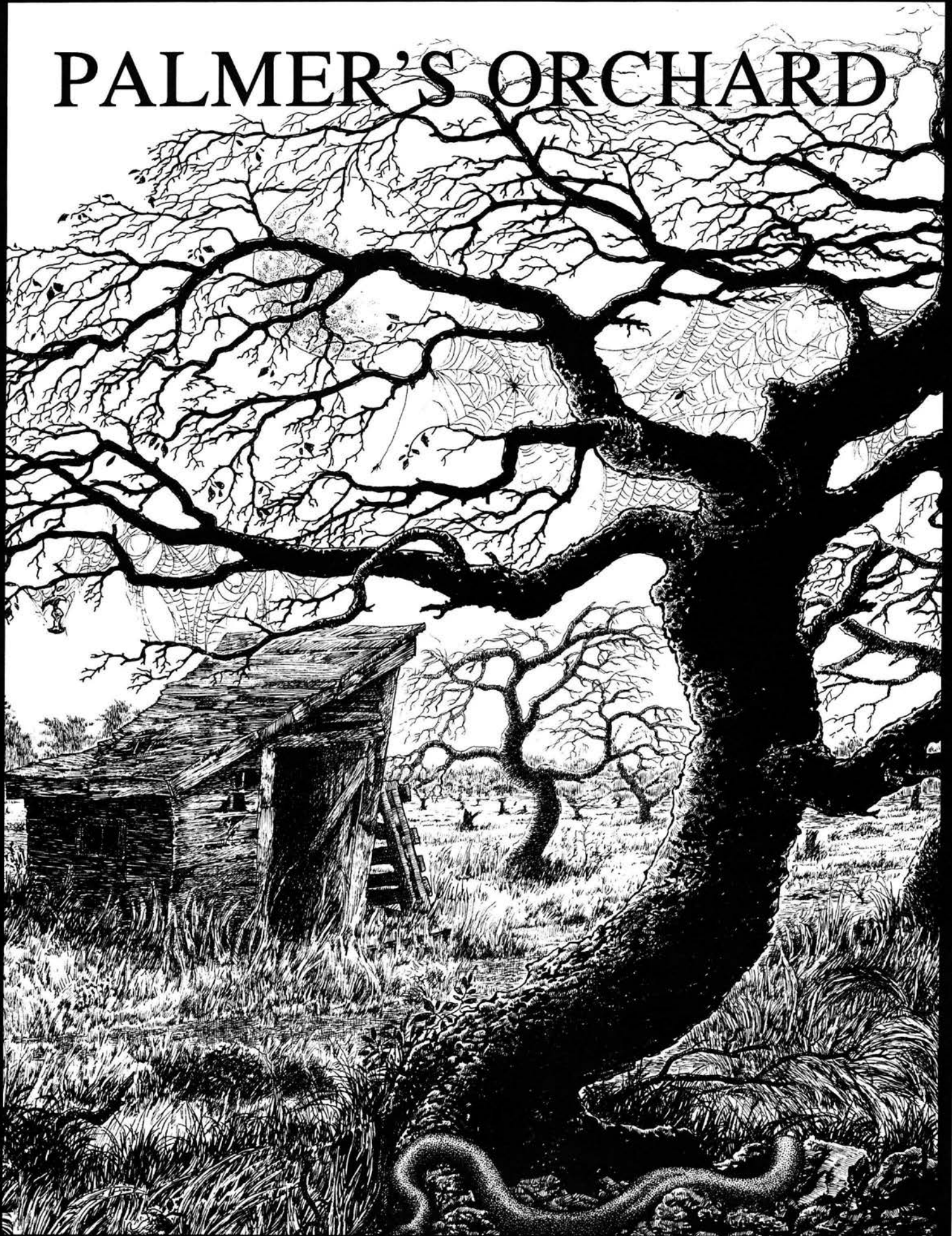


PALMER'S ORCHARD



1. A 45 minute walk into the gently rolling hills to the north of town brings you to the unkempt, overgrown collection of gnarled and decrepit trees which once was Palmer's Orchard.

The rutted dirt lane leading to this desolate place is considerably overgrown, and gives out entirely as it reaches the orchard itself.

The trees here are large and twisted, their uncontrolled growth bearing mute testimony to years of neglect.

If you have come here for a specific purpose, move on to -2-. If you are merely wandering about, then proceed to -53-.

45 MINUTES (DIRECTORY)

2.

SPOT HIDDEN

SUCCESS -76- FAILURE -30-

(-1- -30-)

3. You are about to step clear of the grove when you hear the strange fluttering of wings overhead. Will you make a dash for it at -7-, or remain where you are at -31-?

(-62-)

4. The huge rattler coils around you, pulling itself upwards. Slowly, deliberately, it sinks its fangs into your chest directly over your heart!

SANITY

SUCCESS -1 SAN

FAILURE -3 SAN

A deep, unnatural chill courses through your body, and a terrible ophidian voice speaks in your mind:

"Worship me, honor my kindred, destroy my enemies, and I shall protect you. Betray me, and my children shall find you wherever you may hide

"The one on the island is an enemy; destroy him. Face him down, knowing that my blessing shields you.

"Destroy the Chest of Souls, break the power of the undead one, and send him screaming into oblivion. Now go."

Your mind goes blank. When you recover, you find yourself at -32-.

1 HOUR (-82-)

+3% Mythos 10 RP

5.

SPOT HIDDEN

SUCCESS -79- FAILURE -33-

(-64-)

6. Screaming madly, you flee the shack and Palmer's Orchard, stopping only to roll about on the ground until you have freed yourself of the mass of spiders which engulfed you.

Revulsion adds speed to your shaky journey to -21-.

5 MINUTES (-34-)

7. As you step out into the open, you are bathed in a weird, ultraviolet light which renders you paralyzed and helpless.

You are taken to a hidden cavern in the hills, where your brain is removed from your body and placed in a strange metal canister, where you are left to gibber madly throughout eternity.

THE END

(-3- -35- -62- -81-)

8. The statue is finely carved, showing great attention to detail. So realistic is this work that you cannot shake the impression that this is a living thing before you.

The base of the statue is a smooth surface, and on its top is an inscription in English which reads, "Yig, Father of Serpents."

As you read this inscription, you are startled by a ponderous hissing which fills the chamber - the sound of a monstrosity large serpent whose sleep has been disturbed.

Will you examine the book at -82-, or leave this place for the tunnel at -78-?

10 MINUTES (-36-) 5 RP

9. You feel somewhat nauseous and dizzy; some of those spiders must have been venomous.

You are still able to function, but for the next 8 hours all your skills are reduced by 10%, and you lose 1 hit point from the multiple wounds inflicted by the enraged spiders.

Will you return to the orchard at -60- and continue your explorations, or will you seek the solace and comfort of Dove's Bay at -21-?

10 MINUTES (-37-)

10. You feel uncomfortably like a fly trapped within a spider's web; the silken spider-stuff covers every surface of the empty shack, even the rotten wooden floor which sags beneath your weight.

LUCK

SUCCESS -80- FAILURE -84-

5 MINUTES (-38- -69-)

11. Something is wrong; you know somehow that the creatures have become aware of your presence! Suddenly, a bolt of crackling blue energy erupts from one of the devices in the center creature's claw, streaking directly for your hiding place!

DODGE

SUCCESS -66- FAILURE -85-

(-15-)

12.

CLIMB

SUCCESS -86- FAILURE -16-

5 MINUTES (-16- -59-)

13. To your horror, you see the scuttling arachnid mass alter its course - swarming directly at you!

DODGE

SUCCESS -87- FAILURE -68-

(-41-)

14. Suddenly, the ground before you is a teeming mass of swarming spiders fleeing the consuming flames - and you are directly in their path!

Crying out in horror, you are overtaken at -68-.

(-17-)

15. The creatures seem to be burying something in the center of the clearing, employing strangely wrought tools which no human being could manipulate.

HIDE

SUCCESS -70- FAILURE -11-

5 MINUTES (-43-)

16. Your hands suddenly slip on the slick surface, and you find yourself plunging out of control down this narrow chute!

After what seems an eternity, you see a dim, phosphorescent light ahead, and even as you notice it, you erupt from the tunnel to be flung out into empty space!

LUCK -10%

SUCCESS -40- FAILURE -71-

5 MINUTES (-12- -44-)

17. The silken barrier ignites in a flash - and spreads rapidly through the interior of the shed, setting the dry wood ablaze like so much tinder! In but a few seconds, the entire shed is engulfed by the conflagration.

LISTEN

SUCCESS -72- FAILURE -14-

(-45- -61-)

18. Have you visited the apple grove? If so, proceed to -95-. If not, continue on to -88-.

5 MINUTES (-46-)

19. You suddenly find yourself at the edge of Palmer's Orchard, out of breath and whimpering like a child. Almost of their own volition, your legs carry you to -21-, away from the terror lurking in the depths of the orchard.

Tonight, your dreams will be visited by walking dead men, missing the tops of their skulls and the brains they should have encased - and you are one of them!

15 MINUTES(-39- -47- -89-) 3 RP

20.

3 CLIMB ROLLS

SUCCESS -90- FAILURE -97-

15 MINUTES(-48- -50- -86- -97)

21. It takes you 45 minutes to make your way back into Dove's Bay and -73M-.

45 MINUTES (-9- -49- -72- -87-)

22. You spot some loose rocks ahead of you that cover a 3 foot wide shaft or well. Had you stepped on them you would have fallen to the unseen bottom of the well. Other than this, you find nothing of interest on the hilltop. Cautiously, you pick your way back down the hill and move on to -55-.

15 MINUTES (-52-)

23. Drat! The snap of a twig under your foot alerts the occupants of the clearing to your presence.

That strange buzzing you heard before increases, and from the clearing you catch glimpses of strange flashing colors.

The figures seem to leap into the air, accompanied by a fluttering sound of – wings?

In the blink of an eye, the clearing is vacant and silent.

Will you step out into the clearing at –47–, or will you leave the grove for –55–?

5 MINUTES (–51–)

24. Moving about on the hilltop, your foot dislodges a large rock – which gives way beneath you, causing you to slide down through the mouth of a narrow pit which opens up beneath you!

Your fall comes to an abrupt end on an unyielding, rocky surface, which causes you 2 points of falling damage. Looking up, you see that you are at the base of a 3 foot wide shaft rising some 30 feet above you.

As you study your predicament, you become aware of a multitude of hissings and whispered slitherings emanating from the rocks around you. With a cold chill, you realize you are buried within a mound that is alive with snakes!

SPOT HIDDEN

SUCCESS –48– FAILURE –73–

5 MINUTES (–52–)

25. Not much to listen to, either. You can hear the calls of wild birds off in the distance, but here in the orchard – nothing. You find that a bit strange.

SPOT HIDDEN

SUCCESS –49– FAILURE –98–

5 MINUTES (–53–)

26. After 2 hours, you are about to give up, when your shovel strikes something hard and metallic. Working furiously, you excavate a large metal box, smashing open the lock to reveal \$10,000 in gold coins!

Flushed with success, you spend the next 4 hours transferring your newfound wealth to your car. This task done, you may return to –73M– to celebrate.

6 HOURS (–76–)

27. After fighting the thick underbrush, you emerge into a small clearing in the center of the grove. The clearing appears empty and possessed of little of interest.

Will you give up and leave the grove for –55–, or poke around the clearing at –99–?

5 MINUTES (–28–)

28. The grove is dense and overgrown; thick, gnarled roots hinder your progress into its sylvan depths. It is obvious this orchard has not seen productive use for many years.

If you are here during the daylight hours, proceed now to –27–. If you have come here at night, explore –100–.

5 MINUTES (–33– –55– –90– –98–)

29. This rocky outcropping is more of a mound rather than a hill, composed mostly of large stones and rocks presumably piled here when the land was cleared for the orchard.

Will you climb the mound for a better look around the orchard at –101–, or will you scout around its base at –42–?

5 MINUTES (–33– –60– –98–)

30. A half hour's searching turns up no sign of a tree "bearing the mark of lightning." Will you give up and explore the orchard at –98– or return to –2– and search a bit longer?

30 MINUTES (–2–)

31. You know something is out there waiting for you, and you decide your best bet (it) to wait (is) out. Dawn arrives at 6AM, and that is how long you must hide here, when the first rays of natural light drives off the horrors of the night.

Hungry and tired, you trudge down the rutted, overgrown road to –21–.

Now to 6AM (–3–)

32. You are standing in Palmer's Orchard, at the base of the rocky mound. The snakes which dwell there hold no terror for you now, and you somehow know their venom will never harm you.

Your hand strays absently to the amulet at your neck, a coiled rattlesnake with a white crescent on its forehead. Though it is cold to the touch, you nonetheless take comfort from its presence as you make your way out of the orchard for –21–.

5 MINUTES (–4–)

33. There is nothing here but hot ashes and fried spiders. You can check out the wild apple grove at -28-, the rocky hill at -29-, or leave the orchard for -21-.

15 MINUTES (-5-)

34. You stagger back towards the exit, furiously swiping at the crawling arachnids, but the floor gives way again and you topple over backwards, smashing through the rotted wood - and into the nest of spiders below!

SANITY

SUCCESS -1 SAN/-6-

FAILURE -1D4 SAN/-6-

NOTE: If you lose 5 or more Sanity points, you will be afflicted by Arachniphobia.

5 MINUTES (-84-)

35.

LISTEN

SUCCESS -81- FAILURE -7-

(-66-)

36. As you approach the statue, you see that it holds an ancient tome bound in snakeskin in its scaly hands.

Will you examine the book at -82-, or the statue at -8-?

5 MINUTES (-67-) 1 RP

37.

CONX3

SUCCESS -9- FAILURE -83-

(-68-)

38. Before you enter the shack, you poke your head in and take a good look around - and discover that the entire interior of the shack is blanketed in silken webbing infested with hundreds of large, bloated spiders!

Will you enter the shed anyway at -10-, or will you return to -98- and explore elsewhere?

5 MINUTES (-69-)

39. The digging is slow, the ground unaccountably hard-packed, as though nothing had dug here for

many months.

At last you encounter something soft and yielding and fleshy... you have discovered a body! Cleaning the dirt away from the face of the corpse, you look down and see...

SANITY

SUCCESS -1 SAN/-96-

FAILURE -1D6 SAN/-96-

NOTE: If you lose 5 or more SAN points, you will find yourself instead at -19-.

(-70-)

40. Your desperately flailing hands encounter the root of a tree and grab onto it, bringing your fall to an abrupt halt.

By climbing up the root, you are able to pull yourself onto a narrow ledge at the mouth of the tunnel from which you just emerged at -59-.

10 MINUTES (-16-)

41.

LUCK

SUCCESS -64- FAILURE -13-

(-72-)

42. There is nothing to be found here. Having established this, you begin climbing the hill at -101-.

30 MINUTES (-29-)

43. Three 5 foot tall pinkish crustacean-like things with membranous wings and multiple articulate arms occupy the center of the clearing, intent on some purpose your spinning mind cannot speculate upon. They do not seem to be aware of your presence, and for that you breathe a quiet sigh of relief.

Will you slip quietly away to -55-, or do you have the courage to remain and observe these alien things at -15-?

5 MINUTES (-89-)

+1% Mythos 5 RP

44. The tunnel is dank, cramped, and uneven, making your progress a painfully slow affair. After only a short distance, the claustrophobic crawlway takes a downward slant, the slope increasing steadily until it becomes so steep that you realize it would be impossible to back up the way you came.

As the slope continues to increase, the floor grows slick with mud and slime created by seepage from past rains. The tunnel begins to gently curve, spiralling you ever downward.

CLIMB -10%

SUCCESS -59- FAILURE -16-

15 MINUTES (-48- -97-)

45. Just as you are about to step through the gaping doorway of the sagging shack, you notice that the shadowed opening is completely choked with an intricate cross-hatching of spiderwebs.

If you have matches, you can make a torch and burn the silken barrier away at -17-, or you can simply brush the flimsy filaments aside at -69-; even simpler still would be to forget entering the shed, returning to -98- and exploring elsewhere.

5 MINUTES (-91-)

46.

LISTEN

SUCCESS -18- FAILURE -52-

(-75-)

47. The clearing reveals no sign of its former occupants, and does not seem to have been disturbed for years - except for the corpse lying in the center of the clearing.

Chilled by the presence of death, you move cautiously forward. It is a man in his late thirties, but the cause of his demise remains a mystery until you are standing directly over him.

SANITY

SUCCESS -1 SAN/-96-

FAILURE -1D6 SAN/-96-

NOTE: If your Sanity loss is 5 points or more, you will find yourself instead at -19-.

(-23-)

48. In the gloom, you can just make out the mouth of a tunnel in the wall of the shaft. It is quite low, and you would have to crawl on your hands and knees to traverse it.

Will you try the tunnel at -44-, or attempt to climb out of the shaft at -20-?

5 MINUTES (-24- -50-)

49. There seems to be a great deal of insect life here; spiderwebs decorate all of the gnarled, old apple trees, and many of the webs are extensive as they are intricate.

Also, in the tall grass which proliferates between the rows of trees, you detect the occasional slithering progress of a snake going about its serpentine business.

You may explore the orchard at -98-, or call it a day and start back to Dove's Bay at -21-.

5 MINUTES (-25- -60-)

50. You have fallen! Which roll you failed will determine your damage in the following manner:

First Roll - No Loss

Second Roll - 1 Point

Third Roll - 2 Points

SPOT HIDDEN

SUCCESS -48- FAILURE -20-

10 MINUTES (-73-)

51. You spot what must be a small clearing in the grove just ahead - and there appears to be something moving about there. You hear a strange buzzing sound. Cautiously, you creep forward for a better look.

SNEAK

SUCCESS -89- FAILURE -23-

5 MINUTES (-74-)

52.

SPOT HIDDEN

SUCCESS -22- FAILURE -24-

(-46- -75- -88- -95-)

53. Well, there's not much to see here.

LISTEN

SUCCESS -25- FAILURE -98-

(-1-)

54. There is definitely nothing to be found here. Disappointed, you make your way back to -55-.

(-99-)

55. If you have not already done so, you can investigate the old shed at -91-, or the grove at -28-, or you can leave the orchard at -21-.

(-22- -23- -27- -43-
-54- -70- -92- -93- -96-)

56. You are just about to start your climb when you see that the entire hill is crawling with snakes of all varieties - and some of them poisonous!

Still, after a quick study you are able to pick out a route to the top of the hill which avoids those venomous serpents. Cautiously, you begin your slow climb over the unsteady rocks which shift unpredictably beneath your feet.

CLIMB

SUCCESS . _.

FAILURE -1 point from bruising

After 20 minutes of scrambling and several close encounters with the serpent kingdom, you manage to reach the top of the hill at -75-.

20 MINUTES (-101-)

57. After 2 hours of digging, you admit defeat. Either someone beat you to the treasure years ago, or it never really existed.

Although you are discouraged, you may consider exploring the orchard at -98- or, being too frustrated, depart the orchard for -21-.

2 HOURS (-76-)

58. Suddenly, you burst into a small clearing in the center of the grove, staggering to a shocked halt as you see...

SANITY

SUCCESS -1 SAN FAILURE -1D6

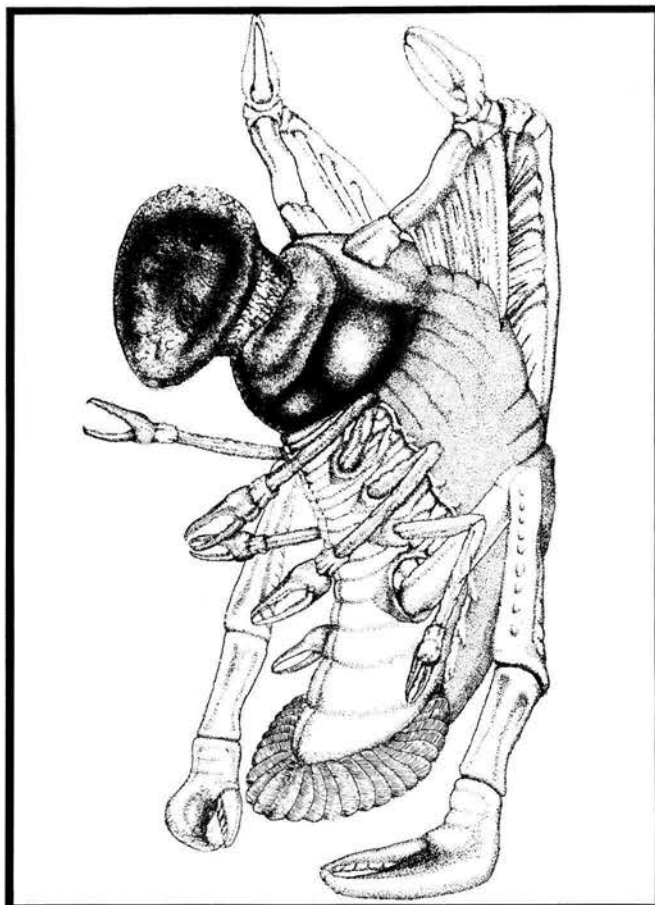
...three 5 foot tall crustacean things with membranous wings and knobby heads which fluctuate through weird spectrums of colors! And they have seen you! One of the multicolored things raises an alien instrument in one of its many appendages; a bolt of brilliant blue energy streaks from the device straight at you!

DODGE

SUCCESS -66- FAILURE -85-

NOTE: If your SAN loss was 5 point or more, add an additional 10 points to your total for this Dodge roll.

(-74-) +1% Mythos 3 RP



59. You see that you have entered some kind of large well, which the mound of rocks above you was obviously meant to block - or conceal. The well dives deep into the flesh of the earth, and you can see no bottom to it.

You can, however, see a narrow ledge spiralling down around the sides of the well, and this looks passable if caution is exercised.

Will you descend along the ledge to -67-, or will you attempt to crawl back up the tunnel to -12-.

5 MINUTES (-40- -44-)

60. There is the wild apple grove at -49-, or the rocky hill at -29-. Or you can leave the orchard at -21-.

(-9- -64- -72- -79- -80-)

61. As you pass through the dark doorway, you are engulfed in a web of spider silk!

SANITY

SUCCESS . _.

FAILURE -1 SAN

Backing away from the disgusting barrier, you

consider your options. You could try burning the web at -17-, or simply brush the repulsive stuff aside at -69-.

5 MINUTES (-91-)

62. *LISTEN*

SUCCESS -3- FAILURE -7-

(-66- -81-)

63. The snake plunges its fangs into your throat. Poison courses through your system. You are consigned to the darkest abyss of oblivion.

THE END

(-82-)

64. The wood of the shed is quite dry and burns away quickly; soon there is nothing left of it but ashes.

Will you poke through those ashes at -5-, or explore elsewhere at -60-?

15 MINUTES (-41-)

65. Brushing off the multilegged creatures as you stagger back, you exit the shack and determine to continue your explorations elsewhere at -98-.

5 MINUTES (-84-)

66. You barely scramble clear of the deadly bolt, which strikes a nearby tree, setting it instantly ablaze. When you are able to look back into the clearing, you see that it is empty.

Will you investigate the clearing at -35-, or leave the grove at -62-?

5 MINUTES (-11- -58-)

67. It is a long and harrowing descent that takes you a quarter of a mile into the belly of the earth.

The ledge ends at the rocky floor of a circular chamber some 50 feet in diameter, eerily illuminated by phosphorescent moss and lichens.

Opposite you in the gloom rears a 20 foot tall statue of a muscular man with scaly skin - and the head of a serpent! To your left, the mouth of a 10 foot tall tunnel presents the possibility of a route to the surface.

Will you accept the tunnel's invitation at -78-, or will you investigate the statue at -36-?

30 MINUTES (-59-) 1 RP

68. You try desperately to fling yourself clear of the onrushing mass, but to no avail; the multilegged

wave overtakes you, swarming over you and engulfing you completely, biting and stinging in angry wrath!

SANITY

SUCCESS -1 SAN FAILURE -1D4 SAN

NOTE: If your SAN loss is 5 or more points, you are afflicted with Arachniphobia, a morbid fear of spiders.

You plunge blindly from the orchard, throwing yourself to the ground and thrashing about to dislodge the eight-legged horrors. At last, heart thumping madly and covered with the pulp of squashed spiders, you stagger off to -37-.

10 MINUTES (-13- -14-)

69. The sticky webbing clings to your arms, making an unattractive mess of your clothing. Something drops onto your hand; you look down and see a spider, half the size of your fist, perched there on the bare flesh of your hand!

Disgustedly, you shake it off.

SPOT HIDDEN

SUCCESS -38- FAILURE -10-

5 MINUTES (-45- -61-)

70. The alien things excavate a hole, dump something into it, and fill it in again. When they are done, they spread their wings and take flight, heading east towards the hills. In a moment, the clearing is deserted.

Will you too leave the clearing for -55-, or will you attempt to discover what the creatures buried at -39-?

5 MINUTES (-15-)

71. You plunge screaming to your doom, your life ending with a sickening crunch.

THE END

(-16-)

72. You hear a curious scuttling sound over the crackle of the flames. Instantly wary, you step slowly back from the blazing shed, and thus are safely clear of the onrushing horde of fist-sized spiders that pours forth from the doorway in a solid mass that blankets the ground!

Will you remain until the fire has burned itself out at -41-, explore the rest of the orchard at -60-, or forget the whole thing and take off for town at -21-?

5 MINUTES (-17-)

73. You will have to climb out of this shaft

3 CLIMB ROLLS

SUCCESS -90- FAILURE -50-

(-24-)

74. Pressing on into the overgrown grove, you find your progress even more hindered, as if the dense underbrush were attempting to turn you back from whatever awaits ahead.

SPOT HIDDEN

SUCCESS -51- FAILURE -58-

5 MINUTES (-88- -93- -100-)

75. So here you are, and there is the orchard spread out around you in all its overgrown glory. It is a depressing sight, and not worth the climb up here.

If you came to the orchard during the day, see what is to be seen at -52-. If you came at night, take a look at -46-.

5 MINUTES (-56-)

76. After half an hour's futile searching, your eyes settle on a particularly gnarled tree, warped and split by time and weathering; and one such split curiously resembles the jagged track of a lightning bolt!

1/2 LUCK

SUCCESS -26- FAILURE -57-

30 MINUTES (-2-)

77. Rushing back to town, you storm into the Sheriff's office and blurt out your story. It is clear that the Sheriff does not believe you, but he is never the less obligated to investigate.

Returning to Palmer's Orchard, you lead the Sheriff and a deputy through the grove and into the clearing, where you are able to show them - nothing.

No body, no tracks, not one shred of evidence to support your story. The Sheriff is not amused - and that isn't good for you. You are locked up for the night, and in the morning a deputy escorts you out of town with a warning never to come back.

You drive away from Dove's Bay frustrated and depressed, knowing that, for you, the case of Grimrock Isle has reached...

THE END

(-96-)

78. This tunnel twists and turns until you lose all sense of direction, but after an hour's walk you feel the cool breath of fresh air on your face.

Soon after, you emerge from the earth through a brush-choked fissure in the side of a hill overlooking Dove's Bay.

A 15 minute walk will see you to -73M-.

1 HOUR, 15 MINUTES (-8- -67-)

79. You find an old tobacco tin, label charred and blackened, which must have fallen between the floorboards of the shed. Realizing there is something inside the tin, you open it and pull out an age-worn slip of paper which bears a hastily scribbled note:

"They chased me here from the hills. Not much time left. Can hear them buzzing outside. If you have come here at night, get out! Get out before They take notice of you!"

Jasper Sharples

Will you heed this advice and leave the orchard at -21-, or continue your explorations at -60-?

15 MINUTES (-5-) 2 RP

80. You discover a loose floorboard beneath the webbing. Removing it, you find an old tobacco tin which, when the lid is removed, reveals the note inside:

"They chased me here from the hills. Not much time left. Can hear them buzzing outside. If you have come here at night, get out! Get out before They take notice of you!"

Jasper Sharples

Will you heed this advice and leave the orchard at -21-, or continue your explorations at -60-?

15 MINUTES (-10-) 2 RP

81. Just as you are about to enter the clearing, you become aware of a strange fluttering sound in the sky overhead. Will you still enter the clearing at -7-, or leave the grove at -62-?

5 MINUTES (-35-)

82. As you leaf through this obviously ancient volume, the pages seem to flutter of their own accord, opening to a page bearing a single inscription written in red:

"Whomsoever reads these secret lines shall bind himself to the Father of Serpents, or be consigned to the darkest abyss of oblivion. Choose now, and for all time."

A heavy, hissing sound draws your eyes from the

book – to be frozen in horror at the sight of a huge rattlesnake squeezing itself out of the statue's gaping mouth!

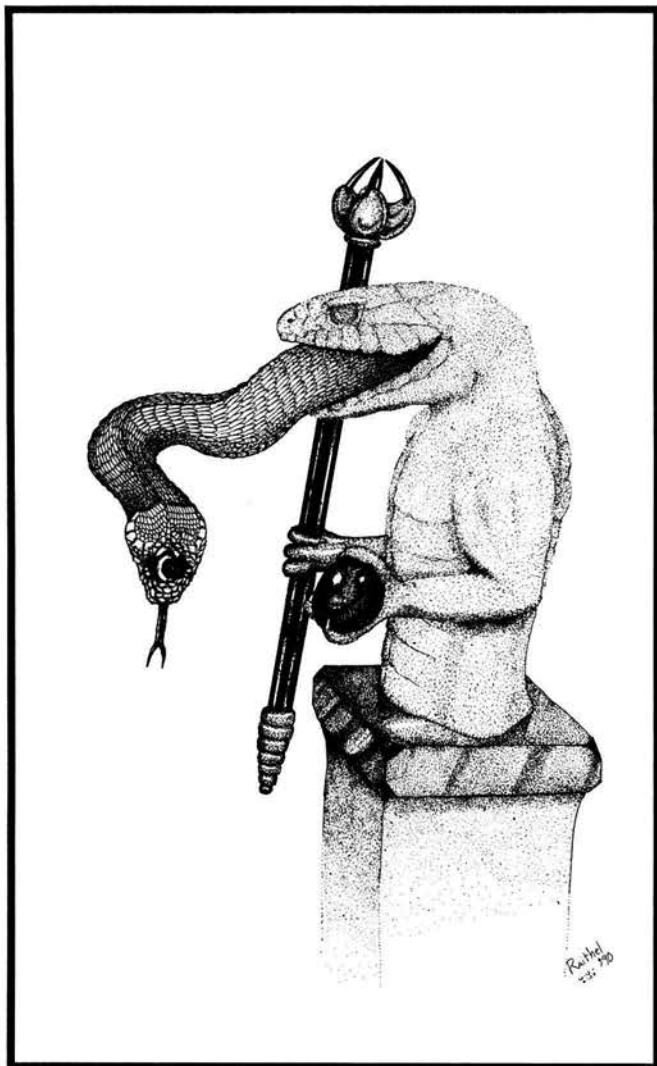
SANITY

SUCCESS -1 SAN FAILURE -1D4 SAN

You want to flee, but you cannot move! The snake is very close, a white, crescent-shaped mark livid on its forehead.

Will you accept the Father of Serpents at -4-, or deny him at -63-?

5 MINUTES (-8- -36-)



83. Waves of nausea strike you like a hammer blow, adding to the discomfort of intermittent bouts of dizziness. Vaguely, you realize that the spiders which bit you must have been venomous.

You have lost 2 hit points from the multiple bite wounds, and upon your return to town you will be completely incapacitated for the next 1D8 hours.

Stopping on more than one occasion to spew up the contents of your stomach, you stagger off to -21-, determining never to return to Palmer's Orchard again.

10 MINUTES (-37-)

84. The floor gives way beneath your right foot, and your leg sinks through up to your knee. Pulling it free from the ragged hole, you gasp in disgusted horror to find over a dozen large, fat spiders clinging to your leg!

DODGE

SUCCESS -65- FAILURE -34-

5 MINUTES (-10-)

85. You are unable to get clear of the energy bolt, which burns through your neural pathways and leaves your body a charred and blackened mass of smoking meat. Whatever these creatures are doing here, they are now free to continue with it.

THE END

(-11- -58-)

86. You have made it back to the vertical shaft, out of which you must now attempt to climb at -20-.

10 MINUTES (-12-)

87. You manage to dance clear of the onrushing swarm – but again, the mass of spiders turns in your direction with purposeful determination!

SANITY

SUCCESS . FAILURE -1 SAN

You realize something unnatural is happening here, and you flee Palmer's Orchard, leaving it to its multilegged inhabitants – and whatever else might lurk there.

On your way back to town at -21-, you pledge to yourself never to return to Palmer's Orchard again; you have enough to deal with in Dove's Bay without seeking out new horrors in these dark corners.

5 MINUTES (-13-)

88. You hear a peculiar buzzing sound emanating from the overgrown apple grove. Would you investigate at -74-, or ignore it and continue on to -52-?

10 MINUTES (-18-)

89. Locating a good vantage point, you peer out into the clearing and...

SANITY

SUCCESS $\frac{1}{2}$ / -43-

FAILURE -1D6 SAN/-43-

NOTE: If your Sanity loss is 5 points or more, you will find yourself at -19-.

5 MINUTES (-51-)

90. You have made it to the top of the shaft! Pulling yourself out of the pit, you scramble cautiously down the snake-infested hill.

Once at the bottom, you can explore the grove of wild apple trees at -28-, or that old shed over at -91-, if it is still standing. Or, you can call it a day and take off for -21-.

10 MINUTES (-20- -73-)

91. *SPOT HIDDEN*

SUCCESS -45- FAILURE -61-

(-55- -90- -98-)

92. There doesn't seem to be anything of importance here, but you never know...

Will you leave the grove for -55-, or try another look around at -99-?

15 MINUTES (-99-)

93. You hear a strange buzzing sound which seems to be coming from the center of the grove. Will you investigate at -74-, or leave that mystery unsolved, exiting the grove for -55-?

5 MINUTES (-100-)

94. Ouch! Something bit you! Looking down, you see a large but harmless snake slithering into a crevice in the rocks. You must have stepped on it, and it retaliated.

However, as you look around you now, you see that the entire mound is crawling with snakes of all sizes and varieties, some of them being quite poisonous - and you are standing squarely in the middle of them!

You must make 1D6+3 LUCK rolls at -20% to pick a safe path to the base of the hill. For each missed roll, you are bitten for 1 point of damage.

Whenever you are bitten, make a CON X 5 roll. For each missed roll, you will be incapacitated for 1D4 hours upon your return to Dove's Bay.

Having reached the base of the hill, you decide

Palmer's Orchard isn't worth the effort, and without a backward glance, you set off for -21-.

20 MINUTES (-101-)

95. It is a quiet night, not a sound to be heard. Well, back to work and -52-.

(-18-)

96. The top of the poor devil's skull is missing, and his brain has been removed! Now, this close, you can see the expression of unutterable horror etched into the poor wretch's features.

Staggering back from the corpse, you lean against a nearby tree and are violently ill. As you recover, you must decide if you should inform the Sheriff of your discovery at -77-, or say nothing and leave the grove for -55-.

15 MINUTES (-39- -47-)

97. You've fallen! Which roll you missed will determine the amount of damage you sustain in the following manner:

First Roll - No Damage

Second Roll - 1 Point

Third Roll - 2 Points

You may return to -20- and try again, or you can check out that tunnel you just noticed at -44-.

5 MINUTES (-20-)

98. From where you stand, you can see an old shed there at -91-, a dense grove of wild apple trees at -28-, and a low, rocky hill near the center of the orchard at -29-.

(-25- -30- -38- -45- -49- -53- -57-
-65-)

99. *SPOT HIDDEN*

SUCCESS -54- FAILURE -92-

(-27- -92-)

100. *LISTEN*

SUCCESS -93- FAILURE -74-

(-28-)

101. *SPOT HIDDEN*

SUCCESS -56- FAILURE -94-

(-29- -42-)

