



The Sense of the Sleight-of-Hand Man

Written and Illustrated by Dennis Detwiler

a massive campaign of horror and wonder for Call of Cthulhu set in the Dreamlands of H.P. Lovecraft

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. Across thirteen chapters, 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 enmity of Nyarlathotep, the messenger and soul of the Outer Gods, when they fall under his capricious gaze?

The Sense of the Sleight-of-Hand Man is written and illustrated by Origins Award-winning author and artist Dennis Detwiler (*Delta Green*), with editing and page design by Ennie Award-winning editor Shane Ivey (*The Unspeakable Oath*).

Steady your nerves, if you can, and close your eyes to the waking world. Sarkomand awaits.

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2014 Ennie Award nominee!

“Nothing short of amazing.”
(Knights of the Dinner Table)

“The best product for the Dreamlands that has ever [been] produced.” *(RPG.net)*