

# DOVE'S BAY



# **DOVE'S BAY DIRECTORY**

(Remember, 15 minutes' travel time between Locations.)

## **LOCATION**

## **PARAGRAPH #**

*Dove's Bay Realty (Tobias Armbrewster) .....	-17-
Open 9AM – 4PM, Monday – Friday	
*Mrs. Gordon's Boarding House .....	-77-
Business Hours are 9AM – 5PM Monday – Saturday	
*City Hall (9AM – 5PM Monday – Friday) .....	-96-
*Charles Public Library .....	-88-
9AM – 9PM Monday – Saturday	
*Dove's Bay Gazette .....	-12-
8AM – 7PM Monday – Saturday, Noon – 3PM Sunday	
*Enos Wade's Boat Rentals .....	-28-
Available 24 hours a day	
*Seaside Tavern .....	-24-
4PM – Midnight Monday – Saturday	
*Dove's Bay Church (Open 24 hours) .....	-79-
*Doc Bloomfield's (Open 24 Hours) .....	-45-
*Sheriff's Office (Open 24 hours) .....	-121-
*Johnson's Bait and Tackle .....	-10-
8AM – 6PM Monday – Saturday	
Jebediah Watles .....	-34-
Clovis Bloch .....	-2-
*Bleakmoore Cemetery .....	Cemetery Solo
*Thompson's Bridge .....	Bridge Solo
*Palmer's Orchard .....	Orchard Solo
*McKeirnan's Lighthouse .....	Lighthouse Solo
*Hutchin's Cave .....	Cave Solo

\* Indicates a location that is available from the start of this solo

NOTE: IN ALL SUBSOLOS, "GO TO -73M-" REFERS YOU TO ENTRY -73- IN THIS BOOKLET

## INTRODUCTION

Grimrock Isle is an adventure set in the summer of 1922, and the solo portion is designed for a lone Investigator. Keeper's information is also provided for a group scenario. ( See The Book of Terrible Knowledge.)

**NOTE:** Do not read the Grimrock Isle group scenario until you are finished with the solo adventure.

Your goal is to solve the mystery of Grimrock Isle within the allotted time span without exceeding your expense account -- and, of course, to survive to tell of your harrowing adventures in the town of Dove's Bay.

Many encounters contained in this adventure are dangerous, but not necessarily fatal to players who are cautious, thinking, and prepared. Blind blundering is not advised here, and remember: Research can be as powerful a weapon as a loaded shotgun.

This adventure is open to any Occupation Type, and you may bring along whatever equipment you currently possess that you think may be useful -- and that you are able to carry yourself. Anything you do not bring must be purchased in Dove's Bay with the expense money you will be given by your client. When this money runs out, so does your buying power.

## TIME MANAGEMENT

Your Timetable, located on the back of the introductory page, is divided into 5-minute segments. At the end of most paragraphs in this scenario, you will find a notation of the amount of time that particular paragraph has taken up; keep track of this time by placing an X in each time box that you've used up.

Some entries will have no such notation, and these will cost you no time at all. In Dove's Bay, it will take you 15 minutes to travel from one Location to another. All other time intervals are noted at the end of each paragraph.

You must eat two meals a day, and they must be at least 8 hours apart. Each meal requires 1 hour of your time, and cannot be made up the next day. For each day you spend without eating, you will lose 1 CON point, which can only be restored by eating. Remember too that a reduction of your CON will affect your Hit Points.

Six hours a day must be devoted to sleep. The time of day you chose to sleep is up to you, but you must select six consecutive hours for the rest to do you any good.

For each 24 hour period that you go without sleep, you will lose 2 CON points. However, sleep can be made up, to an extent. If you decide to make up for

lost sleep, you can restore 1 CON point for every 12 hours you spend asleep. Obviously, you must have lost CON points to be able to do this.

It is essential to keep track of time while in Dove's Bay, for certain Locations you may wish to visit keep strict business hours, and may not be open when you get there.

## DOVE'S BAY LOCATIONS

Once you have been given the particulars of your assignment, you can begin your investigation by visiting several of the Locations to be found in Dove's Bay.

At the beginning of this scenario is a Directory of Dove's Bay Locations; this will direct you to an entry where your research can begin. Note, however, that your investigation can only begin at those Locations marked by an \*. The other Locations are off limits until you learn of them in the course of your research.

Once you are done at a particular Location, you may simply return to the Directory and make another selection. Some Locations may lead you to a number of encounters or adventures, and you must play these out before you can return to the Directory.

## FORMAT

Entries are numbered from 1 to 404 in the main solo, and 1 to approximately 100 in the five sub-solos. Many will provide clues to the mystery of Grimrock Isle; others will lead you into dangerous encounters, dead ends, and, if you are not careful, to your doom.

The entry numbers are in large, bold print. If the entry is a Location or Room, the name will appear in **BOLDFACE CAPITAL LETTERS**. The entry will supply you with all the information available at that location, and will offer you a chance to move on or attempt to gain further information where you are.

When you are ready to leave an entry, you may refer to "GO TO" numbers at the end of the entry. (Ex: GO TO -123-) If there are no GO TO instructions, you must either return to the entry which brought you to this point or, if you are at a Location, simply move on by consulting the Directory.

Next, the time notation will tell you how long you have spent at an entry; mark this time off on your Timetable.

Your Research Points, if any, will follow, and will appear in this format: 3RP.

Beneath each entry will be a list of trace numbers which will tell you what entries could have brought you to the paragraph you are reading.

From time to time, the phrase "**THE END**" will appear at the bottom of an entry. This means that, for better or worse, the scenario is over, either through the solution of the mystery or the untimely demise of your Investigator. In either case you may generate another Investigator and attack the problem from a different angle.

## MAKING ROLLS IN THE GAME

Whenever it is necessary for you to make a specific roll in this scenario, the notation will appear at the end of the entry in the following format:

### *SPOT HIDDEN*

**SUCCESS -123- FAILURE -459-**

The first line will always be the name of the required roll, while the two notations beneath will tell you what entry number to consult in the case of a successful or failed roll.

If more than one roll is offered, then you have a choice; you may select **one** roll and attempt it. You may never make more than one roll at any given entry unless you are specifically instructed otherwise.

In some cases, the result of a roll will be the loss of POW, SAN, or Hit Points. These notations will be found in the middle of the entry, and will appear thusly:

### *POW X5*

**SUCCESS: -. FAILURE: -1D8 HIT POINTS**

Once you have made the roll, adjust your stats accordingly and continue reading the entry.

In some cases a roll will indicate that nothing happens, and this is shown thusly: -. In such instances, you may continue from that point in the paragraph as directed.

## SANITY

Sanity – and the loss thereof – operates the same on Grimrock Isle as it is described in the rule book. Should Temporary Insanity Occur, roll 1D10 and consult the chart below to determine the nature of your insanity.

ROLL	AFFLICTION
1 .....	Pantophobia
2 .....	Teratophobia
3 .....	Scotophobia
4 .....	Orphiophobia
5 .....	Nyctophobia
6 .....	Dendrophobia

7 .....	Claustrophobia
8 .....	Entomophobia
9 .....	Thalassophobia
10 .....	Paranoia

Sanity may be regained by the normal means, including defeating monsters. When this occurs, you will be told how many points you have earned.

Permanent Insanity takes you out of the scenario. If it is any comfort to you, your Investigator will be placed in a nice home where he/she will live in relative comfort – except for the nerve-shattering nightmares, of course.

## RESEARCH POINTS AND A SUCCESSFUL ADVENTURE

Each time you obtain information that will help solve the mystery of Grimrock Isle, you will be rewarded a certain amount of Research Points. Keep an accurate accounting of them, for they will help to determine the level of your success.

To get a perfect score, your very first Investigator must solve the mystery and thwart any evil that might result from it. Should that happy event fail to come to pass, there is still hope.

When you have finally succeeded in defeating this latent Mythos horror, total the Research Points of the successful Investigator only. From that total, subtract 25 points for each Investigator you have lost in Dove's Bay, and judge the level of your success by consulting the following table.

### LEVELS OF SUCCESS

RESEARCH POINT SCORE	RESULT
275 +	Outstanding Success!
250 – 274	Well-earned Success
225 – 249	Modest Success
200 – 224	Excellent Effort
175 – 199	Fought the Good Fight
150 – 174	At Least You Survived
125 – 149	Look for Other Work

You may also add 20 points for each of the following questions you are able to answer:

- ★ 1) What manner of being was Lazarus Grim?
- ★ 2) With what Mythos deity was he aligned?
- ★ 3) What was he attempting to do?
- ★ 4) What was the focus of his power?
- ★ 5) What became of those who disappeared on Grimrock Isle?

## SOUND ADVICE

Think! Careful planning and thoughtful strategy can do you a great service, and costs none of your valuable time.

Make the best use of your time, especially when visiting Dove's Bay Locations. Organize sleep and meal times, and keep track of business hours. Plan on running into a few false leads.

Try to know who your friends are, and make use of them. Exercise caution, and take nothing at face value.

Remember that on this case, you are completely on your own; there will be no fellow Investigator to back you up or pull your fat from the fire if you make an error in judgement.

Don't eat the apple pie at the Seaside Tavern.

## TO BEGIN

The radiant sun of an August morning beats down on the roof of your flivver as you chug into the sleepy little seacoast town of Dove's Bay. Like every other coastal town in Maine, this is first and foremost a fishing village, although it is also quite popular as a summer hideaway of the idle rich, whose estates dot the craggy coastline around the Bay. All in all, it looks as perfect as a picture postcard.

With a good night's sleep and a full 7AM breakfast behind you, you feel well prepared for the case upon which you are about to embark. As you wend your way through the quaint village streets, you review the information that you already have in your possession, as set forth in the letter you received early this week.

### YOU MAY NOW READ HANDOUT GI-1

Your thoughts now in order, you pull up to the curb before a small colonial cottage whose mailbox bears the name Dove's Bay Realty. You step out of the car into a clear, bright day laced with the salty tang of the sea.

Yet for all of this, you cannot shake a vague sense of oppression, which you realize has been with you since you drove into town. You feel as if you were being watched, and that the one who watches is not a friend. Perhaps it is merely a nervous reaction nurtured by your past investigations into the realm of the paranormal – or perhaps it is something more.

Shaking yourself free of this foreboding mood, you force your thoughts back to the business at hand. You have much to do, and very little time in which to do it.

Squaring your shoulders, you open the door to the realty office and step confidently inside.

To begin your investigation, turn to ENTRY 1.

**1. DOVE'S BAY REALTY** consists of a single large office which takes up the whole of the cottage's floorspace. Filing cabinets and bookcases line the walls, though occasional oil paintings of seascapes and sailing vessels break the monotony.

Near the back of the office stands a large mahogany desk behind which sits a stocky, white-haired gentleman of middle years, who can be none other than Tobias Armbrewster. As he rises to shake your hand, you introduce yourself.

"Ah yes!" Armbrewster beams. "And right on time as well. Please, be seated."

After a brief exchange of pleasantries, Armbrewster offers you the details of the case.

### YOU MAY NOW CONSULT HANDOUT GI-2.

Armbrewster opens a desk drawer and removes a thick envelope, which he hands to you. Inside are a ring of large, ornate keys, and \$100 in assorted bills.

"The keys to Grim House and your expense money," the realtor explains. "Remember, you have two weeks from today to produce results, or else our contract will be voided, and I will owe you nothing more."

"Now I suggest you get settled in and down to business. I've taken the liberty of informing Mrs. Gordon of your arrival, and she has a room prepared for you that I think you will find most comfortable. Thank you for coming, and good luck to you!"

When you have completed your assignment or are ready to leave Dove's Bay, you must report to Mr. Armbrewster at -17-. Make a note of this entry number so that you will not forget it.

### 15 MINUTES (TO BEGIN) 1RP

### YOU MAY NOW PROCEED TO ANY DOVE'S BAY LOCATION

**2.** Responding to your knock is a tall, gaunt man of sallow complexion and indeterminate years who admits to the name of Clovis Bloch. He is neither hostile nor hospitable, and does not invite you in.

### *FAST TALK*

### SUCCESS -101- FAILURE -55-

### 5 MINUTES (DIRECTORY)

**3.** The Father's cheerful expression clouds. "I'm afraid I can't help you there; I know very little about the place or the people who lived there."

## *PSYCHOLOGY*

SUCCESS -56- FAILURE -73-

15 MINUTES (-98-)

4.

YOU MAY READ HANDOUT GI-19

15 MINUTES (-80-) 5 RP

5.

"You blundering idiot!" Armbrewster hisses. "How am I to attract a buyer with damaged goods? And who is going to pay for the mess you left behind, eh?"

## *LUCK*

SUCCESS -41- FAILURE -58-

(-17-)

6.

"Sorry I couldn't be more help to ya," you hear as you mope along your way to -73-.

5 MINUTES (-59- -78-)

7.

Though you cannot see his features, you are certain the man has been watching you. Whoever this fellow is, he has realized that he's been found out, and makes for the door. You can follow him out to -43-, or do something else at -91-.

(-60-) 1 RP

8.

"I don't have time for this right now. Come back tomorrow and I might be able to help you."

You may now move on to any Dove's Bay Location.

(-36-)

9.

You feel yourself held suddenly immobile by the mighty pressure of unseen tendrils. Your heart pounds as you struggle frantically against the hellish, crushing grasp but it is no use.

As the madman laughs with maniac glee, the strength is drained from your body, and as your vision clouds, you realize that, for you, this is

## *THE END*

(-13-)

10.

**JOHNSON'S BAIT AND TACKLE** - Here you may purchase any item listed in the Call of Cthulhu Sourcebook, at the prices quoted therein. NO CREDIT!

When you are done, you may move on to -73-.

15 MINUTES (DIRECTORY)

11.

Dripping wet, shivering, and more than a little frightened, you continue your journey to -73-, suddenly very wary of your surroundings. It is clear you have an enemy in Dove's Bay.

(-64- -35- -83-)

12.

**DOVE'S BAY GAZETTE** is owned and operated by Duncan Kirkcaldy, who maintains a complete file of the paper's past editions. If you wish to consult them, you may inquire at -36- or simply strike up a conversation with Duncan at -32-.

(DIRECTORY)

13.

"Your continued existence is a grave error," Armbrewster growls, his voice suddenly harsh and threatening. "And since it was I who lured you here, it is I who must correct that error."

In a flash of insight you realize that Armbrewster is allied with the evil of Grim House, and even now prepares to spell that will blast you from the face of existence! To avoid such a fate, match your POW against Armbrewster's POW of 15 on the Resistance Table. If you are successful, continue the confrontation at -37-. Fail, and the results will be found at -9-.

(-41- -5-) 10RP

14.

The Doc and Sheriff Ekhart exchange troubled glances. Before you realize what is happening, you are fitted for a straitjacket and sent on your way to Temple Sanitarium for "observation."

Once every twelve hours, you may attempt an Oratory roll to convince the house psychologists that you are in possession of your full faculties and can be released.

You may return to Dove's Bay, but if you have exceeded your two-week deadline you may as well look for a new assignment for, as far as this case is concerned, this is

## *THE END*

(-42-)

15.

You are certain the person following you wore a distinctive red knit cap. You will know it if you see it again. Move cautiously on your way to -73-.

(-43-) 2 RP

**16.**

**YOU MAY READ HANDOUT GI-15**

If you care to pass another half hour researching this subject, you may do so.

***LIBRARY USE***

**SUCCESS -401- FAILURE -88-**

**(-88-) 5 RP**

**17.** Tobias Ambrewster can be found at his office during regular business hours. He will be most anxious to hear the results of your investigation.

**BEFORE THE DEADLINE**

If you cleansed Grim House of its evil and left the property undamaged, you are rewarded at -41-.

If you successfully exorcised Grim House, but caused extensive damage, you may conclude your business at -33-.

If you destroyed the evil at Grim House and the house as well, proceed sheepishly to -81-.

**AFTER THE DEADLINE**

If you cleared the house of its evil without any property damage, present your argument at -100-.

If you are victorious but caused damage to the house, present yourself at -5-.

If your efforts have destroyed Grim House, plead your case at -29-.

**(-1- -240-)**

**18.** You recognize these putrid masses as the various internal organs of chickens.

***1/2 LUCK***

**SUCCESS -178- FAILURE -141-**

**(-89-)**

**19.** Father McFarlan will gladly do so, and will give you a crucifix and a flask of holy water as well. "These are my weapons against evil," he tells you. "May they work as well for you."

Thanking him, you leave the church for -73-.

**15 MINUTES (-98-)**

**20.** As long as you can afford it you can play. Each hand will take 15 minutes, and will require a Luck roll from each player. The player with the lowest roll wins the hand, and a pot of 1D10 quarters. No talking is allowed at the table, save for bidding. Your

opponents' Luck are 55%, 70%, 45%, and 75%.

When you've had enough, you can either return to -91- or leave the tavern at -46-.

**(-91-)**

**21.**

**YOU MAY READ HANDOUT GI-10**

**(-96-) 10 RP**

**22.** The padlock defeats your best efforts. Return to -93- and try something else.

**10 MINUTES (-51-)**

**23.**

**YOU MAY READ HANDOUT GI-22**

***SANITY***

**SUCCESS -.-**

**FAILURE - 1d4 Points of Sanity from Revulsion**

You may continue reading at -71-, or leave shakily to -73-.

**60 MINUTES (-52-) 10 RP**

**24. SEASIDE TAVERN** - This little rough clapboard structure houses an equally rough collection of Dove's Bay residents. Meals are 75 cents, beverages 25 cents, and coffee 10 cents a cup.

The waitress will ask if you'd like a piece of apple pie. If you do, you are served at -72-. If not, go on to -91-.

**15 MINUTES (DIRECTORY)**

**25.**

**YOU MAY READ HANDOUT GI-7**

**3 RP**

**(-96-)**

**26.** A ten foot fence of rough planks encloses the back yard.

***CLIMB AT +10%***

**SUCCESS -93- FAILURE -74-**

**NOTE:** You may give up at any time and take off for -73-.

**(-55- -74-)**

**27.** He cannot be swayed by your convincing words, maintaining his protests of ignorance. You'll have to try again another time.

Go Now to -73-.

**15 MINUTES (-56-)**

**28. ENOS WADE'S BOAT RENTAL** - Enos is a crusty old salt who will never turn down the chance to make a dollar. For \$25, he will ferry you across the bay to Grimrock Isle.

"You want me to pick you back up, you light the lamp on the island dock, an' I'll be by in an hour or so. Cost another \$25."

Whenever you are ready to make the crossing, do so at -76-.

**15 MINUTES (DIRECTORY)**

**29.** Mr. Ambrewster, convinced that you destroyed the house to cover up your incompetence, summons the Sheriff and has you arrested. You are charged with Criminal Trespass (you were no longer in Ambrewster's employ), Destruction of Private Property, and Arson. You are sentenced to five years' imprisonment, but you get out in two years for good behavior.

While in prison you do a good deal of reading, and try your hand at the pen yourself. After your release, you go on to a new career as a writer of short horror fiction. As for your old life as an Investigator, this is

*THE END*

(-17-)

**30.** "If you think it'll help, I can let you read the old boy's diary. Kept it in a trunk in the attic all these years, an' almost threw it out; now I'm glad I didn't."

*LUCK*

**SUCCESS -97- FAILURE -78-**

**5 MINUTES (-59-) 1 RP**

**31.** It seems obvious to you that you won't be picking up any more information here, so you leave for -73-.

**15 MINUTES (-60-)**

**32.**

**YOU MAY READ HANDOUT GI-17**

Duncan will refresh your coffee, and show you down a flight of steps to the cellar and -80-.

**1 HOUR (-12-) 15 RP**

**33.** Mr. Ambrewster is understandably miffed. While he is willing to accept your word that Grim House is clear of evil influence, he is far from willing to excuse the damage you have wrought there. He tells you he is with-holding payment of your fee until the extent of the damages can be assessed. Stiffly, he bids you good day.

Three months later, you receive a check for \$10.95 and an itemized list of repairs attached. Yet you are cheered, for the arrival of the check means that, as far as the affair at Grimrock Isle is concerned this is, for you,

*THE END*

(-17-)

**34.** The door of this quaint little cottage opens at your knock, and Jebediah Wattles greets you with a warm smile. He is a pleasant sort, who lets you get around to the reason for your visit in your own good time.

*EAST TALK*

**SUCCESS -59- FAILURE -82-**

**5 MINUTES (DIRECTORY)**

**35.** Something grabs you by the foot and drags you under!

*POW X 5*

**SUCCESS -.-**

**FAILURE -1d4 points from inhaling water.**

You look down to see what has snagged you -- and nearly scream all the precious air from your lungs!

*SANITY*

**SUCCESS -1 SAN**

**FAILURE -1D6 SAN**

Enormous eyes bulge lidlessly in a bulbous, grey-green head, a nameless thing which is dragging you deeper.... deeper...!

Match your STR against the creature's STR of 14 on the Resistance Table, once per round until you are free. For each round that you miss, follow the rules for Swimming and Drowning as found in the rulebook.

If you free yourself, you may fearfully paddle to safety at -11-. If you cannot, you are dragged down into the depths, never to be seen or heard of again....

**15 MINUTES (-64- -83-) 10 RP**

**36.** Duncan seems reluctant. "Well, I don't know... Don't like strangers coming in and messing things up..."

***FAST TALK***

SUCCESS -84- FAILURE -8-

OR

***ORATORY***

SUCCESS -61- FAILURE -8-

15 MINUTES (-12-)

**37.** Roaring in enraged frustration, the glassy-eyed, slobbering realtor launches himself at you. "Die! Die!" he screams, "And may the Dark Ones feast on your soul!"

If you have a gun, you will have one chance to use it before the madman is upon you. If you can inflict 10 points of damage or more, witness the result at -85-.

Should you be forced to struggle barehanded with the raving minion, match his STR of 14 against yours on the Resistance Table. Each time you fail, your enemy will choke 1 Hit Point out of you until you are dead, or until you win a STR struggle. Once you have done so, you may advance to -62-.

(-13-)

**38.** Sheriff Ekhart looks skeptical, but he accepts your story.

"Just be a little more careful from now on, will ya?"

Proceed to -73-.

15 MINUTES (-42-)

**39.** Without warning you are shoved from behind, and plunge headfirst into the chill waters of the Bay!

***POW X.5***

SUCCESS -64- FAILURE -83-

(-46-)

**40.** You are able to convince Armbrewster to accept your fee as payment for damages to the house. You leave Dove's Bay no richer, but comforted by the knowledge that you have made the world a safer place.

***THE END***

(-58-)

**41.** You have accomplished a great deal," sighs Mr. Armbrewster after you have made your report. "In light of this astonishing story, I am amazed that you even survived."

***LUCK***

SUCCESS -66- FAILURE -13-

(-17- -5-)

**42.** Doc Bloomford excuses himself for "a moment, and 15 minutes after his return, Sheriff Ekhart enters.

"Doc called me," he says. "Tells me this is your third time 'round since you got into town. Mind tellin' me what you're up to that's causin' you all this damage?"

You can come clean and tell the whole horrible truth at -14- or:

***FAST TALK***

SUCCESS -38- FAILURE -63-

15 MINUTES (-45-)

**43.** Furtive footsteps behind you! You whirl about to see a dark figure vanish behind a stack of lobster traps. You investigate, but your unwelcome shadow is nowhere to be seen.

***SPOT HIDDEN***

SUCCESS -15- FAILURE -73-

15 MINUTES (-46- -7-)

**44.**

YOU MAY READ HANDOUT GI-14

(-88-) 15 RP

**45. DOC BLOOMFORD'S.** Here you may receive medical attention at any time of the day or night. The Doc will restore 1 hit point on each wound you have sustained, and see to it you are safe from infections.

Upon your third visit to Doc's, you may consult -42-.

30 MINUTES (DIRECTORY)

**46.** You stroll along the wharf, trying to sort out your facts as you take in the sea air.

*LISTEN*

SUCCESS -43- FAILURE -39-

(-20- -68-)

47.

YOU MAY READ HANDOUT G1-13

then return to -88-

(-69-) 10 RP

48. If you are fleeing some creature of the supernatural, you may huddle at -86-. If you seek protection from some horror of the Mythos, you may cringe at -67-.

15 MINUTES (-79-)

49. The men at the bar are friendly enough, but on the subject of Grimrock Isle they have little to say.

*FAST TALK*

SUCCESS -87- FAILURE -91-

15 MINUTES (-91-)

50.

YOU MAY READ HANDOUT GI-11

(-96-) 10 RP

51.

*MECHANICAL REPAIR*

SUCCESS -70-FAILURE -22-

5 MINUTES (-93-)

52. You must remain in the church while reading this volume; Father McFarlan will let you stay as long as you wish. You must read the book for at least 1 hour to gain any useful information.

YOU MAY READ HANDOUT GI-21.

When you have done so, you may either read another hour at -23-, or leave the church for -73-.

60 MINUTES (-94-) 10 RP

53.

YOU MAY READ HANDOUT GI-4

*FAST TALK*

SUCCESS -403- FAILURE -231-

(-95-) 10 RP

54.

YOU MAY READ HANDOUT GI-6

(-96-) 5 RP

55. "I ain't got no time fer such foolishness," the cadaverous Bloch snaps at you just before the door slams in your face. Will you sulk off to -73-, or do a bit of prowling at -26-?

(-2-)

56. He is not being completely truthful. Could he be hiding something, some dark and terrible secret?

*FAST TALK*

SUCCESS -75- FAILURE -27-

OR

*ORATORY*

SUCCESS -94- FAILURE -27-

15 MINUTES (-3-)

57.

YOU MAY READ HANDOUT GI-20

15 MINUTES (-80-) 10 RP

58.

*FAST TALK*

SUCCESS -40- FAILURE -81-

(-5-)

59. "Can't say as I can help much", Wattles explains over coffee. "My grandpappy was a nasty piece of work all 'round, but as to what he mighta been doin' out on the Isle, I really couldn't say. Nothin' good, you can bet. Had to do with devil worship, or somethin' like that.

*LUCK*

SUCCESS -30- FAILURE -6-

15 MINUTES (-34-) 5 RP

60. A man seated in the shadows draws your attention because of the bright red cap he is wearing.

*SPOT HIDDEN*

SUCCESS -7- FAILURE -31-

15 MINUTES (-91-) 1 RP

**61.** Duncan doesn't particularly care for your fancy, highbrow attitude, but reluctantly allows you two hours in which to conduct your research, after which you must leave. He points you to a narrow flight of rickety stairs which take you down to -80-.

(-36-)

**62.** Your shove throws the madman away from you. Unbalanced, he falls, cracking his head soundly on the corner of his desk. He does not rise, and a quick examination reveals that he is dead.

Realizing your predicament, you flee the scene, to return later with a crowd of curious townsfolk a short time after the body is discovered. Sheriff Ekhart steps out of the office to announce that Tobias Ambrewster has died as the result of an accidental fall; you are off the hook.

You leave Dove's Bay the next morning, shaken by your experiences there. Because your arrangement with Ambrewster was a private one, you know you'll be receiving no fee from his estate.

But the money is not as important as being alive. A new day lies ahead, and new challenges await you.

*THE END*

(-37-)

**63.** Your story does not impress the sheriff.

"You're a troublemaker, and I want you out of town - now."

You are escorted to the edge of town and sent on your way; your case in Dove's bay is now closed.

*THE END*

(-42-)

**64.** You sputter to the surface, shaken but unharmed, and begin paddling for the nearby shore beneath the wharf.

*LUCK*

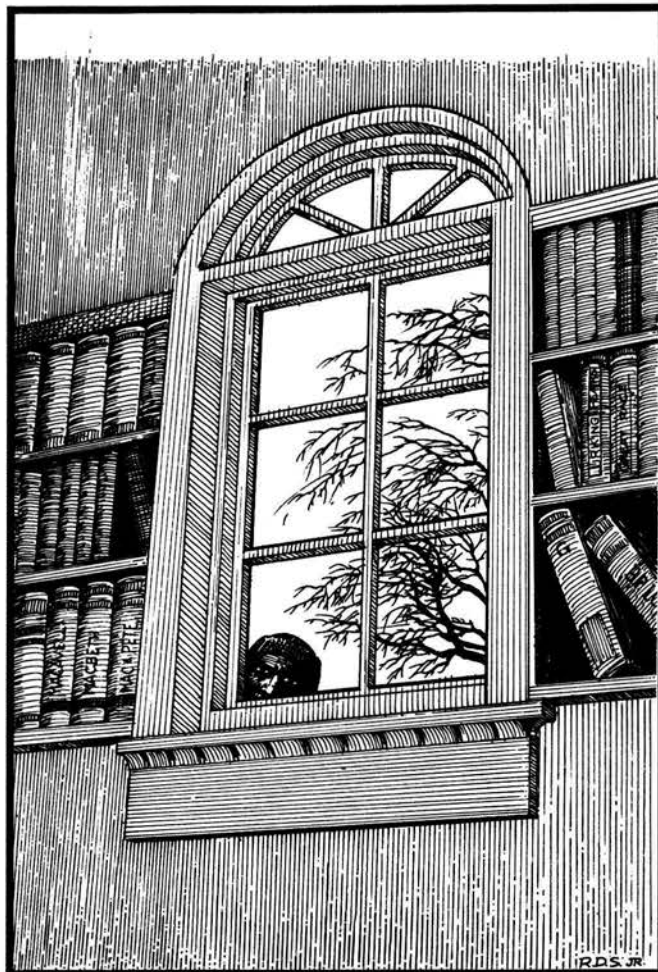
SUCCESS -11- FAILURE -35-

15 MINUTES (-39-)

**65.** As you look up from your studies, you see a dark figure peering in through a nearby window. Before you can react, the figure is gone like a ghost. Has someone been watching you?

RETURN TO -88-

(-88-)



**66.** Ambrewster hands you a check for \$2,000. "This cannot begin to compensate you for all you've been through, but it is all I can offer - that, and my eternal gratitude."

The sky is clear and the air is warm as you take your leave of Dove's Bay. The air seems fresher now, and the breeze from the sea carries a promise of hope for the future that lifts your troubled spirits.

You have done well here, and though it will never be known, you have preserved the world against a blasphemous horror which sought to destroy it.

**WELL DONE!**

(-41-)

*THE END*

**67.** Too late you realize that this horror is no respecter of holy ground. The thing bursts into the church after you, rending you into shredded tatters of flesh and bloody spatters upon the wall.

*THE END*

(-48-)

**68.** A slip of paper that wasn't there a second ago lies at your elbow. On it is a hastily scribbled note:

**YOU MAY READ HANDOUT GI-29**

You may puzzle over this at -91-, or leave the tavern -46-.

(-87-)

**69.**

**YOU MAY READ HANDOUT GI-12**

If you can make a successful Library Use roll, you may spend another 15 minutes at -47-.

(-88-) 5 RP

**70.** Unlocking the old padlock, you swing the cellar doors aside, revealing a flight of flagstone steps leading down into a darkness redolent with the miasma of rotting flesh.

You may descend into -89-, or return to -93- and search elsewhere.

**5 MINUTES (-51-)**

**71.**

**YOU MAY READ HANDOUT GI-23**

*SANITY*

**SUCCESS -1 SAN**

**FAILURE -1D8 Points of Sanity from Horror.**

Thanking Father McFarlan for his assistance, you make your way unsteadily to -73-.

**60 MINUTES (-23-) 15 RP**

**72.** This is without doubt the worst thing you've ever had in your mouth. The wretched concoction drains you of 1 CON point, and you'll probably be sick later tonight. You were warned!

Proceed nauseously to -91-.

**15 MINUTES (-24-)**

**73.** You may now proceed to any Dove's Bay Location.

**74.** You lose 5 minutes and 1 hit point from the fall. Return to -26- and try again.

**5 MINUTES (-26-)**

**75.** "There are troubled spirits in that house," Father McFarlan whispers reluctantly. "It is possible that the answers to all your questions lie with them." It

is clear that he knows more, but you will have to return another time to coax the information out of him. Go to -73-.

**15 MINUTES (-56-) 5 RP**

**76.** The crossing will take half an hour. During this time, you may try to start up a conversation with your taciturn boatman.

*FAST TALK*

**SUCCESS -95- FAILURE -231-**

**30 MINUTES (-28-)**

**77. MRS. GORDON'S BOARDING HOUSE** was once a palatial manor house, but hard times forced the family to remodel and take in boarders. Now only motherly old Mrs. Gordon is left, but she is unflagging in her efforts to see to the comfort of her guests.

A comfortable, homey room rents for a dollar a day; a \$10 deposit is required for weekly boarders. Each guest is given his or her own key, but "I'll have proper behavior, if you don't mind," she informs you sternly.

"I tolerate no drunkenness or uncivil behavior, and I would hope you would consider your fellow boarders if you should return late of an evening. Meals are served promptly at 8AM, Noon, and 6PM." Beyond these groundrules, you are free to come and go as you please.

**NOTE:** Each time you return to the Boarding House, roll 1D6. If you roll a 1, consult the Event Table at Paragraph -200-, and proceed from there. If you do not roll a 1, you may return to the Directory and go about your business as usual.

**TIME AS REQUIRED (DIRECTORY)**

**78.** Fifteen minutes later, Wattles sets before you a mildewed, mouldering, malodorous hunk of pulp that may have at one time been a book. "I shoulda fixed that leak in the roof," Wattles apologizes. "This here book is ruint."

Disappointed, you excuse yourself for -73-.

**15 MINUTES (-30-)**

**79. DOVE'S BAY CHURCH** - If you are visiting, enter at -98-. If you require sanctuary, seek it as -48-.

**(DIRECTORY)**

**80.** The newspaper morgue is located in the basement, and back issues of the paper have been

kept well preserved and in good order. For every 15 minutes you spend researching, you may make a Library Use roll. You may read what you have found at the following entries, and once you have done so, return here and try for another. Once you are done, you may leave for -73-.

ROLL	GO TO
1	-99-
2	-4-
3	-57-
	(-84- -61- -32-)

**81.** "I'll sue!" a flushed and angry Mr. Arm-brewster screams at you. "The property is next to worthless now, I am ruined, and it is all your fault! I'll sue, I say!"

This he does, and because you dare not reveal the true reasons for the destruction of the house, he wins the case. You spend the rest of your life paying off the enormous settlement, but you console yourself with the knowledge that, for the evil which haunted the halls of Grim House, this is most assuredly

### THE END

(-17- -58-)

**82.** "I don't like people comin' 'round here openin' up old wounds," Wattles tells you sourly. "I'd be obliged if you get off my property and don't come back."

This lead is a dead end; you may sulk at -73-.

5 MINUTES (-34-)

**83.** Caught by surprise, you inhale a sizeable quantity of seawater, sustaining 1D4 points of drowning damage. Struggling to the surface, you set out for the shore beneath the wharf.

### LUCK

SUCCESS -11- FAILURE -35-

15 MINUTES (-39-)

**84.** "You've got a real line, I'll give you that," Duncan chuckles. "That makes you good journalist material. All right, I guess it won't hurt if you do a little research - but be careful, mind you!" he admonishes as he escorts you down a narrow flight of stairs and into -80-.

(-36-)

**85.** With a final maniacal gurgle, the madman

falls dead at your feet. You realize that the sound of the shot is sure to draw unwanted attention.

Racing to your car, you drive off, riding around town and attempting to collect your thoughts before returning to the scene of horror.

Sheriff Ekhart and a small horde of curious onlookers are present, but it seems you were lucky; no one saw you leaving the office after the fatal shot was fired.

The investigation into Tobias Ambrewster's death drags on for a week. You are questioned on several occasions, but the Sheriff seems satisfied with your answers.

The murder is presumed to have been the result of an attempted robbery, and you are finally allowed to leave town, no richer for the experience, but knowing you have at least banished some small portion of evil from this world.

### THE END

(-37-)

**86.** The foul creatures pursuing you cannot set foot within the church. You are safe if you remain here until dawn (6 AM), after which you may make your shaken way to -73-.

(-48-) 5 RP

**87.** "The house is haunted," you are told. "We see lights movin' around in the mansion sometimes when we're night-fishin'. Place is fulla ghosts, an' nobody goes there unless they want to become one of 'em."

### FAST TALK

SUCCESS -68- FAILURE -91-

15 MINUTES (-49-) 3 RP

**88. THE CHARLES PUBLIC LIBRARY.** For each half hour you spend here, you may research one subject. You must observe the library's hours, and leave promptly at closing time (9PM).

To research a subject, you must make one successful Library Use roll per subject. You cannot roll twice for the same subject on the same visit, but you may return the next day and try again.

SUBJECT	GO TO
Local History	-69-
Lazarus Grim	-44-
Occult	-16-

Other -120-

When you have researched one subject, return here to attempt the next. You may research these subjects in any order you wish.

***SPOT HIDDEN***

SUCCESS -65- FAILURE -.-

(-120- DIRECTORY)

**89.** Gaggling on the foul odor, you descend into an earthen cellar furnished with 3 large iceboxes, a long counter with 2 sinks, and 3 crocks filled with rotting meat.

***ANTHROPOLOGY***

SUCCESS -18- FAILURE -112-

OR

***SPOT HIDDEN***

SUCCESS -182- FAILURE -141-

5 MINUTES (-70-)

**90.**

YOU MAY READ HANDOUT GI-8

(-96-) 15 RP

**91.** What's your pleasure? Will you join the four ruffians playing cards at -20-, go to the bar and try to strike up a conversation at -49-, or simply sit and observe at -60-? You may attempt each action only once per visit.

(-24- -72- -20- -7- -68-)

**92.**

YOU MAY READ HANDOUT GI-9

(-96-) 10 RP

**93.** The back yard is an overgrown, weed-infested plot sporting two gnarled and termite-ridden trees. Against the side of the house at -51- is a set of unpainted doors which obviously lead into the cellar, while against the back wall of the fence at -138- is a small coop. There is a back door to the house at -198-.

5 MINUTES (-22- -26- -70-

-137- -163- -194-)

**94.** Father McFarlan takes you into his office, closing the door securely behind you. There, he

unlocks a drawer of his desk and removes a very old, time-weathered book, which he hands to you.

"This was found in Grim House after the raid of 1846, and was given to my predecessor for safekeeping. You may read it - if you dare."

The title of this tome is, "**Through the Realms of Death**," by Armond de Bourgalais. You may make yourself comfortable at Father McFarlan's desk and read it at -52-, or bid the Father good day and be off to -73-.

15 MINUTES (-56-) 5 RP

**95.**

YOU MAY READ HANDOUT GI-3

***EAST TALK***

SUCCESS -53- FAILURE -231-

(-76-) 2 RP

**96. CITY HALL.** The legal records of Dove's Bay are well ordered and reasonably well preserved, dating back well beyond the 1840's. For every half hour you spend here searching through the town records, you may make a Library Use roll, up to a total of 6 rolls.

For each roll you make, consult the entry for which you made the roll, then return here for further research. You may return at another time to try for the rolls you missed, but you cannot make the same roll twice during the same visit.

ROLL	GO TO
1	-54-
2	-25-
3	-90-
4	-92-
5	-21-
6	-50-

If you know the name Geofry Thomas Ridley and would like to learn something about him, another successful Library Use roll will send you to -116-.

30 MINUTES PER ROLL (DIRECTORY)

**97.** The diary of Jebediah Wattles' grandfather tells of a secret cult formed by Lazarus Grim. The cult worshipped an unnamed sea god and its spawn, hinting that there were certain instances of -intermingling which occurred between the cultists and the unwholesome deity's less-than-human minions.

What impresses you most is the author's admi-

ration of Grim's determination "to see his Grand Design come to Fruition despite all the Obstacles intervening - even unto Death itself!"

Thanking Mr. Wattles, you take your newfound knowledge with you to -73-.

**60 MINUTES (-30-) 25 RP**

**98.** Father McFarlan offers you a warm welcome and any assistance he is capable of giving. You may do one of the following per visit:

Ask the good Father about Grim House at -3-.

Ask for the Father's blessing at -19-.

**15 MINUTES (-79-)**

**99.**

**YOU MAY READ HANDOUT GI-18**

**15 MINUTES (-80-) 5 RP**

**100.** Make a convincing Fast Talk roll. If you can, Mr. Armbrewster will grudgingly pay you \$2,000 minus \$200 for every day beyond the deadline. If you cannot make the roll, Armbrewster refuses to pay, and gruffly wishes you good day. Either way, you are free to move on to new adventures, for this is

***THE END***

**(-17-)**

With a successful Fast Talk, you are able to convince Armbrewster to accept your fee as payment for damages to the house. You leave Dove's Bay no richer, but comforted by the knowledge that you have made the world a safer place.

**(-5-)**

***THE END***

**101.** "I'm a simple man," Clovis informs you gruffly. "I don't hold with bowin' an' scrapin' to some sea-demon like my granpappy done. Never could unnerstan' what that crazy old man wanted with the likes of Lazarus Grim.

"Granpapp, he'd tell me stories when we wuz alone; 'bout some buncha things he called the Great Old Ones, an' how one of 'em cud make a man wealthy an' powerful beyond his dreams. Ask me, hard work and honest livin's the only way to make a buck.

"He called this thing Kathooloo, 'r somethin' like that. Hinted that Lazarus Grim wuz gonna call this thing up from the past. That's all I know 'bout it. Wanna buy

a chicken?"

Thanking Clovis and declining his offer, you head thoughtfully off to -73-.

**15 MINUTES (-2-)**

**1% MYTHOS 20 RP**

**102.** On a small table beside a rotting sofa, you spot a small teak chest, of the sort in which jewelry might be kept.

Will you inspect the chest at -165-, or leave it be, returning to -206- to continue your tour?

**NOTE:** Do NOT make the Spot Hidden roll at -206- again.

**5 MINUTES (-206-)**

**103.** There is nothing of any interest in the roll top desk and cabinet save for an assortment of small crawling insects.

The bookcases contain volumes on business and accounting, various sciences, and a few works of fiction.

***SPOT HIDDEN***

**SUCCESS -155- FAILURE -199-**

**5 MINUTES (-277-)**

**104.** You find yourself at the beginning of what looks to be a maze of tunnels, murky and foul-smelling. You may explore them in the following manner:

<b>1D6 Roll</b>	<b>Result</b>
1	Dead End
2	20' Straight Tunnel
3	T Intersection
4	Tunnel Opening on the Left
5	Tunnel Opening on the Right
6	Y Intersection

**NOTE:** Allow 25 feet of tunnel between rolls.

Allow 10 minutes for each roll. Also, for each roll, you must make a Luck roll at 1/4. If you make it, go immediately to -186-.

**NOTE:** When tunnels seem to intersect where they shouldn't, assume that the slope of the tunnel has carried you beneath the level of the first tunnel.

**(-137-)**

**105.** A chill runs up your spine as you realize that you are not alone here.

"That is right," growls a resonant voice from the shadows. "I am here; I have always been here and I always shall be. You shall remain as well, my friend – but in a far different manner and form."

This imposing apparition which must be Lazarus Grim raises up a golden chest studded with gems, and opens up the lid.

"I require the power of your soul to fashion the Gate that will free Great Cthulhu from his aeons-long imprisonment – and I shall have it now!"

### *POW X3*

SUCCESS -140- FAILURE -172-

**NOTE:** If you are wearing a rattlesnake amulet, add 10 points to your POW for this roll only.

5 MINUTES (-261-) 10 RP

**106.** You catch a glimpse of bright light from within the box, but otherwise you are unaffected. A cry of outrage causes you to whirl about, to be confronted by...

### *SANITY*

SUCCESS -196- FAILURE -122-

(-165-)

**107.** You attempt to flee, but the doors leading to safety slam shut in your face. Something strikes you on the back of the head, and you know no more for the next hour, when you awaken with a splitting headache and the loss of 1 Hit Point. The chest is, of course, gone.

Return to -206- and resume your tour.

**NOTE:** Do NOT make the Spot Hidden roll at -206- again.

60 MINUTES (-128-)

**108.** By pure chance you discover a trap door in the ceiling. You may investigate at -159-, or call it quits at -163-.

5 MINUTES (-141-)

**109.** As you look up along the path, your eyes are drawn to the uppermost floor of the manse, which can just be seen over the crests of the pines. There is a light glowing in a window there, an eerie, unnatural illumination in a house that has been deserted for

several years...

### *SPOT HIDDEN*

SUCCESS -334- FAILURE -226-

5 MINUTES (-299-)

**110.** You reach the gun first, a fact which hardly makes you popular with Clovis.

"I don't know nothin' 'bout Lazarus Grim or his island," he grumbles a reply to your questions. "An' even if I did, I wouldn't tell the likes of you."

Having reached a dead end here, you unload the shotgun and hastily depart for -73- before Clovis has a chance to reload it.

10 MINUTES (-175-)

**111.** Once, twice, three times you fire at point blank range. The bullets plunge into the body of Lazarus Grim – to no effect whatsoever. The creature he has become merely stands there with an evil grin on his deathshroud face as he holds up that strangely glowing chest...

Meanwhile, the water of the pool has begun to boil, sloshing in great waves over the edging tiles; then, there comes a vast heaving and...

### *SANITY*

SUCCESS -149- FAILURE -171-

(-140- -148-)

**112.** You cannot identify what creature these assorted organs once belonged to, and you find yourself wondering if you really want to find out. With a shudder, you move on to -141-.

5 MINUTES (-89-)

**113.** Powerful, unnaturally strong hands seize you, flinging you clear across the room for 1 point of damage.

As you struggle to rise, you see the withered thing scoop up the golden box and clutch it to its sunken chest. Slowly, the thing fleshes out, becoming an imposing figure of a man who can only be Lazarus Grim.

"We will meet again," he hisses at you, "but perhaps next time it will be down in my domain!"

Turning, the hellish figure stalks from the room, the double doors slamming shut behind him; you can hear his very real footsteps receding into the distance of the house.

Groggily, you return to -206-, taking up where you

left off.

**NOTE:** Do NOT make the Spot Hidden roll at -206- again.

**10 MINUTES (-181- -196-)**

**10 RP**

**114.** Your mind is seared by a red hot poker of abyssal fear as the abominable spawn of unnatural depths lunges bonelessly at you, tentacles reaching hungrily.

You have time for one final scream, which at least drowns out the triumphant laughter of Lazarus Grim and his mocking tribute: "Fool!"

### THE END

**(-167- -171-)**

**115.** Numb and weakened, you stagger back under the wrathful gaze of Lazarus Grim. The waters of the pool froth and slop over the tiles, soaking your feet as something rises up from below...

### SANITY

**SUCCESS -167- FAILURE -402-**

**5 MINUTES (-164-)**

**116.**

**YOU MAY READ HANDOUT G128,  
THEN RETURN TO -96-.**

**5 MINUTES (-96-)**

**117.** You have released the captive souls of Grim House and broken Lazarus Grim's unnatural hold on life. His plot is thwarted, and his evil hold over this house is broken.

You are rewarded with 1D20 points of Sanity, and you realize that all the Hit Points and POW you have lost while in Dove's Bay have been restored to you. Well done!

Moving unsteadily through the house, you are able to make it to -400- without fear of supernatural encounters. Grim House is at peace.

**15 MINUTES (-136-)**

**118.** Your hands numb and all but useless you stagger back, pursued by Lazarus Grim's mocking laughter.

The waters of the pool heave and froth, and something pushes up from below...

### SANITY

**SUCCESS -149- FAILURE -171-**

**5 MINUTES (-164-)**

**119.** Gasping, whimpering, crying like a child, you scramble out of the house as that thing below brings the entire structure crashing to ruins behind you.

After a time, you are composed enough to stagger to the dock and signal Enos Wade to pick you up.

You say nothing on the return journey, your mind plagued by visions of the thing in the pool - and of the horrible sound of Lazarus Grim's maniacal laughter rising from the ruins of his mansion.

Despondent at the knowledge of your failure, you know that you cannot avoid your confrontation with Tobias Ambrewster for very long.

Morosely, you leave the mainland dock for -73-.

**(-197- -404-)**

**1 HOUR**

**120.** An old, worn copy of "**The Legend of Sleepy Hollow**" strikes your fancy, and you spend a few minutes leafing through it. The placard on the inside cover informs you that this volume came from the private library of Geofry Thomas Ridley, a Dove's Bay resident of the previous century.

### SPOT HIDDEN

**SUCCESS -145- FAILURE -88-**

**10 MINUTES (-88-)**

**121. THE SHERIFF'S OFFICE** is the center for law and order in Dove's Bay. A deputy is seated behind his desk going over some paperwork as you enter.

### LUCK -10%

**SUCCESS -168- FAILURE -146-**

**5 MINUTES (DIRECTORY)**

**122.** Where...What...Who...?

You are standing in the middle of -206-, bereft of 2 Sanity points and the memory of how you came to lose them. There is no chest of any sort in this room now - or did you just imagine there had been one?

**NOTE:** Do NOT make the Spot Hidden roll at -206- again.

**60 MINUTES (-106-) 2 RP**

**123.** The amulet sails through the air, straight and true, striking the glowing chest. A flare of searing white light lashes out at you as an invisible hand lifts you and tosses you back against a wall for 1D4 points of damage.

Your vision clouds and fades to black, just as you hear a chorus of grateful, exultant voices exclaim, "Free!" This drowns out even the insane screams of Lazarus Grim.

If you have sufficient hit points to assure your survival, you will awaken at -160-.

(-135-)

**124.** Disturbed by what you have learned, you return to -277- to select an exit from the office.

(-155- -185-)

**125.** It has cost you a great deal, but you have done what you came here to do.

The flames consuming Grim House light your return journey to the mainland. It is a good light, a cleansing light, and you welcome the feel of it on your face.

Most of the town is on the docks watching the blaze as you make your landing - all except Tobias Ambrewster, and you know where to find him.

With some trepidation, you move tiredly on to -73-.

(-160-)

**126.** Your bullets strike their target, to no effect save to elicit a derisive laugh from the thing that is Lazarus Grim.

The stagnant waters of the pool boil and froth, suddenly erupting in a great heaving as something pushes up from below...

### *SANITY*

SUCCESS -149- FAILURE -171-

(-195-)

**127.**

### *LISTEN*

SUCCESS -193- FAILURE -156-

(-200-)

**128.** You elude the desiccated horror and scoop up the golden chest. Your unnatural enemy vents forth a terrible cry of rage which shakes the

mansion to its very foundations, costing you 1 SAN point. And now the corpse-like abomination is coming after you!

Will you throw the box at the thing at -192-, dash it to the floor at -136-, or flee with it to -107-?

(-181-)

**129.** With a soul-piercing ululation the creature falls to the ground, spattering into several puddles of thick, viscous fluid which quickly evaporate, leaving you alone and trembling in fear from an encounter whose occurrence you can never prove.

When you recover, spend as much time as you require at Mrs. Gordon's, then continue on to -73-, and the rest of your investigation.

+1D8 SAN 5 MINUTES (-184-)

**130.** "Get outta town," a gruff, gravelly voice warns you. "We know who you are an' what you're doin' here, an' you won't last much longer if you stay."

There is a sharp click, and the line goes dead, leaving you at -150-.

5 MINUTES (-173-)

**131.** You see nothing; no doubt the miscreant is long gone. Entering the boarding house, you puzzle over this attack, certain only that Dove's Bay harbors many enemies for you. Proceed to -150-.

5 MINUTES (-139- -187-)

**132.** The object of your pursuit eludes you. Frustrated and angry, you return to Mrs. Gordon's at -150-.

5 MINUTES (-152-)

**133.** You raise the trap door - and find yourself staring into the twin barrels of a shotgun!

"Awright you," Clovis Bloch rumbles, "C'mon up here!"

You are escorted to the Sheriff's Office, where you are charged with trespassing and fined \$100.

Sheriff Ekhart tells you in no uncertain terms that you are no longer welcome in Dove's Bay, and that the sooner you're gone the better.

And so, minutes later, you are heading out of town; for your adventure, this is...

### *THE END*

(-159-)

**134.** You awaken an hour later, feeling weak

and drained from the loss of 1 point of POW. Rising unsteadily to your feet, you return to -206- and proceed with your explorations.

**NOTE:** Do NOT make the Spot Hidden roll at -206- again.

1 HOUR (-165-) 2 RP

135.

THROW

SUCCESS -123- FAILURE -148-

(-140-)

136. "NOOOOOOOOO!"

The drawn-out wail of anguish from the corpse-thing is punctuated by the crash of the chest hitting the floor and bursting apart.

Suddenly, the room is filled with a warm, golden brilliance which seems to have been contained within the box. Within that light dance hundreds of tiny white sparks, and as they soar upwards, you seem to here a chorus of multitudes exclaim, "Free!"

The horrific screams of the withered abomination continue as, bathed in the golden light, the wretched creature crumbles, coming apart before your very eyes.



SANITY

SUCCESS -1 SAN

FAILURE -1D4 SAN

In a few eternal seconds, the revenant that had been Lazarus Grim falls to dust at your feet. Stunned, you may recover your wits at -117-.

5 MINUTES (-128-) 20 RP

137. The granite block slides aside, revealing a dank, nighted shaft from which issues an overwhelming odor of rot and decay. A flight of stone steps descends into the tunnel, which you may explore at -104-; otherwise, you may leave the cellar for the fresh air of -93-.

5 MINUTES (-178- -190-)

138. There is no lock on the door to this coop, and you cautiously pull the warped and weathered portal open..

And are suddenly enveloped in a feathery storm of cackling, frightened chickens that spews from the coop!

"Blasted fox!" you hear Clovis Bloch yell from the house. "I'm gettin' my gun an' fixin' it so's ya never steal another one of my chickens agin!"

With this new incentive to spur you on, you flee the yard for -73-. Perhaps you can visit Clovis again another time.

15 MINUTES (-93-)

139. Something warns you to duck; a moment later a fish-gutting knife sails through the space you recently occupied!

Crouching low in the concealing bushes, you cast about for a sign of your would-be assailant.

SPOT HIDDEN

SUCCESS -142- FAILURE -131-

5 MINUTES (-154-)

140. Golden light flecked with many bright and dancing sparks washes over you, to no apparent ill effect, a fact which drives Lazarus Grim into a seething rage.

"So be it!" he roars. "Then one of Great Cthulhu's children shall deal with you!" So saying, Lazarus begins a strange, guttural chanting that, while unintelligible, never the less chills you to the bone.

**You are desperate. Will you:**

Attempt to shoot Lazarus at -111-

Shoot the chest at -195-

Attempt to seize the chest at -164-

If you have one, throw your snake amulet at  
Lazarus at -135-

(-105-)

**141.** Other than the iceboxes, there seems to be nothing else of any interest here. If you are curious about the iceboxes, you may look into them at -194-

OR

*SPOT HIDDEN - 10%*

SUCCESS -108- FAILURE -163-

5 MINUTES

(-182- -89- -18- -112-)

**142.** There, at the corner - a fleeting glimpse of a shadowy figure in a red cap! Will you give chase at -152-, or return to Mrs. Gordon's at -150-?

(-139- -187-)

**143.** Scrambling up the steps, you fumble with the front door lock for a few terrible seconds before wrenching the door open and flinging yourself inside.

After several breathless seconds you gather your courage for a look outside.

You find only the night and the stars - and what they have seen this evening they are unwilling to reveal.

Spend as much time at Mrs. Gordon's as you need, then return to the Directory to continue with your investigation.

5 MINUTES (-177-) 2 RP

**144.** Match your Movement against your perusers, Movement of 7 on the Resistance Table. A win for you sees you at -153-; a win for them brings you -180-.

(-158-)

**145.** There seems to be something jammed down into the binding of the book. A little pulling and tugging rewards you with a parchment bearing the information contained in Handout GI-30. You may take this back with you to -88-.

10 MINUTES (-120-)

**146.** Uh-oh. Sheriff Ekhart is present as well, and doesn't take kindly to your request to look into his records. "You got a crime to report, get on with it," he tells you gruffly. "Otherwise, get out of my office."

Defeated, you exit to -73-.

10 MINUTES (-121-)

**147.** You nimbly dodge the onrushing horror, only to realize that it is after the golden chest rather than yourself.

Will you make a try for this box at -181-, or use the opportunity to flee back into the Reception Hall at -237-? (Do NOT make the power roll at -237-.)

(-196-)

**148.** The amulet sails past its target, skittering uselessly across the floor.

Will you attempt to shoot Grim at -111-, shoot the chest at -195-, or attempt to seize the chest at -164-?

(-135-)

**149.** You are bereft of 4 points of Sanity by the sight of a huge, octopoidal thing squeezing up through the pool, rending the tiles with its mass!

Go screaming to -197-.

(-111- -118- -126- -157-)

**150.** Spend as long as you require here at Mrs. Gordon's, then take up your investigation at -73-.

(-130- -169- -179-)

**151.** You are too slow. The twin barrels of Clovis Bloch's shotgun pointed at the small of your back, you are marched to the Sheriff's Office, where you are charged with trespassing, fined \$100 and thrown into jail until the day after your contract with Tobias Armbrewster expires.

Frustrated and broke, you leave Dove's Bay with all speed for, as far as the mystery of Grimrock Isle is concerned, this is

*THE END*

(-175-)

**152.** Match your Movement against your assailant's Movement of 7 on the Resistance Table. Victory for you brings -188-, while victory for your assailant offers -132-.

5 MINUTES (-142-)

**153.** You make it back to Mrs. Gordon's, slamming the door on your perusers. Making certain that the door is secure, you move on to -150-.

10 MINUTES (-144-)

**154.**

*LUCK -15%*

SUCCESS -139- FAILURE -187-

(-200-)

**155.** Scattered among these volumes, you find several tomes dealing with the prolongation of life. Many of these are scientific texts, but the majority of them approach the subject from a supernatural point of view.

You find books on alchemy, the powers of the mind, witchcraft, and demonology - all concentrating on the unnatural extension of life.

*SPOT HIDDEN*

SUCCESS -185- FAILURE -124-

15 MINUTES (-103-) 5 RP

**156.** Before you realize what is happening, you are caught up in an unhuman grip and lifted into the sky. As you rise, you are subjected to an obscene and horrible tickling, which abates only when you are suddenly dropped from a height sufficient to cause 1D6 points of damage and 1d4 SAN.

To learn where you have been so unceremoniously dropped, roll 1d4 and consult the following table:

1D4 Roll	Destination
1	Hutchin's Cave
2	Bleakmoore Cemetery
3	Thompson's Bridge
4	Palmer's Orchard

Nothing will happen this evening at any of these locations, so do not consult the sub-solo for your destination. Instead, you have a long walk home; 1 hour plus 15 minutes for every point of damage you sustained from your fall. Glancing nervously skyward, you begin your trek to -73-.

1 HOUR+

(-127- -162- -177- -184- -193-)

**157.** Lazarus Grim laughs derisively at your poor marksmanship.

The waters of the pool are beginning to boil, spilling over the edging tiles; suddenly, there is a vast heaving and...

*SANITY*

SUCCESS -149- FAILURE -171-

(-195-)

**158.** As you come tearing around the corner, you become aware of four shadowy figures blocking your path - it's an ambush! You may take flight at -144-, or, if you have a gun, you may draw it at -169-.

(-188-)

**159.**

*LISTEN -10%*

SUCCESS -174- FAILURE -133-

(-108-)

**160.** You awaken to a raging inferno! Flames and terrible heat are everywhere, and you can only barely make out a puddle of liquid gold beside the charred remains of the thing that had called itself Lazarus Grim.

Your work in this place is done; it's now time for you to get out!

To escape the burning mansion you must make 3 Dodge rolls, sustaining 1D4 points of damage for each missed roll. Once you are free of the conflagration, you may get your bearings at -125-, taking with you 1D20 Sanity points for defeating Lazarus Grim.

(-123-)

**161.** "We gotta meet," a nervous voice tells you. "I know things. I seen things. Be at the cemetery at midnight. You gotta hear me out!"

The line goes dead, leaving you puzzled and a bit frightened at -150-.

5 MINUTES (-173-)

**162.**

*DODGE*

SUCCESS -177- FAILURE -156-

(-193-)

**163.** Giving up the cellar as a lost cause, you return to **-93-** to look elsewhere.

**5 MINUTES**

**(-108- -141- -186- -190-)**

**164.** Lunging forward, you grab the weirdly glowing chest – and immediately lose 1 POW point (permanently).

Match your STR against the revenant's STR of 18 on the Resistance Table. If you succeed, you may stumble back to **-115-**. You may make this roll as many times as you like, but for each failed roll you will lose 1 more POW point.

You may of course give up at any time at **-118-**.

**(-148- -140-)**

**165.** As you open the box, it suddenly transforms into a small, golden chest studded with gems. The air around you becomes thick with the presence of evil, and at your shoulder, a gloating, spectral voice marks you with a single word: "Fool!"

*POW X3*

**SUCCESS -106- FAILURE -134-**

**NOTE:** If you wear the rattlesnake amulet, you may add 10 points to your POW for this roll only.

**(-102-)**

**166.** As you enter your room, you find a crumpled envelope lying just inside the door. Curious, you open it and read the missive inside.

*POW X3*

**SUCCESS -189- FAILURE -176-**

**(-200-)**

**167.** It is huge, a boneless, tentacled sac of obscene flesh and baleful, glowing eyes that is merely the head of some far more massive creature!

"Give that to me, or your last moments shall be a horror such as the human soul has never known!" Face twisted by seething rage, Lazarus Grim holds out his hands for the chest you hold.

Will you let him have it at **-114-**, or deny him at **-404-**?

**5 MINUTES (-115-)**

**168.** The deputy reluctantly allows you to examine some of the older reports.

You will need a successful Library Use roll to find each one, in the following order:

- ☆ 1 – Handout GI-8
- ☆ 2 – Handout GI-9
- ☆ 3 – Handout GI-10

For each of these items, you must also make a successful 1/2 Luck roll. A miss here will see you immediately to **-183-**.

Once you are done here, you may thank the deputy and exit to **-73-**.

**1 HOUR (-121-)**

**169.** Upon sight of your weapon, the figures fade into the night, and before you can stop them, they are gone.

"Get outta town," a voice growls in the darkness, "or next time we'll finish you!"

Cautiously, you return to Mrs. Gordon's and **-150-**.

**(-158-)**

**170.** You tear around the corner – and blunder into four shadowy figures, two of whom pin your arms behind your back while the other two proceed to give you a thorough beating which cuts your hit points in half.

As you are tossed into the bushes by the street, a gruff voice growls, "Get outta town, or next time we'll finish the job!"

Left alone, you may crawl to the Directory and proceed from there.

**15 MINUTES (-188-)**

**171.** 1D20 Sanity points are sundered from your psyche as a massive octopoidal thing breaks the surface, bursting the edges of the pool with its mass – and to your added horror, you realize this is merely the head of a much larger creature!

If your Sanity loss is less than 5 points, you may crawl gibbering to **-197-**. If your loss is greater, then **-114-** awaits you.

**(-111- -118- -126- -157-)**

**172.** You are engulfed by the brilliant light, drawn into it to become one of many dancing sparks that are the captive souls of Lazarus Grim's victims.

Your body is never found, your fate merely another chapter in the long and terrible history of Grimrock Isle.

*THE END*

**(-105-)**

**173.** You have a phone call. If you have had a meeting in Bleakmoore Cemetery, your caller will tell you -130-. If not, he will reveal -161-.

(-200-)

**174.** Someone is moving around up there, right by the trap door. As you listen, you hear the distinctive click of the hammers of a shotgun being pulled back.

Abandoning any idea of further investigation here, you remove yourself with all speed, and don't stop running until you've reached -73-.

10 MINUTES (-159-)

**175.**

*1/4 LUCK*

SUCCESS -110- FAILURE -151-

(-198-)

**176.** A sensation of penultimate evil washes over you as you struggle to maintain hold of your sanity. Horribly, you realize you have been cursed!

Each night as you sleep, roll your POW on 2D10. If you make it, all is well. If not, you are beset by horrible nightmares which rob you of 1D6 SAN points per night. This will continue until you have left Dove's Bay.

Shaken, you move on to -150-.

5 MINUTES (-166-)

**177.** Avoiding the thing's horrid grasp, you realize that you have but two choices. You can stand and fight at -184-, or make a run for the house.

To accomplish the latter, you must make 3 successful Dodge rolls at -15%. If you can, you will reach -143-; if you cannot, -156- will reach you.

(-162-)

**178.** You notice that the malodorous crocks are resting on a slab of stone which seems out of place in this virtual hole in the ground. An experimental tap on its granite surface produces a decidedly hollow sound.

Match your STR against the slab's STR of 18 on the Resistance Table. Success will see you to -137-, while a miss produces -190-.

(-18-)

**179.** There is a letter waiting for you. Opening it, you read the following crudely written lines:

YOU MAY READ HANDOUT GI-32

Disturbed, you may ponder the meaning of the letter at -150-.

(-200-)

**180.** Rough hands grab you from behind, pinning your arms behind your back as you are subjected to a beating that cuts your hit points in half.

As you are thrown to the ground, a rough voice growls, "Get outta town, or next time we won't be so gentle!"

You are now free to crawl to the Directory and continue from there - but no fast moves!

(-144-)

**181.**

*DEX X2*

SUCCESS -128- FAILURE -113-

(-147-)

**182.** The countertop is stained with a sticky red substance that could very well be blood. With a shudder, you move on to -141-.

5 MINUTES (-89-)

**183.** "What the devil do you think you're doing?" Sheriff Ekhart roars as he enters the office. "Get out, and don't even think about sniffing around here again!"

As a source of information, the Sheriff's Office is now closed to you. Taking what you have learned, you beat a hasty retreat to -73-.

10 MINUTES (-168-)

**184.** This faceless, winged nightmare has 13 hit points and a 30% chance of Grappling you. As you will discover, the thing has a resilient skin which is worth 2 points of armor.

Victory will see you to -129-, while a successful Grapple on the creature's part will result in -156-.

(-177-)

**185.** The book "Beyond the Veil of Death," by LaMont W. Pierponte is dog-eared in several places. Upon examination, you will find these entries deal with the force of will power as a factor in staving off death:

YOU MAY READ HANDOUT GI-33

You may ponder all of this at -124-

5 MINUTES (-155-) 10 RP

**186.** It slowly dawns on you that these tunnels are very old and apparently unused, whatever their purpose may have at one time been.

Besides, you realize you are wasting valuable time poking around down here when you have a case to solve.

You may retrace your steps to -163-, adding the appropriate interval of time your return journey requires.

**15 MINUTES (-104-)**

**187.** A red hot poker enters your left shoulder, causing 1D4 points of damage. Someone has thrown a knife at you - and with remarkable accuracy!

As you wrench the fish-gutting knife from your shoulder, you cast about for some sign of your assailant.

***SPOT HIDDEN***

**SUCCESS -142- FAILURE -131-**

**(-154-)**

**188.**

***SPOT HIDDEN***

**SUCCESS -158- FAILURE -170-**

**(-152-)**

**189.** A strange symbol occupies the center of the otherwise blank page. Though you are not affected by it in any way, you none the less realize that this is a symbol of purest evil.

Crumpling the offensive message, you toss it in the trash and move on to -150-.

**5 MINUTES (-166-)**

**190.** After 5 minutes of tugging and pulling, you are unable to move the slab. You may try again every 5 minutes, pitting your STR against the slab's STR of 18 on the Resistance Table; but for every 3 failures you will lose 1 hit point to muscle strain. If the slab should move, you will discover -137-. You may, of course, admit defeat at -163-.

**5 MINUTES PER ATTEMPT (-178-)**

**191.** Upon your arrival, Mrs. Gordon informs you that you have a message. She hands you a small envelope with your name written on it, saying that it was left in the mailbox by someone she did not see. It reads thusly:

**YOU MAY READ HANDOUT GI-31**

You may ponder over this missive at -150-.

**(-200-)**

**192.** The thing deftly catches the box and flees with it into the depths of the house.

"You had your chance and you threw it away!" a dried, withered voice cackles at you. "Now I will have my chance - and I will not squander it!"

Left alone, you may return to your tour of the house at -206-.

**NOTE:** Do NOT make the Spot Hidden roll at -206- again.

**(-128-)**

**193.** The flapping of leathery wings draws your attention upwards...

***SANITY***

**SUCCESS -.- FAILURE -1D6 SAN**

An ebony, glistening, faceless thing descends upon you, a patch of tainted blackness against the natural darkness!

If your SAN loss was 5 points or greater, you will face -156-. If it was less, deal with -162-.

**(-127-)**

**194.** Each icebox contains several dozen plucked and dressed chickens, ready for the oven. With a shrug of defeat, you return to -93- to carry on your investigation, or to -73- to simply give up on Clovis and his dump of a house.

**10 MINUTES (-141-)**

**195.**

***45***

**SUCCESS -126- FAILURE -157-**

**(-140- -148-)**

**196.** ...a shriveled, mummified thing whose sunken, parchment features scream a tale of an unnatural extension of life!

"I will have you!" the thing screeches as it launches itself at you. "**I WILL HAVE YOU!**"

## *DODGE*

SUCCESS -147- FAILURE -113-

5 MINUTES (-106-)

5 RP

**197.** Gigantic, baleful eyes lock upon you with ill intent, and in that moment, instinct demands that you flee.

Terrible rending sounds pursue you, and debris begins falling all around you. To reach safety, you must make 3 Dodge rolls, sustaining 1D4 points of damage for each missed roll. If you survive this nightmare ordeal, you may stagger on to -119-.

(-149- -171-)

**198.** This door is unlocked and swings easily open, revealing a cramped but reasonably clean kitchen - and Clovis Bloch, seated at the table, enjoying a bowl of chicken soup.

"What the devil!" he blurts as he becomes aware of you - and leaps for his shotgun, leaning against the wall nearby!

Will you flee for -73-, never to return, or attempt to beat Clovis to the gun at -175-?

5 MINUTES (-93-)

**199.** Finding nothing worthy of note, you return to -277- and choose an exit from the office.

5 MINUTES (-103-)

**200.**

### *EVENT TABLE*

1D4 Roll	DAY	NIGHT
1	NA	-127-
2	-173-	NA
3	-191-	NA
4	NA	-154-
5	-166-	-166-
6	-179-	-179-

**NOTE:** If the entry you rolled is NA, then nothing has occurred. Return to Mrs. Gordon's (-77-), stay as long as you require, then continue to the Directory to proceed with your investigation.

Once an event has occurred, it will not happen again. If you should roll the same event twice, treat that

event as NA.

(-77-)

**201.** You stand now in a bare, circular chamber which takes up the entire diameter of the tower, and whose ceiling looms some 50 feet overhead; this is clearly the uppermost room in the tower.

This chamber shows evidence of severe fire damage, and whatever it may have once contained now lies in ashes at your feet.

### *SPOT HIDDEN*

SUCCESS -248- FAILURE -254-

5 MINUTES (-241- -232- -333-)

**202.** This is another storage room. Several lengths of rusted pipe are strewn over the floor amidst rotting barrels and crumbling crates.

The archway in the north wall opens onto -276-, while the 3 archways arranged along the west wall all open onto -255-.

5 MINUTES (-276- -255-)

**203.** This can only be the Dining Room. A large, dust-and-cobweb shrouded dining table surrounded by 13 chairs occupies the center of the room, taking up much of the floorspace,

In the northeast corner of the room is a small sliding door affording access to -329-, while in the middle of the north wall is the door to -237-. A wide archway in the southern portion of the east wall opens onto -277-.

5 MINUTES (-237- -277- -329-)

**204.** As you turn to flee, something strong and sticky strikes your leg, causing you to stumble and fall. Looking back, you see your leg is ensnared in a mass of spider webbing - but more importantly, you see the arachnid horror bearing down upon you!

You may fight it somehow at -257-.

(-278-)

**205.** Hooks and chains and shelves of cold granite - this can only be the Meat Locker. The metal is rusted and the granite stained with the blood of long-ago slaughtered main courses - and a chilling cold permeates the air in a ghastly memory of what once took place here.

The only way out is the way you entered, through the door in the south wall and into the Larder at -236-.

5 MINUTES (-236-)

**206.** The two ponderous doors swing reluctantly open onto the Livingroom. A clutter of decrepit furniture is strewn about the chamber, and beneath your feet the rotted, mouldy remains of a once plush and expensive rug crumbles beneath your weight.

There is a single door in the center of the south wall that will take you to -259-, and the set of double doors in the center of the west wall will see you into -237-.

*SPOT HIDDEN\**

SUCCESS -102- FAILURE --

\*If you have been in this room before, do NOT make this roll again.

5 MINUTES (-107- -192- -113- -134-  
-237- -277- -102- -122-)

**207.** You scramble out from under the ruins of the staircase, and onto the bare, warped floor near the door by which you entered.

Will you remain and continue your exploration at -281-, or exit the tower, taking either the path to -297-, or the path to -387-?

5 MINUTES (-285-)

**208.** The two heavy benches here tell you this is the Workroom, though only a few rusted antique tools remain behind to litter the countertops.

From here, 2 archways at opposite ends of the east wall open into -276-, while the archway in the south wall opens onto -255-.

The archway in the north wall opens onto -279-, while the short corridor in the northwest corner leads through another archway and into -211-.

5 MINUTES

(-211- -255- -276- -279-)

**209.** You have entered the Main Hall. A wide archway in the south wall opens onto -291-, while a grand, ornate stairway ascends before you to -229-.

In the north wall on either side of the stairs is a narrow doorway. The one on the left will take you to -280-, while the one on the right leads to -283-.

*POW X3*

SUCCESS -310- FAILURE --

5 MINUTES

(-250- -280- -283- -291- -310-)

**210.** Where? What? How...? Coming out of your daze, you find yourself standing outside the tower, shaking with fear.

Will you attempt to re-enter the tower at -228-, or set off down the path to -297-, or perhaps the trail to -387-?

(-263-)

**211.** This is the Cellar Landing, a T-shaped central chamber affording access to the other areas of the cellar.

From here, a door in the south wall gives access to -239-, while another in the east wall leads into -286-. In the west wall, an archway leads through into the gloom of -261-. The stairs in the center of the chamber ascend to -264-.

In the northern portion of the T, a doorway in the east wall opens on -208-, while a door in the west wall will take you into -282-. In the north wall, either of 2 archways will take you into -279-.

5 MINUTES (-208- -239- -261- -264- -279-  
-282- -286-)

**212.** If you have survived the horrors of Grim House and vanquished them, take yourself wearily to -240-. If Grim House still contains its unsolved mysteries, continue with your investigations at -387-.

(-265- -400-)

**213.** Suddenly, the wood beneath your feet gives way and you plunge down into utter darkness, losing 2 points of damage from the fall. As you painfully attempt to separate yourself from the nail-studded debris, you notice something strange at -289-.

5 MINUTES (-241-) 2 RP

**214.** Do you have a key bearing the inscription "666"? If so, take it to -343-; if not, return to -242- and try something else.

5 MINUTES (-242-)

**215.** The interior of the house is a gloomy maze of shadow and light; you will most certainly need some form of illumination to find your way about in the musty darkness.

Lighting your lantern, you discover that you are standing in -291-.

5 MINUTES

(-218- -243- -268-)

**216.** In the inky gloom of the tower's first floor,

your feeble light falls upon a charred, rubble-strewn husk of a room. Directly opposite you is a raised platform, while on your right is a flight of apparently serviceable stairs ascending into the upper gloom.

You can investigate the platform at -351-, or the stairs at -266-, or you can exit the tower and continue on the path to -297-, or the trail to -387-.

**5 MINUTES**

(-220- -249- -275-)

**217.** This room was obviously the Library. Shelves and shelves of old, decaying books line the walls and occupy much of the floorspace, save for the section in the northwest corner.

There, room is reserved for a large roll-top desk, a once comfortable leather chair, and a large candle holder rising behind it.

The mouth of a hallway opens up in the middle of the north wall at -267-, while a flight of stairs descends to -250-.

**5 MINUTES**

(-221- -242- -267-)

**218.** Finding the correct key, you insert it into the lock, which releases with rusty reluctance.

*1/2 LUCK*

**SUCCESS -215- FAILURE -268-**

(-222- -247-)

**219.** The horrifying sight costs you 1 SAN point. "No!" you cry out in denial, covering your face with your hands.

When you dare to look again, the room is empty, save for the ash at your feet, and the faint trace of woodsmoke in the air. Shuddering convulsively, you force yourself to move on to -294-.

**5 MINUTES (-244-)**

**220.** As you pick yourself up, you gasp in shock as you see the front door of the tower standing open before you. Will you enter into -216-, try the stairs at -224-, or head off either down the path to -297- or the trail to -387-?

(-295-)

**221.** A short flight of stairs ascends to a square platform, then branches to the east and west, both branchings taking you to the third floor and -217-.

**5 MINUTES (-250-)**

**222.** A tile from the roof hits you on the head, inflicting 1 point of damage and giving you an annoying headache.

Looking above you, you can find no gap in the moss-covered roof over the porch. Where, then, did the tile come from? You ponder on this as you proceed to -218-.

**5 MINUTES (-247-) 3 RP**

**223.** These symbols bear no resemblance to traditional occult symbols, except for the fact that they seem to be arranged in the form of a pentagram. Whatever they are, these designs were not placed here for any good purpose.

*POW X 3*

**SUCCESS -244- FAILURE -294-**

**5 MINUTES (-248-)**

**224.** The steps are slick and broken with age, making your footing uncertain.

*DEX X 2*

**SUCCESS -232- FAILURE -295-**

**5 MINUTES**

(-220- -228- -245- -270-)

**225.** This is a large Guest Bedroom, fully furnished and seeming to be almost livable.

A small glass door in the west wall opens out onto -331-, while a set of double doors in the east wall open onto -250-.

**5 MINUTES (-250- -331-)**

**226.** Quite abruptly, you are free of the forbidding pines. You stand uneasily at the edge of a large clearing at the very heart of Grimrock Isle.

Before you stands Grim House, a looming, malignant Gothic hulk of oak and granite, a place which knows nothing of human happiness - but much of terror and death.

The manse seems to glare at you, challenging you to enter. Will you accept the challenge at -247-, or explore the rest of the island at -394-?

**10 MINUTES 3 RP**

(-109- -293- -253- -334-)

**227.** As you suspected, the stairs terminate at the base of the tower near the front entrance. Will you try the door at -228-, or head off along the path to

-297-, or the trail to -387-?

**5 MINUTES (-232-)**

**228.** The door to the tower is warped with age, and resists your attempts to open it. Will you attempt to force it at -249-, or follow the stone steps which wind up and around the outside of the tower to -224-?

**5 MINUTES (-210- -227- -300-)**

**229.** The stairway ascends to a square platform, from which it branches to the east and west, both branchings terminating on the second floor at -250-.

**5 MINUTES (-209-)**

**230.**

*SANITY*

SUCCESS -1 SAN

FAILURE -1D4 SAN

You gaze upon something unnameable from the darkest depth of the sea, a horrid thing which puts forth a pulsing, ropey member to ensnare you!

*DODGE*

SUCCESS -272- FAILURE -251-

(-292-) **5 RP**

**231.** You stand for a pensive moment, watching Enos Wade's boat dwindle into the distance before turning to stalk gingerly up the slippery island dock.

Walking along that slime-slick platform, you become acutely aware of a cloying air of evil which grips the isle; the gloom beneath the gnarled pines seems unaccountably dark, and you can barely make out the nearby forking of the path.

The left fork will take you to -252-, while the right fork wends its way to -300-.

**5 MINUTES**

(-403- -53- -76- -95-)

**2 RP**

**232.** You are on a small landing at the top of a flight of worn stone steps winding down around the outer wall of the tower to -227-.

In the tower wall, a short, narrow door will reluctantly allow you access to -201-.

**5 MINUTES**

(-224- -254- -269- -294- -397-)

**233.** You are on a flight of stone steps which either ascend to -384- or descend into -279-, depending on the location from which you came.

**5 MINUTES (-279- -384-)**

**234.** This must be the Grand Ballroom. The cracked and filthy floor is of the finest Italian marble, as are the stately columns buttressing walls of crumbling plaster fretwork and filigrees.

In the center of the ceiling is a grand crystal chandelier, dulled and tarnished by age and neglect, sad testament to the splendor of a bygone age.

A large archway in the north wall opens onto -237-, while a small glass door in the western portion of the same wall gives access to the side terrace and -318-.

**NOTE:** If you have heard music and voices in this room, and have just made a successful POW X 3 roll, continue directly to -306-.

**5 MINUTES**

(-256- -318- -361- -375-)

**235.** You burst through the tower doorway and, acting on instinct, slam the door shut behind you.

Retreating from the tower and its shiversome residents, you pause only a moment to catch your breath before continuing on the path to -299-, or the trail to -387-.

**5 MINUTES (-257- -278-) 5 RP**

**236.** You find yourself standing in what you feel must have been the Larder. Shelves line this windowless room, and 2 large floor to ceiling shelves occupy the center of the room, all choked with dust now, and bare of any sustenance.

A door in the center of the south wall takes you into -286-, while a ponderous metal door with a large cast iron handle in the northeast corner of the room will open onto -205-.

**5 MINUTES (-205- -286-)**

**237.** You enter into the vast cavern that is the Reception Hall.

Directly across from you in the north wall is a gargantuan fireplace of carved and polished granite that is the only remaining decoration in this room; your footsteps echo hollowly on the bare hardwood floor.

The light of your lantern just barely reaches all 4 walls, revealing a set of double doors in the east wall that will open onto -206-, and a single boarded-over glass door in the west wall leading outside to -318-.

A set of double doors at the eastern end of the south wall open on -203-, and a great archway at the western end of the same wall offers access to -256-.

In the middle of the south wall are 2 narrow archways. As you face them, the one on the right will take you to -280-, while the one on the left sees you at -283-.

Four french doors are arranged along the north wall, each affording access to the rear terrace and -395-.

### *POW X3*

SUCCESS -348- FAILURE -.-

5 MINUTES (-206- -234- -256- -280-  
-283- -318- -395- -339- -358- -203- -147-  
-362- -345- -327-)

**238.** Screaming with fearful loathing, you fight your way out of this dark, crawly nightmare to find yourself sweat-drenched and panting at -397-.

5 MINUTES (-263-)

**239.** You have found the Wine Cellar. Wine racks line the walls and take up much of the floorspace, and a few of them still hold dust-covered bottles. A small tasting table and 4 chairs stand in the northwest corner, while in the east wall, a door opens into -286-. Another door in the north wall leads to -211-.

5 MINUTES (-211- -286-)

**240.** Exhausted and drained, you never the less feel a great sense of accomplishment as you make your way to the dock to light the signal lamp that will bring Enos Wade to pick you up.

It will be an hour before Enos arrives, and in that time you savor a sense of victory that few human beings have ever known.

You say very little to Enos on the return journey to the mainland, yet somehow he is aware of your success, and even his dour mood lightens.

The curse of Grimrock Isle has been lifted! All that remains is to inform Tobias Ambrewster of the fact. Proudly, you make your way to -17-.

1 1/2 HOURS (-212-)

**241.**

### *LUCK - 10%*

SUCCESS -201- FAILURE -213-

(-266- -275-)

**242.** The door is locked.

### *1/2 MECHANICAL REPAIR*

SUCCESS -290- FAILURE -360-

OR

Try the keys on your key ring at -305-

OR

Go to -214-

OR

Give up and return to -217-

(-214- -267- -343- -360-)

**243.**

### *SANITY*

SUCCESS -.-

FAILURE -1 SAN

Whispered, urgent voices, drifting like some psychic breeze, waft through the doorway, chilling you as deeply as that blast of cool air.

Voices...voices whispering to you from beyond the veil of death:

"Get Out!"

Will you heed that spectral warning and explore the rest of the island at -387-, or will you ignore the advice and enter Grim House at -215-?

5 MINUTES (-268-) 5 RP

**244.** Something is happening...

The air around you grows hazy, and within that haze you can see people moving about, people dressed in the fashion of a previous century!

The ceremony is a vile debasement of all that is wholesome and natural. You can hear their voices as though through a great distance, and only one phrase, repeated over and over, is clear: "Cthulhu f'tagn."

In the center of the group stands the imposing figure of a bearded man with wild eyes, whom you know in some uncanny way to be Lazarus Grim.

The specter turns to face you, smiling evilly. "Welcome," a cruel voice greets you. "Another come to join the circle!"

And with that, his face transforms into a hideously grinning skull!

## *SANITY*

SUCCESS -219- FAILURE -333-

10 MINUTES

(-223- -335-) 5 RP

**245.** Do you wish to try the steps again at -224-, the door at -249-, or continue along the path to -297-, or the trail to -387-?

5 MINUTES (-295-)

**246.** This is the Bath Room. A chipped and stained sink and toilet stand against the south wall, and in the north wall an open doorway leads to -363-, while a door in the west wall opens onto -250-.

5 MINUTES

(-250- -328- -363- -374-)

**247.** Crossing the wide, dilapidated front porch, you approach the warped and age-worn double doors of the mansion. From here, you see that you can cross the lawn to the east in front of the house to -367-. You can also go across the lawn to the west to -350-. If you have already unlocked the front doors, you may enter the house at -291-; if not, try your keys by rolling your

*LUCK - 10%*

SUCCESS -218- FAILURE -222-

5 MINUTES (-226- -350- -367-)

**248.** There is something on the floor, concealed beneath a blanket of ash. Brushing aside some of the powdery residue, you see a number of strange symbols painted on the floor, many of which have been obliterated by the consuming flames.

*OCCULT*

SUCCESS -223- FAILURE -269-

OR

*CTHULHU MYTHOS*

SUCCESS -335- FAILURE -269-

5 MINUTES (-201-)

**249.** Match your STR against the door's STR of 20 on the Resistance Table. Success rewards you with -216-, and failure with -270-.

5 MINUTES (-228- -245- -270-)

**250.** The Second Floor Landing offers you access to the door in the north wall (-271-), the double doors in the west wall (-225-), and the 2 doors in the east wall: north (-298-) and south (-246-).

Against the southern wall, another stairway ascends to -221-, while in the center of the room is the staircase descending to -209-.

5 MINUTES (-217- -225- -229-

-246- -271- -298- -379-)

**251.** You try to flee, but you are caught up in a crushing, alien grip from which there is no escape. Down, down you are pulled, into the well and out of the ken of humankind.

*THE END*

(-230-)

**252.** As you pass beneath the curiously deformed pines, the oppressive darkness closes in upon you, seeming to crush the very breath from your lungs.

*SPOT HIDDEN*

SUCCESS -273- FAILURE -370-

5 MINUTES (-231- -387-) 2 RP

**253.** As you try to penetrate the inky blackness of the well, you catch a vague hint of movement below, which warns you away from the well and sends you scurrying down the path to -226-.

5 MINUTES (-288-) 5 RP

**254.** There is nothing to be found here. You can either descend the stairs against the wall to -266-, or pull open that short and narrow, weather-beaten door which will allow you access to -232-.

5 MINUTES

(-201- -333-)

**255.** This chamber is empty, its walls charred and heavy with a thick layer of soot. The beams over your head look fairly new, and must have been recently installed.

Three narrow archways in the east wall will each see you into -202-, while the one in the center of the north wall allows you access to -208-.

5 MINUTES (-202- -208-)

**256.**

*LISTEN*

SUCCESS -347- FAILURE -234-

(-237-)

**257.** The abomination has a DEX of 17, and 20 hit points. It will attack with pincers at 30% for 1D6+1D4 damage.

If the creature scores an impaling attack, it will attempt to inject you with a poison of Potency 8. Its fangs will have a 40% chance to hit, and will also cause 1 point of physical damage - plus the fact that you will be totally paralyzed. Should this occur, consult -260-.

If you survive this confrontation, thank your lucky stars at -235-.

15 MINUTES (-204- -281-)

**258.** Rusty lockers and benches. Stained sinks and cracked mirrors. This must have been some kind of locker room for the master of the manor and his guests when they used the pool.

A swinging door in the northern portion of the east wall opens onto -282-, while a similar door in the southern portion reluctantly opens onto -261-.

5 MINUTES (-261- -282-)

**259.** This door is locked.

*IDEA*

SUCCESS -309- FAILURE --

OR

*MECHANICAL REPAIR*

SUCCESS -277- FAILURE -364-

10 MINUTES (-206-)

**260.** Something sharp pierces your leg as you struggle for freedom. Hot, searing pain courses through your body, obscuring your vision in a red haze of agony.

You are pulled down into the darkness and, completely paralyzed, you are utterly helpless to resist as the feasting begins....

*THE END*

(-257- -285-)

**261.** This large, stubby, L-shaped chamber is the Pool Room and, true to its name, it houses a large

L-shaped in-ground pool filled with murky, stagnant water which effectively conceals the bottom of the pool. For some reason, the air here is heavy with the odor of the sea....

Broken and boarded-over stained glass windows line the south and west walls, while in the northern portion of the west wall, a swinging door opens onto -258-.

In the north wall, another swinging door leads off to -282-, while in the east wall, a large archway opens into -211-.

*POW X3*

SUCCESS -105- FAILURE --

5 MINUTES (-211- -258- -282-)

**262.** As you turn away from this strange mystery, you notice something unusual - or at least you think you notice something....

Those two griffin statues by the archway are glaring at you again - but when you entered, weren't they both facing the front doors?

Rubbing your eyes to clear them, you look up and see that the griffins' heads are back in their original positions, glaring balefully at the front doors! Or did they ever really change?

Uncertain of the answer, you return to -291- and resume your tour of the house.

5 MINUTES (-287-) 5 RP

**263.** Spiders! Hundreds and hundreds of black, bloated bodies with their thousands of legs all over you!

*SANITY*

SUCCESS -1 SAN

FAILURE -1D6 SAN

**NOTE:** Anyone afflicted with Arachniphobia must make this roll at -10%, and if missed, the SAN loss will be the full 6 points.

**NOTE:** On a SAN loss of 5 points or more, proceed immediately to -210-

*SPOT HIDDEN*

SUCCESS -285- FAILURE -238-

5 MINUTES (-289-) 2 RP

**264.** You are at the top of a steep flight of stairs that descend into the murky, musty darkness.

You can descend to -211-, or go back through the door to -283-.

5 MINUTES (-211- -283-)

**265.** You have exited Grim House and stand now on the front porch. Behind you, the front doors offer access back into the house at -291-. Before you, an overgrown gravel path wends off into the pines to -212-, while another trail strikes off for -378-. Stepping off the porch to the west will see you at -350-, while moving east will take you to -367-.

5 MINUTES (-291-)

**266.**

*LISTEN*

SUCCESS -275- FAILURE -241-

(-216- -254- -269- -294- -381-)

**267.** This is a short, featureless hall which ends at a set of double doors in the north wall at -242-, and an open doorway in the south wall which will take you to -217-.

5 MINUTES (-217- -290-)

**268.**

*SANITY*

SUCCESS -- FAILURE -1 SAN

As the doors creak gratefully open, you are caught in a blast of fiercely cold air, redolent with the odor of the deep sea.

*LISTEN*

SUCCESS -243- FAILURE -215-

(-218-) 5 RP

**269.** You can learn nothing from these symbols.

You may either descend the stairs by the wall to -266-, or exit this chamber via the small door which gives access to -232-.

5 MINUTES (-248-)

**270.** You sustain 1 point of damage from a wrenched shoulder, and the door remains unmovable. Will you try the steps at -224-, continue on the path to either -297- or -387-, or return to -249- and have at the door again?

(-249-)

**271.** You have found the Master Guest Bedroom. All the furnishings remain intact and in surprisingly good condition.

A large fireplace occupies the center of the north wall, while the door in the center of the south wall leads out to -250-. There is also a small door in the western portion of this wall that opens onto -321-.

In the center of the east wall, a broken glass door opens to the outside and -317-.

5 MINUTES

(-250- -316- -317- -321- -365-)

**272.** Evading the clutches of the abominable aqueous horror, you flee in panic along the path to -299-.

5 MINUTES (-230-)

**273.** As you walk, you notice that the limbs of the pine trees are swaying suggestively in the breeze - but then you realize there is no breeze!

*SANITY*

SUCCESS -293- FAILURE -284-

5 MINUTES (-252- -398-) 2 RP

**274.** As you peer down into the well, something slime-coated and writhing grasps you, dragging you down into the malign depths of the sea. For you, foolish one, Grimrock Isle has proved to be your doom.

*THE END*

(-288- -354-)

**275.** Above the creaking of the stairs, you can hear a strange scuttling sound emanating from somewhere beneath the stairway.

You may continue your ascent to -241-, or your descent to -216-.

(-266-)

**276.** This area was obviously once used for storage, though only an assortment of charred debris occupies it now.

An archway in the north wall opens onto -279-, while another in the south wall leads into -202-. The 2 arches in the northern and southern portions of the west wall both open onto -208-.

5 MINUTES (-202- -208- -279-)

**277.** That this was the office and study of Lazarus Grim there can be no doubt. Much of the

furnishings still remain, including an old roll-top desk, several bookcases lined with mouldering tomes, and a large cabinet of drawers over in the southeast corner.

A door in the center of the north wall will lead you to -206-, while the archway in the southern portion of the west wall gives access to -203-.

You may explore this room at -103-.

5 MINUTES

(-124- -198- -203- -259- -309- -364-)

**278.**

*DODGE*

SUCCESS -235- FAILURE -204-

(-281-)

**279.** You enter a vast, cavernous space which runs the entire length of the house, its floor littered with ash and wood chips. Near the center of the south wall is a large metal grate, used to extract the ashes deposited from the fireplaces in the rooms above.

Along the south wall are 4 archways. The one nearest the east wall opens onto -276-, while the next nearest opens into -208-. In the center of the wall and flanking the fireplace base, 2 archways lead off into the northern portion of -211-.

In the north wall in the western portion of this chamber is a stout oak door blocking your access to -233-.

5 MINUTES

(-208- -211- -233- -276-)

**280.** You pass through a narrow corridor paneled in dark oak, moving either north to -237-, or south to -209-.

5 MINUTES (-209- -237-)

**281.** You fool! Did you forget so quickly what you saw below?

With incredible speed, it pulls itself from the gaping hole from which you just emerged, a glistening black, eight-legged horror the size of a Shetland Pony, and vital with an alien rage reserved solely for you!

*SANITY*

SUCCESS -1 SAN

FAILURE -3 SAN

Will you stand and fight this arachnid horror at -257-, or attempt to flee at -278-?



**NOTE:** Those afflicted with Arachniphobia  
MUST attempt flight at -278-.

(-207-) 5 RP

**282.** The ceramic tile and the steam pipes along the wall inform you that this is the Steam Room. A low bench, also tiled, runs a complete circuit of the room which, save for a large drain in the middle of the floor, is featureless.

The door in the east wall will take you to -258-, the door in the south wall opens to -261-, and the door in the east wall leads to -211-.

5 MINUTES

(-211- -258- -261-)

**283.** This is a narrow hall paneled in dark oak. Its only feature is an ornate door in the west wall, which leads into -264-. The hall itself continues on, either north to -237-, or south to -209-.

5 MINUTES

(-209- -237- -264-)

**284.** You are bereft of 3 Sanity points as you watch the gnarled pine limbs twist and stretch - reaching out for you!

You may attempt to run this sylvan gauntlet at -293-, or you could retreat to -382- and try the other path.

5 MINUTES (-273-) 2 RP

285.

*SANITY*

SUCCESS -1 SAN

FAILURE -3 SAN

There is something else down here with you and the spiders, something with fist-sized, multifaceted eyes aglow with a horrible rubescence - and they are moving in your direction!

*DODGE*

SUCCESS -207- FAILURE -260-

(-263-)

286. You enter the Kitchen, a compact, efficient-looking maze of counters and tabletops such as can be found in the finest of restaurants, right down to the dumbwaiter in the northeast corner.

The door in the center of the north wall will allow you entry to -236-. In the northern portion of the west wall, a door leads to -211-, while in the southern portion of the same wall, another door will take you to -239-.

5 MINUTES

(-211- -236- -239-)

287. The object hanging from the rack is an ankle-length raccoon coat of a style popular with the college crowd. It appears to be quite new and feels soft to the touch. Who could have left it here? Those college students who disappeared here, perhaps?

*SPOT HIDDEN*

SUCCESS -262-

FAILURE - Return to -291- and continue your explorations.

5 MINUTES (-291-)

288.

*LUCK*

SUCCESS -253- FAILURE -274-

(-292-)

289.

*SANITY*

SUCCESS -.- FAILURE -1 SAN

Something is crawling all over you! Your face, your hands, are alive with the prickling progress of thousands of minuscule appendages! Your flailing hand miraculously encounters your light, which you turn on to reveal -263-.

(-213-)

290. This is unquestionably the Master Bedroom, and it is completely furnished in rich, Victorian style, the pieces somehow having managed to elude the ravages of time.

In the center of the north wall stands a grim and foreboding fireplace, its granite surfaces carved into the likenesses of leering demons.

A door in the westernmost portion of the south wall opens onto -302-, while an open doorway yawns wide near the center of the south wall at -371-.

In the middle of the same wall are the double doors which lead to -267-.

5 MINUTES

(-242- -302- -305- -338- -371-)

291. This is the Entry Hall. Two warped double doors open to the front porch at -265-, while a wide archway in the north wall offers access into the deeper gloom of the mansion's interior at -209-.

Flanking the archway stand 2 statues of hostile, forbidding griffins carved from dark mahogany, which seem to glare straight at you with ill intent.

Along the east and west walls run tarnished brass rails where guests could hang their coats - as indeed something hangs from the east rack at -287-.

5 MINUTES

(-209- -215- -247- -262- -265- -287-)

292.

*SPOT HIDDEN*

SUCCESS -230- FAILURE -288-

(-297-)

293. It will take you 1D6 rounds to run this dangerous path, and for each round you will sustain 1D2 points of damage from the lashing branches, unless you can make a successful DODGE roll for each attack.

If you survive, you will break through to -226-; if your hit points are reduced to 0, find your fate at -296-.

10 MINUTES (-273- -284-) 2 RP

**294.** You may either descend the stairs along the wall to -266-, or exit this chamber through the small door to -232-.

5 MINUTES (-219- -223- -335-)

**295.** You slip and fall, tumbling down to the foot of the stairs at a cost of 1D2 points of damage.

*LUCK*

SUCCESS -220- FAILURE -245-

(-224-)

**296.** Your body is never found, and your name is added to the roster of the victims of Grimrock Isle.

*THE END*

(-293-)

**297.** You enter a small, circular clearing, at the center of which stands the crumbling ruins of a well. Will you examine it at -292-, or continue on along the path to -382-?

5 MINUTES

(-109- -207- -210- -216- -220- -227-  
-245- -270- -300- -353- -377- -381-  
-397-)

**298.** This is a small, unfurnished Guest Bedroom.

A door in the middle of the south wall opens into -311-, while a glass door at the west end of the same wall leads out to -349-. The door in the west wall opens on -250-.

5 MINUTES

(-250- -311- -349-)

**299.** The gloom beneath the pines deepens as you progress, and you feel as if you are being observed by hostile eyes...

*LUCK*

SUCCESS -109- FAILURE -226-

(-235- -253- -272- -369- -382- -383-  
-393-)

**300.** You step out into a small clearing at the

edge of the island, in which stands a 4 story tower of native rock overlooking the waters of Dove's Bay.

You may enter the tower through the age-worn door at -228-, or take that path there on your left which cuts back into the woods to -297-. Alternatively, you could take the trail which leads off to -387-.

5 MINUTES

(-231- -378- -383- -387-)

**301.** The gentleman bows his head in disappointment, and when he looks up...

*SANITY*

SUCCESS -1 SAN / -337-

FAILURE -1D4 SAN / -337-

(-359-)

**302.** You find yourself on a long balcony running along the west wall of the mansion.

From here you have an unobstructed view of the bay and the town named after it. It all looks so calm and peaceful... Who would guess what lies there just beneath the surface?

After a few minutes of such morbid contemplations, you are ready to go back inside.

*1/2 LUCK*

SUCCESS -290- FAILURE -325-

15 MINUTES (-290-)

**303.** The once beautiful face is ancient and withered - the face of a century-dead corpse! Leathery, bony fingers grasp you tightly, pulling you into a ghastly embrace.

Her breath, fetid and pungent with the odors of the grave, wafts over your face as you struggle to free yourself.

"Dance with me.... Forever!"

Match your POW against the apparition's POW of 16 on the Resistance Table. A victory here will see you to -322-, while a defeat will lead you to -326-.

5 MINUTES (-344-) 3 RP

**304.** You swirl off into the crowd, caught up in the rhythm of the waltz. Your partner is strikingly handsome, with sky-blue eyes and a dazzling smile.

You weave your way to the center of the ballroom, moving with a lightness you have never experienced before.

"You dance divinely, my dear," your partner compliments you. "Promise you will dance with me forever."

Framing a flirtatious reply, you look up into his eyes and...

*SANITY*

SUCCESS -1 SAN / -342-

FAILURE -1D4 SAN / -342-

30 MINUTES (-359-) 5 RP

**305.** After some considerable trial and error, you manage to find the correct key. The doors creak slowly open, allowing you entry into -290-.

10 MINUTES (-242-)

**306.** What immediately grabs your attention upon entering the Ballroom is what is taking place within it. You have walked in on a ghostly ball; nearly 30 ethereal figures bob and weave gracefully over the polished floor beneath the shimmering light of the grand crystal chandelier as the orchestra plays a lilting waltz.

If your Investigator is male, proceed to -373-.

If your Investigator is female, proceed to -359-.

10 MINUTES (-234-) 5 RP

**307.** You cautiously sip the brandy as you attempt to get a good look at the occupant of the chair, to no avail. The brandy is warm and delicious.

"Would you care for a cigar to go with that?" your hosts inquires as he opens a gem-studded gold box resting in his lap.

*POW X 3*

SUCCESS -327- FAILURE -345-

5 MINUTES (-348-)

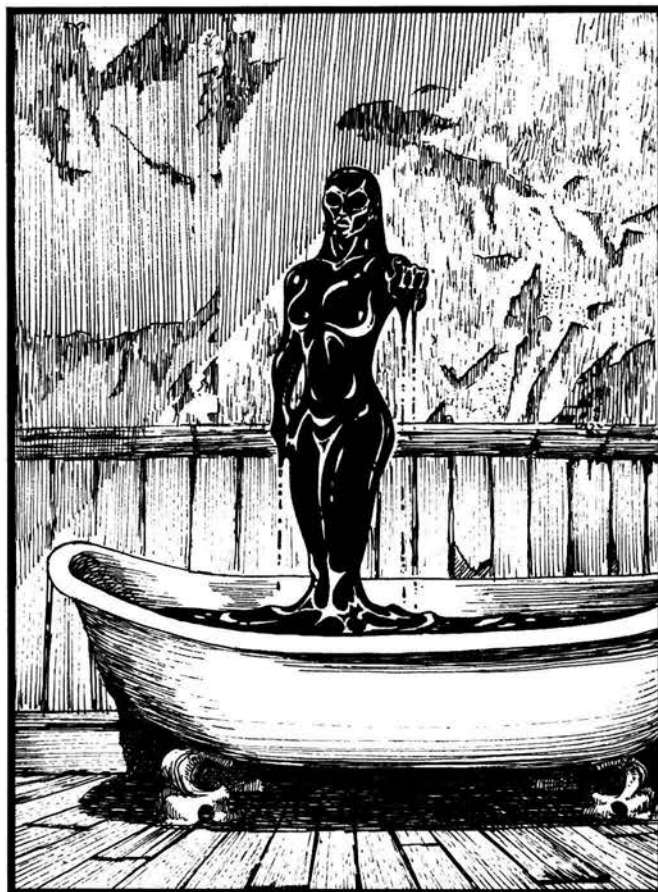
**308.** As you are poking around the linen shelves, a thick splashing sound draws your attention back to the bathtub where you see...

*SANITY*

SUCCESS -1 SAN

FAILURE -3 SAN

...the figure of a woman rising unnaturally from the tub, a figure composed of the thick blood which now fills the tub! And the woman turns her ensanguined stare upon you!



"You'll be sorry," she gurgles thickly, raising a hand to point at you. "You'll be sorry!"

*POW X 3*

SUCCESS -346- FAILURE -328-

5 MINUTES (-363-)

**309.** You could try one of the keys on your key ring; this will get you into -277-.

5 MINUTES (-259-)

**310.** It suddenly dawns upon you that you are being observed. Looking up, your eyes fall upon a shadowy figure on the landing of the grand staircase.

"Welcome to my home," a chillingly cruel voice greets you. "Perhaps you will join me for a swim, eh?"

The figure breaks into harsh, contemptuous laughter as it fades back into the shadows from whence it came. The laughter lingers a moment, a mocking echo.

Shaking off your fear, you return to -209- and decide which room to look into next.

**NOTE:** Do NOT make the POW X 3 roll at -209- again.

5 MINUTES (-209-) 5 RP

**311.** You have found a closet, empty save for a thick layer of dust. Having no choice, you return to -298-.

**5 MINUTES (-298-)**

**312.** You are on the west lawn. Traveling south will take you around the corner of the house to -350-. Taking the stairs to the north will see you on the terrace at -318-.

**5 MINUTES (-314- -318- -350- -366-)**

**313.** There is nothing to be found here, and you exit to -365-.

**5 MINUTES (-336-)**

**314.** The cursed door refuses to open, no matter what you do! After several skinned knuckles and much frustration, you realize that you will have to climb down to the lawn below.

CLIMB

**SUCCESS -312- FAILURE -366-**

**15 MINUTES (-331-)**

**315.** You are at the front of Grim House. A flight of stone steps descends to -367-, but a walk around the corner of the house will take you to -332-.

**5 MINUTES (-332- -367-)**

**316.** You emerge from the closet and are able to breathe once more.

1/2 LUCK

**SUCCESS -271- FAILURE -389-**

**(-319- -330-) 3 RP**

**317.** You are standing on a balcony on the east side of the mansion. You have a clear view of the clearing around the manse, but the tops of the pine trees block the panorama of the bay.

Beyond the view and a breath of fresh air, there is little to hold your interest here, and you decide to re-enter the house.

1/2 LUCK

**SUCCESS -271- FAILURE -390-**

**15 MINUTES (-271-)**

**318.** You are on the west terrace. A boarded over door in the east wall will provide you with entry into -237-. Moving south will take you to another

boarded over door which, if forced open, will allow you access into -234-. Going north will take you around to the rear of the mansion and -395-. A short flight of stone steps at the end of the terrace descends to -312-.

**NOTE:** It will require 15 minutes to force one of the doors.

**5 MINUTES (-234- -237- -312- -322- -339- -358- -395-)**

**319.** You cannot breathe; it is as if the very darkness within the closet has become thick and substantial - and it is smothering the life out of you!

CON X 3

**SUCCESS -316-**

**FAILURE -1 hit point : roll again**

**5 MINUTES (-336-)**

**3 RP**

**320.** As you approach, the figure turns to face you. He is a tall and powerfully built man with a full beard and black, shiny eyes that reflect the mad obsession behind them. Even were it not for his Victorian attire, you would know this man to be Lazarus Grim.

"Do you enjoy games of chance?" he inquires jovially as he holds up a small, golden chest set with precious stones. "Here is the greatest gamble of all..." So saying, he lifts the lid of the chest.

POW X 3\*

**SUCCESS -372- FAILURE -358-**

\*If you are wearing a rattlesnake amulet, add 10 points to you POW for this roll only.

**5 MINUTES (-337-)**

**321.** You have entered a large walk-in closet, filled now with only darkness and cobwebs.

POW X 3

**SUCCESS -355- FAILURE -271-**

**5 MINUTES (-271-)**

**322.** The corpse apparition crumbles to dust at your feet, and you are alone in this empty, dilapidated ballroom.

You may leave through the archway in the north wall to -237-, or through the glass door in the western portion of the same wall, this opening out onto -318-.

With you will go 1D6 Sanity points for your defeat of the deadly apparition.

5 MINUTES (-303- -342-)

**323.**

*POW X 3*

SUCCESS -357- FAILURE -338-

(-371-)

**324.** Too late, you hear the snap of rending wood from above, and look up just in time to see the crystal chandelier bearing down upon you!

The last thing you hear before you are crushed beneath its terrible weight is the maniacal laughter of Lazarus Grim...

*THE END*

(-372-)

**325.** Can you believe it? The door is jammed! After several minutes of struggling, you realize that you will have to climb down to the balcony below and make your way back into the mansion from there.

*CLIMB*

SUCCESS -331- FAILURE -340-

15 MINUTES (-302-)

**326.** The pace of the dance quickens - faster, faster, until the world spins crazily and the breath is sucked from your lungs.

Suddenly, the death grip upon you is released, and as you stand panting for breath, a chilling voice behind you inquires, "May I cut in?"

You whirl to face the imposing figure of a tall, bearded man with a feral light blazing in his eyes. You somehow know that this can only be Lazarus Grim.

He holds up a small golden chest studded with gems, and the lid opens of its own volition to reveal -341-.

10 MINUTES (-303- -342-)

5 RP

**327.** You see a gleaming, misty light, shot through with hundreds of tiny, flickering sparks inside the box before the lid is slammed shut.

"I do not take kindly to being thwarted," an unnatural, gravelly voice growls at you. "I offer you a

toast; to your death!"

You feel something warm and wet running over your hand; you look down...

*SANITY*

SUCCESS -1 SAN

FAILURE -2 SAN

Your brandy snifter is overflowing - with blood! Shocked, you drop the glass, which falls to the floor and...

Vanishes, along with the fire, the furnishings, and your sinister host.

Feeling a bit queasy, you return to -237- to continue your tour of the mansion, a hollow echo pursuing you from the room: "To your death!"

**NOTE:** Do NOT make the POW X 3 roll at -237- again.

10 MINUTES (-307-)

3 RP

**328.** The bloody figure ruptures, drenching you in blood!

*SANITY*

SUCCESS -. FAILURE -2 SAN

But no, you realize a moment later. You are not covered with blood, nor can you find any trace of it in the room; even the tub is completely dry.

Realizing that you have had a psychic experience, you shakily exit the room for -246-.

5 MINUTES (-308- -346-)

3 RP

**329.** You have found the dumbwaiter, once used to transport meals up from the kitchen below. Since you cannot fit into the small car, you must return to -203- and look elsewhere.

5 MINUTES (-203-)

**330.** You are dragged back into the closet, where that horrible suffocating blackness reasserts itself!

*CON X 3*

SUCCESS -316-

FAILURE -1 hit point; roll again

5 MINUTES (-389-) 2 RP

**331.** You are on a balcony on the west side of the mansion, which offers you an expansive view of the pine forest and a breath of cool, fresh air.

After 15 minutes, you decide to get on with the investigation and re-enter the house.

*1/2 LUCK*

**SUCCESS -225- FAILURE -314-**

**15 MINUTES (-225- -325- -340-)**

**332.** You are on a long terrace running the entire length of the east side of the mansion, though providing no access into the house itself.

Following the terrace around to the north will take you around to -395-, while following it to the south will see you at -315-.

**5 MINUTES (-315- -380- -390- -395-)**

**333.** You awaken an hour later to find yourself sprawled flat on your back in the center of the room. You have lost 3 Sanity points and, curiously, 1 POW point (this loss is permanent).

Woozy and weak, you pick yourself up and try to decide what to do next at -254-.

**1 HOUR (-244-) 5 RP**

**334.** There is a dark figure silhouetted by the ghostlight; a menacing, hostile presence alive with hatred and greedily awaiting your arrival...

You blink, and the vision is gone. You begin to breathe again, moving resolutely up the path to -226-.

**5 MINUTES (-109-) 5 RP**

**335.** There is something familiar about these symbols, something dangerous and evil, though they do not pertain to any of the more mundane of the arcane arts. No, this is something far and beyond black magic, though it must certainly be part of some sort of summoning ceremony. But of what sort?

*POW X3*

**SUCCESS -244- FAILURE -294-**

**5 MINUTES (-248-) 3 RP**

**336.**

*CON X3*

**SUCCESS -313- FAILURE -319-**

**(-355-)**

**337.** ... a bloated, swollen-eyed face of a fish or frog, over-wide mouth gaping to reveal twin rows of razored fangs!

As you step back from this horrid apparition, you realize that the entire crowd around you has devolved into the same type of amphibian horror.

It only takes you a moment to realize that you are being herded into the center of the room, where a dark figure awaits you at -320-.

**5 MINUTES (-301- -356-)**

**338.** Well, it's an empty closet. What did you expect? Return to -290- and look elsewhere.

**5 MINUTES (-323-)**

**339.** The creaking of sagging wood alerts you to the danger just in time to avoid being crushed beneath the crystal chandelier, which crashes to the floor where you were standing a moment before.

As you pick yourself up and bless your good fortune, you hear a faint voice from somewhere in the house remind you: "One way or another!"

You may leave this place through the archway in the north wall at -237- or through a small glass door in the western portion of the same wall that opens onto -318-.

**5 MINUTES (-372-)**

**340.** Look out! An unfortunate slip sends you crashing down onto the balcony below, to the tune of 1D6 points of damage.

When at last you are able to pick yourself up, you may limp away to -331-.

**5 MINUTES (-325-)**

**341.**

*POW X3*

**SUCCESS -372- FAILURE -358-**

**NOTE:** If you have a rattlesnake amulet, you may add 10 points to your POW for this roll only.

**(-326-)**

**342.** The once handsome face is now ancient and withered - the face of a century-old corpse! Leathery, bony fingers clasp you tightly, pulling you into a macabre embrace.

His breath, fetid and pungent with the aroma of the grave, wafts over you as you struggle to free yourself.

"Dance with me Forever!"

Match your POW against the apparition's POW of 16 on the Resistance Table. A victory here will see you to -322-, while a defeat will lead you to -326-.

**5 MINUTES (-304-) 3 RP**

**343.** The key does not work on these doors. Return to -242- and try something else.

**10 MINUTES (-214-)**

**344.** You swirl off into the crowd, caught up in the rhythm of the waltz. Your partner is a true beauty with sky-blue eyes and a dazzling smile.

You weave your way through the crowd to the center of the ballroom, moving with a lightness you have never experienced before.

"You dance divinely, sir," your partner compliments you. "Promise you will dance with me forever."

Framing a gallant reply, you look into her eyes and...

### *SANITY*

**SUCCESS -1 SAN / -303-**

**FAILURE -1D4 SAN / -303-**

**30 MINUTES (-373-) 5 RP**

**345.** You awaken an hour later, feeling severely hung over, your POW permanently reduced by 1 point. For the next 8 hours, all your skills will be reduced by 5% until you recover from your hangover.

You may return groggily to -237- and continue your tour.

**NOTE:** Do NOT make the POW X 3 roll at -237- again.

**1 HOUR (-307-)**

**346.** "He will trap your soul and imprison it within the chest. Beware the opening of the chest!"

### *POW X 3*

**SUCCESS -374- FAILURE -328-**

**5 MINUTES (-308-)**

**5 RP**

**347.** As you move towards the archway, strange sounds drift into your range of hearing. It sounds like a 4 piece orchestra playing a waltz, while the murmur of many conversations echo in the background.

Uncertain of what you will find, you move cau-

tiously forward to -375-.

**5 MINUTES (-256-)**

**5 RP**

**348.** Turning back to the fireplace, you are startled to see a roaring fire blazing cheerfully in the hearth. Two plush armchairs face the fire, and between them is a small table atop which rests a decanter and 2 brandy snifters.

"Would you care for a drink, my friend?" inquires a sepulchral voice from the lefthand chair.

Will you accept the offer at -307-, or decline at -362-?

**5 MINUTES (-237-)**

**349.** You step out onto a small balcony overlooking the clearing near the east side of the mansion. There is nothing noteworthy to be discovered here, and after 10 minutes you are ready to re-enter the house at -298-.

**10 MINUTES (-298-)**

**350.** You are on the front lawn of Grim House. To the east is the front porch at -247-, while around the corner to the west will be found -312-.

**5 MINUTES (-247- -265- -312-)**

**351.** You must make your way across an area of heaped dirt and scattered debris to reach what you can now see is a small stage. It requires some effort to clamber up onto the stage, but in due course you succeed.

### *POW X 3*

**SUCCESS -391- FAILURE -368-**

**(-216- -397-)**

**352.** Grim's triumphant grin transforms into a twisted mask of outraged frustration. Slamming the strange chest closed, he turns the full brunt of his unholy anger upon you.

"You've won this time, worm. Enjoy it. It is the last victory of your miserable life!"

With that, the horrid apparition vanishes, leaving you alone once more at -388-.

**5 MINUTES (-376-) 5 RP**

**353.** Dodging and weaving through the rain of death, you reach the door and throw yourself through it barely in time to avoid a horrible death beneath tons of rubble.

After a momentary rest to collect your wits and regain your breath, you can set off down the path to -297-, or the trail to -387-.

5 MINUTES (-392-)

354.

*SPOT HIDDEN*

SUCCESS -383- FAILURE -274-

(-378-)

355. Something you cannot understand warns you that there is something in here with you, something hidden and hostile.

Will you seek it out at -336-, or will you leave it be and exit to -365-?

(-321-)

356. The lady bows her head in disappointment, and when she looks up...

*SANITY*

SUCCESS -1 SAN / -337-

FAILURE -1D4 SAN / -337-

(-373-)

357. You find nothing, but when you step out of the closet - you find that you are in a completely different room!

To determine where you have ended up, roll 1D6 and consult the table below.

ROLL	GO TO
1	-261-
2	-298-
3	-271-
4	-246-
5	-276-
6	-261-

10 MINUTES (-323-) 3 RP

358. You awaken an hour later to discover you have lost 1 POW point (this loss is permanent).

Rising shakily to your feet, you may leave through the archway in the north wall to -237-, or through the small glass door in the western portion of the same wall which opens onto -318-.

1 HOUR (-320- -341-)

359. An attractive young man in stylish Victorian clothes detaches himself from the crowd and approaches you.

"Good evening madam," he greets you gallantly. "Would you care to dance?"

You may accept at -304- or decline at -301-.

5 MINUTES (-306-)

3 RP

360. You cannot open the doors. Return to -242- and try something else.

10 MINUTES (-242-)

361. As you pass through the archway, both music and voices fade into the dusty silence even as you enter -234-.

(-375-)

362. The seated figure twists around to face you...

*SANITY*

SUCCESS -1 SAN FAILURE -1D4 SAN

...a corpse-like face, now twisted into a mask of rage and hatred, the face of something which should have been long dead - the face of Lazarus Grim!

"Don't fight me," the thing warns with an unnatural growl, "I hate it when they fight me; and it will do you no good. No good!"

The fire suddenly flares, temporarily blinding you. When your eyesight returns, you are once more alone in a cold and empty room.

You may return to -237- and continue your exploration of the mansion.

NOTE: Do NOT make the POW X 3 roll at -237- again.

15 MINUTES (-348-)

5 RP

363. A large bathtub takes up most of this room, along with a number of linen shelves on the east wall. Beyond this and the rust and rampant mildew, there is nothing of note here.

*POW X 3*

SUCCESS -308- FAILURE -246-

5 MINUTES (-246-)

**364.** This door refuses to open. Of course, you could try one of the keys on your key ring. This will take you to -277-.

**10 MINUTES (-259-)**

**365.**

*1/2 LUCK*

**SUCCESS -271- FAILURE -389-**

**(-313- -355-)**

**366.** Oh no! A slip sends you crashing to the lawn, sustaining 1D6 points of damage. If you can manage to pick yourself up, you will find yourself at -312-.

**5 MINUTES (-314-)**

**367.** You are on the front lawn of Grim House. A flight of stone steps to the east ascends to -315-, while a short walk west will see you at -247-.

**5 MINUTES (-247- -265- -315-)**

**368.** There is nothing here but a raised platform and the tattered, rotted remains of a stage curtain.

Off in the wings you find a number of ruined dressing rooms and dust-choked storage closets which offer you no clues to the solution of your mystery.

Disappointed, you head back for -381-.

**30 MINUTES (-351-)**

**369.** The next thing you know, you are standing in the clearing outside the tower, minus 1 POW point and with no clear memory of how you lost it.

You recall the evil visage of Lazarus Grim and the curious, golden box he held, but beyond that, no more.

Mystified, you may start off down either the trail to -299- or the path to -387-.

**10 MINUTES (-376-)**

**370.** You are struck from behind by something hard and unyielding which inflicts 1 point of damage on your now-aching head.

Whirling about, you can find no sign of your assailant, and so you continue along the path to -398-.

**5 MINUTES (-252- -398-) 2 RP**

**371.** You stand before a doorway which opens into the blackness of a large closet.

Will you poke around inside at -323-, or decide not to waste your time and return to -290-.

**(-290-)**

**372.** A look of feral rage contorts the features of Lazarus Grim.

"Meddling fool," he growls. "One way or another, you will join the inhabitants of Grim House - one way or the other!" And with that, he is gone.

*LISTEN*

**SUCCESS -339- FAILURE -324-**

**5 MINUTES (-320- -341-)**

**373.** An attractive young woman in a beautiful gown detaches herself from the crowd and approaches you.

"Good evening, sir," she greets you with a shy smile. "Would you care to dance?"

You may accept at -344-, or decline at -356-.

**5 MINUTES (-306-)**

**3 RP**

**374.** "Release our souls! Destroy the chest and break the power of the evil one! If it is taken from him, his will shall be broken, for it is the source of his power!"

"Help us! Save our souls before it is too late for you!"

These last words are spoken as the bloody apparition sinks back into the tub. As swiftly as it appeared, the blood drains away, leaving not a trace behind.

Shaken and a bit nauseated, you retreat to -246-.

**5 MINUTES (-346-)**

**10 RP**

**375.**

*POW X3*

**SUCCESS -234- FAILURE -361-**

**(-347-)**

**376.** Tendrils of sickly, greenish mist pour from the box, taking the form of octopoidal tentacles that grab up the three young men and drag them screaming into the box in Lazarus Grim's hands!

A grin of unadulterated evil on his face, Grim turns – and addresses you!

"Next!" he exclaims as once more he opens the golden chest.

Match your POW against the box's POW of 20 on the Resistance Table. If you succeed, observe the result at –352–. If you fail, see what –369– has in store for you.

**NOTE:** If you have a rattlesnake amulet, you may add 10 points to your POW for this roll only.

**5 MINUTES (–391–)**

**20 RP**

**377.** A creaking, rending sound from above warns you of danger. Leaping for the door, you throw yourself through it just in time to avoid being crushed beneath tons of rubble. That was a close one!

Picking yourself up off the ground, you dust yourself off and set off down either the path to –297– or the trail to –387–.

**(–388–)**

**378.** After a five minute walk, you step into a small clearing with a decrepit looking well at its center.

You may examine the well at –354– or continue along the path to –300–.

**(–265 –394–)**

**379.** You are able to wrest yourself free from the shadow-talons, but, whimpering with fear, you see that they are stretching out, reaching for you with malign purpose.

Heedless of your dignity, you scramble for the door and flee to –250–.

**5 MINUTES (–389–)**

**2 RP**

**380.** You plummet to the flagstones of the terrace, sustaining 1D6 points of damage from the fall. If you survived, you may minister to your injuries at –332–.

**10 MINUTES (–390–)**

**381.** You can check out the stairs at –266–, or exit the tower and continue along the path to –297–, or the trail to –387–.

**(–368–)**

**382.**

*POW X3*

**SUCCESS –393– FAILURE –299–**

**(–297– –284–)**

**383.**

*SANITY*

**SUCCESS –1 SAN FAILURE –3 SAN**

As you peer down into the well, you see something slick and black and malign coursing up the well shaft towards you! Throwing yourself backward away from the hellish sight, you cast about for an escape route.

Two paths present themselves; the trail to –299– or the trail to –300–.

**(–354–) 5 RP**

**384.** Standing on the overgrown lawn behind Grim House, you see 2 flights of steps. One ascends to the terrace at –395–, while the other descends into the darkness at –233–.

**5 MINUTES (–395– –233–)**

**385.** You desperately try to reach the door to safety, but to no avail – the full weight of the ceiling comes down on top of you at –396–.

**5 MINUTES (–392–)**

**386.** You suddenly sit bolt upright in the bed in your room at Mrs. Gordon's Boarding House! Looking at your clock, you see that 8 hours have passed since that horrible moment when you were certain your fate was sealed.

You are at your full hit points minus 3, but otherwise, no worse for wear.

When you feel able, you may move on to –73–.

**8 HOURS (–396–) 5 RP**

**387.** You emerge from the pines at the foot of the dock at which you were dropped by Enos Wade – how long ago? An eternity, it seems.

While you are here, you could light the signal lamp that will bring Enos to take you back to the mainland and –73–. Or, you might set off again along the path to either –252– or –300–.

**10 MINUTES (–207– –210– –212– –216– –220–  
–227– –235– –243– –245– –270– –300–  
–353– –369– –377– –381– –394– –397–)**

**388.**

*LISTEN*

SUCCESS -377- FAILURE -392-

(-352-)

**389.** Something grabs you from behind, pulling you back into the closet! Twisting about, your eyes widen in horror as you see...

*SANITY*

SUCCESS -1 SAN

FAILURE -3 SAN

...the darkness within the closet has bulged outward, forming two grasping talons which are now wrapped around you in a death grip!

Match your POW against the talons' POW of 15 on the Resistance Table. A win here will see you to -379-, while a loss brings you to -330-.

5 MINUTES (-316- -365-)

3 RP

**390.** The door is locked! Not only that, it appears to be jammed, for even the keys on your ring will not open it. There is nothing for it; you must climb down to the terrace below.

*CLIMB*

SUCCESS -332- FAILURE -380-

10 MINUTES (-317-)

**391.** As you straighten, you are shocked to find yourself on a fully dressed stage, complete with backdrop and furnishings depicting a Victorian drawing room.

Three young men stand at stage right, oblivious to your presence as they regard a tall, bearded man with pure evil sparkling in his eyes, a man you know must be Lazarus Grim.

"Welcome," Grim booms with mock hospitality. "Welcome to my home!"

"Who...Who are you?" inquires one of the young men nervously.

"Why, your host, of course," Grim replies as he holds up a strange golden chest the size of a jewelry case, its lid inscribed with the head of an octopus. "And look, I have a gift for you!" With that, Grim opens the chest.

*SANITY*

SUCCESS -1 SAN / -376-

FAILURE -3 SAN / -376-

5 MINUTES (-351-) 5 RP

**392.** Without warning, the ceiling begins collapsing on top of you! Debris rains down upon you from above, inflicting 1D4 points of painful damage. And above the rumble of falling rubble you can hear the sound of insane, triumphant laughter!

*DODGE*

SUCCESS -353- FAILURE -385-

(-388-)

**393.** The air grows suddenly chill around you, and you become aware of another presence here with you in these sylvan shadows.

Your darting eyes search the shadows, settling finally upon...

*SANITY*

SUCCESS -.- FAILURE -1 SAN

...a misty, semitransparent figure of a beautiful woman in Victorian dress, her arms outstretched towards you.

"Release us from our torment!" she beseeches you, "Save our souls!"

And then the ghostly image fades, leaving you sweat-drenched and shaking as you make your way unsteadily to -299-.

5 MINUTES (-382-) 5 RP

**394.** From this clearing, you can take the trail at -387-, or the path which seems to head inland at -378-.

5 MINUTES (-226-)

**395.** You are on the rear terrace of Grim House. By following this wide granite veranda to the west, you will round the corner of the mansion and find -318-.

Arranged along the back wall of the house are 4 boarded over french doors which will allow you access into -237-, though it will take 15 minutes to pry one open. In the middle of the northern edge of the terrace is a flight of steps descending to -384-.

By following the terrace to the east, you will round

that corner of the mansion and find yourself at -332-.

**5 MINUTES (-237- -318- -332- -384-)**

**396.** If you wear a rattlesnake amulet, you will find yourself at -386-. If you do not, then you will be at -399-.

**(-385-)**

**397.** You can still examine the platform at -351-, or exit the tower and try the stone steps winding up and around the outer wall at -232-, or simply set off down either the path to -297- or the trail to -387-.

**5 MINUTES (-238-) 3 RP**

**398.**

*SPOT HIDDEN*

**SUCCESS -273- FAILURE -370-**

**(-370-)**

**399.** You are crushed to a bloody pulp which eventually washes away with the seasonal rains. Occasionally, the sound of perverse, triumphant laughter drifts over your resting place.

*THE END*

**(-396-)**

**400.** You have exited from Grim House, and stand now on the front porch. Before you, the familiar gravel path which brought you to this place now offers a quiet walk to -212-.

**5 MINUTES (-117-)**

**401.**

**YOU MAY READ HANDOUT GI-16, THEN RETURN TO -88-**

**30 MINUTES (-16-) 10 RP**

**402.** Your sanity is torn to pitiful shreds as the abominable dweller in the depths forces its way up through the pool. Numbed by fear, your trembling fingers release their grip upon the chest and it crashes to the floor, shattering in a blast of blinding light.

There is a scream of frustrated, unholy rage from Lazarus Grim, and an exultant chorus from within the light: "Free!"

Then there comes a terrible rending. The structure above you shifts, groans its protest, and collapses, entombing your mortal remains beneath tons of rubble.

You have released the souls of Lazarus Grim's victims and driven the curse from Grimrock Isle - but at a terrible cost.

The world is safe, and life goes on - But for you, this is

*THE END*

**(-115-)**

**403.**

**READ HANDOUT GI-5, THEN GO TO -231-.**

**5 MINUTES (-53-) 10 RP**

**404.** In a final gesture of defiance, you raise the chest high above your head - and smash it down upon the floor.

A burst of brilliant light fills the room, light filled with many golden flecks of light which rise up through the ceiling and quickly disappear. Behind them, you are certain you hear a whispered chorus of jubilant voices cry out, "Free!"

"NOOOOOOOO!" the hideous cry bursts from Lazarus Grim as he staggers, aging and withering before your very eyes!

But you cannot stay to watch the horrid spectacle, for Grim House has begun coming down around your ears!

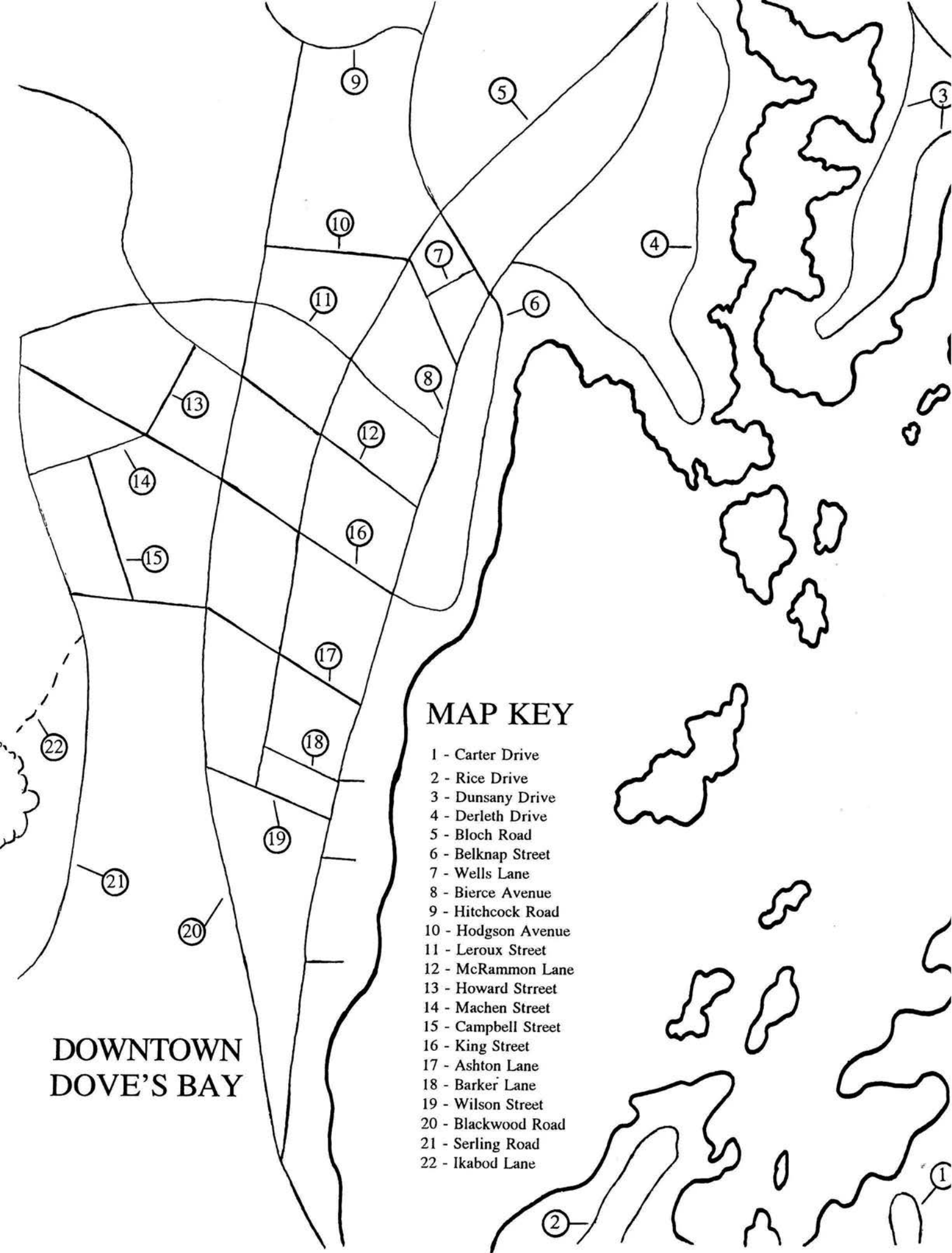
You must make 3 successful Dodge rolls, or sustain 1D4 points of damage from falling debris for each missed roll. If you can survive this nightmare ordeal, you may drag yourself out to -119-.

**10 MINUTES (-167-)**









## MAP KEY

- 1 - Carter Drive
- 2 - Rice Drive
- 3 - Dunsany Drive
- 4 - Derleth Drive
- 5 - Bloch Road
- 6 - Belknap Street
- 7 - Wells Lane
- 8 - Bierce Avenue
- 9 - Hitchcock Road
- 10 - Hodgson Avenue
- 11 - Leroux Street
- 12 - McRammon Lane
- 13 - Howard Street
- 14 - Machen Street
- 15 - Campbell Street
- 16 - King Street
- 17 - Ashton Lane
- 18 - Barker Lane
- 19 - Wilson Street
- 20 - Blackwood Road
- 21 - Serling Road
- 22 - Ikabod Lane

DOWNTOWN  
DOVE'S BAY