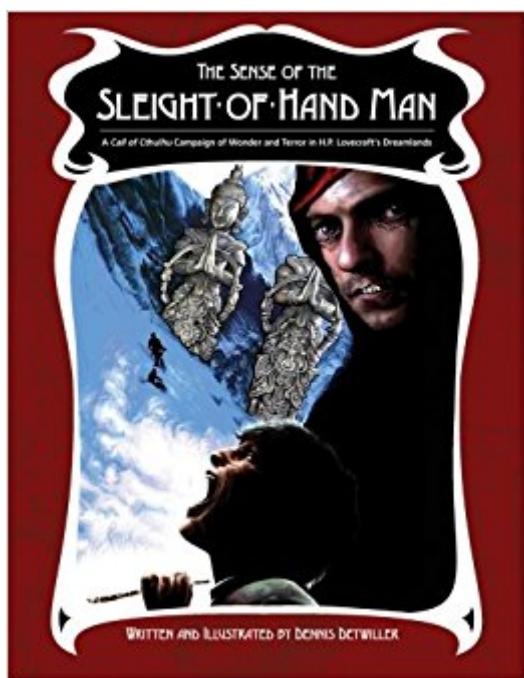


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The Sense Of The Sleight-of-Hand Man: A Dreamlands Campaign For Call Of Cthulhu



Synopsis

Welcome to the Land of Dreams From a squalid New York drug den to the spectral ruins of Sarkomand . . . From the horrors of the Underworld to the zoog-haunted Enchanted Wood . . . From the twilight city of Inquanok to the endless sunset of Ilek-Vad . . . All the wonders of dream await— and all the terrors of nightmare, too. The Sense of the Sleight-of-Hand Man is a 294-page Call of Cthulhu (Sixth Edition) campaign of adventure, cosmic mystery, and deepest fear set in the Dreamlands of H.P. Lovecraft. The player characters— the Dreamers— explore the breadth of the otherworldly Dreamlands seeking a way back to the lives that they left behind. But can they survive the countless dangers of a world of dream— and the strange emnity of Nyarlathotep, the messenger and soul of the Outer Gods, when they fall under his capricious gaze? Contents: Foreword Chapter One: Character Creation Chapter Two: Mr. Lao Chapter Three: Life In a Dream Chapter Four: Sarkomand Chapter Five: Travel by Sea Chapter Six: Wandering Chapter Seven: The Underworld Chapter Eight: Inquanok Chapter Nine: Lhosk Chapter Ten: Ilek-Vad Chapter Eleven: Sarnath Chapter Twelve: Ulthar Chapter Thirteen: Return to Earth Appendix A: New Spells Appendix B: Prisoners of the Ebony Temple Index The Sense of the Sleight-of-Hand Man is written and illustrated by Origins Award-winning author and artist Dennis Detwiller, with editing and page design by Ennie Award-winning editor Shane Ivey. Steady your nerves, if you can, and close your eyes to the waking world. Sarkomand awaits.

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Customer Reviews

Detwiller is an outstanding master of his craft and this adventure set is a beautiful example. It is not

a straight forward adventure. It is more like a setting with numerous locations and hooks. It is probably not for the novice GM but for someone who likes the idea of transporting players to a weird alternate universe it is perfect.

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