine to unsuspecting diners. It is a dish also called *bak bon*

*dzhow*. This dish is composed of human ganglia mashed into a thick paste and is usually served in accompaniment to other “white pork” (human flesh) based dishes. *Bak bon dzhow* means, literally, human ganglia paste in their native tongue, though inquisitive outsiders are always told that the translation is “White Pork Sauce”. Non **Tcho-Tcho** who partake of it dream of lustily partaking in a vile cannibal feast the next time they sleep. **Lewis Umney** ate some and has suffered one of the dreams.

If investigators eat here they will suffer disturbing dreams of cannibalism the next time they sleep. Experiencing these unusually vivid dreams costs a **sanity roll**.

## Men of Leng, invaders from the Dreamlands

HD3 HP20 Competence 8

Damage 1D8 knives and fists.

The **Men of Leng** are the primitive, satyr-like inhabitants of the **Plateau of Leng** in the Dreamlands. They wear turbans to hide their short horns and baggy clothing disguises their goat like legs and hooves. They are dark skinned with wide mouths and walk awkwardly on their clumping hooves.

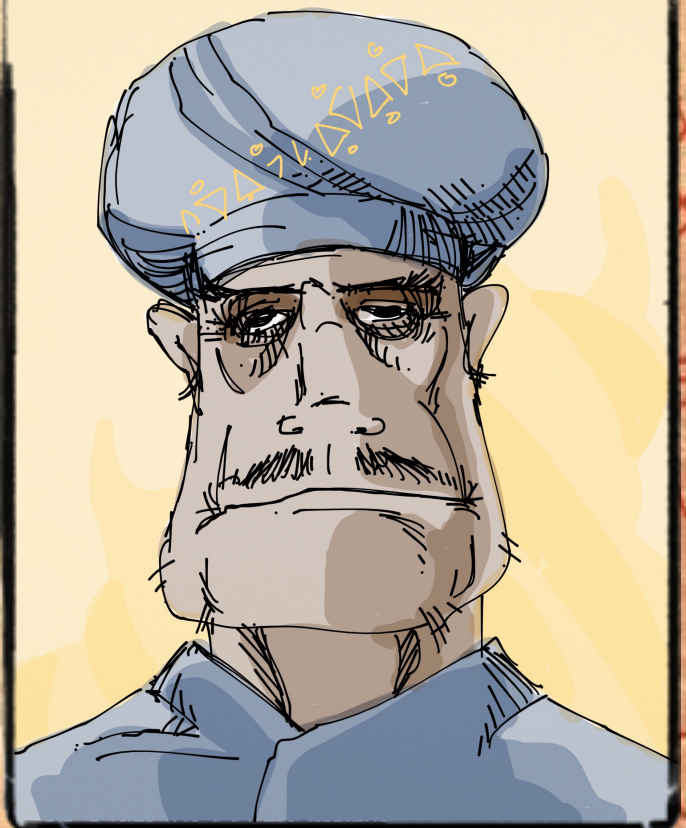
If attacked or attacking they will throw off their disguises in order to move freely. Seeing a revealed **Man of Leng** requires a **sanity roll**.

There are six **Men of Leng** in the restaurant.

### DISGUISED MAN OF LENG



### EXOTIC WAITER



## THE CLOWN POSTERS

The clown posters have spells woven into them that are visible as magical writing amongst the border decoration. The spell attracts parents with young children and makes them want to arrange a visit from a clown, anyone else is unaffected by the spell and sees the poster as a not-very-well designed flyer.

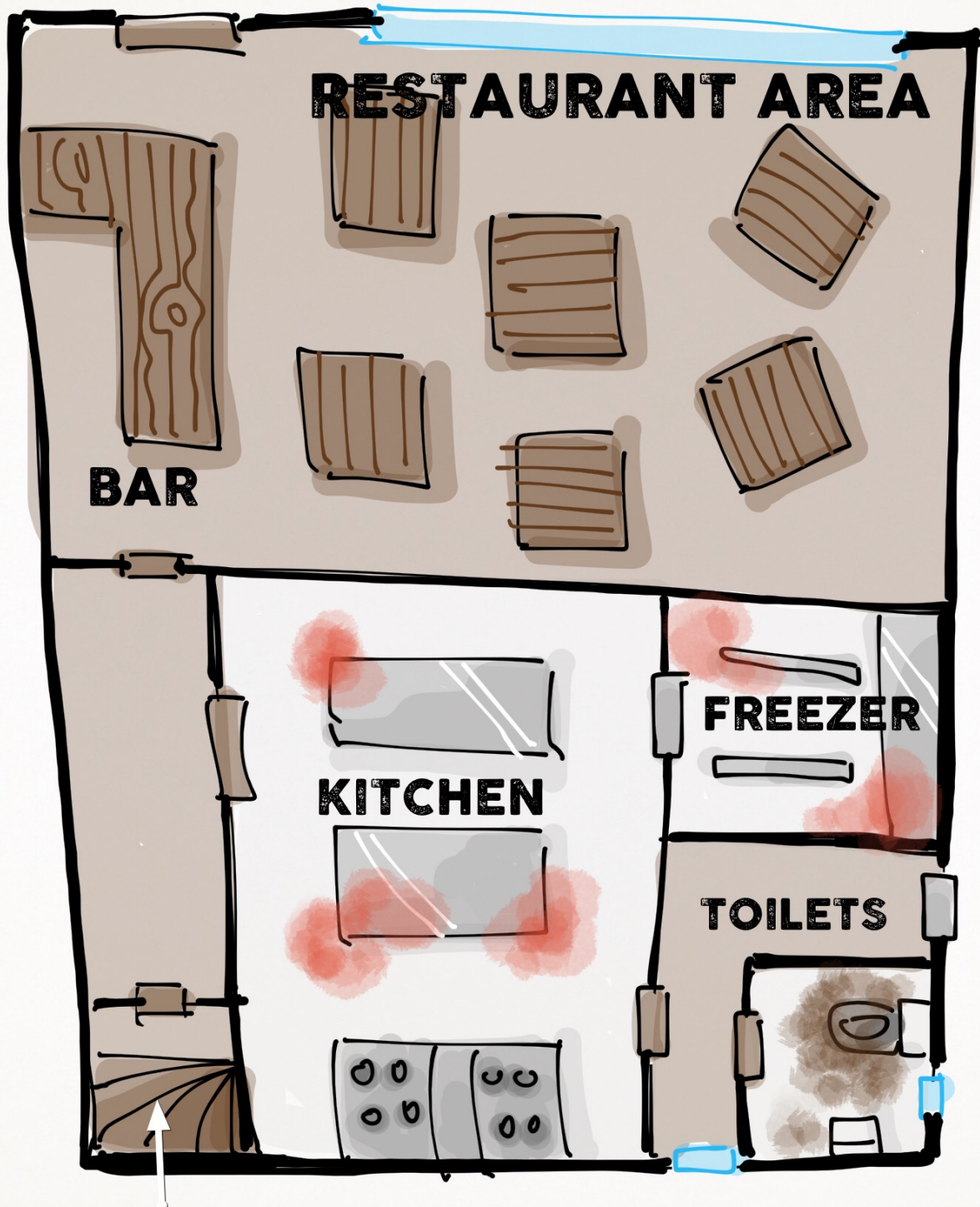
**Flashlight roll:** There is strange writing within the border design.

*(An investigator will need some experience of magical writing to realise the writing is a spell.)*

**Flashlight roll:** The number from the leaflet can be traced to the **Bak Bon Dzhow** by cross-referencing a phone book if the name of the restaurant is known or by someone who has access to a reverse phone book (Police, reporters, council employees etc.)



# BAK BON DZHOW RESTAURANT



**STAIRS TO  
BASEMENT**

## THE KITCHENS

The kitchens are staffed by **Tcho-Tcho**. There are four **Tcho-Tcho** here during opening hours who are busy preparing the grisly meals for the unsuspecting customers. The kitchen resembles a charnel house with severed human body parts littering the surfaces and blood stains streaking the walls. Seeing this, along with the obvious relish the **Tcho-Tcho** take in their work, requires a **sanity roll**.

There are thick spider webs in all the nooks and crannies.

At night the kitchens are empty and clear of body parts but blood still streaks the walls. The body parts are stored in the adjoining walk-in freezer and, whilst unpleasant, are not that disturbing.

## THE FREEZER

The freezer contains human body parts. It is not as disturbing as the kitchen. The door is metal. There are spider webs here as well.

## TOILETS

These are filthy and the smell is appalling. **CON** save to stay in them

more than a second or two without vomiting.

The window here is small but unbarred. The window in the corridor is barred and the back door is metal.

Spider webs cover most surfaces here and, unlike elsewhere, they are home to some large and unusual looking spiders. These are not earthly spiders but come from the **Plateau of Leng** in the **Dreamlands**.

They are quite intelligent and very malicious. They will attempt to drop on investigators and bite them.

There are at least twenty **Small Spiders of Leng** here.

## Small Spiders of Leng

**HD1 HP6 competence o**

**Damage 1D4+ poison**

**CON** save at **disadvantage** or the spider venom causes

unconsciousness. The victim falls into an uneasy coma for a day filled with strange dreams of ice and terror. Unmasked **Men of Leng** loom close to them and giggling **Tcho-Tcho** gleefully prepare knives to cut them up. Experiencing these dreams requires a **sanity roll**.

### THE BASEMENT

During the day the basement is secured but unguarded. The only way in is through the door next to the kitchen which is locked. At night the **Tcho-Tcho** and **Men of Leng** sleep down here in on the floor of the first room and the door upstairs is unlocked. There will be four **Tcho-Tcho** and six **Men of Leng** present. The roving **Tcho-Tcho** gang will be at the **black tent** during the nights.

The rear room of the basement is where the captive human adults are kept before being slaughtered and added to the menu. No provision has been made for sleeping or waste removal and the place stinks. The prisoners are kept alive with food and water so as to keep their flavours palatable. They are fed leftovers from the prisoners who are killed. Any captured investigators will be imprisoned here and suffer the cannibalism dreams if they eat the food provided. If this is the first time they dream they must make a **sanity roll**.

### HELD CAPTIVE

If any investigators are incarcerated in the basement their chances of escape will be limited.

During the day they are left alone. The door is bolted from the other side and is strong. It will require **STR** save at **disadvantage** to break it. Each investigator can try once.

**Ernest Little** is already a captive here. He has already tried and failed to force the door.

At around 4pm (16:00) food and water is delivered by two **Men of Leng**. They are alone, nobody will be in the other basement room until after the restaurant closes at midnight and the **Tcho-Tcho** and **Men of Leng** settle down to sleep.

Any weapons and equipment found on captured investigators will be piled in a corner of the sleeping room near the stairs.

**Ernest Little** is a prisoner in the basement .

Ernest and his wife Lydia have lost their nephew Jimmy. He disappeared after a trip to the circus. They went searching for him. They went to the circus site only to find the circus was gone even though it had been there less than half an hour ago. Only a black tent remained in the corner of the field.

Lydia entered the tent and didn't come out. Ernest looked into the tent, but didn't enter, the tent was empty. He saw a clown run into the trees and gave chase. The clown was incredibly fast and may have climbed a tree. Something about it scared Ernest who is not a timid man.

He was set upon by a gang of youths (**Tcho-Tcho**) as he returned to the tent.

They brought him here, wherever here is. He has seen other people brought in and taken out again. None have ever returned. He doesn't like the food and he's having bad dreams. He is suspicious of the people here who all appear to be foreign.

**Smokes roll:** He does remember **Bernard Lee** (Janet Lee's missing

husband). He was here but was taken away and didn't return.

## **Ernest Little, bluff northerner**

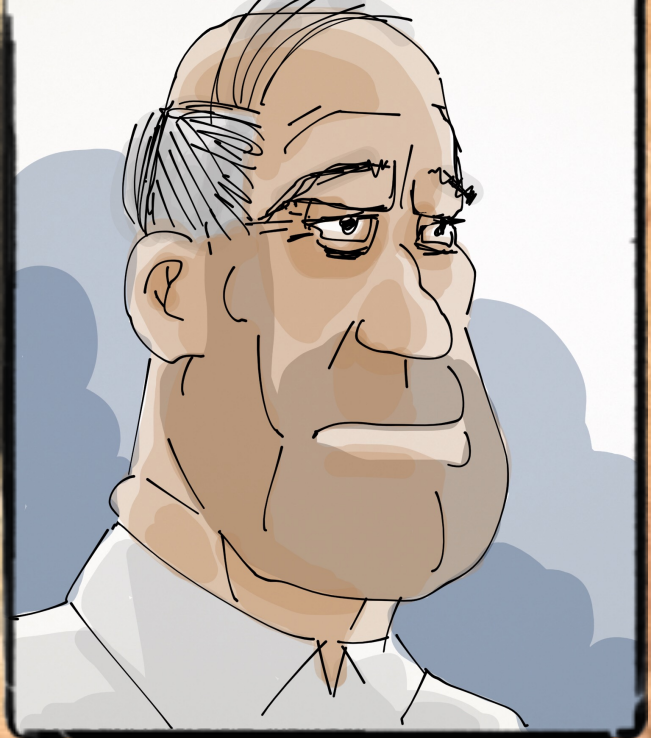
**HD2 HP15 competence 13**

**Damage 1D6**

**Sanity D10**

Ernest is an accomplished boxer. He wants revenge on these foreigners who have kidnapped him and he absolutely hates clowns. When he gets angry, which is often given the circumstances, he spews forth a constant barrage of the foulest language imaginable in his thick northern accent.

## **ERNEST LITTLE CONCERNED UNCLE**



## THREADS

### **Men of Leng, invaders from the Dreamlands**

**HD3 HP20 Competence 8**

**Damage 1D8** knives and fists.

There are six **Men of Leng** in the basement at night.

### **Tcho-Tcho, repulsive cannibal dwarfs**

**HD2 HP12 Competence 12**

**Damage 1D6+2** knives.

There are four **Tcho-Tcho** in the basement at night.

## **BASEMENT**

**SLEEPING  
ROOM**



**CAPTIVES  
ROOM**

## THE BLACK TENT

There are several ways the investigators can find the black tent.

They can track a spider back to it, follow the roving **Tcho-Tcho** gang there or learn of its whereabouts from **Ernest Little**.

However, once the black tent is found the adventure is probably going to enter its second phase and things left undone in the real world are likely to remain undone. By the time the investigators find Ernest they should be ready to progress.

Prior to this I suggest any spiders or **Tcho-Tcho** being tailed should give the investigators the slip.

The black tent sits in a seldom visited corner of a piece of common well away from the bustle of the surrounding city. Its canvas sides rustle and snap, agitated by a wind that isn't there. It has the strange ability to not be noticed.

Investigators will need to make a **Flashlight roll** to spot it, even if they're following a spider or the **Tcho-Tcho** who enter it. Once one investigator can see it the others can notice it too without further rolls. Likewise, if Ernest is with them and

points it out, they will see it without needing to roll.

The tent is cylindrical with a conical top adorned with a small black pennant. The entrance is covered by a simple overlap of fabric. The tent is spun from **Dreamlands** spider silk and is uncomfortable to touch. Inside the tent is empty except for a central support pole.



**THE BLACK TENT**

## THREADS

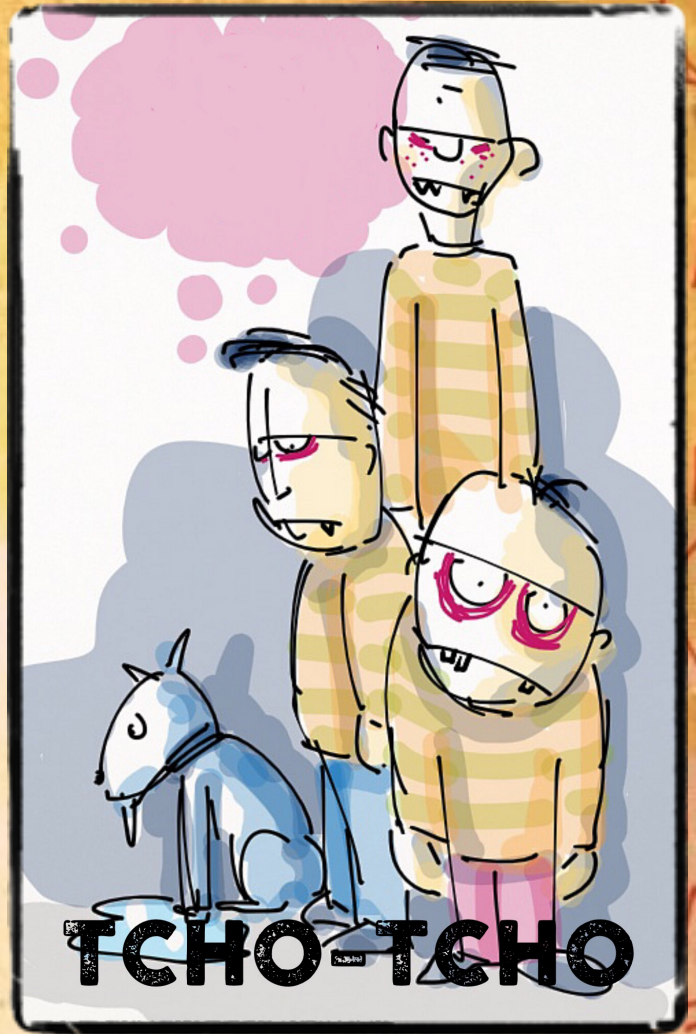
The tent is a portal. Anyone who enters the tent disappears from Earth and appears in an identical tent in the **Dreamlands**.

Simultaneously a spider disguised as a clown will appear in the tent on Earth.

Anyone watching from outside the tent will see a clown emerge from the back of the tent (opposite the entrance) by crawling out from under the canvas and run off into the nearby woods. Since this is a spider clown it will move incredibly fast.

The person who enters the tent will not experience any symptoms of their journey to a different reality. They will remain unaware of their change in circumstances until they leave the tent and emerge into the **Dreamlands**.

Seeing the **Dreamlands** for the first time requires a **sanity roll**.



## DREAMLANDS OVERVIEW

Thanks to the bridge being spun by **Atlach-Nacha** the investigators enter the **Dreamlands** physically, something that humans don't usually do. As a result of this the investigators' brains rebel and they experience a shared transitional nightmare based on the **Punch and Judy** puppet show.

Within the nightmare are mechanisms that will allow the investigators to gain control of the nightmare and banish the hallucination which will result in them being able to experience the **Dreamlands** as dreamers do.

These take the form of items to collect and use to manufacture an escape route, specifically repairing a clown car and driving away.

As a side effect overcoming the nightmare will bestow heightened **dreaming abilities** on the investigators which should aid them in overcoming the trials ahead.

## ITEMS

The investigators have all their clothing and equipment with them but none of their items or weapons

can affect or harm things in the **Dreamlands** or the nightmare.

## SANITY

Under normal circumstances there are no sanity rolls made in the **Dreamlands**. The mind adapts to any strangeness and horror with dream logic and remains unbroken no matter how weird things get.

## DEATH

Death in the **Dreamlands** is permanent for the investigators. The dead investigator's body appears in the field by the black tent when they die.

## DREAMERS

New characters can be introduced as dreamers from Earth and encountered anywhere in the **Dreamlands**.

Dreamers who die wake up in their beds unhurt but cannot return to the **Dreamlands**.

Dreamers can voluntarily wake at any time to avoid dying but will not be able to return to their companions unless they journey to them through the **Dreamlands**.

## THREADS

### THREADS: PLOT ELEMENTS

#### Section two: The Nightmare

##### Town Square

Contains: **Mr Punch** (at start only)

Punch & Judy booth showing and naming all the characters

Notice board with poem that gives the clues to escaping the Nightmare

Clown car (disabled) that is the actual means of escape once it's repaired

Investigator Action: Repair the Clown car in order to leave the Nightmare

##### Mr Scaramouche's Office

Contains: **Mr Scaramouche**

Contains: **Toby the Dog**

Key to Punch's House

Key to Judy's house

Investigator Action: Lead **Punch** here so **Mr Scaramouche** will chase him and allow access to his office to collect keys

Investigator Action: Befriend **Toby**

##### Punch's House

Contains: **Punch**

The ring **Punch** was given by **Judy** with a large jewel needed to repair the Clown car

Investigator Action: Gain entry with the key and collect the ring

##### Judy's House

Contains: **Judy**

Contains: Portrait of **Punch** needed to repair the Clown car

Investigator Action: Gain entry with the key and collect the portrait

##### The Nursery

Contains: **Babies**

Contains: The sad heart needed to repair the Clown car

Investigator Action: Lead **Punch** here so he attacks the babies and is arrested in order to have free access to his house

Investigator Action: Lead **Judy** here with the **Clowns** so she confronts them in order to have free access to her house

##### Circus

Contains: **Clowns**

Contains: Key to the Clown car needed to start the repaired car and escape

Investigator Action: Take the key

Investigator Action: Lead the **clowns** to the Nursery to distract **Judy**

##### The Swamp

Contains: **The Crocodile**

Contains: **Lydia** (hiding)

Contains: Bones

Investigator Action: Collect **Lydia**

Investigator Action: Lead the **Crocodile** to **Punch** so it eats him and allows access to **Punch's House**

Investigator Action: Take bones to **Toby** to befriend him

##### The Hospital

Contains: **The Doctor**

Contains: weapons in the form of knives

Investigator Action: Collect weapons

Investigator Action: Rescue healed investigators

##### The Police Station

Contains: **The Detectives**

Contains: Weapons in the form of truncheons and pistols

Investigator Action: Collect Weapons

Investigator Action: Free incarcerated investigators

## THE NIGHTMARE:

### THE TOWN SQUARE

Investigators leaving the black tent find themselves in the **Town Square**. The black tent is now just a painting on a stage flat behind them. There is no way back.

The **Town Square** is about 30 metres to a side bordered by stage flats showing buildings and perspective scenes of streets between them. Despite looking flimsy it is impossible to break or climb the scenery.

In one corner of the **Town Square** is a **Punch and Judy** puppet booth. In the opposite corner is a preposterous looking **Clown car**. There is a **notice board** standing to one side.

The **notice board** contains a single note:

(Player handout)

*"When I think on you, my jewel,  
Wonder not my heart is sad;  
You're so fair, and yet so cruel,  
You're enough to drive me mad"*

This rhyme contains clues to the items the investigators will need to

collect in order to repair the **Clown car** and escape their current nightmare. Escaping the nightmare will signify the investigators' minds becoming attuned to the **Dreamlands** so that they can see their surroundings as they really are.

### Clown Car

The strange car is locked and cannot be opened. The bonnet is raised to show the engine is missing and there is a hole on top of the radiator where a large ornament, also missing, once fitted. The windscreen is missing. The investigators will need to find the items to repair the car in order to escape from this **Punch and Judy** nightmare.

### The items to fix the car are:

**The Sad heart** from the **Nursery** is the engine.

**The jewelled ring** from **Punch's house** is the radiator ornament.

**The key** from the **Circus** starts the engine.

**The picture of Punch** from **Judy's house** fits into the windscreen and makes it look like he's driving the car.

### Punch and Judy booth

The booth is painted all over depicting the characters from the popular puppet show: **Punch, Judy, the Babies, Toby the Dog, Joey the clown, the Crocodile, the Detectives, the Doctor and Mr. Scaramouche.**

Each portrait is labelled with the name of the character in a decorative scroll. The top of the booth reads '*Punch and Judy*' in large, bright, carnival style letters.

The booth gives the investigators an idea of who and what they can expect to encounter whilst trapped in the **Punch and Judy** nightmare.

Once the investigators have assembled and had a chance to look around **Mr Punch** will emerge from one of the painted doors on the scenery. Once **Punch** arrives the doors in the scenery become active and can be opened by the investigators.

### PUNCH ATTACKS

**Punch** is larger than a person, standing about 2.5 metres high, dressed in bright clothing and clutching his slapstick. He squeezes his grotesque body through the normal sized door in a disturbingly fluid manner. The door slams shut noisily behind him.

His shining black eyes lock on to the nearest investigator and Punch launches into the attack laying about him wildly with the slapstick and screaming in his high-pitched, kazoo styled voice: "*That's the way to do it!*" Almost immediately **Judy** (also oversized) will emerge from another door and begin to berate Punch for making noise. "*Stop! Stop! You'll wake the babies!*"

**Punch** will concentrate his attacks on **Judy** for a while before returning to attacking the investigators.

After a few minutes of this the **Detectives** will arrive to break up the fracas.



### Mr Punch, demented wife beater

HD6 HP40 competence 14

Damage 1D6+4 slapstick

**Mr. Punch** can only be hurt by investigators if they are wielding weapons found in the nightmare (from the **Hospital** or the **Police Station**). As **Punch** attacks he shouts *"That's the way to do it!"* Over and over in his weird voice.

**Punch** attacks everyone but he has priorities. He will attack **Judy**, **Babies**, other nightmare denizens and finally the investigators in order. He flees from the **Crocodile** and doesn't attack the **Doctor**.

### Judy, long suffering wife and mother

HD6 HP30 competence 14

Damage 2D4 fists

**Judy** will not attack (or indeed interact with) the investigators unless they are hurting the **Babies**. When she dies attack she constantly screams *"You'll wake the babies!"*

### Detectives, baleful policemen of the Nightmare

HD4 HP20 competence 16

Damage none, just restraint

Investigators who are restrained have one chance to break free with a **STR** save at **disadvantage** before they are cuffed and carted off.

The **Detectives** arrive in the scene by swooping down from above or crashing through nearby doors, whichever is more dramatic. Their appearance on the scene is announced by sirens and flashing blue lights with no obvious source. The **Detectives** are 2.5 metre tall men in dark suits that hover a couple of metres off the ground. Other denizens of the nightmare refer to them as *"Detectives!"* and scatter when they arrive. The **Detectives** will arrest investigators they find fighting and lock them up to *'think about what you've done'* in the **Police Station**.

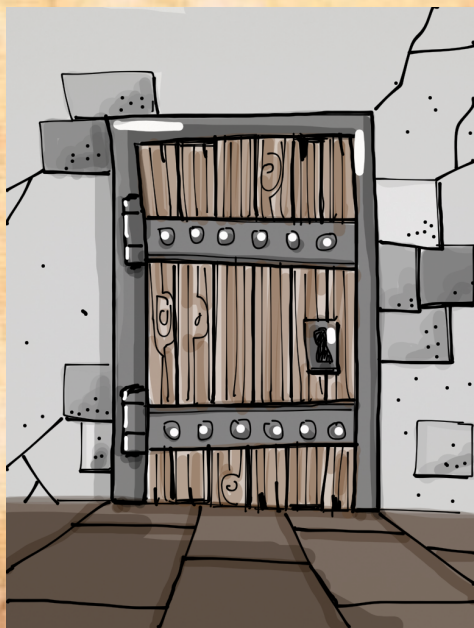
## DOORS

Investigators can open any door depicted on the scenery flats after **Punch** enters the **Town Square**.

Once one door is open no other door can be accessed until at least one investigator has gone through the first door and let it slam behind them.

Where the doors lead to can be determined randomly using the list below. If you roll the destination the investigators are leaving roll again unless you rolled a 10. ***The first time the investigators use a door re-roll results of 10 as well to ensure the investigators realise the doors actually lead to other locations.***

If an investigator has an preferred location an **INT** save as the door is opened will lead there.



## GIVING CHASE

Most denizens of the nightmare will chase the investigators most of the time. Only the **Doctor**, the **Detectives** and **Mr Scaramouche** will not give chase. When the investigators leave a location containing nightmare denizens **roll a D6** for each individual or group. On a **1-2 they will return to their starting location**, on a **4-6 they will follow the investigators**.

## FIGHTING

If a fight breaks out anywhere in the nightmare realm the **Detectives** will arrive to stop it after a round or two.

## RANDOM DOOR ROLL

1. Town Square
2. Punch's house
3. Judy's house
4. Mr Scaramouche's office
5. The police station
6. The hospital
7. The circus
8. The nursery
9. The swamp
10. Wherever you just came from



**MR PUNCH'S HOUSE**



**JUDY'S HOUSE**



**MR SCARAMOUCHE'S OFFICE**



**THE SWAMP**

**1**  
**TOWN**  
**SQUARE**

(10- back where  
you started)



**THE POLICE STATION**



**THE NURSERY**



**THE CIRCUS**



**THE HOSPITAL**

## PUNCH'S HOUSE

Punch's house needs a key from **Mr Scaramouche**'s office to enter and contains the **ring** he was given by **Judy**. The **ring** is visible through the front window.

Inside the house everything is false. Cupboards and drawers don't open, items on tables and the mantelpiece can't be picked up. Only the **ring**, prominent in its gaudy box with its large mounted jewel, can be taken. The ring is accompanied by a note: *When I think on you, my jewel.*

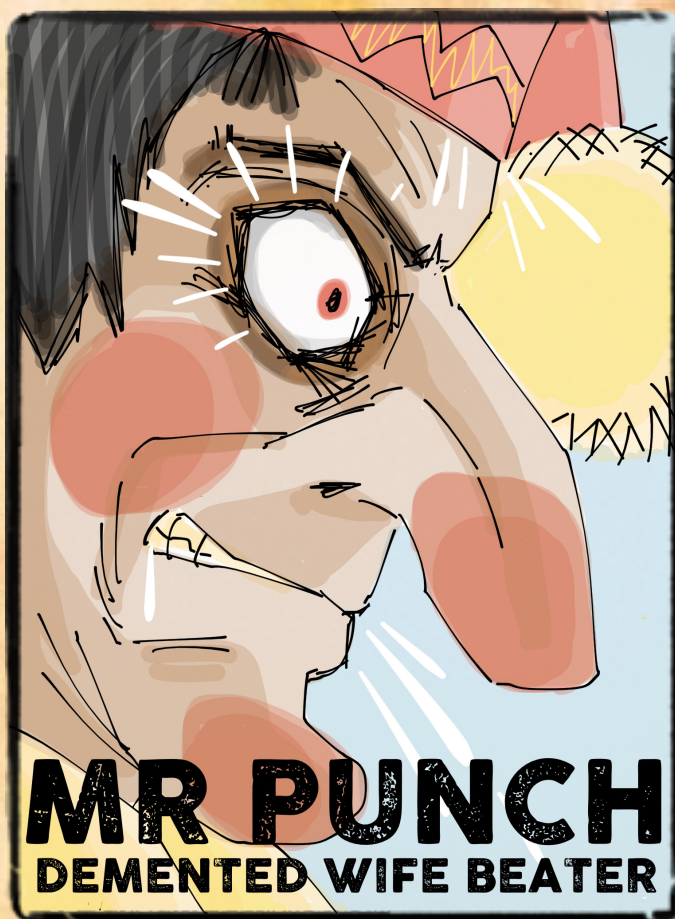


## Mr Punch, demented wife beater

**HD6 HP40 competence 14**

**Damage 1D6+4 slapstick**

**Mr. Punch** can only be hurt by investigators if they are wielding weapons found in the nightmare (from the **Hospital** or the **Police Station**). As **Punch** attacks he shouts "*That's the way to do it!*" Over and over in his weird voice.



## JUDY'S HOUSE

Judy's house contains a picture of **Punch** and needs a key from **Mr Scaramouche**'s office to enter.

Inside the house everything is false. Cupboards and drawers don't open, items on tables and the mantelpiece can't be picked up. Only the framed **picture of Punch** hanging in the living room and labelled 'my love' in childish writing, can be taken. The picture is visible from outside the house through the front window. On the reverse of the picture is scribbled:

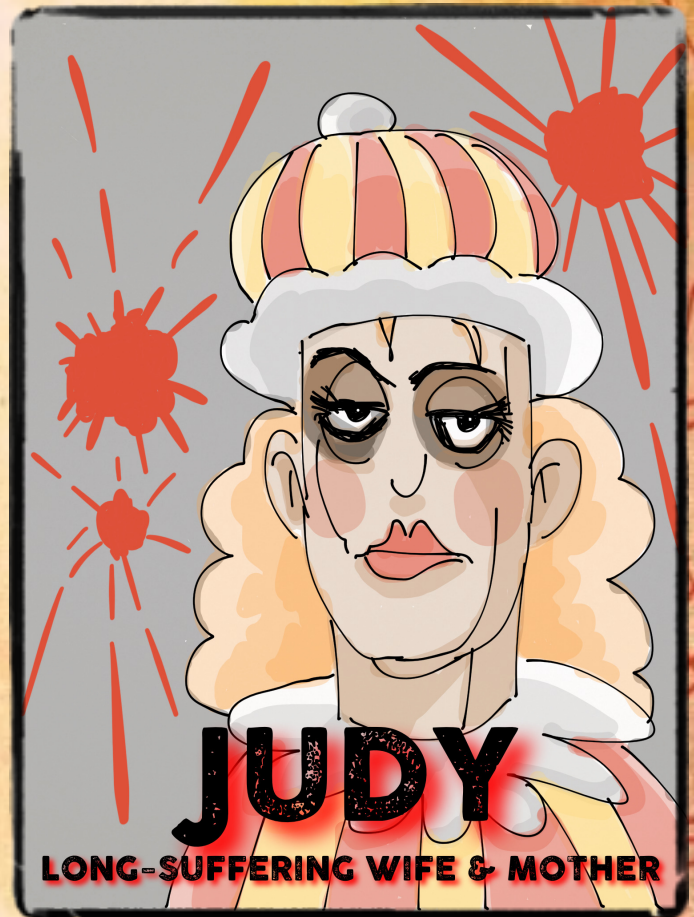
*You're so fair, and yet so cruel*



Judy, long suffering wife and mother  
**HD6 HP30 competence 14**

**Damage 2D4** fists

**Judy** will not attack (or indeed interact with) the investigators unless they are hurting the **Babies**. When she does attack she constantly screams "You'll wake the babies!"



## MR SCARAMOUCHE'S OFFICE

The office is a stage flat in a street of similar flat building fronts but, strangely, there seems to be a solid three dimensional room visible through the window. **Two large keys** glitter enticingly and obviously on wall hooks inside.

**Mr Scaramouche** is a stern, tall and imposing gentleman who stands under a rain cloud in front of the door to his office preventing anyone from entering. Even if **Mr Scaramouche** is lured away to another part of this location the door cannot be opened.

**Mr Scaramouche** will regard the investigators sternly and say: "*Tell Punch I want my rent, if I see him he'll be sorry.*" He will not engage with them in any other way.

Next to **Mr Scaramouche** sits **Toby the Dog**. **Toby** is a little white dog with black spots. He looks hungry. There is an empty food bowl next to him with his name on it.

If **Punch** appears in this location as a result of pursuing the investigators **Mr Scaramouche** will roar: "*Punch!*

*Pay me what you owe!"* At which point **Punch** will flee and **Mr Scaramouche** will give chase. Once he has left the location the door to his office can be opened.

Inside the office everything is false. Desk drawers don't open, items on the desk and mantelpiece can't be picked up. Only the **two large keys** can be taken. These are the keys to **Punch's house** and **Judy's house**.



**MR SCARAMOUCHE'S OFFICE**

## Toby the Dog, disguised Cat from Ulthar

HD4 HP30 competence 10

Damage 2D6 claws and teeth

When he's fed **Toby** is a happy dog and responds well to praise.

He can damage any nightmare denizen with his attacks.

If the investigators feed **Toby**, perhaps with some bones from the **Swamp**, he will follow them and fight for them. When he leaves the nightmare with them he will revert to his true form of a **Cat of Ulthar**

## Toby, a Cat from Ulthar

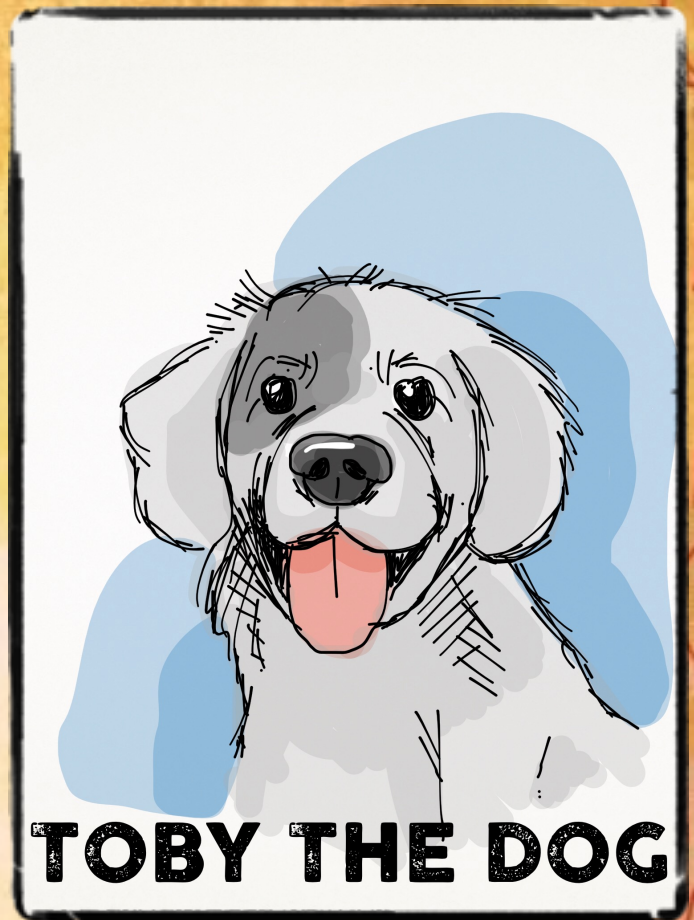
HD6 HP 40 competence 10

Damage 4D6 claws and teeth

Toby is a black and white cat of average size and above average ferocity.

He communicates in the language of cats which investigators friendly to Toby can learn by making an **INT** save.

Toby knows quite a lot about the **Dreamlands** and will offer pertinent advice if he feels like it.



## THE POLICE STATION

The Police Station houses some offices, an armoury and a lot of cells.

The **Detectives** arrive at the Police Station whenever they need to by using any door but investigators will find it randomly.

The **Detectives** are based here but are seldom (**1-in-6** chance) at home spending most of their time policing the nightmare.

Arrested Investigators will be put into a cell to "*think about what you've done*". They will be left in the cells until they either escape or are rescued. Since neither food nor sleep is required in the nightmare this won't do any real harm.

Escaping the cells will require initiative. Being rescued just involves the other investigators arriving when the Detectives are absent and unlocking the cells with a prominent, oversized ring of keys that hangs from a hook near the cells.

The offices contain false furniture and fittings, nothing can be opened

or used, everything resembles a stage flat.

The armoury however, contains truncheons and old fashioned revolvers, both of which work and can harm denizens of the nightmare. The pistols never need reloading. Investigators who arm themselves here gain a **dreaming skill** once they reach the **Dreamlands** proper which is detailed later on **page 45**.



## THE HOSPITAL

If an investigator gets hurt the **Doctor** will arrive to tend to them. The hospital contains a ward, an office, an operating theatre and a medicines room. Nothing is real except the beds and the surgical instruments in the operating theatre. Everything else resembles painted stage decorations. Injured patients will be put to bed where they regain **1 HD** every hour until fully healed.

**Out of Action** patients are taken to the operating theatre and operated on. They may roll in the OoA table with **advantage**. If they survive they will be put to bed to heal.

The various sharp surgical instruments count as weapons that can harm denizens of the nightmare. Investigators who arm themselves here gain a **dreaming skill** once they reach the Dreamlands proper which is detailed later on **page 45**.

Leaving the **Hospital** is the same as going through a door, roll randomly for location.

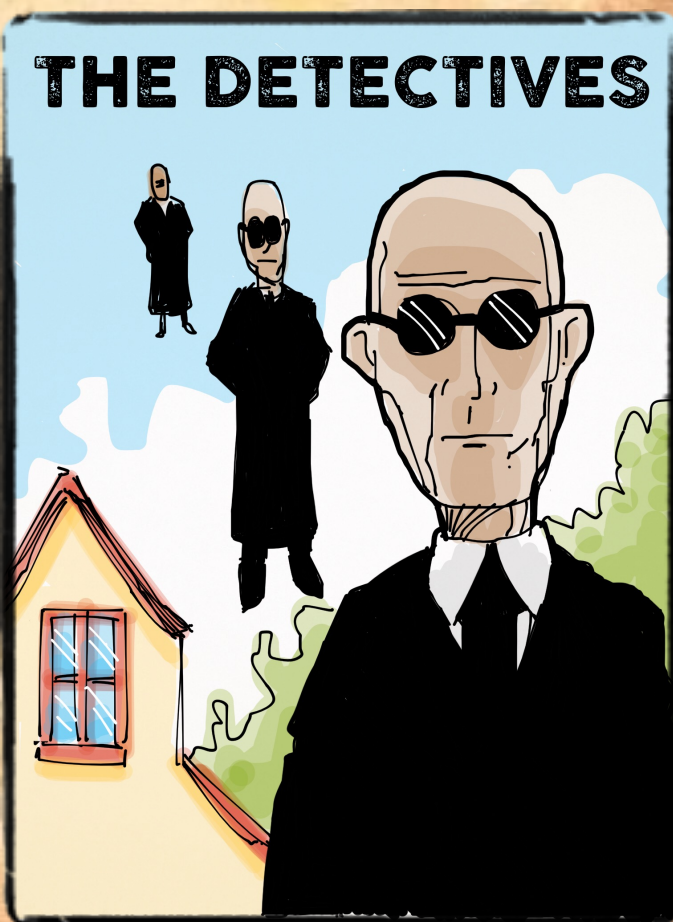


## THE DOCTOR

HD6 HP40 competence 18

**Damage paralysis** (CON save at disadvantage each round to remove)  
Attacks against the **Doctor** are made with **disadvantage**.

The **Doctor** is an oversized thin man dressed as a plague doctor in a long coat, hat and beaked mask, he carries a medical bag. The **Doctor** moves very fast, if there is more than one casualty it will appear as if there are multiple **Doctors**, each attending a different patient. The **Doctor** picks up his patient and returns to the hospital via the nearest door. He will brook no interference, retaliating to attacks by injecting opponents with a tranquilliser.



## THE CIRCUS

The circus is housed in a red and white big top. Inside is a central, sawdust filled ring surrounded by benches. In the centre of the ring is a large cauldron bubbling on an open fire.

High above, suspended from a trapeze, is a **large car key**. The key is labelled with a luggage tag inscribed "car key" on one side and *You're enough to drive me mad* on the other. The investigators will need this to start the **clown car** in the **town square** and escape the nightmare.

The circus is home to a number of **Clowns**. The **Clowns** are all called Joey, they call to each other repeatedly using their names. They live in the circus but try and collect **Babies**- 'sausages', to cook them in their cauldron.

The **Clowns** will be in the circus unless the **Babies** are roaming in which case they will be out hunting them and the tent will be empty. The Clowns will be belligerent if they meet the investigators here otherwise they will tend to ignore them.

## Joeys, nightmare killer clowns

**HD3 HP 12 competence 11**

**Damage 2D6** pies, balloons etc

The Clowns' main focus is hunting **Babies** for food. They will attack investigators at the circus as a matter of course but will generally ignore them if encountered elsewhere.

However, once they get into a fight with **Judy** they will lash out in panic and investigators present may get caught up in the melee.

The **Clowns** are oversized like the other denizens of the nightmare but are still stunted and dwarf-like in appearance.



## THE NURSERY

**Babies** live in the nursery unless they're let out when they will wander. One or two wandering **Babies** will then be encountered in every location the investigators visit. If they encounter **Clowns** they will panic and scream which immediately summons **Judy**.

The nursery contains the **sad heart**. This is a papier-mâché weeping heart that hangs on one of the walls. Over it is inscribed:  
*Wonder not my heart is sad*

The **Babies** are prey to the **Clowns** who refer to them as 'sausages' and try to cook them by taking them back to the cauldron at the circus. **Judy** will try to protect them.

The nursery is one big room decked out in pink and pastel blue with frills and ribbons adorning the walls. Mobiles hang from the ceiling and soothing xylophone tunes quietly emanate from somewhere. Cots and toys, all overly large and in scale with the babies, litter the floor.

The **Babies** play here contentedly unless they see **Clowns**, in which case they scream in panic and try to run. This immediately summons **Judy** who attempts to save them.

There is a **4-in-6 chance** that the **Clowns** will raid the nursery when the investigators are present.



## Babies, rotting whippersnappers of the nightmare

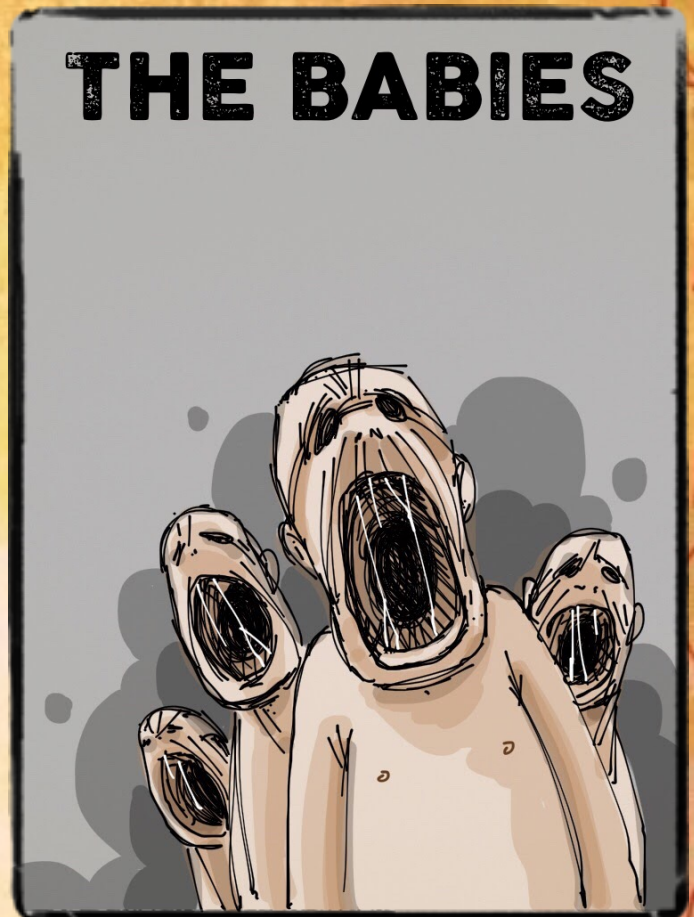
HD1 HP6 competence 4

Damage 1D6 unpleasant gumming

Damage 1D4 area effect

When angered or scared their cries are ear-shattering and every investigator in the area will take damage.

They won't attack the investigators but they will be anxious to put them in their mouths and taste them. This can be both traumatic and injurious. The **Babies** are large, rotting, undead abominations. They stand as tall as an adult human and totter about on unsteady legs drooling and mewling.



## THE SWAMP

Going through a door in the town can lead to the swamp. There is no door to return through and the investigators will need to search until they find one.

The swamp is fetid, gloomy and smelly. Several crudely lettered signs warn of crocodiles.

The swamp is littered with the bones of the **Crocodile**'s victims. These can be used to feed **Toby** the dog who sits outside **Mr. Scaramouche**'s office.

Each 30 minutes or so that the investigators spend in the swamp roll **1D6** on the list below.

1- **Crocodile**

2- **Crocodile** pursuing **Punch**

3- **Babies** pursued by **Clowns** pursued by **Judy**

4- **Lydia**

5- **Lydia**

6- **exit door** in a tree trunk. Once an exit door is located others will always be near at hand.

**Lydia Little** is wandering in the swamp. She is dirty, confused and disheveled but uninjured. She is eager to get back to her husband **Ernest** but also wants to find her nephew Jimmy. If **Ernest Little** isn't

with the investigators she will tell how she and her husband lost **Jimmy** after a trip to the circus and how, when they returned to the circus, it had disappeared except for a black tent. She entered the tent and passed out. She awoke in the swamp about an hour ago.

The **Crocodile** lives in the swamp. It will hunt and kill **Punch** given the chance. It is his nemesis.

The **Crocodile** will attack the investigators if they encounter it and it isn't pursuing **Punch**.

## Lydia Little, unflustered northerner

HD1 HP9 competence 14

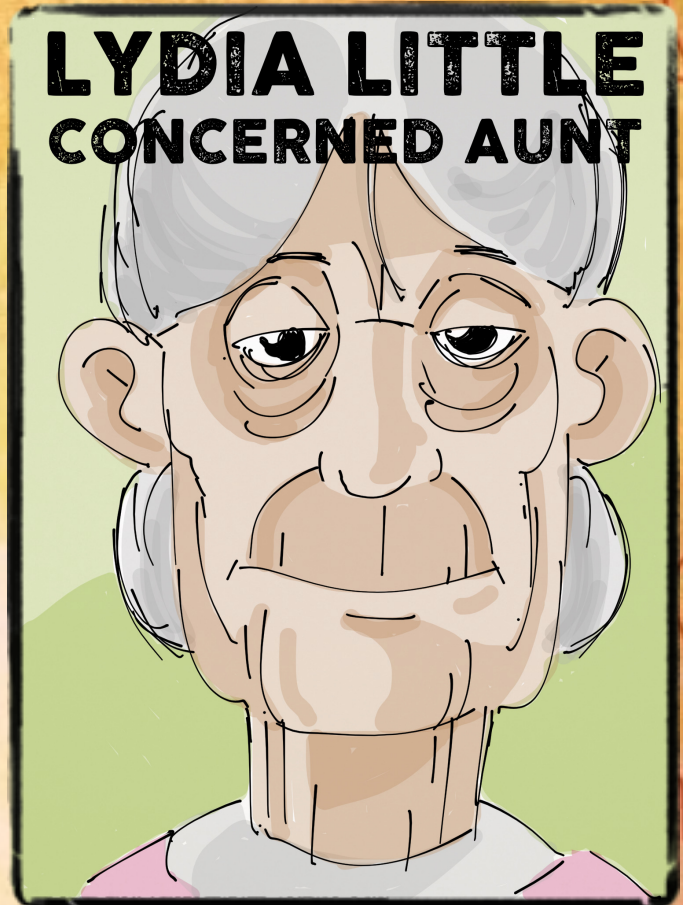
Damage 1D4

Sanity D10

Lydia is confused by her situation but isn't going to let a little bit of strangeness stop her achieving her goals. She calls everyone "*chook*" and tries to wipe grimy faces with a licked handkerchief.

Lydia is concerned that her husband **Ernest** will be worried about her (unless he's present).

Her focus is to find her missing nephew **Jimmy**.



## The Crocodile

HD6 HP40 competence 10

Damage 2D8 many, many teeth

The Crocodile is a loathsome giant worm with a gaping maw ringed with multiple rows of teeth.

It lurks beneath the swamp water and attacks with **advantage** due to surprise.

Contrary to every other denizens of the nightmare, seeing the Crocodile for the first time requires a **sanity roll**.

The **Detectives** do not arrive to break up fights involving the **Crocodile**.



## ESCAPING THE NIGHTMARE

In order to escape the nightmare the investigators must collect the four items alluded to in **Judy's** poem and use them to repair the **clown car** in the **town square**.

This process is symbolic of the investigators' minds coming to terms with, and adapting to, their new situation of being physically in the **Dreamlands**.

## THE POEM

*When I think on you, my jewel, -* this alludes to the **Ring** in **Punch's house**.

*Wonder not my heart is sad; -* this references the **Sad heart** in the **Nursery**.

*You're so fair, and yet so cruel, -* refers to the picture of **Punch** in **Judy's house**. The picture frame has the words scribbled on the reverse.

*You're enough to drive me mad" -* this is the **Clown car key** in the **Circus**.

Labelled 'car key' with the line from the poem written on the back of the label.

## REPAIRING THE CAR

Three of the four recovered items must be fitted into the derelict **Clown car** in the **town square** in order to repair it.

Once it's repaired the car can be started with the **Car key**. As the engine starts the car lurches forward, crashing through the scenery and taking the investigators out of the nightmare.

**The Sad heart** replaces the missing engine.

**The Ring** replaces the missing radiator cap ornament.

**The Picture of Punch** fits into the gap left by the missing windscreen (and makes it look like he's driving the car).

The car seems very small but all the investigators are able to fit inside without a problem (it's a clown car after all).

### DREAMING SKILLS

Certain actions taken by the investigators in the nightmare confer benefits to them once they escape the nightmare and enter the **Dreamlands** proper. Some let them create items by dreaming them into existence.

Created items lag behind the technology of the investigators' world by about 100 years.

Action: **Collecting surgical instruments from the Hospital**

Skill: **Create a Dreamlands melee Weapon**

With a **WIS** save the investigator can create a melee weapon that adds **1D6+level** to their normal melee damage. These weapons have a **D4 usage die**.

Action: **Collecting truncheons and/or pistols from the Police Station**

Skill: **Create a Dreamlands ranged weapon**

With a **WIS** save the investigator can summon a ranged weapon that does **1D6+level** ranged damage. These weapons have a **D4 usage die**.

Action: **Collecting the picture of Punch**

Skill: **create a Dreamlands disguise**

With a **WIS** save the dreamer can alter their appearance to resemble any person or creature of a similar size. Each disguises has a **D4 usage die** but can be shed at will.

Check each time the disguise is tested by an individual or group who have a reason to be suspicious.

**ALL** investigators gain this skill, not just the one who took the picture.

Action: **Collecting the Jewelled ring**

Skill: **Clarity of dreaming**

With a **WIS** save the investigator can create a simple item (lantern, rope, bucket etc). These items have a **D4 usage die**.

**ALL** investigators gain this skill, not just the one who took the ring.

Action: **Collecting the Sad heart**

Skill: **Dream healing**

With a **CON** save the dreamer can heal **1D6+level** damage to themselves during a long rest period in addition to any other healing.

**ALL** investigators gain this skill, not just the one who took the heart.

## THREADS: PLOT ELEMENTS

### Section three: The Plateau of Leng

#### The Cliff face

The investigator's start here

Contains: **the Black Tent** and **the Spiderweb bridge** linking to the **Middle Plateau**

Stairs up to the **High Plateau**

Stairs down to the **Chasm**

#### The High Plateau

Contains **the Windowless Lamasery** which links to **the Library of Leng** and **the Vaults of Zin**

Investigator's may meet:

**Grant Dyble**, a dreamer from Earth

**A Sorceror of Leng**

**Gelon**, a librarian from the **Library of Leng**

The **Library of Leng** contains **Candles of Leng**

#### The Middle Plateau

Contains a village of **Men of Leng** where the abducted children are kept and mountain caves leading to the home of **Atlach-Nacha**

Investigator actions:

Free the captives

Destroy the **Spiderweb bridge** by removing or breaking the **Tears of Atlach-Nacha** in the mountain caves

#### The village of the Men of Leng

Contains the captives

Investigators may meet:

**Felicity Pugh**, a dreamer from Earth

**Ettovard**, a **Sorceror of Leng**

Investigators may find the **Sceptre of Leng**

#### The mountain caves

Contain the threads spun by **Atlach-Nacha** and the **Tears of Atlach-Nacha** that give them physical form

Investigators can attempt to destroy the **Tears of Atlach-Nacha**

#### Atlach-Nacha

Meeting **Atlach-Nacha** will be fatal

#### The Chasm

Contains **Ghoul** tunnels that link to **The Vaults of Zin** and the **Middle Plateau**

Investigator's will meet **Ghouls** who may help them

**The Vaults of Zin** link to the **Middle Plateau**

By summoning **Nightgaunts** the investigators can reach anywhere in **Leng**

#### Getting home

The Ghoul tunnels link to the **Tower of Koth** which leads to the **Upper Dreamlands**

**Ettovard** can teleport the investigator's to the **Upper Dreamlands**

### AFTER THE NIGHTMARE

As they drive through the cut out scenery in the repairs Clown car the investigators experience a bright flash and a moment of vertigo before finding themselves in a jumbled heap on a cold, rocky floor inside a black tent.

**Toby** is now a black and white **Cat of Ulthar**.

It is very cold. Investigators must make a **CON** save or take **1D4** damage every thirty minutes until they provide themselves with protective clothing. Furs can be dreamed into existence but synthetics are too modern.

There are sounds of conversation coming from outside the tent. People or things are talking in a guttural, alien tongue interspersed with clicks and rattles.

Outside the tent four **Men of Leng** are helping a **Spider of Leng** into a clown suit in preparation for its trip to Earth.

If the investigators don't interfere the fully suited **Spider of Leng** will enter the tent and disappear as it transitions to Earth and the **Men of Leng** will make their way back across the treacherous silken bridge, deftly avoiding the working spiders. Their passage can serve to illustrate the dangers of crossing the unfinished bridge.



## Men of Leng, inhabitants of the Dreamlands

HD3 HP20 Competence 8

Damage 1D8 knives and fists.

The **Men of Leng** are the primitive, satyr-like inhabitants of the **Plateau of Leng** in the **Dreamlands**. They have short horns and goat like legs and hooves. They are dark skinned with wide mouths and walk awkwardly on their clumping hooves. They wear turbans, fur boots and gloves, and enveloping robes. Their knives are wicked curved things that cut deep.

## Spider of Leng, fearsome arachnid from the Dreamlands

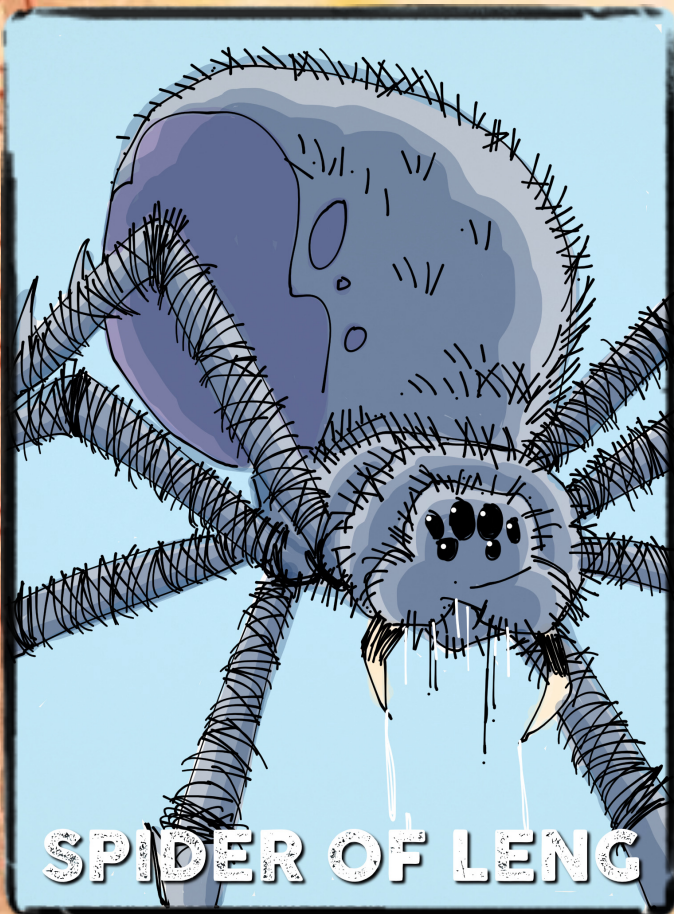
HD4 HP30 competence 12

Damage 2D6 bite with paralyzing venom, **CON** save at **disadvantage** to avoid paralysis.

**Spiders of Leng** are huge, pale, purple things that resemble spiders but with extra spikes and spines growing over their bodies. Their colouring is surprisingly effective camouflage in the icy wastes of Leng. They are fast ambushing hunters and strike with **advantage** at the beginning of combat. Their paralysed victims are usually carried off to a communal nest to be eaten later.

**Spiders of Leng** take **double damage** from fire which they fear greatly and will try to avoid.

This spider outside the tent is hampered by its suit (also made of spider silk) and fights with **disadvantage**.



### THE PLATEAU OF LENG

The black tent stands on a flat protuberance of rock sticking out from a sheer cliff.

In front of the tent, at the edge of the ledge, a tenuous bridge of silk connects to a vast plateau on the far side of a 60-70 metre wide chasm.

The bridge is being constructed by **Leng Spiders** who pay no attention to the investigators.

Some threads from the bridge extend to the tent where they become interwoven into its fabric. These threads are incredibly strong.

To the investigators' left as they look at the bridge, an ice-covered path winds upwards 300 metres to the top of the cliff behind them. Despite the numerous steps cut into the path it looks treacherous and narrow.

To the investigators' right an equally unappealing path leads down into the chasm, it's furthest reaches obscured by darkness which is occasionally broken by a roar or a series of shrieks echoing up from the depths.

Overhead unknown stars twinkle in a deep blue sky where strange winged shapes (**Nightgaunts**) whirl and all about flurries of snow and sharp ice crystals are whipped and scattered by the biting winds that howl through the chasm.

**Toby knows:** This is the **Plateau of Leng**.



**THE LIBRARY  
OF LENG**

**THE MOON**

## **HIGH PLATEAU**



**THE WINDOWLESS  
LAMASERY**

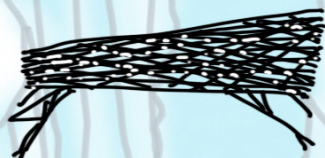
**STAIRS UP**

## **MIDDLE PLATEAU**

**THE BLACK  
TENT**



**THE SPIDERWEB  
BRIDGE**

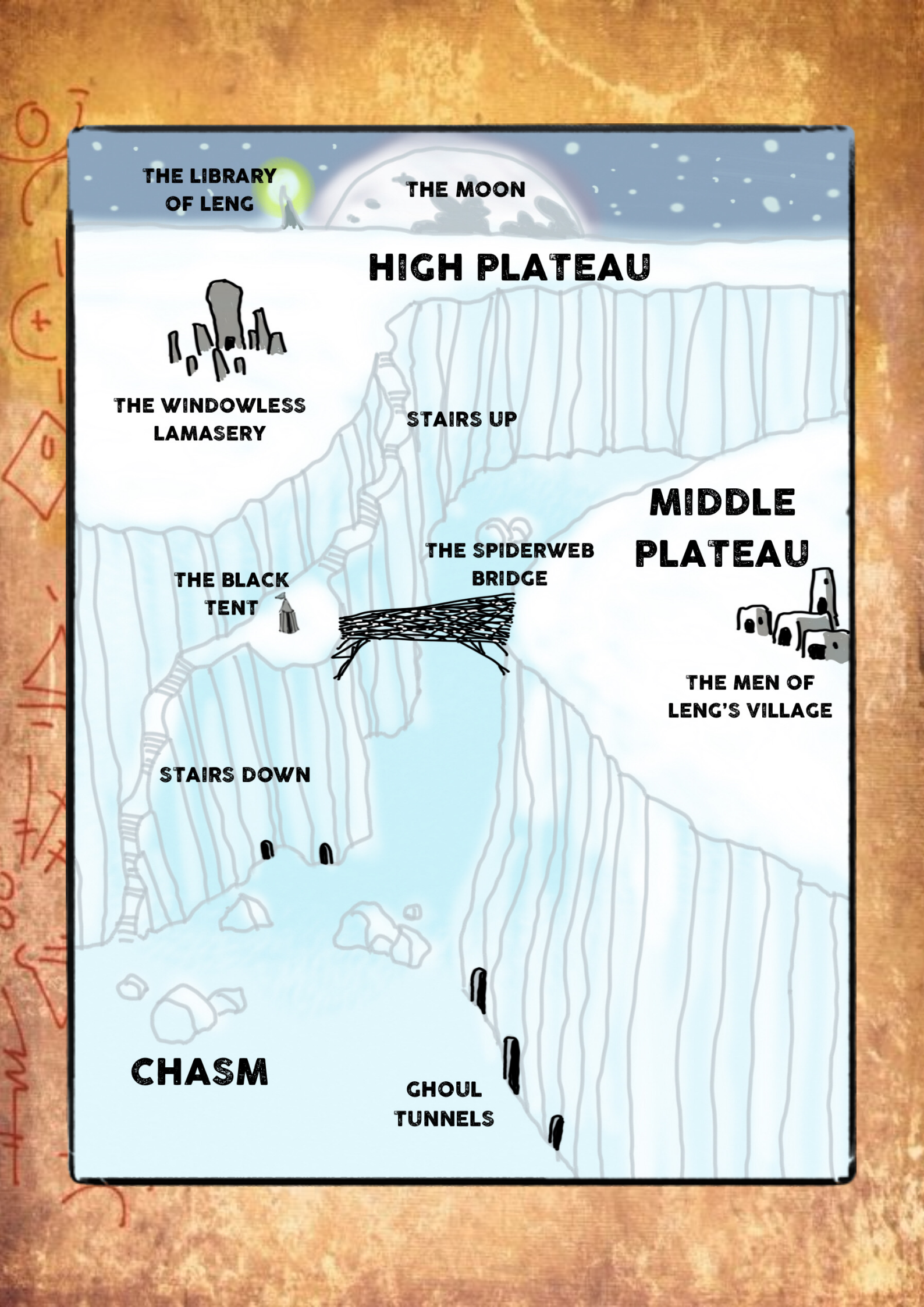


**THE MEN OF  
LENG'S VILLAGE**

**STAIRS DOWN**

## **CHASM**

**GHOUL  
TUNNELS**



### CROSSING THE SPIDERWEB BRIDGE

The bridge is treacherous with many gaps between the thick threads and it vibrates and moves constantly. Investigators will need to make a **DEX** save to cross it successfully. Those that fail may make a second **DEX** save at **disadvantage** to avoid falling to their deaths in the chasm.

The spiders that are spinning the bridge, adding substance to the eight main strands that form it, will not engage with the investigators or acknowledge their presence. If they're attacked they will move away to continue their work elsewhere on the structure.

There is a chance that an investigator may become entangled in the freshly spun webbing. Any investigator that approaches a spider must make a **STR** save to pull free from the sticky threads (the threads lose their stickiness after a few minutes). An investigator who becomes stuck will rapidly be encased in webbing as the spider continues to work around them unless aided by friends,

Where the spiderweb bridge meets the **Middle Plateau** it is anchored by a plethora of web strands splayed out like guy ropes in all directions. The eight main strands of the bridge continue, stretching up into the air above the investigators' heads until they enter cave mouths in the distant cliffs that border the far side of the plateau.

### BURNING THE BRIDGE

The bridge and the spiders are vulnerable to fire. Both burn vigorously with satisfying pops and cracklings. The bridge can be easily destroyed and the black tent will burn down as well. The eight main threads do not burn and cannot be cut.

## THE HIGH PLATEAU

The icy stairs are treacherous and cold. Investigators risk falling to their deaths unless they're very careful. **CON** saves against the cold and **DEX** saves to avoid falling can be made with **advantage** if suitable climbing/walking/survival gear can get dreamed into existence.

Unprotected investigators who fail their **CON** saves lose **1D4** HP every half hour they travel.

At the top of the icy stair is the **High Plateau**. Undulating ice fields stretch into the horizon where the Moon, either much too large or much too near, is rising.

The bleakness is unbroken except for the **Windowless Lamasery** which stands amidst a circle of crude (or aeon-eroded) monoliths a few hundred metres from the plateau's lip.

Far in the distance a lone peak rises starkly from the ice like a finger pointing to the stars. At its peak a light shines, occasionally blinking on and off but never extinguished.

**Toby knows:** The light on top of the lone peak is the **Library of Leng**, the repository of the knowledge and learning collected by the **Sorcerers of Leng** over millennia.

**Toby knows:** The Lamasery is a confusing tangle of lightless corridors with disturbing frescoes that chronicle Leng's bloodcurdling history. Deep in the bowels of the monastery, inside a frightening domed room, **The High Priest Not To Be Described** sits on a throne of gold atop a stone dais in pitch-black darkness. Five steps down from the dais is a row of six blood-stained stone altars surrounding a yawning well that is rumoured to connect with the **Vaults of Zin** in the underworld.

# THE WINDOWLESS LAMASERY



## THE MONOLITHS

These towering blocks of smooth black rock seem to moan as the winds on the **High Plateau** howl between them. Careful scrutiny reveals the faintest remains of undecipherable writing.

**Toby knows:** The monoliths are gravestones of the **Gugs**.

**Gugs** are a race of horrifying giants. They are speechless, communicating only by facial expressions.

The **City of the Gugs** is a colossal, horrifying cityscape of soaring, cyclopean towers. It is the dwelling place of the **Gugs**, banished to the underworld by a covenant of the gods. Its most prominent landmark is the **Tower of Koth**, which contains a legendary stairway that leads to the surface.

## THE WINDOWLESS LAMASERY

The lamasery is made from the same rock as the monoliths. There is a single, rectangular, open entrance six metres tall by three wide. There are no light sources inside, it is pitch black.

The main passages mirror the dimensions of the entrance but various smaller tunnels branch off at random in all directions. Some of these are too small to admit an upright human. Occasionally passages widen into rooms of varying sizes that seem to have no purpose. Nothing is level, all the passages slope up or down to some degree. There are no stairs but there are several vertical chimneys and wells, some very wide.

All the passages are covered in frescoes that show hideous creatures and a lot of bloodletting. **Men of Leng** and **Spiders of Leng** feature prominently but other, fouler, creatures are also shown.

Wandering inside the lamasery is confusing and investigators will become lost unless they take precautions to mark their way or map their progress. The whole structure is a three dimensional labyrinth that extends to the roof and far below ground.

### ENCOUNTERS IN THE LAMASERY

#### I. The High Priest Not To Be Described

Sounds of discordant piping can lead investigators to this encounter. Faint light can be seen as they approach closer.

In a vast chamber the **High Priest** sits on a throne of gold atop a stone dais in pitch-black darkness. Five steps down from the dais is a row of six blood-stained stone altars surrounding a yawning well that is rumoured to connect with the **Vaults of Zin** in the underworld.

Next to one of these altars a tall, robed man holding a lantern is conversing with the **High Priest** in sign language. The lantern's blue light has trouble piercing the

darkness and details of the scene are indistinct.

A foul odour permeates the area.

*"...and there... sat a lumpish figure robed in yellow silk with red and having a yellow silken mask over its face. To this being the slant-eyed man made certain signs with his hands, and the lurker in the dark replied by raising a disgustingly carved flute of ivory in silk covered paws and blowing certain loathsome sounds from beneath its flowing silken mask."*

If undisturbed the conversation will reach its conclusion in a few minutes.

Two lumbering shapes will move forward from the darkness to flank the robed man.

*"great greyish-white slippery things which could expand and contract at will, and whose principal shape — though it often changed — was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout"*

**Toby knows:** These are **Moon-beasts**. They live on the dark side of the **Dreamlands' moon** which, unlike

the moon of the waking world, has great forests and oily seas.

**Toby knows:** The man is a **Sorcerer of Leng**.

The man and the **Moon-beasts** will leave the room. They can be followed back to the entrance of the lamasery where the man will perform a simple spell and the group will teleport away.

## **Sorcerer of Leng**

**HD4 HP30 competence 19**

**Damage special** (spells)

The **Sorcerers of Leng** are wary of antagonising dreamers whose power often rivals their own in the **Dreamlands**. When dealing with dreamers they are polite and seek to leave at the earliest opportunity. If pressed or attacked they will choose to use their magic to teleport away rather than risk a lethal encounter.



## Talking to the High Priest

If the investigators try to communicate with **The High Priest Not To Be Described** it will seem to understand their intent and reply with tunes from its flute.

**Flashlight roll:** The **High Priest Not To Be Described** is a **Moon-beast**.

After a short while another two **Moon-beasts** will emerge from the darkness and stand either side of whichever investigator did the most talking. They will accompany this investigator and do his or her bidding to the best of their abilities. They can comprehend the investigator's intent when spoken to.

If their controlling investigator dies, or after seven days, whichever comes first, the bargain the investigator has just unknowingly made with **The High Priest Not To Be Described** is completed and more **Moon-beasts** will arrive to carry all the investigators off to a life of servitude on the Moon as slaves of the **Moon-beasts**.

## Moon-beast

**HD6 HP40 competence 8**

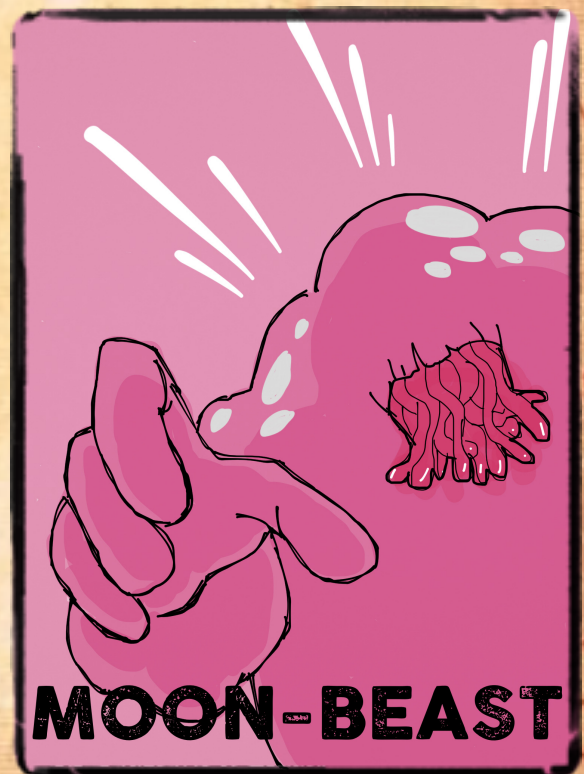
**Damage 2D10**

**Moon beasts** take **minimal damage** from physical attacks.

**Moon-beasts** are about twice as tall as a man and move quite slowly.

*“great greyish-white slippery things which could expand and contract at will, and whose principal shape — though it often changed — was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout”*

**Moon-beasts** are intelligent and cruel creatures that delight in torturing their victims before eating them alive.



## Descending to The Vaults of Zin

The yawning well does connect with the **Vaults of Zin**. Climbing down the well is possible but takes three days. Each day every investigator will need to make a **STR** save or lose their grip and fall. If climbing apparatus has been created these rolls are made with **advantage**. Falling will be fatal. There are numerous ledges and platforms in the well where investigators can rest.

The well connects with The **Vaults of Zin** which is a huge cavern in the underworld. It lies near the cemetery of the **Gugs** and opens onto a large cave that *“is the mouth of Vaults of Zin, and the vindictive ghosts are always on watch there for those denizens of the upper abyss”*.

The **Ghosts** who dwell in the Vaults of Zin prey on **Ghouls** and **Gugs**, and sometimes even one another.

The underworld lies beneath the whole of the **Dreamlands** and has a few entrances to it in various places. It is dimly lit by a mysterious

phosphorescence known as the *“death-fire”*. The underworld is inhabited by a variety of horrors, the most common being the **Ghouls**.

The pale glow of the *“death fire”* will light the last few hours of the investigators' descent.

There is a **1/10 chance per day** that the investigators will encounter a **Ghost** in the well, either climbing up towards them from below or descending upon them from above. In either event they will have ample warning of its approach from the sounds of its rapid climbing. Any such **Ghost** will be hostile.

**Ghosts** can also be encountered wandering the lamasery and are detailed on **page 63**.

*The underworld is detailed on page 73.*

## II. Moon-beasts

This encounter is signalled by the sounds of the lumbering, oily **Moon-beasts** approaching from the distance.

A pair of the creatures are making their way to the chamber of **The High Priest Not to Be Described**. They can be followed there.

**Toby knows:** These are **Moon-beasts**. They live on the dark side of the **Dreamlands' moon** which, unlike the moon of the waking world, has great forests and oily seas.

## Moon-beast

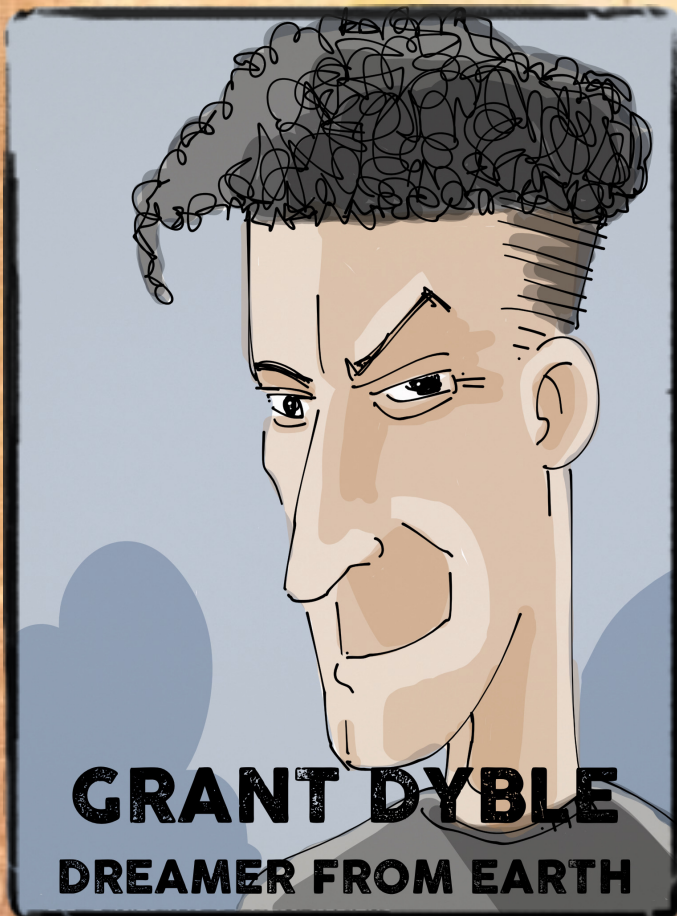
**HD6 HP40 competence 8**

**Damage 2D10**

Moon beasts take **minimal damage** from physical attacks.

**Moon-beasts** are about twice as tall as a man and move quite slowly. *"great greyish-white slippery things which could expand and contract at will, and whose principal shape — though it often changed — was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout"*

**Moon-beasts** are intelligent and cruel creatures that delight in torturing their victims before eating them alive.



### III. A Dreamer from Earth

A bright blue light shines from somewhere ahead, swaying slightly as if carried by a walking man.

**Grant Dyble** is a thin, pale man with a mass of black curls dressed in foppish clothes very fashionable in the 80s. He is intensely interested in everything around him. He holds a lantern of a particularly baroque design that emits a blue light.

He is a dreamer from Earth whose body lies sleeping in the Shetland Isles to the north of Scotland.

**Grant** came here in the company of a **Sorcerer of Leng** from whom he obtained his lantern but was separated from his companion a few hours ago when he wandered away from the **Sorcerer** to look at a particularly interesting fresco. He is lost.

**Grant** isn't worried, he is an experienced dreamer and knows how to get home. Unfortunately none of his techniques will work for the investigators because they exist physically in the **Dreamlands**.

**Grant** is very pleased to see **Toby** if he's present as he's spent a lot of

time with the **Cats of Ulthar**. He doesn't know **Toby** personally.

**Grant** is bored with the lamasery now, he gives his lantern to one of the investigators and fades from view as he ends his dream.

#### The Lantern of Leng

A baroque lantern that emits a blue light.

Creatures of the **Dreamlands** (other than **Sorcerers of Leng**) cannot see the light emitted by the lantern.

If the lantern is the only light source and the investigators are fighting **Dreamlands** creatures the investigators attack and defend **with advantage**.

## IV. The Librarian

The sounds of someone muttering to themselves along with faint scratchings and rustlings can be heard coming from a recess in the tunnel wall.

A librarian from the **Library of Leng** is taking rubbings of the frescos. His name is **Gelon**.

He is an old man, stooped and slow in his movements. He wears warm furs, a hood with ear flaps and and thick boots. He is wearing a set of **Lenses of Leng** which (amongst other things) let him see in total darkness.

He will be friendly if he notices the investigators. He is used to meeting dreamers and will mention that the investigators are not the first he's encountered today, he has met **Grant Dyble**.

After studying the investigators for a while he will adjust his Lenses of Leng and exclaim "*Oh my! You're not dreamers are you?*" as he realises the investigators' true nature.

He can take the investigators to the **Library of Leng** using his *gate spell*. Investigators can learn the *gate spell* by watching **Gelon** casting it, he will draw the necessary marks and shapes on a tunnel wall, and making an **INT** save at **disadvantage**.



## V. Men of Leng

The sound of approaching clumping hooves and the flickering light of a torch announces six **Men of Leng** travelling about their business. They will be hostile if they spot the investigators.



## Men of Leng, inhabitants of the Dreamlands

**HD3 HP20 Competence 8**

**Damage 1D8** knives and fists.

The **Men of Leng** are the primitive, satyr-like inhabitants of the **Plateau of Leng** in the **Dreamlands**. They have short horns and goat like legs and hooves. They are dark skinned with wide mouths and walk awkwardly on their clumping hooves. They wear turbans, fur boots and gloves, and enveloping robes. Their knives are wicked, curved things that cut deep.

## VI. A Ghast

A lone **Ghast**, a lost wanderer from the **Vaults of Zin**, attacks from the darkness with **advantage** by leaping high into the air and landing amidst the investigators.

It is much larger than a man, horrific in all aspects with corded muscles, knobbly white skin and a pelt of dark fur covering its back. It leaps great distances on its kangaroo-like legs. Normally kept at bay by light, this **Ghast** is very hungry.

*“After a moment something about the size of a small horse hopped out into the grey twilight, and Carter turned sick at the aspect of that scabrous and unwholesome beast, whose face is so curiously human despite the absence of a nose, a forehead, and other important particulars.”*

**Toby knows:** The **Ghasts** who dwell in the **Vaults of Zin** prey on **Ghouls** and **Gugs**, and sometimes even one another.

## Ghasts, cannibal predators of the depths

**HD5 HP35 competence 12**

**Damage 1D8x2 claws, 1D10+4 feet**

**Ghasts** are frenetic fighters and will split their attacks against multiple targets if possible.

**Ghasts** live in total darkness and can see in the dark.

They are afraid of light. Torches and lanterns annoy them and inflict **1D6** damage each per round. **Sunlight destroys a Ghast instantly.**



## THE LIBRARY OF LENG

The library is perched atop a tall rock spire that juts out of the ice and snow of the **High Plateau**. The library can only be reached by flying, some visitors arrive by **Nightgaunt**, or by magic.

From the outside the library resembles a bizarre mishmash of buildings from different areas and ages all squashed together randomly as if a child had stacked a model house collection in an attempt to make it as tall as possible.

Inside the library is a warren of rooms and galleries, each stacked with books, scrolls, manuscripts, tablets and all manner of other compositions. Some rooms contain works stored as potions, clothing, brains (in various preservation devices), odours and colours.

**Sorcerers of Leng**, dreamers and visitors from other worlds'

**Dreamlands** wander here researching, learning and otherwise using this vast repository of knowledge.

Investigators can search out anything they want to know inside the **Library of Leng**. This includes learning any spells which will incur the usual sanity penalties.

Finding the information they require however, requires an **INT** save at **disadvantage** and will probably not be in a language or form they can readily digest.

If the investigators arrive with **Gelon** he will be too busy to show them around.

If the investigators arrive by **Nightgaunt** or by their own gate spell they will likewise be left to their own devices.

Investigators may obtain a **Library Card** from any of the Librarians which grants access to the Library to Dreamers, teleporting them to the Library on command so long as they are in the **Dreamlands**.

### The Candles of Leng

These candles burn without consuming themselves. Their light is like sunlight and deadly to **Ghasts** but the light only extends in a 2 metre diameter circle because they've been designed to facilitate study within the library. They cannot be extinguished but can be masked as the flames are cold.

The candles are numerous and easy to steal, they are attached to holders so they're easy to carry and can be attached to clothing if necessary. Away from the library the candles have a **D6 usage die**. Check every couple of hours or so.

### Gate Spell

By means of inscribing sigils and marks on a flat surface the caster creates an interdenominational portal to another place. The caster must be familiar with the destination and have visited it at least once before.

**Remember:** Learning a spell causes the immediate and permanent loss of a **sanity die**.



## THE STAIRS DOWN

The path downwards is a mixture of steep, precipitous ledges and crudely-carved, equally precipitous steps. Everything is covered in ice which makes each section treacherous.

Bitterly cold winds swirl in the chasm gusting snow flurries to and fro and reducing visibility to almost nothing at times.

Investigators risk falling to their deaths unless they're very careful.

**CON** saves against the cold and **DEX** saves to avoid falling can be made with **advantage** if suitable climbing/walking/survival gear can get dreamed into existence.

Unprotected investigators who fail their **CON** saves lose **1D4** HP every half hour they travel.

The chasm is 600 metres deep. The bottom is covered with boulders and rocks of various sizes, some as big as houses. These all seem to have fallen from the chasm sides over time.

The chasm walls are honeycombed by caves and cracks in the rock. It is very dark with only the faintest light

reaching down to the chasm floor from above.

As the investigators move around they dislodge stones that rattle away causing secondary falls of stones and gravel, everything creating clattering echoes amplified by the chasm walls.

Without warning a **Gug** will attack the investigators.

**Toby knows:** **Gugs** are very dangerous.

## **Gug, horrifying giant of the underworld**

**HD8 HP40 competence 8**

**Damage 2D8 x4 claws**

**Gugs** are 16 feet tall and weigh nearly 2,000 pounds.

**Gugs** are large, black-furred beasts with vertically-opening fanged jaws. Their two eyes protrude from either side of their head, and their limbs terminate in two paws each.

They are speechless, communicating only by facial expressions.

**Gugs** have an unreasoning fear of **Ghouls**.

### GHOULS

One round after the **Gug** attacks a group of **Ghouls** will swarm out of a cave and set about it with claws and teeth. The attitude of the **Gug** will switch from naked aggression to frenzied panic as it tries to flee from the **Ghouls**.

There are sixteen **Ghouls** and they kill the **Gug** in a couple of rounds. The **Gug** will kill 1-6 **Ghouls** before it dies and injure 1-8 more.

The **Ghouls** are not hostile to the investigators, they are familiar with dreamers and often travel to Earth to feed in graveyards, If the investigators had a companion go to live with the **Ghouls** as a result of an encounter in the adventure *Double Jeopardy* that companion can be one of the group, now a naturalised **Ghoul**.

The **Ghouls** and the investigators can swap first aid rolls and, if the investigators are suffering from the cold, the **Ghouls** will skin the **Gug** to provide fur capes, albeit smelly, bloody ones, for them.

The **Ghouls** will offer the investigators shelter in their tunnels as more **Gugs** are sure to be roaming nearby.

### Ghouls

**HD2 HP8 competence 8**

**Damage claw x2 +bite 1D6 each**

Horrific visage. **WIS** save each turn or attack/defend with **disadvantage**.

*"The madness and monstrosity lay in the figures in the foreground- for Pickman's morbid art was pre-eminently one of demoniac portraiture. These figures were seldom completely human, but often approached humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness."*

**Ghouls** do not use weapons and are unfamiliar with the concept. If the investigators provide them with weapons and instruct them in their use each investigator will attract a loyal following of **Ghouls** based on their **CHA**.

| CHA   | # GHOULS |
|-------|----------|
| 1-6   | 1        |
| 7-12  | 2        |
| 13-18 | 4        |
| 19+   | 8        |

Provide the investigators who have **Ghoul** followers with a copy of the **Ghoul Followers sheet** that's provided in the **Player Handouts** section to help them keep track of their group. The combat rules have been simplified for the **Ghouls** to keep things easy to manage.



## HOW THE GHOULS MIGHT HELP

The Ghouls are a mine of useful information if investigators take the time to talk to them.

**Smokes roll:** The **Ghouls** know of a physical link between the **Dreamlands** and Earth.

The City of the **Gugs** is a colossal, horrifying cityscape of soaring, cyclopean towers. Its most prominent landmark is the **Tower of Koth**, which contains a legendary stairway that leads to the **Enchanted Wood** in the upper **Dreamlands**. From there a visitor can return to Earth.

**Smokes roll:** The exit from the **Tower of Koth** to the upper **Dreamlands** is sealed by a huge stone trapdoor with a large iron ring. No **Gug** may open that door, though nothing prevents a **Gug** from climbing to the very top of the tower.

**Smokes roll:** The **Underworld** lies beneath the whole of the **Dreamlands** and has entrances to the surface in many places. It is dimly lit by a mysterious

phosphorescence known as the *Death-fire*. The **Underworld** is inhabited by numerous horrors, the most common being the **Ghouls**.

**Smokes roll:** The **Vaults of Zin** is a huge cavern in the underworld. It lies near the cemetery of the **Gugs** and opens onto a large cave that “is the mouth of *Vaults of Zin*, and the vindictive *Ghasts* are always on watch there for those denizens of the upper abyss”. The **Ghasts** who dwell in the **Vaults of Zin** prey on **Ghouls** and **Gugs**, and sometimes even one another.

**Smokes roll:** A well in the monastery of the **High Priest Not to Be Described** in the **High Plateau of Leng** connects with the **Vaults of Zin**.

**Smokes roll:** Travelling through the **Vaults of Zin** will give access to the **Plateau of Leng** where the **Men of Leng** live.

However the **Ghasts** are deadly.

**Smokes roll:** It is rumoured that the **Candles of Leng** from the **Library of Leng** can keep **Ghasts** at bay. The librarians often traverse the underworld unhindered, their path illuminated by these candles.

**Smokes roll:** The **Library of Leng** can only be accessed by magic or flying.

**Smokes roll:** **Ghouls** can summon winged **Nightgaunts** and use them to travel through the skies of the **Dreamlands**.



## SUMMONING NIGHTGAUNTS

The **Ghouls** will summon **Nightgaunts** if the investigators need to travel by air. The **Nightgaunts** will circle down from the groups in the sky.

### Nightgaunt

**HD5 HP 20 Competence 8**

**Damage 2D6 claws**

**Nightgaunts** 'tickle' their victims by inserting their claws deep into the bodies of their target and manipulating pleasure receptors. The victim writhes uncomfortably to escape the tickling which magnifies the horrible damage that the **Nightgaunt's** claws are actually inflicting unnoticed. Eventually the victim's lacerated and liquified insides erupt from their carcass in a spectacular and shocking fashion. **Nightgaunts** also catch victims and drop them from on high for a quicker death if they're in a hurry. **Nightgaunts** are black, thin creatures with curved horns sprouting from an otherwise featureless head and large bat-like wings. They have long, clawed digits on their hands and feet with which they grasp their prey.

### CHOICES

consulting with **Ghouls** will offer the investigators three choices of what to do next. All have varying degrees of danger and difficulties to overcome.

#### I. GETTING HOME

The investigators can find the **Tower of Koth** and return home.

They will need **Ghoul** allies to overcome the **Gugs** and some way of avoiding the **Ghasts**. The **Candles of Leng** will protect them from **Ghasts**.

To get some **Candles of Leng** investigators will need to travel to the **Library of Leng** either by magic or flying. The **Ghouls** can summon **Nightgaunts** to fly the investigators to the library.

#### II. RESCUING THE CAPTIVE CHILDREN

The **Men of Leng** are almost certainly holding any kidnapped humans on the **Plateau of Leng**.

There are three ways of getting there:

Over the Spiderweb bridge which is treacherous and obvious, the equivalent of a frontal assault.

**Ghoul** allies will be necessary to have any chance of success. Losses are likely to be high.

Flying in using summoned **Nightgaunts** which may allow a swift rescue if the captured humans are accessible. If the humans are held inside buildings or underground this will turn into a frontal assault with a correspondingly higher chance of casualties and failure.

A sneak attack from below using the underground tunnels linking the **Vaults of Zin** to the plateau.

Whilst this will require **Ghoul** allies to fend off the **Gugs** and **Candles of Leng** to avoid the **Ghasts**, it does afford a chance to spy out the situation on the plateau and plan accordingly.

Rescuing the children, particularly their nephew Jimmy, is still the prime concern of **Ernest** and **Lydia Little** if they're present.

### III. THWARTING THE PLANS OF THE MEN OF LENG

what the **Men of Leng** are up to still isn't clear but they require human children for some reason and they have allied themselves with the **Spiders of Leng** which is not a good sign.

The **Spiders of Leng** are the children of **Atlach-Nacha**.

The Spider God, **Atlach-Nacha** resembles a giant spider with a human-like face. It dwells in a cave system on the **Plateau of Leng**. There, she spins a great web, forming a bridge between the **Dreamlands** and the waking world. It is believed that when the web is complete, the end of the world will come.

The fact that the spiders are spinning a bridge to the black tent which gives them access to Earth is ominous.

Maybe **Atlach-Nacha** is near to completing her plan?

The **Ghouls** knowledge of **Atlach-Nacha** varies from the description in the **Book of Eibon** slightly but the essentials are the same.

### GHOUL FOLLOWERS

HD2

HP1

Attack/defend 10

Damage: 10

Competence 8

- Apply **Powerful Opponent** rule if necessary.
- Roll once for attack and/or defence for the whole group of Ghoul followers.
- Modify the roll by -1 for each active Ghoul follower in the group.
- Assign damage for successful attacks as required.

Ghouls who take damage are **OofA**. After combat roll 1D6 for each Ghoul OofA, **1-3 ok, 4-6 dead**.

Roll **one usage die** for created weapons after each combat and apply the result to all created weapons.



## THE UNDERGROUND ROUTE TO THE MIDDLE PLATEAU

The first stage of the journey through the Underworld involves traversing the cemetery of the **Gugs**. The cemetery of the **Gugs** is a cavern filled with the same type of crude monoliths that ring the **Windowless Lamasery** on the **High Plateau**. These monoliths mark the graves of **Gugs** and were once covered in writing. Now only the faintest traces of this forgotten script remain.

There are always a few **Gugs** here but they fear **Ghouls** and will keep away if the investigators are accompanied by a sizeable number. If the investigators arrive here alone they will be set upon by **2-12 Gugs**.

At the far end of the cemetery of the **Gugs** is the entrance to the **Vaults of Zin**. Here is where the **Ghasts** lurk to snatch the unwary. If the investigators are equipped with **candles of Leng** the **Ghasts** will shadow them but keep away from the lights. If the investigators enter here without any **candles of Leng** they will be attacked by **2-12 Ghasts**

with more arriving every few minutes.

There are two vertical tunnels leading up from the **Vaults of Zin**. One is the bottom of the well in the **Windowless Lamasery** (*detailed on page XX*), the other is a shaft that leads up to the **Middle Plateau**. Climbing to the **Middle Plateau** takes about a day and a half (followed all the way at a distance by **Ghasts**) but **Nightgaunts** can carry the investigator's up in less than an hour.

The shaft opens on to a flat area on the slopes of the mountains that overlook the **Middle Plateau**. Far below them the investigators can see the **Men of Leng's** village and, in the distance, the spiderweb bridge. Below them, but out of sight, is the entrance to **Atlach-Nacha's** cave. Many **Spiders of Leng** can be seen moving about on the plateau. They can also see the eight main threads that stretch from the unseen caves below them to the spiderweb bridge in the distance.

## THE MIDDLE PLATEAU

In the middle distance, about three miles away from the chasm and the spiderweb bridge, is a village of the **Men of Leng**.

**Toby knows:** The **Men of Leng** don't normally live in the interior of the **Plateau of Leng** preferring to settle on the edges from where they can launch their black ships.

Walking to the village takes about two hours, it is hard going to cross the uneven ice field.

Walking to the caves in the cliffs takes a day.

**Men of Leng** and **Spiders of Leng** are wandering the plateau and may be encountered in groups if the investigators try to cross.

**Roll a D6 every 20 minutes** the investigators spend out on the ice.

**1-3** Nothing

**4-5 1-6 Men of Leng.** Investigators roll a **WIS** save to spot them first otherwise the **Men of Leng** attack with **advantage** due to surprise. They will attempt to capture the investigators and take them to their village.

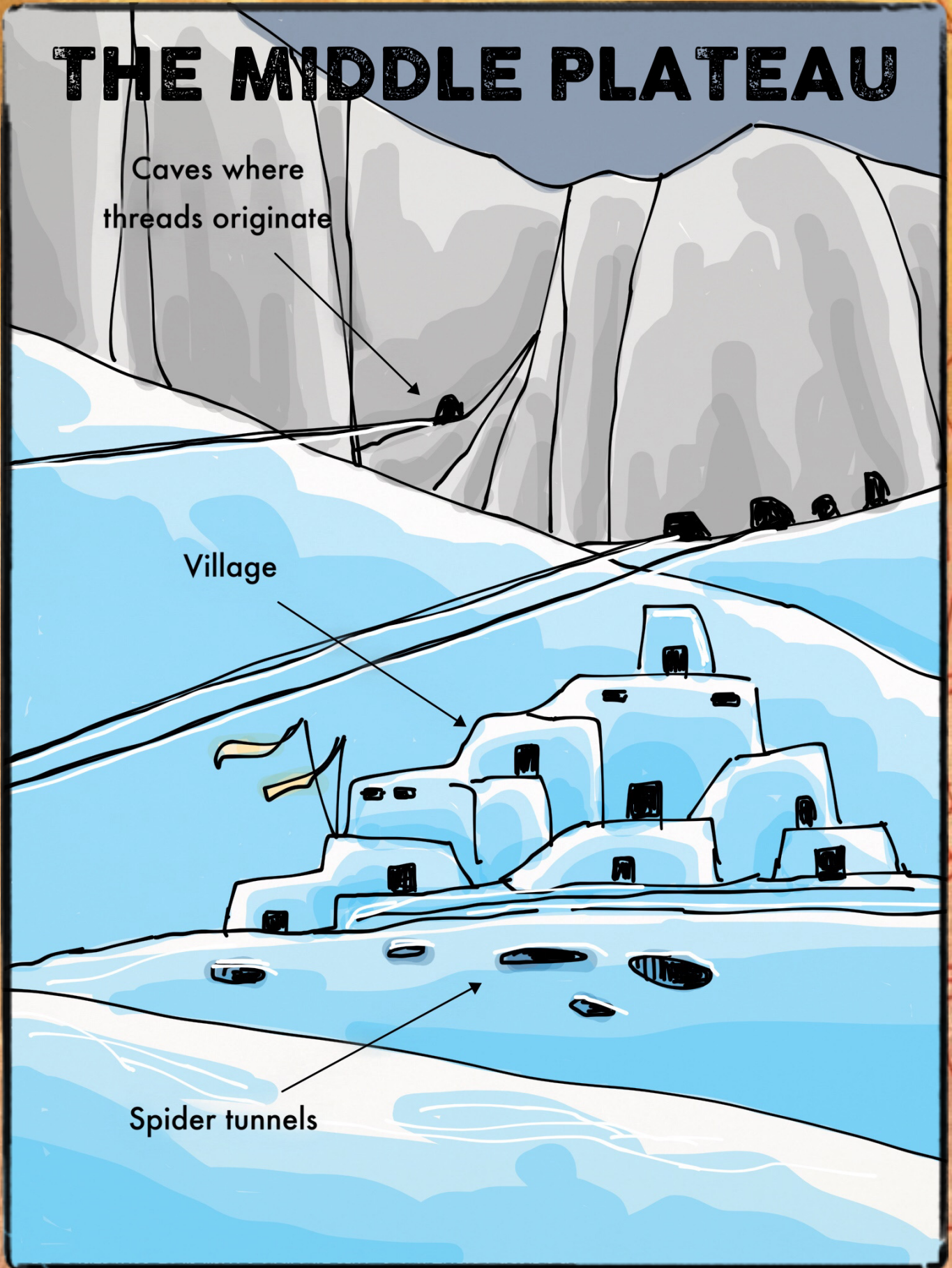
**6 1-4 Spiders of Leng.** Investigators roll a **WIS** save with disadvantage to spot them first otherwise the **Spiders of Leng** attack with **advantage** due to surprise as they erupt from their burrows. The spiders will attempt to disable the investigators with their venom and encase them in webbing before delivering them to the village.

# THE MIDDLE PLATEAU

Caves where  
threads originate

Village

Spider tunnels



## Men of Leng, inhabitants of the Dreamlands

**HD3 HP20 Competence 8**

**Damage 1D8** knives and fists.

**The Men of Leng** are the primitive, satyr-like inhabitants of the **Plateau of Leng** in the **Dreamlands**. They have short horns and goat like legs and hooves. They are dark skinned with wide mouths and walk awkwardly on their clumping hooves. They wear brightly dyed clothing spun from spider silk comprising short waistcoats and baggy trousers that end at the knee and have a general Asian or eastern

feel to them. Their knives are wicked curved things that cut deep.

## Spider of Leng, fearsome arachnid from the Dreamlands

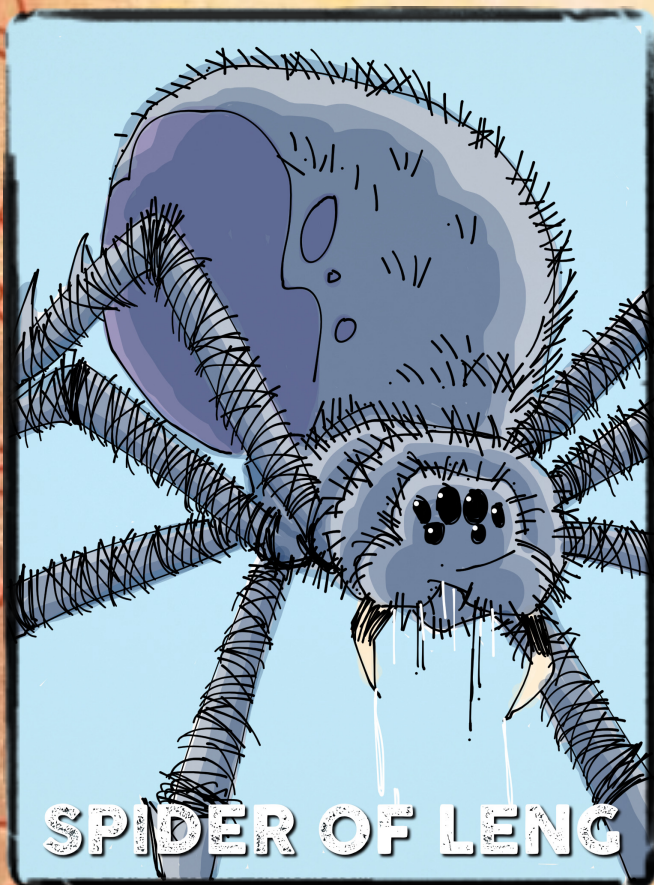
**HD4 HP30 competence 12**

**Damage 2D6** bite with paralyzing venom, **CON** save at **disadvantage** to avoid paralysis.

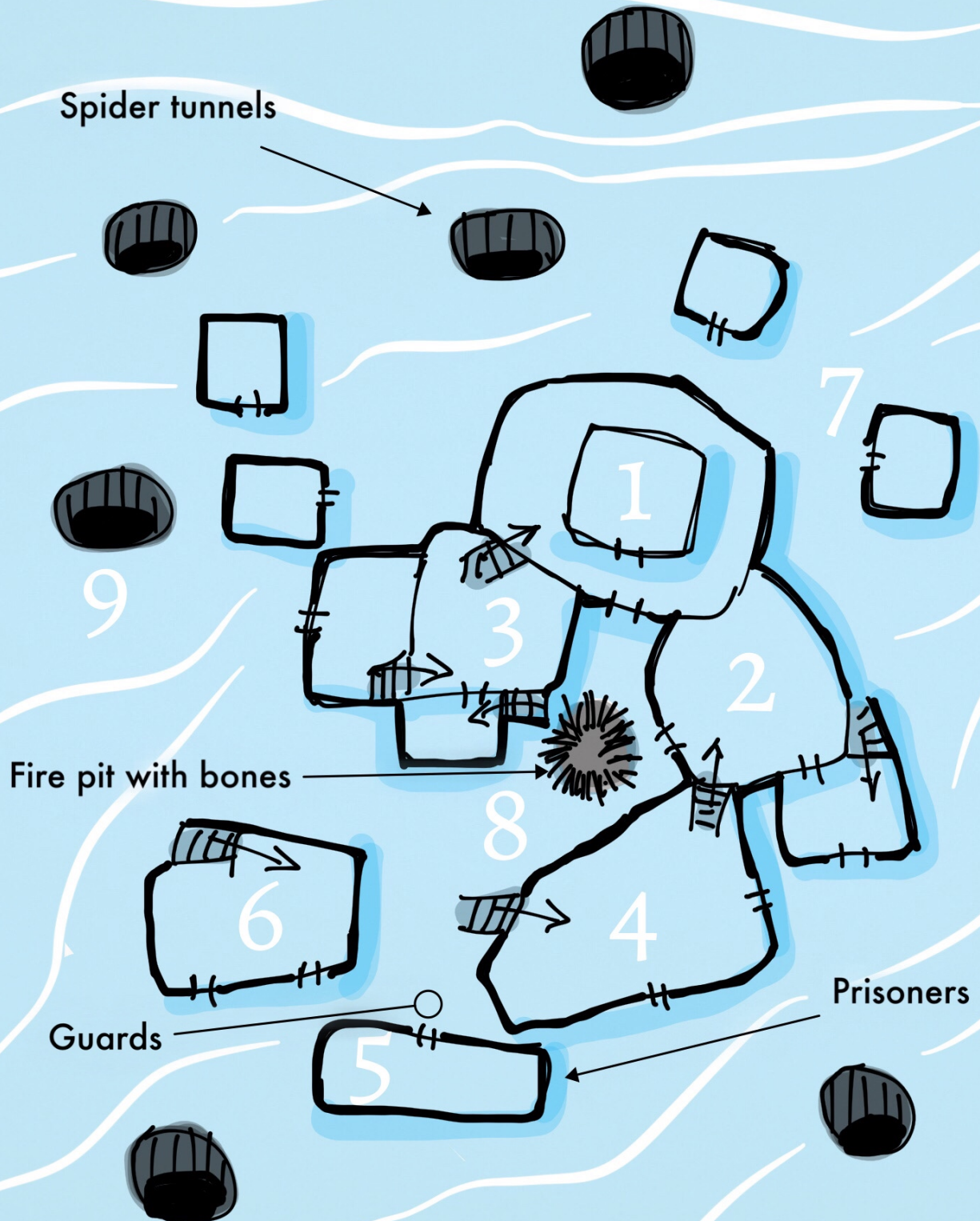
**Spiders of Leng** are huge pale things that resemble spiders but with extra spikes and spines growing over their bodies. Their colouring is surprisingly effective camouflage in the icy wastes of **Leng**.

They are fast ambushing hunters and strike with **advantage** at the beginning of combat. Their paralysed victims are usually carried off to a communal nest to be eaten later.

**Spiders of Leng** take **double damage** from fire which they fear greatly and will try to avoid.



# VILLAGE PLAN



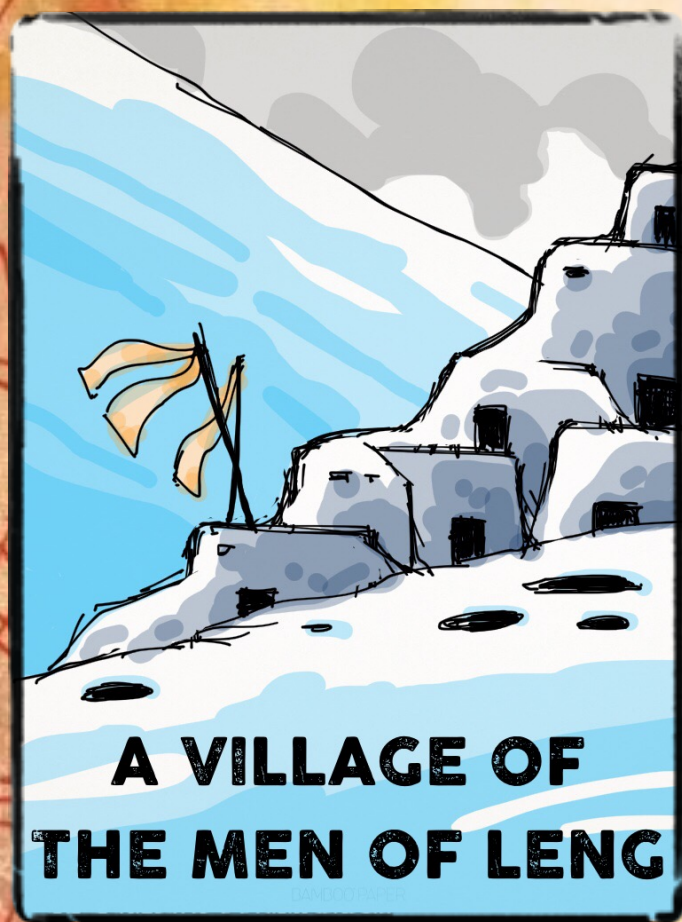
**ARROWS ON STEPS POINT UP**

## THE VILLAGE OF THE MEN OF LENG

The village is comprised of boxy stone structures encased in ice.

Doorways and windows are simple rectangular openings. A few streamer-like flags flap noisily on poles.

The village is ringed with spider burrows.



### 1 Chief's house and family quarters.

*The dreamer who burned the bridge is held prisoner here.*

There are **1-6 Men of Leng** here.

The upper part of the structure is an audience chamber with a raised stone seat. Steps lead down to the lower floor. Below is a communal sleeping chamber for four people with fur palettes and recesses holding everyday items and utensils. A fire pit against the back wall vents directly outside via a narrow smoke hole.

A locked door leads to a cell containing a drugged dreamer, **Felicity Pugh**.

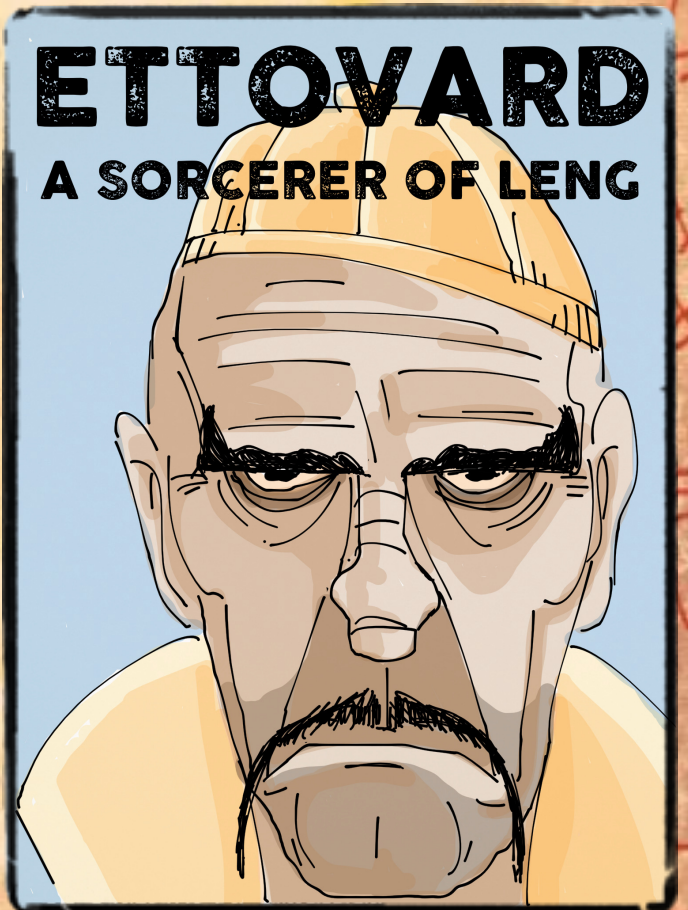
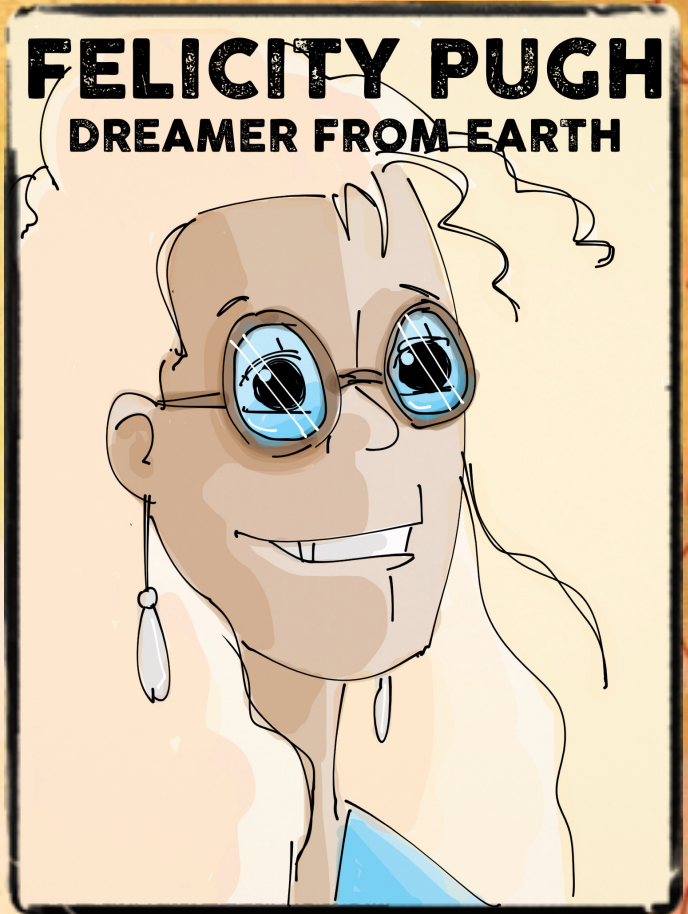
## Felicity Pugh, dreamer from Earth

HP2 HP7 competence 12

Damage 1D4

**Felicity** is a young bohemian woman, well versed in the occult and supernatural. She is 32 and has been dreaming for over a decade since her first experience brought on by recreational drug use in the 70s. Felicity is being held captive, drugged to prevent her waking and returning to Earth, because she set fire to the spiderweb bridge.

**Felicity** knows that fire cannot harm the eight main threads of the bridge but she is keen to destroy the bridge because she realises it is the culmination of **Atlach-Nacha's** plan to join the **Dreamlands** to the waking world.



## 2 Kitchen.

There are **1-4 Men of Leng** here.

This single roomed building is given over to the production and cooking of *bak Bon dzhow*. There are frozen blood smears and pools everywhere and bloody remains litter the corners. The stone worktops are strewn with many knives that can be used as weapons.

**Flashlight roll:** The remains are human.

## 3 Temple.

*The captive **Sorcerer of Leng** is being held here.*

There is a single **Man of Leng** priest here.

The temple comprises a main, tall room and two smaller side rooms. All the rooms are decorated with frescos showing **Atlach-Nacha** in her cave spinning webs to ensnare the waking world. Some are prophetic, detailing the swarms of **Spiders and Men of Leng** laying waste to their new home and subjugating the human race.

**Flashlight roll:** The threads emanating from Atlach-Nacha are

shown being wrapped around drops of green fluid that have fallen from the spider-god's eyes before being woven into the bridge by the worker spiders.

There is an altar in the main room with vile offerings of human body parts on it. Next to this is a the **Sceptre of Leng**.

### The Sceptre of Leng

As a melee weapon it increases the damage die of the wielder by one type.

It confers **4AP** to the wielder.

**The Sceptre of Leng** glows with a light that repels **Ghasts** and emits a strong smell of **Ghouls** that repels **Gugs**. It can be used to summon and command a single **Nightgaunt**.

One of the smaller rooms is the priest's quarters which contains a bed of furs, a small fire and a washing bowl.

The other contains a captive **Sorcerer of Leng** fixed to a wall and gagged with spider silk. The **Sorcerer** is barely alive and will ask

for help. It is not possible for an investigator to administer first aid to the **Sorcerer**, he has been drained magically of his vitality but he will explain that an investigators can choose to reduce their **HD** by one die type to heal the **Sorcerer** by allowing the Sorcerer to drain their life force. If an investigator does this they will lose **1D4HP** from their **total HP** and their **current HP** but the **Sorcerer** will be fully restored and very grateful.

### **Ettovard, a Sorcerer of Leng**

**HD4 HP30 competence 19**

**Damage special** (spells)

**The Sorcerers of Leng** are wary of antagonising dreamers whose power often rivals their own in the

**Dreamlands**. When dealing with dreamers they are polite and seek to leave at the earliest opportunity. If pressed or attacked they will choose to use their magic to teleport away rather than risk a lethal encounter.

**Ettovard** specialises in research and most of his magic is subtle. He can teleport to a known location (pretty much anywhere in the **Dreamlands**) and summon objects to him. He can

control **Nightgaunts** and send **Ghasts** and **Gugs** fleeing from his presence. He is mostly powerless against the **Men of Leng** and the **Spiders of Leng** but he is immune to the effects of the spider venom.

**Ettovard** may be convinced to remain with the investigators to help them but his real wish is to get a long way away from **Leng**.

**Smokes roll:** **Ettovard** knows of **Atlach-Natcha's** plan to weave a bridge between worlds and the way to the cave where **Atlach-Natcha** lives although he will strongly caution against going there.

**Smokes roll:** He knows the threads of **Atlach-Natcha** forming the main structure of the bridge cannot be harmed by anything in the **Dreamlands** because they have somehow taken on a physical aspect.

**Smokes roll:** **Ettovard** knows the **Men of Leng** and the **Spiders of Leng** have been feasting on captured humans, mostly tender children, in order to allow them to cross the spiderweb bridge between worlds.

#### 4 Sledge storage.

This low building contains four self-propelled sledges controlled by a control stick at the front. Pushing the stick in the desired direction turns the sledge and pushing forwards or pulling back accelerates or slows it. Each sledge seats six people.

**Flashlight roll:** Sledge tracks lead towards the thread caves and there is evidence of much back and forth traffic.

#### 5 Prisoners.

**Two Men of Leng** are stationed outside the entrance.

This low building actually has a bolted door made from large bones. All the surviving prisoners from Earth are here.

Roll for the fate of the named abductees:

**1-2 they've been eaten**

**3-6 they're still alive**

Any names survivors can tell of the deaths of the unlucky ones, either eaten at the communal fire pit (8) or taken away in sledges (4) never to be seen again.

**Jimmy Little**, *Ernest and Lydia's* nephew.

**Edward Lee**, *Janet Lee's* son.

**Hannah Lee**, *Janet Lee's* daughter.

**James Iredale**, *Sabrina Iredale's* son.

**Jeremy Wilde** and **Pauline Smith** friends from **James's** party.

**David** and **Claire Montgomery** taken by the clown spotted by the investigators.

Also:

**1-6 children** and adults who visited the circus in the field where the black tent was.

**4-24 children** and adults who visited similar circuses in Samois-sur-Seine, Delhi, Broken Hill in NSW Australia, Mompox, Columbia and several other locations around the world.

All have been traumatised by seeing friends and companions dragged out, butchered amidst howls and shrieks and then consumed by the **Men** and **Spiders of Leng** in frenzied feasting.

All are desperate for an explanation and help and to get away and none are of any use in combatting the **Men of Leng** or the **Spiders of Leng**.

## THREADS

### 6 Barracks.

There are 2-8 **Men of Leng** here along with their beds and an assortment of sharp melee weapons. They will be quick to help the guards outside the prisoners' quarters (5) if an alarm is raised.

### 7 Small dwellings.

There are several single-roomed huts scattered around the outskirts of the village.

There are **1D6-2 Men of Leng** in each. Each contains an assortment of living paraphernalia; bedding, furs, utensils etc.

A **Flashlight roll** is required to find something specific (and appropriate) that an investigator wants.

### 8 Fire pit and bones.

This is a communal eating area which has had lots of use recently. There is a supply of (rare and hard to source) wood stacked nearby.

**Flashlight roll:** The numerous chewed bone fragments lying around are all human.

### 9 Spider tunnels.

Each tunnel contains a **Spider of Leng**.

The Spiders are sensitive to vibrations and usually spring out to attack anything that comes near but the Spiders living near the village are used to the **Men of Leng** moving around so it is possible (**3 in 6 chance**) that investigators could surprise them in their burrows. Each tunnel is a relatively shallow depression roughly twice as long as a Spider.

Other than the occasional remains of an eaten prisoner the tunnels contain nothing.



## Men of Leng, inhabitants of the Dreamlands

HD3 HP20 Competence 8

Damage 1D8 knives and fists.

The **Men of Leng** are the primitive, satyr-like inhabitants of the **Plateau of Leng** in the **Dreamlands**. They have short horns and goat like legs and hooves. They are dark skinned with wide mouths and walk awkwardly on their clumping hooves. They wear brightly dyed clothing spun from spider silk comprising short waistcoats and baggy trousers that end at the knee and have a general Asian or eastern feel to them. Their knives are wicked curved things that cut deep.

## Spider of Leng, fearsome arachnid from the Dreamlands

HD4 HP30 competence 12

Damage 2D6 bite with paralysing venom, **CON** save at **disadvantage** to avoid paralysis.

**Spiders of Leng** are huge pale things that resemble spiders but with extra spikes and spines growing over their bodies. Their colouring is surprisingly effective camouflage in the icy wastes of **Leng**.

They are fast ambushing hunters and strike with **advantage** at the beginning of combat. Their paralysed victims are usually carried off to a communal nest to be eaten later.

**Spiders of Leng** take **double damage** from fire which they fear greatly and will try to avoid.

### THE CAVES OF ATLACH-NACHA

It takes a couple of hours to descend to the caves if the investigators arrive higher up the mountainside from the underworld. It takes a day to walk to the caves from the spiderweb bridge and a couple of hours to reach them using sledges from the village of the **Men of Leng**. If the investigators arrive on the **Middle Plateau** via **Nightgaunts** they can reach the caves in a very short time.

### THE THREAD CAVES

There are eight thread caves, all are similar.

The caves can be entered by a narrow tunnel of varying length. These tunnels are perfectly straight and the thread runs through their centre under considerable tension. Each cave is small, no more than ten metres across and only three metres high.

Any investigator who enters a cave will take **1D4 damage** a round from being too near a crystal.

In the centre of each sits a **Tear of Atlach-Nacha**, a glowing green crystal, with the thread wrapped

around it. Each thread originates from a tunnel, narrower than the entrance tunnel, that leads deeper into the mountain. The threads are the thickness of a cable, 60cm across, and incredibly strong.

Around each crystal are the desiccated remains of the animals and captives whose vital essences were drained to power them. Seeing these real creatures and people destroyed this way requires a **sanity roll** from anyone from Earth who is not dreaming.

**Flashlight roll:** The threads are lengthening, more thread is emerging from the inner tunnels, winding around the crystals and slowly, ever so slowly, travelling towards the spiderweb bridge.

### OPPOSITION

If the investigators start to interfere with the threads or the crystals **Spiders of Leng** will be dispatched by **Atlach-Nacha** from deeper inside the mountain to stop them.

A single Spider will arrive every two minutes beginning three minutes after the investigators trigger a reaction from **Atlach-Nacha**.

## The tears of Atlach-Nacha

HP 24

These green crystals glow with their own interior light. Looking into a crystal vague shapes can be seen scuttling around inside.

The crystals are about 60cm long. Breaking a crystal destroys it utterly, the shattered pieces dissolve into mist in seconds.

The crystals have the power to make dreams real but to do this they take 'reality' from physical things near them which they weave into the dreams in order to effect the change.

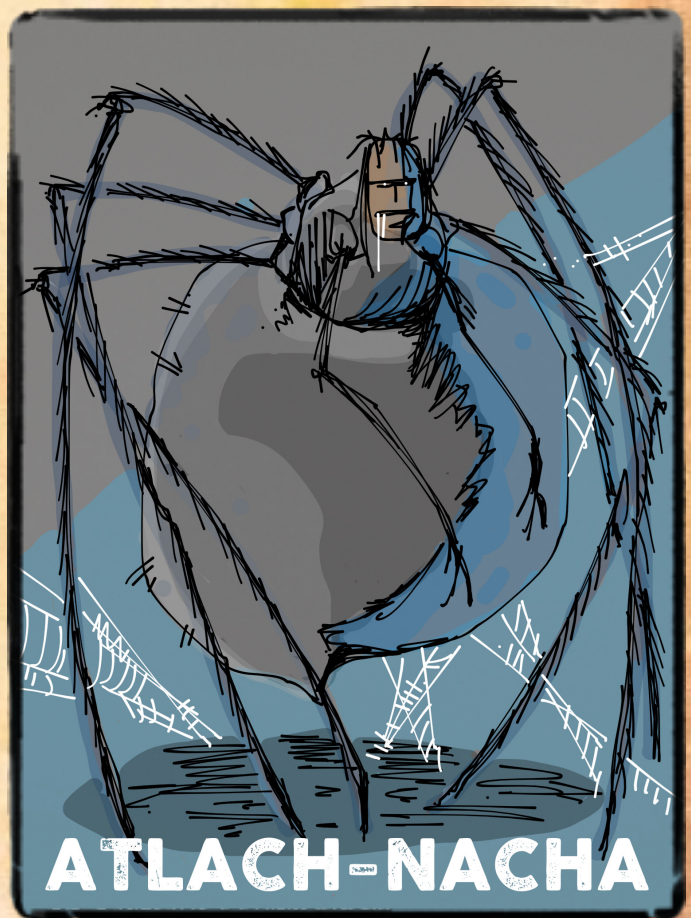
**Anyone from the physical world who approaches within 3 metres of a crystal loses 1D4HP a round as their 'reality' is sucked out of them.**

Captives from Earth have been sacrificed to them to give them power. Their corpses litter the caves. Mostly animals which were easier to catch but also missing children and some adults too.

Physical weapons can damage the crystals but melee weapons will suffer damage themselves each time they are used. Roll a usage dice equal to the weapon's damage after each attack. If the UD reduces the damage

doesn't the UD is only to determine if the weapon breaks.

As each crystal is destroyed or removed the thread it connects to reverts to dream thread and is removed from the spiderweb bridge. As the last thread goes the bindings of the bridge and the spiders weaving them all fall into the chasm.



## THE CAVE OF ATLACH-NACHA

following one of the threads back to its source will lead the investigators about 300 metres deeper into the mountain along a dead straight, narrow tunnel. This tunnel and the other thread tunnels emerge into a vast cavern where the spider-god **Atlach-Nacha** spins her web that joins the **Dreamlands** with the waking world.

Seeing **Atlach-Nacha** requires a **sanity roll** from anyone from Earth who is not dreaming.

*“The dark form ran toward him with incredible swiftness. When it came near he saw that there was a kind of face on the squat ebon body, low down amid the several-jointed legs. The face peered up with a weird expression of doubt and inquiry; and terror crawled through the veins of the bold huntsman as he met the small, crafty eyes that were circled about with hair”*

**Attach-Nacha** is a huge black spider with a human face. She constantly weaves her web, feeding the threads

that are building the spiderweb bridge, and lays eggs that lie in stinking heaps around her cave. From time to time these eggs hatch in groups and new **Spiders of Leng** emerge from them, pausing to inspect their new surroundings before scuttling off about their unfathomable business.

If **Atlach-Nacha** spots the investigators she will rush to capture them and if she succeeds they are doomed.

They can retreat back the way they came and escape since **Atlach-Nacha** is too large to fit into the thread tunnels but she will send waves of her children after them.

## GETTING HOME

The investigators and any rescued captives of the **Men of Leng** can only return home by travelling to the western parts of the **Dreamlands** where, in the **Enchanted Wood**, they can find the **Steps of Deeper Slumber** which lead up to the **Cavern of Flame** and out into the waking world.

The investigators can get to the western **Dreamlands** by reaching the coast of **Leng**, either via **Nightgaunts** or a long and arduous trek, and taking a ship to the city of **Mlanith** or by being teleported directly there by a **Sorcerer of Leng**. **Toby** will be an invaluable guide for this journey.

The investigators may re-enter the Underworld and climb the **Tower of Koth** to the surface where it emerges near the **Enchanted Wood**. They will need **Ghoul** guides and **Gugs** and **Ghasts** will bar their way.

Eventually, as the investigators climb the **Steps of Deeper Slumber**, their eyes will feel heavy and they will fall into a light sleep. They will awake in the field where the black tent stood. The tent is gone and only

an hour or two has passed since they entered it.

Captives from other parts of the world will awaken in the same fashion wherever their black tents were.

## TELEPORTING

**Ettovard**, or another friendly **Sorcerer of Leng** can teleport the investigators and companions to the **Enchanted Wood**.

## TAKING SHIP

The trek to the shores of **Leng** is best undertaken by **Nightgaunts**. Along the shores are trading settlements where passage in a ship bound for **Mlanith** can be purchased for a fair price, investigators can dream up trade goods to pay for the passage. The journey takes about a week and is uneventful.

Walking to the **Enchanted Wood** is an easy journey of a few days.

### THE TOWER OF KOTH

The City of the **Gugs** in the **Underworld** is a colossal, horrifying cityscape of soaring, cyclopean towers. It is the dwelling place of the **Gugs**, banished to the underworld by a covenant of the gods. Its most prominent landmark is the **Tower of Koth**, which contains a legendary stairway that leads to the surface. Close by the city is the cemetery of the **Gugs**, its graves marked by huge stone monoliths. **Ghouls** often dine here; a deceased **Gug** feeds them for almost a year.

With the help of some **Ghouls** and **Candles of Leng** the investigator's can climb the tower and emerge from underneath the massive capstone into the **Enchanted Wood**.

### THE ENCHANTED WOOD

The **Enchanted Wood** is a large, very old and very dense forest roughly in the centre of the Western continent. Giant oaks grow there, crowns of which combine to form an unbroken canopy that closes off the sky. Their deeply gnarled bark, thick and strong as steel plate armour, is covered with bracket fungi that glow a weird, eldritch green, creating an environment as dim as twilight. Despite its name, the **Enchanted Wood** is rather dangerous place, but if a dreamer stays on the path and does not listen to the noises and voices around him, he can traverse the **Woods** unharmed.

In the **Enchanted Wood** is a great oak with a hole in its trunk that gives access to the **Steps of Deeper Slumber**. Climbing these steps, the investigators will fall asleep and awaken in the field where the Black tent was. Only a couple of hours have passed since they originally entered the black tent. The bodies of any investigators who died in the **Dreamlands** are lying nearby.

## REWARDS

Gain a sanity die for returning home with any rescued victims.

Level up.

Dreaming skills gained in the nightmare are retained for future

**Dreamlands** adventures

**Dreamlands** items that were found are persistent if the investigators return to the **Dreamlands**.

Investigators receive the **Dreaming skill**, when falling asleep they may choose to make a **WIS** save and enter the **Dreamlands** as a dreamer.

**Toby** May choose to hang around with the investigators when they're back home at the GM's discretion. The language of cats that the investigators learned in the **Dreamlands** only allows them to communicate with **Toby**. **Toby** can interpret the wishes of other cats for them however.

## DESIGN NOTES

This adventure came about because of a silly conversation I had with some gaming friends in the 90s. We came to the conclusion that clowns were so scary because they were actually spiders in human suits. The

spiders' warped perceptions of what humans are explained the weirdness of the clowns' appearance.

This idea stayed with me down the years and now, with this adventure, I've finally done something with it. Once I'd got a spider motif I was drawn inexorably to the Plateau of Leng and the rest of the story unravelled from there.

Threads isn't a difficult module to run except possibly for the Nightmare sequence.

The Nightmare needs to be driven by the characters in it. Punch, Judy and the Clowns need to be mobile so they can meet and interact with the investigators in different locations. These interactions are what will let the players form an idea of what's happening in the Nightmare and what the rules of the Nightmare are. There's nobody to explain it to them while they're inside the Nightmare but Toby can give a potted recap once they're out and safely(?) in the Dreamlands so the players can understand the reason for it.

## THREADS

If you enjoyed **THREADS**  
please take a look at  
the other adventures in  
the series



## DOUBLE JEOPARDY



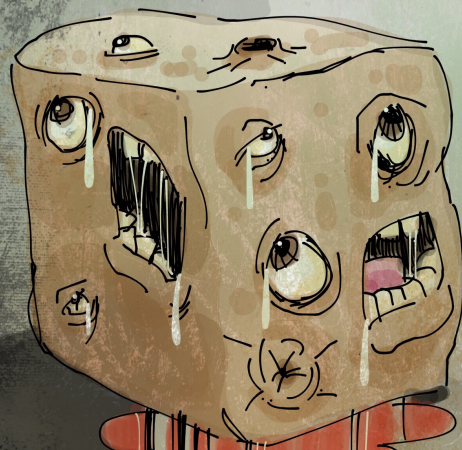
A SCENARIO FOR USE WITH GAMES  
ABOUT THE CTHULHU MYTHOS

## THE FLAME FROM SPACE



A SCENARIO FOR USE WITH GAMES  
ABOUT THE CTHULHU MYTHOS

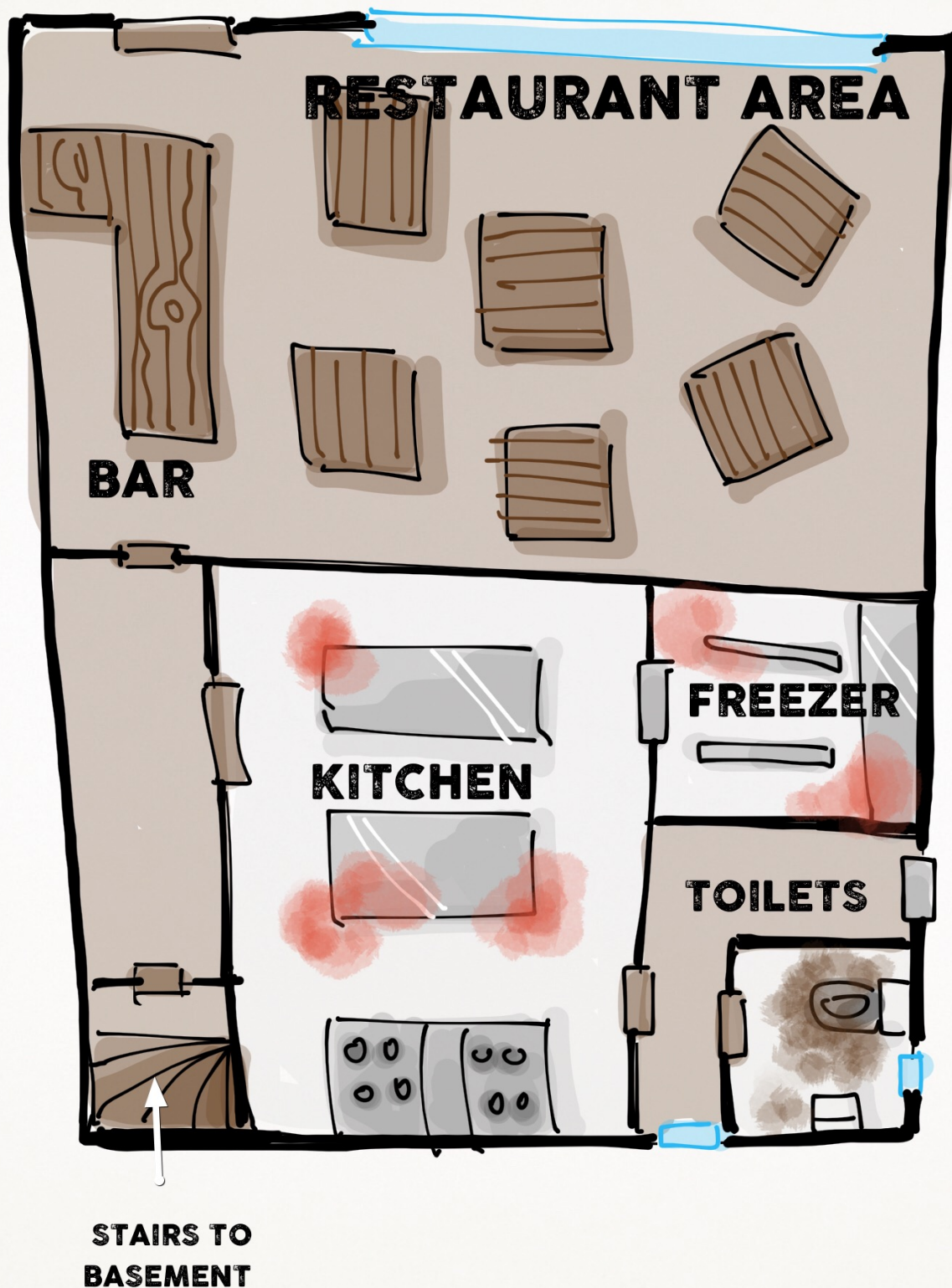
## THE CHAOS BEYOND THE GATE



A SCENARIO FOR USE WITH GAMES  
ABOUT THE CTHULHU MYTHOS

**MAPS**

# BAK BON DZHOW RESTAURANT





**MR PUNCH'S HOUSE**



**JUDY'S HOUSE**



**MR SCARAMOUCHE'S OFFICE**



**THE SWAMP**

1  
**TOWN  
SQUARE**

(10- back where  
you started)



**THE POLICE STATION**



**THE NURSERY**



**THE CIRCUS**



**THE HOSPITAL**

**THE LIBRARY  
OF LENG**

**THE MOON**

## **HIGH PLATEAU**



**THE WINDOWLESS  
LAMASERY**

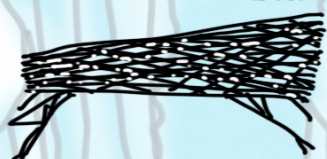
**STAIRS UP**

## **MIDDLE PLATEAU**

**THE BLACK  
TENT**



**THE SPIDERWEB  
BRIDGE**

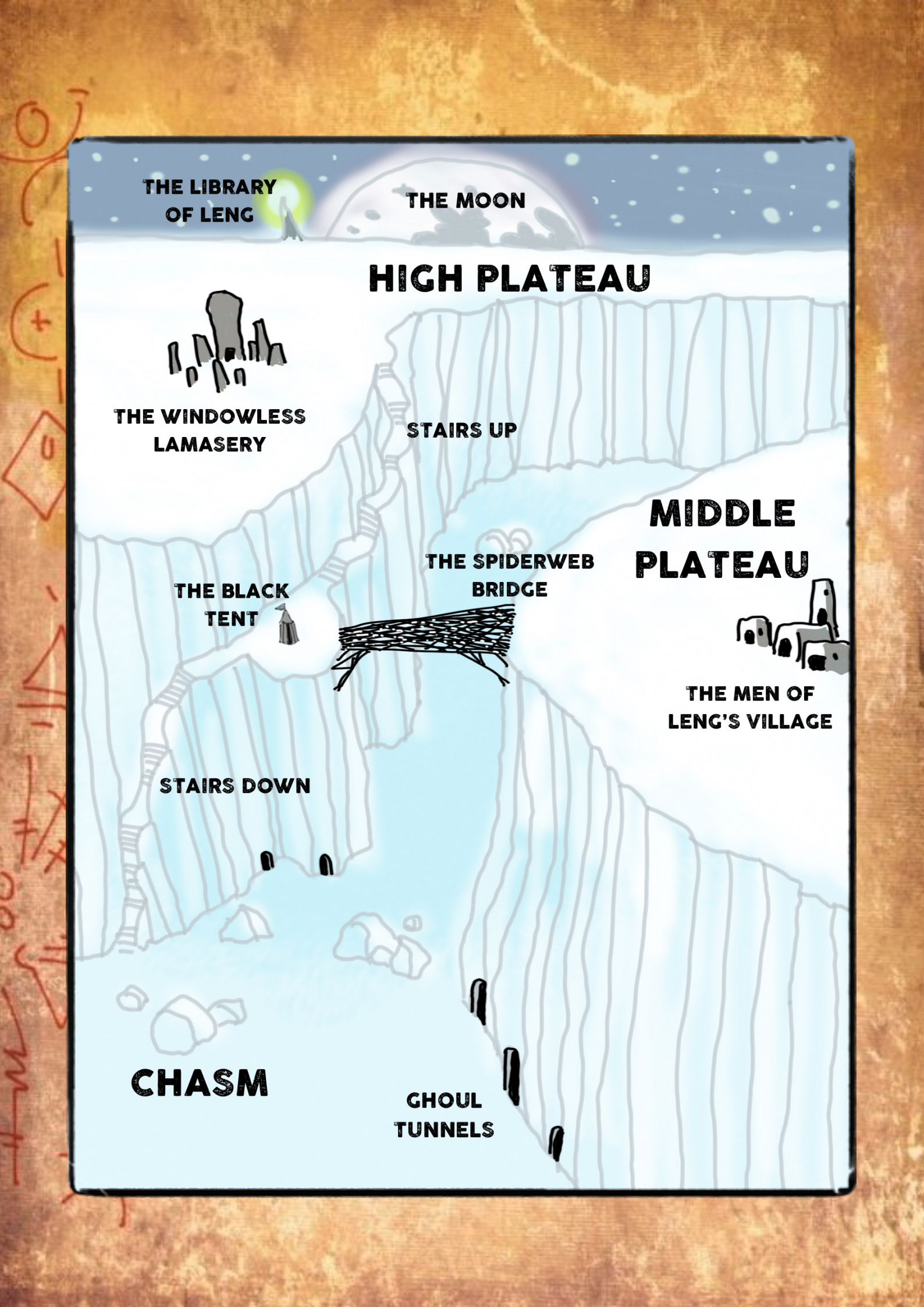


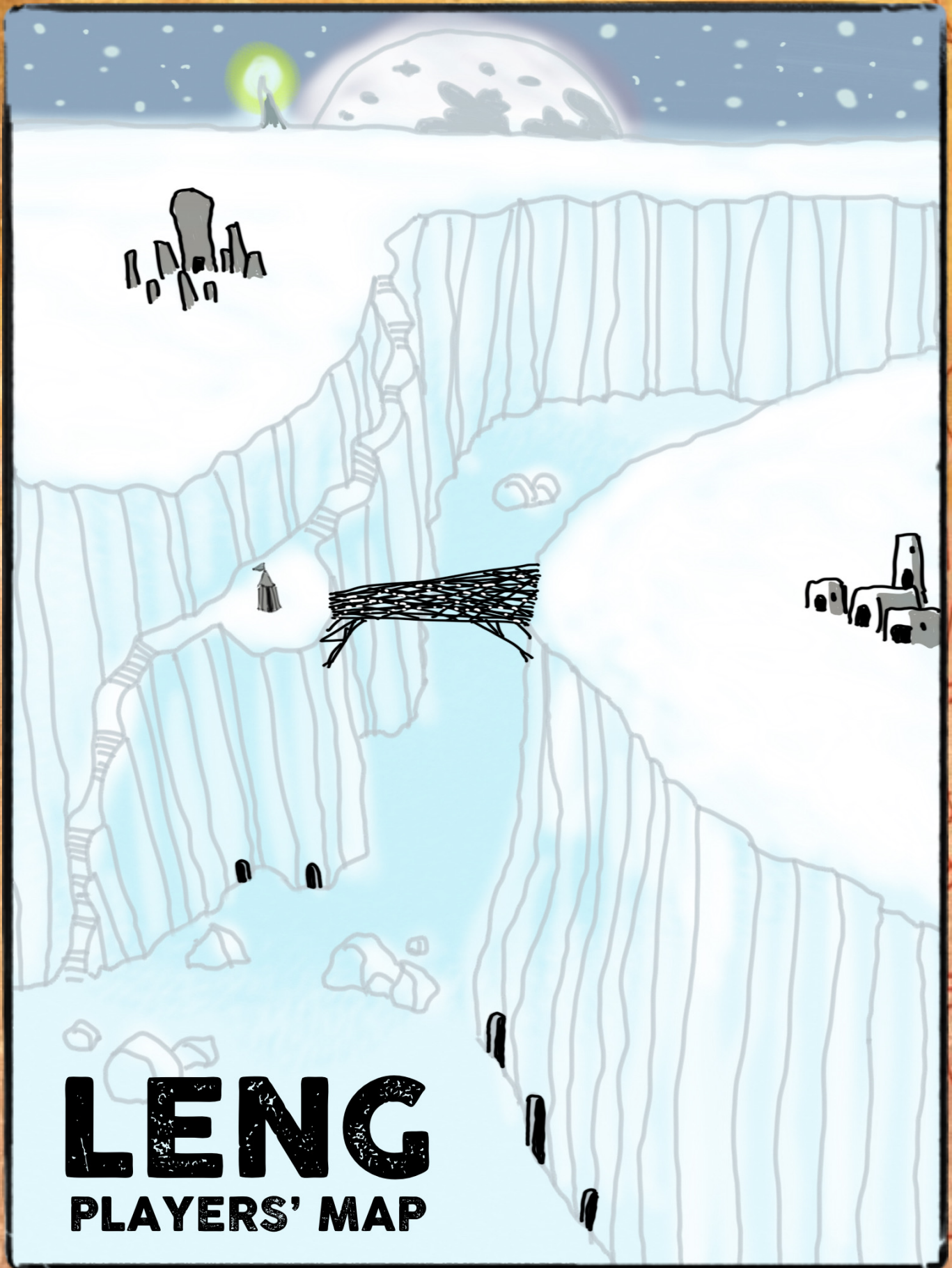
**THE MEN OF  
LENG'S VILLAGE**

**STAIRS DOWN**

## **CHASM**

**GHOUL  
TUNNELS**



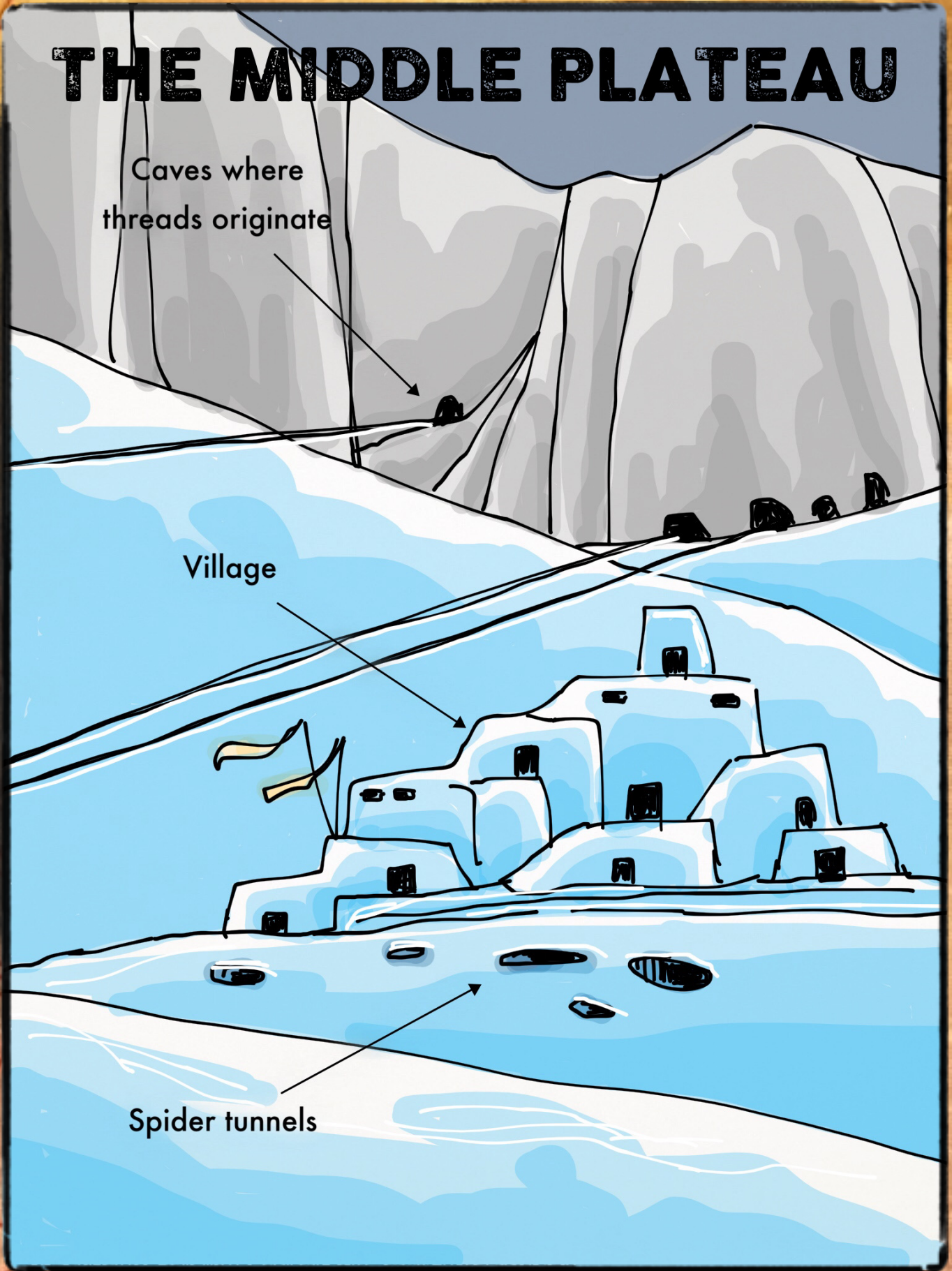


# THE MIDDLE PLATEAU

Caves where  
threads originate

Village

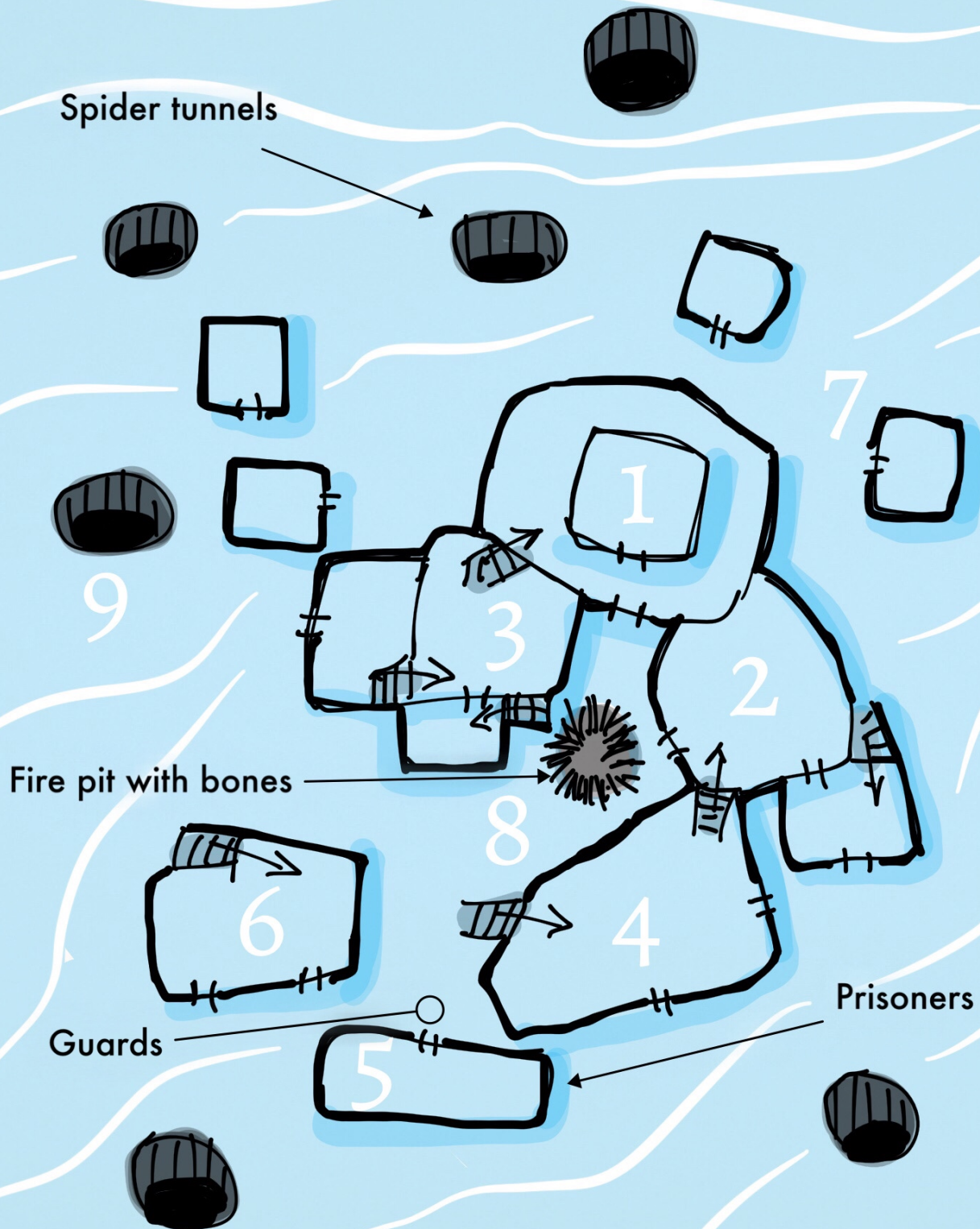
Spider tunnels



# THE MIDDLE PLATEAU

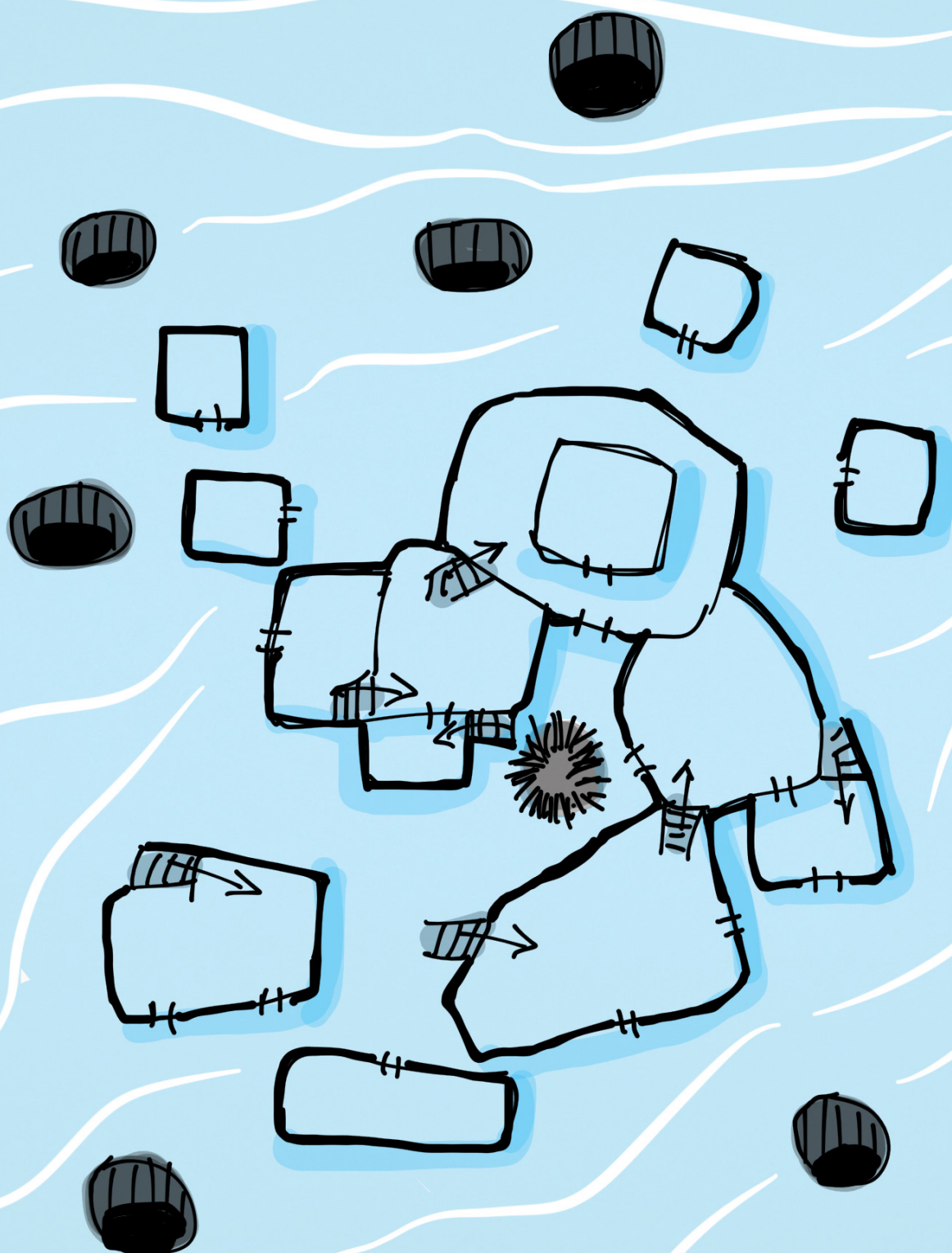


# VILLAGE PLAN



**ARROWS ON STEPS POINT UP**

# PLAYERS' MAP OF THE VILLAGE



ARROWS ON STEPS POINT UP

# **BASEMENT**

**SLEEPING  
ROOM**



**CAPTIVES  
ROOM**



## PLAYER HANDOUTS



*My son James has gone missing. He and two of his friends disappeared from his birthday party two days ago and the police have no leads. I am distraught with worry. I know something strange is going on and I know you have experience of these things. Please find James, you're my only hope.*

*Sabrina*

# THE WOOLWICH GAZETTE

28 Charles Grinning Walk Woolwich London SE18 4BG

Dear friends,

Something very odd is happening here.

I was attacked by a gang of weird youths while investigating a mysterious clown (of all things).

People are disappearing and this clown is involved. I could really use your help.

**Lewis**

Lewis Umney  
Reporter

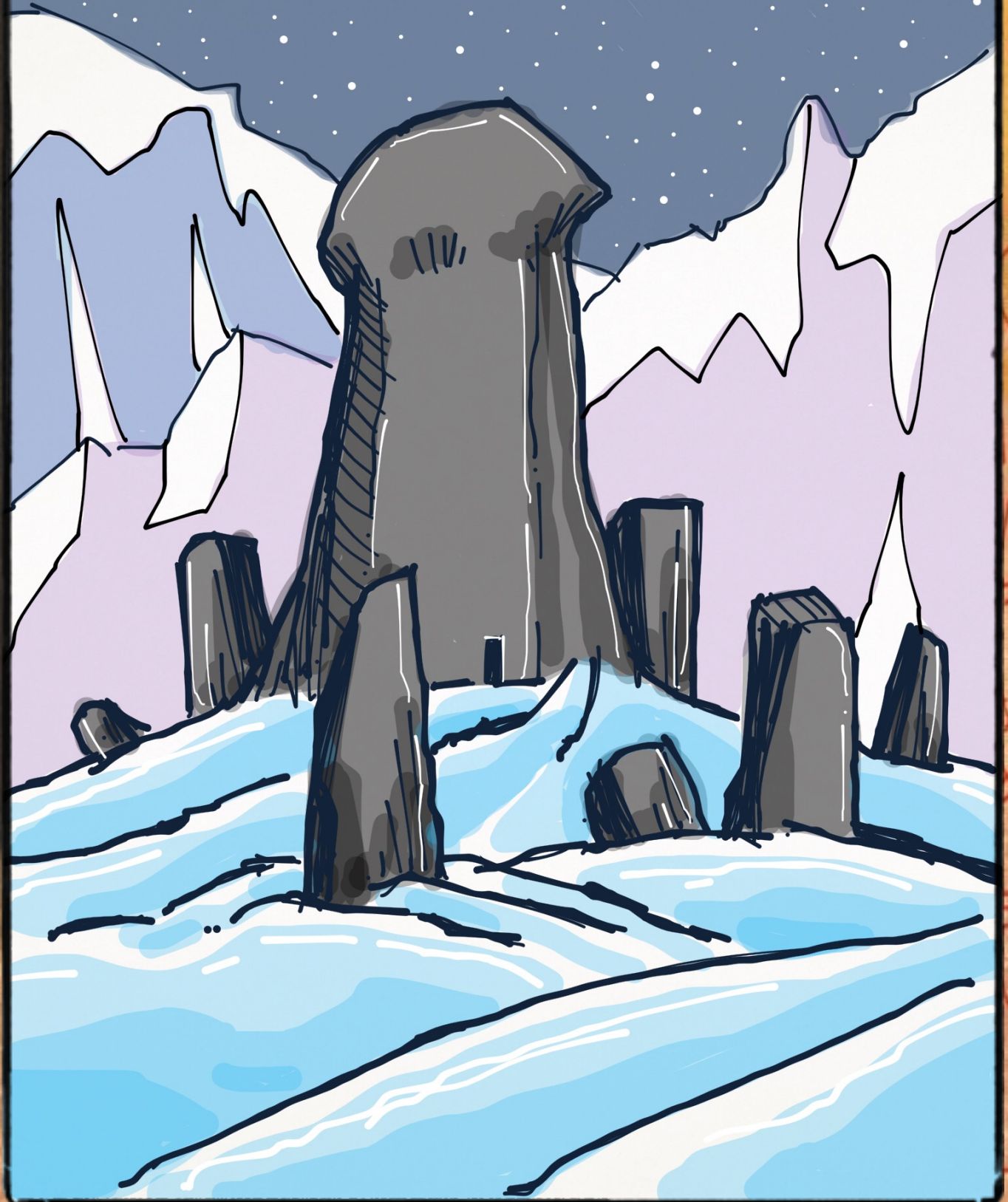


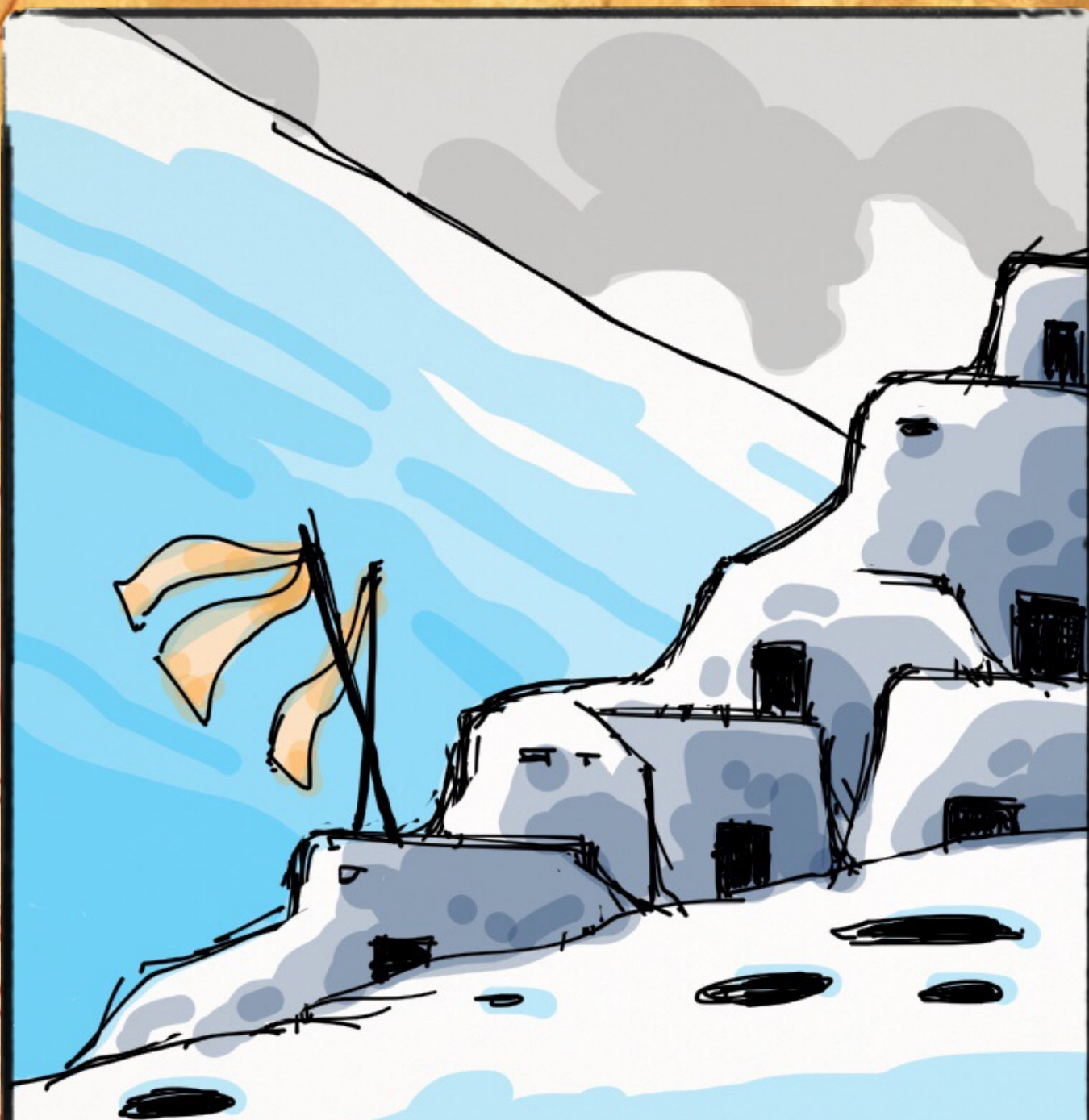
## METROPOLITAN POLICE WITNESS STATEMENT

*The clown was very funny. He didn't speak and did magic tricks. He smelled odd like granny's wardrobe. When the lights went out for the sparkler cake and the adults were distracted he grabbed Edward and Hannah and put them into his pocket before climbing up the chimney. The children thought he was probably Father Christmas.*

Witness statement from Janet Lee's party

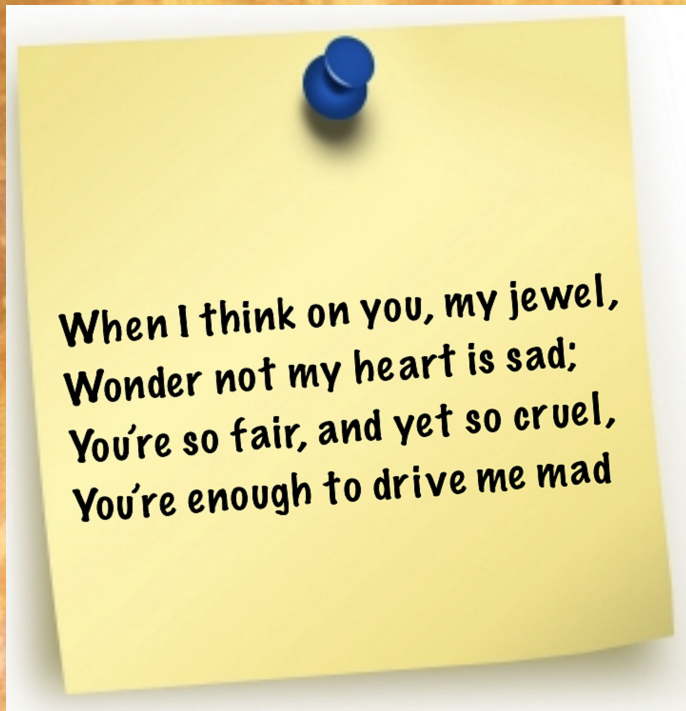
# THE WINDOWLESS LAMASERY





# **A VILLAGE OF THE MEN OF LENG**

BAMBOO PAPER



## METROPOLITAN POLICE WITNESS STATEMENT

*The clown was very funny. He didn't speak and moved in very funny ways. All his joints could move backwards and his head could rotate. He smelled odd too, like an old cupboard. When the cake was revealed in the room next door and the adults were distracted he snatched James and Jeremy and Pauline and stuffed them into his pocket before climbing out of a small window and running off very fast. The children thought it was a funny joke but he didn't come back.*

**Witness statement from Sabrina Iredale's party**

## GHoul FOLLOWERS

HD2

HP1

Attack/defend 10

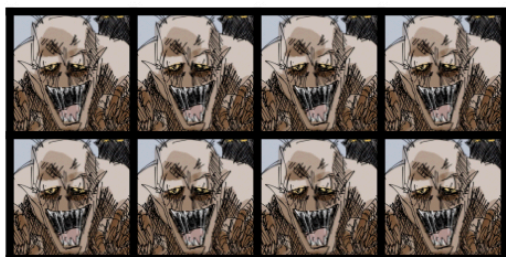
Damage: 10

Competence 8

- Apply **Powerful Opponent** rule if necessary.
- Roll once for attack and/or defence for the whole group of Ghoul followers.
- Modify the roll by -1 for each active Ghoul follower in the group.
- Assign damage for successful attacks as required.

Ghouls who take damage are **OofA**  
After combat roll 1D6 for each Ghoul OofA, **1-3 ok, 4-6 dead**.

Roll **one usage die** for created weapons after each combat and apply the result to all created weapons.



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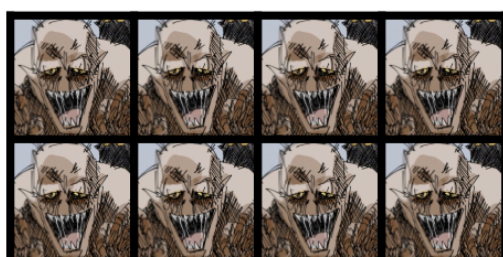
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### Book of Eibon

The book is supposed to have been written by Eibon, a wizard in the land of Hyperborea. It is an immense text of arcane knowledge that contains a detailed account of Eibon's exploits, including his journeys to the Vale of Pnath and the planet Shaggai, his veneration rituals of Zhothaquah (Eibon's patron deity), and his magical formulae—such as for the slaying of certain otherworldly horrors. Unfortunately, only one complete fragment of the original is known to exist, scattered in different places of our world.

This fragment tells of:

#### Atlach-Nacha

**Atlach-Nacha** is often referred to as the Spider-God(dess) and is believed to be the regent of all spiders. Furthermore, the giant, bloated purple **Spiders of Leng** are thought to be its children and servitors.

The Spider God, **Atlach-Nacha** resembles a giant spider with a human-like face. It dwells in a cave system beneath Mount **Voormithadreth**, in the now extinct Arctic kingdom of **Hyperborea**. There, it spins a great web, forming a bridge between the **Dreamlands** and the waking world. It is believed that when the web is complete, the end of the world will come.

#### Men of Leng

*"The dark wide-mouthed merchants with humped turbans and short feet clumped stealthily"*

#### Tcho-Tcho

a degenerate race of dwarves who worship **Atlach-Nacha** amongst other dark gods. *"the forbidden and accursed designs of the **Tcho-Tcho** people of Burma"*.

This version contains the spells:

#### Summon Nightgaunt

The caster can summon a **Nightgaunt** whilst in the **Dreamlands**. The **Nightgaunt** can be used to travel or as a fighting companion.

#### Elder Sign

The sign can be inscribed on any surface using just the caster's finger. No mythos creature can come **near** the sign and the caster makes all rolls regarding mythos creatures with **advantage** whilst **close** to the sign.

**My thanks to:**

**David Black** who created The Black Hack from which all of this flows.

**Paul Baldowski** who wrote The Cthulhu Hack.

**Graham Walmsley** who wrote Cthulhu Dark and reignited my interest in horror role-playing games.

**Mark Bush, Giro Maioriello, Karl Saunders, Michaela Ward** and **Felix** my inventive and resilient players.

And of course **you** for buying this book, I hope you and your players have fun with it.



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**MISSING CHILDREN,  
NIGHTMARE CREATURES  
AND A BRIDGE BETWEEN WORLDS**



**AN ADVENTURE DESIGNED FOR EXPERIENCED INVESTIGATORS  
WRITTEN USING THE CTHULHU HACK BUT EASILY ADAPTABLE  
TO ANY SYSTEM**