

H. P. Lovecraft

The Dream-Quest of Unknown Kadath



Howard Phillips Lovecraft

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Six bone-chilling tales of bizarre beauty and awesome horror lurk in the dark of the soul, waiting to be called upon by the demons of nightmares, and let loose in the frightened mind.

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by H. P. Lovecraft

The Dream-Quest Of Unknown Kadath

Three times Randolph Carter dreamed of the marvelous city, and three times was he snatched away while still he paused on the high terrace above it. All golden and lovely it blazed in the sunset, with walls, temples, colonnades and arched bridges of veined marble, silver – basined fountains of prismatic spray in broad squares and perfumed gardens, and wide streets marching between delicate trees and blossom – laden urns and ivory statues in gleaming rows; while on steep northward slopes climbed tiers of red roofs and old peaked gables harbouring little lanes of grassy cobbles. It was a fever of the gods, a fanfare of supernal trumpets and a clash of immortal cymbals. Mystery hung about it as clouds about a fabulous unvisited mountain; and as Carter stood breathless and expectant on that balustraded parapet there swept up to him the poignancy and suspense of almost – vanished memory, the pain of lost things and the maddening need to place again what once had been an awesome and momentous place.

He knew that for him its meaning must once have been supreme; though in what cycle or incarnation he had known it, or whether in dream or in waking, he could not tell. Vaguely it called up glimpses of a far forgotten first youth, when wonder and pleasure lay in all the mystery of days, and dawn and dusk alike strode forth prophetic to the eager sound of lutes and song, unclosing fiery gates toward further and surprising marvels. But each night as he stood on that high marble terrace with the curious urns and carven rail and looked off over that hushed sunset city of beauty and unearthly immanence he felt the bondage of dream's tyrannous gods; for in no wise could he leave that lofty spot, or descend the wide marmoreal flights flung endlessly down to where those streets of elder witchery lay outspread and beckoning.

When for the third time he awakened with those flights still undescended and those hushed sunset streets still untraversed, he prayed long and earnestly to the hidden gods of dream that brood capricious above the clouds on unknown Kadath, in the cold waste where no man treads. But the gods made no answer and shewed no relenting, nor did they give any favouring sign when he prayed to them in dream, and invoked them sacrificially through the bearded priests of Nasht and Kaman-Thah, whose cavern-temple with its pillar of flame lies not far from the gates of the waking world. It seemed, however, that his prayers must have been adversely heard, for after even the first of them he ceased wholly to behold the marvellous city; as if his three glimpses from afar had been mere accidents or oversights, and against some hidden plan or wish of the gods.

At length, sick with longing for those glittering sunset streets and cryptical hill lanes among ancient tiled roofs, nor able sleeping or waking to drive them from his mind, Carter resolved to go with bold entreaty whither no man had gone before, and dare the icy deserts through the dark to where unknown Kadath, veiled in cloud and crowned with unimagined stars, holds secret and nocturnal the onyx castle of the Great Ones.

In light slumber he descended the seventy steps to the cavern of flame and talked of this design to the bearded priests Nasht and Kaman-Thah. And the priests shook their pshent-bearing heads and vowed it would be the death of his soul. They pointed out that the Great Ones had shown already their wish, and that it is not agreeable to them to be harassed by insistent pleas. They reminded him, too, that not only had no man ever been to Kadath, but no man had ever suspected in what part of space it may lie; whether it be in the dreamlands around our own world, or in those surrounding some unguessed companion of Fomalhaut or Aldebaran. If in our dreamland, it might conceivably be reached, but only three human souls since time began had ever crossed and recrossed

the black impious gulfs to other dreamlands, and of that three, two had come back quite mad. There were, in such voyages, incalculable local dangers; as well as that shocking final peril which gibbers unmentionably outside the ordered universe, where no dreams reach; that last amorphous blight of nethermost confusion which blasphemes and bubbles at the centre of all infinity – the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time amidst the muffled, maddening beating of vile drums and the thin, monotonous whine of accursed flutes; to which detestable pounding and piping dance slowly, awkwardly, and absurdly the gigantic Ultimate gods, the blind, voiceless, tenebrous, mindless Other gods whose soul and messenger is the crawling chaos Nyarlathotep.

Of these things was Carter warned by the priests Nasht and Kaman-Thah in the cavern of flame, but still he resolved to find the gods on unknown Kadath in the cold waste, wherever that might be, and to win from them the sight and remembrance and shelter of the marvellous sunset city. He knew that his journey would be strange and long, and that the Great Ones would be against it; but being old in the land of dream he counted on many useful memories and devices to aid him. So asking a formal blessing of the priests and thinking shrewdly on his course, he boldly descended the seven hundred steps to the Gate of Deeper Slumber and set out through the Enchanted Wood.

In the tunnels of that twisted wood, whose low prodigious oaks twine groping boughs and shine dim with the phosphorescence of strange fungi, dwell the furtive and secretive Zoogs; who know many obscure secrets of the dream world and a few of the waking world, since the wood at two places touches the lands of men, though it would be disastrous to say where. Certain unexplained rumours, events, and vanishments occur among men where the Zoogs have access, and it is well that they cannot travel far outside the world of dreams. But over the nearer parts of the dream world they pass freely, flitting small and brown and unseen and bearing back piquant tales to beguile the hours around their hearths in the forest they love. Most of them live in burrows, but some inhabit the trunks of the great trees; and although they live mostly on fungi it is muttered that they have also a slight taste for meat, either physical or spiritual, for certainly many dreamers have entered that wood who have not come out. Carter, however, had no fear; for he was an old dreamer and had learnt their fluttering language and made many a treaty with them; having found through their help the splendid city of Celephais in Ooth-Nargai beyond the Tanarian Hills, where reigns half the year the great King Kuranos, a man he had known by another name in life. Kuranos was the one soul who had been to the star-gulls and returned free from madness.

Threading now the low phosphorescent aisles between those gigantic trunks, Carter made fluttering sounds in the manner of the Zoogs, and listened now and then for responses. He remembered one particular village of the creatures was in the centre of the wood, where a circle of great mossy stones in what was once a clearing tells of older and more terrible dwellers long forgotten, and toward this spot he hastened. He traced his way by the grotesque fungi, which always seem better nourished as one approaches the dread circle where elder beings danced and sacrificed. Finally the great light of those thicker fungi revealed a sinister green and grey vastness pushing up through the roof of the forest and out of sight. This was the nearest of the great ring of stones, and Carter knew he was close to the Zoog village. Renewing his fluttering sound, he waited patiently; and was at last rewarded by an impression of many eyes watching him. It was the Zoogs, for one sees their weird eyes long before one can discern their small, slippery brown outlines.

Out they swarmed, from hidden burrow and honeycombed tree, till the whole dim-litten region was alive with them. Some of the wilder ones brushed Carter unpleasantly, and one even nipped loathsomely at his ear; but these lawless spirits were soon restrained by their elders. The Council of Sages, recognizing the visitor, offered a gourd of fermented sap from a haunted tree unlike the others, which had grown from a seed dropt down by someone on the moon; and as Carter drank it ceremoniously a very strange colloquy began. The Zoogs did not, unfortunately, know where the peak of Kadath lies, nor could they even say whether the cold waste is in our dream world or in

another. Rumours of the Great Ones came equally from all points; and one might only say that they were likelier to be seen on high mountain peaks than in valleys, since on such peaks they dance reminiscently when the moon is above and the clouds beneath.

Then one very ancient Zoog recalled a thing unheard-of by the others; and said that in Ulthar, beyond the River Skai, there still lingered the last copy of those inconceivably old Pnakotic Manuscripts made by waking men in forgotten boreal kingdoms and borne into the land of dreams when the hairy cannibal Gnophkehs overcame many-templed Olathoe and slew all the heroes of the land of Lomar. Those manuscripts he said, told much of the gods, and besides, in Ulthar there were men who had seen the signs of the gods, and even one old priest who had scaled a great mountain to behold them dancing by moonlight. He had failed, though his companion had succeeded and perished namelessly.

So Randolph Carter thanked the Zoogs, who fluttered amicably and gave him another gourd of moon-tree wine to take with him, and set out through the phosphorescent wood for the other side, where the rushing Skai flows down from the slopes of Lerion, and Hatheg and Nir and Ulthar dot the plain. Behind him, furtive and unseen, crept several of the curious Zoogs; for they wished to learn what might befall him, and bear back the legend to their people. The vast oaks grew thicker as he pushed on beyond the village, and he looked sharply for a certain spot where they would thin somewhat, standing quite dead or dying among the unnaturally dense fungi and the rotting mould and mushy logs of their fallen brothers. There he would turn sharply aside, for at that spot a mighty slab of stone rests on the forest floor; and those who have dared approach it say that it bears an iron ring three feet wide. Remembering the archaic circle of great mossy rocks, and what it was possibly set up for, the Zoogs do not pause near that expansive slab with its huge ring; for they realise that all which is forgotten need not necessarily be dead, and they would not like to see the slab rise slowly and deliberately.

Carter detoured at the proper place, and heard behind him the frightened fluttering of some of the more timid Zoogs. He had known they would follow him, so he was not disturbed; for one grows accustomed to the anomalies of these prying creatures. It was twilight when he came to the edge of the wood, and the strengthening glow told him it was the twilight of morning. Over fertile plains rolling down to the Skai he saw the smoke of cottage chimneys, and on every hand were the hedges and ploughed fields and thatched roofs of a peaceful land. Once he stopped at a farmhouse well for a cup of water, and all the dogs barked affrightedly at the inconspicuous Zoogs that crept through the grass behind. At another house, where people were stirring, he asked questions about the gods, and whether they danced often upon Lerion; but the farmer and his wife would only make the Elder Sign and tell him the way to Nir and Ulthar.

At noon he walked through the one broad high street of Nir, which he had once visited and which marked his farthest former travels in this direction; and soon afterward he came to the great stone bridge across the Skai, into whose central piece the masons had sealed a living human sacrifice when they built it thirteen-hundred years before. Once on the other side, the frequent presence of cats (who all arched their backs at the trailing Zoogs) revealed the near neighborhood of Ulthar; for in Ulthar, according to an ancient and significant law, no man may kill a cat. Very pleasant were the suburbs of Ulthar, with their little green cottages and neatly fenced farms; and still pleasanter was the quaint town itself, with its old peaked roofs and overhanging upper stories and numberless chimney-pots and narrow hill streets where one can see old cobbles whenever the graceful cats afford space enough. Carter, the cats being somewhat dispersed by the half-seen Zoogs, picked his way directly to the modest Temple of the Elder Ones where the priests and old records were said to be; and once within that venerable circular tower of ivied stone – which crowns Ulthar's highest hill – he sought out the patriarch Atal, who had been up the forbidden peak Hatheg-Kia in the stony desert and had come down again alive.

Atal, seated on an ivory dais in a festooned shrine at the top of the temple, was fully three centuries old; but still very keen of mind and memory. From him Carter learned many things about the gods, but mainly that they are indeed only Earth's gods, ruling feebly our own dreamland and having no power or habitation elsewhere. They might, Atal said, heed a man's prayer if in good humour; but one must not think of climbing to their onyx stronghold atop Kadath in the cold waste. It was lucky that no man knew where Kadath towers, for the fruits of ascending it would be very grave. Atal's companion Banni the Wise had been drawn screaming into the sky for climbing merely the known peak of Hatheg-Kia. With unknown Kadath, if ever found, matters would be much worse; for although Earth's gods may sometimes be surpassed by a wise mortal, they are protected by the Other Gods from Outside, whom it is better not to discuss. At least twice in the world's history the Other Gods set their seal upon Earth's primal granite; once in antediluvian times, as guessed from a drawing in those parts of the Pnakotic Manuscripts too ancient to be read, and once on Hatheg-Kia when Barzai the Wise tried to see Earth's gods dancing by moonlight. So, Atal said, it would be much better to let all gods alone except in tactful prayers.

Carter, though disappointed by Atal's discouraging advice and by the meagre help to be found in the Pnakotic Manuscripts and the Seven Cryptical Books of Hsan, did not wholly despair. First he questioned the old priest about that marvellous sunset city seen from the railed terrace, thinking that perhaps he might find it without the gods' aid; but Atal could tell him nothing. Probably, Atal said, the place belonged to his especial dream world and not to the general land of vision that many know; and conceivably it might be on another planet. In that case Earth's gods could not guide him if they would. But this was not likely, since the stopping of the dreams shewed pretty clearly that it was something the Great Ones wished to hide from him.

Then Carter did a wicked thing, offering his guileless host so many draughts of the moon-wine which the Zoogs had given him that the old man became irresponsibly talkative. Robbed of his reserve, poor Atal babbled freely of forbidden things; telling of a great image reported by travellers as carved on the solid rock of the mountain Ngranek, on the isle of Oriab in the Southern Sea, and hinting that it may be a likeness which Earth's gods once wrought of their own features in the days when they danced by moonlight on that mountain. And he hiccoughed likewise that the features of that image are very strange, so that one might easily recognize them, and that they are sure signs of the authentic race of the gods.

Now the use of all this in finding the gods became at once apparent to Carter. It is known that in disguise the younger among the Great Ones often espouse the daughters of men, so that around the borders of the cold waste wherein stands Kadath the peasants must all bear their blood. This being so, the way to find that waste must be to see the stone face on Ngranek and mark the features; then, having noted them with care, to search for such features among living men. Where they are plainest and thickest, there must the gods dwell nearest; and whatever stony waste lies back of the villages in that place must be that wherein stands Kadath.

Much of the Great Ones might be learnt in such regions, and those with their blood might inherit little memories very useful to a seeker. They might not know their parentage, for the gods so dislike to be known among men that none can be found who has seen their faces wittingly; a thing which Carter realized even as he sought to scale Kadath. But they would have queer lofty thoughts misunderstood by their fellows, and would sing of far places and gardens so unlike any known even in the dreamland that common folk would call them fools; and from all this one could perhaps learn old secrets of Kadath, or gain hints of the marvellous sunset city which the gods held secret. And more, one might in certain cases seize some well-loved child of a god as hostage; or even capture some young god himself, disguised and dwelling amongst men with a comely peasant maiden as his bride.

Atal, however, did not know how to find Ngranek on its isle of Oriab; and recommended that Carter follow the singing Skai under its bridges down to the Southern Sea; where no burgess of Ulthar has ever been, but whence the merchants come in boats or with long caravans of mules and two-

wheeled carts. There is a great city there, Dylath-Leen, but in Ulthar its reputation is bad because of the black three-banked galleys that sail to it with rubies from no clearly named shore. The traders that come from those galleys to deal with the jewellers are human, or nearly so, but the rowers are never beheld; and it is not thought wholesome in Ulthar that merchants should trade with black ships from unknown places whose rowers cannot be exhibited.

By the time he had given this information Atal was very drowsy, and Carter laid him gently on a couch of inlaid ebony and gathered his long beard decorously on his chest. As he turned to go, he observed that no suppressed fluttering followed him, and wondered why the Zoogs had become so lax in their curious pursuit. Then he noticed all the sleek complacent cats of Ulthar licking their chops with unusual gusto, and recalled the spitting and caterwauling he had faintly heard, in lower parts of the temple while absorbed in the old priest's conversation. He recalled, too, the evilly hungry way in which an especially impudent young Zoog had regarded a small black kitten in the cobbled street outside. And because he loved nothing on earth more than small black kittens, he stooped and petted the sleek cats of Ulthar as they licked their chops, and did not mourn because those inquisitive Zoogs would escort him no farther.

It was sunset now, so Carter stopped at an ancient inn on a steep little street overlooking the lower town. And as he went out on the balcony of his room and gazed down at the sea of red tiled roofs and cobbled ways and the pleasant fields beyond, all mellow and magical in the slanted light, he swore that Ulthar would be a very likely place to dwell in always, were not the memory of a greater sunset city ever goading one onward toward unknown perils. Then twilight fell, and the pink walls of the plastered gables turned violet and mystic, and little yellow lights floated up one by one from old lattice windows. And sweet bells pealed in the temple tower above, and the first star winked softly above the meadows across the Skai. With the night came song, and Carter nodded as the lutanists praised ancient days from beyond the filigreed balconies and tessellated courts of simple Ulthar. And there might have been sweetness even in the voices of Ulthar's many cats, but that they were mostly heavy and silent from strange feasting. Some of them stole off to those cryptical realms which are known only to cats and which villagers say are on the moon's dark side, whither the cats leap from tall housetops, but one small black kitten crept upstairs and sprang in Carter's lap to purr and play, and curled up near his feet when he lay down at last on the little couch whose pillows were stuffed with fragrant, drowsy herbs.

In the morning Carter joined a caravan of merchants bound for Dylath – Leen with the spun wool of Ulthar and the cabbages of Ulthar's busy farms. And for six days they rode with tinkling bells on the smooth road beside the Skai; stopping some nights at the inns of little quaint fishing towns, and on other nights camping under the stars while snatches of boatmen's songs came from the placid river. The country was very beautiful, with green hedges and groves and picturesque peaked cottages and octagonal windmills.

On the seventh day a blur of smoke rose on the horizon ahead, and then the tall black towers of Dylath-Leen, which is built mostly of basalt. Dylath-Leen with its thin angular towers looks in the distance like a bit of the Giant's Causeway, and its streets are dark and uninviting. There are many dismal sea-taverns near the myriad wharves, and all the town is thronged with the strange seamen of every land on earth and of a few which are said to be not on earth. Carter questioned the oddly robed men of that city about the peak of Ngranek on the isle of Oriab, and found that they knew of it well.

Ships came from Baharna on that island, one being due to return thither in only a month, and Ngranek is but two days' zebra-ride from that port. But few had seen the stone face of the god, because it is on a very difficult side of Ngranek, which overlooks only sheer crags and a valley of sinister lava. Once the gods were angered with men on that side, and spoke of the matter to the Other Gods.

It was hard to get this information from the traders and sailors in Dylath-Leen's sea taverns, because they mostly preferred to whisper of the black galleys. One of them was due in a week with rubies from its unknown shore, and the townsfolk dreaded to see it dock. The mouths of the men

who came from it to trade were too wide, and the way their turbans were humped up in two points above their foreheads was in especially bad taste. And their shoes were the shortest and queerest ever seen in the Six Kingdoms. But worst of all was the matter of the unseen rowers. Those three banks of oars moved too briskly and accurately and vigorously to be comfortable, and it was not right for a ship to stay in port for weeks while the merchants traded, yet to give no glimpse of its crew. It was not fair to the tavern-keepers of Dylath-Leen, or to the grocers and butchers, either; for not a scrap of provisions was ever sent aboard. The merchants took only gold and stout black slaves from Parg across the river. That was all they ever took, those unpleasantly featured merchants and their unseen rowers; never anything from the butchers and grocers, but only gold and the fat black men of Parg whom they bought by the pound. And the odours from those galleys which the south wind blew in from the wharves are not to be described. Only by constantly smoking strong thagweed could even the hardiest denizen of the old sea-taverns bear them. Dylath – Leen would never have tolerated the black galleys had such rubies been obtainable elsewhere, but no mine in all Barth's dreamland was known to produce their like.

Of these things Dylath-Leen's cosmopolitan folk chiefly gossiped whilst Carter waited patiently for the ship from Baharna, which might bear him to the isle whereon carven Ngranek towers lofty and barren. Meanwhile he did not fail to seek through the haunts of far travellers for any tales they might have concerning Kadath in the cold waste or a marvellous city of marble walls and silver fountains seen below terraces in the sunset. Of these things, however, he learned nothing; though he once thought that a certain old slant-eyed merchant looked queerly intelligent when the cold waste was spoken of. This man was reputed to trade with the horrible stone villages on the icy desert plateau of Leng, which no healthy folk visit and whose evil fires are seen at night from afar. He was even rumoured to have dealt with that High-Priest Not To Be Described, which wears a yellow silken mask over its face and dwells all alone in a prehistoric stone monastery. That such a person might well have had nibbling traffick with such beings as may conceivably dwell in the cold waste was not to be doubted, but Carter soon found that it was no use questioning him.

Then the black galley slipped into the harbour past the basalt wale and the tall lighthouse, silent and alien, and with a strange stench that the south wind drove into the town. Uneasiness rustled through the taverns along that waterfront, and after a while the dark wide – mouthed merchants with humped turbans and short feet clumped stealthily ashore to seek the bazaars of the jewellers. Carter observed them closely, and disliked them more the longer he looked at them. Then he saw them drive the stout black men of Parg up the gangplank grunting and sweating into that singular galley, and wondered in what lands – or if in any lands at all – those fat pathetic creatures might be destined to serve.

And on the third evening of that galley's stay one of the uncomfortable merchants spoke to him, smirking sinfully and hinting of what he had heard in the taverns of Carter's quest. He appeared to have knowledge too secret for public telling; and although the sound of his voice was unbearably hateful, Carter felt that the lore of so far a traveller must not be overlooked. He bade him therefore be his guest in locked chambers above, and drew out the last of the Zoogs' moon-wine to loosen his tongue. The strange merchant drank heavily, but smirked unchanged by the draught. Then he drew forth a curious bottle with wine of his own, and Carter saw that the bottle was a single hollowed ruby, grotesquely carved in patterns too fabulous to be comprehended. He offered his wine to his host, and though Carter took only the least sip, he felt the dizziness of space and the fever of unimagined jungles. All the while the guest had been smiling more and more broadly, and as Carter slipped into blankness the last thing he saw was that dark odious face convulsed with evil laughter and something quite unspeakable where one of the two frontal puffs of that orange turban had become disarranged with the shakings of that epileptic mirth.

Carter next had consciousness amidst horrible odours beneath a tent – like awning on the deck of a ship, with the marvellous coasts of the Southern Sea flying by in unnatural swiftiness. He was

not chained, but three of the dark sardonic merchants stood grinning nearby, and the sight of those humps in their turbans made him almost as faint as did the stench that filtered up through the sinister hatches. He saw slip past him the glorious lands and cities of which a fellow-dreamer of earth – a lighthouse-keeper in ancient Kingsport – had often discoursed in the old days, and recognized the templed terraces of Zak, abode of forgotten dreams; the spires of infamous Thalarion, that daemon-city of a thousand wonders where the eidolon Lathi reigns; the charnel gardens of Zura, land of pleasures unattained, and the twin headlands of crystal, meeting above in a resplendent arch, which guard the harbour of Sona-Nyl, blessed land of fancy.

Past all these gorgeous lands the malodourous ship flew unwholesomely, urged by the abnormal strokes of those unseen rowers below. And before the day was done Carter saw that the steersman could have no other goal than the Basalt Pillars of the West, beyond which simple folk say splendid Cathuria lies, but which wise dreamers well know are the gates of a monstrous cataract wherein the oceans of earth's dreamland drop wholly to abysmal nothingness and shoot through the empty spaces toward other worlds and other stars and the awful voids outside the ordered universe where the daemon sultan Azathoth gnaws hungrily in chaos amid pounding and piping and the hellish dancing of the Other Gods, blind, voiceless, tenebrous, and mindless, with their soul and messenger Nyarlathotep.

Meanwhile the three sardonic merchants would give no word of their intent, though Carter well knew that they must be leagued with those who wished to hold him from his quest. It is understood in the land of dream that the Other Gods have many agents moving among men; and all these agents, whether wholly human or slightly less than human, are eager to work the will of those blind and mindless things in return for the favour of their hideous soul and messenger, the crawling chaos Nyarlathotep. So Carter inferred that the merchants of the humped turbans, hearing of his daring search for the Great Ones in their castle of Kadath, had decided to take him away and deliver him to Nyarlathotep for whatever nameless bounty might be offered for such a prize. What might be the land of those merchants in our known universe or in the eldritch spaces outside, Carter could not guess; nor could he imagine at what hellish trysting-place they would meet the crawling chaos to give him up and claim their reward. He knew, however, that no beings as nearly human as these would dare approach the ultimate nighted throne of the daemon Azathoth in the formless central void.

At the set of sun the merchants licked their excessively wide lips and glared hungrily and one of them went below and returned from some hidden and offensive cabin with a pot and basket of plates. Then they squatted close together beneath the awning and ate the smoking meat that was passed around. But when they gave Carter a portion, he found something very terrible in the size and shape of it; so that he turned even paler than before and cast that portion into the sea when no eye was on him. And again he thought of those unseen rowers beneath, and of the suspicious nourishment from which their far too mechanical strength was derived.

It was dark when the galley passed betwixt the Basalt Pillars of the West and the sound of the ultimate cataract swelled portentous from ahead. And the spray of that cataract rose to obscure the stars, and the deck grew damp, and the vessel reeled in the surging current of the brink. Then with a queer whistle and plunge the leap was taken, and Carter felt the terrors of nightmare as earth fell away and the great boat shot silent and comet-like into planetary space. Never before had he known what shapeless black things lurk and caper and flounder all through the aether, leering and grinning at such voyagers as may pass, and sometimes feeling about with slimy paws when some moving object excites their curiosity. These are the nameless larvae of the Other Gods, and like them are blind and without mind, and possessed of singular hungers and thirsts.

But that offensive galley did not aim as far as Carter had feared, for he soon saw that the helmsman was steering a course directly for the moon. The moon was a crescent shining larger and larger as they approached it, and shewing its singular craters and peaks uncomfortably. The ship made for the edge, and it soon became clear that its destination was that secret and mysterious side which is

always turned away from earth, and which no fully human person, save perhaps the dreamer Snireth-Ko, has ever beheld. The close aspect of the moon as the galley drew near proved very disturbing to Carter, and he did not like the size and shape of the ruins which crumbled here and there. The dead temples on the mountains were so placed that they could have glorified no suitable or wholesome gods, and in the symmetries of the broken columns there seemed to be some dark and inner meaning which did not invite solution. And what the structure and proportions of the olden worshippers could have been, Carter steadily refused to conjecture.

When the ship rounded the edge, and sailed over those lands unseen by man, there appeared in the queer landscape certain signs of life, and Carter saw many low, broad, round cottages in fields of grotesque whitish fungi. He noticed that these cottages had no windows, and thought that their shape suggested the huts of Esquimaux. Then he glimpsed the oily waves of a sluggish sea, and knew that the voyage was once more to be by water – or at least through some liquid. The galley struck the surface with a peculiar sound, and the odd elastic way the waves received it was very perplexing to Carter.

They now slid along at great speed, once passing and hailing another galley of kindred form, but generally seeing nothing but that curious sea and a sky that was black and star-strewn even though the sun shone scorchingly in it.

There presently rose ahead the jagged hills of a leprous-looking coast, and Carter saw the thick unpleasant grey towers of a city. The way they leaned and bent, the manner in which they were clustered, and the fact that they had no windows at all, was very disturbing to the prisoner; and he bitterly mourned the folly which had made him sip the curious wine of that merchant with the humped turban. As the coast drew nearer, and the hideous stench of that city grew stronger, he saw upon the jagged hills many forests, some of whose trees he recognized as akin to that solitary moon-tree in the enchanted wood of earth, from whose sap the small brown Zoogs ferment their curious wine.

Carter could now distinguish moving figures on the noisome wharves ahead, and the better he saw them the worse he began to fear and detest them. For they were not men at all, or even approximately men, but great greyish-white slippery things which could expand and contract at will, and whose principal shape – though it often changed – was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout. These objects were waddling busily about the wharves, moving bales and crates and boxes with preternatural strength, and now and then hopping on or off some anchored galley with long oars in their forepaws. And now and then one would appear driving a herd of clumping slaves, which indeed were approximate human beings with wide mouths like those merchants who traded in Dylath-Leen; only these herds, being without turbans or shoes or clothing, did not seem so very human after all. Some of the slaves – the fatter ones, whom a sort of overseer would pinch experimentally – were unloaded from ships and nailed in crates which workers pushed into the low warehouses or loaded on great lumbering vans.

Once a van was hitched and driven off, and the fabulous thing which drew it was such that Carter gasped, even after having seen the other monstrosities of that hateful place. Now and then a small herd of slaves dressed and turbaned like the dark merchants would be driven aboard a galley, followed by a great crew of the slippery toad-things as officers, navigators, and rowers. And Carter saw that the almost – human creatures were reserved for the more ignominious kinds of servitude which required no strength, such as steering and cooking, fetching and carrying, and bargaining with men on the earth or other planets where they traded. These creatures must have been convenient on earth, for they were truly not unlike men when dressed and carefully shod and turbaned, and could haggle in the shops of men without embarrassment or curious explanations. But most of them, unless lean or ill-favoured, were unclothed and packed in crates and drawn off in lumbering lorries by fabulous things. Occasionally other beings were unloaded and crated; some very like these semi-humans, some not so similar, and some not similar at all. And he wondered if any of the poor stout black men of Parg were left to be unloaded and crated and shipped inland in those obnoxious drays.

When the galley landed at a greasy-looking quay of spongy rock a nightmare horde of toad-things wiggled out of the hatches, and two of them seized Carter and dragged him ashore. The smell and aspect of that city are beyond telling, and Carter held only scattered images of the tiled streets and black doorways and endless precipices of grey vertical walls without windows. At length he was dragged within a low doorway and made to climb infinite steps in pitch blackness. It was, apparently, all one to the toad-things whether it were light or dark. The odour of the place was intolerable, and when Carter was locked into a chamber and left alone he scarcely had strength to crawl around and ascertain its form and dimensions. It was circular, and about twenty feet across.

From then on time ceased to exist. At intervals food was pushed in, but Carter would not touch it. What his fate would be, he did not know; but he felt that he was held for the coming of that frightful soul and messenger of infinity's Other Gods, the crawling chaos Nyarlathotep. Finally, after an unguessed span of hours or days, the great stone door swung wide again, and Carter was shoved down the stairs and out into the red-litten streets of that fearsome city. It was night on the moon, and all through the town were stationed slaves bearing torches.

In a detestable square a sort of procession was formed; ten of the toad-things and twenty-four almost human torch-bearers, eleven on either side, and one each before and behind. Carter was placed in the middle of the line; five toad-things ahead and five behind, and one almost-human torch-bearer on either side of him. Certain of the toad-things produced disgustingly carved flutes of ivory and made loathsome sounds. To that hellish piping the column advanced out of the tiled streets and into nighted plains of obscene fungi, soon commencing to climb one of the lower and more gradual hills that lay behind the city. That on some frightful slope or blasphemous plateau the crawling chaos waited, Carter could not doubt; and he wished that the suspense might soon be over. The whining of those impious flutes was shocking, and he would have given worlds for some even half-normal sound; but these toad-things had no voices, and the slaves did not talk.

Then through that star-specked darkness there did come a normal sound. It rolled from the higher hills, and from all the jagged peaks around it was caught up and echoed in a swelling pandaemoniac chorus. It was the midnight yell of the cat, and Carter knew at last that the old village folk were right when they made low guesses about the cryptical realms which are known only to cats, and to which the elders among cats repair by stealth nocturnally, springing from high housetops. Verily, it is to the moon's dark side that they go to leap and gambol on the hills and converse with ancient shadows, and here amidst that column of foetid things Carter heard their homely, friendly cry, and thought of the steep roofs and warm hearths and little lighted windows of home.

Now much of the speech of cats was known to Randolph Carter, and in this far terrible place he uttered the cry that was suitable. But that he need not have done, for even as his lips opened he heard the chorus wax and draw nearer, and saw swift shadows against the stars as small graceful shapes leaped from hill to hill in gathering legions. The call of the clan had been given, and before the foul procession had time even to be frightened a cloud of smothering fur and a phalanx of murderous claws were tidally and tempestuously upon it. The flutes stopped, and there were shrieks in the night. Dying almost-humans screamed, and cats spit and yowled and roared, but the toad-things made never a sound as their stinking green ichor oozed fatally upon that porous earth with the obscene fungi.

It was a stupendous sight while the torches lasted, and Carter had never before seen so many cats. Black, grey, and white; yellow, tiger, and mixed; common, Persian, and Marix; Thibetan, Angora, and Egyptian; all were there in the fury of battle, and there hovered over them some trace of that profound and inviolate sanctity which made their goddess great in the temples of Bubastis. They would leap seven strong at the throat of an almost-human or the pink tentacled snout of a toad-thing and drag it down savagely to the fungous plain, where myriads of their fellows would surge over it and into it with the frenzied claws and teeth of a divine battle-fury. Carter had seized a torch from a stricken slave, but was soon overborne by the surging waves of his loyal defenders. Then he lay in the

utter blackness hearing the clangour of war and the shouts of the victors, and feeling the soft paws of his friends as they rushed to and fro over him in the fray.

At last awe and exhaustion closed his eyes, and when he opened them again it was upon a strange scene. The great shining disc of the earth, thirteen times greater than that of the moon as we see it, had risen with floods of weird light over the lunar landscape; and across all those leagues of wild plateau and ragged crest there squatted one endless sea of cats in orderly array. Circle on circle they reached, and two or three leaders out of the ranks were licking his face and purring to him consolingly. Of the dead slaves and toad-things there were not many signs, but Carter thought he saw one bone a little way off in the open space between him and the warriors.

Carter now spoke with the leaders in the soft language of cats, and learned that his ancient friendship with the species was well known and often spoken of in the places where cats congregate. He had not been unmarked in Ulthar when he passed through, and the sleek old cats had remembered how he patted them after they had attended to the hungry Zoogs who looked evilly at a small black kitten. And they recalled, too, how he had welcomed the very little kitten who came to see him at the inn, and how he had given it a saucer of rich cream in the morning before he left. The grandfather of that very little kitten was the leader of the army now assembled, for he had seen the evil procession from a far hill and recognized the prisoner as a sworn friend of his kind on earth and in the land of dream.

A yowl now came from the farther peak, and the old leader paused abruptly in his conversation. It was one of the army's outposts, stationed on the highest of the mountains to watch the one foe which Earth's cats fear; the very large and peculiar cats from Saturn, who for some reason have not been oblivious of the charm of our moon's dark side. They are leagued by treaty with the evil toad-things, and are notoriously hostile to our earthly cats; so that at this juncture a meeting would have been a somewhat grave matter.

After a brief consultation of generals, the cats rose and assumed a closer formation, crowding protectingly around Carter and preparing to take the great leap through space back to the housetops of our earth and its dreamland. The old field-marshal advised Carter to let himself be borne along smoothly and passively in the massed ranks of furry leapers, and told him how to spring when the rest sprang and land gracefully when the rest landed. He also offered to deposit him in any spot he desired, and Carter decided on the city of Dylath-Leen whence the black galley had set out; for he wished to sail thence for Oriab and the carven crest Ngranek, and also to warn the people of the city to have no more traffick with black galleys, if indeed that traffick could be tactfully and judiciously broken off. Then, upon a signal, the cats all leaped gracefully with their friend packed securely in their midst; while in a black cave on an unhallowed summit of the moon-mountains still vainly waited the crawling chaos Nyarlathotep.

The leap of the cats through space was very swift; and being surrounded by his companions Carter did not see this time the great black shapelessnesses that lurk and caper and flounder in the abyss. Before he fully realised what had happened he was back in his familiar room at the inn at Dylath-Leen, and the stealthy, friendly cats were pouring out of the window in streams. The old leader from Ulthar was the last to leave, and as Carter shook his paw he said he would be able to get home by cockcrow. When dawn came, Carter went downstairs and learned that a week had elapsed since his capture and leaving. There was still nearly a fortnight to wait for the ship bound toward Oriab, and during that time he said what he could against the black galleys and their infamous ways. Most of the townfolk believed him; yet so fond were the jewellers of great rubies that none would wholly promise to cease trafficking with the wide-mouthed merchants. If aught of evil ever befalls Dylath-Leen through such traffick, it will not be his fault.

In about a week the desiderate ship put in by the black wale and tall lighthouse, and Carter was glad to see that she was a barque of wholesome men, with painted sides and yellow lateen sails and a grey captain in silken robes. Her cargo was the fragrant resin of Oriab's inner groves, and the

delicate pottery baked by the artists of Baharna, and the strange little figures carved from Ngranek's ancient lava. For this they were paid in the wool of Ulthar and the iridescent textiles of Hatheg and the ivory that the black men carve across the river in Parg. Carter made arrangements with the captain to go to Baharna and was told that the voyage would take ten days. And during his week of waiting he talked much with that captain of Ngranek, and was told that very few had seen the carved face thereon; but that most travellers are content to learn its legends from old people and lava – gatherers and image-makers in Baharna and afterward say in their far homes that they have indeed beheld it. The captain was not even sure that any person now living had beheld that carved face, for the wrong side of Ngranek is very difficult and barren and sinister, and there are rumours of caves near the peak wherein dwell the night-gaunts. But the captain did not wish to say just what a night-gaunt might be like, since such cattle are known to haunt most persistently the dreams of those who think too often of them. Then Carter asked that captain about unknown Kadath in the cold waste, and the marvellous sunset city, but of these the good man could truly tell nothing.

Carter sailed out of Dylath-Leen one early morning when the tide turned, and saw the first rays of sunrise on the thin angular towers of that dismal basalt town. And for two days they sailed eastward in sight of green coasts, and saw often the pleasant fishing towns that climbed up steeply with their red roofs and chimney-pots from old dreaming wharves and beaches where nets lay drying. But on the third day they turned sharply south where the roll of water was stronger, and soon passed from sight of any land. On the fifth day the sailors were nervous, but the captain apologized for their fears, saying that the ship was about to pass over the weedy walls and broken columns of a sunken city too old for memory, and that when the water was clear one could see so many moving shadows in that deep place that simple folk disliked it. He admitted, moreover, that many ships had been lost in that part of the sea; having been hailed when quite close to it, but never seen again.

That night the moon was very bright, and one could see a great way down in the water. There was so little wind that the ship could not move much, and the ocean was very calm. Looking over the rail Carter saw many fathoms deep the dome of the great temple, and in front of it an avenue of unnatural sphinxes leading to what was once a public square. Dolphins sported merrily in and out of the ruins, and porpoises revelled clumsily here and there, sometimes coming to the surface and leaping clear out of the sea. As the ship drifted on a little the floor of the ocean rose in hills, and one could clearly mark the lines of ancient climbing streets and the washed-down walls of myriad little houses.

Then the suburbs appeared, and finally a great lone building on a hill, of simpler architecture than the other structures, and in much better repair. It was dark and low and covered four sides of a square, with a tower at each corner, a paved court in the centre, and small curious round windows all over it. Probably it was of basalt, though weeds draped the greater part; and such was its lonely and impressive place on that far hill that it may have been a temple or a monastery. Some phosphorescent fish inside it gave the small round windows an aspect of shining, and Carter did not blame the sailors much for their fears. Then by the watery moonlight he noticed an odd high monolith in the middle of that central court, and saw that something was tied to it. And when after getting a telescope from the captain's cabin he saw that that bound thing was a sailor in the silk robes of Oriab, head downward and without any eyes, he was glad that a rising breeze soon took the ship ahead to more healthy parts of the sea.

The next day they spoke with a ship with violet sails bound for Zar, in the land of forgotten dreams, with bulbs of strange coloured lilies for cargo. And on the evening of the eleventh day they came in sight of the isle of Oriab with Ngranek rising jagged and snow-crowned in the distance. Oriab is a very great isle, and its port of Baharna a mighty city. The wharves of Baharna are of porphyry, and the city rises in great stone terraces behind them, having streets of steps that are frequently arched over by buildings and the bridges between buildings. There is a great canal which goes under the whole city in a tunnel with granite gates and leads to the inland lake of Yath, on whose farther shore are the vast

clay-brick ruins of a primal city whose name is not remembered. As the ship drew into the harbour at evening the twin beacons Thon and Thal gleamed a welcome, and in all the million windows of Baharna's terraces mellow lights peeped out quietly and gradually as the stars peep out overhead in the dusk, till that steep and climbing seaport became a glittering constellation hung between the stars of heaven and the reflections of those stars in the still harbour.

The captain, after landing, made Carter a guest in his own small house on the shores of Yath where the rear of the town slopes down to it; and his wife and servants brought strange toothsome foods for the traveller's delight. And in the days after that Carter asked for rumours and legends of Ngranek in all the taverns and public places where lava-gatherers and image-makers meet, but could find no one who had been up the higher slopes or seen the carven face. Ngranek was a hard mountain with only an accursed valley behind it, and besides, one could never depend on the certainty that night-gaunts are altogether fabulous.

When the captain sailed back to Dylath-Leen Carter took quarters in an ancient tavern opening on an alley of steps in the original part of the town, which is built of brick and resembles the ruins of Yath's farther shore. Here he laid his plans for the ascent of Ngranek, and correlated all that he had learned from the lava-gatherers about the roads thither. The keeper of the tavern was a very old man, and had heard so many legends that he was a great help. He even took Carter to an upper room in that ancient house and shewed him a crude picture which a traveller had scratched on the clay wall in the old days when men were bolder and less reluctant to visit Ngranek's higher slopes. The old tavern-keeper's great-grandfather had heard from his great – grandfather that the traveller who scratched that picture had climbed Ngranek and seen the carven face, here drawing it for others to behold, but Carter had very great doubts, since the large rough features on the wall were hasty and careless, and wholly overshadowed by a crowd of little companion shapes in the worst possible taste, with horns and wings and claws and curling tails.

At last, having gained all the information he was likely to gain in the taverns and public places of Baharna, Carter hired a zebra and set out one morning on the road by Yath's shore for those inland parts wherein towers stony Ngranek. On his right were rolling hills and pleasant orchards and neat little stone farmhouses, and he was much reminded of those fertile fields that flank the Skai. By evening he was near the nameless ancient ruins on Yath's farther shore, and though old lava-gatherers had warned him not to camp there at night, he tethered his zebra to a curious pillar before a crumbling wall and laid his blanket in a sheltered corner beneath some carvings whose meaning none could decipher. Around him he wrapped another blanket, for the nights are cold in Oriab; and when upon awaking once he thought he felt the wings of some insect brushing his face he covered his head altogether and slept in peace till roused by the magah birds in distant resin groves.

The sun had just come up over the great slope whereon leagues of primal brick foundations and worn walls and occasional cracked pillars and pedestals stretched down desolate to the shore of Yath, and Carter looked about for his tethered zebra. Great was his dismay to see that docile beast stretched prostrate beside the curious pillar to which it had been tied, and still greater was he vexed on finding that the steed was quite dead, with its blood all sucked away through a singular wound in its throat. His pack had been disturbed, and several shiny knickknacks taken away, and all round on the dusty soil were great webbed footprints for which he could not in any way account. The legends and warnings of lava-gatherers occurred to him, and he thought of what had brushed his face in the night. Then he shouldered his pack and strode on toward Ngranek, though not without a shiver when he saw close to him as the highway passed through the ruins a great gaping arch low in the wall of an old temple, with steps leading down into darkness farther than he could peer.

His course now lay uphill through wilder and partly wooded country, and he saw only the huts of charcoal-burners and the camp of those who gathered resin from the groves. The whole air was fragrant with balsam, and all the magah birds sang blithely as they flashed their seven colours in the sun. Near sunset he came on a new camp of lava – gatherers returning with laden sacks from

Ngranek's lower slopes; and here he also camped, listening to the songs and tales of the men, and overhearing what they whispered about a companion they had lost. He had climbed high to reach a mass of fine lava above him, and at nightfall did not return to his fellows. When they looked for him the next day they found only his turban, nor was there any sign on the crags below that he had fallen. They did not search any more, because the old man among them said it would be of no use.

No one ever found what the night-gaunts took, though those beasts themselves were so uncertain as to be almost fabulous. Carter asked them if night-gaunts sucked blood and liked shiny things and left webbed footprints, but they all shook their heads negatively and seemed frightened at his making such an inquiry. When he saw how taciturn they had become he asked them no more, but went to sleep in his blanket.

The next day he rose with the lava-gatherers and exchanged farewells as they rode west and he rode east on a zebra he bought of them. Their older men gave him blessings and warnings, and told him he had better not climb too high on Ngranek, but while he thanked them heartily he was in no wise dissuaded. For still did he feel that he must find the gods on unknown Kadath; and win from them a way to that haunting and marvellous city in the sunset. By noon, after a long uphill ride, he came upon some abandoned brick villages of the hill-people who had once dwelt thus close to Ngranek and carved images from its smooth lava. Here they had dwelt till the days of the old tavernkeeper's grandfather, but about that time they felt that their presence was disliked. Their homes had crept even up the mountain's slope, and the higher they built the more people they would miss when the sun rose. At last they decided it would be better to leave altogether, since things were sometimes glimpsed in the darkness which no one could interpret favourably; so in the end all of them went down to the sea and dwelt in Baharna, inhabiting a very old quarter and teaching their sons the old art of image-making which to this day they carry on. It was from these children of the exiled hill-people that Carter had heard the best tales about Ngranek when searching through Baharna's ancient taverns.

All this time the great gaunt side of Ngranek was looming up higher and higher as Carter approached it. There were sparse trees on the lower slopes and feeble shrubs above them, and then the bare hideous rock rose spectral into the sky, to mix with frost and ice and eternal snow. Carter could see the rifts and ruggedness of that sombre stone, and did not welcome the prospect of climbing it. In places there were solid streams of lava, and scoriac heaps that littered slopes and ledges. Ninety aeons ago, before even the gods had danced upon its pointed peak, that mountain had spoken with fire and roared with the voices of the inner thunders. Now it towered all silent and sinister, bearing on the hidden side that secret titan image whereof rumour told. And there were caves in that mountain, which might be empty and alone with elder darkness, or might – if legend spoke truly – hold horrors of a form not to be surmised.

The ground sloped upward to the foot of Ngranek, thinly covered with scrub oaks and ash trees, and strewn with bits of rock, lava, and ancient cinder. There were the charred embers of many camps, where the lava-gatherers were wont to stop, and several rude altars which they had built either to propitiate the Great Ones or to ward off what they dreamed of in Ngranek's high passes and labyrinthine caves. At evening Carter reached the farthestmost pile of embers and camped for the night, tethering his zebra to a sapling and wrapping himself well in his blankets before going to sleep. And all through the night a voonith howled distantly from the shore of some hidden pool, but Carter felt no fear of that amphibious terror, since he had been told with certainty that not one of them dares even approach the slope of Ngranek.

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