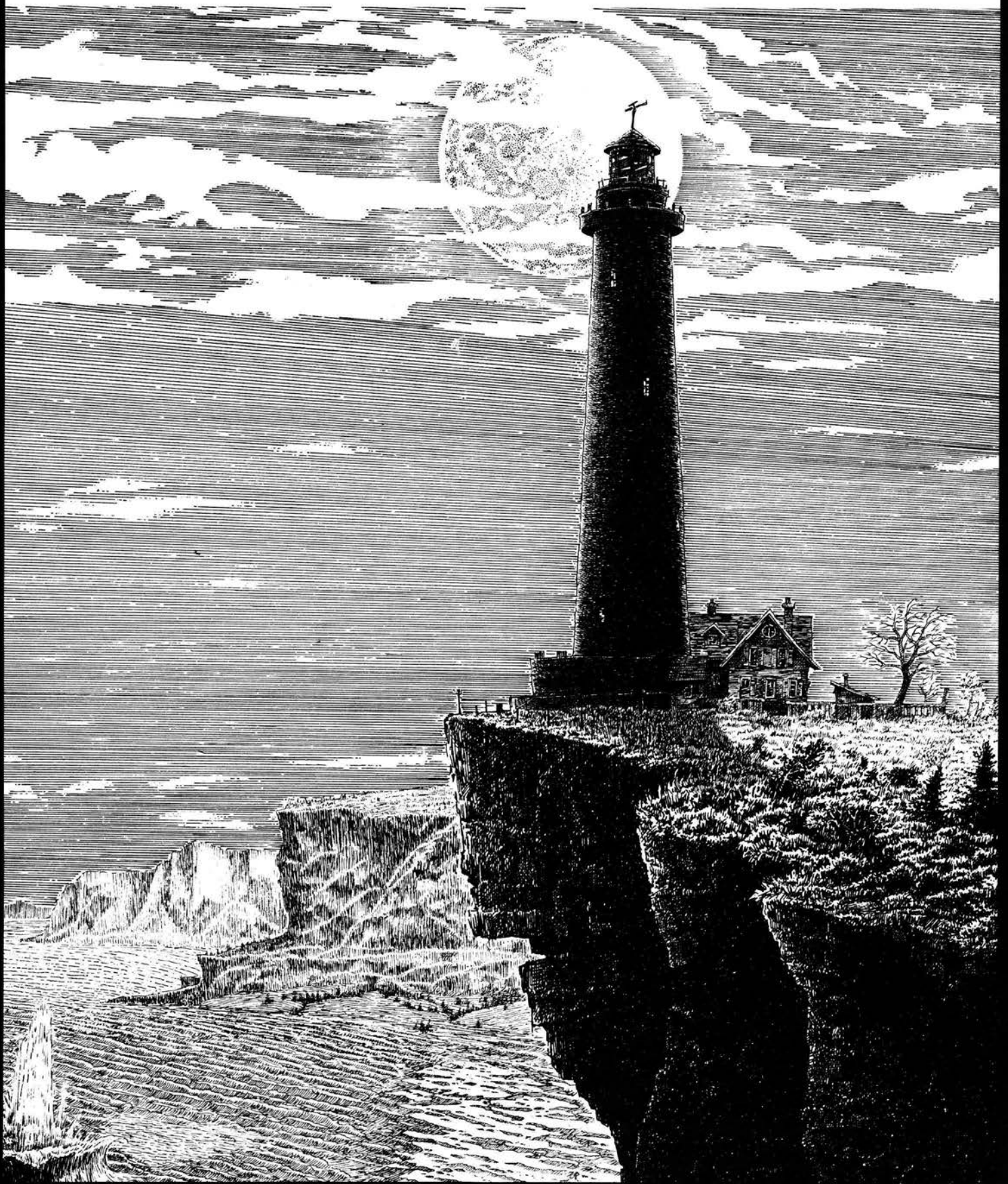
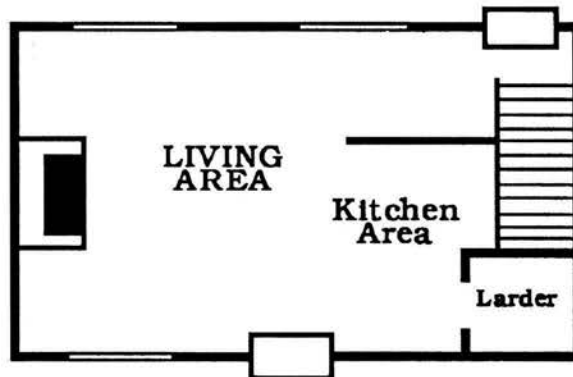


McKIERNAN'S LIGHTHOUSE

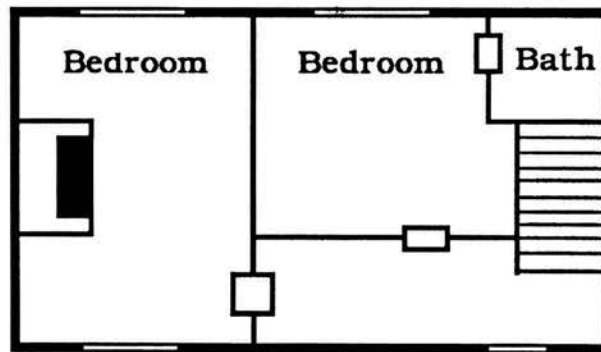


McKeirnan's Lighthouse

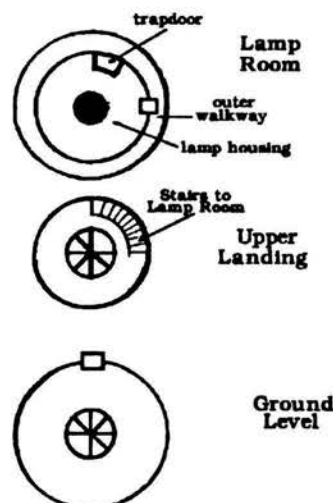


Caretaker's Cottage Ground Floor

Caretaker's Cottage Upper Floor



Lighthouse Tower



1. McKeirnan's Lighthouse was once a vitally important warning beacon for the wind driven ships which once plied these waters; but now those ships are gone, and the lighthouse sits forgotten and forlorn atop the high cliffs overlooking the Bay.

At one time, all the windows of both the tower and the attached cottage were securely boarded over, but rot and vandalism have taken their toll, leaving gaping wounds of blackness framed by jagged edges of broken glass.

A dark and time-worn silhouette greets you as you walk up the rutted, near non-existent Old Coast Road towards the lighthouse; not a very cheering view, to say the least.

If you have come out here during the day, you may poke around at -38-. If you have come here at night, you will find -65-.

45 MINUTES (DIRECTORY)

2. To explore this cave, go now to the Hutchin's Cave Solo and begin at entry -16- (day) or -5- (night).

(-82-)

3. "We must confront this Lazarus Grim and defeat him, deliver such a blow to his plan that his unnatural concentration will be broken and he will be sent at last into the realm of the dead."

LUCK

SUCCESS -55- FAILURE -28-

5 MINUTES (-10-) 10 RP

4. With a bone-jarring shudder, a portion of the lighthouse tower disintegrates, showering you with debris. You sustain 1D4 points of damage as you stagger back from the suddenly dangerous structure.

Will you continue to move away to -31-, or will you take a quick look around at -50- in an attempt to determine the cause of this phenomenon?

(-27-)

5. These boot tracks follow the game trail for quite some distance before veering off towards the cliffs, where the prints become hard to track on the rocky ground.

TRACK

SUCCESS -48- FAILURE -49-

(-80-)

6. An old, rusted oil lamp illuminates a deserted lamp room. Perhaps Gleason is poking around in the cottage while he waits for your arrival.

Will you go to the cottage at -62- and look for him, or remain here and wait at -35-?

5 MINUTES (-20-)

7. Well, you now have had an interesting diversion, but it is time to move on, either to the tower at -61-, or back into Dove's Bay at -73M-.

(-40-)

8.

.45

SUCCESS -37- FAILURE -64-

(-68-)

9. *My Friend,*

I received your message that you could not keep our appointment tonight. Unfortunately, other matters require my presence elsewhere, so we cannot meet again in Dove's Bay. I have every faith in your ability to solve this mystery, and wish you good luck.

Gleason Bailey

A chill runs down your spine as you realize you were lured into a trap. You determine to be more cautious from now on.

You may return to the lighthouse at -14-, or continue your work in town at -73M-.

15 MINUTES (-31- -73- -69-)

10. "This may be hard for you to accept, but Lazarus Grim is a Revenant, a form of undead that clings to an unnatural life because of a need to finish some task that he has yet to complete. I suspect that task could spell disaster for us all. We have got to do something to stop him. I don't know exactly what, but I do know that our answers will be found on that island."

LUCK

SUCCESS -3- FAILURE -28-

5 MINUTES (-32-) 10 RP

11. You can attempt to wade across at -85-, or make the 60 minute return journey to -38-, and try something else.

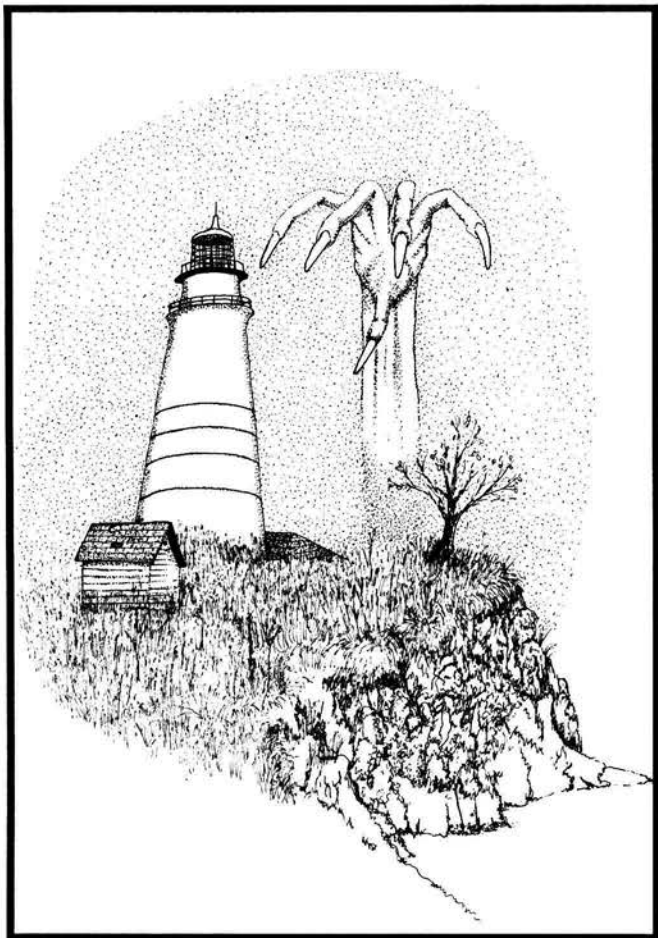
(-33-)

12. The tower is a circular affair of granite blocks, its interior taken up by a spiral staircase winding up into the gloom at -86-.

(-61-)

13. A gargantuan form, towering over the cliff, lumbers forward, taloned claws stretching to wreak further devastation upon the lighthouse! Mad with fear, you throw yourself away from the doomed structure and towards the safety of -31-.

(-50-)



14. McKeirnan's Lighthouse is a jumble of collapsed stone and splintered rubble, most of which has toppled over the cliff and into the sea far below. What happened here last night that could have brought about such destruction? You do not know - and reluctantly admit that you do not want to know!

The smell of the sea carries a special horror for you now, and the ceaseless lapping of the waves pursues you back to town and -73M-.

2 HOURS (-78- -9-) 5 RP

15.

SANITY

SUCCESS -1D6 SAN/ -42-

FAILURE -1D20 SAN/ -42-

NOTE: If your SAN loss is 5 or more points, you will find yourself at -23-.

(-46-)

16. The walls of the tower buckle and collapse, dragging down the stairway and you along with it. You catch a glimpse of Gleason breaking free of the crumbling tower, and your last thought as the hard, unyielding earth rushes up to meet you is that at least there will be someone left to solve the dark mystery of Grimrock Isle.

THE END

(-74- -99-)

17.

MECHANICAL REPAIR

SUCCESS -25- FAILURE -71-

5 MINUTES (-67- -75- -100-)

18. Just as you are about to give up, you spot a rough trail which seems to wind down the face of the cliff to the beach 100 feet below.

LISTEN

SUCCESS -93- FAILURE -45-

5 MINUTES (-49-)

19. The building suddenly shudders, throwing you violently to the floor! Debris falls all around you as the terrible concussions continue! You must get out of here!

Scrambling to your feet, you stagger desperately for the staircase at -58-.

(-35-)

20. You find the tower door open just enough to allow you to enter a circular chamber in which a spiraling wrought-iron staircase winds upward and into the yellow glow at -59-. Cautiously, you move slowly up the staircase, acutely aware of its advanced age.

5 MINUTES (-36- -98-)

21. Your attacker staggers, clutching his chest. He falls, and does not move. Searching the body turns up no identification, but does reveal a pint bottle of illegal whiskey that bears a Canadian label.

Will you return to Dove's Bay to report this incident at -60-, or hide the body, taking up your investigation at -33-?

(-37-)

22. It will take you 45 minutes to return to Dove's Bay and -73M-.

45 MINUTES (-38-)

23. Run, run! Must get away.. Must... How did you get back in Dove's Bay? What has become of Gleason, and what happened at the lighthouse?

You receive the answer to one question on your return to Mrs. Gordon's boarding house, where a brief note awaits you at -78-.

60 MINUTES (-51- -66- -15-)

24. As you and Gleason emerge from the lighthouse, a great, sucking roar arises from the sea. Your companion continues his headlong dash toward the cover of the forest.

Will you follow him to -91-, or turn to observe the source of the sounds at -66-?

(-81-)

25. With a little pushing and shoving, the door allows you entry into a circular chamber of large granite blocks, with a spiral, wrought-iron staircase ascending into the deeper darkness of -92-.

5 MINUTES (-17-)

26. Clawing madly at the unyielding rock, you finally scramble over the edge of the cliff, casting about for your treacherous assailant. But you are alone now, and are able to make your way shakily back to -38-, where you can decide what to do next.

10 MINUTES (-101-) 3 RP

27.

LISTEN

SUCCESS -46- FAILURE -4-

15 MINUTES (-62- -84-)

28.

LISTEN

SUCCESS -81- FAILURE -99-

(-88- -32- -10- -3- -55-)

29. You make it across without incident, and can resume your journey at -96-.

(-85-)

30. A flash of movement and color catches your eye from below. Was it your imagination or did you see a fleeting figure in a red fisherman's cap moving about in the under-brush?

You can investigate this at -83-, or continue your explorations at -38-.

10 MINUTES (-57-)

31. You scramble to safety scant seconds before the entire structure collapses into a mountain of rubble! Thrown off balance, you fall to the ground, striking your head on something hard...

An hour later, you awaken to the silence of the woods. McKeirnan's Lighthouse is a ruin, and you find no evidence to explain how this happened.

Mystified, you return to town and Mrs. Gordon's boarding house, where a message awaits you at -9-.

2 HOURS (-58- -4- -13-)

32. "Grim House is without a doubt the center of it all," Gleason continues, taking an occasional sip of his coffee. "And - if you can comprehend this - so is Mr. Lazarus Grim. He's not really dead, but he's not really alive, either."

LUCK

SUCCESS -10- FAILURE -28-

5 MINUTES (-88-)

33. There is a trail from the top of the cliff to the beach below, and it is not overly difficult to negotiate. Once on the sandy margin between cliff and sea, you see that the only way you can travel is up the coast and back towards Dove's Bay.

After about 20 minutes, you arrive at a point where a 10 yard wide finger of the sea has extended right to the base of the cliff.

SPOT HIDDEN

SUCCESS -82- FAILURE -11-

20 MINUTES (-21- -89-)

34.

MECHANICAL REPAIR

SUCCESS -40- FAILURE -90-

(-38-)

35.

LISTEN

SUCCESS -84- FAILURE -19-

15 MINUTES (-6- -62-)

36. As you are approaching the lighthouse, you see the glimmer of light shining between the boards of the lamp room of the tower. While there appears to be no movement up there, the light obviously indicates another's presence.

Will you enter the tower at -20-, or do some exploring at -98-?

5 MINUTES (-65-)

37. Good shot! determine your damage and deduct it from your assailant's hit point total of 12. If this total is reduced to 0, then the result will be -21-. If he still has points remaining, deal with it at -89-.

(-8-)

38. The sound of the surf comes clearly to your ears, riding a breeze redolent with the salty tang of the sea.

There are two means of entering the lighthouse; the first is the door leading into the tower itself at -61-, and the other is the door of the attached cottage at -34-.

If neither of these appeals to you, you can always set off back to town at -22-.

(-1- -90- -86- -97- -30- -53- -63-

-80- -76- -26- -64- -11- -79- -89-)

39. Your terror-stricken mind catches the impression of a winged, octopoidal form whose blubbery, elastic arms reach up to tear at the walls of the lighthouse!

Unable to withstand this soul-numbing sight any longer, you turn and flee into the woods to cringe in

fear next to Gleason until silence returns once more to this place. Gleason is the first to speak at -70-.

10 MINUTES (-66-) 5 RP

40. You are able to force the warped door open wide enough to permit your entry. Exploring the two story cottage will take about an hour, and you can use the diversion.

SPOT HIDDEN

SUCCESS -63- FAILURE -7-

60 MINUTES (-34-)

41. Before you can bring your weapon to bear, your assailant crashes into you - shoving you over the edge of the cliff!

1/2 LUCK

SUCCESS -101- FAILURE -72-

(-68-)

42. An octopoidal head emerges from the depths, huge, baleful eyes intent - upon your destruction! A choked cry of horror and revulsion on your lips, you beat a shaken retreat into the woods and -69-.

5 MINUTES (-15-)

43. You both clear the crumbling tower just in the nick of time. You do not look behind you, for the ponderous sucking sounds you hear over the crash of rubble warns that to do so would mean madness.

You reach the bushes, where you huddle together, cringing in fear at -70-.

5 MINUTES (-74- -99-)

44.

MECHANICAL REPAIR

SUCCESS -67- FAILURE -100-

5 MINUTES (-75- -71- -92-)

45. Without warning, a rough hand slams into your back and propels you out over the edge of the cliff!

1/2 LUCK

SUCCESS -101- FAILURE -72-

(-18- -48-)

46. There seems to be some sort of disturbance out at sea. Turning, you see a vast expanse of ocean

boiling – bubbling with some massive and unnatural activity.

Will you remain and observe this phenomenon at -15-, or retreat to Dove's Bay and the boarding house at -73-?

5 MINUTES (-27-)

47. Something large and vast and horrible is rising from the sea, a hulking thing whose octopoidal head is trained with doleful intent upon the very lighthouse in which you stand!

"Run!" you hear Gleason scream as he leaps for the stairway, "Run for your life!" You need no further encouragement, racing after Gleason down the stairs to -74-.

(-51-) +1% Mythos 5 RP

48. The boot prints seem to head right for the cliff; but then they double back – behind you!

LISTEN +20%

SUCCESS -93- FAILURE -45-

(-5-)

49. Drat the luck, you have lost the trail! There doesn't seem to be any way for you to pick it up again, either.

LUCK

SUCCESS -18- FAILURE -76-

(-5-)

50.

SANITY

SUCCESS -1D6/ -13-

FAILURE -1D20/ -13-

NOTE: If your SAN loss is 5 points or more, you will find yourself at -77-.

(-4-)

51.

SANITY

SUCCESS -1D6 SANITY/ -47-

FAILURE -1D20 SANITY/ -47-

NOTE: If you have lost over 5 Sanity points, you will find yourself at -23-.

(-81-)

52. You can't get out of the way in time and your attacker plows into you – shoving you off the brink of the cliff!

1/2 LUCK

SUCCESS -101- FAILURE -72-

(-93-)

53. The ground has been disturbed here, though you can't tell what might have caused the disturbance, or which way it might have went. Was it a wild animal – or was someone watching you?

Pondering this question, you stroll back to -38-.

10 MINUTES (-83-)

54.

SANITY

SUCCESS -1D6 SAN/ -94-

FAILURE -1D20 SAN/ -94-

(-84-)

55. "I will help on this. I'm sure this has something to do with Jack Bassett's disappearance, and I want to pay back whoever is responsible, living or dead!"

LUCK

SUCCESS -95- FAILURE -28-

5 MINUTES (-3-) 10 RP

56. Oops! Lost your balance in the shifting sands. Well, the water deepens a bit here anyway, so you are able to swim the rest of the way to -96-.

(-85-)

57. This is a splendid view, the stuff picture postcards are made of. The sea before you, the wilderness on either side, and off in the distance Dove's Bay, a quaint-looking village by the sea.

SPOT HIDDEN

SUCCESS -30- FAILURE -97-

(-86-)

59.

LUCK

SUCCESS -88- FAILURE -6-

(-20-)

60. The Sheriff listens to your story with a stony expression, and when you are done he nods his head.

"Sounds like old Jakob Herring," he growls. "We've been after that fellow for smuggling in bootleg whiskey from Canada, but we've never been able to prove anything. You were probably getting too close to one of his caches."

While he admits that he is glad the case is finally closed, the Sheriff isn't all that happy with your part in its solution. He tells you to remain available for questioning for the next 3 days, after which he strongly suggests you leave Dove's Bay.

NOTE that you now have 3 days in which to solve all the mysteries of Grimrock Isle before making your way to -73M-. You've got your work cut out for you!

2 HOURS (-21- -79-)

61.

MECHANICAL REPAIR

SUCCESS -12- FAILURE -90-

(-7- -38-)

62. The old, rusted lock on the cottage door is securely shut; Gleason is obviously not inside. Will you return to the lamp room and wait for him at -35-, or remain here and pass the time at -27-?

10 MINUTES (-6-)

63. You are now on the upper floor of the cottage, where a flash of movement and color attracts your attention. Might it have been the figure of a man in a red fisherman's cap?

Will you check it out at -83-, or continue with your investigations at -38-?

(-40-)

64. Your panicked shot goes wild, but it so frightens your attacker that he aborts his charge and flings himself into the concealing underbrush. Before you can recover, the man in the red cap is gone.

You can only return now to -38- and decide how you will proceed from there.

20 MINUTES (-8-)

65. If you came here out of curiosity, you may satisfy it at -75-. If you have a reason for being here, you may move on to -36-.

(-1-)

66.

SANITY

SUCCESS -1D6 SAN/ -39-

FAILURE -1D20 SAN/ -39-

NOTE: If your SAN loss is 5 points or more, you will find yourself at -23-.

10 MINUTES (-24-) 5 RP

67. The door grinds open on rusted hinges, allowing you to enter the caretaker's cottage. One hour passes, and you have explored the entire place and come up with nothing but dust and cobwebs.

You are free to explore the tower at -17-, or to return to town at -73M-.

60 MINUTES (-44-)

68. Match your DEX with your attacker's Move of 8 on the Resistance Table. If you can beat this unknown enemy, then you may act at -8-; if your attacker should win, you will then have to deal with -41-.

(-93-)

69. The sounds of rending metal, crumbling stone, and splintering wood pursues you along the Old Coast Road to Dove's Bay, and you know with chilling certainty that McKeirnan's Lighthouse is no more.

Staggering back into town, you seek the sanctuary of Mrs. Gordon's boarding house, where you find a note awaiting you -9-.

(-42-)

70. "We'll split up," Gleason pants. "We'll make our way back to town and, for both our sakes, continue the investigation separately. Someone in Dove's Bay possesses and evil power, and is abetting whatever plot is afoot on Grimrock Isle.

"Good luck, and may we meet again under happier circumstances!"

With that, Gleason is gone into the night, leaving you to stumble back to town and -73M-, chased by the sound of sifting rubble.

The lighthouse is destroyed, and you cannot visit it

again – even if you wanted to!

1 HOUR (-43- -91- -39-) 5 RP

71. The lock is rusted shut, mocking your skill. Perhaps the cottage door lock over at -44- will be more co-operative, or maybe it would be best to get back to town at -73M-; you've got better things to do than poke around empty buildings.

(-17-)

72. Screaming with fear, you plummet to the beach below, where your fall – as well as your life – comes to an abrupt end. Your body is washed out to sea at high tide, and you are never heard from again.

THE END

(-45- -101- -41- -52-)

73. There is a message waiting for you upon your return; You may read it at -9-.

1 HOUR (-46-)

74.

LUCK

SUCCESS -43- FAILURE -16-

(-47-)

75. Peering through windows, you see that the interior of the lighthouse is wrapped in a deeper darkness than the night. The place is, except for yourself, deserted.

There are two ways into the lighthouse; the door to the tower at -17-, or the door of the cottage at -44-.

(-65-)

76. Well, there's nothing for it but to return to -38- and decide what to do then.

15 MINUTES (-49-)

77. Vast wings framing an abhominal, octopoidal head! Great, blubbery arms reaching out, talons raking stone, pulling it down!

So stunned are you by this vision of horror that you are utterly paralyzed, unable to throw yourself clear of the tons of granite bearing down upon you.....

THE END

(-50-)

78. *My Friend,*

After what has happened, I feel it would be safest for us both if we pursue this investigation separately. We have a human enemy in Dove's Bay who can summon aid from certain – inhuman allies. Be careful!

Gleason Bailey

After a troubled sleep filled with nightmares of huge octopi arising from the sea, you awaken chilled down to the bone. A new day has begun, and your investigation must continue with all haste.

Will you dare a return to the lighthouse at -14-, or remain in town and conduct your business at -73M-?

8 HOURS (-23-) 10 RP

79. At the very last second, you are able to leap out of your attacker's path. Unable to stop his charge, the man plunges screaming to his doom on the beach below.

You are stunned. Should you report this to the proper authorities at -60-, or just let everyone think the fellow simply had an accident and return to -38- and resume your investigation?

(-93-)

80. You find the clear prints of heavy boots. Whoever wore them stood here for some time, obviously watching the lighthouse before moving off along a game trail which follows the coast away from Dove's Bay.

Will you follow these tracks to -5-, or return to -38- and your examination of the lighthouse?

10 MINUTES (-83-) 3 RP

81. A strange sound reaches your ears from somewhere outside, a curious bubbling which causes you to interrupt the conversation.

Will you take a look out a shattered window at -51-, or exit the lighthouse to get a clearer view at -24-?

(-28-)

82. You notice that the channel before you not only extends to the cliff, but extends into it, through the mouth of a cave of unknown size.

Will you explore this cave at -2-, or attempt to wade the channel at -85-?

(-33-) 2 RP

83. Emerging from the lighthouse, you make your way with caution to the spot where you detected the movement. After a few moments poking about, you discover something.

TRACK

SUCCESS -80- FAILURE -53-

5 MINUTES (-30- -63-) 3 RP

84. A strange, ponderous roar comes to you from outside; it does not seem wholly natural.

Will you take a look through a broken window at -54-, or exit the lighthouse to get a better look at -27-?

(-35-)

85.

LUCK

SUCCESS -29- FAILURE -56-

(-11- -82-)

86. The wrought iron staircase creaks and sways ominously, but you are able to ascend to the lamp room without incident.

The lamp room is a denuded chamber littered with shards of broken glass. The sun pours brightly through the breaks in the boarded windows, dispelling some of the gloom up here.

Will you examine the view at -57-, or carry your explorations back to -38-?

10 MINUTES (-12-)

87. A last, terrible concussion sunders the tower, collapsing the staircase and burying you beneath tons of rubble. You are dead, another victim of the curse of Grimrock Isle.

THE END

(-58-)

88. Gleason Bailey greets you with a wry smile and a cup of hot coffee.

"Glad you could make it," he says as you take your seat. "I think I've got a line on what's going on here, and I was right - it's not good!"

LUCK

SUCCESS -32- FAILURE -28-

5 MINUTES (-59-)

89. Clutching the wound in his shoulder, your erstwhile attacker staggers off into the trees, and is lost to sight. You are about to give chase when you spot a bottle lying on the ground. It is a whiskey bottle with a Canadian label; high quality - highly illegal.

Will you return to -38- to decide what to do next, or re-examine the area more closely at -33-?

5 MINUTES (-37-)

90. The lock on the door defeats you, forcing you back to -38- and another choice.

5 MINUTES (-61- -34-)

91. You run faster than you've ever run before, driven by the terrible abomination of sounds which cannot be drowned out by the rumble of the lighthouse's destruction. Reaching the cover of the underbrush, you huddle there in mortal fear until a ponderous silence descends, and Gleason whispers to you at -70-.

10 MINUTES (-24-) 5 RP

92. You find yourself inside a bare lamp room littered with shards of broken glass. After some poking around, you decide there is nothing of interest to be found here. You can try the door of the cottage down at -44-, or return to town at -73M-.

15 MINUTES (-25-)



93. The sudden rush of feet behind you! You whirl to face a heavily bearded man in a red fisherman's cap bearing down on you - with the clear intent of pushing you off the cliff! Your instinct for survival reacts instantly to the onrushing danger.

DODGE

SUCCESS -79- FAILURE -52-

OR

.45

GO TO -68-

(-18- -48-)

94. A huge, hulking form, rising from the sea, winged and octopoidal, stretches its taloned paws to strike the lighthouse a tremendous blow! Screaming madly, you race for the staircase at **-58-**.

(-54-) +1% Mythos

95. "We'll meet tomorrow at 9AM at Enos Wade's boat dock. We'll go out to that island and do what must be done. You can leave first; I have to clean up here."

Shaking hands with your new ally, you head back to Dove's Bay and **-73M-**, wondering what dangers tomorrow will bring.

60 MINUTES (-55-) 5 RP

96. An hour's walk along the beach will see you in Dove's Bay and **-73M-**.

60 MINUTES (-56- -29-)

97. You spend a restful 30 minutes here, taking in the glories of nature and regaining 1 SAN point. With reluctance, you reenter the lighthouse and continue with your prowling at **-38-**.

30 MINUTES (-57-)

98. You find nothing of interest, and spend an hour doing it. Grumbling darkly to yourself, you return to the tower at **-20-**.

60 MINUTES (-36-)

99. Suddenly the entire tower is shaken, as if by some terrible concussion! Debris pelts you on the head as you struggle to keep your balance.

"Run for your life!" Gleason cries as he leaps for the stairs, and you are hot on his heels.

1/2LUCK

SUCCESS -43- FAILURE -16-

(-28-)

100. The lock refuses to open. Maybe you'll have better luck on the tower door at **-17-**, or you can call it a night and go back to town and **-73M-**.

(-44-)

101. In your panic, you flail about you as you fall - and your hand encounters the root of a tree! Desperately, you grab it, ending your plunge to doom 100 feet below.

CLIMB

SUCCESS -26- FAILURE -72-

(-45- -41- -52-)

The lighthouse stands alone in the wilderness, contemplating a grey sea, now devoid of those great vessels which had given its existence meaning many long years ago.

It is a melancholy sight, this place once so vital in the lives of men, now faded and forgotten, crumbling bit by infinitesimal bit into the dust of unremembered history.

It rests atop a vertical cliff which overlooks the sea far below, a perfect vantage for a beacon of warning, though now the waves crash against that cliff unnoticed by any living ear, unappreciated by any troubled soul aching for solace.

The structure itself has begun to show its slow decline in the unpainted, grayed clapboards of the small caretaker's cottage, and in the rusted crust on the lock and hinges of the warped plank door of the tower itself. On top of the tower, the once sparkling panes of the lamp house are dulled and sooted and broken where they are not boarded over and hidden completely from view. And yet those old boards are showing their wear as well, and there might very well be a few stray beams of sunlight in that high chamber, late in the afternoon as the sun begins its descent.

The road which once brought men to this place is overgrown, not much more than a rough path through the woods, but yet it is still occasionally followed by wanderers from the nearby town who seek the blueberries which grow in profusion all about the place. And there are those seekers of solitude and, yes, even the occasional troubled soul.

So it is not entirely true to say the lighthouse is deserted; empty and untenanted, yes, but in the final analysis it is not a lonely place, merely a quiet one.

And if indeed the lighthouse possesses secrets, it has kept them wrapped in a stony silence that will endure and exceed our mere mortal span....

