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La Notte più Lunga, 20/11/2019, Nicola Tosi

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INTRODUCTION

This scenario is better suited as the start of a longer campaign or, alternatively, as an one shot adventure of the duration of 4-6 hours. There is no particular background required for the Investigators and this module can serve as a campaign hook to have them meet one another. The case takes place in 1892 in England, at the train station of a fictional small village called Eramth Gineht and its surroundings. In reality the Investigators are stuck in a hospital bed and trapped in a deep coma because of a terrible train accident they have been involved in. The adventure is all part of a coma dream that the Investigators are experiencing in the Dreamlands.

They will have to discover the truth behind the train accident and manage to fight their way through the nightmarish dreamscape or die from their injuries in the real world.

This scenario contains some mild sexual contents that can be left out to better suit a less mature content inclined gaming group.

PLAYERS' INFORMATIONS

On the evening of the October 3rd, the Investigators reached via train the station of Eramth Gineht to wait for a coincidence coming from Nottingham that will bring them to London where they need to attend an important auction in the Egyptian hall of the British Museum. The night is rather chilly for the early autumn and a thick blanket of fog is covering the fields surrounding the station, caressing the bones of the Investigators with a very unpleasant sensation. The train should be there any moment now unless there has been some delay.

KEEPER'S INFORMATIONS

The Investigators are actually in the Royal London Hospital, survivors from a terrible train accident that occurred just the day before at the station of Apsley. For yet unknown reasons (the details shall be discussed later in the module) the train derailed while arriving at full speed at the station. The locomotive was launched over the platform where Investigators and 15 more people were waiting and killed nearly all of them. The survivors were grievously injured and many went into a coma, including the Investigators. The last thing they saw in the dark of the night, were the train lights coming towards them. Now the Investigators are little more than mere fragments of thought wondering the Dreamlands in wait for their train. It is imperative for the adventure that the players are unaware of their oniric state since knowing that could ruin the experience.

They will still believe to be safe and sound, waiting for their train, which is actually getting rather late at this point, along with several NPCs, one of which being the station master, that were also injured in the accident. After a little moment to allow the Investigators to get to know each other a little bit (at the Keeper's discretion), a whistle will announce the train arrival. All they will see though are the train lights coming from the distance just to watch them disappear in the fog without a trace, leaving the NPCs will be as baffled as the Investigators.

From there the investigation will officially start, leading them into the disturbingly alien wilderness of the Dreamlands' Moon following the imaginary railway. They will also attract the unwanted attention of some of the creatures dwelling there, including a particularly creepy entity known as the Crooked Man that will haunt their investigation in an increasingly dangerous and mischievous fashion with the final objective of picking them apart when most vulnerable and using them as reproductive specimens for his dying race.

To get out of this perilous situation, the Investigators will have to find out what really happened to the train and solve the mystery behind the weird behavior of the station master while avoiding the dangers of this realm of nightmares and weird dreams. The Investigators will have to solve the mystery behind the disappearing Dreamlands train and its relation with the real world if they wish to escape and survive. Do be careful though, time is of the essence here and even a minor setback could cost some of the innocent lives, victims their including Investigators.

THE STORY SO FAR

It was October 3rd in the year 1980 when a terrible train wreck occurred in the train station of Apsley. For reasons yet unknown to the public, the 9:15 pm train n° 911 arriving from Nottingham derailed just as it was coming at full speed into the station and killed 7 people standing on the platform while grievously wounding a number of bystanders. The train conductor, some passengers and people waiting for the train that were thus wounded and thrown into a coma. They are currently taken care of at the Royal London Hospital but, even though they are receiving the best assistance available, the situation is dire and the death count is prone to increase even more in the next hours. What nobody knows is that those sent into the coma are actually trapped in the oniric realm known only to few blessed (or cursed) elects as the Dreamlands, a mythos related dimension composed mortals, given form by nightmarish and dangerous alien powers. Despite the name, this is no fable town and being trapped there is very akin to being as good as dead if not worse and only the craziest of warlocks and sorcerers seek access to this realm, using powerful drugs and potions, to seek uncanny knowledge and eldritch powers to further their sinister schemes. The Dreamlands is home to several monsters and even some Great Old Ones but luckily the zone where the Investigators are trapped is a relatively secure one. Only one actual monster stalks this place, a weird human like creature known by a very small number of mythos students: the Crooked Man. The train was also transporting some persons of interest that could or could not have a hand in the terrible event that transpired (and those that are about to transpire as well). All of them are currently in a coma and, along with the Investigators, trapped in the Dreamlands against their will. The one to blame for this events is secretly amongst them and discovering this connection will have a key role to the Investigators escape from the Dreamlands. Those

The station master Joseph Vercal (that was actually the train conductor in the real world), inventor Franco Giannini, the notorious (alleged) criminal William Godfrey, the famous American singer Scarlet Thompson, an influential occultist Jean Bernard known in the ambient as "The Red Pharaoh", the London Gazette's reporter and dandy Tom Malgrave and a young and humble priest named Arthur Faraday.

This last apparently innocuous individual is actually the culprit for the tragedy that occurred and behind his tranquil facade hides a dangerous narcissistic sociopath with a grievous mental illness that will lead to a rather unpleasant turn of events.

FATHER ARTHUR FARADAY

Arthur Faraday grew up believing to be the abandoned child of a unknown prostitute in Whitechapel, living his earliest years in terrible conditions, in the middle of the debauchery conducted by adults with no care for him or his well being, having to fight on the streets for scraps of food, working his little heart out in chimneys for a few pence, getting stricken by pneumonia at the age of 12 and almost dying because of it. Only his will to live kept him alive through this time, until the day when a priest named John Sullivan found him begging for money on the side of the road, lamed by malnutrition and his previous sickness, hanging by a tread to his life. Feeling pity for the child, father Sullivan toke him in a community for abandoned months later as he boarded the train departing from

of the unconscious thoughts and dreams of the children conducted by the clergy where he was taken care of and given a religious instruction. He was indeed grateful for his new life but the damage was done and he never fully recovered. His temper was very gentle at a first look but deep inside he remained as bitter and cold as the streets where he grew. Unable to relate emotionally with other people and egoistically set to his base desires with a strong narcissism, he could have been diagnosed as a psychopath in modern days.

> His street wisdom made him appear remarkably clever in the eyes of others along with his natural charisma, making him rise to popularity rather quickly amongst his peers, hallowing him to take his vows at a very young age and becoming a priest in Nottingham, making everyone believe to be as pious as they get. During his service here he met with a altar boy named Alfred Southfolk just a couple of years younger than him, finding each other company pleasant the two became friends forthwith. They soon became inseparable, being together every day, in the church or otherwise, they soon discovered that their mutual feelings became something more than friendship. Arthur was initially scared of this new sensation but one day he got the courage to confess his love to Alfred under a blooming cherry tree and told him that he would have renounced his vows to be with him. Alas, he was beaten to it by his peers that in some way discovered the relationship. They confronted him in his chapel and exhorted him to leave his path of sin and make amend. Caught by surprise he was unable to stand up for himself and agreed to never again fall into temptation and to break every relation with Alfred. He lied to himself, trying to believe that being chosen by God was more important than earthly feelings, that he had a purpose and a mission and this has been a test to his resolve. Some time later he learned that Alfred committed

> suicide after having being ostracized for deviant behavior. Even though deep inside this broke Arthur's heart, he also thought (or more likely wanted to believe) that this was the confirmation of his chosen status. He passed the test and the source of sin had been dispatched. He now knew to be special in some way and his quick rise in the eyes of God confirmed this theory of his, causing him to start making up his own credo, his faith becoming zealotry and loosing his sanity day by day. Soon enough his colleagues noticed that his sermons had become a bit too fervent and admonished him for his strong tones and themes. He paid them little attention and soon he found himself shunned once again but this time he was not alone, he had his God beside him, giving him strength and filing him with purpose, even though he did not know for what objective.

> This purpose would have been presented to him some

for London. A famous harlot, a well known sorcerer, a blasphemous scientist and an infamous criminal all boarded along with him and sat beside the most pious servant of God without a second thought. Arthur was initially enraged by such disrespect but very quickly a twisted plan formed in his black heart, whispered in his ear by sheer madness or, perhaps, something far more sinister. His mission was to free Christendom from this miscreant and infidels that indulged themselves into sin and debauchery, symbols of uncleanliness just like the people he grew with as a child, just like his mother.

As the train was beginning to approach the station of Apsley, he got up from his seat and silently made his way through the cars, over the coal wagon and to the conductor cabin, knocking the poor man out with his walking cane. He then cranked the speed all the way up and started praying. At that point the train crashed, several people died and even more were wounded, including those waiting for the train, like

the Investigators.



THE DARK SIDE OF THE MOON

The Investigators and the passengers' minds are trapped in a collective nightmare born from the minds of those involved in the train wreck. Their unwilling consciences traveled through dimensions, space and time to end up on the dark side of the Dreamlands' Moon. Here the dreamlike formless realm has been shaped by their conscious thoughts had just before the accident to resemble a pretty normal train station even though several details are smeared and off putting. Their subconscious instead shaped the land surrounding it, turning into what on first watch could look like a mundane English countryside but once the Investigators will begin exploring it, they will realize that weird and supernatural phenomenons birthed by the collective imagination of the victims are happening all around them and the resilience of their sanity will be thoroughly tested.



CHAPTER I THE DISAPPEARING TRAIN

The Investigators believe to be waiting for the 9:15 pm. train that should carry them to London along with some other rather eccentric passengers but in reality they will trapped in this weird dimension along with the others until they can solve the mystery behind the train accident and have the culprit confess his crime. The very station is actually a reflection of the last sensations experienced by the victims of the derailment and will then seem rather normal except for the weird phenomenons of the Dreamlands. Venturing away from the station will lead the Investigators deeper in this pernicious realm, exposing them to further hazards in order to solve the mystery and escape their predicament.

The scenario starts at 9:10 pm. while the Investigators are waiting for the train in question. The Investigators probably don't know each other yet but nothing forbids them to create some background that puts them together before the scenario. They will have a short amount of time to analyze each other and the passengers as well as their surroundings. Since the accident happened in October and the temperature is therefore quite chilly, the NPCs will not be exactly willing to loose themselves in long conversations and will probably appear cold and grumpy to the more talky Investigators. The station master Joseph Vercal will instead try to be cooperative if the Investigators demands make sense to him but he will come up as nervous and a bit skittish. A successful PSYCOLOGY roll could reveal that Joseph is inexplicably nervous but if inquired about his conditions he will simply put on a unconvincing smile and dismiss any concern they could have. He in fact does not know why he is feeling so nervous but something in his subconscious is suggesting him that something concerning is about to happen.

At 9:15 Joseph will blow his whistle to announce the arriving train. The Investigators and the passengers will be able to watch north to see the headlights closing in in the night little by little, but just as soon as the lights get 500 feet from the station, they will just fade out like they never existed. As a matter of fact, they actually do not exist since the train closing in is merely a remembrance of what the Investigators saw just before being run over by the derailing train. After some moments of shock, the bystanders will understandably start freaking out, adding much woe to Joseph's already fragile morale and a slight panic will ensue. If the Investigators do nothing to calm the passengers (a PERSUADE or FAST TALK roll should be enough to momentarily soothe the spirits) the train master is going to have a nervous breakdown and will start behaving erratically,

shouting orders inconsistently in a very non authoritarian way. The passengers will dismiss him throwing insults and threatening repercussions on his career. In any case, the passengers will head to the waiting room and stay there until further notice, by suggestion of the station master or, if he was overwhelmed by his nerves, by father Arthur Faraday's.

While the Investigators will start to plan their next move, unbeknownst to them an unseen visitor attracted by this little ruckus will start taking interest in them: the Crooked Man.

THE CROOKED MAN

In the deep dark of this region of the Dreamlands, a terrifying being stalks the endless night. This elusive creature is known by a very limited number of occult scholars as the Crooked Man. This creature dressed in old and dirty clothes looks like a dangerously malformed humanoid of unusual size, with a sickly lean and long body spotted here and there by patches of flabby flesh, sporting a horrifying visage with eyes, nose and mouth contorted almost beyond recognition, orifices in places where there should be none and vice versa, thin stringy hair and a rather disturbing evil look in his dead huge eyeballs. Its mouth can stretch three times as big compared to a human's and is filled with dirty jagged teeth very similar to those of monkeys. The arms stretch long and thin, tipping in elongated strong fingers, very useful in dragging away screaming preys. The appearance of a Crooked Man is always preceded by the fall of an unnatural darkness, impossible to pierce with any sort of non magical light and it is unknown if the darkness is produced by the Crooked Man itself or if it is some sort of spell that accompanies it. The most vicious quality of this deranged creature though is probably his partial invisibility. For some creepy game of the lights Crooked Man cannot be seen by humans unless it is watched through a piece of glass or reflected on some king of surface like a mirror or water and can thus sneak upon an unsuspecting prey without raising any suspect.

The origin of this weird being are mostly unknown but some sparse (and mad) warlocks found out that Crooked Men have a rather bizarre way of mating. A lone Crooked Man will search the Dreamlands for any lone human wanderer that ended up in its territory, either by design or just by chance, all while hiding in the shadows from bigger and more dangerous creatures, and, once found a potential specimen, it will lure the human away from his intended path, closer to the darkness. Then, the human is dragged away in the shadows where, in a horrible display of depravity, the Crooked Man feeds

him some of his blood after assaulting the human. The process is so traumatizing that the victim's sanity is completely drained in a few minutes and this, along with the unclean blood of the Crooked Man coursing through her body, ignites a terrible mutation, were the victim transforms into another Crooked Man, becoming the new mate of her creator. The Crooked Man that stalks Eramth Gineht station lost its mate a long time ago to one of the -1) The Road to Nothing Dreamlands horrors and is very sad ever since, grieving its loss as much as its broken mind would allow it. Its only companion in this dark and lonely place is a stray Cat from Saturn that follows him in hope to get some food. With the arrival of the Apsley train-wreck victims in the Dreamlands, the landscape altered by collective severely the subconscious of the passengers, and the Crooked Man didn't manage to get back to his house to visit its dead spouse grave, located in the house's crypt, now surrounded by a huge maze. Initially it was baffled by this weird event but became to realize that it was somehow connected to the mysterious train station that appeared not to far away from its home. Inspecting the location from afar, it noticed that some visitors came into its territory and, after a brief fit of anger directed against those he thought responsible for its woes, its broken mind soon made the connection that those creatures must have been humans. This changed everything! Finally it didn't have to be alone anymore, those creatures would have been its new friends or better yet partners. Although very shy for the long time passed away from another kin, it is very focused on regaining a partner at the expense of his new victim. Or perhaps victims, if it desires so.



ERAMTH GINEHT STATION

This lonely train station immersed deep into an endless night is actually part of the oniric dimension known as the Dreamlands and is located on the dark

side of that realm's Moon. The night engulfs the surroundings and visibility is quite limited without artificial light. The stars are not visible from here until the rise of the Dreamlands' "Earth".

The supernatural station is rather bare bones but there are several location of interest that could be visited in the ensuing investigation:

This will be known by the Investigators as "The road to Eramth Gineht" but in reality this little and apparently innocuous country road leads to nowhere. If someone would like to retrace their step back to the nonexistent town sing the road they will have to travel through the darkness that surrounds the station and things could get complex. Light sources get snuffed out little by little when someone gets 100 feet away from the station until they are turned off completely at 200 feet. No light, natural or else, can pierce the darkness along the road. Wandering in this unnatural darkness costs the Investigators D3 SAN points for every minute of exposition until they get back to the station. Even in the darkness, the station will still be visible from the distance. If this proves not to be enough have the Investigators notice with a successful SPOT HIDDEN roll that they are in fact not getting further away from the station by walking along this way. If they keep going even after this then it probably means that the Investigators are in for a severe and deadly reminder of what lies in the darkness. The Keeper can have them being attacked by the Crooked Man or by some other eldritch evil of his liking.

-2) Stagecoach Parking Lot

This area is where the Investigators and the other passengers believe coaches come to pick up and drop passengers but it is of course a false information. This area has never seen use and it can be noted by smart Investigators. If someone asks to examine the lot and passes a hard INT roll, they notice that there are no traces of horses ever passing by, at least in the last week or so. The north side of the lot ends in a little rolling hill covered in tall grass looming over the station. There is a 20% chance that the Crooked Man will stalk the Investigators while hiding in the grass 60 feet away from them. The very tall figure of the Crooked Man should be visible if not for the unnatural darkness that envelops the zone. An extreme SPOT HIDDEN roll will be needed to see its silhouette in the distance reflected into one of the windows. If discovered like this the Crooked Man will get startled to then run away and hide to then disappear in the darkness.

-3) Waiting Room

This room is where most passengers can be found

stay here forever and may wander off occasionally.

Every time the Investigators come back to the waiting room after leaving it for the first time there is a 25% chance that a passengers gets out of the room for some reason. If this occurs roll a D6:

- 1- Scarlet Thompson is missing. She went outside for a breath of fresh air and is probably walking around
- 2- Franco Giannini is missing. The tension of being late for his convention is getting to him and he wanders to the outhouse to have a smoke.
- 3- William Godfrey is missing. The dirty money he keeps in his luggage are making him more worried by the minute and he will go to the luggage room and try to lock-pick it to inspect his belongings.
- 4- Jean Bernard is missing. Bored to death by the situation, he went to the post office searching for something to entertain himself, like a magazine or a newspaper. Of course there is nothing of the sort there.
- 5- Tom Malgrave is missing. He noticed something moving outside of the station, a glimpse of the Crooked Man lurking around seen through the window, smelled a scoop and decided on the spot to try ant take a picture of it, even though he know that the darkness will probably not allow him a good shot. The Investigators can find him trying to open the luggage room to retrieve a special flash of his creation capable of taking photographs in the night but, since he is not able to lock-pick he will fail and probably get caught.
- 6- Joseph is missing. In a fit of confusion he went in his office scribbling the phrase "Train 911" on a piece of paper that he will then try to burn in the stove. If the Investigators try to find him at his office he comes out before they can get in and excuses himself for disappearing. He will not allow anyone in there but he can of course be coerced or distracted. While leaving he will lock the door behind himself.

Father Arthur Faraday will be the one never to leave the room and can always be found there, reading twats!". from his pocket bible and praying.

-4) Platform Shelter

This is where the Investigators and the passengers were when the train-lights disappeared. From here the Investigators can barely make out the shape of the fence delimiting the pond in area 6.

-5) Fence

This crumbling fence delimits a shallow and dirty pond that extends out of sight in the darkness. The -7) Post Office fence itself is 40 inches high and does not prevent. In this room there is a small but rather complete anyone that is not crippled to vault over it. A little archive of the last three months or so of railways bent mirror polished copper pence with the letters related events and even a small library on train

after the train disappearance. They will not however Z.B. engraved on it, is laying in the grass here and can be found with a SPOT HIDDEN roll. Without proper lighting the roll is hard instead. There is no explained reason for the letters engraved in it save for messing with the Investigators or eventually to provide an adventure hook in a later scenario but the pence is actually a favored treasure of the Crooked Man that is constantly misplaced by its crazed owner. It was a present that its spouse gave him just before dying and even if it holds no power or value whatsoever, it is very important to the lonely creature. If an Investigator picks it up, the Crooked Man will stalk him in hope to retrieve its precious treasure. If no one picks it up, the station master will find it and begin getting stalked.

> The pond is better described later but anyone hanging around in this place is met with the nauseating smell rising from the putrescent water and one of its denizen. A very big and deformed Rat Thing made its nest in a hole on the shore of the pond and will be rather annoyed by eventual nosy intruders. The entrance of its lair is 5 feet wide and a foul smell can be felt even outside of it. Although it is not very deep, the hole in the ground is very dark and the Rat Thing cannot be seen unless it decides to make an appearance.

> If one of the Investigators tries to enter the hole or disturbs it in some way, the Rat Thing will attack him trying to bite him while screeching madly in an attempt to dissuade further intruders. This is mostly show though and if attacked, the creature will run for its life, even abandoning the nest if necessary.

> The Rat Thing has a strong hate towards the Crooked Man since he tries seldom to feed the Rat Thing to its "Cat" and if approached with respect by the Investigators, could tell them something about their elusive stalker, although the limited intelligence of the creature prevents it from telling them anything of use to defeat him or about the Investigators current situation. For example, if the Investigators were to ask it "where are we?", the Rat Thing will assume an annoyed look and reply "But here of course, you

-6) The Railway

This is probably going to be the first place examined by the Investigators after the train disappearance. Allow them a SPOT HIDDEN roll to examine the tracks but no trace of train passage can be found here (at all in fact since they have never been used). To find something they will probably have to go where they saw the train lights disappear.



ERAMTH GINEHT STATION

related subjects such as a brief history of British super flash Railways, a train maintenance manual and so forth. the others contain nothing useful. If the Investigators wish to use LIBRARY USE to research something about trains they can ask the station master to use this room as a library.

There is also a telegraph machine in this room but as for its usage see the later "Searching for Help" chapter.



-8) Luggage Room

Here the passengers' and Investigators' luggage is detained. The embarking protocols forbids anyone to access the room until the train arrives in the station and at that point the station master will assign every passenger with his listed belongings.

The luggage contains several items of possible interest:

- Every item that the Investigators were not carrying on them at the moment of the real world accident (like big firearms).
- Franco Giannini's latest invention is locked in a heavily reinforced case. It consists in a sort of weird telescope looking mechanism that must be connected to a cumbersome power generator that closely remembers a Tesla coil. Once activated the device creates a powerful electromagnetic field with a weird low buzzing noise. The device would be supposed to create a window on another dimension but it does absolutely nothing since it would need the power of an entire dam to operate and even then would most probably kill everyone in the close proximity.
- William Godfrey's dirty money amounting to 20'000 pounds, a loaded 12 gauge double sawed barreled shotgun along with 10 cartridges.
- Tom Malgrave's photographic contraption and his

- Jean Bernard's Holy (and allegedly unholy) The file relative to the Train n°911 is missing while symbols and icons collection that includes an ankh, a reversed silver crucifix and even a small bronze reproduction of Cthulhu that he bought at a bazaar in Cairo.
 - Father Arthur Faraday's diary containing his crazed thoughts and convictions about his ultimate fate. Reading its contents will be necessary to escape the Dreamlands and will be better explained in the "Escaping the Nightmare" section.

-9) Station Master's office

This room is designed to be occupied by the station master and his assistant, presenting two work desks, file cabinets, bookcases filled with various volumes regarding this line of work and a little stove that is currently turned off.

The stove contains a little half burned piece of paper with the phrase "Train 9..." (Handout #1) if Joseph already left the waiting room. If he didn't it is otherwise empty. A SPOT HIDDEN roll made while inspecting the stove can reveal that its interior is exceedingly clean, almost like the stove was actually new.

-10) Closed Newsstand

This small construction is locked with a heavy padlock that requires an extreme LOCKPICK roll to be forced open. If opened it only reveals an empty stand with a single newspaper strip in it, recounting an old train incident happened five years before where several people died (Handout #2). The Investigators name will be listed in the departed but on second inspection the names will not be theirs. This will cost any reader 0/D4 SAN.



INTERVIEWING THE PASSENGERS

Some Investigators may want to have a friendly chat with the passengers after they retire inside the waiting room but the crowd will be a tough one. Most of them are rather distressed by the previous event and establishing a good conversation may prove difficult. If someone desires to talk with one of them, the Investigators will have to pass a FAST TALK or PERSUADE check to soothe the unnerved interlocutor first. Even then there will not be much to say unless some very specific questions are asked:

Franco Giannini

-Franco is anxious and afraid that he will miss a very important science convention held in London where Nikola Tesla will make an appearance. Franco too will have a small part to play, presenting his latest invention to the community that shunned him for his weird theories. He is quite touchy about the veracity of his multidimensional theory.

-Another PERSUADE roll will loosen his tongue and make him reveal that he constructed a very peculiar device that could allow humans to peek into other dimensions thanks to the power of electromagnetism. The contraption is currently in his luggage and he will be very jealous about it.

-Franco does not have the slightest idea of how the train disappearance may have occurred but will have several theories about it nonetheless. They will space from an inside job perpetrated from the anarchists to alien abduction. None of those will even come close to the truth of course.

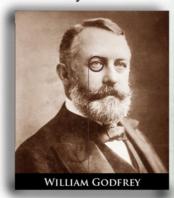


William Godfrey

-William likes his businessman facade but after the rather upsetting disappearing, he reverted to his rude personality and is not very eager to entertain any kind of chat. Even if convinced to open up, he will come off as hostile.

-A successful FAST TALK roll with a hint to his luggage or the right questions about it, will have him get worried about his loot, thing that will result in him getting angry and potentially violent if not left alone. After the Investigators leave him, he will try to sneak to the luggage room to check on his money.

-He really does not care about why the train disappeared and does nothing to hide the fact that the situation is getting on his nerves really fast.

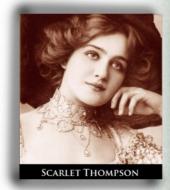


Scarlet Thompson

-Scarlet is relatively calm about the situation and keeps behaving as usual, charming and nonchalantly as they come. That considered, she is still a bit annoyed and could get bored rather quickly. Her way to talk lets think that she knows something.

- A successful hard PERSUADE roll will have her gossip a bit about the other "famous" passengers. Inform the Investigators about the second voice in a passenger description of your choosing.

-Scarlet knows nothing of sort about the train disappearance but she also does not thrust the station master.



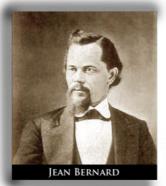
Jean Bernard

-The famous occultist is probably the least unsettled passenger at this point. He can be found reading a weird book written in what looks like a weird oriental language but if approached he will hide it. The book is actually a copy of the Iliad translated in Arabian that he keeps around for the cool factor but unless the Investigators know the language, it will probably make them suspicious. If the Investigators try to talk to him, Jean will reply in a weird and sibylline manner, revealing nothing and meaning nothing.

-If someone makes a remark about his book he will act like he knows of some sort of important arcane secret related to their current situation and the book reading it or even just looking at it. A successful PSYCOLOGY roll will reveal that he is in fact lying and the book is irrelevant to their current situation -A PSYCOLOGY roll will reveal that behind his and totally mundane.

disappearance but will act like some great powers that he (allegedly) knows everything about are the

key to the mystery.

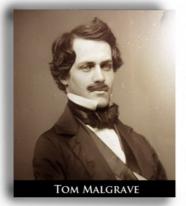


Tom Malgrave

-Tom is relatively calm compared to the other passengers but has some kind of weird omen about the train and does not feel at ease. He saw the shadow of the Crooked Man through a window in the waiting room before and is suspecting that the train disappearance could be a set up. He will still come out as friendly as the situation allows. He is ready to try to seduce the alluring Scarlet Thompson.

-A PERSUADE roll could have him reveal his previous sighting of the Crooked Man on the hill looming over the carriage parking lot. He will start informing the Investigators about his set up theory but will stop midway through realizing that they could be involved. At this point they will not be able to persuade him otherwise, and every attempt to break through will just strengthen his resolve.

-He thinks anarchists stole the train in some way and that someone here is an accomplice.



Arthur Faraday

-Father Arthur Faraday is found reading his bible. He will appear cooperative and calm to the Investigators but is actually steaming deep down. Just like before what he did in the real world, he is filled with hatred

he was reading, to then forbid the Investigators from for his more promiscuous traveling companions and is currently planning a way to get rid on them once on the train.

calm appearance he is actually quite nervous. If -He knows absolutely nothing about the train confronted on the matter he will just reply that the train disappearance managed to unnerve him. While this is technically true, the thing that is bothering him is the fact that now he does not know how to kill everyone.

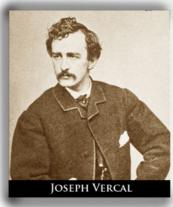
> -He does not know how the train disappeared but it is probably the devil's work.

Joseph Vercal

-The station master Joseph is by the door looking intently towards the railway. He is wondering why the number "911" is stuck in his mind and cant help thinking constantly about it. The Investigators will find him nervous and skiddish but also willing to help as long as they do not break any rule.

-A PSYCOLOGY roll will suggest that the disappearing train is not his only woe at the moment but he will dismiss any concern of the Investigators as calmly as his condition allows him.

-He believes that the train disappearance has something to do with the number 911.





ASKING FOR HELP

Any attempt of leaving the station by foot will be denied by the encroaching darkness as described previously unless the Investigators decide to follow the railway.

Should the Investigators think of using the telegraph to ask for help or assistance by the police or similar forces they might have connections to, no response will come until the "Earth" rises. A telegram will be received by the station (even though there is no power apparently) that will just say "Everything is fine, wait for help outside." (Handout #3) regardless of whom they tried to contact. This will probably induce disconcerted Investigators to ask for explanations but as previously said, there is no power in the station. This will cost everyone watching 0/D4 SAN.

VENTURING OUT

One of the most immediate course of action that could be chosen by the Investigators would be reaching the point where the train lights disappeared and start searching for clues. The turning point presents little to no trace of passing trains abut from there several clues could point out to several locations that may have the solution to the mystery. Diverting from the path could prove fatal as established but even on the right course, the Crooked Man and the other nightmarish creatures in this land

could prove to be just as lethal. The following chapter explains the points of interest that can be found in the Moon's wilderness:

1) The Train Station

This location is better described in the "Eramth Gineht Station" section.

2) The Pond

Besides the Rat Thing having his nest on the east shore, this little body of water is home to a very dangerous being that remains unseen at all times and is just referred to as "The Thing in the Water". Should a Investigator or a passenger have the idea of taking a dive in the murky waters, the creature will gladly remember them to fear the depths. Roll a D100 for every round in which someone stays in the water. With a result of 50 or more the Thing in the Water will notice the swimmer and go for a quick snack, reaching him or her in three rounds. The alien being will never leave the water, not even to peek over the surface as contact with air is way more unpleasant to it than some pent up hunger. Because of the ink black water of the pond, the creature cannot be seen but a SPOT HIDDEN roll and an adequate light source can reveal the water shifting that reveal its movements and its disturbingly big

3) The Disappearance Point

This is the point where the train lights disappeared.



THE DREAMLAND MOON'S WILDERNESS

This is likely the place where investigations will start and will provide some insight about some of the places in this oniric land where clues regarding the actual situation can be found. Several SPOT HIDDEN rolls could be needed to find all the items presented here in a X shaped pattern placed deliberately on the railway (*Handout #4*):

-A little toy house is carefully placed beside the tracks in a way to make it point towards location 7. It is in good conditions but its structure is bent in an unsettling way that makes it look crooked. It is a representation of the Crooked House.

-Another toy, a model train locomotive is similarly placed pointing towards point 9. Inside the wagons are five little figurines representing a bandit, a lady, a scientist, a wizard and young dandy. This shows the passengers that were in the train wagon at the moment of the accident.

-A ribbon of white silk long approximately 12 inches smeared with a dark and dense liquid. A successful BIOLOGY roll will reveal that that substance is indeed blood. This object is a clerical collar that represents the dirty conscience of Arthur Faraday. It is pointing towards the train station.

-A weird dead sea creature resembling a warped starfish is pointed towards location 6. It smells of decomposition and represents the horrible death that can be met in the Sea of Tranquility.

-At the center of the X the Investigators will find *a magnifying glass*. It represents them being stuck in the middle of the mystery but it could prove useful in other ways.

4) Hedge Maze

This place is an amalgam of tall hedges and 8 feet tall steep grassy slopes where visibility is limited to 10 feet in all directions. The plants are crooked and weirdly shaped, resembling stringy fingers and hands ready to grab whomever dare to pass close to them. While the plants are innocuous, the Crooked Man's Cat stalks this place and his presence could soon become a danger to the Investigators. While traversing this maze to reach the Crooked House would take about ten minutes, a NAVIGATE roll will be needed every two or so minutes of exploration to not loose the way. Every time the roll is failed the Investigators will take a dead end, but if the roll is failed by 30 or more they will actually get back by one step and find themselves at a previous location.

The locations are ordered as follows:

-The first location the Investigators will find themselves in is a little meadow with a big crooked tree in its middle. The tree is moving in a disturbing way since there is no wind in this place. The fact that the tree is actually made of living oily flesh can be noted by touching it, thing that will cost 1/1D4 SAN.

This is actually an asleep Dark Young One, fallen in a deep slumber and unable to wake itself up until the Dreamland sun will shine on it, quite the feat since it is placed on the dark side of the Moon. Even attacking it will sort no discernible effect.

This place is the distorted memory of the tree were father Arthur found out to be in love with his friend Alfred.

-The second location is an opening that has been set up to look like a house garden. It has a bench, the grass has been cut and a little Victorian gazebo is located in the middle. Even then, the structures are bent weirdly and the place gives off a sense of uneasiness. The Crooked Man has a 30% chance of following the Investigators here but it will not proceed beyond this point since it is afraid to get lost in the maze. The gazebo is made of iron and stained glass that can reflect the image of the creature allowing the Investigators to see it. It represents the chapel where father Arthur toke his vows.

-The third location will be a small opening with a working fountain in the middle. If inspected the water will slowly turn into a dark dense fluid. A BIOLOGY roll will reveal that it is blood. The blood fountain represents the trauma of father Arthur discovering that Alfred committed suicide.

-The fourth location is a long hedge with a small door at the end of it. All along the hedge are pinned thorns of clothes flailing in a nonexistent wind that look like pure white silk but if inspected will turn into a coarse and stingy fabric. Beside the door a bench with a bride's dress on it can be found. The dress used to appertain to the Crooked Man's mate but now it is thorn to shreds. The Crooked Man placed it in her favorite spot in their garden as this is the only place in the hedge maze that existed prior to the accident.

-The fifth and final location is just a huge hole in the ground. The bottom cannot be seen from the surface but if some incredibly brave or stupid Investigator tries to climb down there, he will be subjected to the darkness sanity loss described in the Eramth Gineht's Station section. Nobody knows what lies at the bottom of the hole but probably it is nothing nice. This represents the hole in father Arthur's heart that will never be filled by naught but hatred and sorrow. This location is just outside the Crooked House.

Every time the Investigators make a NAVIGATE roll here, they will have a 20% chance of meeting the Crooked Man's Cat. The Crooked House can be seen on the hill from the entrance and the rest of the hedge maze.

NOTE that the entrance to the maze and therefore the Crooked House will be closed shut until the "Earth" rises in the night sky but can still be opened with a successful extreme LOCKPICK check. Investigators trying to pry the maze edges open will find it impossible without the right tools.

5) Misty Meadow

Investigators passing from here will be slowly enveloped by a thick fog rising from the swamp that will obscure their vision considerably. Every time they traverse this location there will be a 50% chance of reaching either the swamp or the tall grass hill independently from the direction in which the Investigators are traveling unless they follow the railway. While here, the visibility is reduced to 30 feet.

6) The Sea of Tranquility

This horrible place smells of rot and decomposing sea life. Everywhere can be found dead trees and corpses of weird mollusc-fish hybrids laying just below the dark salty water that seems to extend for 8) Grassy Hill ever in the darkness. Big insects are buzzing all around but cannot be seen in the dark unless someone uses an artificial light to seek them. These are not real insects but monstrous creatures big as mice known as Moon Wasps, hungry for warmth and blood. They will attack everyone sporting a light source until it is turned off. The Investigators can

easily squish them with their hands and weapons but there are way too many to kill, so it could be a good idea to point out that combat could not be a viable option considering the numbers of the aggressors.

Venturing too far into the swamp will have the same effects of entering the darkness but here any Investigators that tries to get 30 feet into the swamp will begin sinking in the mud and going over the 60 feet threshold will cause them to get swallowed by the waters and start drowning.

To add to the danger, a Swamp Stalker is prowling in the deeper parts of the swamp. Every ten minutes the Investigators spend over the 30 feet threshold there is a 20% chance to attract this dangerous creature. Loud noises increase the chance to 75%.

7) The Crooked House

This is where the Crooked Man lives. It is a weird parody of the orphanage where father Arthur used to live as a child, created by his subconscious. This location is better described in the "A Crooked House" section.

This rolling hill is covered top to bottom in a carpet of grass, taller than a man. The place is very hard to navigate for everyone except for the Crooked Man that thanks to its tall frame is able to see over the fallow plants and even to spot people moving in it. A hard NAVIGATE roll is necessary to traverse this place but it will still take five minutes to get out of it.



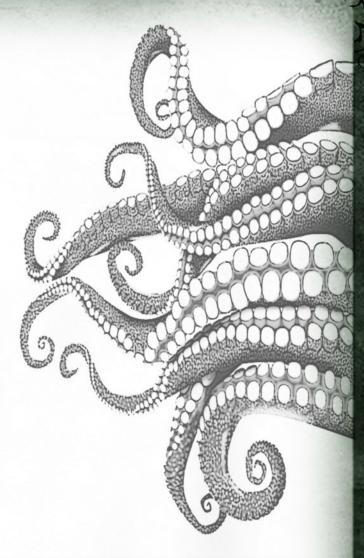
If the roll is failed, the Investigators will emerge right next to where they entered. If the Investigators met the Rat Thing without befriending or killing it, the creature will follow them here and try to pickpocket them out of spite for being disturbed. It will willingly avoid to steal the bent pence if the Investigators have it but everything else is free game.

9) The Lost Locomotive

This is the location where the disappearing train is found. In this place the Investigators will have the opportunity to leave this realm by leaving everyone else trapped in it until they die in the real world or to retrieve an important clue that will help them save everyone by discovering the misery of train 911. This will be better discussed in the "Escaping the Nightmare" section.

The locomotive is not the one of the train they were looking for, way to old and ruined. The structure is covered in dirty leaves and moss, indicating with a INT check that the locomotive has been here for at least 10 years. It has not of course since it is a fragment of the imagination of the Investigators but the nature of the this realm makes it look so and although the thing looks almost ancient, there is not a grain of dust or any rusting on the metal frame. The hatch of the engine leading to the waking world will be stuck in place but a hard STRENGHT check or a LOCKPICK roll will manage to open it.

After the Investigators leave this place for the first time, the Dreamland's Earth will become visible in the night sky.





CHAPTER II A FULL EARTH RISES

The weird geocentric system of the Dreamlands will play a trick on the passengers and Investigators alike. Once the Investigators leave the Lost Locomotive location, the Dreamland Earth will slowly begin rising from the horizon and start its tour in the night sky.

This event is understandably concerning and the Investigators will loose 1/D6 SAN by witnessing this incredible phenomenon. The Dreamlands' Earth does not have the same continent conformation of its real world counterpart but people watching it from the Moon will recognize some uncanny resemblance to their native planet seen in some map or globe and begin wondering why this might be happening. This translates to the passengers falling victim to temporary insanity and start behaving erratically. The chance of someone wandering off will increase to 50% and their behavior when confronted by the Investigators will be radically different.

Trying to examine the planet rising in the sky for too much time will show the observer some eerie detail about its shape or the weird movements on its surface to provoke another SAN check with the same results as previously indicated. It is a good that nobody brought a telescope or thing might have got dire for the unfortunate fool willing to delve too much into astronomy. Along with the rising of the Earth and provided that the Investigators read the Board Register in the Locomotive, a creepy red light will turn on in the distance on a hill. The light is emanated by the top window of the Crooked House and is signaling the Investigators that a gate to the real world has opened.

BACK TO THE STATION

If the Investigators make their way back to the train station, they will notice that things have changed a bit. The passengers are now coming in and out from the waiting room freely and it will look like they are chatting (more or less) amicably to each other. By getting closer though it will become transparent that their minds have received a fairly hard blow by seeing the Earth in the sky and are now temporarily insane. They can be still interacted with but their dialogues will become rather weird and unsettling:

-Franco Giannini has become obsessed with his invention and is convinced that somebody is trying to copy his idea. If one of the Investigators has a scientific background, Franco will start suspecting him and will become hostile towards him. At this point attempts to reason with him will be met with

verbal abuse but he is too frightened of anyone to take physical action towards them.

-William Godfrey is the least affected of the passengers and while he cannot explain the weird apparition, he is only relatively bothered by it. What is really getting on him is the sneaking suspicion that Jean Bernard could be interested in stealing his luggage. If the Investigators openly dismiss him about his theory he will assume that they are cooperating with Bernard and will turn hostile. If bothered again he could even resort to violence to ward against undesired attentions.

-Scarlet Thompson is now sure that Joseph Vercal is the culprit for the disappearance and is currently terrified by him. Since he is not anywhere to be seen she will stalk around the station, avoiding contact with everyone but the Investigators. If they inquire about her behavior she will tell them that the station master is planning to murder everyone and is probably prowling around in wait for the right moment to strike.

-Jean Bernard is trying to reassure the rest of the passengers that while he is present at the station, the dark powers will not be able to harm anyone. He wobbles around the platforms chanting softly in some weird made up language and is generally in a good mood. It is obvious to any Investigator that he is turned into a raving madman but a successful PSYCHOLOGY check will reveal that part of his condition could go back quite some time. He is harmless but also rather creepy.

-Arthur Faraday is a broken mess and his already feeble SAN dropped to 0 following the last events. He is sitting in the waiting room mumbling something about his mother and being sorry. Somehow he has realized that this nightmare is mostly of his making and the weight of the situation proved too much for him to handle. If approached he will ignore every question and will cower in a corner of the room if abused in some way.

-Joseph Vercal has gone mad just like father Arthur but unlike him, he has become obsessed by the number 911 and has started filling the walls, floor and furniture of his office with insane scribblings of said number. He will lock the door unless the Investigators already found a way to get inside the room in some way. If the Investigators try to get in his office for the first time he will start yelling like a wounded animal in an attempt to make them leave him alone without taking any action and will try to run away if they manage to get in but, if they already entered the room in a previous occasion he will assume that they are there to get him and will attack



THE STATION MASTER'S OFFICE

them with whatever he has at the moment. He fights until death or is knocked out but if the Investigators don't kill him, it will be necessary to restrain him in Cost: 1 POW, 1D10 SAN some way to prevent another attack when he wakes Casting Time: 1 minute up. This temporary turmoil will also have the effect This horrifying ritual is mostly used by Crooked Men of spurring the Crooked Man into action.

THE CROOKED MAN ATTACKS

her), the Crooked Man will adapt and attack someone else. The only person he will try to avoid is father displeased the rather perceptive creature. He will not kidnap him to turn him into a mate.

The crooked man will favor isolated individuals over crowded places and if necessary he can open doors and manipulate simple objects such as keys and basic locks but in any other case its intelligence is rather limited and can be compared to that of a 2 years old child. Nonetheless the creature is very strong and is not easily stopped once set on a mission, can easily rip arms out of their sockets and break bones by slamming people around, even by mistake, but will be easily scared off by a serious counter offensive or after being wounded. Even though mundane weapons are unable to kill a Crooked Man it can still feel pain and will run away if any attack manages to inflict 8 or more damage to it, if the damage is fire or electricity based or if more than 5 people attack it at the same time.

Its main advantage over the humans is its natural invisibility to the naked eye and although its heavy steps can be heard by a nearby Investigator with a LISTEN check, fighting this invisible foe can prove quite the endeavor for an unprepared team. The first time that the creature tries to kidnap a passenger, the screams of the victim will temporarily scare him off giving the Investigators the opportunity to notice that something is not quite right (yes, even more so than until then). During the following attempts it will still be annoyed by the screaming but will also be prepared and the victim will be dragged away unless someone stops it. Once deep into the darkness the Crooked Man will start the Crooked Man's Curse Ritual on the poor victim, turning it into a Crooked Man Larva, effectively killing the passenger's real world body and trapping the shattered mind in the Dreamlands.

THE CROOKED MAN'S CURSE RITUAL

to turn other people into one of its kin but any caster that knows the spell and is crazy and perverted enough to replicate this horrendous process can turn an unwilling human into a Crooked Man, provided he has got the necessary components to perform the This is the perfect moment for the Crooked Man to rite. The victim must be dragged in a place shrouded make a move and kidnap at least one of the in complete darkness and forced to ingest a small passengers. He will try to target Scarlet Thompson if quantity of Crooked Man blood. This will start a possible but if it proves too hard or something painful mutation that will have to be completed by disheartens it (like Investigators showing possession sexually assaulting the victim in any way to break of weapons and making clear that they will protect her spirit and mind. After this the person will transmute into a Crooked Man Larva that will grow into a full fledged Crooked Man in a week. Arthur since his previous malevolent intentions have Considered the intrinsic evil of this ritual, the SAN lost by performing it cannot be recovered in any way hesitate to attack him if need be but will not try to short of a supernatural force able to reshape one's

TRAVERSING THE DREAMLANDS

Since the Earth rising is a fairly normal thing as far as the Dreamlands go, nothing much will change for its inhabitants. On the other hand, outsiders will find that traversing the countryside has become quite a bit more difficult as the weird Earth light can create all sort of illusions and maddening hallucinations on a weak mind. Every time the Investigators enter one of the Moon's wilderness locations there is a 30% chance that the eldritch light of the planet plays a trick on one of the Investigators, sorted randomly. In such case have the Investigator make a SAN check. On a fail, the Investigator is afflicted by a temporary insanity. This effect will cease as soon as the afflicted Investigator leaves the current location.

A CROOKED HOUSE

This "house" looks perfectly normal if a bit askew from the outside but the interior is a literal mess. There are no rooms to speak of but it is made of several ground platforms floating around in a dark, cold and apparently endless void. The "rooms" are rather far away from each other and mostly shrouded in darkness but even at this distance, some furniture can be seen floating around the place. It will be hard moving about without bumping in some floating book, teapot or chair floating about. There is little to gravity in this mostly empty space and Investigators entering will find themselves floating around in the very moment they enter. Experiencing this, combined to the absurdity of the place will cost



everyone 2/2D6 SAN.

Investigators can navigate about by simply willing to. They can float a distance in feet equal to a fifth (rounded down) of their INT score every round, making the smartest Investigators quite agile in this oniric realm, while the slowly witted ones will fall behind if just a little.

In this particular place of the Dreamlands the fabric of time is especially fragile and can barely hold itself together when undisturbed, now with the disturbance of outsiders this paper thin balance is inevitably going to shatter causing every kind of queer phenomenons. Every platform will affect the Investigators with different perils and adversities that they will have to endure to escape this nightmarish realm. The void is shaped like a bottomless pit and every platform descends ever more into the depths compared to the previous one. Every platform is exactly 150 feet from the previous one and has a radius of approximately 30 feet.

- -1) The Landing: this is where the Investigators emerge once they manage to open the door. It is furnished to look like an hallway but the furniture are floating around and can be moved effortless by the Investigators. Once they leave this location the Crooked Man will enter the house as well in an attempt to defend his deceased spouse from the intruders. This platform has no particular effects save for the absence of gravity.
- -2) The Living Room: this room is relatively neat compared to the other ones. There are two sofas and a fireplace levitating in mid air along with a quantity of minor pieces of furniture and ornaments. When the Investigators land in this room the fireplace will catch on fire with a violent blaze, increasing the surrounding temperature twice fold and filling the air with thick black smoke in a 30 feet radius. The Investigators caught in the smoke will have to resist the urge to breathe if they wish to not suffocate.
- -3) The Dining Room: this dirty room has clearly not be used in several decades. Its medieval looking furniture is covered in a thick layer of dust. A broadsword is affixed over the crumbling wall and needs a STR check to be removed from its emplacement. This weapon can effectively wound the Crooked Man since it is native of this realm. If they stay here for more than three rounds, every Investigator will start withering and aging as long as they are in this room, gaining one year older for every round of permanence with all the stat changes that this involve. As soon as they leave the platform they will start reverting back to their original age at the same pace.

- -4) The Kitchen: this room looks like a well equipped Victorian kitchen but without any kind of food stored in it. Plenty of cutlery floating though! Investigators trying to navigate this room will find themselves surrounded by sharp objects and unless they proceed at half speed, they will have to pass a DODGE check every time they move or cut themselves for d4 damage.
- -5) The Crooked Man's Bedroom: this used to be the Crooked Man favorite platform, so it opted to make it its nest. There was once a bed here but it has now crumbled for the ravages of time or the abnormal strength of it previous owner. The rest of the room is in rather poor conditions even compared to the other ones, covered in scratches and nail marks, giving the impression of being an asylum cell. This is something more than just a feeling and the room emits pure madness, having Investigators hear strange whispers and voices in their heads, seeing things where there is nothing and bursting in maddening giggles uncontrollably. As long as Investigators stay here they will loose 0/1 SAN per round.
- -6) The Spouse's Bedroom: this very dark room is filled with cobwebs made by unknown horrors that may yet stalk this icy void, ready to pounce unwitting Investigators. Everything here is slowed almost to a stand sill and even the floating ornaments seem to move in slow motion. A big pink canopy bed stands in the middle of the room, its curtains swinging incredibly slowly in a non existing wind. At the center there is nothing, just an inky darkness that no light can pierce. If an Investigator (or even the Crooked Man) would be so unfortunate to fall into it, he would be lost forever. Everyone in this lonely room moves incredibly slowly, and can only travel at half speed and make half the attacks that he normally could (again, this applies to the Crooked Man as well).
- -7) The Children Bedroom: this weird and utterly cold room is completely dark unless the Investigators bring along some lighting. There are old toys and creepy dolls all around the place, small child sized torn clothes are floating in the air in queer patterns around the huge black velvet cradle placed in the middle of the room. The cradle's curtains are closed and for a good reason, for inside is something incredibly horrifying and impossible to describe, although mostly harmless. The Keeper can decide how actually horrifying the thing in the cradle is but is recommended to make it quite dangerous for any Investigator so brave (and stupid) to peek inside.

The unnatural cold in this room makes handling



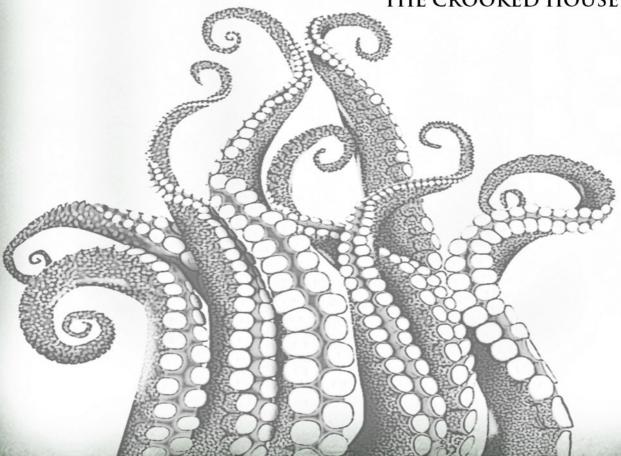
complex objects rather hard and gives Investigators a Penalty Die for fire arms attacks and when they try to harness anything more complex than a blade, like guns, electrical objects, oil lamps etc. they will have a 20% chance of just dropping the item.

-8) The Crypt: this is the bottom of the Crooked House weird layout and consists simply in a big stone sarcophagus containing the corpse of the Crooked Man's Spouse. Opening the coffin is required to return to the real world and will be better discussed in the "Escaping the Nightmare" section. The room is just as dark and cold as the previous one but here the possibility of dropping an item is increased to 25% because of the chilling cold emanating from the sarcophagus.

KEEPER'S NOTE: this section assumes that the Investigators don't wander off away from the platforms and into the void. If for some reason this happens, the Keeper may use the Road to Nothing darkness rules explained in the Eramth Gineht Station section.



THE CROOKED HOUSE





THE CROOKED SARCOPHAGUS

CHAPTER III ESCAPING THE NIGHTMARE

There are two requirements for the Investigators to return to the real world:

- 1) The Investigators manage to retrieve physical proof that the passengers at the station were traveling with train 911 when it derailed. This can be accomplished by retrieving the board register in the Lost Locomotive.
- 2) They manage in some way to bring it along when they enter the dimensional fault located inside the Crooked Man's Spouse sarcophagus.

THE LOST LOCOMOTIVE

This location is permeated by a weird aura. It looks like the locomotive has always been here and there are no wheel tracks or railway to be noted around that may have brought it in this location. The trees of the forest surrounding it are clearly dying but also look rather fresh and moist when compared to the other ones. This is because the trees surrounding the locomotive are actually lethargic Dark Young Ones having a good sleep in wait for a full moon when they will summon their mother to descend onto the Dreamlands Earth. Unless the investigators disturb them directly there is no risk of waking them up bun in case this happens (for example, if an investigator decides to hit one with a sharp object), the creature will chase him around for 1d4 rounds before getting tired and getting back to sleep in its previous location.

The Locomotive itself is freely accessible and present little to no sign of human passage or damage, except for a huge impact damage on its right side. A successful INT or MECHANICAL REPAIR roll can reveal that the damage has probably been caused by the locomotive tipping over at high speed. Inside the cabin a big fire axe can be found along with a heavy shovel. This objects are born of the dreamland and can be used to harm creatures native of this realm, like the Crooked Man. Along with them, a small paperclip can be found, presenting the names of the passengers of train 911 (Handout #5). All the name except for the passengers at the station are impossible to read. The signs in the luggage section seem to have little to no actual meaning but it can be noted that Arthur Faraday's one is different from the others. This is a clue to spur the investigators to check his luggage in search for his diary and his confession. The investigators that read the board register the investigators will loose 0/D4 SAN but now they will be able to leave the Dreamlands.

This slightly crooked stone coffin present at the bottom layer of the Crooked House, contains the corpse of the Crooked Man's Spouse. It emits a faint red glow that can still be seen from every location of the house and from almost everywhere in the Moon wilderness, except for the Sea of Tranquility, via the top window of the house. To open the coffin the Investigators will have to pass a hard STR check. Once open it will reveal the floating corpse of the Spouse suspended in what looks like a whirlpool made out of dirty non reflective water in the middle of a 10 feet void, just 5 feet below the edge of the sarcophagus. To return in the real world the investigators just have to jump into it and they will wake up in the hospital. The only problem is that because of the weird implications of having a real world gateway in close contact with a deceased Dreamlands creature will have a rather disturbing effect: the Spouse will turn back to life and try to drag them away in the void in a desperate attempt to escape her suspended state and climb away. She does not know that this would prove fatal since she lives again only thanks to the dimensional fault but she does not know nor care for it and all she desires is reaching her (supposedly) still living husband.

During combat she will attack the first investigator to jump in the whirlpool and try to grab the ones that did not yet jump to climb up. It is not necessary to kill her but unless grievously wounded (at least 10 hp lost in a single attack) she will not let go. Once free of her clutches, the investigators are free to return into the real world.

WAKING UP

After the entrance in the whirlpool, the investigators will briefly black out to then wake up in a very busy hospital chamber. There are several beds beside theirs and all are occupied by the passengers of the station but their conditions may vary:

If the investigators did not manage to find or read Arthur Faraday's diary and learn of his plan to kill everyone, the passengers minds will remain trapped in the Dreamlands, thing that will cause their bodies to die shortly after. The unsolved mystery of the derailing train reaped its last victims, having them wander aimlessly in the Dreamlands until the Crooked Man, some other horror or even starvation get the better of them.

If instead the investigators manage to solve the mystery and discovered Arthur Faraday's plan, the passengers will manage to wake up along with the investigators. They will still probably need some mental and physical care but the worst is probably over, except for father Arthur Faraday. The shock was way too much for his ruined psyche and even in the real world his sanity is long gone. His fate will probably consist in spending the rest of his hopefully short life in an insane asylum.

The investigators will recover D10 SAN for having returned in the real world and an extra D3 for every passenger that they managed to save from the nightmare of the Dreamlands. The investigators will now remember what happened in the derailment and along with the clues they recovered in their coma, they will probably be able to have a fairly complete understanding of what transpired.

CONCLUSION

After a due time of recovery, the investigators will probably be interrogated by the police regarding the train after being filled in on what happened in the accident and, ignoring every possible comment about supernatural events, Scotland Yard will close the case as an accident or with Arthur Faraday as the possible culprit depending on the Investigators deposition. The investigators and the passengers will be soon left alone and the thing will be slowly forgotten by the public.

In light of their recent adventure the Investigators may want to team up for some future investigation or retire to a quiet life to forget the horrors they witnessed in the Dreamlands.

FATHER ARTHUR'S DIARY EXTRACT

August 4th- Today is the anniversary of Alfred death. I still don't fully know how to feel about it. I will pray for his tainted soul. How can I say that I truly loved him when my God punishes me so? Alfred died for a reason, as everyone does. Am I special? Am I a chosen one? I need to pray.

August 12th – Today I saw that famous American singer, Scarlet Thompson. The mere sight of the harlot made me wanna puke. I wish someone would punish her for leading such a wicked lifestyle. Someone really should punish her.

August 27th – I read on the newspaper that the crook Godfrey got "allegedly" involved into another crime. That boy was only 14, what monster could harm an innocent creature? I'm sure that the authorities will get him this time, I hope they hang him. Wait, is it a sin for me to hope for a criminal death? Surely not, my God himself will not tolerate such a monster to roam freely.

September 2nd – I cannot believe that they already released that heathen Godfrey. I would smite him himself if given the occasion but alas, that is not the role that my God put me in. I'm sure I got a mission though, maybe I can still do some work in his name.

September 15th- God help me, I cannot stand that Jean Bernard. That heathen, wizard, heretic, disgusting pagan. A fiery end always awaits the wicked sorcerers and he shall not be forgiven. And that cockroach Malgrave, the reporter from the London's Gazette that interviewed him, how can him socialize with such a devil? Probably just as rotten to the core, could not expect more from such a lascivious individual, I heard he partakes in carnal sons of every kind. God, give me strength.

September 17th – That charlatan Giannini has done it again. Everybody laughed in his face at Glasgow but I know this will not be enough to dissuade him from another nature defying experiment. He thinks he can play God? I would like to show him just what God thinks of him... maybe I should... can I?

October 1st – They are traveling to London. Since they must pass from Nottingham I can catch the train before Apsley if I am lucky. What am I talking about, luck is no matter, God is helping me to do his bidding. I must pray.

October 2^{nd} – I almost cant believe it, they are really here! God has spoken to me, this is no mere luck, this is his design! I will now make my way toward the locomotive. That train conductor could put up some fight but I have the strength of God beside me and with his help I shall triumph. I am his angel, I am his sword, his fiery vengeance. They will all burn in the flames of hell.

NPC LIST

FATHER ARTHUR FARADAY

Crazy Zealot

STR 50 CON 50 SIZ 60 DEX 40 INT 40 APP 70 POW 85 EDU 70 SAN 10 HP 12

BD: 0

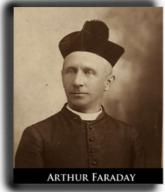
Structure: 0 MOV: 4

Attacks in combat: Arthur Faraday has the usual range of close attacks available to humanoids. He carries a crucifix hidden blade with him all the time, he will use it to defend himself.

Combat (Brawl) 25% (12/5), 1D3 damage Enchanted knife 50%, damage 1D4 + 2

Dodge 40% (20/10)

Skills: Theology 80%, Listen 50%, Library Use 75%, Disguise 40%, Stealth 50%, Spot Hidden 50%, Latin Language 70%, Occultism 80%, Persuade 80%, Psychology 50%, Fast Talk 75 %, History 55%, Credit Rating 75%



FRANCO GIANNINI

Nervous Scientist

STR 40 CON 60 SIZ 65 DEX 50 INT 90 APP 35 POW 40 EDU 80 SAN 50 HP 12

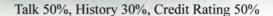
BD: +1D4 Structure: 1 MOV: 4

Attacks in combat: Franco has the usual range of close attacks available to humanoids.

Combat (Brawl) 60% (30/15), damage 1D3 + 1D4 Wood ax 65% 1D8 + 2 + 1D4

Dodge 30%

Skills: Electric Repair 80%, Listen 60%, Library Use 70%, Mechanical Repair 80%, Stealth 30%, Spot Hidden 50%, Persuading 70%, Physics 80%, Fast



WILLIAM GODFREY

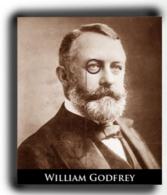
Anxious Gangster

STR 50 CON 60 SIZ 65 DEX 70 INT 65 APP 70 POW 40 EDU 70 SAN 40 HP 12

BD: 0 Structure: 1 MOV: 8

Attacks in combat: William has the usual range of close attacks available to humanoids. He also has a dagger but if enraged he will use his revolver .38. Combat (Brawl) 50% (25/17), damage 1D3 + 1D4 Combat (Dagger) 50% (25/17), damage 1D3 + 1D6 Firearm (Revolver .38) 70% (35/15), damage 1D10 Dodge 40%

Skills: First Aid 50%, Listen 60%, Library Use 45%, Stealth 70%, Spot Hidden 70%, Persuading 50%, Psychology 50%, Fast Talk 80%, History 60%, Credit Rating 20%



SCARLET THOMPSON

Famous Singer

STR 50 CON 50 SIZ 50 DEX 60 INT 65 APP 80 POW 70 EDU 60 SAN 70 HP 10

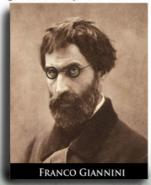
BD: 0 Structure: 0 MOV: 8

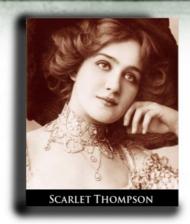
Attacks in combat: Adele has the usual range of close attacks available to humanoids.

Combat (Brawl) 50% (15/7), 1D3 damage

Dodge 50% (30/15)

Skills: Arts craft (Singing) 60%, listen 30%, Library Use 40%, Stealth 70%, Spot Hidden 50%, Persuade 60%, Psychology 50%, Fast Talk 30%, History 40%, Credit Rating 80%





JEAN BERNARD

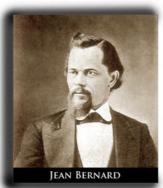
Charismatic Occultist STR 50 CON 55 SIZ 45 DEX 70 INT 70 APP 70 POW 50 EDU 70 SAN 50 HP 10

BD: 0 Structure: 0 MOV: 8

Attacks in combat: Jean Bernard possesses the usual range of close attacks available to humanoids. He carries a .32 revolver to defend against possible aggressors.

Combat (Brawl) 30% (15/7), 1D3 damage Firearm (Revolver .38) 60% (30/15), damage 1D8 Dodge 60% (30/15)

Skills: Listen 60%, Library Use 50%, Occult 80%, Stealth 60%, Spot Hidden 50%, Persuade 75%, Psychology 30%, Fast Talk 50%, History 60%, Credit Rating 75%



TOM MALGRAVE

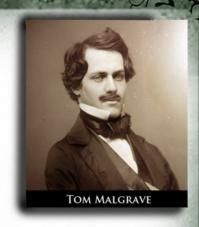
Dandy Photographer STR 65 CON 50 SIZ 70 DEX 35 INT 60 APP 60 POW 45 EDU 70 SAN 75 HP 12

BD: + 1D4Structure: 1 MOV: 8

Attacks in combat: Tom possesses the usual range of close attacks available to humanoids. Combat MP 15 (Brawl) 50% (25/12), damage 1D3 + 1D4

Dodge 20%

Skills: Listen 40%, Library Use 75%, Stealth 30%, Spot Hidden 60%, Persuade 50%, Photography 80%, Fast Talk 30%, History 60%, Credit Rating 40%



JOSEPH VERCAL

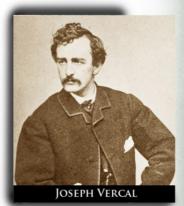
Worried Station Master STR 70 CON 60 SIZ 65 DEX 50 INT 70 APP 50 POW 50 EDU 70 SAN 30 HP 12

BD: + 1D4Structure: 1 MOV: 4

Attacks in combat: Joseph has the usual range of close attacks available to humanoids.

Combat (Brawl) 60% (30/15), damage 1D3 + 1D4 Dodge 30%

Skills: Listen 60%, Library Use 70%, Mechanical Repair 60%, Stealth 30%, Spot Hidden 50%, Persuading 70%, Fast Talk 50%, History 30%, Credit Rating 10%



CREATURES OF THE DREAMLANDS

THE CROOKED MAN

Insane Stalker

STR 130 CON 75 SIZ 100 DEX 40 INT 20

POW 55

HP 19

BD: +2D6

Structure 3

MOV 9

Attacks per round: 2

Partial Invisibility: Anyone who tries to hit a Crooked Man suffers a penalty die, unless the creature is being observed in a reflective surface or in the Crooked House. When visible, attacks against it

are not penalized.

Attacks in combat: he can use his claws to attack.

Grab with claws (maneuver): Once a victim is BD: +1D4 withheld, the following round, the Crooked Man can Structure 2 then drag away his victim.

Combat 45% (22/9), give 1D6 + BD

be afflicted by the Crooked Man's Curse.

Dodge 23% (11/4)

Stalk: A Crooked Man can stalk a enemy to unnerve Fight 50% (25/10), give 1D8 + BD him and ease the process of kidnapping him. Every hour of stalking has a possibility of having the target Armor: 2 hardened alien hide loose 0/1D4 SAN for the weird noises or sightings provoked by the Crooked Man.

Armor: Nothing but no real world weapons can kill a Crooked Man, even though it still feels pain from them. After resolving the attack and applying Unseen Horror damage, its hp are restored. Dreamlands' weapons are able to kill him normally.

SAN Loss: 1/1D10 SAN for the sight of a Crooked HP 19 Man or being victim of his attack.



RAT THING

Disgusting Abomination

STR 10 CON 35 SIZ 05 DEX 90 INT50 POW 35

HP4 BD: -2

Structure -2

MP7

MOV 9

Attacks per round: 1 Attacks in combat: Bite Fight 35% (17/7), give 1D4-2

Dodge 45% (22/9)

Armor: none but attacks made against the rat thing have a penalty die.

Skills: Spot Hidden 50%, Sneak 75%

SAN Loss: 0/D6 SAN for the sight of the Rat

Thing.

CAT FROM SATURN

Astral Predator

STR 95 CON 50 SIZ 80 DEX 95 POW 65

HP 13

MOV 10

Attacks per round: 1

Grab with claws (mnvr): no damage, target held Attacks in combat: This dangerous predator back. Retained targets that are in total darkness can pounces his victims with lightning fast assaults and then leaves them to bleed out before devouring them.

Fangs and Claws

Dodge 40% (20/10)

Skills: Spot Hidden 60%, Tracking (Sniff) 80% SAN Loss: 1/D6 SAN for seeing a cat from Saturn.

THE THING IN THE WATER

STR 130 CON 65 SIZ 130 DEX 40 INT 50

POW 75

BD: + 2D6

Structure 3

MP 15

MOV 9 Swim

Attacks per round: 3

Water Minimization: Anyone who tries to hit a The Thing in the Water suffers a penalty die as long as it is in the water.

Attacks in combat: it can use his claws to attack.

Bite: It can be used on victims, whether living or dead, with living creatures loosing 3D10 STR points per round due to blood loss. If she does not die, the victim recovers this loss quickly, in three days or less.

Grab with claws (maneuver): Once a victim is withheld, the following round, the The Thing in the Water can use the bite attack to suck the subject's blood.

Combat 45% (22/9), give 1D6 + BD

Grab with claws (mnvr): no damage, target held back. Retained targets can be bitten the following round

Bite: automatic success on the grabbed targets, give 3D10 blood suction for the round

dodge 23% (11/4)

Armor 4: leather. The bullets deal only half damage on the extraterrestrial lining of the The Thing in the Water.

SAN Loss: 1/D10 SAN for or being victim of his attack.

SWAMP STALKER

Malicious Demon

STR 95 CON 50 SIZ 40 DEX 65 INT 30 POW 50

HP 15 BD: + 1D4 Structure 0 MOV 4

Attacks per round: 1 Attacks in combat: Maw

Fight 50% (25/10), give 1D10 + 1D4

Dodge 20% (10/5) **Armor:** none

Skills: Spot Hidden 30%, Tracking (Sniff) 70% SAN Loss: 1/D10 SAN for the sight of a Swamp

Stalker.



THE SPOUSE

Undead Horror

STR 130 CON 0 SIZ 100 DEX 65 POW 90

HP 5

BD: + 1D4 Structure 0 MOV 12

Attacks per round: 1

Attacks in combat: she can use hes claws to attack. Grab with claws (maneuver): Once a victim is withheld, the following round, the Spouse can then drag away his victim.

Combat 45% (22/9), give 1D6 + BD

Grab with claws (mnvr): no damage, target held back.

Dodge 0%

Armor: 4 hardened bones **Skills:** Spot Hidden 50%

SAN Loss: 1/D10 SAN for being attacked by the

Spouse.





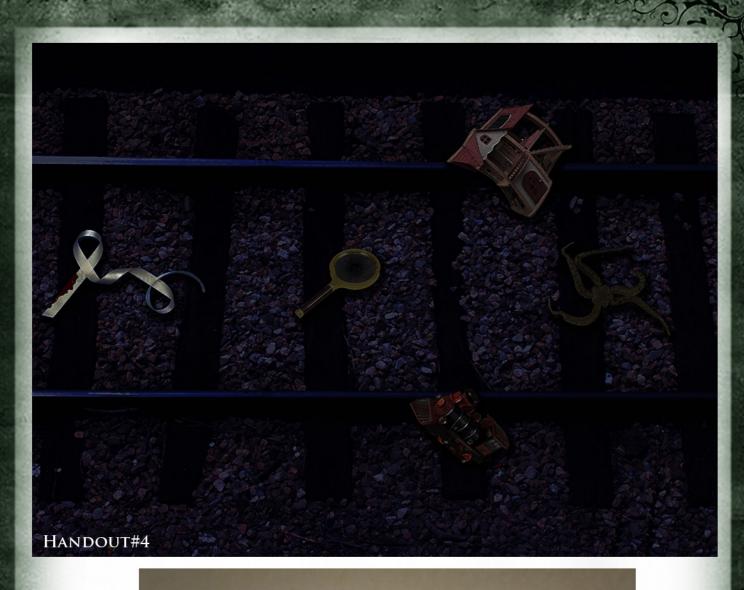
HANDOUTS





EVERYTHING IS FINE.

WAIT FOR HELP OUTSIDE.



TRAIN 911 PASSENGER REGISTER

PASSENGER	BOARDING	LUGGAGE
SDVNSDCI SKCVNSV	CICNSODNF	Δ
SDFOSDIC SDJKCVN	JSDFNSDCJ	Δ
SODJSODN CKJNKNDS	SDFJWENRF	Δ
SDCNEICJ CXKJNSD	SDCNSEE4F	Δ
FRANCO GIANNINI	GLASGOW	, ×
ADENSDKJCN SDJFW	SFJVNRFNE	Δ
SJNSFNERFN SDSEWOD	JCFIDCDECJ	Δ
WILLIAM GODFREY	YORK	×
SVSVSFV SVBTEW .	SRFVEV ERVEEV	Δ
SCARLET THOMPSON	YORK	×
SJANAISDBVI SIDABA	DFJVNDKVN	Δ
JEAN BERNARD	NOTTHINGHAM	×
TOM MALGRAVE	NOTTHINGHAM	×
SIJANVASCB SVBSA	SJDBVA SIDVISA	Δ
SDVCBSJE SDHJBSWE	CSIANBCSAIWI	Δ
ARTHUR FARADAY	BOURNE END	
handout #5		1000

