

Bar the Fall of Night

A One Round Call of Cthulhu Adventure

by Robert Hobart

The orphans at Saint Francis' Home for Lost Children have long sought escape from the dreariness of daily life in the magical world of Dream. But now something has gone wrong, and dreams are turning into nightmares.

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This is a RPGA Network adventure game. A four-hour time block has been allocated for playing the game (or this round of the game), but the actual playing time will be about three hours.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

Pass out the player characters based on class, gender, and/or race. Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described below. When they have prepared their characters, you may continue with the game.

Scoring the game for RPGA points: The RPGA has three ways to score this game. Consult your convention coordinator to determine which method to use:

1. *No-vote scoring:* The players write their names and numbers on the scoring packet grid, you fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. *Partial scoring:* The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the convention coordinator wants information as to how the game masters are performing, or the game master wants feedback on his or her own performance.
3. *Voting:* Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the best amongst them, or when the adventure is run in tournament format with winners and prizes. Multi-round adventures usually required advancing a smaller number of players than played the first round, so voting is required for multi-round adventures.

When using Voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

Some of the text in this scenario is written so that you may present it as written to the players, while other

text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Adventure Background

It is the year 1926. In upstate New York is the Saint Francis Home for Lost Children, an orphanage run through the joint efforts of the Catholic Church and the state government. The children here are without family, their relatives dead or criminal or simply missing, run off heaven knows where. It can be a tough place, for the nuns who run it believe in strict discipline and firm correction for those who stray. Life can be dreary and gray, barely preferable to the streets.

Seven children at Saint Francis, however, have found a unique escape from the boredom and misery of daily orphanage life. Each night, in their dreams, they visit a strange and magical land, a place of wonders and adventures, full of beauty and mystery. There, in the Dreamlands of Earth, they are not helpless orphans; they are mighty adventurers, skilled sages, fearsome wizards. They are heroes, known throughout the lands of the Skai River, their reputations even spread to the fabled city of Celephais.

But the Dreamlands are not quite as innocent and safe as these children believe, and there are things which should be left undisturbed. The children have earned the enmity of the Night, the force of darkness and nightmare that lurks on the edges of the Dreamlands, ever envious of the brighter realms. They thwarted a plot of the Night to consume the Dreamlands in eternal nightmare, and now it wants revenge.

The Night has found a minion in the waking world to do its bidding: Timothy O'Neill, the janitor at Saint Francis'. Night has awakened the darkness in the heart of O'Neill's seemingly kindly soul, and sent him one of its gem-like Talismans to bend him to its will. Now O'Neill serves only as an extension of Night's malign desires, seeking out the children with murderous intent.

The first child to fall victim is Peter Bosmith, one of the strongest of the seven. But Peter does not go without a struggle. Although his body is dead and his soul is ensnared by the Night, he still manages to send a dream warning to his six friends: the player-characters.

Now the six investigator children must learn how to stop the Night, and defeat O'Neill, before it is too late.

Keeper's Notes: Dreams turned Nightmares

This scenario is intended to create the atmosphere of a fairy-tale children's adventure gone horribly wrong. The Keeper should try to create an atmosphere of unpleasant and frightening things intruding onto a story that **should** be a lighthearted adventure. The tension and horror should build steadily until the culminating battle with the Horde of Night, followed by the chase/struggle with O'Neill, when the horrors of the Waking World and the Dreamlands collide.

It should be noted that Dreamlands adventures run somewhat differently than normal Call of Cthulhu stories. There is an element of light-hearted fantasy in the Dreamlands that is absent in the rest of Lovecraft's fiction. The Keeper should strive to present this atmosphere, along with the surrealistic sense of reality being slightly blurry and time passing at differing rates.

Insanity in the Dreamlands also works differently. Any time a PC suffers a SAN loss that would normally cause insanity (whether temporary or permanent), the PC instead experiences a Nightmare Effect, in which the reality of the Dreamlands alters itself in some horrible or threatening way. Specific Nightmare Effects have been placed at key points in the scenario. The Keeper should feel free to improvise others as needed.

The Dreaming Skill: This skill represents the ability to alter the reality of the Dreamlands, either by changing objects within the Dreamlands or creating new ones. All of the PCs are experienced Dreamers and know how to do this. In order to use the skill, the character must make at least one skill roll and also spend a certain number of Magic Points (determined by the Keeper). This may be accomplished in a single instant or over many years of dreaming, depending on how ambitious the creation is. The more complex and powerful the creation, the more time, skill rolls, and magic points are needed.

Typically, the magic points spent are equal to the most vital statistic of the object being changed/created. For example, the most vital statistic for a sword would be its damage, so the magic point cost would be equal to its maximum damage (typically nine).

When changing/creating a living thing, the magic point cost is doubled. Thus a beautiful woman (APP 18) would cost a total investment of 36 magic points.

Dreaming skill has one other application: within the Dreamlands, a successful roll can heal damage at the

rate of 1d3 magic points for each hit point restored. All of the PCs are aware of this application as well.

The Dream Lore Skill: This skill is the character's knowledge of the Dreamlands, its inhabitants, geography, and history. Rolls on this skill can be used to identify a Dreamlands location, recall historical details about a particular time or place in the Dreamlands, identify a Dreamlands creature or deity, and so forth. It can also determine whether a being encountered belongs to the Dreamlands or the Cthulhu Mythos. In effect, it is the Dreamlands equivalent of History, Anthropology, Natural History, and Occult all rolled into one.

Tone and Perception: The Keeper should remember that the PCs are children, and will perceive things differently than adults. Also, the Keeper should try to avoid getting too graphic in the descriptions of horrifying scenes and events, since some players may find the juxtaposition of child protagonists with extreme horror effects to be unsettling or offensive.

Credit Where it is Due: this scenario draws heavily on materials published in *The Dreamlands* (Chaosium, 1988) and *The Complete Dreamlands* (Chaosium, 1997), as well as the adventure "The Eternal Quest," published in *Spawn of Azathoth* (Chaosium 1986), from whence came the Oracle of Hatheg-Kla. However, ownership of these books is not required to run this adventure.

Players' Introduction

Tonight started like any other night at Saint Francis' Home for Lost Children. You ate a bland dinner under the watchful, baleful gaze of Sister Alice, washed, did homework, said your prayers, and went to bed. Another dull, empty evening. But at least you knew that sleep would bring a different world, a place of adventure and magic...

Until a terrible scream rang through the dark, puce-green hallways of the orphanage.

Opening Scene: Panic in the Dark

Each of the PCs has their own room in the orphanage (see Map #2). If they look out into the hall, they see several of the Sisters (the Catholic nuns who administer the orphanage) gathering outside one of the rooms. PCs can roll Idea to recognize Peter Boswith's room. As the PCs watch, Sister Alice comes out of the room and speaks with the others in a low voice. A Listen roll will catch her words: "We mustn't tell anyone what's

happened yet. The children would panic. There'll be time enough tomorrow." She turns her Gorgon's gaze upon the various children peeking out of their rooms. "Back to sleep, children! It's past your bedtimes!"

If any of the PCs ask Sister Alice (or any of the other Sisters) if something is wrong with Peter, they reply, "Peter's fine. He just had a bad dream, that's all." A Psychology roll, however, can tell they are lying. Something terrible has happened to Peter.

Timothy O'Neill is also in the hall, a hunched, overweight Irishman in grubby overalls, looking dazed and angry. He glares at Sister Alice when she tries to shoe everyone off to bed, then looks at the PCs with a troubled, upset expression, as though he wants to say something. Before he can open his mouth, though, Sister Alice snaps at him: "Mister O'Neill! The children need their rest!" He grimaces and retreats, shaking his head.

Once the PCs return to bed, they have trouble drifting off to sleep. They keep hearing noises from Peter's room, thumps and bumps and low voices, as the Sisters deal with whatever has happened. Later, an ambulance comes, and its flashing blue and red lights shine through their drawn blinds and form strange, frightening patterns on the ceilings of their rooms.

A Message From Peter

When the PCs finally drift to sleep, they all have a strange, identical dream, not at all like their normal visits to the Dreamlands:

You stand in an empty place, hazy and indistinct, the ground flat and neutral gray below you. You are alone, and the only sound is your heavy breathing and the awful, echoing sound of your voice as you shout for your friends. Fear courses through you, and you start to run, your feet echoing hollowly on the flat ground.

Then, ahead of you, you make out a human shape. As you approach, it resolves itself into the form of your friend Peter Bosmith. But there is something wrong with him: his skin is pale and hard, unmoving, like a wax-statue. And where his eyes should be are two black holes, windows into nothing.

You realize suddenly that you other friends are here as well, standing in a semicircle around Peter, but you see and hear each other indistinctly, as though through thick panes of glass. Each of you is dressed

in your nightclothes, and looks as you do in the Waking World.

This is not the true Dreamlands, but rather a mental link that Peter's soul has formed with the PCs in a desperate attempt to deliver his warning. The PCs are still considered to be their "waking selves" for purposes of skills, personalities, role-playing, and so forth. If the PCs try to speak with each other, they can catch only vague snatches of each other's words. Only Peter can be heard clearly. If the PCs try to touch each other, they find the air seems to resist them, like tar, and if they struggle hard enough their thrashing brings them awake shuddering in their rooms.

Peter has used the last of his strength to call his comrades and try to warn them about what has happened. With the Curse of the Night upon him, Peter must struggle to tell them anything, and they will have to question him in order to learn enough about what is happening to have a chance at stopping it. His voice is flat and soft, and he seems to fight to force words from his throat. As the discussion continues, Peter's words become more and more labored (although his face remains waxily expressionless) until the end of the conversation (see below).

Peter's Initial Statement

"We offended the Night. The Night doesn't forgive, doesn't forget. It can't reach us in the Waking World, but it can send others. Someone listened to the Night, and killed me, and now the Night has me." The empty not-eyes bore into the PCs. "The Curse of the Night is on us. It will kill all of you, and the Night will eat all of you, unless you stop it."

Where is Peter now?

"The Night has me. I can't go to the Dreamlands anymore. Nothing but bad dreams, for ever and ever."

Can he be saved?

"Maybe if you learn about the Curse, how to break it, maybe you can stop the person who killed me. The Library might know. Maybe you can free me. It's so dark here."

What's it like there?

"I was scared. Now I'm dead, but I'm still scared. I can't wake up now. It just goes on and on and on."

Who killed Peter? Who serves the Night?

"I don't know. I was sleeping. It won't let me see."

After the PCs have learned all they can from Peter (or when it becomes clear they have nothing more to say),

the Night intervenes to end the conversation. Peter suddenly stiffens and gasps weakly, "It's got me. Forever." The darkness in his eyes spills out and flows over his whole body, coiling and twisting, as Peter utters a thin, strangled scream. If the PCs try to reach him or help him, they find themselves rooted to the spot, unable to move. All they can do is watch as the coiling darkness wraps around Peter and then shrinks in on itself, collapsing him out of existence. Impossibly, his thin, weak scream continues to wail out even as the now-shapeless blackness shrinks and writhes down, smaller and smaller, until nothing is left.

All the PCs start awake in their rooms, shuddering and trembling, and lose 1/1d6 SAN. If they cry for help, one of the Sisters (not the hated Alice) will come and try to comfort them, explaining that "it was only a dream." If Annette wants to comfort one of the younger children, she will be permitted to leave her room for this purpose, although she will be required to return afterwards. During this time, any PC making a Listen roll will overhear Sister Alice in the hallways, berating Timothy O'Neill: "Mister O'Neill, it is much too late at night for any of your nonsense! The situation is under control. Please leave immediately!"

Once the PCs finally manage to get back to sleep, they enter the Dreamlands immediately, and all at more or less the same time.

Into the Dreamlands

The PCs descend the Seventy Steps of Light Slumber to the Chamber of Flame. Although each PC perceives themselves as descending alone, they arrive in the Chamber within a minute or two of each other – unusually close timing, as they are aware.

The baroque marble steps of Light Slumber give way to the Chamber of Flame, the antechamber of the Dreamlands. The familiar pillar of orange-yellow fire reaches from floor to ceiling of the circular cavern, and on the far side you can see the entry to the seven hundred steps of Deeper Slumber that lead down to the Dreamlands itself.

As always, you arrive unclothed. The two aged priests of the Chamber, Kaman-Thah and Nasht, step forward and bow, greeting you by name, and offer you the simple white robes with which they garb every visitor to the Dreamlands.

Here, in the antechamber of the Dreamlands, the PCs seem older and more powerful than their small, helpless waking selves; Caleb is now his fully functional dream

self. Besides the clothing, each PC is given a dagger (Knife skill, damage 1d4+2+db), a jug of water, a loaf of bread, a small lamp, and a bag of copper coins – the same equipment they are given every time they visit. The PCs are aware, of course, that they can create additional equipment by using the Dreaming skill, but that will not work until they enter the Dreamlands proper at the bottom of the Seven Hundred Steps.

Peter, of course, isn't here. If the PCs ask the two priests about him, they look concerned. "He has always come with you before," Kaman-Thah says. Nasht looks thoughtful. "Did something happen in the waking world?"

If the PCs mention Peter's strange visitation and his words about the Night, the priests look frightened. "The Night is most terrible," Nasht says. "If you have earned its wrath, awful fates await you all," Kaman-Thah echoes. "We cannot save you. If your dream-selves are only destroyed you will be lucky."

If the PCs describe Peter's condition during his visit, the priests say that the Night must have captured Peter's dream-self at the moment of his death, holding him prisoner while his waking self died. "He will be the Night's plaything forever," Nasht observes sadly.

If the PCs ask where they might learn more about the Night, the priests look fearful, but finally suggest the Great Library of the Dreamlands, entrances to which can be found at Ulthar and elsewhere. "All the knowledge of the Dreamlands is there," they say. "If mortals, man or otherwise, have ever managed to learn ought of the Night, it will be there." Beyond that, the old priests can offer no help save for a promise to pray to the Gods of the Dreamlands to ward the PCs' path.

Arrival: The Enchanted Wood

Once the PCs descend the Seven Hundred Steps, they emerge from the Gate of Deeper Slumber (a carved archway set into the bole of a great tree) and find themselves in the mossy, shadowy realm of the Enchanted Wood, the place where new dreamers always enter the Dreamlands. This is the dwelling place of the Zoogs, mole-like creatures with their own soft, trilling language. It has always seemed a magical, friendly place before, the Zoogs harmless or even cute. And at first it seems much the same again.

But as the PCs move through the woods, something strange happens. A trio of Zoogs emerges from the trees and regards the PCs with dark, unblinking eyes. They resemble large mole-shaped creatures, about two feet

long, with short wriggling tentacles on their naked snouts. If the PCs just watch them, the Zoogs follow them through the forest, always a few paces behind, always watching. Lose 0/1 SAN. If the PCs speak to them, the Zoogs say, “We want to see you. We won’t see you again.”

Then one of them suddenly shudders and swells like a beach ball. A harsh, grating voice (or is it a blend of many voices?) emerges from it. “Little children, you think you are heroes? There ARE no heroes! My mark is on you, on ALL of you, and I will HAVE you!” The Zoog explodes in a cloud of darkness that drifts away in the breeze; the other Zoogs flee in terror. Lose 1/1d6 SAN; if a Nightmare Effect occurs, bits of the exploding Zoog stick to the PC’s flesh and cannot be removed (except with the Dreaming skill).

Journey to Ulthar

The trip to Ulthar (which takes several days) should pass in a dream-like blur. The PCs travel down the banks of the Skai River, staying the night with friendly farmers and fishermen, and seeing occasional strange or beautiful sights. The Keeper should feel free to improvise whatever sort of magical or fairy-tale-like encounters seem appropriate, such as songbirds with human voices, fish that ask riddles before they can be caught, a farmwife whose gingerbread men come to life, and so forth. This should seem much like the PCs’ other trips to the Dreamlands, almost as though the Night is not a problem after all.

If the PCs actually ask anyone about the Night, the simple folk look alarmed, dart glances around, and make religious warding gestures. “Why do you want to be mentioning THAT?” they ask. “Better to leave it alone. Even saying the name can give it power.” Someone might hurry out to gather up playing children and take them inside, and the PCs are treated with fearful anxiousness until they leave.

The City of Ulthar

The city of Ulthar is a vaguely feudal-European city of tradesmen and farmers, built on several hills that stand on the banks of the River Skai. The houses have peaked roofs and overhanging upper stories, and the streets are paved with well-worn cobblestones. The place is always full of energy and business, with all manner of merchants arriving and departing on caravans from other great Dreamlands cities. The place is also full of cats, large and small, pure-breed and mongrel, ranging in age from blind kittens to weary, scarred old toms; they can be seen walking, hunting, or simply sunning themselves on every side. The Cats of Ulthar are a

fixture of the town, and everyone there knows it is bad luck to hurt a cat.

The PCs have visited Ulthar many times before, and are reasonably well known there. All the inns welcome them with smiles and friendly conversation, especially their favored Inn of the Ruby Dawn. Again, the Keeper should feel free to improvise encounters to convey the feel of a happy, interesting place full of vivid and charming people, with pleasant surprises around every corner.

Finding the Great Library

The PCs have visited the Library once or twice before, and know that searching for it is as much a matter of fortune and accident as anything else. Each day that the PCs search through the city for the Library, have them roll Luck. Only if all of the PCs succeed do they find the Library on the first day. On each successive day, the number of PCs who must succeed on the Luck roll decreases by one (five on the second day, four on the third, and so forth) until they locate the Library.

Each day that the PCs do not find the Library, one of the following strange events occurs, as the power of the Night gropes across the Dreamlands for the PCs. Feel free to improvise additional creepy events if the entire list is used.

- In the midst of a warm and sunny day, a chill breeze suddenly howls down the street, snatching at clothing and numbing exposed skin. Children cry out at the sudden howl of icy air, and each PC thinks they hear their own name on the wail of the wind. Lose 0/1 SAN.
- An elderly fortune-teller, his blind eyes bound with a gray cloth, walks down the street, feeling his way with a stick. In a thin but clear voice he offers to read the palms of passerby for a single coin. Several NPCs take him up on his offer and are apparently well pleased with what they hear. If any PCs take up his offer, the old man feels their palm for a moment, and then his face creases in terror. “No!” he shrieks. “Leave me be!” He turns and runs down the street, moving with astonishing speed for one of such advanced years, and soon vanishes.
- A smiling woman is frying small objects in a pan of hot oil and serving them to passing customers. Everyone eats them with a smile, and the smell coming from the bubbling pan is delicious... although it is impossible to say just what is being fried. If the PCs ask, the woman smiles and offers them one of the fried “somethings.” They smell

almost irresistible. Each PC who eats one (if any of them do) must roll Idea; if the roll is failed, the PC feels a sudden inexplicable stab of pain from elsewhere on their body when they bite into the delicious treat. Examination shows reddened teeth marks on the site. The PC in question loses 0/1d2 SAN. No one else experiences anything untoward from eating the snacks.

- When the PCs are paying for a meal, a night's rest, or some other service, their money is suddenly counterfeit. The coins that they handed over are now cheap tin imitations, and accusations of theft and fraud quickly fly. A hostile crowd soon gathers, staring accusingly at the PCs. They can get through the problem with some good role-playing and Persuade or Credit Rating rolls (depending on the approach they take), and new money can be created with the Dreaming skill, but thereafter, they often notice merchants or street vendors looking at them suspiciously.
- A pack of Ulthar's cats are crouched in the street, loudly fighting over some small animal that screeches and struggles piteously. Passerby walk around the scene without interfering. If the PCs approach, the cats scatter, hissing angrily, leaving their dying prey behind. The bloody wreck of a creature, breathing its last, is impossible to identify, but its face looks oddly human. Any PC who rolls Spot Hidden is briefly convinced that the thing's face was their own face, and loses 0/1d3 SAN.
- While the PCs are eating or resting at one of Ulthar's excellent inns, they realize that one of the patrons is watching them: a dark, hooded figure whose features are only a vague, shadowed blur. The figure follows them at a distance wherever they go, but if they turn to confront it, melts into the crowd almost instantly. If the PCs ignore it, it follows them more and more closely, until finally it is walking just a few paces behind them, sitting at the next table over, etc. Somehow they never see its face, and are never even sure if it is a man or woman. If they manage to turn and seize or strike the figure, it collapses into nothing more than a musty, mildewed woolen cloak. Lose 0/1d4 SAN.

The Great Library

Once the PCs finally locate the Library, read the following:

You step around a corner and the Library is there, at the end of the street: huge stone columns stand on either side of the polished doors of dark oak which are twice as tall as a man. Above the door are ancient

symbols of wisdom and knowledge. A small but steady trickle of people moves through the doors, but none of them carry books; you remember that no one is allowed to remove a book from the Library.

Entering the door, the PCs descend a short flight of stairs into a large circular antechamber, the ceiling a high vault above, with sunlight shining down through narrow skylights. A circular desk sits in the middle of the chamber, with a librarian in white robes snoozing in a chair behind it; several smaller tables are scattered about the chamber, and patrons from many regions of the Dreamlands sit at them, reading through books and scrolls. The walls are decorated with several huge paintings, each over a dozen feet high. Between the paintings, long hallways radiate out like the spokes of a wheel, their walls lined with books.

There are more people here than the outside would have suggested, for the Library extends into several parts of the Dreamlands without truly existing in any of them. Some of the visitors may even be nonhuman, although this is difficult to be certain about; arms or legs might be a bit too long, the spine misshapen, etc.

Patrons can only leave the Library to the same place where they entered; it cannot be used as a "shortcut" across the Dreamlands. The weather above the Library is always clear and sunny, no matter what it might be elsewhere, and the cycle of day and night seems subtly different than it is anywhere else.

The Paintings

If the PCs examine the paintings which are spaced around the wall, they see that some are portraits of unknown men and women, while others show strange, unsettling scenes: graveyards full of skulls, ruined cities, alien worlds, and so forth. A successful Dream Lore check informs the PCs that the paintings are different every time a person visits the Library.

Any PC who makes a Spot Hidden while examining the paintings notices something strange in the background of one of the landscapes (a depiction of dark, storm-wracked fields in which winged horses graze, apparently undisturbed by the weather): a set of six figures struggling across the fields, walking against the wind, while dark clouds whirl down from the sky toward them. The figures are recognizable as the PCs (lose 0/1 SAN).

Peter is nowhere to be seen in the image; however, if the PCs examine ALL the paintings in search of Peter, they spot his features on one of the skulls in the graveyard painting. Lose another 0/1d2 SAN.

Researching

The PCs have visited the Library before. If the players ask what their characters know about the place, inform them that the Library has no catalogue; if one does not know where to look for something, one must ask the Librarians, for only they know the locations of the Library's infinite tomes.

The current Librarian, a plump amiable fellow named Nodor, is more interested in taking a long nap to sleep off a night at the tavern than in helping patrons. The PCs must be *very* persistent in order to wake him. The Keeper should adjudicate this, and make sure the PCs feel as though there is almost no hope of awakening the sluggard. If they do stick it out, he finally sits up, grumbles at them sleepily as they explain their needs, and then leads them down one of the hallways.

If the PCs give up before Nodor is awakened, they hear someone softly clear a throat behind them. A tall, thin man in his late twenties or early thirties, with a long, thoughtful face and dark eyes, stands there. He is dressed in simple off-white robes of no particular style (not unlike the PCs' own garments), and carries only a purse and a short dagger. "When Nodor has been to the taverns, he can be almost impossible to wake," the man says in a clear, pleasant voice. "Maybe I can help you. I've been through the Library a few times."

If the PCs ask his name, he only smiles thinly and says, "That isn't important...but you can call me Grandfather." If the PCs decide not to trust him, he sighs and remarks, "Your fate is your own," before walking out of the Library. (They can't follow him – he didn't come from Ulthar.) If the PCs do decide to trust him and tell him what they need, his face creases with concern. "The Night," he says in a soft and sonorous voice. "That is grave indeed. I cannot say whether your quest can be successful against such dark forces from Outside... but what information the Library has will be found down that corridor," he points, "on the lower level. May the Great Ones ward your path." He smiles sadly and departs.

Clever and well-read players may suspect, with some justification, that this mysterious benefactor is Howard Phillips Lovecraft.

Into the Shelves

Once the PCs know where to go (either from Nodor or Lovecraft), they set off down the book-lined corridor. The passageway grows steadily darker as the PCs move farther from the Library's main foyer, and the books on the shelves become older, mustier, and more archaic, sometimes interspersed with papyrus scrolls or clay tablets. The only light comes from their own lanterns

and from the occasional patron, each with their own light-source (sometimes a lamp, sometimes a more exotic item such as a glowing glass bulb or a wisp of faerie-fire).

These fellow researchers are, at first, recognizably ordinary dream-folk. However, as the PCs walk farther and farther and the light from the foyer dwindles to nothing behind them, they begin to meet strange and alarming folk: slouched figures in heavy cloaks, serpent-men in long robes, a disembodied shape that glows pale blue. These alien patrons ignore the PCs completely, but traversing this chilling passage still costs 0/1d6 SAN; if a PC experiences a Nightmare Effect here, they find themselves unable to open their eyes, blinded with terror until they leave the Library or someone uses Dreaming skill to open their eyes.

Several hundred paces down the endless corridor, a steeply slanting staircase, lit by a single flickering candle, descends into some sort of basement area. A smell of dust and damp and old, rotten parchment drifts up from below. If the PCs managed to awaken Nodor and get him to help, he stops here and gestures down the stairs with a casual wave. "Everything we have on the Night," he says, and walks blithely back up the long corridor to the foyer, apparently untroubled by all the strange sights along the way.

The Lower Level

The stairs descend steeply, almost like a ladder, into a narrow, low-roofed rectangular room whose floor is puddled with stale water. The walls are tightly packed with old, rotten books bound in dark leather and warped wood. Other books are piled and heaped on the floor, swelling and rotting with moisture, making navigation difficult at best. The only light comes from a single shaded lamp on a small table at the far end of the room; seated at the table, apparently reading a book, is a dark-haired man in a darker suit. An empty chair is on the opposite side of the table from him.

The dark-haired man does nothing but read his book unless the PCs approach and speak to him. See "The Dark Man," below.

To research information on the Night, the PCs must search through these rotting, ancient tomes. Although their languages are nothing the PCs would recognize in the Waking World, here they can read them. There is no hint to go by, and no order to the tomes; the PCs must simply start opening them at random. It is a daunting task; as the PCs realize what they must do, they lose 0/1d3 SAN from the overwhelming hopelessness of their mission. If a PC experiences a Nightmare Effect in this room (for any reason), they find that the numbers

of books seems to multiply continually, new ones appearing beneath their feet or in gaps on the shelves; these PCs will no longer be able to contribute to the party's research efforts.

In order for the PCs to find the correct information on the Night, they will have to succeed in some Library Use rolls. Each attempt at a Library Use roll requires four hours of work in this dark, stinking, claustrophobic room, and costs the PCs an automatic 1d2 SAN. The PCs will find the correct book if they fulfill any of the following conditions:

- All the PCs succeed on at least one Library Use roll, however long it takes.
- One PC succeeds on three consecutive Library Use rolls.
- The party as a whole makes a total of eight successful Library Use rolls, however long it takes.

Once they succeed, give them Handout #1.

The Dark Man

While the PCs work, the strange, dark-dressed man continues to sit and read quietly, a faint smile (or is it a smirk?) on his smooth, swarthy face. No matter how long the PCs are here, he never moves save to occasionally turn the pages of his book. PCs who Listen are not even sure if he is breathing. He never sweats, shifts, or shows the slightest boredom or discomfort. The black-bound book has no visible title.

The Dark Man does not react to the PCs in any way unless they approach him or speak to him. In that case, he looks up from his book and smiles at them with gentle mockery. "Any luck?" he asks, his smooth, deep voice dripping with false sympathy.

The Dark Man knows all the PCs' names, all their secrets, all their dreams and hopes and fears. He will quietly mock their efforts. "There is no escape from the Night, little children. It will have you for its own." Even if the PCs have found the information they need (Handout #1), the Dark One does not lose his mocking cheer. "No victory is forever, little children. Entropy will have its due. You will all age, whither, sicken and die. And when you die... the Night will be waiting."

If any of the PCs attack the Dark Man, cast spells on him, or otherwise initiate hostile action, they find that their attacks have no effect. The Man merely chuckles as their blows and spells land with no result. Lose 0/1d6 SAN. The Dark Man laughs and casually waves a hand, causing one of the PCs' arms (choose randomly) to wither and twist into uselessness (treat as the Wither Limb spell, with all effects).

Whether or not they attack him, the Dark Man will finally remark, "We will meet again, I am sure. Pray it is not in any of my thousand other forms." Smirking, he turns and walks into the wall, apparently vanishing through solid matter. Lose 0/1d4 SAN. Any PC who rolls Cthulhu Mythos or a halved Dream Lore after this encounter successfully deduces that this was an encounter with Nyarlathotep, and loses an additional 1/1d6 SAN.

The Oracle of Hatheg-Kla

If the PCs successfully researched the information in the Library, they know that they must break the link between the Night and its servant in the Waking World in order to free themselves from the Curse. Unfortunately, they do not know who the Night's servant is. They do know, however, that the Oracle of Hatheg-Kla watches the Night and can tell them where its Talismans are found. Which only leaves the question: where is the Oracle of Hatheg-Kla?

Any PC who makes a successful Dream Lore roll will know that the Oracle is named after Mount Hatheg-Kla, the highest mountain in the Dreamlands, the legendary peak where the Great Ones, the Gods of the Dreamlands, once came down to dance upon the summit. The mountain is located in the middle of the Stony Desert, a forbidding wasteland which lies to the northwest, many days' journey away.

If none of the PCs make the Dream Lore roll, they can find the information in the Library. Librarian Nodor has given way, in the time the PCs have been absent, to the older, soberer, and much more responsible Librarian Tukor, who promptly leads the PCs to the correct shelf (much closer to the foyer this time). They can ascertain the Oracle's location with a half-hour of work.

To Mount Hatheg-Kla

The trip to Mount Hatheg-Kla, while long and tiring, passes without incident. It is suggested that the PCs arrive at the Stony Desert without clearly recalling the trip there, a vague transition in the manner of dreams. The dusty, wind-blasted plain of the Stony Desert itself is covered in strange stone formations, and PCs who roll Dream Lore can recall that some travelers claim the desert resembles a graveyard when seen from the slopes of Hatheg-Kla. The towering mountain itself is clearly visible from the edge of the Desert, eliminating any risk of getting lost.

After five Dreamlands days of dusty, choking, skin-abrading marching, five nights of shivering, icy camps

in this wood-free wasteland, the PCs arrive at the foot of the mountain.

A little ways up the slope of the mountain, on a rugged outcropping, a large, twisted, leafless tree grows from a heaped mound. The tree's naked limbs are circled by dozens of flying creatures, whose harsh cries drift to you across the wind. You can just make out a human form sitting cross-legged on the mound, near the base of the tree.

As the PCs draw closer, clambering up the foothills of the mountain, they can see that the "mound" from which the tree sprouts is actually a pile of rotting human corpses, some fresh, some green-gray with putrefaction. The man seated cross-legged atop this pile of mortality is a short, scrawny fellow, barefoot and dressed only in a tattered brown robe. The Oracle (for this is he) uses a small steel hatchet on a silver chain to chop shreds of flesh from the corpses; he tosses them up to the flock of winged creatures, who snatch them out of the air with eager chomps. These creatures are not birds, not even vultures; they are Byakhee, dozens of them.

The PCs lose 1/1d8+1 SAN for this ghastly scene, and anyone who fails the roll finds themselves averting their eyes from the sight, unable to look directly at this stark evidence of mortality and death.

PCs who wish to speak with the Oracle must make a Climb roll to get up the rugged foot of the mountain to his corpse-strewn perch. A failed Climb roll means the PC slides and bounces down the rocky slope, suffering 1d6 points of damage.

If a PC suffers a Nightmare Effect while here, they suddenly find themselves buried in the pile of corpses, suffocating in the embrace of dead flesh. The PC loses an additional 1d3 SAN each round they are trapped in the pile of dead bodies, and if they are trapped for more than three rounds the Oracle will begin to chop slices of flesh out of them to feed the Byakhee, costing them 1d2 HP per round. To escape, the trapped PC must roll STR vs SIZ against the corpses' SIZ of 15; one other PC can reach in and help pull them out, combining their STR, if said PC has managed to Climb up to the scene. The Oracle will watch all this (if it happens) with detached amusement while he continues to feed his Byakhee.

Any PC who (for whatever reason) tries to attack the Oracle (with physical blows or spells) earns the old man's wrath. The cloud of Byakhee begins to circle lower and lower, the creatures shrieking eagerly and flexing their claws; if the PCs do not apologize or flee

immediately, the Byakhee will pounce on them, rip them apart and devour them, ending the scenario.

Questioning the Oracle

The Oracle will not do or say anything until the PCs ask him a question (or apologize for an earlier attack). In either case, he gestures at them with his hatchet, a questioning look on his face. Then he points at the twisted, gnarled, leafless tree at his side. Inscribed into its bark, and weeping copious sap, are the words, "Knowledge has a price, and only those who pay can earn wisdom."

The PCs must agree, verbally or otherwise, to "pay the price." The Oracle will not say anything to explain himself (he never talks), and if the PCs ask what the "price" is, he merely smiles and continues feeding his Byakhee pets. Once one or more PCs agree to the price, the Oracle grins (showing teeth filed to razor sharpness) and his hatchet flicks out, chopping off the left hand of the chosen PC. (If more than one PC made the offer, he chooses the one with the largest SIZ.) The PC's severed hand flies into the air, where it is immediately snatched and devoured by the circling Byakhee. The wound heals instantly, leaving a smooth stump, but the agonized PC loses 1d4 HP and 1d6 SAN for this shocking experience; all other PC witnesses lose 0/1d3 SAN.

Nodding to himself, the Oracle then reaches into the pile of corpses and produces a mirror, which he lays at the PCs' feet. He gestures for them to look into the mirror. Any PC who does so is gifted with a vision that answers their question. If the PCs ask about the Night, its servant in the Waking World, or its Talisman, they are shown the following vision:

You see a dark room of uncertain dimensions. There is only the dimmest of light, but after a few moments your eyes adjust enough to recognize the basement of Saint Francis' Home for Lost Children. The ominous bulk of the furnace fills one corner, and you can see a tall pile of coal nearby.

A figure moves in the dimness, coming closer, looking furtively over its shoulder. It hunches down in the corner and pulls something from within its coat – a brightly-shining gem, the size of a goose-egg, which glitters and scintillates as though a fire burns within. By the light you can see that the stranger is, in fact, someone you know: Tim O'Neill, the janitor. He gazes on the gem with a greedy, almost inhuman expression, and you see him mumbling to himself. Finally some awareness seems to return to him. He glances around furtively once more, making sure no one has seen

him, and then tucks the gem back in his coat and retreats out of sight.

Any PC who succeeds on a Spot Hidden roll can read O'Neill's lips and make out what he is saying: "Yes... anything.... yes, tonight... I'll get all of them... Yes..."

The Oracle can offer them nothing further on the problem of the Night and its machinations. However, if the PCs choose to ask any other questions of the Oracle, it will answer truthfully each time – so long as a PC gives up a limb or appendage in return. (The Oracle always starts with the left hand and works his way around from there.) The SAN losses from these "donations" never diminish, no matter how many times the PCs witness or experience these acts. Any PCs who suffer a Nightmare Effect due to the Oracle's "price" find themselves helplessly asking another question (probably a trivial or pointless question) and offering themselves for the "price" once again.

The Night Strikes

Once the PCs have spoken with the Oracle, it remains only for them to return to the Enchanted Wood and pass through the Gate of Deeper Slumber to leave the Dreamlands and awaken. (All the PCs know that this is the only way to leave the Dreamlands voluntarily.)

The Night also knows this, and knows that the PCs have divined the identity of its servant in the Waking World. The Horde of the Night fans out across the Dreamlands, seeking the enemy of their master, trying desperately to stop them and consume them before they can escape back to Waking.

The Night's spawn strike at night, just after the PCs reach Ulthar – most of the way back to the Enchanted Wood.

As night falls, thick clouds boil in from the east, and cold gusts of wind bellow down the streets of Ulthar. The cats scatter and hide, mewing protest at the inclement weather, and doors and shutters close all up and down the streets. You can remember little of your return journey to Ulthar, but your limbs ache with the effort of the journey, and the lights of the Inn of the Ruby Dawn shine welcoming before you. Your bellies growl at the thoughts of your first hot meal in many dream-days.

For this encounter to have full effect, the Keeper should strive to ensure that the PCs stay at the Inn of the Ruby Dawn, their favorite residence in Ulthar. They may, however, decide to stay at another place or even camp

outside, in which case the Keeper should adjust the encounter to keep its effect (and keep it from becoming completely unwinnable).

Wherever they are, the weather soon becomes almost threatening, the temperature dropping and heavy gusts of wind rattling the doors and windows. People crowd closer to the fires, and a few mutter prayers or grip religious totems. Still, nothing untoward will happen until later that night, when the PCs are preparing to sleep.

The Horde of Night

The creatures that make up the Horde of the Night are of infinitely variable form, taking their shapes from the fears of men. Hunched humanoids of beastly aspect, hulking monsters, misshapen abominations with tentacles and exposed organs, and so forth... the Keeper is encouraged to come up with as many horrifying descriptions as possible. A total of thirty-two of these entities assault the PCs (although the Keeper can send fewer if the PCs are in an indefensible location).

The entities of the Horde will attempt to break in to wherever the PCs are staying. Since they are not terribly strong, it will require considerable effort on their part to break through doors, shutters, or similar obstacles, allowing the PCs time to prepare, build additional barricades, and so forth. The map of the Inn (Map #1) should, if possible, be used to run this encounter. The Horde will keep attacking until dawn, or until three-fourths (24) of their number are destroyed.

The Horde members do not inflict physical damage. If they successfully grasp a PC, the horrifying sensations cause a SAN loss of 1/1d6. A PC who suffers a Nightmare Effect from this SAN loss begins losing Magic Points at the rate of 1d4 per round until the Horde is defeated or they reach zero and fall unconscious. Any creature of the Horde who touches an unconscious victim drains 1d4 POW permanently from that victim.

This encounter should not simply be a combat; it should be run as a scene from a nightmare, with the misshapen creatures (each unique and horrible in aspect) breaking into the inn through windows, sneaking down chimneys, scuttling along walls and ceilings, and so forth. The PCs have considerable combat power and magical skill, but the encounter should create the impression that their skills are useless against the terrible Horde. The creatures will also chant the PCs' names, screeching that they will "never wake up, never, never," that soon "you will join your friend in Night's embrace," etc.

Return to the Waking World

Once the PCs have survived the encounter with the Horde of Night, they are free to return to the Cavern of Flame. The two old priests bow to them in farewell, just as they do whenever the PCs leave the Dreamlands. However, any PC making a Spot Hidden roll will notice that a dark, ominous shadow flickers on the wall of the cavern, a shapeless darkness that fades and vanishes whenever they approach or try to perceive it clearly. If they mention it to Nasht and Kaman-Thah, the priests scowl. "The Night draws close to your souls," they warn. "Guard your steps well in the Waking World, honored visitors."

As the PCs climb the Seventy Steps of Light Slumber, returning to their bodies, they feel a familiar sense of disorientation and loss (particularly Caleb, who returns to the prison of his damaged body). Mingled with that, however, is an unfamiliar sense of cloying fear, of something monstrous fumbling through the shadows toward them. Lose 0/1d3 SAN.

Effects of the Dreamlands on the Waking World:

- Any physical damage the PCs suffered in the Dreamlands does not carry over to the Waking World.
- Likewise, any character who was killed in the Dreamlands will still be alive in the Waking World, but suffers a 1d20 SAN loss from the shock of their "death." (Recommended insanities for this experience would include stupefaction, a severe phobia of nighttime or the dark, or infantile regression.)
- Losses of SAN, Magic Points, or POW carry over into the Waking World.
- Remember that in the Waking World the PCs must use their real (and inferior) stats and skills, and will not be able to use their Dreamlands spells.
- Caleb's Shriveling spell will work in the Waking World. However, in order to concentrate and control himself enough to cast the spell, he must roll POWx2.

Awake: O'Neill Attacks

The PCs must make immediate Listen rolls. Timothy O'Neill is fumbling in the hallway, preparing the break into their bedrooms and murder them. A successful roll means the PC awakens immediately, and can hear the noise, giving them a round to prepare before O'Neill breaks in. Failure means the PC is only half-awake, dazed and disoriented, on the opening round (which could be very bad if O'Neill decides to target that PC).

O'Neill will strike a random PC (roll a die), throwing open the door, rushing in, and attempting to smother them to death with a pillow. This should be treated as a Grapple roll, followed by application of the Drowning rule from the Call of Cthulhu rulebook. The PC loses 0/1d3 SAN from the fright and confusion of this assault in the dark; a PC who is being smothered loses SAN equal to the HP lost, due to the terror of the experience.

The layout of Saint Francis' upper floor is shown on Map #2.

Improvised Weapons

The PCs have no weapons in the Waking World, of course, and cannot create them with the Dreaming skill. Some weapons can be improvised, however; each PC's room contains a bed, a chair, a lamp, and a dresser containing clothes and shoes. David has a pocketknife (damage 1d3) hidden in his dresser, and Simon has a flashlight (which can be improvised as a small club) hidden under his bed.

Clever players can improvise a variety of weapons, such as using chairs as clubs, trying to trip O'Neill with bedsheets, and so forth. The Keeper should reward creativity.

Getting Help

Sister Alice sleeps in the room at the end of the hall, right above the stairs (as shown on the map). The other Sisters sleep downstairs. If the PCs shout for help, make loud noises, etc., allow Sister Alice a Listen roll to awaken. If they pound on her door or take other direct action to awaken her, she wakes up automatically. Once awake, Alice will summon the other Sisters while rushing to restrain O'Neill. "Mister O'Neill! Stop this Devilish madness at once!"

Alice will be more than willing to help the PCs restrain O'Neill, but will also try to prevent the PCs from using lethal force against him (and will be quite horrified if Caleb casts Shriveling). Likewise, neither she nor any of the other Sisters will look kindly on the PCs searching O'Neill for the Talisman, or smashing it once they find it.

The Talisman of the Night

O'Neill carries the Talisman in his inside coat pocket, just as the PCs saw in their vision from the Oracle of Hatheg-Kla. He will, of course, resist any attempts to take it. Opposed DEX rolls will probably be needed here, or the PCs will have to stun, disable, or otherwise restrain O'Neill.

The Talisman looks exactly as it was in the vision – a brightly shining gem, the size and shape of a goose-egg,

glittering from an inner fire. It is incredibly beautiful. Any PC who attempts to harm the Talisman must roll POW vs POW against the egg's POW of 15 in order to summon the willpower to destroy it. A PC who fails a POW roll loses 1d6 SAN automatically as the Talisman's power worms its way into their mind; if they go Indefinitely Insane from this effect, they fall under the control of the Night and turn against their companions.

Smashing the Talisman will require a blow from a hard object (such as a chair-leg) inflicting at least 5 HP of damage. O'Neill will try to stop the PCs and retrieve the gem so long as he has the ability (on the plus side, he won't be trying to smother anybody while he's retrieving the gem).

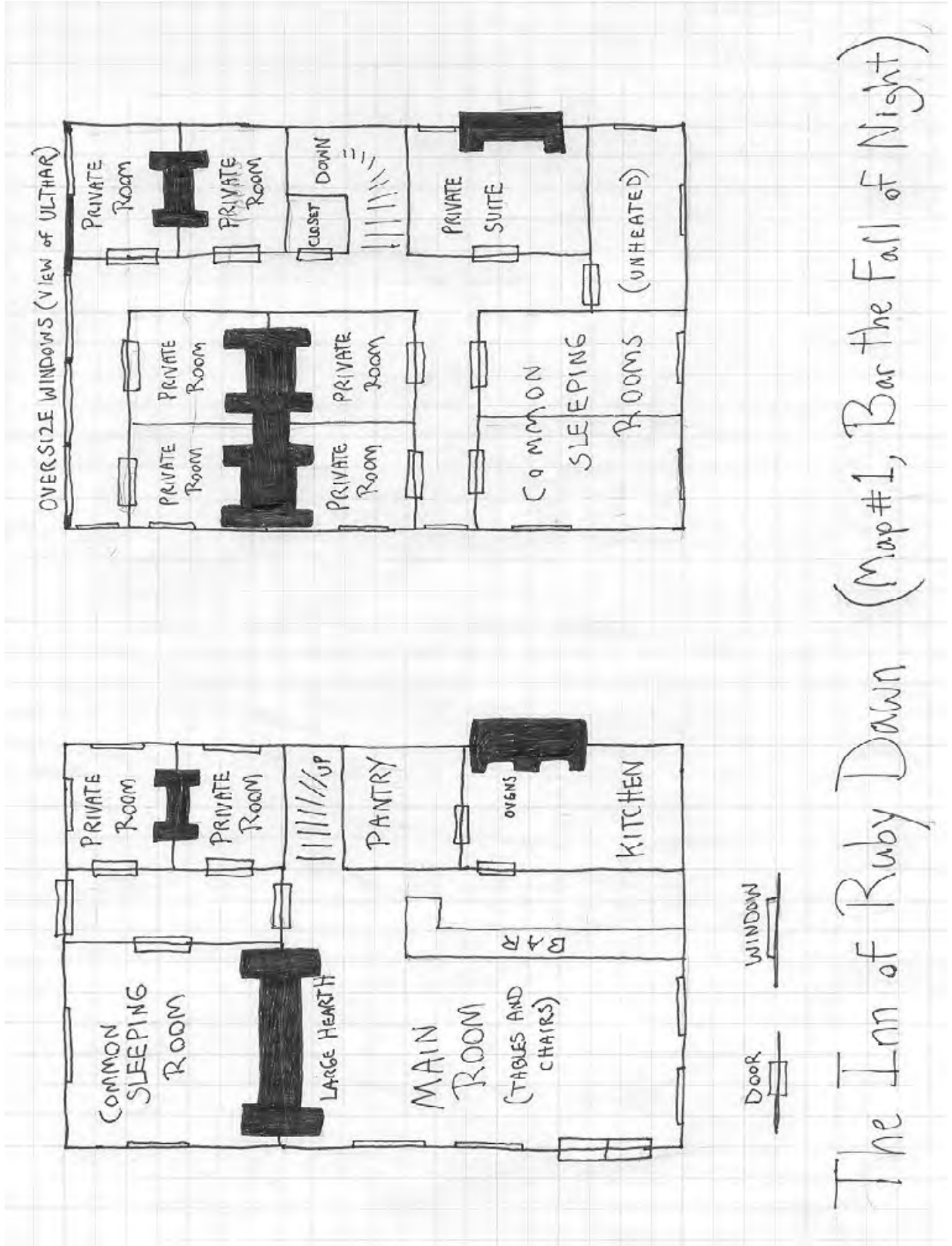
If and when the PCs manage to shatter the Talisman, it explodes in a shower of sparks and scintillating shards. O'Neill (and any PCs who fell under the Talisman's power) utters an awful moan, his face turning gray, and drops to his knees, trying to scrape up the shattered bits and press them together with his fingers. His mind has been broken; he offers no further threat.

Victory

If O'Neill is defeated, but the PCs are unable to destroy the Talisman, the Curse of the Night remains in effect. The Horde of Night will attack the PCs at least once every time they visit the Dreamlands, and O'Neill (if he lived) will try to hunt them down and kill them for the rest of his days. The PCs will live in fear, both in the Dreamlands and the Waking World.

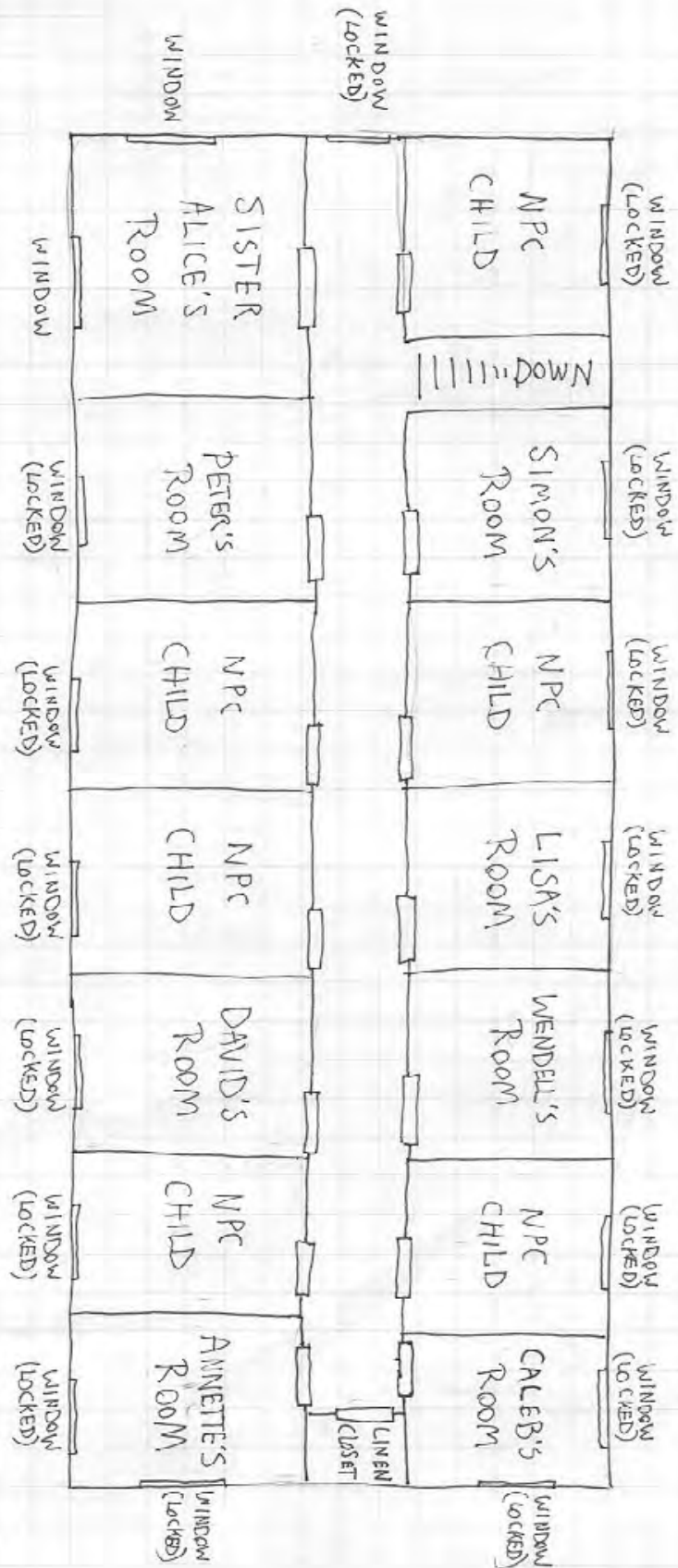
If the Talisman was smashed, however, the Curse of Night is lifted, and the PCs are safe. Peter's fate, however, is unknown; perhaps his soul has been freed, or perhaps he remains in the hands of the Night forever.

The End of Bar the Fall of Night



Second Floor of St. Francis' Home For Lost Children

Map #2, Bar the Fall of Night



Dreamlands Spells (from *The Complete Dreamlands*)

Awful Doom of Cerrit: this spell costs 9 magic points per round maintained and 1d10 SAN when the spell is first cast. It takes one round to cast and has a range of 20 yards. A silvery thread springs from the caster's finger and causes the marrow of the target's bones to run with molten lead. Each round the spell is maintained, the victim loses 1d6 CON permanently.

Dissolve Skeleton: this spell costs 8 magic points, 1d10 SAN, and takes two rounds to cast. The caster must overcome the target with Magic Points on the Resistance table. If successful, the target's bones vanish, leaving it a heap of quivering, helpless flesh that will suffocate quickly. Witnesses lose 0/1d6 SAN.

Emerald Darts of Ptath: this spell costs 1d6 SAN, plus 4 magic points per dart created, and takes one round to cast. The darts of green flame fly out up to 100 yards and strike their target, inflicting 1d3 HP damage that ignores armor. The victims may try to resist the caster's remaining Magic Points to negate the darts' effect.

Lambent Flame: this spell costs 1 SAN to cast, and 2 magic points per round to maintain. A narrow cone of flame (of whatever color the caster desires) rises from the caster's fingertip. It can be used for light, to start a fire, to amuse watchers, and so forth.

Lassitude of Phein: this spell costs 8 magic points, 1d6 SAN and takes two rounds to cast. The target must resist the caster's Magic Points or fall asleep. This is a natural slumber, and the target may be awakened normally; left alone, the target will awaken in a few hours.

Lavender Spheres of Ptath: this spell costs 1d6 SAN and takes one round to cast. For every eight magic points put into the spell, the caster creates one lavender globe of energy, about the size of a basketball. The Spheres drift toward their target at speed 4, following it for up to an hour. When a Sphere touches anything, it explodes, doing 3d6 damage to all living creatures within one yard. Any other Spheres caught in the blast radius also detonate.

Opaque Wall: this spell costs 1d3 SAN and takes two rounds to cast. It forms a rigid brown wall, square-shaped and covered in mystical writings, which is one yard on a side for every 6 magic points spent on it. The wall is one inch thick and has STR 20.

Seraph's Glory: this spell costs 6 magic points, 1d3 SAN, and takes two rounds to cast. It causes a dazzling burst of light to explode in front of the caster, lasting but an instant.

Spiral of Suth: this spell costs 12 magic points, 1d8 SAN, and takes three rounds to cast. It has a range of 10 yards. A greenish-white spiral of light slowly (move 1) spirals out from the caster toward the target (which may be up to 100 yards away) and cuts a 3-foot diameter hole through it, along with whatever else it encounters along the way.

Throth's Stalwart: this spell costs 1d6 SAN and takes two rounds to cast. It takes 6 magic points per round to maintain the spell. The caster radiates a subtle glow after casting the spell and throbs with puissance, as his STR, CON, and DEX are all doubled for the duration of the spell.

NPC stats

Horde of the Night (sample Horde creatures)

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

Move 6/12 flying

Weapons: Grasp and force SAN loss 30%

Timothy O'Neill, Servant of the Night

STR 13 DEX 12 INT 10 Idea 50%
CON 15 APP 9 POW 9 Luck 45% HP 14
SIZ 13 SAN 07 EDU 8 Know 40% Magic Points 9

Damage Bonus: +1d4

Weapons:

Fist/Punch 60%, damage 1d3+1d4

Head Butt 20%, damage 1d4+1d4

Kick 30%, damage 1d6+1d4

Grapple 40%, damage special

Skills (all at base except the following): Dodge 35%, Jump 40%, Listen 30%, Sneak 40%

Sister Alice, Fierce Middle-Aged Nun

STR 9 DEX 14 INT 13 Idea 65%
CON 14 APP 8 POW 10 Luck 50% HP 15
SIZ 15 SAN 44 EDU 15 Know 75% Magic Points 10

Damage Bonus: None

Weapons/Skills: All at base except Grapple 37%, Listen 44%, Psychology 30%

Handout #1

The Curse of Night

The Night is the power of Nightmare, of darkness and fear. It has no power of its own in the Waking World, for a Nightmare cannot exist beyond sleep.

But the Night can reach out and find those whose souls are weak and corrupt, those in whose hearts the Night can swell and grow like a seed of vile putrescence. Through a talisman, a seed of dark beauty, the Night can fall through from dream to waking, and take root in the heart of its follower. And so can the Night wreak its power on the Waking World, through this walking sleeper.

Those who have earned the enmity of the Night are marked with its Curse. The Night's servants seek them out in the Waking World, and when they are slain, their souls are snared in the Night, and sealed away forever in darkness. Only if Night's talisman is shattered, the servant released from Night's icy grip, will the Curse be lifted.

It is said that the Oracle of Hatheg-Kla can see the doings of the Night, and watches its children as they shriek through the skies beneath the stars, and knows each Talisman that drops from Dream to Waking. But beware, for the price of the Oracle's divinations is said to be high, and few have dared to pay it.

David Easley, Orphan, age 13

STR 10 (14)	DEX 14	INT 11	Idea 55%	
CON 15	APP 12	POW 11	Luck 55%	HP 12 (14)
SIZ 9 (12)	SAN 55	EDU 4 (7)	Know 20% (35%)	Magic Points 11

Damage Bonus: None (+1d4)

Stats and skills in parenthesis apply in the Dreamlands

Skills (those not listed are at 01%): Accounting 10%, Art (whistling) 5%, Bargain 15%, Climb 70%, Conceal 25%, Craft 5%, Credit Rating 15%, Cthulhu Mythos 2%, Dodge 42%, Dream Lore 15%, Dreaming 50%, Drive Auto 10%, Electrical Repair 10%, Fast Talk 25%, First Aid 40%, Hide 25%, History 20%, Jump 50%, Law 5%, Library Use 25%, Listen 40%, Martial Arts 20%, Mechanical Repair 30%, Medicine 5%, Natural History 10%, Navigate 20%, Occult 5%, Own Language (English) 35%, Persuade 15%, Psychology 10%, Ride 5% (40%), Sneak 30%, Spot Hidden 37%, Swim 40%, Throw 39%, Track 10% (25%)

Weapon Skills: Fist/Punch 70%, Grapple 45%, Head Butt 30%, Kick 50%, Knife 35% (50%), Axe 20%, Small Club 38%, Large Club 30%, Sword 20% (65%)

Player's Notes: the Skill levels in parenthesis can only be used in the Dreamlands. David uses the Dreaming skill for only one purpose: whenever he gets to the Dreamlands, he uses the skill to summon up a big, sharp sword which he calls "Hybora" (damage 1d8+2, can impale, costs 10 Magic Points to create) after the Conan stories in the issues of "Weird Tales" he sneaks into the orphanage.

David in the Waking World:

You have always been trouble; that's what everyone says. Ever since you lost your parents, when you were very small, you've been filled with anger toward the world, a world that took your home and family and left you here at Saint Francis' Home for Lost Children. They say it was influenza, the world-wide epidemic of 1918, that killed your folks. All you know is that they're gone, and you're left here at the mercy of the Sisters.

Sister Alice is the worst of them – she's always trying to beat the anger out of you. She says it's wrong to be angry about your parents dying, because it was God's will for them to go. But what kind of God would do that to a little kid, take away his parents? Maybe God is really a cruel person, or maybe there isn't a God, just things happening randomly, like rolling dice. Of course, you mustn't let any of the Sisters here you say that – especially Sister Alice, she'd tan your hide good for that.

Even without that, your anger is always getting into trouble with the Sisters. You don't always mean to do bad things, but you're just so angry about your life that sometimes you can't help it. Then the Sisters punish you, and that just makes you more angry. You never let out a sound when they paddle you or hit your hand with the ruler; that would mean they'd won.

The only adult you like even halfway is Timothy O'Neill, the old janitor at Saint Francis'. He's usually okay to you, even when he's drunk (which is most of the time). And the Sisters push him around all the time, just like you. He sneaks magazines and other stuff to you, like that magazine "Weird Tales" – you really like some of the stories in there, especially the Conan ones.

You do try to look out for your few friends in the orphanage, like Simon and Annette. Especially Annette. Kids who get on your bad side, on the other hand, get beaten up unmercifully, or you turn Simon loose on them. As a result, all the other kids walk pretty carefully around you, and when you ask for something from them, like a dessert or a toy, they always hand it over immediately. The Sisters punish you when they catch you doing this, but they can't watch you all the time.

The Dreamlands:

Every night, after you go to sleep, you and six other kids from Saint Francis visit a strange and magical land, a place out of a fairy-tale. You've had many incredible adventures there, and sometimes you just enjoy travelling through that land and seeing its marvels, so full of color and life and strangeness, so different from the bland, dreary day-to-

day life at Saint Francis. You aren't powerless children there; you have skills and talents you could never possess in the waking world, and your adventures have made you famous, so that many people recognize and admire you. Your fame has spread as far as Celephais and Ilek-Vlad, and in your favorite city of Ulthar, place of a thousand cats, you are favored visitors. You have fought and defeated all manner of evil things, terrible monsters, nightmares, and powerful sorcerers. Once you were taken to the Moon and had to escape the peculiar Man who dwelt there with his cruel daughter, once you rescued the Prince of Ulthar's Cat's from the terrible Vale of Pnath, and once you even defeated a plot to spread the Night everywhere, all through the Dreamlands, so that everywhere would be nightmares and darkness. Bet Sister Alice wouldn't have been able to handle any of those things! Of course, if she ever turned up in the Dreamlands, you'd never have to do as she says like in the Waking World.

Time is strange in the Dreamlands, and a single night's sleep can sometimes be many weeks of adventures. Sometimes you arrive in the Dreamlands together, descending the Seventy Steps of Light Slumber to the Chamber of Flame. Sometimes, though, you don't go to sleep at the same time; when that happens, you always wait for each other at the Inn of the Ruby Dawn in the city of Ulthar. Ulthar is a wonderful city, full of friendly people and beautiful cats, and there is even an entrance to the legendary Great Library, although you've only managed to find it once or twice.

David in the Dreamlands:

In the Dreamlands, you aren't a powerless orphan kid; you're taller, stronger, faster, more like a grown-up, and people treat you with respect. You don't get angry as easily there, although you still have a strong temper, and you're able to let your more generous and loyal side show without fearing that you'll be seen as a weakling or a sissy. And there's no one there to tell you what to do. You like going on adventures there with your friends from the orphanage; in fact, you get along with them much better there than in the Waking World, especially with Caleb and Annette. If it wasn't for the Dreamlands, you would probably have run away from Saint Francis' by now, or done something really bad and gotten sent to a reform school.

Role-Playing Shorthand Notes:

You're angry and bad-tempered most of the time, frustrated by your sense of powerlessness, but a good heart beats beneath your harsh exterior. Never show fear. Speak in a habitual sneer, except to Annette; toward her, you're polite and a little bit goofy, a show-off.

Annette Seddon: Annette is one of the oldest kids at the orphanage, almost as old as you are. She's kind of like a kindly big sister to most of the kids at Saint Francis, especially the smaller and more helpless ones, like Lisa and Caleb. She should really bother you, the way she's always lecturing you about your behavior and defending the other kids from you, but for some reason you don't mind it at all. In fact, you wish she'd be nicer to you, and you're always trying to convince her to like you. You aren't sure quite why she has this effect on you, although you're starting to figure it out.

In the Dreamlands, Annette is pretty much the same, looking out for everyone and offering advice. You try to listen to her suggestions – most of the time, anyway – and you *always* make sure to protect her when there's danger. If anything happened to her, even in a dream, you'd never forgive yourself.

Wendell Cordell: a teacher's pet, a smart, skinny little kid with glasses. He makes you angry just looking at him, listening to him kiss up to the Sisters, especially when he stutters. He tries to run away whenever you catch him alone, and usually you just laugh and call him names when he does, but sometimes you chase him down and beat the stuffing out of him.

In the Dreamlands, though, you have to be careful around Wendell. He has weird magic powers, like Lisa and Caleb, and sometimes he uses them to torment you. You don't dare fight back, because he might burn you to a cinder or something equally horrible; you just make him pay for it in the Waking World. Annette's always telling the two of you to stop fighting and behave, but you where Wendell's concerned you have trouble listening to her.

Simon Johnson: Simon is a clever, quick little brat who likes to play pranks and tease people. He never bothers you though, and you often send him to harass other kids who've gotten on your bad side.

In the Dreamlands Simon is still your right-hand man, although he's more independent. He's saved all your hides with his clever tricks and stunts, and you always look out for him and watch his back.

Lisa Mantovani: A little scaredy-cat of a girl who runs and hides behind Annette if anyone looks at her cross-eyed. It's no fun to bully her because she scares so darn easy, so you mostly just ignore her.

In the Dreamlands Lisa can do magic stuff, just like Wendell and Caleb, so you try to be nice to her, or at least not make her angry. She spends most of her time talking to Wendell, anyway, so that's okay.

Caleb Vanderhoek: This dummy can't even talk or walk without help. He kind of scares you, actually, because he's so weird and different, and you often make fun of him even though it makes Annette angry. You've never hit him, though – it just wouldn't feel right, beating up a kid who doesn't even understand what you're doing.

In the Dreamlands, Caleb's a completely different person, smart and powerful, able to use all kinds of magic. You actually kind of like him there. He even helps you to keep on Annette's good side sometimes. You wish she didn't like him quite so much, though.

Peter Bosmith (NPC): Peter is a really sharp kid, a master at getting away with mischief. He's actually a lot more clever than Simon, since he doesn't get caught, or manages to wriggle out of it when he does. He never lets the Sisters get to him, either, although he hates them almost as much as you do. Sometimes you wish you could control yourself like that. Of course, it does bother you that he doesn't fear you or look up to you like the other kids at Saint Francis.

In the Dreamlands, Peter is a good pal to all of you, and has helped you out of jams more than once. In turn, you've always backed him up on the rare occasions when he gets into trouble.

Annette Seddon, Orphan, age 12

STR 5	DEX 10	INT 13	Idea 65%	
CON 14	APP 14	POW 14	Luck 70%	HP 11 (13)
SIZ 8 (11)	SAN 67	EDU 6 (9)	Know 30% (45%)	Magic Points 14

Damage Bonus: -1d4

Stats and skills in parenthesis apply in the Dreamlands.

Skills (those not listed are at 01%): Accounting 20%, Art (singing) 25%, Bargain 25%, Climb 40%, Conceal 15%, Craft (knitting) 25%, Credit Rating 20%, Cthulhu Mythos 3%, Dodge 36%, Dream Lore 30%, Dreaming 25%, Drive Auto 10%, Electrical Repair 5%, Fast Talk 15%, First Aid 50% (70%), Hide 10% (30%), History 20%, Jump 25% (45%), Law 5%, Library Use 50% (60%), Listen 30% (40%), Mechanical Repair 15%, Medicine 10% (30%), Natural History 25%, Navigate 20% (40%), Occult 5%, Other Language (Latin) 10%, Own Language (English) 47%, Persuade 50%, Pharmacy 10%, Psychology 30%, Ride 5% (30%), Sneak 10% (20%), Spot Hidden 40%, Swim 33%, Throw 20%, Track 10%

Weapon Skills: Fist/Punch 50%, Grapple 50%, Head Butt 10%, Kick 25%, Knife 25% (35%), Axe 20%, Small Club 25% (35%), Large Club 25%, Sword 20%

Player's Notes: the skill levels in parenthesis can only be used in the Dreamlands.

Annette awake:

Your parents were church-going working folk in Brooklyn. They loved you and took wonderful care of you and your little brother. But three years ago you were caught in a car crash during a visit to downtown New York City. Your mother, father, and little brother all died in the crash. Since you didn't have any other relatives who could take you in, you were sent to Saint Francis' Home for Lost Children. You don't remember much from those times – it was all a blur of crying and loneliness.

After you came here, though, you found a new purpose. Many of the children here were far more miserable than you. They had bad parents, or they lost their parents so young that they couldn't even remember them. The Sisters tried their best, but there were so many children, they couldn't take proper care of them all. So you started taking care of them yourself. It helped you forget about your own sadness and feel less lonely. You're sure Mother and Father and little Will are watching you from Heaven, and you won't disappoint them.

Unlike most of the children here, you like the Sisters (even stern old Sister Alice), and understand why they sometimes have to be hard on the children. Also unlike many of the children, you dislike the orphanage janitor, an older man named Timothy O'Niell. He drinks too much, and the Sisters don't approve of him, so you don't either. Many of the other children like to talk with him, though, especially the troublesome ones like David and Simon.

The Dreamlands:

Every night, after you go to sleep, you and six of the other children visit a strange and magical land, a place out of a fairy-tale. You've had many incredible adventures there, and sometimes you just enjoy travelling through that land and seeing its marvels, so full of color and life and strangeness, so different from the bland, dreary day-to-day life at Saint Francis. You aren't powerless children there; you have skills and talents you could never possess in the waking world, and your adventures have made you famous, so that many people recognize and admire you. Your fame has spread as far as Celephais and Ilek-Vlad, and in your favorite city of Ulthar, place of a thousand cats, you are favored visitors. You have fought and defeated all manner of evil things, terrible monsters, nightmares, and powerful sorcerers. Once you were taken to the Moon and had to escape the peculiar Man who dwelt there with his cruel daughter, once you rescued the Prince of Ulthar's Cat's from the terrible Vale of Pnath, and once you even defeated a plot to spread the Night everywhere, all through the Dreamlands, so that everywhere would be nightmares and darkness.

Time is strange in the Dreamlands, and a single night's sleep can sometimes be many weeks of adventures. Usually you arrive in the Dreamlands together, descending the Seventy Steps of Light Slumber to the Chamber of Flame. Sometimes, though, you don't go to sleep at the same time; when that happens, you always wait for each other at the

Inn of the Ruby Dawn in the city of Ulthar. Ulthar is a wonderful city, full of friendly people and beautiful cats, and there is even an entrance to the legendary Great Library, although you've only managed to find it once or twice.

Annette in the Dreamlands:

In the Dreamlands, you are taller, a thin young woman rather than a child. You're still basically the same person, though, and you still watch out for your friends, scold them when they misbehave or hurt each other, and try to get everyone to work together and be nice. It helps that most of them are nicer in the Dreamlands than when they're awake, especially David. Your thoughtful, perceptive nature also helps to solve many of the challenges and dangers you face in the Dreamlands, although some of the boys hate to admit that they need your advice.

You've never told the Sisters about the Dreamlands. You aren't sure where the Dreamlands fit in with God and Heaven, but things there are so real and beautiful sometimes, it can't be a bad place. And most of the people there are so nice. There are bad things too, of course, but there are brave adventurers like you who fight the bad things, so that's all right.

Role-Playing Shorthand Notes:

You're a replacement Mother, full of advice and help, ready to scold the cruel or disobedient. Always be calm and in control, ready with a kind word or a comforting hand, and if you're frightened or hurt do your best to conceal it. Smile a lot, and speak in a pleasant voice, especially to the younger children. A very slight, just-developing feminine/flirtatious side shows around David, and in the Dreamlands, Caleb.

David Easley: David is one of the oldest children in the orphanage. He's a terrible boy, a bully and troublemaker, full of anger and resentment. He doesn't treat you badly, but almost all the other children at Saint Francis have felt his wrath at one time or another. You do your best to shield the others from him, and try to scold and shame him into better behavior. Lately, it's actually started to work, just a little.

In the Dreamlands, David is a sword-wielding warrior who protects the rest of you. His temper isn't so bad, and sometimes he's even likeable. You often find yourself actually enjoying his company, and wishing he could be more like this in the Waking World. In fact, you've started dropping hints to that effect.

Wendell Cordell: Wendell is a skinny, nervous boy who wears glasses and stutters a lot. The other children tease him terribly, especially Simon, and sometimes he gets beaten up by the meaner boys (even David, although you can usually scold David into stopping). Wendell's actually very smart, an excellent student, and you hope he grows up to get a college scholarship and a good life.

In the Dreamlands, Wendell can cast spells, and he sometime uses his magic to harass David when you aren't looking. It feels strange to scold Wendell instead of David! Wendell always listens to your advice, though, and helps David protect you when there's danger.

Simon Johnson: Simon is nothing but trouble, a little hellion who torments the other children – and even the Sisters – with pranks and tricks and teasing. You do your best to keep him under control and protect the other children from his depredations, but it's a difficult task on the best of days. He never seems to learn, even when he gets caught and punished.

In the Dreamlands, though, Simon is more tolerable. At least he confines his pranks to bad guys and strangers instead of tormenting all of you. In fact, he's sometimes saved you all from villains and dangers with his tricks. Maybe he'll learn some real-life lessons from that.

Lisa Mantovani: Poor Lisa is so easily frightened, she's always running to you and hiding behind your legs. Some of the children, like Simon, tease her because they think it's funny how easily she frightens; you always report them to the Sisters for such meanness. Lisa is actually very smart, but she has a hard time in class because she gets frightened so easily. You try to look out for her as much as you can. At least Wendell's nice to her.

In the Dreamlands, Lisa is still nervous, but she's learning to fend for herself. It helps that she can work magic, and her clever mind has sometimes found answers to problems no one else could solve. You encourage her as much as you can, and make sure the others don't ignore her or drown her out when they're arguing about something. You think she has a crush on Wendell, but he doesn't seem to notice; you hope she doesn't get her heart broken.

Caleb Vanderhoek: Poor Caleb was born with all sorts of problems. He can't think or talk very well, and has trouble even moving around without stumbling or causing accidents. Sometimes even the Sisters lose patience with him –

especially Sister Alice. You feel very sorry for Caleb, and try to protect him from the other children – they often tease or torment him, because he’s so different and strange.

In the Dreamlands, Caleb is completely different – tall, skilled, smart, and wise. You like to think that his Dreamlands self is his true soul, which is trapped inside his damaged body in the Waking World. You like and respect the Dreamlands Caleb, and enjoy talking with him – he knows a tremendous amount, about both the Dreamlands and the Waking World.

Peter Bosmith (NPC): Peter is a clever, strong-willed boy who, unfortunately, wastes all his talents on petty crime and thievery. You suspect he’s headed for a bad end, and you’ve tried to show him that, but he thinks too much of himself to listen to you. It would probably help if he actually got caught and punished once in a while, but he’s a master at avoiding consequences.

Peter in the Dreamlands is pretty much the same as Peter awake, just a little taller. Still, he does look out for the rest of you, and his quick wits have helped you out of several dangerous situations, so you suppose he still has a good heart.

Wendell Cordell, Orphan, age 9

STR 3 (6) DEX 13 INT 17 Idea 85%
CON 9 APP 9 POW 18 Luck 90% HP 8 (9)
SIZ 6 (8) SAN 71 EDU 5 (12) Know 25% (60%) Magic Points 18
Damage Bonus: -1d6 (-1d4)

Stats and skills in parenthesis apply in the Dreamlands.

Spells: Emerald Darts of Ptath, Lambent Flame, Lassitude of Phein, Lavender Spheres of Ptath

Skills (those not listed are at 01%): Accounting 30%, Art (writing) 10%, Astronomy 15%, Bargain 12% (40%), Biology 20%, Chemistry 15%, Climb 40% (50%), Conceal 15% (25%), Craft 5%, Credit Rating 15% (35%), Cthulhu Mythos 5%, Dodge 38%, Dream Lore 40%, Dreaming 25%, Drive Auto 10%, Electrical Repair 10%, Fast Talk 10% (20%), First Aid 38%, Geology 10%, Hide 25%, History 20%, Jump 25%, Law 5%, Library Use 50%, Listen 40%, Mechanical Repair 20%, Medicine 10%, Natural History 25%, Navigate 30%, Occult 25%, Other Language (Latin) 10%, Own Language (English) 50%, Persuade 35%, Physics 20%, Psychology 25%, Ride 5% (40%), Sneak 20%, Spot Hidden 34%, Swim 25%, Throw 25%, Track 10%

Weapon Skills: Fist/Punch 50%, Grapple 25%, Head Butt 10%, Kick 25%, Knife 25% (40%), Axe 20%, Small Club 25% (40%), Large Club 25%, Sword 20%

Player's Notes: the skill levels in parenthesis can only be used in the Dreamlands. Wendell's spells are described on the "Dreamlands Spells" handout; he can only use them in the Dreamlands.

Wendell awake:

Your mother was a Russian immigrant, and you get your black hair from her. That's about all you remember of her, is her thick black hair; she died when you were very little. Your father started drinking after she died, and by the time you had started school he was spending all his time in the bowery, clutching a bottle. When you were eight they took you away from him and brought you here to Saint Francis' Home for Lost Children. You don't really miss him much (he was mean and smelled bad and hit you a lot), but you miss your mother awfully. Sometimes you remember her and suddenly want to cry, but you try not to, because you don't want the other kids calling you a crybaby.

Life at Saint Francis' Home for Lost Children isn't all bad. You're a well-behaved boy and an excellent student, and the Sisters think well of you. Even relentless old Sister Alice has been known to say a good thing or two about you. Most of the other kids make fun of you, of course, call you "four-eyes" and torment you mercilessly for your stuttering. But you persevere, knowing you have an excellent chance of escaping them to a good school and a good life. You don't want to wind up like the janitor, Tim O'Neill, drinking his life away a little bit at a time.

In the meantime, you escape by reading good books and delivering subtle put-downs that usually go over the heads of the bullies and delinquents here. You have an intellectual sense of humor that is seldom appreciated or understood. And, of course, you escape at night, in your dreams.

The Dreamlands:

Every night, after you go to sleep, you and six other kids from Saint Francis' visit a strange and magical land, a place out of a fairy-tale. You've had many incredible adventures there, and sometimes you just enjoy travelling through that land and seeing its marvels, so full of color and life and strangeness, so different from the bland, dreary day-to-day life at Saint Francis. You aren't powerless children there; you have skills and talents you could never possess in the waking world, and your adventures have made you famous, so that many people recognize and admire you. Your fame has spread as far as Celephais and Ilek-Vlad, and in your favorite city of Ulthar, place of a thousand cats, you are favored visitors. You have fought and defeated all manner of evil things, terrible monsters, nightmares, and powerful sorcerers. Once you were taken to the Moon and had to escape the peculiar Man who dwelt there with his cruel daughter, once you rescued the Prince of Ulthar's Cat's from the terrible Vale of Pnath, and once you even defeated a plot to spread the Night everywhere, all through the Dreamlands, so that everywhere would be nightmares and darkness. Bet the Sisters wouldn't have been able to handle any of those things!

Time is strange in the Dreamlands, and a single night's sleep can sometimes be many weeks of adventures. Usually you arrive in the Dreamlands together, descending the Seventy Steps of Light Slumber to the Chamber of Flame. Sometimes, though, you don't go to sleep at the same time; when that happens, you always wait for each other at the Inn of the Ruby Dawn in the city of Ulthar. Ulthar is a wonderful city, full of friendly people and beautiful cats, and there is even an entrance to the legendary Great Library, although you've only managed to find it once or twice.

Wendell in the Dreamlands:

In the Dreamlands, you are a different and more powerful person. You're still thin and physically weak, but you know all sorts of formidable magic, and people respect you for that, as well as for your intelligence. You've defeated monsters and saved your friends and companions with your knowledge and spells, and knowing that fills you with an inner exhilaration.

The children who torment you in the Waking World find things turned around in the Dreamlands, and that secretly delights you. You try not to let your feelings of power run away with you, knowing that you'll be vulnerable again when you waken, but sometimes it's hard to resist flaunting your power.

Role-Playing Shorthand Notes:

You're geeky and awkward, but have a lot of book-learning and can quote all manner of arcane knowledge, as well as making jokes which are usually above everyone else's heads. In other words, the prototype nerd. Thinking about your mother makes you morose and teary-eyed. You stutter; David and Simon make you nervous, so you stutter even more around them. When doing your magic, though, or displaying your intellectual knowledge, you become decisive and clear-spoken, filled with confidence. Try to keep David away from Annette; you don't quite "get" girls yet, but you don't like it when those two are together.

David Easley: David is your nemesis. He's the oldest boy in the school, a bad-tempered bully who loves to call you names and sometimes beats you up, especially if he can catch you where the Sisters aren't watching. You try to avoid him as much as possible.

In the Dreamlands, the shoe is on the other foot. David's a powerful warrior, but he doesn't have any magic, and he's afraid of your powers. You like to tease and harass him with your lesser spells, like *Lambent Flame* or *Lassitude of Phein*, although you're careful never to push things too far (especially since he gets back at you in the Waking World). Annette lectures you a lot about your quarrels, but it's so much fun to get back at David that you seldom listen to her demands for peace.

Annette Seddon: Annette is an older girl who looks after many of the kids at Saint Francis and tries to protect everyone from the bullies and cheats (like David). She's very kind and sweet, and you really like her, even though some of the other boys tease you about being friends with a "sissy girl."

In the Dreamlands, Annette still tries to look after all of you and give you advice. You usually listen to her, too. But for some reason, she seems to like David a lot more in the Dreamlands. You don't understand that – he is a little less mean there, but he's still basically the same jerk. You wish she'd understand that.

Simon Johnson: Simon's a little sneak-thief and prankster who's always getting into trouble. He hangs around with David a lot, like a little flunky; that's really annoying. He's played a lot of mean pranks on you and you try to report his crimes to the Sisters whenever you can.

In the Dreamlands, though, you and Simon get along better. He plays his pranks on other people, Dreamlands people, instead of on you, and he doesn't just play lapdog to David all the time. And sometimes his clever tricks have helped you all escape danger or defeat bad guys. You like to trade jokes and puns with him – he's actually pretty smart when he isn't being a jerk.

Lisa Mantovani: Lisa is a shy, scared, clever little girl. The boys tease her a lot, because she scares so easily, so you try to be nice to her instead. Of course, then they all tease you even more. Still, you like spending time with Lisa – she's actually very smart, almost as smart as you, and she gets your jokes.

In the Dreamlands Lisa is a little braver, and David and Simon mostly leave her alone. She can work magic too, and you taught her your spell "*Lambent Flame*." You like being friends with Lisa, and hope she'll grow up to be happy.

Caleb Vanderhoek: Caleb is mentally retarded. Most of the kids make fun of him and tease him horribly, because he's so different and helpless. You, on the other hand, just find him weird and frightening. Your mind is the only thing you have that's any good – you can't imagine what it would be like not to be able to use it.

In the Dreamlands, though, Caleb is smart, powerful, and articulate. He's also a powerful spellcaster, maybe better than you are. You like and respect the Dreamlands Caleb, and unlike the others, you actually understand some of the agony he goes through when he wakes up and returns to his limited "real" self. It's too bad he can't just stay in the Dreamlands all the time.

Peter Bosmith (NPC): Peter is a smart kid, like you, but he doesn't study or apply himself. Instead he just gets away with as much as he can. You wish the Sisters would catch him and punish him – maybe then he'd put his intelligence to good use.

Peter isn't so bad in the Dreamlands, though – he treats all of you as friends, even Caleb. And his glib tongue can be a real help sometimes. He hasn't learned any magic, but you bet he could if he applied himself. If he asks, maybe you'll teach him a spell.

Simon Johnson, Orphan, age 10

STR 4 (7)	DEX 17	INT 13	Idea 65%	
CON 13	APP 10	POW 10	Luck 50%	HP 10 (11)
SIZ 7 (9)	SAN 50	EDU 4 (7)	Know 20% (35%)	Magic Points 10

Damage Bonus: -1d6 (-1d4)

Stats and skills in parenthesis apply in the Dreamlands.

Skills (those not listed are at 01%): Accounting 10%, Art (teasing/taunting) 25%, Bargain 5% (25%), Climb 50% (70%), Conceal 25% (50%), Craft 5%, Credit Rating 15%, Cthulhu Mythos 1%, Disguise 5% (40%), Dodge 54%, Dream Lore 20%, Dreaming 40%, Drive Auto 10%, Electrical Repair 10%, Fast Talk 45%, First Aid 30%, Hide 25% (50%), History 20%, Jump 38% (58%), Law 5%, Library Use 25% (35%), Listen 40%, Locksmith 5% (28%), Martial Arts 1% (20%), Mechanical Repair 25%, Medicine 5%, Natural History 20%, Navigate 10% (30%), Occult 5%, Own Language (English) 30%, Persuade 15%, Psychology 25%, Ride 5% (30%), Sneak 30% (60%), Spot Hidden 35% (50%), Swim 32%, Throw 55%, Track 20%

Weapon Skills: Fist/Punch 50%, Grapple 25%, Head Butt 25%, Kick 50%, Knife 25% (40%), Axe 20%, Small Club 47%, Large Club 35%, Sword 20% (40%)

Player's Notes: the skill levels in parenthesis can only be used in the Dreamlands.

Simon awake:

You don't remember your parents at all – they died in a fire almost right after you were born. All your life has been a succession of dreary, gray orphanages, and Saint Francis' Home for Lost Children is only the latest of them. Life in these places is so boring – you can't stand it. You're always misbehaving and playing pranks just to liven things up. Of course, you usually get caught and punished, which isn't so fun. But it's almost always worth it. Like the time you sneaked a frog into Sister Alice's desk – the old bat screamed loud enough that half Saint Francis' heard her! You like to tell jokes too, and have a long list of them. Most of them get you in trouble when the Sisters hear them, but the risk is part of the fun.

The only adult at the orphanage you like is Timothy O'Neill, the janitor. He's a funny old fellow who gets in trouble with the Sisters almost as much as you – he's always drinking from a little brown bottle, and the Sisters get really mad when they catch him. He likes your pranks though, and always laughs at them. You wish more grown-ups were like him.

The Dreamlands:

Every night, after you go to sleep, you and six other kids visit a strange and magical land, a place out of a fairy-tale. You've had many incredible adventures there, and sometimes you just enjoy travelling through that land and seeing its marvels, so full of color and life and strangeness, so different from the bland, dreary day-to-day life at Saint Francis'. You aren't powerless children there; you have skills and talents you could never possess in the waking world, and your adventures have made you famous, so that many people recognize and admire you. Your fame has spread as far as Celephais and Ilek-Vlad, and in your favorite city of Ulthar, place of a thousand cats, you are favored visitors. You have fought and defeated all manner of evil things, terrible monsters, nightmares, and powerful sorcerers. Once you were taken to the Moon and had to escape the peculiar Man who dwelt there with his cruel daughter, once you rescued the Prince of Ulthar's Cat's from the terrible Vale of Pnath, and once you even defeated a plot to spread the Night everywhere, all through the Dreamlands, so that everywhere would be nightmares and darkness. Bet Sister Alice wouldn't have been able to handle any of those things! Of course, if she ever turned up in the Dreamlands, you'd never have to do as she says like in the Waking World.

Time is strange in the Dreamlands, and a single night's sleep can sometimes be many weeks of adventures. Usually you arrive in the Dreamlands together, descending the Seventy Steps of Light Slumber to the Chamber of Flame. Sometimes, though, you don't go to sleep at the same time; when that happens, you always wait for each other at the Inn of the Ruby Dawn in the city of Ulthar. Ulthar is a wonderful city, full of friendly people and beautiful cats, and there is even an entrance to the legendary Great Library, although you've only managed to find it once or twice.

Simon in the Dreamlands:

In the Dreamlands you aren't quite the pipsqueak you are in the Waking World, and you don't get in trouble so much either. It's easy to play great pranks without anyone getting hurt, and everyone admires you for it instead of getting angry. Besides, mostly you trick other people instead of your friends. And sometimes it's GOOD to trick someone, like that time you tricked the Moon's daughter and helped everyone escape.

In the Dreamlands you're pretty much friends with everyone, even the kids you like to torment or ignore in the Waking World. After all, here it's just the seven of you together, going through all sorts of adventures. You'd hate to see anything bad happen to any of them.

Role-Playing Shorthand Notes:

You're talkative, nosy, quick-witted, a prankster. You like to tell jokes and have a million of them – a lot of them would get you in trouble if the Sisters heard them! You've got a lot of underlying fear and insecurity that you conceal with your attitude – in dangerous situations your secret impulse is to hide or run away, but you try hard not to desert your friends. You think girls are gross and love to torment them, except for Annette.

David Easley: David is a big, mean kid, and there's two ways to deal with big mean kids: hide from them, or be their friends. So you're David's friend, and you always do what he says. Mostly that means playing tricks on other kids who've made him angry. Never on Annette though, for some reason even a tough kid like David can't bring himself to be mean to her.

David's not nearly so mean in the Dreamlands. Maybe it's because he's big and strong and looks almost grown-up, so everyone is polite to him. He always dreams up a big sword as soon as he gets there, and he's cut through a lot of nasty monsters with that sword.

Annette Seddon: Annette is a gentle older girl who looks out for all of you, especially the younger ones, and tries to keep you out of trouble. Like a big sister, you guess. You don't need her help – you're too tough and smart for that – well, except for the time you fell out of the tree and skinned your knee, and the time you burned your hand playing with matches, and the time... well, okay, maybe it's nice having Annette watch out for everyone. You just wish she wouldn't scold you so much when you play tricks on the other kids, like Lisa or Wendell, or (especially) Caleb.

In the Dreamlands Annette is pretty much the same as she is in the Waking World, only taller. She mostly just stands around and tells the rest of you what she thinks you should do. You're smart, you don't need her advice! Well, except for that time she showed you how to rescue the Cat Prince, and the time she solved the Riddle of the Cow, and the time...

Wendell Cordell: Wendell is a schoolboy who spends all his time sticking his nose into books. You often torment him mercilessly, pouring ink down his shirt, gluing his books together, and so forth. Since he's a teacher's pet, the Sisters usually catch you and give you heck, but it's worth it.

In the Dreamlands, Wendell turns into a taller, skinnier version of his Waking World self, but he also gets all kinds of nifty magic powers. David's actually afraid of him in the Dreamlands, which is weird. Of course, Wendell could probably blow him up or turn him into a mouse if he wanted. You, on the other hand, get along okay with Dream-Wendell, and he sometimes trades jokes with you – his are sometimes pretty good, although he always makes them too complicated. Sometimes you just don't get them, though.

Lisa Mantovani: Lisa is a little smarty-pants. And she's a girl – you hate girls. But she scares easy, so you torment her all the time, playing pranks on her and chasing her until she runs to the Sisters or Annette. Of course, then you get in big trouble.

In the Dreamlands, Lisa can work magic and she doesn't scare so easy, so you don't hassle her the way you do in the Waking World. In fact, some of the magic things she can do are kind of cool, though you'd never admit it out loud.

Caleb Vanderhoek: Caleb's a big dummy, and he always gets in trouble for it. Annette says he can't help it, he was born that way and it isn't his fault. Anyway, it's kind of boring to trick someone who can't even tell your tricking him half the time, so you mostly just stay away from Caleb. Besides, the way he stares at everything is sort of creepy.

In the Dreamlands, for some reason, Caleb is tall and really smart, and he can cast really nifty spells. That's just too weird for words, so you're always sure to be pals with him there. Otherwise he might turn you into a frog or something.

Peter Bosmith (NPC): Peter is the kind of person you wish you could be – he's so smart he never gets in trouble, no matter what he does. You don't know how he gets away with it – he lays more pranks than you do, but he's never been busted.

In the Dreamlands Peter has saved all of you with his cleverness and quick wits. He's very good at talking his way out of trouble, like that time David accidentally insulted those merchants from Celephais. You wish you could be as smart and smooth as Peter.

Lisa Mantovani, Orphan, age 8

STR 4 (6)	DEX 14	INT 14	Idea 70%	
CON 6 (10)	APP 13	POW 15	Luck 75%	HP 6 (9)
SIZ 6 (8)	SAN 70	EDU 4 (8)	Know 20% (40%)	Magic Points 15

Damage Bonus: -1d6 (-1d4)

Stats and skills in parenthesis are Lisa's stats in the Dreamlands.

Spells: Lament Flame, Opaque Wall, Seraph's Glory

Skills (those not listed are at 01%): Accounting 20%, Art (painting) 10%, Astronomy 10%, Bargain 10% (30%), Chemistry 5%, Climb 50%, Conceal 15%, Craft 5%, Credit Rating 15%, Cthulhu Mythos 2%, Dodge 35%, Dream Lore 30%, Dreaming 40%, Drive Auto 10%, Electrical Repair 10%, Fast Talk 25%, First Aid 40%, Geology 7%, Hide 40% (50%), History 20%, Jump 25% (40%), Law 5%, Library Use 35% (50%), Listen 39%, Mechanical Repair 30%, Medicine 5%, Natural History 25%, Navigate 10%, Occult 10%, Own Language (English) 35%, Persuade 25%, Psychology 15% (30%), Ride 5% (42%), Sneak 20% (30%), Spot Hidden 30% (40%), Swim 25% (40%), Throw 25%, Track 10% (36%)

Weapon Skills: Fist/Punch 50%, Grapple 25%, Head Butt 10%, Kick 35%, Knife 50%, Axe 20%, Small Club 40%, Large Club 25%, Sword 20%

Player's Notes: Lisa's skill levels in parenthesis can only be used in the Dreamlands. Her spells are described in the "Dreamlands Spells" handout; they can only be used in the Dreamlands.

Lisa awake:

You have only vague, blurry memories of your mother, a warm presence who sang you to sleep at night. Your father you don't remember at all. You don't know what happened to them, but the Sisters tell you they're in Heaven now, with God, where everything's nice and no one ever hurts or is mean.

You've lived in several orphanages over the few years of your short life. You always felt alone and isolated until you came to Saint Francis' Home for Lost Children and met Annette Seddon. She was kind to you, unlike the stern and remote Sisters, and you have come to think of her as a big sister – maybe even as a new Mother.

Once Annette became your friend, it was as though you discovered who you really were. You began to do well in your schoolwork, and to discover that you could be clever and creative. Many of the Sisters said nice things about you, even that stern old Sister Alice.

Still, you can be frightened easily. When some of the boys get angry or start trouble, you always run and hide behind Annette while she scolds them. And that big old janitor, Tim O'Neill, scares you too – he always smells funny, and the Sisters don't like him. A lot of the other kids like him, though.

The Dreamlands:

Every night, after you go to sleep, you and six of your fellow orphans visit a strange and magical land, a place out of a fairy-tale. You've had many incredible adventures there, and sometimes you just enjoy travelling through that land and seeing its marvels, so full of color and life and strangeness, so different from the bland, dreary day-to-day life at Saint Francis. You aren't powerless children there; you have skills and talents you could never possess in the waking world, and your adventures have made you famous, so that many people recognize and admire you. Your fame has spread as far as Celephais and Ilek-Vlad, and in your favorite city of Ulthar, place of a thousand cats, you are favored visitors. You have fought and defeated all manner of evil things, terrible monsters, nightmares, and powerful sorcerers. Once you were taken to the Moon and had to escape the peculiar Man who dwelt there with his cruel daughter, once you rescued the Prince of Ulthar's Cat's from the terrible Vale of Pnath, and once you even defeated a plot to spread the Night everywhere, all through the Dreamlands, so that everywhere would be nightmares and darkness. Bet Sister Alice wouldn't have been able to handle any of those things!

Time is strange in the Dreamlands, and a single night's sleep can sometimes be many weeks of adventures. Usually you arrive in the Dreamlands together, descending the Seventy Steps of Light Slumber to the Chamber of Flame. Sometimes, though, you don't go to sleep at the same time; when that happens, you always wait for each other at the Inn of the Ruby Dawn in the city of Ulthar. Ulthar is a wonderful city, full of friendly people and beautiful cats, and there is even an entrance to the legendary Great Library, although you've only managed to find it once or twice.

Lisa in the Dreamlands:

In the Dreamlands, you aren't as small, and you don't get scared as easily. You also are able to let your true intelligence shine, and help out a lot on the adventures you all have. You can even do magic! The boys (except Caleb) are often surprised at how smart you are and how much magic power you have. Sometimes they're even jealous, although they never get too mean about it – except maybe David.

Role-Playing Shorthand Notes:

You're anxious and easily frightened, and often hide behind Annette when there's trouble or danger. You like to show off your skills and smarts, but teasing or insults can quickly bring you to tears. Boys are dirty and mean and loud (except for Wendell), and you call them names when you think you can get away with it, then run and hide behind Annette. Violence makes you physically ill; you always try to use your magic to help people. You like Wendell and talk with him whenever you get the chance.

David Easley: David is a mean boy who gets in trouble a lot. Annette is nice to him for some reason – you don't know why. He often makes fun of you or teases you, and you don't like that.

Even in the Dreamlands, David's still pretty scary, and he's taller too. But he isn't mean to the rest of you there. In fact, sometimes he's downright nice, especially to Annette. You wonder why.

Annette Seddon: Annette is the nicest person in Saint Francis, even nicer than the best of the Sisters. Whenever something happens to scare you, you always run to Annette, and she holds you and comforts you and scolds whoever was being mean to you. You love Annette like a mother.

Annette is just the same in the Dreamlands, only taller and prettier. She looks after all of you and makes sure no one is mean or does anything foolish. You don't scare as easily in the Dreamlands, so you don't depend on Annette as much, but you still keep near her when you aren't talking to Wendell.

Wendell Cordell: Wendell is very smart and spends lots of time reading books. The Sisters like him because he's a good student and well-behaved, but lots of the other kids tease him or act mean to him. They think he's funny because he stutters and wears glasses. You feel sorry for Wendell, and wish the others would leave him alone. Annette tries to protect him, but she can't be everywhere. If you were braver, you would try to protect him too.

In the dreamlands, Wendell is really neat! He knows powerful magic and everyone respects him. Well, David still doesn't like him much, but that's David. You get along with him so well, you bet someday you'll get married and live in a big house together! Maybe you'll even do that in the Waking World, when you're old enough. He must like you too, because he taught you his spell, "Lambent Flame," which lets you make pretty colored flames.

Simon Johnson: Simon is a little troublemaker; even Annette says so. He's always playing tricks and getting punished for it. Sister Alice calls him a "little Hellion."

Simon's just the same in the Dreamlands as he is awake. Well, maybe he's a little better – he plays his tricks mostly on other people instead of on you.

Caleb Vanderhoek: You like poor Caleb, who is mentally retarded. Many of the other kids make fun of him or play mean pranks on him, because he's not very smart and has trouble saying anything clearly. You think they're horrible for doing that, although you usually lack the nerve to stand up and defend Caleb yourself. Luckily, Annette usually does that. You try to make it up to Caleb by being nice to him and bringing him things he likes, such as candy. Caleb doesn't talk like most people, but you are very good at figuring out what he's trying to say (in game terms, when Caleb speaks you can make an Idea roll to allow Caleb's player to speak clearly to you).

In the Dreamlands Caleb is completely different – he's tall and smart and knows all sorts of things. In fact, he's as important as Annette, and your adventures would have been much worse without him. You think that's really neat, and you like talking with him a lot. He seems a little sad sometimes, but you guess that's because he knows he can't stay in the Dreamlands all the time. His powers and abilities kind of scare some of the others, especially David and Peter. Serves them right for being mean to him.

Peter Bosmith (NPC): Peter is very clever – too clever for his own good, you think. He does lots of naughty things, like stealing, but he never gets caught. In fact, he often manages to get others in trouble for his crimes. That's probably why David and Simon like him so much. You don't like him, since Annette and the Sisters always tell you its wrong to steal even when you don't get caught.

In the Dreamlands, Peter is a nicer boy, although you think he still sometimes steals things. He's never stolen from any of you, though.

Caleb Vanderhoek, Orphan, age 12

STR 6 (11) DEX 3 (14) INT 5 (15) Idea 25% (75%)
CON 5 (13) APP 7 (15) POW 21 Luck 105% HP 6 (12)
SIZ 7 (12) SAN 84 EDU 3 (12) Know 15% (60%) Magic Points 21
Damage Bonus: -1d4 (None)

Stats in parenthesis are Caleb's stats in the Dreamlands.

Spells: Shriveling, Awful Doom of Cerrit, Dissolve Skeleton, Spiral of Suth, Throth's Stalwart

Mental Disorders: Autism/Mental Retardation. See Player's Notes, below, for the role-playing effects of this.

Skills (those not listed are at 01%): Accounting 10%, Art (dance) 25%, Astronomy 25%, Bargain 45%, Climb 50%, Conceal 25%, Craft 5%, Credit Rating 37%, Cthulhu Mythos 5%, Dodge 36%, Dream Lore 60%, Dreaming 55%, Drive Auto 10%, Electrical Repair 10%, Fast Talk 25%, First Aid 50%, Hide 25%, History 20%, Jump 40%, Law 15%, Library Use 60%, Listen 38%, Martial Arts 15%, Mechanical Repair 20%, Medicine 15%, Natural History 40%, Navigate 30%, Occult 25%, Own Language (English) 70%, Persuade 45%, Psychology 75%, Ride 45%, Sneak 30%, Spot Hidden 50%, Swim 25%, Throw 42%, Track 30%

Weapon Skills: Fist/Punch 60%, Grapple 35%, Head Butt 10%, Kick 35%, Knife 33%, Axe 20%, Small Club 50%, Large Club 25%, Sword 30%

Player's Notes: Caleb has extreme difficulty communicating, often unable to pronounce words or to put them together in a coherent sentence. He also tends to make strange associations with the things he sees, and then tries to communicate through these associations. Often he strings words together more or less randomly until he manages (sometimes) to convey his meaning.

In the Dreamlands, all these problems disappear and Caleb becomes intelligent, articulate, clear-headed, and personally magnetic.

Caleb's skills are all at 01% in the Waking World, except for Cthulhu Mythos, Dream Lore, Psychology, and Spot Hidden.

Caleb's spells are described in the "Dreamlands Spells" handout, except for Shriveling, which is in the Call of Cthulhu rulebook. These spells cannot be used in the Waking World except for Shriveling, which can be used if Caleb can roll POWx2 to focus himself.

Caleb Awake:

You live in a big gray building with lots of other children. The Sisters take care of you, them and Annette. You think you had a family once, but you're not sure. You usually don't remember things very well. Now the Sisters take care of you, and Annette.

When you're awake, the world seems to exist behind a thick plate of glass. It's hard to think, hard to do anything. You have trouble with words, especially – they're slippery things and never seem to do what you want. A lot of the time you say the wrong thing, or misunderstand and do the wrong thing, without really meaning to. The Sisters get angry sometimes and yell at you. It hurts you when they yell, or when they hit you, but you keep making mistakes no matter how hard you try. At least Annette's always nice to you, and Lisa too. Lisa brings you sweets sometimes when you ask for them. Everyone else ignores you, except when they yell at you or hurt you.

When you go to sleep, though, everything changes. You visit a place called the Dreamlands, a magical place full of strange and exciting things. In the Dreamlands you can see and hear and talk so clearly, *think* so clearly, and everything is easy, and people are nice to you. Well, except for the monsters and things like that.

The Dreamlands:

Every night, after you go to sleep, you and six other children visit a strange and magical land, a place out of a fairy-tale. You've had many incredible adventures there, and sometimes you just enjoy travelling through that land and seeing its marvels, so full of color and life and strangeness, so different from the bland, dreary day-to-day life at Saint Francis. You aren't powerless children there; you have skills and talents you could never possess in the waking

world, and your adventures have made you famous, so that many people recognize and admire you. Your fame has spread as far as Celephais and Ilek-Vlad, and in your favorite city of Ulthar, place of a thousand cats, you are favored visitors. You have fought and defeated all manner of evil things, terrible monsters, nightmares, and powerful sorcerers. Once you were taken to the Moon and had to escape the peculiar Man who dwelt there with his cruel daughter, once you rescued the Prince of Ulthar's Cat's from the terrible Vale of Pnath, and once you even defeated a plot to spread the Night everywhere, all through the Dreamlands, so that everywhere would be nightmares and darkness.

Time is strange in the Dreamlands, and a single night's sleep can sometimes be many weeks of adventures. Usually you arrive in the Dreamlands together, descending the Seventy Steps of Light Slumber to the Chamber of Flame. Sometimes, though, you don't go to sleep at the same time; when that happens, you always wait for each other at the Inn of the Ruby Dawn in the city of Ulthar. Ulthar is a wonderful city, full of friendly people and beautiful cats, and there is even an entrance to the legendary Great Library, although you've only managed to find it once or twice.

Caleb in the Dreamlands:

In the Dreamlands, you're a different person – active, intelligent, powerful, and decisive. Your body is different too, stronger and more vigorous, and you can even work powerful magic. Everyone likes you and talks to you, respects you, even people like David and Peter who never talk to you at all in the Waking World. You've been on grand adventures with your friends. Nothing there ever frightens you, because you can do something about it, instead of sitting helplessly trying to figure out what's happening.

When you awake and return to the Waking World, you always want to cry, because everything becomes slow and difficult again, and many of your friends don't talk to you. But you always remember your Dream adventures clearly, and those vivid, colorful memories keep your spirits up until you can sleep again.

Role-Playing Shorthand Notes:

In the Waking World, your emotions and responses are basic and simple, but it is a struggle to communicate even those simplest thoughts. You exist in miserable isolation, taunted or ignored by everyone but Annette and Lisa. Try to show your affections for them.

In the Dreamlands, you are vibrant, decisive, charismatic, friendly, and fair-minded. Assume a leadership role whenever possible, but show respect and consideration for your companions. Speak in a vibrant, memorable tone. You are even more mature than Annette, and there are depths to you that the other children simply can't understand.

David Easley: David is big and mean and loud. You don't like him. Lucky Annette mostly keeps him away from you.

In the Dreamlands, David is a powerful young warrior on the brink of manhood. He's still bad-tempered, but mostly turns his anger on the enemies who threaten you. It's clear he has feelings for Annette, and those feelings bring out the nobler side of him, so you try to encourage him subtly, occasionally offering him advice. Perhaps his feelings here carry over to the Waking World – it's difficult to be sure.

Annette Seddon: Annette is nice. She always takes care of you and keeps other people from hurting you. She never yells at you or anything.

In the Dreamlands, you can clearly see that Annette is a lovely girl on the brink of womanhood. You care about her deeply, thinking of her as the sister you never had, and wish her all the best. You can tell she is starting to return David's feelings, and hope she will make him into a better person.

Wendell Cordell: You don't see Wendell much when you're awake. He spends a lot of time in class or reading books. You wish you could do that.

In the Dreamlands, Wendell is a skilled mage, almost as powerful as you. The two of you are good friends here, and spend a lot of time comparing your magical abilities. He seems to understand you better than the others, and to recognize how difficult it is for you to return to the Waking World each morning.

Simon Johnson: Simon is mean. He used to hurt you and be mean to you, but lately he just leaves you alone. Maybe Annette made him stop.

Dreamlands Simon is a clever rogue whose skills and antics have saved all of you more than once. He gives you no problems – in fact, he often tries to curry favor with you. He’s probably frightened of your sorcerous abilities – as though you’d ever use them against a fellow orphan!

Lisa Mantovani: Lisa is nice to you also. She can often tell what you’re trying to say, even better than Annette. You wish you could talk to her more.

In the Dreamlands, Lisa is much like she is in the Waking World, a clever, intelligent, creative young girl who struggles constantly with her fears and timidity. She is skilled with magic, which gives you a common ground. You like Lisa a lot, and enjoy talking with her and sharing your knowledge of the Dreamlands. If you were older, you would be courting her. But this is only in the Dreamlands – in the Waking World, your broken body and mind are prisons that will keep you apart from Lisa forever. This lends an edge of mourning to your time with her in the Dreamlands, although for her sake you try to conceal it. She is too young to understand such things anyway.

Peter Bosmith (NPC): Peter is smart and talks very fast. Sometimes he makes fun of you, but he isn’t as bad as David or Simon.

In the Dreamlands, you appreciate Peter’s quick wit and smooth talk, but you suspect that he lets his own talents at getting out of trouble go to his head. Someday he’ll get into trouble and won’t be able to wriggle out of it. You just hope it isn’t something too terrible.