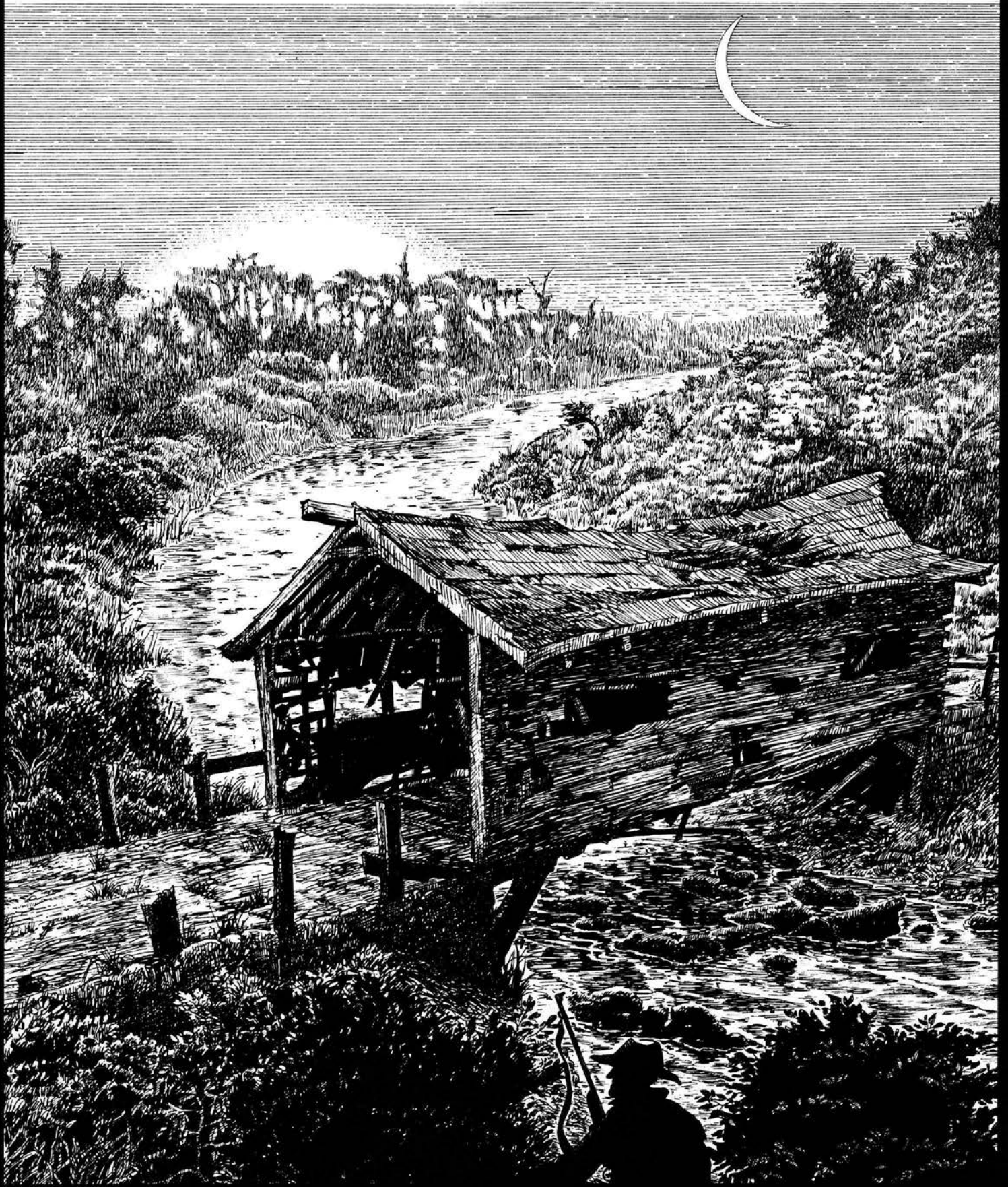


THOMPSON'S BRIDGE



1. Thompson's Bridge is a weather-worn span of log and rough-hewn timber whose days of glory have long since passed. Folk rarely visit this spot now, for the road which approaches the covered bridge has fallen into disuse. It is a good place for a quiet stroll – or a clandestine meeting.

If you have come here during the day, you will find **-56-**, while your arrival after sunset will see you at **-45-**.

(-DIRECTORY-)

2. The current is strong, and you are swiftly carried away from the bridge. Eventually, you pull yourself from the icy waters at the outskirts of Dove's Bay.

Drenched and shivering, you squelch along your way to **-73M-**, wondering who in town has decided that you know too much.

30 MINUTES (-29- -74-) 5 RP

3. With a scream of mad rage, he pulls a vicious golden ceremonial dagger and launches himself at you.

He has a 35% chance to hit, but you may attempt to Dodge. He, in turn, has a 25% chance of Dodging any of your physical attacks, and has a DEX of 14.

If you are the one who survives this encounter, you may gather your wits at **-93-**.

10 MINUTES (-73-)

4. You are engulfed by a bubble and the scene before you ripples and – changes. The place you find yourself in is unutterably alien, its landscape searing into your mind, shredding your sanity until all that is left of you is a pitiful, gibbering husk.

Though you live on through an eternity of madness, this is, as far as your investigation is concerned....

THE END

(-20-)

5. The robed figure's chanting reaches a crescendo as flickerings of strange and unnatural colors fill the clearing. Your eyes open wide in horrified astonishment as something begins to form in the air above the altar.

It is a large, translucent mass which seems to be comprised of nothing more than a huge commingling of bubbles, and possessing as much substantiality as a bubble.

"la! la!" the robed figure cries out in triumph.

"Yog-Sothoth, Yog-Sothoth!"

LUCK

SUCCESS -24- FAILURE -39-

5 MINUTES (-14- -31- -84- -92-)

6. You come up with a convincing story about how lucky you are to have finally found the worship place of The Opener of the Way.

The man's features soften into a smile, but the madness never leaves his eyes. He speaks to you at **-36-**.

15 MINUTES (-62- -51-)

7. The crack of a rifle shot shatters the stillness of the night!

LUCK

SUCCESS -100- FAILURE -33-

(-82-)

8. "Interfering wretch!" the madman screams at you. "I'll kill you for this!"

The raving psychopath has 12 hit points and a DEX of 14. He has a 35% chance of slashing you with his dagger (1D6 damage), and a 25% chance of Dodging your physical attacks.

If you emerge the victor of this conflict, you may witness the result at **-50-**.

10 MINUTES (-34-)

9.

SPOT HIDDEN

SUCCESS -92- FAILURE -84-

15 MINUTES (-35-)

10. "Die, unbeliever!" the madman cries, "And may Yog-Sothoth feast upon your soul!!"

With that, he pulls out an intricately carved, gold ceremonial dagger and launches himself at you. He has a 35% chance to hit with the vicious-looking weapon, but you have the option of Dodging. He has a 25% chance of Dodging any of your physical attacks. He has 12 hit point and a DEX of 14, and since his weapon is already drawn, he will go first this round.

If you survive this encounter, gather your wits at **-93-**.

15 MINUTES (-62- -77- -28- -51-) +1% Mythos 5RP

11.

LISTEN

SUCCESS -59- FAILURE -82-

(-45-)

12. You find yourself in a place that is quite alien, hostile – and deadly. You know that you are no longer on Earth, for the atmosphere of this place sears into your lungs, making an agonizing nightmare of your last moments of life.

THE END

(-86-)

13. It takes you 45 minutes to walk back to town at -73M-.

45 MINUTES (-44-)

14. You step out into a small clearing in the center of which stands a bizarre, 20 foot tall totem pole-like carving. Made of a single length of timber, it has been placed slightly off center in the clearing.

In front of this pole is a crude stone altar upon which lies the mutilated corpse of some now-unidentifiable animal. Before the altar stands a figure in black robes who is clearly the source of the chanting.

Will you confront the figure at -62-, or stay where you are and observe the proceedings at -5-?

15 MINUTES (-40-) 3 RP

15. After a restful 15 minutes, a tall, gaunt form takes shape from out of the encroaching shadows. The form is attired in a long coat more in fashion during the previous decade, and a wide-brimmed hat which conceals his face in even deeper shadow.

"You wish to know of Grimrock Isle," a thin, insubstantial whisper greets you. "Then say nothing and listen closely, for I do not have much time."

YOU MAY NOW READ HANDOUT GI 24

You may digest what you have learned here at -63-

15 MINUTES (-41-) 25 RP

16. The shambling horror grabs you up in its taloned forepaws and crushes you to its loose-hung body! The world around you blurs, and you find yourself suddenly at -86-.

(-64- -83- -34-) 5 RP

17. "I have to be going now," Gleason

tells you. "Give me a 15 minute head start before following. Meet me tomorrow at McKiernan's Lighthouse around midnight; I may have something more for you then."

You say good night, waiting the required 15 minutes before starting back to town and -73M-. You are greatly disturbed by what you have learned, but you are certain that you are much closer to the solution of this case – and at least you have found an ally here in Dove's Bay.

60 MINUTES (-65-)

18. Make 6 JUMP rolls. Missing one deposits you waist-deep in mucky swamp water. Should this occur, you must roll your

LUCK

SUCCESS -- FAILURE -87-

Having resolved these rolls, you will find yourself at -40-.

30 MINUTES (-44-)

19. After resting here awhile, you turn your steps back towards Dove's Bay and -73M- -- and what is there about the night and this place which lends a certain anxious speed to your pace?

45 MINUTES (-67-)



20. "And death to all spies!" he roars, whirling suddenly in your direction – and pointing his finger directly at you! "Did you think you were hidden from me?" he screams at you. "Fool! Now pay for your stupidity!"

As he speaks, you realize that the strange commingling has been expanding in your direction – and is now nearly upon you!

POW X3

SUCCESS -42- FAILURE -4-

(-24-)

21. There is an ancient-looking book lying at the base of the altar, its title page bearing the inscription, "For Abner Wattles."

READ LATIN

SUCCESS -43- FAILURE -89-

5 MINUTES (-47-) 1 RP

22. Assured that your attacker has given up – for now – you set off on the long journey back to town at -73M-, chilled by the night air and the certain knowledge that you have made an enemy in Dove's Bay – a very deadly enemy.

60 MINUTES (-70-) 5 RP

23. You suddenly realize that you are being sucked down into the clinging mire! Pit your STR against the swamp's STR of 12 of the Resistance Table. If you succeed, you find your way to -49-; fail and face -91-.

(-26-)

24. "Hail to the Opener of the Way!" the madman in the clearing exclaims triumphantly as a portion of the spheres extends to engulf the sacrifice on the altar. "Death to all who would oppose you!"

HIDE

SUCCESS -46- FAILURE -20-

(-5-)

25. Using the night and the shadows, you are able to creep silently back to town and the dubious safety it represents. Who in Dove's Bay has come to feel that you know too much? Such chilling thoughts occupy your lonely journey to -73M-.

60 MINUTES (-96-)

26. You are now hip-deep in stagnant, malodorous swamp water.

LUCK

SUCCESS -49- FAILURE -23-

(-97-)

27. Your shot is true! Roll your damage. If it is more than 12 points, you must face -50-; if it is less, you will be dealing with -72-.

(-98-)

28. Your shot goes wild, and your opponent responds with -10-.

(-14- -51- -62-)

29. Rushing to the opposite side of the bridge, you leap the rail and plunge into the icy waters of Thompson River. Perhaps your assailant will not be expecting such a move on your part.

SWIM

SUCCESS -.-

FAILURE -1 hit point from inhaling water

Bobbing to the surface, you float downstream with the current towards town.

LUCK

SUCCESS -2- FAILURE -74-

(-55-)

30. The path is little more than a game trail, but there are clear signs of human use. After a 15 minute walk, this path opens up into a large clearing at the center of which rises a rocky hill covered with blueberry bushes.

You may pause to sample this bounty of nature at -52-, or return the way you came to -75-.

15 MINUTES (-79-)

31. Realizing that reporting this grisly discovery would only draw unwanted attention your way, you re-intern Mr. Basset and, wiping your hands of swamp filth, you return to the clearing where the ceremony still continues at -5-.

15 MINUTES (-57-)

32. Good Lord! The body of the madman and his deadly weapon are gone! And beside the spot where the corpse had rested are two footprints, the prints of something large, something clawed ... something unnatural!

In a panic, you search the loamy soil for more of these monstrosly suggestive prints, but you find only those the madman made on his way into this place of blasphemy.

Choking back the cry of fear that wells up in your throat, you fling yourself down that trail of footprints, following a soggy but safe route which takes you out of this foul place and back to Thompson's Bridge.

As you race down the road to **-73M-** and the comparative safety of Dove's Bay, you know that nothing can ever induce you into returning to that place again!

90 MINUTES (-54- -58- -99-) 5 RP

33. You have been hit for 1D6 points of damage! If this damage is greater than your current hit points, then your adventures in Dove's Bay are at an end. If you still survive, you may deal with your assailant at **-100-**.

15 MINUTES (-7-)

34. Roll your damage and subtract 3 points from the total. If you managed to inflict 18 points of damage, you have slain the loathsome thing, and are now free to deal with **-8-**.

If the creature still lives, you may continue to fire at it, for a total of 5 more shots. But before each shot you must make a successful Dodge roll. Success frees you for another shot, while failure will confront you with **-16-**. Remember to deduct 3 points from each successful hit.

15 MINUTES (-64-) 5 RP

35. A glint of metal catches your eye, drawing you to a strange-looking amulet half buried in the loamy soil. The design resembles a pentagram of sorts, with a single eye at its center.

On the reverse is an inscription which reads: **"From D.W. to J.B. - For Safety's Sake."** The amulet, you discover to your dismay, is spattered with dark spots which can only be dried blood.

You may keep the amulet if you wish, or leave it here and continue with your explorations at **-9-**.

15 MINUTES (-61-) 1 RP

36. "We must join together, all who worship Umr at'Tawil, who is the only Opener of the Way. That other one, out there on the island, he seeks another way to open the Gate, but we who worship the one true Gate know that his path is not the right one.

He is not dead, even though he should be; the power of his purpose denies him death. As it is written: That is not dead which can eternal lie; and with strange

eons even death may die!"

This last couplet is delivered in a high-pitched, fanatic scream, and on its completion he turns and flees, laughing madly, into the swamp.

By following the madman's footprints you are able to pick a safe path out of the swamp, returning to Dove's Bay and **-73M-** in a thoughtful - and decidedly frightened mood.

60 MINUTES (-6-) 10 RP

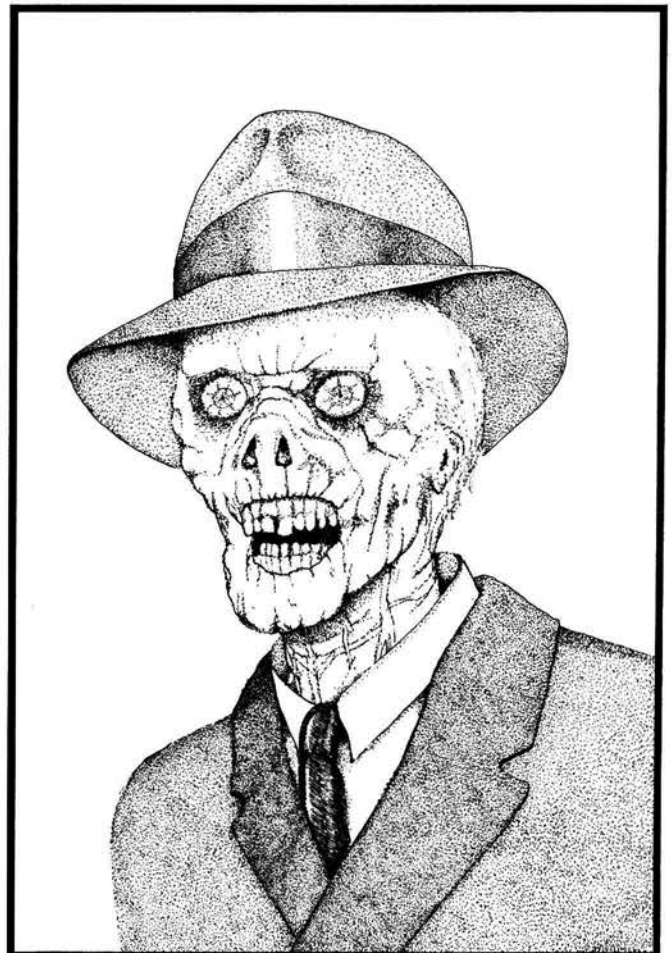
37. For the first time, your companion on this lonely bridge looks up, and moonlight reveals his face - the face of a dead man!

"I too took an interest in Grimrock Isle - and Lazarus Grim killed me for it!"

As you stumble back in horror, the specter before you begins to fade. "Remember what I have said." the spirit warns, "and beware!"

Terrified, you flee down the rough road to **-73M-**, knowing in your heart that nothing will ever tempt you back to this place again!

45 MINUTES (-63-) 5 RP



38. You are now standing alone in a dense tropical jungle. It will take you a full month to make your way to civilization, tracked by headhunters and ravaged by diseases of the jungles of Borneo.

You survive, though you will be prone to intermittent bouts of Malaria for the rest of your life. And since you will have violated your time limit, this is, as far as Dove's Bay is concerned...

THE END

(-86-)

39. Suddenly, the robed figure's triumphant laughter devolves into screams of panicked horror as the hovering mass expands, engulfing him in a translucent bubble!

Horried, you watch as the figure is completely engulfed - and absorbed into the hovering mass!

SANITY

SUCCESS -1 SAN/ -13-

FAILURE -1D6 SAN/ -13-

(-5-)

40. You find yourself on a large hummock upon which a dense stand of willows has taken root. The sound of chanting is much clearer now, and through the trees you can see a weird, flickering green glow.

Will you head straight for that glow at -14-, or do a bit of exploring at -61-?

(-18-)

41.

LUCK

SUCCESS -15- FAILURE -19-

(-88-)

42. A bubble engulfs you and passes on, with no effect. You realize somehow that you have been very fortunate. The mass of bubbles fades away, but it leaves something behind, something which looks like...

SANITY

SUCCESS -64-

FAILURE -1D10 SAN/ -64-

(-20-)

43. The title of the book is "Libre Ivonis," or "The Book of Eibon."

NOTE: Reading this tome will take you 3 hours. Doing so will produce the information found in Handout GI 25.

Closing the book, you take your leave of this place at -69-.

5 MINUTES (-21-) 1 RP

44. The swamp is uninviting at the best of times, but in the darkness it appears a hostile place of bottomless bogs, gnarled willows and unpleasing odors.

Low grassy hummocks dot the surface of the swamp, and it looks possible to jump from one to another to explore the interior of the swamp.

Will you try this at -18-, or simply give it up here and return to town at -13-?

15 MINUTES (-90- -66-)

45. If you came here on a whim, you will find -67-. If you came here to meet someone, you may wait at -11-.

(-1-)

46. "Grant that Lazarus Grim dies at last, for he is a blasphemer and does not conduct his worship in the proper manner.

"The day shall come when the stars are right; R'lyeh shall rise, and great Cthulhu shall stride forth with his brethren to claim the world! And those who serve the Great Old Ones shall be rewarded!"

What happens next is to be found at -68-.

15 MINUTES (-24-) 10 RP

+2% Mythos

47. Ignoring the pain and laughing maniacally, the madman staggers off into the swamp, which soon absorbs the sounds of his insane mirth.

SPOT HIDDEN

SUCCESS -21- FAILURE -69-

(-95-)

48. The report of a rifle informs you that you were not quiet enough!

DODGE

SUCCESS -.-

FAILURE -1D6 from a gunshot wound

You plunge desperately into the underbrush, seeking to elude pursuit. To reach the safety of town and

73M. you must make 3 more Sneak rolls. Each time you fail you will be spotted, and the unseen rifleman will get another shot at you (25% chance to hit). You may, of course, attempt to Dodge at -10%.

30 MINUTES (-96-)

49. You manage to pull yourself out of the foul-smelling muck and onto a solid hummock. You may return to -97- and continue with your Jump rolls, or give up and leave the swamp at -71-.

10 MINUTES (-26- -23-)

50. Staggering back, your assailant topples into the malodorous waters of the swamp. Before you can reach it, the body sinks from sight and does not reappear. After a fruitless search, you take yourself to -76-.

15 MINUTES (-27-)

51. This fellow is quite unbalanced, and hovers at the brink of violence; you are in serious trouble here!

EAST TALK

SUCCESS -6- FAILURE -10-

OR

45

SUCCESS -73- FAILURE -28-

(-62-)

52. Fifteen minutes of this feasting will fill you up - you may count this as a meal. Stuffed and full of well-being, you may retrace your steps back to town at -73M-.

60 MINUTES (-30-)

53. You quickly manufacture a convincing lie about coming to this place in search of the wisdom of the one who worships here.

"Yes, I am wise," The madman tells you. "Wise enough to know that the one who dwells on Grimrock Isle is nearly ready to bring his plans to fruition, and he has yet to pay homage to the god of Gates! His time has passed and yet he does not die. Such is the strength of his purpose... Of our purpose!!!"

Laughing maniacally, your erstwhile companion staggers off into the swamp, leaving you to deal with -76-.

15 MINUTES (-98-) 5 RP

54. The eerie glow which drew you here is created by a small bonfire into which the madman

must have thrown a mixture of chemicals to alter the color of the flames.

Deciding it would be safest, you take a moment to extinguish the blaze, then turn to leave and...

SANITY

SUCCESS -1 SAN/ -32-

FAILURE -1D6 SAN/ -32-

5 MINUTES (-93-)

55.

IDEA AT -30%

SUCCESS -29- FAILURE -78-

15 MINUTES (-100-)

56. It is a quiet, balmy afternoon, most conducive to calm reflection. After an hour of contemplation, you may restore 1D6 of any Sanity points you may have lost in Dove's Bay.

NOTE: If you have had a bad experience on or near the bridge, you will enjoy no such gain, as memory makes you restive.

Down the road on the other side of the bridge, you can just make out a rather large tract of swampland, closely guarded by stands of tall, undulating willows. Will you explore the swamp at -79-, or will you return to Dove's Bay and the case at hand at -73M-?

60 MINUTES (-1-)

57. ...the hand of a human corpse!!

Fighting back your revulsion you excavate the body, finding it to be that of a man several weeks dead. There are several slash marks across his chest, and the front of his clothing is dark with dried blood.

His wallet contains \$25 in assorted bills, and a business card which reads: "J. Bassett, Private Investigations." In another pocket is a set of keys, including one to a room at Gordon's Boarding House - ironically, it is the same room which you now occupy.

LUCK

SUCCESS -31- FAILURE -98-

30 MINUTES (-80-) 3 RP

58. The book's title and contents remain a mystery to you, but the inscription could prove to be most useful; isn't there a Wattles presently living in Dove's Bay? Deep in thought, you turn to leave this horrid place and...

SANITY

SUCCESS -1 SAN/ -32-

FAILURE -1D6 SAN/ -32-

(-81-)

59. The moonless night is quiet -- too quiet. No nightbird calls, and no cricket chirps in the willow-shrouded swamp down the road. You could investigate at -66-, or remain here and keep your appointment at -82-

15 MINUTES (-11-)

60. You have evaded the creature's grasp, and continue to do so. Thus frustrated, the shambling hulk turns upon the robed figure, gathering up the screaming madman in its powerful paws and fading from existence like a dream - or a nightmare!

Shaken and stunned, you are left to make your way to -76-.

10 MINUTES (64-) 5 RP

61. This hummock is not overly large, and it does not take you very long to circumnavigate it - though willow roots and the dense undergrowth conspire to hinder your progress.

SPOT HIDDEN

SUCCESS -35- FAILURE -84-

5 MINUTES (-40-)

62. You step forward until the figure becomes aware of your presence and whirls to confront you. It is a man in his 30's, wild fanaticism ablaze in his eyes.

"How dare you interrupt my worship!" he screams at you. "You will be forever cursed by The Opener of the Way!!"

FAST TALK

SUCCESS -6- FAILURE -10-

OR

PSYCHOLOGY

SUCCESS -51- FAILURE -77-

OR

.45

SUCCESS -73- FAILURE -28-

(-14-)

63. "And now you are asking yourself how I can know all these things," your companion whispers. "The answer is quite simple; you see..."

SANITY

SUCCESS -1 SAN/ -37-

FAILURE -1D6 SAN/ -37-

NOTE: If you lose 5 or more Sanity points, you will find yourself instead at -85-.

(-15-)

64. A thing, half ape, half insect, shambles toward you, dead eyes peering forth from a rudimentary head, forepaws extended, talons spread wide!

DODGE

SUCCESS -60- FAILURE -16-

OR

.45

SUCCESS -34- FAILURE -83-

(-42-)

65. The sound of approaching footsteps draws you from your reverie. You see a young man in his early 20's approaching the bridge from the direction of town.

"Glad you could make it," he says as you shake hands. "Didn't want to be seen speaking with you in town. Gleason Bailey's the name; I have some information that might be useful to you."

YOU MAY NOW READ HANDOUT GI-26

You may digest this information at -17-.

15 MINUTES (-11- -82-)

+1% Mythos 25 RP

66. As you approach the swamp, a sound at last reaches your ears; the monotone, sing-song rhythm of chanting. If you still have enough nerve to continue, push ahead at -44-. If not, you may return to town at -13-, or back to the bridge at -82- if you are meeting someone.

15 MINUTES (-88- -59-) 4 RP

67. It is a quiet, moonless night, whose darkness gives free rein to your imagination.

LISTEN

SUCCESS -88- FAILURE -19-

(-45-)

68. At this juncture, the strange massing of bubbles floating above the altar begins to fade, and shortly they are gone.

The robed figure extinguishes the small bonfire which illuminated the clearing, and in the ensuing darkness takes his leave of this place.

You wait 15 minutes before following his tracks along a hidden path out of the swamp, returning to the road to Dove's Bay and **-73M-**, knowing that you have been very, very lucky tonight.

60 MINUTES (-46-)

69. By following the footprints made by the madman in reaching this place, you are able to safely exit the swamp. As you shuffle tiredly back to town at **-73M-**, you find yourself glancing warily over your shoulder, fearful that you may once more encounter the madman loose in these woods...

60 MINUTES (-47- -89- -43-) 2 RP

70. Though the smell of the swamp is far from pleasant, the concealment of the weeping willows which flourish here is welcome indeed. Time slows to a crawl as you wait, breathless and frightened; 10 minutes... 20 minutes... After 30 minutes pass, you are sure that you have lost your deadly assailant.

LISTEN

SUCCESS -90- FAILURE -22-

30 MINUTES (-100-)

71. You must make as many Jump rolls on the return journey as it took you to reach this point. On each missed roll, you find yourself once more swimming in the swamp.

Drenched and smelling of muck, you slog your sodden way back to **-73M-**.

45 MINUTES (-49-)

72. "Die, unbeliever!" the madman cries, "And may Yog-Sothoth feast upon your soul!"

With that, he pulls out an intricately carved, gold ceremonial dagger and launches himself at you. He has a 35% chance to hit with the vicious-looking weapon, but you have the option of Dodging.

He has a 25% chance of Dodging any of your physical attacks. He has 12 hit point and a DEX of 14, and since his weapon is already drawn, he will go first this round.

If you survive this encounter, gather your wits at **-76-**.

15 MINUTES (-27- -94-)

5 RP +1% Mythos

73. Your shot was true! Deduct your damage from your opponent's hit points of 12. If he is slain, you must deal with **-93-**; if not, then face **-95-**.

(-62- -51-)

74. The report of a rifle warns you that your ploy has failed, and you are now a sitting duck for your unseen assailant!

The rifleman has a 25% chance of hitting you, and will have 2 more opportunities to do so. If you are hit, you will sustain 1D6 point of damage; you may, however, try a Dodge roll at -10%.

After both shots have been fired, you will be able to float without further incident to **-2-**.

10 MINUTES (-29-)

75. It takes 45 minutes to stroll back to Dove's Bay and **-73M-**.

45 MINUTES (-30-)

76. By following the madman's tracks leading into this place, you are able to find a safe path out of the swamp, returning to Dove's Bay and **-73M-** with the sure and certain knowledge that you will never enter the swamp again!

45 MINUTES (-53- -50- -72-)

77. This man is most certainly unbalanced, and he is responding to your studied silence with **-10-**.

(-62-)

78. No new ideas occur to you, and you are forced back to **-100-** to make some other choice.

15 MINUTES (-55-)

79. It is much slower going on this side of the bridge, for the road is rough and overgrown. After a considerable walk, you find yourself at last in the whispering shade of the willows, at the very edge of the swamp.

There is what seems to be a rough path winding off to your left, but you can see that, by jumping from hummock to hummock, you could actually proceed directly into the swamp.

Will you travel the path to **-30-**, or attempt a little hummock-jumping at **-97-**?

30 MINUTES (-56-)

80. With your bare hands, you dig into the moist soil of the mound. After some considerable effort, your hand encounters something soft and cold. You pull away from the contact to discover that you have found.....

SAN

SUCCESS -1 SAN/ -57-

FAILURE -1D6 SAN/ -57-

15 MINUTES (-92-)

81. There is a small burlap sack lying at the base of the altar, and within it is a large, thick and obviously ancient book, the title page of which bears the inscription, "For Abner Wattles."

READ LATIN

SUCCESS -99- FAILURE -58-

(-93-)

82.

LUCK

(In this case your LUCK = your current Research Points)

SUCCESS -7- FAILURE -65-

(-11- -59-)

83. Your shot goes wild, and the thing is upon you at -16-!

(-64-)

84. Your explorations turn up nothing out of the ordinary, and you return to the clearing and its strange occupant. Whatever ceremony is being conducted there, it seems to be reaching its conclusion at -5-.

15 MINUTES (-9- -61-)

85. The next thing you know, you are standing in the middle of town. Your heart is racing, your lungs are heaving madly, and you are drenched in sweat. You know that you met someone at Thompson's Bridge, and you remember what he told you, but there is something else, something... Your mind shies from that memory.

Casting a wary glance over your shoulder, you slink nervously to -73M-.

45 MINUTES (-63-)

86.

LUCK

SUCCESS -38- FAILURE -12-

(-16-)

87. In a flash of horror, you realize that you are being sucked down into the mire! Pit your STR against the quicksand's STR of 13 on the Resistance Table. If you make it, return to -18- and resolve any remaining Jump rolls; if you do not, deal with -91-.

(-18-)

88. Why is it that no crickets chirp, and no nightbirds call in this place? Why is the only sound you hear the quiet sussurance of the willows in the nearby swamp?

Will you investigate this disturbing phenomenon at -66-, or remain here and simply take in the night air at -41-?

(-67-)

89. The title and contents of the book remain a mystery to you, but the name Wattles could prove useful; you think you remember seeing the name listed in the Dove's Bay Directory.... Mulling this over, you make your way to -69-.

(-21-)

90. Just as you are about to leave your hiding place and make your way back to town, you hear a strange sound emanating, oddly enough, from the depths of the swamp.

Will you investigate this droning, sing-song chant at -44-, or will you decide enough is enough for one night and return to town and -73M-?

(-70-)

91. Your struggles are in vain, and there is no one to hear your beseeching cries, which are shortly swallowed up by the clutching muck of the swamp. The willows weep at your passing.

THE END

(-23- -87-)

92. As you are about to move on, your eyes fall upon a leaf-shrouded mound whose outlines are all too suggestive of a grave. Will you examine the mound at -80-, or return to the clearing to observe the ceremony taking place at -5-?

(-9-)

93. My God, you've killed a man!!

SANITY

SUCCESS -1 SAN FAILURE -1D4 SAN

You realize, though, that you had no choice; the man was raving mad and homicidal – surely the police will understand.

SPOT HIDDEN

SUCCESS -81- FAILURE -54-

(-3- -10- -73-)

94. "Lies!!" He screams at you, responding to your feeble attempt with -72-.

(-98-)

95.

LUCK

SUCCESS -47- FAILURE -3-

(-73-)

96.

SNEAK

SUCCESS -25- FAILURE -48-

(-100-)

97. Make 6 successive Jump rolls. If you miss one, you will find yourself at -26-. Succeed and proceed to -101-.

(-79-)

98. "So, you have found the unbeliever," a taut, madly-intense voice hisses behind you. "But the discovery will do you no good!"

You whirl to face the robed figure, a man of some 30 years and madness ablaze in his eyes.

FAST TALK

SUCCESS -53- FAILURE -72-

OR

.45

SUCCESS -27- FAILURE -94-

(-57-)

99. The book is titled "Libre Ivonis," or "The Book of Eibon."

NOTE: Reading this tome will take you 3 hours. Doing so will produce the information found in Handout GI 25.

Stuffing the book into its bag, you turn to leave and...

SANITY

SUCCESS -1 SAN/ -32-

FAILURE -1D6 SAN/ -32-

10 MINUTES (-50- -81-) 5 RP

100. You have no idea where the shot came from, and your choices are limited: You can either make a run for it back to town at -96-, or head for the swamp down the road at -70-. Or would you rather try coming up with something different at -55-?

(-33- -82-)

101. This hummock is not large, but is overgrown with interlaced willow roots. This, combined with the afternoon warmth, causes you to cut your explorations short after 20 minutes. Luckily, you stumble across a rough path which takes you out of the swamp and back to the road to Dove's Bay and -73M-.

1 HOUR (-97-)

