

# BLEAKMOORE CEMETERY



**1.** Bleakmoore Cemetery is a grim and forlorn place in the fading light of day. From the rusting main gate, the graveyard looks to be deserted, save for its eternal residents, of course.

At the very center of this necropolis crouches a hulking and impressively-wrought granite crypt -96-, while off to the right is a small stand of ancient, gnarled oaks -74-, beneath whose boughs lurks an impenetrable gloom.

***LISTEN***

SUCCESS -35- FAILURE -

OR

***SPOT HIDDEN***

SUCCESS -57- FAILURE -

15 MINUTES (DIRECTORY)

(-35-)

**2.** You have not been noticed yet, and may beat a hasty - but very quiet - retreat.

***SNEAK***

SUCCESS -6- FAILURE -18-

(-22-)

**3.**

***LUCK***

SUCCESS -29- FAILURE -92-

(-55- -89-)

**4.**

***CLIMB***

SUCCESS -42- FAILURE -16-

(-20-)

**5.** The slab slides grindingly from its ancient resting place, revealing a flight of worn stone steps descending into the musty darkness of the earth.

A foul, unwholesome reek spews up from the nighted darkness, and yet you realize your only chance of escape is to descend to -6-. With no little trepidation, take that first step...

NOTE the number of this entry as the starting point for your subterranean journey.

(-38- -59-)

**6.** To explore these loamy passages, roll 1D8 every 15 minutes and consult the following chart to learn of your discoveries. Read the indicated entry, then return here to continue, and remember to mark off time for your travels, including retracing your steps if necessary.

NOTE: When mapping, should the newly mapped section seem to intersect with a section previously mapped, assume that the slope of the tunnels has taken you below the level of the original tunnel.

**ROLL**

**GO TO**

1	-34-
2	-56-
3	-95-
4	-30-
5	-52-
6	-72-
7	-87-
8	-26-

(-2- -5- -33- -44-)

**7.** You are standing near the ceiling of a vast, green-litten grotto which stretches out before you beyond the range of your vision. This enormous chamber is some 50 feet high, and on the floor far below you, you see...

***SANITY***

SUCCESS -2 SAN GO TO -32-

FAILURE -1D8 SAN GO TO -32-

NOTE: If you lose 5 or more points of Sanity here, consult -8-.

5 MINUTES (-36-)

**8.** You bring yourself up short, panting for breath, your heart pounding madly. Though it is warm in this cramped tunnel, you find that you are shivering uncontrollably.

There is something... Something about a vast, green-illuminated chamber... but you can recall no more, and perhaps that is a mercy.

Now, completely lost, you must continue your desperate groping at -6-.

15 MINUTES (-7-)

**9.** You make your way through the damp, moonless night, moving with the caution of one well used to unexpected surprises.

*SPOT HIDDEN*

SUCCESS -43- FAILURE -92-

(-74-)

**10.** You find nothing of interest. somewhat discouraged, you take your leave to -73M-.

15 MINUTES (-76-)

**11.** To your horror, you discover that you have been locked inside the crypt, and you cannot find a way to open the door!

*SPOT HIDDEN*

SUCCESS -60- FAILURE -88-

OR

*IDEA*

SUCCESS -38- FAILURE -88-

(-77-)

**12.** Do you wish to investigate the crypt at -73-, or would you rather take your leave of this aged necropolis and seek the relative comforts of town at -73M-?

(-51-)

**13.**

*LUCK*

SUCCESS -39- FAILURE -66-

(-17-)

**14.** You take 1D6 points of damage as you are clubbed in the head from behind! You realize groggily that you can either flee the crypt to -68-, or shine your light into your assailant's eyes to blind him at -40-.

(-73-)

**15.**

*OCCULT*

SUCCESS -41- FAILURE -77-

(-82-)

**16.** You are nearly halfway around the pit when the ledge beneath you gives way! You are off balance, and there is no anchor for your desperately grasping hands to cling to! With a wild scream of maniac terror, you plunge down into that terrible, lightless emptiness, falling, falling, endlessly falling, into the darkness of the abyss.....

**THE END**

(-4-)

**17.** The night is cool and quiet and moonless, your light the only guide over the torturous terrain.

*SPOT HIDDEN*

SUCCESS -43- FAILURE -13-

(-55- -75-)

**18.** You've been spotted and the chase is on! Flee to -44-.

(-22-)

**19.** If you are faced with more than 4 of these blasphemous creatures, you realize that you are seriously outnumbered and will have to try something else. Also, try your

*LUCK*

SUCCESS - Return to -93-, Paragraph 3, and choose.

FAILURE -45-

If you are faced with 3 or less foul foes, you can fight them at -64-. NOTE that should you win, you may continue your researches at -15-.

(-93-)

**20.** There is a narrow ledge which encircles the pit, but it will require a Climb roll to navigate it successfully. You may make the attempt at -4-, or give it up and examine the book at -79-.

(-83- -79-)

**21.** You flee Bleakmoore Cemetery and the dark horror it contains, and you do not stop running until you reach -73M-.

(-84-)

**22.** In the phosphorescent green illumination of the chamber, you see with bone-chilling horror a band of 2D6 meeping humanoid creatures feasting upon a rotting human corpse!



### SANITY

SUCCESS -1 SAN FAILURE -6 SAN

### LUCK

SUCCESS -2- FAILURE -18-

NOTE: Make both rolls for this entry.

(-85-)

**23.**

### SANITY

SUCCESS .\_. FAILURE -1D6 SAN

A rubbery, humanoid thing with twisted canine features and black, gnarled talons emerges from the crypt amidst a wave of miasmal death-stench - and it is coming after you! Will you flee to -73M-, or stand at -64- and fight this foul, charnel creature?

NOTE: If you win this battle, victory will see you at -90-.

(-86-)

**24.** You fool! You have blundered into the 6D6 creatures who left the grotto before you! Your only stroke of fortune here is that these rough beasts can attack you only 2 at a time.

Battle these foul nether denizens at -64-, but NOTE: A victory here will see you at -6-.

15 MINUTES (-70-)

**25.** You have lost 1D20 Sanity Points, as well as the memory of the remainder of your stay in Bleakmoore Cemetery. Go to the Directory and roll 1D10; that is the Location where you will find yourself upon regaining your senses. From there you may proceed as you will, shaken, trembling, bruised, and mystified.

1 HOUR (-71- -92- -80- -39-)

**26.** The tunnel widens, forming a small, earthen chamber.

### LUCK

SUCCESS .\_. FAILURE -85-

(-6-)

**27.** Caught in the seam between the cover slab and the body of the sarcophagus is a tattered piece of rotting cloth; it is held in the seam so tightly that you cannot pull it free.

You may investigate this further at -59- or:

### LUCK

SUCCESS -49- FAILURE -14-

15 MINUTES (-73-) 3 RP

**28.** After 15 minutes, the malformed creatures give up their bone-picking and vanish into the dark maw of a tunnel just to your right, and you scramble down the steep slope of the wall to find yourself standing uncertainly at -50-.

15 MINUTES (-54-)

**29.** "Don't come any closer!" warns a voice from the bushes.

"You're lookin' into the history of Grim House; don't go out there if ya know what's good for ya! He's out there waitin' for ya -- an' he'll get ya if'n ya go out there!"

### LUCK

SUCCESS -51- FAILURE -71-

5 MINUTES (-3-)

**30.** You find yourself standing in a 4-way intersection.

### SPOT HIDDEN

SUCCESS -48- FAILURE .\_.

(-6-)

**31.** You discover a number of strange scratches etched into the hard, weatherbeaten stone; strange because there is nothing present here which could possibly have made them.

Return to -96- to act upon what you have learned.

(-96-) 2 RP

**32.** You stand rooted to the spot by the horrific panorama before you. The floor of this nighted chamber is littered with coffins, some intact, most broken and shattered, many rotted through by the passage of time.

Scattered amongst these morbid containers are countless yellowed bones and skulls - the skulls of human beings!

And picking their way through this ancient boneyard is a pack of 6D6 rubbery, hoofed humanoid things whose horrid meepings are interrupted by the occasional crunch of fang upon bone...

Will you retreat from this nightmare grotto, return to -87- and take the other tunnel, or remain here to observe at -54-?

**10 MINUTES (-7-) 5 RP**

**33.** Expecting to land hard, you are shocked to find yourself falling into a Stygian blackness! You land in a foul-smelling, rough-hewn tunnel which stretches into the darkness in either direction. Since you cannot climb out of this pit, you will have to find another exit at -6-.

NOTE the number of this paragraph as your entry point, and save it for future reference.

**(-69- -84-)**

**34.** A flight of worn stone steps ascends to what must be an exit from this terrible place at -97-.

**(-6-)**

**35.** This place is unnaturally silent, as though no living creature dared to dwell here. The only sounds to be heard are the crunching of your footsteps on the dried leaves beneath you - and the rapid beating of your own heart.

Return to -1- and decide what you will do next.

**(-1-) 1 RP**

**36.** As you travel along this tunnel, the strange illumination grows increasingly more intense, until you no longer require your own light to find your way.

Now, ahead, you see what can only be an opening of some sort. Will you explore what may lie beyond it at -7-, or return to the branching tunnels and take the righthand route to -58-?

**15 MINUTES (-87-)**

**37.** After waiting for an hour, it becomes clear that nothing more is going to happen in this place. You may move on to -73M-.

**60 MINUTES (-90- -96-)**

**38.** Perhaps, you reason, there is something inside the sarcophagus that will aid you in your escape attempt.

To move the ponderous cover slab, pit your STR against the slab's STR of 20 on the Resistance Table. You may make one attempt every fifteen minutes.

If you cannot move the slab within 2 hours' time, proceed to -88-. If you move the slab aside, you discover -5-.

**(-11-)**

**39.** A sense of movement behind you makes you duck just in time to avoid what seems to be a thick tree limb which swings just past your head, leaving behind it a most foul odor. Whirling to face your attacker, you find....

*SANITY*

**SUCCESS -47- FAILURE -25-**

**(-13-)**

**40.**

*SANITY*

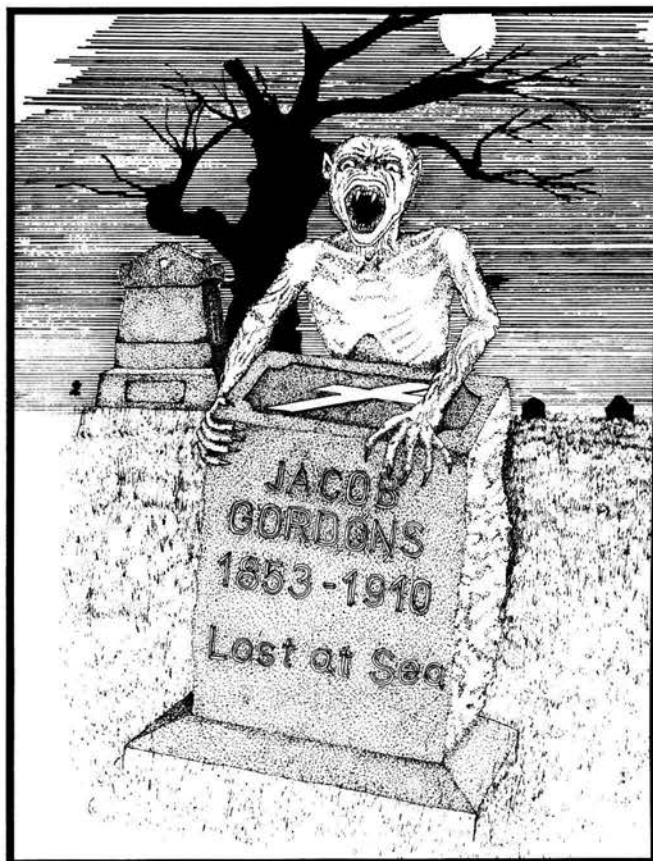
**SUCCESS . FAILURE -1d6 SAN**

A loathsome, rubbery thing with canine features meeps and gibbers madly, fanged mouth drooling as it launches itself at you!

If your SAN loss was 4 points or less, you may flee to -68-; if you lost 5 or more points, the shock of this confrontation caused you to hesitate too long, and your chance to escape is lost - you must fight at -64-.

NOTE that should you slay the malodorous horror, you will be able to proceed shakily to -90-.

**(-14- -49-)**



**41.** You realize that you have had an encounter with what can only have been ghouls. You gain 1D6+3 SAN points for defeating these foul minions of evil.

*IDEA*

SUCCESS -91- FAILURE -77-

(-15-)

**42.** You find another tunnel snaking off into the darkness, and this tunnel will lead you to -6-.

15 MINUTES (-4-)

**43.** Was it your imagination, or did that large tree up ahead move in a manner in which trees should not move? You could investigate at -80-, or retreat to -62-.

(-17- -9-)

**44.** Match your Movement with that of your pursuers (7) on the Resistance Table. The winner gains 1D6 yards, and you have a 10 yard lead, so don't look back! You may make 3 such rolls every 15 minutes, and if you can attain a lead of 30 yards you will have eluded the foulness which pursues you, and can continue at -6-.

If the meeping horrors catch up to you, or if you run into a dead end, you will have to face -64-.

NOTE that a victory here will lead you to -6-.

(-18-)

**45.** Before you can react to the scene of horror before you, you are overwhelmed by these unnatural monstrosities and dragged down to a horrible death. For you, this is

THE END.

(-19-)

**46.** Crossing the remainder of this abominable chamber, you find yourself facing not a jagged rift in the ebon bedrock but a ponderous archway whose massive blocks exhibit painstaking and somewhat unnatural attention to detail.

Will you pass through this Cyclopean arch to -65-, or return to the comparative safety of -50-?

15 MINUTES (-50-)

**47.** You have lost 1 point of Sanity as your light falls upon the blasphemous, writhing mass of ropery black tentacles which slobber forth from the bushes, green ichor drooling thickly from countless puckered

mouths intent upon consuming you!

*DODGE*

SUCCESS -84- FAILURE -66-

(-71- -92- -80- -39-) 5 RP

**48.** There are some yellowed bones lying on the floor here. Closer inspection shows them to be curiously gnawed....

*ZOOLOGY*

SUCCESS -67- FAILURE -6-

(-30-)

**49.** Some sixth sense alerts you to danger from behind; you whirl around in time to see a club swinging in a vicious arc towards your head!

*DODGE*

SUCCESS .\_-

FAILURE -1d6 Hit Points

You can only think of two options: Either flee the confines of the tomb to -68-, or shine your light on your assailant at -40- in an attempt to identify and possibly blind him.

(-73- -27-)

**50.** You are standing in the middle of a nightmare landscape of rotting coffins and gnawed, splintered bones. Behind you is the entrance from which you just emerged, which leads back to -87-.

There are also dark tunnel mouths to your right at -70-, and far ahead in the distance at -46- you can just make out a large, regularly shaped opening all but concealed by the miasmal gloom.

(-28- -46-)

**51.** "He ain't never died, y'unnerstan?" your hidden informant continues. "He got plans, plans as don't include dyin', an' he'll gobble up yer soul t' stay as he is! Ya been warned!"

There is a rustling in the bushes, and the silence which follows informs you that this interview is over. You may now proceed to -12-.

5 MINUTES (-29-) 10 RP

**52.** The tunnel continues on ahead for another 30 feet.

(-6-)

**53.** You feel certain that you caught the faint sound of furtive movement from within. Return to -96- and review your choices.

(-96-) 2 RP

**54.**

*LUCK*

SUCCESS -28- FAILURE -94-

(-32-)

**55.** The snapping of a twig warns you that you are not alone here. Will you confront your unknown companion at -3-, or continue about your business to -17-?

(-74- -75-)

**56.** Another tunnel yawns ominously open on your left, while the main branch continues on straight ahead into the darkness.

(-6-)

**57.** With your keen eye, you notice that many of the graves around you have been curiously disturbed. Several gravestones lie in the deep grass, obviously pushed over, while others stand at drunken, crazy angles which could not have been naturally caused.

The soil on a number of the newer graves near the gate look freshly tilled, though clearly grass should have been growing on them by this time.

Return to -1- and decide on your next move.

(-1-) 3 RP

**58.** Despite the condition of this tunnel you are able to proceed, eventually breaking through to a clear section at -6-.

15 MINUTES (-36- -87-)

**59.** To move the slab, match your STR against the slab's STR of 20 on the Resistance Table. You may make this roll once every 15 minutes for as long as you desire.

If and when you succeed, you will discover -5-. If you fail and give up, you may leave for -73M-.

(-27- -78-)

**60.** You locate a cleverly-concealed touchplate in the wall, which unlocks the door -from the inside.

*LUCK*

SUCCESS -73M- FAILURE -93-

15 MINUTES (-11-) 1 RP

**61.** After countless twists and turns, this tunnel begins to slope gently upwards. After half an hour, a wave of relief washes over you as you feel the cool dampness of night air on your dirt-smeared face.

Fifteen minutes later, you emerge from a ragged hole in the earth atop a low hill from which the lights of Dove's Bay are clearly visible; your subterranean journey is at an end, and you may shuffle tiredly down the hill and back to -73M-.

45 MINUTES (-79-)

**62.** As you retreat, a chilling voice addresses you from out the moonless dark:

*"You are wise to leave this place; wiser still to depart from this town and never think of it again. Few have ever received such warning - heed it."*

The tone of that sepulchral voice dissuades you from a further search of Bleakmoor Cemetery, and you remove yourself with haste to -73M-.

5 MINUTES (-43-) 3 RP

**63.** The foul creatures hesitate, uncomfortable in the presence of the holy symbol. Their hesitation gives you just the split second you need to make good your escape to -73M-.

(-81-)

**64.** Each creature you now face has the same stats. Resolve combat following the rulebook guidelines, rolling for the creature(s) as well as yourself. Match your DEX against the creature(s) DEX of 13 to determine which of you attacks first.

**WEAPON ATTACK% DAMAGE**

Claw	30%	1D6+1D6
Bite	30%	1D6+1D6

Roll 2 Claw and 1 Bite attack for each creature for each round of combat. NOTE that, however many are present, only 3 of the creatures can attack you at any given time.

If you are victorious, pick up your investigation at the entry to which you were previously directed.

15 MINUTES 5RP

(-19- -23- -24- -40- -44- -82-)



**65.** Your hesitant steps echo through a hall made for giants, whose high-flung buttresses are lost in the living gloom above you. For what seems an eternity you walk this noisome path, when suddenly you are brought up short by your arrival at -83-.

**30 MINUTES (-46-)**

**66.** You are grabbed up by powerful, gelid tentacles and lifted high above the ground as greedy, abhominal mouths fasten onto your flesh. As the heady smell of the grave washes over you, you realize that you shall soon be resting in one....

**THE END**

**(-47- -13-)**

**67.** These are the bones of a human being. Return to -6-.

**(-48-) 4 RP**

**68.**

**LUCK**

**SUCCESS -86- FAILURE -93-**

**(-49-)**

**69.** You trip over a treacherous root and sustain 1 point of damage from the fall.

**LUCK**

**SUCCESS -89- FAILURE -33-**

**(-14- -40- -74-)**

**70.**

**LUCK**

**SUCCESS -6- FAILURE -24-**

**(-50-)**

**71.** "He ain't really dead," your unknown informant continues. "He wants ta...." The hidden voice suddenly distorts into a hideous, soul-wrenching scream!

**SANITY**

**SUCCESS .\_. FAILURE -1 SAN**

The underbrush before you quivers and shakes as though some huge unseen mass was thrashing about within. As the piteous screaming of your erstwhile

informant withers and dies, something appears in the shaking beam of your light!

**SANITY**

**SUCCESS -47- FAILURE -25-**

**5 MINUTES (-29-) 2 RP**

**72.** You have found a dead end. Retrace your steps and try another tunnel.

**(-6-)**

**73.** The total darkness of the tomb is only partially dispelled by your light; deep shadows lurk in every corner, and in the deep niches between gilded bas-reliefs decorating the walls.

A marble sarcophagus occupies the center of the tomb, and on the end which faces you there is a plaque which reads:

**JEROME WATTLES**  
**1805 - 1845**

**SPOT HIDDEN**

**SUCCESS -27- FAILURE -49-**

**(-12- -96-)**

**74.** The grove is dark and silent, twisted roots snaking across the earth as though attempting to block your progress.

**SPOT HIDDEN**

**SUCCESS -75- FAILURE -69-**

**OR**

**LISTEN**

**SUCCESS -55- FAILURE -9-**

**(-1- -96-)**

**75.** You progress cautiously through the tangle of intertwined roots, peering suspiciously into the shadows which surround you.

**LISTEN**

**SUCCESS -55- FAILURE -17-**

**5 MINUTES (-74-)**



**76.**

***SPOT HIDDEN***

**SUCCESS -78- FAILURE -10-**

**(-90-)**

**77.** If your battle occurred in the graveyard, then move on to **-73M-**. If you fought in the crypt, you must deal with **-11-**.

**(-15- -41- -91-)**

**78.** A piece of rotting cloth is caught between the top slab and the body of the sarcophagus. You may investigate this curiosity at **-59-**, or simply take off to **-73M-**.

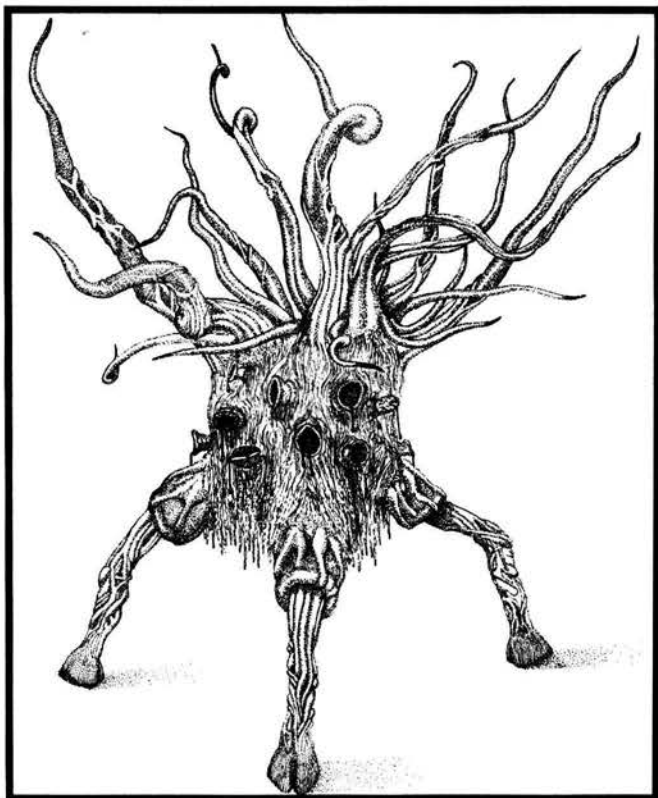
**(-76-)**

**79.** The decrepit volume seems to be a diary of sorts, written in the barely legible hand of one Anton Bloch.

***YOU MAY NOW READ HANDOUT GI-23,  
THEN RETURN TO THIS ENTRY***

As you finish your reading, you glance up to discover another tunnel striking off to your right. Will you explore it at **-61-**, or examine the edge of the pit at **-20-**?

**30 MINUTES (-20- -83-) 25 RP**



**80.** Something thick and flaccid brushes across your leg. Looking down, you see what appears to be a tree root, but it is writhing and oozing a thick green pus! Your eyes follow this hideous root into the underbrush, and are confronted by.....

***SANITY***

**SUCCESS -47- FAILURE -25-**

**(-43-)**

**81.** Do you have a crucifix? If not, return to **-93-** and make another choice. If you do, you may brandish it at **-63-**.

**(-93-)**

**82.** The only place to retreat to is the crypt. As you enter, you are attacked by another of these horrors, which leaps at you from behind the sarcophagus. The foul-smelling thing slams you against the crypt door, which slams shut with a resounding CLANG!!!

***DODGE***

**SUCCESS .\_-**

**FAILURE -1D6+1D6 Claw Damage**

You may resolve this struggle at **-64-**.

NOTE that victory here will see you to **-15-**.

**(-93-)**

**83.** You stand at the very brink of a vast, circular pit carved into the very bedrock of the earth, an excavation of such profound depth that it is a tangible force washing over your sweat drenched skin in great abyssal waves.

As you step back from that overwhelming nothingness, you notice that a rough altar of loose stones has been erected at the very brink of the abyss, and upon this altar rests a time-worn and mouldering book.

Will you examine the tome at **-79-**, or explore the edge of the pit at **-20-**?

**(-65-)**

**84.** A grasping, putrid member just misses you, causing grave disappointment to its many ravenous mouths; but the thing comes on, an oily black horror tall as a tree! You know you must flee or suffer a nameless fate. It swipes at you again!

### *DEXX3*

SUCCESS -21- FAILURE -33-

(-47-)

**85.** Your explorations now end at -22-.

(-26-)

**86.** You burst out into the deathly silent graveyard, panting with fright. Will you keep on running to -73M-, or will you turn to confront your attacker out in the open at -23-?

(-68-)

**87.** Just ahead, you see that the tunnel forks to the right and left. The right hand tunnel is dark and partially collapsed, while the lefthand path seems a bit larger, and dimly lit by a strange, pale green luminescence.

Will you go right to -58-, or left to -36-?

5 MINUTES (-6- -32- -50-)

**88.** You are unable to find a way out of this trap, and at long last you realize that you are doomed. R.I.P.

### *THE END*

(-11- -88-)

**89.** Picking yourself up, you continue on your way to -3-.

5 MINUTES (-69-)

**90.** You may examine the crypt at -76-, wait where you are for something to happen at -37-, or simply leave for -73M-.

(-23- -40- -45-)

**91.** You also realize that you were deliberately lured into this ambush. Proceed to -77-.

(-41-) 1 RP

**92.** The pungent miasma of an open grave washes over you as you move into the underbrush. You are brought up short as the foliage before you is thrust aside and you are confronted by.....

### *SANITY*

SUCCESS -47- FAILURE -25-

(-3- -9-)

**93.** You burst from the crypt, panting with fright, only to stop dead in your tracks, frozen in horror.

### *SANITY*

SUCCESS . . FAILURE -1D6 SAN

You find yourself confronted by 1D8 humanoid creatures with hooflike feet and canine features who bear the stench of death upon them - and who stand between you and the cemetery gate!

Will you make a stand at -19-, retreat to -82-, or try something desperate at -81-?

(-19- -60- -68- -81-) 5 RP

**94.** You inch cautiously forward to get a better look into this charnel pit and its loathsome occupants, but your foot dislodges a small rock, sending it clattering down the steep slope of the cavern wall!

The meeping horrors are alerted to your presence.... They catch sight of you and give chase! In panic, you flee to -44-.

(-54-)

**95.** The dark mouth of a side tunnel opens to your right, while the main tunnel continues its meandering path ahead.

(-6-)

**96.** The crypt is even more elaborate than you had first suspected, its intricately carved bronze door bearing the name WATTLES. Strangely, the door of the mausoleum is slightly ajar, opening inward soundlessly with even the slightest push.

### *LISTEN*

SUCCESS -53- FAILURE . .

OR

### *SPOT HIDDEN*

SUCCESS -31 - FAILURE . .

Will you enter the crypt at -73-, explore the oak grove at -74-, or wait here at -37- to see what develops?

15 MINUTES (-1-) 1 RP

**97.** You find yourself in another tomb, this one old and crumbling and open to the outside. It is quite near the main gates of the cemetery, for which you are grateful. You head back for town and -73M-, in search now not for knowledge, but the simple comfort of a warm bath.

15 MINUTES (-34-)



