



Area 3-4 – Victoria Foster:

All four of Doctor Jasiak's patients that died while hooked-up to his dream extraction machine are each sequestered in an individual meditation cell in the monastery. All are quite mad or dead. If an investigator is already branded with the Yellow Sign, then that investigator knows that these souls are being tormented, and that there is nothing that can be done to relieve their nightmares. Read or paraphrase the following as the investigators approach Victoria's cell:

There is a horrible screeching coming from a nearby cell. The flimsy wood door rattles occasionally as something within the cell scrambles about within. Whatever resides within the cell sounds both alien and enraged.

Each cell has a poorly constructed door hanging on a crude hinge; most of the doors are partially open and/or drag on the stone floor. Investigators can easily peek through the door, if they so choose. The thing inside Victoria's cell is a twisted nightmare of her former human self. Victoria's Dreamlands body has been warped by insanity; four ropy 6' long tentacles, two on each side of her body, have replaced her arms. Her eyes are shiny black orbs, she has shark-like teeth, and her body is coated in a viscous slime she sweats. Her clothes and hair are all plastered to her body. And she is mindlessly thrashing about in her cell. To view Victoria requires a **Sanity (2/1D3+1)** check.

Victoria Foster, Tentacled Nightmare

STR	CON	SIZ	DEX	HP
11	13	11	13	12

Damage Bonus: None

Armor: 1 point (slime)

Weapons: Tentacle 40%, special; Bite 80%, 1D6+2

Special: Victoria makes a single Tentacle attack in a combat round with one pair of tentacles; if successful, that pair has ensnared her target for zero damage. With a second successful Tentacle attack from the other pair of tentacles, she has fully grappled her target and is now dragging them toward her gaping maw. Victoria is only able to make a Bite attack on victims she has fully grappled with both pairs of tentacles.

Victoria is tormented by her own nightmares, and will ignore all attempts to communicate with her. She only at-

tacks an investigator if they attempt to enter her cell; otherwise she ignores everything around her.

Area 3-5 – Arthur Johnson:

Read or paraphrase the following as the investigators approach Arthur's cell:

You can hear a wheezing sound from the cell ahead, and the odor emanating from it threatens to turn your stomach. Within the cell, you see a man stretched out on the floor with his wrists and ankles shackled to iron rings set into the floor. The man's abdomen has been opened up, and his organs have been stretched out into a web that is draped from hooks and chains dangling from the ceiling. You can see the man's lungs inflate and deflate with each wheeze. Seated in the cavity of the man's abdomen is a large pulsing white orb.

Viewing Arthur's fate requires a **2/1D3+1 SAN** roll. If the investigators are peeking through the door, Arthur does not notice them. If the investigators open the door, then Arthur will wheeze a plea for the investigators to kill him. If the investigators enter the cell and begin to tamper with Arthur's body, either his draping organs or his shackled limbs, then the pulsing white orb will burst open releasing a horde of spiders; witnessing the egg bursting calls for a **1/1D2 SAN** roll. The spiders are born hungry, and will attack and eat anything in the cell, so if the investigators exit the cell, then the spiders will concentrate on Arthur only. Arthur has only 1 **Hit Point** remaining.

Leng Spiders, Newborn Horde

STR	CON	SIZ	DEX	HP
1	1	1	4	1

Damage Bonus: None

Weapons: Bite 40%, 1D3

Note: A single Bite attack roll thematically represents a mass of spiders attacking all at once; it is not a single spider attack. Any attacks made on the spiders by the investigators automatically hit and result in the death of several in a single swipe. The sheer number of spiders makes such attacks futile.

The spiders are Leng Spiders only a few seconds old, each measuring barely 2" across. There are close to one hundred spiders in the egg.

Area 3-6 – Howard Clark:

Read or paraphrase the following as the investigators approach Howard's cell:

You see a pool of dark fluid seeping out from under the door of the cell ahead. As you get closer, you can see the remains of a fully butchered adult human male in the cell. The parts are scattered about the cell, with the man's head in the center of the room. His mouth and lips move in silent conversation, and his eyes roll about as he looks at his disassembled body.

Witnessing Howard's condition requires a **1/1D2 SAN** roll. Howard's head has **1 HP**. With a successful **Idea** roll an investigator will be able to read Howard's lips as he says things like, "Kill me," or "Help me," or "No! No! No!"



Area 3-7 – Evelyn Markinson:

Read or paraphrase the following as the investigators approach Evelyn's cell:

A strange muffled sound draws your attention to a cell further along the corridor. Inside you see a huge translucent chrysalis adhered to the wall by similar translucent resin. Inside the cocoon, you can see the outline of a form struggling within as it tries to break free of its prison.

If the investigators enter the cell to get a closer look at the cocoon, they can see a woman's face just under the surface of the cocoon. Evelyn can sense the presence of the investigators, and snaps open her eyes and open her mouth in a muted scream, thrashing about with even more zeal. If the investigators cut open the cocoon, Evelyn's body slides out and falls to the floor into a glistening heap, along with several gallons of mucus that was also within the cocoon.

Evelyn's body, from the neck down, has been morphed into the body of a huge white pulsing maggot. Evelyn sees her dilemma and begins to scream in horror. As she screams, her mouth hyper extends and opens so large that her remaining humanity is sloughed off onto the floor, leaving only a giant squealing maggot squirming on the floor. Any investigator that witnesses Evelyn's transformation must make a **1/1D2 SAN** roll. The maggot just squirms on the floor; it is unable to attack the investigators.

Wrapping Up Scene 3:

If the investigators enter the tunnel in the cellar, **Area 3-3**, then they can journey to the Pharos of Leng via the Underground Route, **Scene 4**. Otherwise, they travel the Overland Route, **Scene 5**.

Scene 4 – Underground Route

Read or paraphrase the following as the investigators descend into the tunnel discovered in the cellar, **Area 3-3**:

Hand-dug and crooked, the tunnel descends at a shallow angle for about five or six feet, then levels out for one or two feet, before descending again another five or six feet. After approximately twenty feet, the tunnel ends at an opening in the wall of a larger naturally hewn tunnel, roughly 3' above its floor. The natural tunnel varies in diameter, but it roughly averages about eight feet in diameter along its length. The natural tunnel is oriented north-south; a trickle of water flows along the center of the tunnel's floor. The water flows northward.

The tunnel from the monastery was dug for ease of descent and ascent, so no **Climb** roll is required. The hand-dug tunnel breaches into the natural tunnel on the side wall, about 3' above the floor. The natural tunnel was carved by