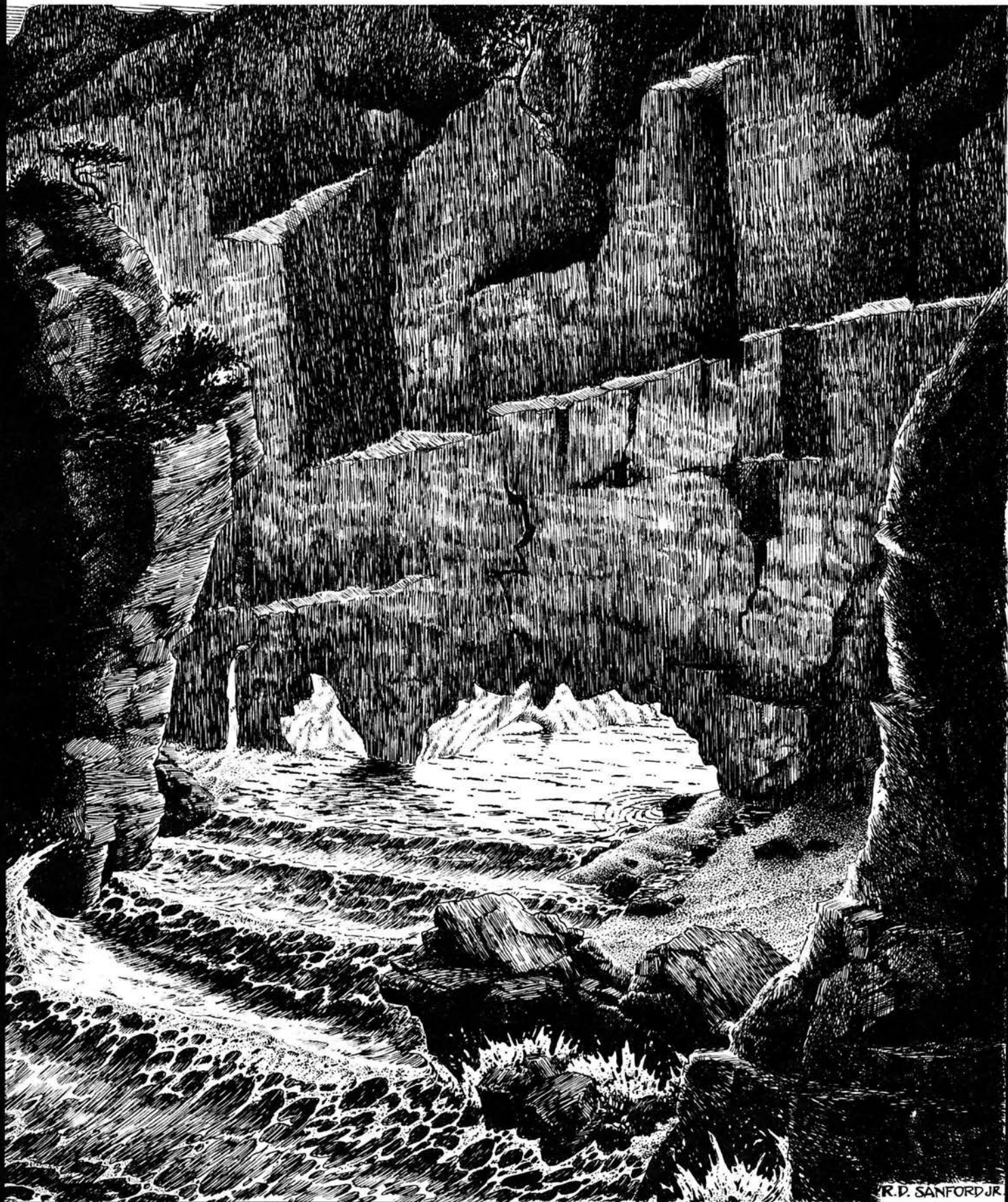


HUTCHIN'S CAVE



R. D. SANFORD JR.

1. A 45 minute walk along the beach brings you to a point where a finger of the sea has extended right to the wall of a tall cliff on your right, effectively blocking your progress. If you are here in the daylight, feel free to poke around at -75-. If you come here at night, move on to -80-.

45 MINUTES (DIRECTORY)

2. You may gather up a personal fortune in the amount of 1D10 X \$1,000.

LUCK

SUCCESS -.- FAILURE -45-

Will you now examine the idol at -72-, the statue at -37-, or swim back to the mainland at -50-?

-100-

3. Back on the mainland, though cold and wet, you are free to continue your exploration of the second tunnel at -11-, or give it up at -34-.

10 MINUTES (-50-)

4. The Sheriff is very pleased to hear your news.

"We've been tryin' t' catch those devils for the past year," he tells you, "But they always move around, and we never know where they'll be next. But now we do, thanks to you. Appreciate it."

If the Sheriff has at any time told you to get out of town, that order is now cancelled. Stay as long as you like - or until you cross the Sheriff again!

Due to the ongoing investigation, Hutchin's Cave is now off limits to you, and will remain so for the remainder of your stay in Dove's Bay. You may now move along to -73M-.

2 HOURS (-48- -102-)

5. A faint light illuminates what must be the mouth of Hutchin's Cave, there where the narrow sea channel extends to the base of the cliff.

Will you investigate at -52-, or take the 45 minute walk back to town and -73M-?

(-80-)

6.

LUCK

SUCCESS -53- FAILURE -77-

(-57-)

7. You lose 1 hit point to drowning damage. Return to -82-and try again.

5 MINUTES (-82-)

8. This is a dead-end chamber which holds nothing of interest for you. You may explore the other tunnel at -98-, or leave the cave at -55-.

10 MINUTES (-83-)

9. You grab the barrel of the gun, and a life or death struggle ensues. Suddenly, the terrible roar of a shot fills the chamber!

LUCK

SUCCESS -29- FAILURE -56-

10 MINUTES (-33-)

10. As you approach the shore, you see there are a number of objects on the islet; a 3 foot tall idol of some bizarre, octopoidal sea-deity, a 20 foot tall statue of a fish-frog humanoid creature - and several piles of gold coins, gems, and jewelry!

SPOT HIDDEN

SUCCESS -57- FAILURE -26-

5 MINUTES (-58-)

11. This tunnel continues on for another 50 feet before you encounter something at -98-.

5 MINUTES

(-3- -26- -31-

-53- -86- -93-)

12. You learn nothing new from your continued study of the prints. Return to -36- and try something else.

5 MINUTES (-36-)

13. These are indeed gold ingots, and their rough appearance suggests that they were poured a very long time ago. They must have come from some 18th century shipwreck, but why did those creatures bring them here?

LUCK

SUCCESS -60- FAILURE -33-

10 MINUTES (-88-)

14. There is nowhere to run. The creatures fall upon you and tear you limb from limb. Your pitiful screams echo in the darkness.

THE END

(-89-)

15. You enter a large chamber illuminated by multicolored glowing fungi. Most of the floor is drowned by a pool of sea water which glows from below in a pale, greenish hue.

The smell of salt water is strong here, as is the odor of something strange and foul...

If you came to the caves during the day, you may proceed to -35-. If you came at night, move on to -64-.

5 MINUTES (-98-)

16. A narrow strip of sand parallels the channel as it enters the cliff face, making it an easy matter to walk into the gaping mouth of the cave. Deeper in, the slope increases until at last the entire tunnel is dry and sandy, forming a roughly circular chamber of water-weathered rock.

From here, you can see 2 tunnels snaking off into the darkness of the earth. The leftward tunnel will take you to -63-, while the righthand opening will lead you to -98-.

15 MINUTES (-91-)

17. The idol depicts a monstrous, aquatic deity with octopoidal head and huge, membranous wings. It is made of a strange green soapstone that is unpleasant to the touch.

LISTEN

SUCCESS -92- FAILURE -45-

5 MINUTES (-72-)

18.

SANITY

SUCCESS -97-

FAILURE -1D6 SAN/-97-

(-69-)

19. The tunnel branches to the right and left at this point. Return to -98- and proceed.

5 MINUTES (-98-)

20. Oops! A mis-step in the shifting sand gives you a thorough dunking. As long as you're wet, you might as well swim. But will you head across the channel to -40-, or back the way you came over at -95-?

5 MINUTES (-71-)

21.

LUCK

SUCCESS -41- FAILURE -68-

(-37- -96-)

22. This blasphemous fish-frog thing has a DEX of 13. Determine which of you moves first, then fight for your life!

The thing has a 25% chance of hitting you with its long claws, causing 1D6+1D4 damage on a successful hit.

If you survive this encounter, catch your breath at -42-.

10 MINUTES (-97-) 10 RP

23. From this point, the tunnel snakes off to your left and right. Return to -98- and proceed from there.

5 MINUTES (-98-)

24. You spend a leisurely hour collecting seashells and observing life in tidal pools. This restful interlude restores 1 point of any Sanity lost while you were in Dove's Bay.

SPOT HIDDEN

SUCCESS -91- FAILURE -44-

1 HOUR (-3- -99-)

25. Something hard clubs you on the back of the head. You awaken in a deserted cave at 6AM the next morning with a splitting headache and the loss of 1 hit point.

Will you continue your aborted explorations at -63-, or make the hour's miserable trek back to town and -73M-?

(-76-)

26. Will you swim over to the islet at -49-, or continue on into the unexplored tunnel which beckons at -11-?

(-10-)

27. Having loaded up on loot, you now must decide if you should swim back to -50- and continue your explorations, or examine the idol at -46-.

(-78-)

28. You discover that this rock wall is not rock at all, but a sheet of canvas painted to blend with the surrounding strata.

Pushing the canvas aside, you find yourself faced with -51-.

5 MINUTES (-79-)

29. Your enemy falls lifeless at your feet.

Before you can even collect your thoughts, the waters of the pool are disturbed by something rising from below. The creatures; they are returning! You must get out of here! Running full tilt, you head for -35-.

(-9-)

30. What happened? Where are you? You remember the horrifying sight of a statue that moved, but then everything is a blank - and you are lost within this subterranean maze.

Dazed and shaken, you begin your search for a route to the surface, praying that you do not find that nightmare chamber again...

1/2 LUCK

SUCCESS -81-

FAILURE - Lose 15 minutes.

Roll again.

(-57-)

31. As you draw near the shore, you see that the object is an idol of some sort, which is surrounded by mounds of glittering objects, the precise nature of which you cannot determine.

Will you investigate the islet at -82-, or explore the other tunnel at -11-?

10 MINUTES (-58-)

32. You don't hear anything, and it's back to -36- for you.

5 MINUTES (-36-)

33. "Like my gold, do you?" a cultured but threatening voice inquires of you.

You spin about to find yourself looking down the twin barrels of a shotgun held by an affluent-looking gentleman with bulging eyes and an over-wide mouth.

"One must do the strangest things when one does business with relatives, mustn't one?" he asks you with a particularly repulsive smile.

Knowing you are about to be killed, you have only one choice - jump him!

DEX X5

SUCCESS -9- FAILURE -84-

5 MINUTES (-13-)

34. Enough is enough. You decide to leave this underground pit of horror. Shivering from cold and terror, you make your way shakily to -38-.

(-3- -61- -85-)

35. Another tunnel exits this chamber there on your left. Return to -98- and proceed.

5 MINUTES

(-15- -29- -60- -64- -88-)

36. The sand here is quite soft and undisturbed by the action of the tides, making it easy for you to spot a large number of booted footprints which traverse this stony corridor in both directions.

SPOT HIDDEN

SUCCESS -87- FAILURE -12-

OR

LISTEN

SUCCESS -59- FAILURE -32-

OR

Continue on to -83-.

5 MINUTES

(-12- -32- -59- -63- -87-)

37. This is no statue, but a living, breathing thing from the nighted abyss of the sea!

SANITY

SUCCESS -1 SAN/-21-

FAILURE -1D10 SAN/-21-

(-2- -100-)

38. It takes you 2 hours to reach the mouth of the cave, and another hour to make the walk back to town and -73M-. You are exhausted by your ordeal, and could use a good 8 hours of sleep.

3 HOURS (-34- -41- -53- -93-)

39. The tunnel turns left at this point. Return to -98- and continue on.

5 MINUTES (-98-)

40.

SPOT HIDDEN

SUCCESS -91- FAILURE -67-

5 MINUTES (-20-)

41. You swim like you have never swam before, whimpering like a child as you pull yourself onto the beach. Not daring to look behind you, you fling yourself down that cursed tunnel which brought you here, and plunge ahead to -38-.

10 MINUTES (-21-)

42. Mortally wounded, the creature staggers back, topples into the water, and vanishes beneath the surface. You gain

1D6 SAN points for your victory.

Shaken and unnerved, you enter the water at -50- and swim for the mainland.

(-22-)

43. The main tunnel continues straight ahead, while a side channel opens on your left. Return to -98- and press on.

5 MINUTES (-98-)

44. At last you decide to give up your search for Hutchin's Cave and return to Dove's Bay and -73M-.

45 MINUTES (-24- -95-)

45. You are suddenly scooped up by a huge, taloned paw. Screaming in horror, you realize that the 'statue' was in fact a living thing from the depths of the sea, a voracious blasphemy whose fang-lined maw opens impossibly wide to consume you!

THE END

(-2- -17-)

46. The idol is perhaps 3 feet tall, and made of a peculiar green soapstone that is rather unpleasant to the touch. It depicts a squatting, blubbery creature whose malevolent eyes glower from an octopoidal skull wrapped in a mass of writhing tentacles. While quite intricately detailed, it would be a blasphemy to call this thing a work of art.

LISTEN

SUCCESS -69- FAILURE -73-

10 MINUTES (-27-)

47. You could destroy the hootch at -74-, or you could forget about it and explore the other tunnel at -98-.

(-102-)

48. You overhear a deal being made between at least three men for an order of illegal whiskey smuggled in from Canada. You hear bottles clink as the prospective buyer samples the merchandise, and a man with a pronounced New England accent declaring that "There's plenty more where that came from."

You must examine your options. You know you are outnumbered, so what can you do?

You could return to Dove's Bay and inform the Sheriff at -4-, or you could simply carry on your explorations down that other tunnel you spotted at -98- in the chamber behind you.

10 MINUTES (-76-)

49.

SWIM

SUCCESS -100-

FAILURE -1 hit point from drowning.

Roll again.

10 MINUTES (-26-)

50.

SWIM -10%

SUCCESS -3- FAILURE -101-

(-2- -27- -42- -101-)

51. A 10 foot, roughly circular alcove is revealed, though much of this space is now occupied by stacks and stacks of small, balsa wood crates.

One such crate lies open before you, revealing one

empty square slot and five slots occupied by quart bottles of Canadian whiskey.

The realization of what you have found strikes you at -102-.

10 MINUTES (-28-)

52. A narrow track of sand allows you entry into a roughly circular chamber with two exits. A small rowboat is beached on the shore nearby, and from the tunnel on your left comes the flickering glow of lantern light.

Will you investigate the illuminated tunnel at -76-, or the lightless passage you can just make out at -98-?

(-5-)

53. Screaming in terror, you flee this nighted grotto. But will you run to the unexplored tunnel at -11-, or will you throw yourself down the passageway to the wholesome freedom of the surface at -38-?

(-6- -57-)

54. As you pull yourself onto the low, rocky islet, you see that the idol is a representation of some sort of sea deity, a winged hulk with an octopoidal head.

Your attention, however, is drawn to the glittering humps, which now reveal themselves to be piles of gold coins, gems, and assorted pieces of jewelry.

LUCK

SUCCESS -78- FAILURE -65-

10 MINUTES (-82-)

55. It takes you 45 minutes to return to Dove's Bay and -73M-.

45 MINUTES (-8- -74-)

56. Your lifeless body crumples to the ground, and is dragged to the edge of the pool, where it vanishes forever into the depths of the sea.

THE END

(-9-)

57. That 'statue' just moved!

SANITY

SUCCESS -1 SAN/-53-

FAILURE -1D10 SAN/-6-

NOTE: If your Sanity loss is 5% or more, make a LUCK roll at -10%. If you are successful, find the result at -30-. If you miss this roll, continue on to -6- as indicated.

(-10-) 5 RP

58. If you entered these tunnels during the day, move on to -31-. If you came at night, continue to -10-.

(-86-)

59. Except for the lapping of the sea, there is no other sound to be heard; you are quite alone here.

That established, return to -36- and try something else.

5 MINUTES (-36-)

60. You will probably never know the answer to that, but you definitely know where one of the bars is going!

One bar is all you can carry, but it will be worth \$5,000 to you. As you contemplate your financial security, move along to -35-.

10 MINUTES (-13-)

61. The creatures have a DEX of 13, and 12 hit points each. While they can attack you two at a time, you will be able to make the first move.

The fish creatures have a 25% chance of scoring a hit on you to inflict 1D6+1D4 points of damage.

If you can survive this battle, you may lick your wounds as -34-.

(-89-)

62. The tunnel wends its way through tortuous twistings, never deviating from its downward course. The journey is a long one, unbroken by any side passage, branching tunnel, or vertical shaft. But at long last the air becomes suffused with a pale green glow.

This light illuminates a ragged opening before you, a flickering, auroral glow that is unlike anything you have ever seen. And as you approach the opening, a strange sound comes to your ears - the sluggish lapping of some thick fluid upon a forlorn shore.

With trepidation, you press on to -86-.

30 MINUTES (-98-)

63. You are in a tunnel that is quite short, and you can see another opening just ahead.

SPOT HIDDEN

SUCCESS -36- FAILURE -83-

(-16- -25-)

64.

1/2 LUCK

SUCCESS -35- FAILURE -88-

(-15-)

65. You may fill your pockets with these precious items, for a total of 1D10 X \$1,000. When you are done, you turn to take your leave and...



SANITY

SUCCESS -89-

FAILURE -1d8 SAN/-89-

(-54-)

66. The tunnel continues ahead, but is broken by the opening of a vertical descending shaft about 20 feet deep which looks easily climbable.

Return to -98- and proceed from there.

5 MINUTES (-98-)

67. You reach the other side of the channel, where the beach is clear to the range of your vision.

Eventually, you arrive at the base of a narrow trail wending its way up the cliff face. Following the trail, you find yourself in a wooded wilderness, above which you can just make out the tower of a lighthouse back in the direction of town.

A short walk in that direction brings you to the McKeirnan's Lighthouse Solo, Paragraph -1-.

1 HOUR (-40- -71-)

68. You try to flee, but you know you are doomed. Taloned claws rip into your back, wrenching you high into the air. You see a face from Hell itself; huge, glaring eyes, and an impossibly wide mouth gaping wide to claim you with a sickening, meaty crunch that is the last sound you hear...

THE END

(-96- -21-)

69. A loud splashing in the water nearby interrupts your investigations. Something roughly man-sized is moving around there, and is quite clearly approaching the islet on which you stand.

Will you stand your ground at -18-, or swim back to the mainland at -93-?

(-46-) 2 RP

70. A smaller tunnel branches off to your right, while the main route continues on ahead. Return to -98- and proceed.

5MINUTES (-98-)

71.

LUCK

SUCCESS -67- FAILURE -20-

(-99-)

72.

SPOT HIDDEN

SUCCESS -96- FAILURE -17-

(-2- -100-)

73. Your examination of the idol is interrupted by a shadow which falls over you from behind. Whirling about, you find yourself confronting...

SANITY

SUCCESS -97-

FAILURE -1D6 SAN/-97-

(-18- -46- -78-)

74. It takes you an hour to smash every crate. By the time you are done, the sand is soaked with illegal whiskey. You may now turn your attention to that other tunnel at -98-, or leave the cave for -55-.

1 HOUR (-47-)

75.

SPOT HIDDEN

SUCCESS -91- FAILURE -99-

(-1- -80-)

76. You enter a narrow tunnel, which is obviously quite short, and from the other end of it you can hear the sound of voices. Apparently, some sort of deal is being made, though you can't quite make out what is being said.

LISTEN

SUCCESS -48- FAILURE -25-

5 MINUTES (-52-)

77. You stand rooted to the spot by soul-wrenching horror as this towering monstrosity strides through the turgid waters toward you.

Scooping you up in its massive paws, the thing from the sea rends you limb from limb, consuming them in great, snapping gulps.

The last thing you see in this life is the approach of a wide, gaping maw lined with needle-like fangs...

THE END

(-6-)

78. You may fill your pockets with these precious items, to the tune of 1D10 X \$1,000.

LUCK -10%

SUCCESS -27- FAILURE -73-

15 MINUTES (-54-)

79. There is something strange about the rock formations on the right hand side of this chamber. Will you look into it at -28-, or explore the other tunnel at -98-?

5 MINUTES (-83-)

80.

1/2 LUCK

SUCCESS -5- FAILURE -75-

(-1-)

81. At last you see the light of day pouring in through a narrow opening, accompanied by the welcome smell and sounds of the sea.

You emerge from the earth, squinting at the bright light of the sun, but you are grateful for this discomfort.

It will take you 2 hours to walk back to Dove's Bay and -73M-, but you do not begrudge the fact. No, you are simply glad to be alive!

2 HOURS (-30-)

82.

SWIM

SUCCESS -54- FAILURE -7-

(-7- -31-)

83. This is a smaller chamber than the first, and is considerably less waterworn, despite the presence of a large amount of sand on the floor.

SPOT HIDDEN

SUCCESS -79- FAILURE -8-

5 MINUTES (-36- -63-)

84. You make your lunge, but you are too slow. Both barrels of the shotgun discharge into your face, and you know no more...

THE END

(-33-)

85. Acting on a sudden inspiration, you turn to the strange idol and fall to your knees before it.

As you cringe in mortal fear, the creatures shamle forward – and copy your gesture of worship!

What follows seems to be a ceremony dedicated to the horrible deity represented by the idol.

After a hellish eternity, the creatures stand and re-enter the water, vanishing beneath the cold, green surface, leaving you alone once more.

Letting out a heartfelt sigh of relief, you make your way swiftly to –34–.

1 HOUR (–89–)

86. A vast grotto smelling of the depths of the sea opens up before you as you step from the tunnel onto a narrow beach of black sand.

This cavern and the body of torpid water it contains stretches beyond the limits of your eyesight, their farthest reaches enshrouded in an eerie, self-luminous mist which almost obscures a small islet of slick, black rock upon which crouches a curious object you cannot quite make out.

Will you approach for a closer look at –58–, or continue on through the tunnel you have spotted at –11–?

10 MINUTES (–62–)

87. Though there are a large number of different sized prints, none of them appear to be less than 24 hours old.

You may return to –36– and decide what to do next.

5 MINUTES (–36–)

88. As you watch, 6 fish-frog humanoids emerge from the glowing depths! Each of these creatures carries what appears to be a large bar of solid gold.

SANITY

SUCCESS –.– FAILURE –1D6 SAN

The creatures deposit the gold bars at the edge of the pool and return once more to the chill waters.

Will you examine the bars at –13–, or continue your explorations at –35–?

15 MINUTES (–64–)

89. You find you are surrounded by 6 hideous, fish faced humanoids who regard you with huge and baleful eyes!

Will you attempt to flee to –14–, stand and fight at –61–, or try something else at –85–?

(–65–)

90. You have wandered into a dead end. Return to your last choice and proceed from there at –98–.

NOTE: If this is your first stop on your exploration of the tunnel, treat this entry as 20 feet of straight tunnel.

5 MINUTES (–98–)

91. After a moment's study of the cliff face, you realize that the channel not only extends to the base of the cliff, but continues on into it through what can only be the mouth of a cave.

You may examine the opening at –16–, or return to Dove's Bay and –73M–.

(–24– –40– –75– –95–)

92. A ponderous rasping sound draws your attention to –96–.

(–17–)

93.

SWIM

SUCCESS –.–

FAILURE –1 point drowning damage.

Roll again.

At last you pull yourself to shore, the sounds of the fish thing's rage driving you on.

Will you race down the unexplored tunnel to –11–, or retrace your steps to the mouth of the cave and –38–?

5 MINUTES (–69–) 2 RP

94. The tunnel makes a right turn here. Return to –98– and press onward.

5 MINUTES (–98–)

95.

SPOT HIDDEN

SUCCESS -91- FAILURE -44-

5 MINUTES (-20-)

96. A soul-numbing chill courses up your spine as you glance at the statue - and realize that it is breathing!

Even as you watch, the creature unfolds itself, turning its baleful, hate-filled eyes upon you!

SANITY

SUCCESS - 1 SAN/-21-

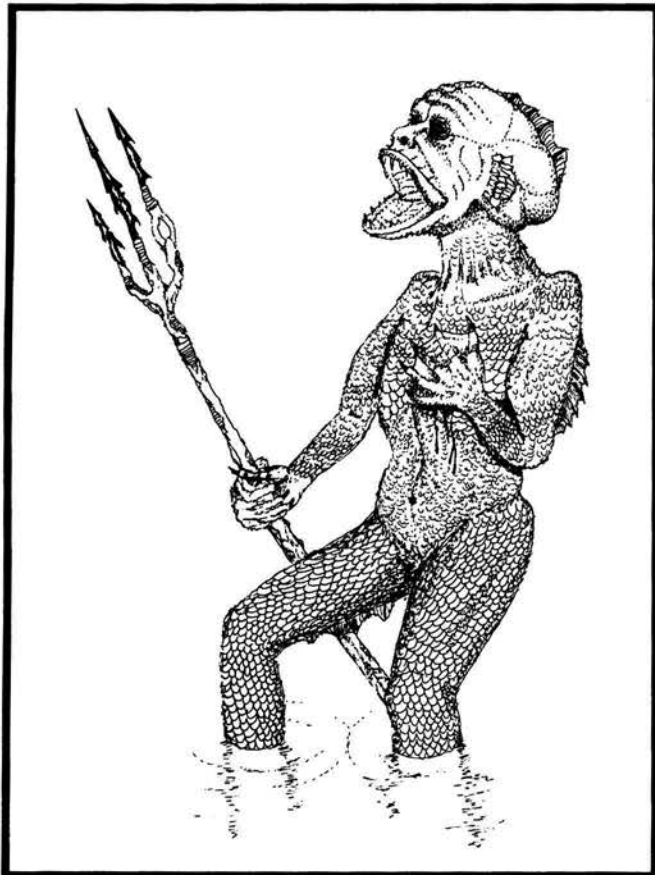
FAILURE - 1D10 SAN/-68-

(-72- -92-)2 RP

97. A slimy, grey-green creature with bulging eyes and an unnaturally wide mouth lined with razored fangs which lumbers towards you, croaking in what can only be inhuman rage!

Make a desperate rush to -22-!

(-18- -73-) 2 RP



98. To explore this tunnel system, roll 1D10 and consult the chart below.

ROLL	GO TO
1	-62-
2	-43-
3	-70-
4	-19-
5	-94-
6	-39-
7	-66-
8	-15-
9	-90-
10	-23-

Assume 20 feet of relatively straight tunnel between rolls.

NOTE: These tunnels all slope gently downwards, so if you are mapping and passages seem to intersect where they shouldn't, assume that the slope has taken you beneath the level of the tunnel previously mapped.

**(-8- -11- -16- -47-
-48- -52- -74- -79-)**

99. Tall spires of rock are grouped around you in towering clusters, making this section of beach quite secluded and peaceful. Will you rest here at -24-, or attempt to cross the channel at -71-?

10 MINUTES (-75-)

100. Pulling yourself onto the rocky islet, you find yourself surrounded by enormous wealth!

Will you stuff your pockets at -2-, examine the idol at -72-, or examine the statue at -37-?

(-49-)

101. You sustain 1 point of drowning damage. Return to -50-and try again.

5 MINUTES (-50-)

102. You have stumbled upon some smuggler's cache of illegal alcohol!

Will you report this to the Sheriff at -4-, or say nothing and do something else at -47-?

5 MINUTES (-51-)

