

# The Monastery of Leng

**Joker:** Masked guards chase you through the timeless monastery, into the aeries of the Shantaks. Make a **Luck (-2) check** to escape on one and gain a **Shantak Mount**. If you fail, your pursuers abduct you to **The Moon**.

**Ten:** You are dragged before the judgement of High Priest Not To Be Described. Make a **Luck (-2) check**. If you pass, he sees that your presence here is part of the plans of Nyarlathotep, and teaches you **Summon The Crawling Chaos**. If you fail, he sees no use for your fate, and his servitors drag you to **The Moon** for disposal.

**Nine:** You wander through narrow passages for what seems like days, seeing the bloodstained history of Leng carved into prehistoric walls. You gain two clues, but are *delayed*.

**Eight:** Set into the wall is a reliquary, containing an artifact holy to the Crawling Chaos. Draw a dream item. If you take it, make a **Luck (-3) check**. If you fail, you are **cursed**.

**Seven:** By the light of the hideous moon, you realize that the words etched into this place prophesizes a great doom that is about to befall the dream. Gain three clues, but fill the nightmare track to its maximum.

**Six:** You find a grimoire that seems to exude pure cold. If you read it, make a **Fight (-1) check** to resist the biting chill long enough to gain spell. If you fail, you lose two stamina.

**Five:** The High Priest judges your sins against the Other Gods, and exacts penance from your flesh. Lose one stamina for every monster or dream trophy you have.

**Four:** A ruined body shackled to the wall speaks to you. *"Do you fight the Crawling Chaos? I... I tried and failed, but I can help you..."* If you stay and listen to the man, gain one skill but you are *delayed*.

**Three:** The silk clad High Priest whispers words of magic to you, but his own blasphemy is a testament to how such unearned power corrupts. You may search the spell deck for a spell of your choice, but if you do you are **cursed**.

**Two:** Foul echoes bounce through the monastery, growing louder and louder till you feel them replacing your own thoughts. Gain a skill, but you are reduced to one sanity.

**Ten:** In the darkest depths of the Monastery, you find the words that will summon and perhaps even command a Mask of Nyarlathotep. If you try to learn this blasphemy, make a **Lore (-1) check**. If you pass, take **Summon The Crawling Chaos**. If you fail, you are **Devoured**.

**Nine:** Before you lies the silken mask of the High Priest Not To Be Described. If you dare put it on, make a **Will (-1) check**. If you pass, then you gain **Summon The Crawling Chaos**, but if you fail you are reduced to zero sanity.

**Eight:** You walk into a room you know to be many miles below ground, yet the roof is open and alien stars dance above you. You may gain up to four clues, then make a **Will (-3) check**. If you fail, lose as much sanity as you gained clues.

**Seven:** Make a **Luck (-2) check**. If you pass, you faint and dream of a man with black skin who teaches you for what seems like weeks. Whatever he needed you for, the knowledge remains in your mind. Gain a skill.

**Six:** As the High Priest moves his hands in benediction, you catch a glimpse of what lies underneath the yellow robe. Gain a clue, but make a **Will (-2) check**. If you fail, you lose two sanity.

**Five:** The High Priest offers his blessing to you, but you know that accepting it is part of the inscrutable plans of the Crawling Chaos. You must chose to either become **blessed** and add a token to the Nightmare track, or become **cursed** and remove one.

**Four:** As you stumble blindly through dark cloisters, you hear an alien flute play. Make a **Lore (-2) check**. If you pass, you hear something in the eerie wails and gain a spell. If you fail, lose one sanity and stamina as they torment you.

**Three:** One of the silk wrapped guards attacks you! A monster appears, but if you fail a combat or horror check against it, it drags you to **The Moon** instead of causing sanity or stamina damage. If you defeat it, you are find strange words written on its wrappings, gain a spell.

**Two:** You spy on the High Priest Not To Be Described in communion with what you recognize to be the Outer Gods! Pass a **Sneak (-2) check** to remain hidden and hear three clues. If you fail the Priest turns and flays you with corrupt magic, you are reduced to zero health.

# Sarkomand

**Joker:** A colossal Shantak lands in front of you, but you see a spark of something like intelligence in its dead eyes. Make a **Will check (-2)**. If you pass, it bends its head to you, gain the **Shantak Mount**. If you fail, it gouges your chest before flying away. Lose three stamina.

**Ten:** You crawl in ruined crypts beneath Sarkomand for what seems like days, searching for something you have dreamed of your whole life. You are *delayed*, and make a **Luck (-1) check**. If you pass, you find the **Lunar Scythe**.

**Nine:** Over the corpse looms a bloated Leng Spider, guarding its next meal. You may attempt to scare it off with a **Combat (-2) [2] check** and take a dream item from the body. If you fail, lose two stamina.

**Eight:** You watch Moonbeasts moving through the stone villages, taking the strongest natives to slave, the most human looking to serve, and the fattest to devour. Gain one clue, but lose one sanity.

**Seven:** You shudder to think of what tore such huge holes in this lonely shack, but for the moment it is welcome shelter from the cold. Gain one sanity and stamina.

**Six:** You scuttle from ruin to ruin as hungry Shantaks wheel overhead. Make a **Speed check (-2)** to avoid them and find a dream item in the rubble. If you fail, you are *delayed* and lose one stamina.

**Five:** The ruins of Sarkomand crawl with savage descendents of its builders. Make a **Sneak (-1) check** to evade them and find a dream item. If you fail, they offer you to their dark masters. Go to **The Moon**.

**Four:** In an ancient temple you find books that were already ancient when the first men crept out of their jungles. If you read them, gain a spell but lose a sanity.

**Three:** You can hear the howls and curses of the savage Men of Leng who hunt you. Make a **Sneak (-1) Check** to escape them. If you fail they turn you over to their dark masters, you are taken to **The Moon**.

**Two:** Stumbling blindly through the blizzard, you find a small cave and decide to rest rather than wander blind. You are *delayed*, but gain two stamina.

**Ten:** A scythe heavy with death lies before you, atop a mountain of bones of those it has claimed. If you take it in time you will suffer their fate, but the force of such a weapon cannot be matched. You may become **cursed** to gain the **Lunar Scythe**.

**Nine:** The men of Leng scream hate as their unearthly champion strides forth. Draw monsters till you get one with 3 toughness and fight it. If you defeat it, take the **Lunar Scythe** from the terrified tribe.

**Eight:** You see a shadowy figure in the fog, coming straight for you. Make a **Luck (-2) check**. If you fail, a monster appears. If you pass, a traveller shares his meagre supplies with you, gain one sanity and one stamina.

**Seven:** The degenerate villagers are carrying something large towards their cooking fires. As you get closer, you see it is a human! If you try to free them, make a **Fight (-3) check** to gain an ally. If you fail, lose three stamina. If you do not attempt to help, lose two sanity.

**Six:** Sheltering from the cold in a ruined hall, you hear the Men of Leng outside conducting some foul ritual. Make a **Lore check (-2)**. If you pass, you understand the meaning of their spells and gain two clues.

**Five:** A trio of leviathan Shantaks land in front of you and present their backs. You have no choice but to climb aboard and ride the dread beasts to their masters home. Move to the **Monastery of Leng** and have an encounter.

**Four:** You cower behind the ruin in horror as a Moonbeast leads the Lengfolk in ritual. Gain a clue as you watch, then if you try to stop them, make a **Fight (-3) check**. If you fail, they drag you to **The Moon**. If you fail or do not attempt to stop the ritual, add one Nightmare token to the track.

**Three:** The icy winds of this place tear at your flesh. Make a **Fight check (-2)** to resist the cold or lose two stamina.

**Two:** The Moonbeast lashes at his slaves, and one falls motionless to the ground. Once they have moved on, you investigate the fallen Man of Leng. Make a **Luck (-1) check**. If you pass, the body clutched a Dream Item you take. If you fail, the dying man claws at you, lose one stamina.

# Inganok

**Joker:** You visit the Veiled King's aviary, where his tame Shantaks are bred. If you trade two of any combination of spells, dream or unique items, gain a **Shantak Mount**.

**Ten:** If you discard a dream trophy or five toughness of monster trophies, a cowed priest comes to you in the street. *"Go with the blessings of every god that walks the world or crawls beneath."* Gain the **Mark of the Elder Gods**.

**Nine:** A mason sings a strange, beautiful song as she works. When you ask her where it comes from, she tells you her grandfathers grandfather sung it on his wedding day. Make a **Lore (-1) check** to realize who that ancestor was and the true nature of the song, gaining a spell.

**Eight:** Something compels you to enter a shrine to a god whose name you do not recognize. You fall deep in prayer, but to who? Make a **Luck (-2) check**. If you pass you are **blessed**, if you fail you are **cursed**.

**Seven:** You strike up a friendship with the leader of an onyx caravan, heading out into the cold North. If you chose to go with them, move to Sarkomand and draw two encounter cards, choosing one.

**Six:** A noble of Inganok stops you in the street. "You are marked by destiny, dreamer. But are you a tool of the Crawling Chaos or his enemy?" Make a **Will (-1) check**. If you pass, he teaches you a spell, but if you fail he has his guards attack you. Lose two stamina.

**Five:** As you wander the onyx docks, you see a disguised man of Leng unloading his ship. If you try to see what he is unpacking, make a **Sneak (-2) check** to gain two clues. If you fail, you are caught by dock guards and *delayed*.

**Four:** As a cold wind blows from the north and strange shadows settle, you realize why no cats dare live here. Lose half your current sanity (rounding down).

**Three:** You have heard tales that the folk of Inganok are descended from the gods, and examining their strange features, you construct some theories of your own. Make a **Lore (-) check** and gain clues equal to the number of successes.

**Two:** As you step into a quiet shrine, the priest smiles at you. *"You need not pray, my son. My Gods know you, and would speak more directly."* Move to **Unknown Kadath** and have an encounter. If you are still in Kadath after the encounter, return to **Inganok**.

**Ten:** In a tiny shrine to Tamash, you strike up a conversation with the wizened old attendant. If you pass a **Will (-2) check**, he pulls back his cowl to reveal silver hair and eyes filled with stars. *"I always did like you mortals..."* Gain **Mark of the Elder Gods**

**Nine:** You kneel in the Silent Temple, determined to pray as long and as hard as it takes for the Gods to notice you. You are *delayed*, and make a **Luck (-1) check**. If you pass, gain **Mark of the Elder Gods**.

**Eight:** You are taken to the Veiled King himself, and plead your case before his impassive mask. Make a **Will (-2) check**. If you pass, he offers you your choice of three dream items. If you fail, he finds you guilty of wasting his time, you are *delayed* in prison.

**Seven:** One of the Veiled King's courtiers calls you over in a tavern, and tells you his master has something for you. Make a **Luck (-1) check**. If you pass, he gifts you a dream item. If you fail, he stabs you in the stomach and whispers *"Compliments of the King, outlander"*. Lose two stamina.

**Six:** The man mutely beckons you into his store, but when you enter he drops his mask of flayed skin and reveals the writhing snout of a Moonbeast! Make a **Fight (-2) check** to escape. If you fail, he abducts you to **The Moon!**

**Five:** You board a ship, swayed by the silver tongue of its Captain. If you fail a **Luck (-2) check** it rises from the water and takes you to **The Moon!** If you pass, then you may move to **Dyath-Leen** or **Celephais** and have an encounter.

**Four:** You are drawn to the beautiful music echoing from the temple of Bast. Inside, you fall into a deep trance and become *delayed*. If you pass a **Luck (-) check**, you hear feline words in the music whispering benedictions upon you, and become **blessed**.

**Three:** As you walk into the temple of Nodens, the congregation turns to face you. The ivory clad priest speaks *"The night is dark, chaos crawls, the dream unravels, and all things must end. But Lord Nodens has chosen one amongst us to fight the dark..."* Add one token to the nightmare track from his dire prophecy, but become **blessed**.

**Two:** In the Veiled Kings personal chapel, seven rows of cowed priests silently file past. As you watch their strange gait and bowed heads, you cannot quite convince yourself they are human. Gain one clue and lose one sanity.