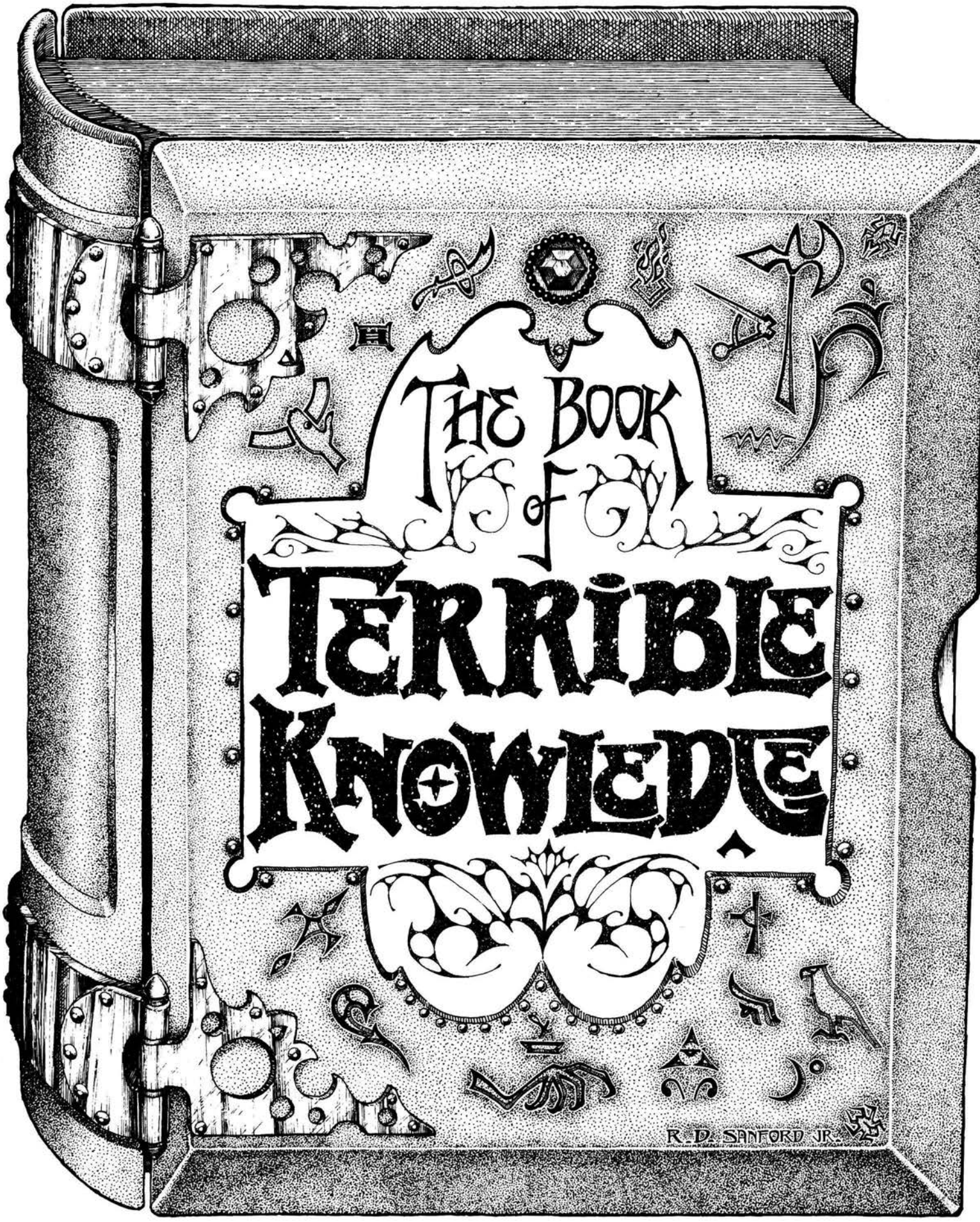

THE BOOK OF
TERRIBLE KNOWLEDGE
R. D. SANFORD JR.

GRIMROCK ISLE – A GROUP SCENARIO

By Michael Szymanski

PLAYERS' INTRODUCTION

The Keeper should select an Investigator – preferably a parapsychologist – and give him/her Tobias Armbrewster's Letter (Handout GI–1).

Mr. Armbrewster will be very happy to receive the Investigators' call, but he will say very little about Grimrock Isle, stating uncomfortably that "it is not something I would wish to discuss over the phone."

A successful Fast Talk roll will elicit a few hints from the realtor concerning "strange goings–on, mysterious lights, and a number of unexplained disappearances."

Armbrewster will urge the Investigators to proceed with all possible haste, for he is anxious "to have the entire unsettling affair over and done with."

KEEPER'S INTRODUCTION

Dove's Bay is a veritable hotbed of evil and otherworldly vileness lurking just beneath the surface of a sleepy seacoast retreat of the well–to–do. Most of the town's oldest families are tainted by the touch of the Mythos, and serve willingly Great Cthulhu and the other evils which worship it.

While the hauntings at Grim House are most certainly genuine; they are being used by the minions of Cthulhu to lure unsuspecting victims to their doom at the hands of a vile human monster named Lazarus Grim.

And what better victims than those despised champions of Humankind or the curious seekers after occult knowledge who, through their researches into the paranormal, have stumbled upon the darkling reality of the Cthulhu Mythos.

But there are other mysteries to be found in and about Dove's Bay, and while few have no real connection to the main plot of this scenario, they are no less dangerous and deadly; they will also supply a sufficient number of false leads to keep the players guessing as they conduct their investigation of Grimrock Isle.

Many of these lesser evils may be encountered individually by the Investigators through the various Solo Handouts accompanying this scenario. Whenever a player elects to go to a specific location in Dove's Bay, simply hand him/her the appropriate Solo and let events proceed from there.

Each Solo has a specific title which is clearly printed on the cover page. These titles will be used throughout this scenario description to avoid any confusion. So if, for example, a player wishes to go to Palmer's Orchard, you simply hand over the Solo titled "Palmer's Orchard."

Should more than one player wish to go to a given location, they may share the Solo and decide together how they shall proceed. Each player may make any of the rolls requested in the Solo, including those for combat.

Players will receive instructions in the Solos to help them along, such as "You may read Handout GI–3." This will free you to continue with the main scenario without having to be concerned about the party splitting up and getting bored while you deal with someone else.

The Keeper should inform any Solo players that once they chose to go to Entry **–73M–**, they will return to the group scenario and can rejoin their fellow Investigators whenever they wish.

A GRIM HISTORY

Lazarus Grim and his wife Alma came to Dove's Bay in 1843, upon completion of construction of Grim House. This was the ideal location for Grim, for he had for some time been a devout worshiper of Cthulhu, and required a place of guarded seclusion where he and his wife could continue their traffick with the sea–dwelling minions of the Elder Gods.

The marriage of Alma and Lazarus was one of pure convenience. No love was lost between the two, but Alma needed the knowledge Lazarus possessed, while he needed the wealth which came with Alma's hand in matrimony.

As she grew in power, Alma sought ways of doing

away with her husband, but in the end her scheming backfired on her. She died by Lazarus' hand, her body consigned to the dark depths of the sea.

Free of Alma's plotting, Lazarus turned his full attention to the service of his dark god. He summoned twelve fellow worshipers to Dove's Bay, where they eventually established themselves under false but convincing pretenses.

It was only when Lazarus discovered the Create Time Gate spell that a grand design began to take form in his twisted mind.

If such a Gate through time were possible, could not one travel back before the time of Great Cthulhu's imprisonment, and bring the Elder God back through into the present?

The concept obsessed Lazarus, and he came to devote all of his time to the diabolical scheme. Having the spell was one thing; having the power to make it work was quite another.

With the help of his coven of Cthulhu worshipers, Lazarus fashioned the Chest Arcana, a gold, bejeweled box which acted as a storage battery for POW. Anyone touching the Chest would permanently lose 1d8 POW points unless they won a POW struggle against the trap's operative POW of 18, in which case they lost only one point.

Lazarus and his group sacrificed their own POW to the Chest as often as possible, replenishing the lost points by various foul means – and always at the expense of some innocent. But even this was not enough.

To create a Gate of such size to open so far back in time at such a specific location required a great deal of POW. In fact, it required 333 POW points to guarantee success. As this scenario opens, Lazarus will have collected 300 points of POW, and is on the verge of success, needing only 33 more points to see his life's ambition realized.

But events did not proceed as smoothly as Lazarus would have liked. He and his coven began to prey upon the citizens of Dove's Bay to feed more and more POW into the Chest, using the Dominate spell to force their victims to relinquish every point of POW in their bodies. This sort of activity could not go unnoticed for very long in so small a town, and as the list of mysterious deaths steadily lengthened, the good people of Dove's Bay came to suspect they were victims of witchcraft.

Lazarus Grim was eventually exposed, and the enraged townsfolk cornered him and two of his servants in the cellar of Grim House, consigning all three to the cleansing flames. To save themselves, the coven members denounced Lazarus, and were forced to nurture their dark practices in the privacy of their own homes. The grand design was forgotten.

But Lazarus Grim was far too determined – and evil – to die.

His body ravaged by flame, his spirit refused to depart, clinging to the body with an unnatural tenacity which strove to defeat even death. Through a horrible combination of sorcery and sheer willpower, Lazarus Grim lived on – and on...

Lazarus has become a Revenant, a supernatural creature whose lifespan has been unnaturally extended for the purpose of completing some all–important task which natural death would have interrupted. In this case, it is the summoning forth of Cthulhu through the Time Gate, the madman's very reason for being.

Through the years following his supposed demise, Lazarus has been preying on any who set foot on Grimrock Isle, draining their POW until they either leave the estate or die of what seems to be a curious wasting disease.

The spirits of Lazarus' victims are restless ones, for they can never know eternal rest until their POW, their essence, is released from the Chest. It is they who are responsible for the hauntings on Grimrock Isle, which the Investigators have been called upon to look into.

They are the bait for the Chest Arcana which, very soon now, will be ready to perform its function. All that is required now is a group of unsuspecting victims...

TOBIAS ARMBREWSTER

This is a short, rotund little fellow with a receding hairline and a pair of spectacles which are constantly slipping down his nose. He is quite jovial and polite, though he is afflicted with a slight stutter which worsens when he gets excited.

Armbrewster will appear flustered and distracted, and no little embarrassed about calling in someone to chase ghosts out of one of his properties. He will be most helpful, supplying the Investigators with a general outline of the events which have taken place over the checkered history of Grim House, but he will admit to knowing nothing specific. He will maintain that he desires "to have this entire wretched affair done with as quickly and discretely as possible."

This is all a lie. The last thing Armbrewster wants is for Grim House to be cleansed of its spirits, for then he would have nothing with which to entice new victims for his master, Lazarus Grim.

Tobias is the grandson of Patrick Armbrewster, who was second in command of Lazarus' hellish coven, the only one to know the full extent of their leader's plans. This knowledge, along with the knowledge of Lazarus'

continued existence, was passed down from father to son and, eventually, to grandson, Tobias.

To put it charitably, Tobias Armbrewster is not sane. He cheerfully sends innocent souls off to their doom, and is an active participant in a plot to release one of the dread Outer Gods. He has learned much dark knowledge from his ancestors, and through his own research he has built upon their work until he has become a powerful agent of evil.

Should his true nature be exposed, all trace of the congenial little realtor will vanish, to be replaced by a calculating, ruthless psychopath. Gone too will be the stutter, replaced by an animalistic growl that will build into a maniacal screech as the bulging-eyed madman raves at his enemies.

Armbrewster will do more than rave, however. Many spells of the Mythos are known to him, and he will use them relentlessly against the Investigators, first in an attempt to control them and return them to Grimrock Isle for sacrifice or, failing that, to destroy them utterly.

The only thing that will trigger this psychotic rage will be the Investigators' success in destroying Lazarus Grim and thwarting his plan – then his mad rage will know no bounds.

Tobias Armbrewster

STR	10	CON	15	SIZ	12	INT	14
POW	16	DEX	13	EDU	14	SAN	9
APP	10	MOV	8	HIT POINTS	13		

SKILLS: Accounting 40%, Bargain 35%, Credit Rating 40%, Cthulhu Mythos 20%, Debate 25%, Dodge 26%, Drive Automobile 45%, Fast Talk 20%, First Aid 40%, Hide 20%, History (Local) 50%, Law 15%, Library Use 60%, Listen 40%, Occult 25%, Psychology 25%, Read/Write Latin 60%, Read/Write Olde English 70%, Sneak 30%, Speak Latin 45%, Spot Hidden 50%

SPELLS: Contact Spawn of Cthulhu, Deflect Harm, Dominate, Grasp of Cthulhu, Power Drain, Wave of Oblivion, Wither Limb.

ARMBREWSTER'S INFORMATION

Once the Investigators have introduced themselves, Armbrewster will invite them to make themselves comfortable and, after a few minutes' small talk, will give them a general background of Grimrock Isle.

At this point, read Handout GI-2 aloud to the players (and don't forget to stutter).

DOVE'S BAY

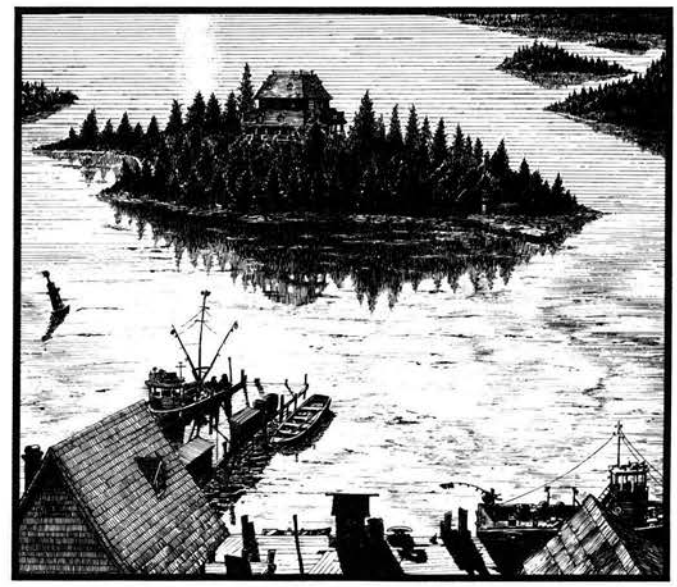
The town is large enough to boast a public library, sheriff's office, and even its own newspaper, so there will be plenty of sources of information right at hand. Which is just as well, for the events of Dove's Bay were not considered newsworthy in any of the neighboring towns, much less Bangor, the nearest metropolitan city.

While large enough so that the Investigators can split up to cover more ground, it is still small enough that they can get about quite easily on foot; this is what the townsfolk do, and anyone who does not follow suit will be in for some snide remarks about laziness.

Certain Dove's Bay locations are not covered by Solos, since nothing pertaining to the case at hand will be discovered there. These locations include Enos Wade's Boat Rental, Mrs. Gordon's Boarding House, and Johnson's Bait and Tackle.

Both Doc Bloomford's Office and the Seaside Tavern are accessible through both Solo and group play, but the situations differ, and things will happen to a lone Investigator that will not happen to a group.

Should more than two Investigators seek to explore Thompson's Bridge or Bleakmoore Cemetery, they will find nothing; Those things which lurk there prefer to deal with their victims one or two at a time.



ENOS WADE'S BOAT RENTAL

Located on the northernmost dock on the bayshore, the boat rental offers three sailboats, four skiffs with outboard motors, and several small rowboats to visitors who fancy a day at sea. Enos' boat, "The Sea Queen," is available for eight hour deep sea fishing expeditions from nine in the morning till five in the afternoon on weekdays, and Saturdays during the summer months.

The Investigators can rent a skiff for $5 a day plus

fuel, but Enos will want to know if anyone has ever handled a boat before. If not, he will refuse to rent, offering instead to ferry the party over to Grimrock Isle aboard "The Sea Queen" for a fee of $25.

Enos will tell the players that, if they want to return to the mainland, they can light a lantern on the estate's dock at either 8 AM or 6 PM. He will be watching at those times, and when he sees the signal, he will come across to the estate.

Enos himself is a tall, gangly fellow whose face is concealed beneath a bushy beard and mustache. No matter the weather, he will always be found in a long black rain slicker and high rubber boots. He will be friendly enough, but a successful Psychology roll will reveal a certain edge of caution in his voice, and a wary alertness in his eyes.

Enos will offer no information concerning Dove's Bay or Grimrock Isle unless the subject is broached by the Investigators; and even then a successful Oratory roll will be required to drag any useful information out of him.

For each successful Oratory roll, Enos will reluctantly offer the following stories, to be read aloud to the players:

1st Roll	GI-3
2nd Roll	GI-4
3rd Roll	GI-5

Each roll can only be made once, regardless of who makes them. If the first roll is missed, Enos will clam up, maintaining that he "don't know nothin'."

MRS. GORDON'S BOARDING HOUSE

Run by Minnie Gordon as a guest house for summer tourists, this quaint, six-bedroom home will serve as the Investigators' base of operations while they are in Dove's Bay.

The house is typical of its kind, as is Widow Gordon, a plump, grey-haired matron with a big heart and little tolerance for any shenanegans under her roof. Mrs. Gordon will be of no use informationwise, for, as she puts it, "gossiping about your neighbors just isn't the Christian thing to do."

Mrs. Gordon is a bit hard of hearing, so the Investigators will have to speak up when addressing her, and she will still from time to time misunderstand what was said to her, her response being totally unconnected to the conversation taking place.

This little handicap will make it easier for certain of the darker elements of town and other individuals who oppose them to gain access to the Investigators' rooms.

Whenever all the Investigators are absent from the boarding house, roll percentiles. A roll of 45% or more will indicate that someone has slipped past Mrs. Gordon and paid the Investigators an unexpected visit. To determine what was left behind, roll 1d6 and consult the table which follows.

The Keeper may decide which of the Investigators is the recipient of one of these strange missives.

ROLL	RESULT
1-2	Handout GI-29
3-4	Handout GI-34
5-6	Handout GI-32

Once a message has been read once, it cannot be reused. If duplication occurs, roll again until all three notes have been received and acted upon.

NOTE: One of the short scenarios in this booklet, "Brood Haven," takes place in the boarding house, and centers around Mrs. Gordon. The Keeper may wish to introduce a few clues concerning this scenario at this time to set up that foray into horror, so that the Investigators will not have to leave Dove's Bay only to return at a later date.

JOHNSON'S BAIT AND TACKLE

Run by Milt Johnson, a retired fisherman, this general store serves merely as a source for whatever the Investigators may wish to purchase locally to aid in their investigation of Grim House. Such items could include lanterns, shotgun shells, blankets, food, rope, and other such odds and ends.

CITY HALL

There are a total of 6 items to be found here, each requiring a successful Library Use roll to locate. Should every Investigator fail their roll for a certain Handout, that Handout will become permanently unavailable. The Library Use rolls should be made for Handouts GI-6 through GI-11, each roll requiring 15 minutes of searching through piles of brittle, age-worn documents.

Upon leaving City Hall, anyone making a successful Spot Hidden roll will catch a glimpse of a man in a red knit cap watching them surreptitiously from across the street. This fellow will immediately vanish around the corner of the building, and no trace of him will be found. For more information on Mr. Redcap, see the section titled "Hutchin's Cave".

CHARLES PUBLIC LIBRARY

There are 5 books in the library which will contain information of interest to the Investigators, excerpts of which can be found in Handouts GI–12 through GI–16. Again, a successful Library Use roll is needed to find each volume.

NOTE: There is a sixth book here, titled **"New England Myths and Legends,"** which contains the story of The Headless Horseman of Ikabod Lane (Handout GI–31). This is the hook for the scenario titled "The Horseman," and can be introduced at this time either as a red herring, or to provide the Investigators with a reason for remaining in Dove's Bay a little longer.

Along these same lines, an additional Library Use roll will turn up an old, time–worn volume of **"Legend of Sleepy Hollow,"** which in itself is not remarkable. But on a successful Spot Hidden roll, the reader will become aware that a piece of parchment has been secreted in the books binding, and on this parchment will be found the note reproduced in Handout GI–30.

This note will lead the Investigators to the treasure of Geoffrey Thomas Ridley, a highwayman of the previous century, whose exploits are more closely detailed in the scenario "The Horseman."

This is another side track for the Investigators, but can also serve as a reward for having survived the horrors of Grimrock Isle.

DOVE'S BAY GAZETTE

No new information will be found in the old newspapers themselves, merely reproductions of the Accident Report and the Sheriff's Reports of Handouts GI–7 through GI–10, all of which the Investigators will automatically receive through the assistance of Duncan Kirkcaldy, the Gazette's owner.

The fresh information will come from Kirkcaldy himself, and is contained in Handout GI–17, which should be read aloud to the Investigators. This information brings to light the names Wattles, Martens, Kleetes, and Bloch; of these, only the Wattles and Bloch families still reside in Dove's Bay, and even these can provide little in the way of useful information.

JEBEDIAH WATTLES

This is a balding, middle–aged gentleman with slightly bulging eyes, whose grandfather was part of Lazarus Grim's original coven. He is innocent of any wrongdoing, and would rather forget about his vaguely remembered relative and the disturbing stories he told concerning sea demons of vast size that promised great wealth and power to those who aided and worshipped them.

On a successful Fast Talk roll, Jebediah will bring down his grandfather's diary, but it has been severely water damaged by a leaky roof, and is completely useless.

The only scrap of information the Investigators will get from Jebediah is the name "Cthulhu," which seems to have been what Grim and his coven were worshiping in their final days.

CLOVIS BLOCH

Clovis is not a very sociable man, and is content to raise and butcher his chickens, selling them to the various stores in the area. He doesn't like strangers, and it will take a Fast Talk at 1/2 to even get him to open the front door to visitors.

He is a furtive, secretive man who always seems to wear a guilty expression, even though he has nothing to feel guilty about. He knows nothing about the goings–on on Grimrock Isle, believing his grandfather was a fool to think he could get rich in any other way than hard work and honest living.

In the cellar of his house, beneath a slab of granite on which rests 3 crocks of rotting chicken organs, is the entrance to an unused network of tunnels that were once part of the underground railroad that assisted escaped slaves in their flight to Canada. These tunnels have nothing to do with the investigation, but the Investigators could waste some precious time exploring them.

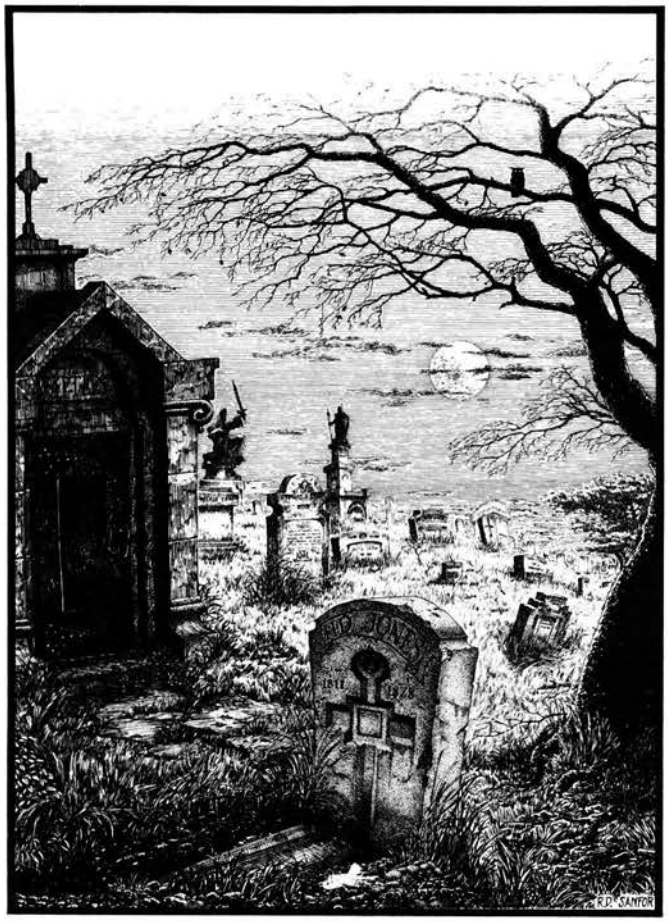
BLEAKMOORE CEMETERY

As previously stated, nothing will occur in the cemetery if the Investigators should come here as a group. Only the person who received the unsigned note left at Mrs. Gordon's should be allowed to run through the Bleakmoore Cemetery Solo.

Bleakmoore is the home to a large clan of ghouls, who venture up from the netherworld to feast on the newly dead of Dove's Bay. These creatures are from Earth's Dreamlands, and they have a route into that realm hidden away deep in the heart of their warrens.

There is a chance that the group might discover the entrance to the ghoul tunnels. A Spot Hidden at +10% will draw attention to the fact that the door of the Wattles family vault is slightly ajar, and another Spot Hidden inside the vault will draw attention to a piece of tattered, rotting cloth caught between the lid and the body of the large sarcophagus situated in the center of the vault.

A combined STR of 30 is required to push the slab aside, revealing a flight of worn stone steps leading



down into the earth. Generating the ghoul tunnels can be done as follows:

DIE ROLL	RESULT
1	Left Turn
2	Right Turn
3	Vertical Shaft - Up
4	Y Intersection
5	Vertical Shaft - Down
6	Dead End

Assume 20 feet of relatively straight tunnel between rolls.

There will be a 50% chance of the Investigators' finding the grand chamber; begin checking after the first nine rolls.

This chamber is a vast hollow of the earth, lit by phosphorescent fungi, and littered with broken coffins from all ages – as well as the gnawed bones of their occupants. There will be a 45% chance of a group of 6 Ghouls being present in this chamber. (Treat these as average Ghouls as per the rulebook.)

Opposite the point at which the Investigators enter this chamber, there is a massive stone arch, on which has been inscribed all manner of disturbing glyphs and symbols. Beyond it is a tall, narrow tunnel which opens up into another chamber, this occupied by a great shaft which seemingly descends into the very bowels of the earth.

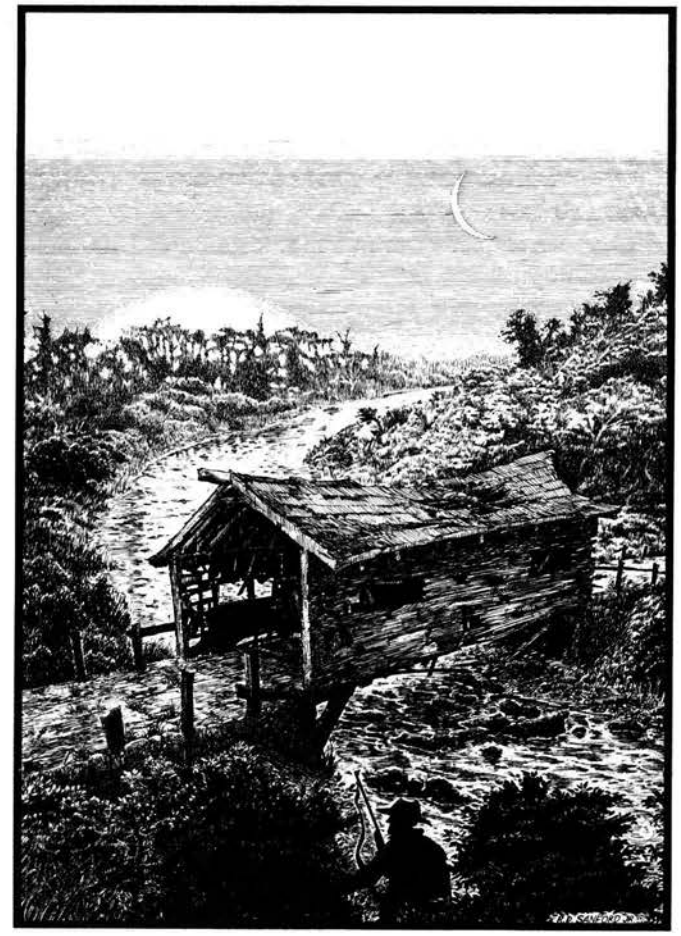
This is in fact the Ghouls' egress into the Dreamlands, and should they venture down the very narrow ledge spiralling down the inside of the shaft, the Investigators will find themselves in the Vale of Pnath at the foot of the Crag of the Ghouls. The Keeper is invited to employ his/her imagination to the fullest should the Investigators be foolish enough to remain.

At the very lip of the shaft, there stands a small altar of broken stone, and a successful Spot Hidden roll there will reveal that one of the stones is covering an old, half rotted book, which bears the information contained in Handout GI–24.

Again, these tunnels are intended to sidetrack the Investigators, and to use up the two weeks they have in which to solve the Grimrock Isle mystery; the Keeper should exercise his/her own judgement as to exactly how long to stretch this little adventure out.

THOMPSON'S BRIDGE

This is where a potential ally will request a meeting with no more than two Investigators to reveal what he



knows of the situation in Dove's Bay. Gleason Bailey has been in town for some time now, looking into the disappearance of a friend and fellow Investigator.

Gleason has had many encounters with the Mythos in the past, and he will gladly assist anyone opposing the evil forces which have claimed Dove's Bay. But first, he will make absolutely certain that the Investigators are on the side of good before contributing the information contained in Handout GI–27.

Upon delivering his information, Gleason will take his leave, requesting that they meet again at midnight the following evening, the location being McKeirnan's Lighthouse; he will of course advise caution at all times. The Keeper should employ this character to assist the Investigators whenever the need arises, but do not overdo it, lest the players start depending on Gleason to save their bacon for them!

A Chance Encounter

Before the arrival of Gleason Bailey, there is a 45% possibility of a second meeting here on the bridge, though this of a much more chilling nature. Should this occur, the Investigators present should be allowed a Spot Hidden roll to become aware of a dark figure in a trenchcoat and fedora approaching them out of the mist. If this roll is missed, the Investigator will be quite startled when the figure seemingly appears beside them out of nowhere.

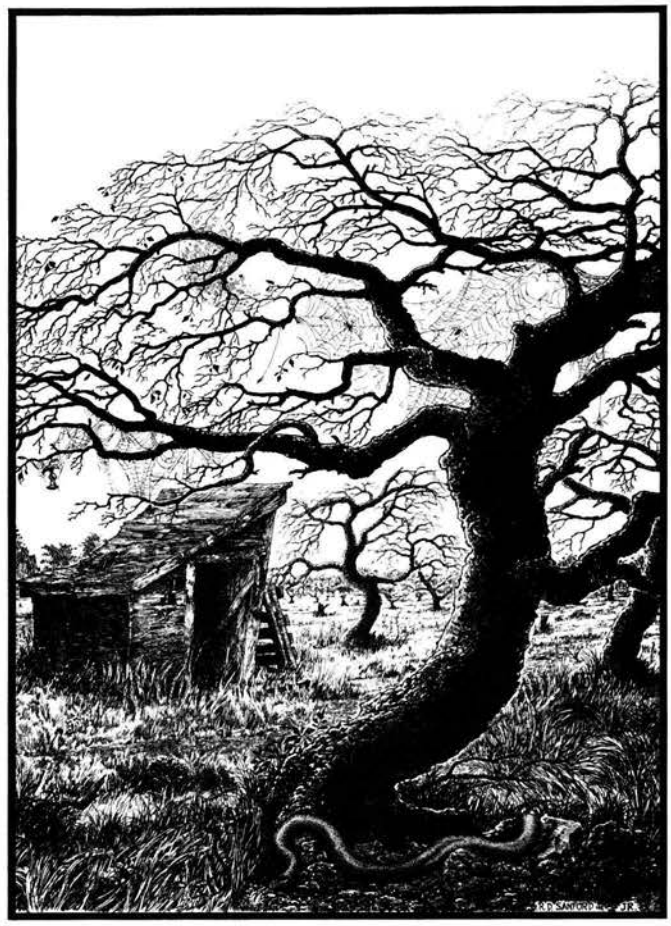
The figure will greet the Investigators cordially. The figure will inform the Investigators that he knows the reason for their presence in Dove's Bay, and that he has come to give them a warning, stating that his knowledge comes hard–earned from experience. He will thereupon reveal the information contained in Handout GI–25.

This personage will never reveal his face, but should anyone make a successful Spot Hidden roll, they will immediately be required to make a Sanity roll (–1D4 SAN, or –1 SAN on a successful roll).

What they will see is the withered, sunken face of a dead man, for this is the ghost of one of Lazarus Grim's many victims, and is in fact the very fellow Gleason Bailey has been looking for! If this discovery is made, the apparition will say its piece and simply fade away into nothingness. If his true nature remains a secret, he will have his say, bit the Investigators a good night and walk off in the direction from which he came, fading back into the night mist.

PALMER'S ORCHARD

The only reason the Investigators will have for coming here will be a search for the treasure of Geoffrey Ridley, a local highwayman, whose spectral



manifestations are revealed in "The Horseman," a scenario which follows in this booklet.

The treasure indeed exists, and is buried beneath an apple tree near the center of the orchard, a tree whose trunk has been split in the shape of a lightning bolt. A successful Spot Hidden at half, followed by a successful Idea roll at half is required to spot the tree and realize this is the correct one. The treasure consists of a chest of gold coins presently valued at $10,000.

The Mi–Go

If they are in the orchard at night, there will be a 45% chance that the Investigators will notice a weird buzzing sound coming from a grove of wild apple trees nearby. Investigation of this sound will lead the Investigators into a confrontation with three of the Fungi From Yuggoth, who are here to bury the brainless corpse of their most recent victim.

For purposes of combat, these Mi–Go may be treated as average Fungi, except that one of them possesses a strange, rodlike weapon with a crescent–shaped prong at the end. This fellow will have a 25% chance to hit with this device, which throws out a bolt of shimmering blue electrical energy that will completely fry any target it strikes. Investigators should be

allowed a Dodge roll at +15% should this weapon be fired at them.

After the Mi-Go misses three times with his weapon, the entire group will take to the sky and flee back to the hills east of town. They will leave behind the corpse, which will cost 1D6 points of Sanity to see, or 1 point on a successful Sanity roll.

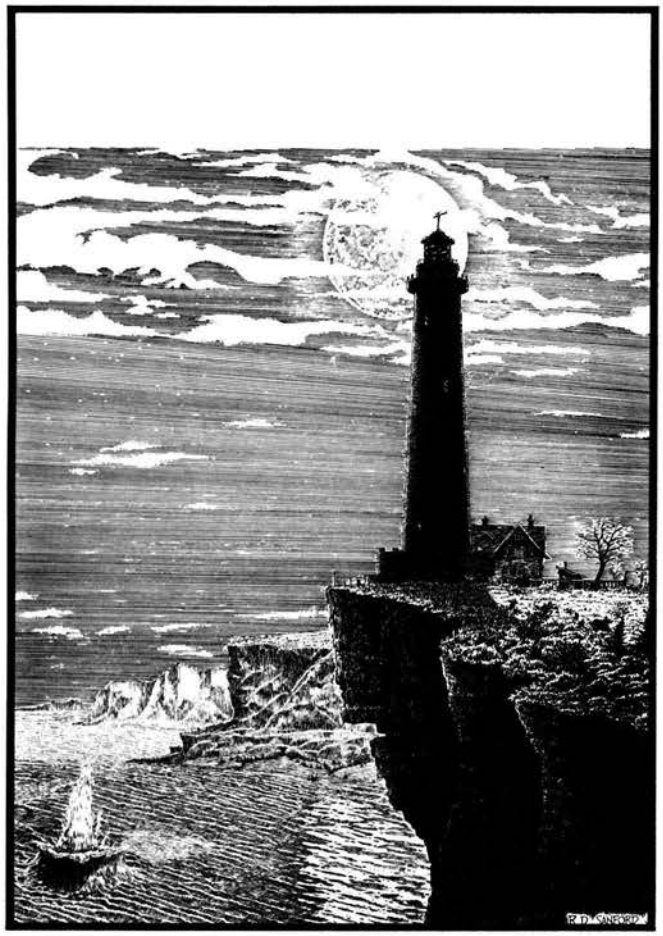
What they do with the body is up to the players, but Sheriff Ekhart will not look kindly on any strangers who present him with a mutilated corpse they just "happened" to find in an old apple orchard.

This confrontation can be used as the hook for "Curious Goods," a scenario involving the Mi-Go which follows in the book.

MCKIERNAN'S LIGHTHOUSE

This location is more than a red herring; it is a trap, into which the Investigators will be lured by Tobias Armbrewster if he feels that they are too close to succeeding in the investigation of Grimrock Isle.

It is he who will leave the note at Mrs. Gordon's (Handout GI-35), luring them to the abandoned lighthouse in the dead of night, where he will call forth a Spawn of Cthulhu to destroy the lighthouse and all those trapped inside it.



The Keeper should exercise his/her own good judgement as to when the Investigators are getting to close to solving the mystery. Also, if Gleason Bailey has suggested this location as a meeting place, wait until this meeting has taken place before baiting the party with Armbrewster's note.

At this meeting, Gleason will reveal that he has learned little more since their last encounter, except that he suspects that Lazarus Grim is involved in some dire plot to release one of the dread Great Old Ones from its eons-long slumber, and that the success of such a plot would be disastrous for the human race.

HUTCHIN'S CAVE

This is a total red herring, and no useful information can be gathered here. There is a group of smugglers operating in Dove's Bay; they deal mainly in illegal alcohol brought in from Canada, and they use several out of the way locations in which to store their merchandise. One such location is Hutchin's Cave.

The gang is led by Jakob Herring, nicknamed "Red" for the red knit cap he always wears. It is he who is spying on the Investigators. Jakob wrongly believes that the Investigators are actually FBI agents come to Dove's Bay to break his smuggling ring, a circumstance he does not appreciate in the least.

Of course, many of the Investigators' actions will strengthen Jakob's suspicions: visiting the Sheriff, City Hall, and the Gazette will seem like the Investigators are touching base with local authorities and researching background and constructing evidence for their case.

Red Herring is exactly what his name implies; he has nothing to do with the case at hand, but he can be used to muddy the waters and, seeing the group as a threat, he will no doubt take steps to harass the Investigators, and if possible see to it that they come to some serious – and permanent – harm.

At the moment, Jakob and his band are operating out of Hutchin's Cave, where a large supply of Canadian whiskey has been stashed. The smugglers will come to the cave only at night, though if Jakob makes a successful Spot Hidden roll as the Investigators are leaving town, he will follow after, bringing along his shotgun and the determination to use it.

At night, there will be 3 smugglers present in the cave. There will be a 50% chance that a deal will be in progress, in which case Jakob will also be present, along with a buyer, and all will be armed.

Jakob Herring

STR	13	CON	14	SIZ	14	INT	14
POW	12	DEX	15	APP	12	SAN	60
MOVE8		HP	14	DAMAGE BONUS +1D4			

SKILLS: Bargain 50%, Camouflage 35%, Climb 30%, Dodge 40%, Fast Talk 45%, First Aid 30%, Hide 30%, Jump 45%, Listen 45%, Make Maps 45%, Psychology 20%, Sneak 40%, Spot Hidden 45%, Swim 50%, Throw 20%, Track 35%

WEAPON	ATTACK %	DAMAGE
12–g. shotgun	30%	4D6
Knife	35%	1D4+2
Club	40%	1D6+1D4
Punch	60%	1D3+1D4
Kick	35%	1D6+1D4

The Smugglers

STR	14	CON	15	SIZ	15	INT	12
POW	12	DEX	13	APP	11	SAN	60
MOVE8		HP	15	DAMAGE BONUS +1D4			

SKILLS: Camouflage 30%, Climb 30%, Dodge 30%, Fast Talk 25%, First Aid 20%, Hide 30%, Jump 45%, Listen 35%, Make, Psychology 10%, Sneak 30%, Spot Hidden 45%, Swim 40%, Throw 30%, Track 45%

WEAPON	ATTACK %	DAMAGE
12–g. shotgun	20%	4D6
Knife	45%	1D4+2
Club	50%	1D6+1D4
Punch	65%	1D3+1D4
Kick	35%	1D6+1D4

GRIMROCK ISLE

This is a relatively large island – roughly a quarter mile in diameter – located right in the center of the bay. From its rocky base, a dense pine forest rises, obscuring most of the mansion, save for its topmost peak, which can be seen from town on a clear day.

A rotted, slime–slick dock protrudes from the edge of the island, and at its base, a narrow, wildly overgrown trail wends off into the shadows beneath the pines. A short distance into the woods, this trail branches, the left fork leading to the mansion itself, while the right fork follows the shore of the island to a clearing in which stands a stone tower which was once used as a playhouse – and for other, darker purposes.

There is no animal life on the island, and anyone making a successful Listen roll will soon become aware of the unnatural silence which hangs about the place. Beyond this, there is nothing untoward to be discovered on the grounds themselves.

THE PLAYHOUSE

This is a 50 foot high tower of native stone, with a weathered door at its base, and a flight of worn, slippery stairs winding up and around the outside wall to a narrow door which affords access to the second level. A successful Climb roll at +15% is needed to negotiate these steps, a failure here resulting in a tumble that will inflict 1D2 points of damage.

The first level contains a stage, and an area of piled rubble and debris where the audience seats should have been. To the right on entering, a flight of wooden stairs ascends to the level above, but the wood is rotten, and a Luck roll is required by each Investigator to keep from stepping on a completely rotted step.

Should such an event occur, the unfortunate Investigator will plunge into the dark cavity beneath the staircase, which has become the nesting place for a horde of large, bloated spiders, which will swarm over the intruding Investigator, biting and stinging, and calling for a Sanity roll or the loss of 1D6 points of Sanity, or 1 point on a successful roll.

If the Sanity loss is 5 or more points, this Investigator will be afflicted with Arachniphobia, a morbid fear of spiders.

THE MANSION

Grim House began as a typical Victorian style mansion of native stone and oak, but the aura of evil invested within it has transformed it into a brooding, secretive hulk harboring no warmth or comfort. It is a hostile place, occupied by the souls of the dead, the captured victims of Lazarus Grim.

PSYCHIC PHENOMENON

These victims are capable of manifesting themselves in a limited fashion in and immediately around the mansion, and they will do so in an attempt to warn the Investigators of the threat which awaits them inside. These visitations, however, could very well be taken by the Investigators as an attempt to frighten them off; thus, the Keeper should keep all information quite vague.

Upon first opening the front doors of the mansion, the Investigators will be caught in a frigid wind blowing out of the house. A successful Listen roll will call attention to a chorus of whispering voices riding the wind, voices which warn the intruders to "Get out!"

There is a 1/1d4 SAN loss for hearing these voices.

There will be a 45% chance of such an encounter in the tub area of the Bathroom on the second floor. The Investigators will notice that the tub is filling up with blood; when it is nearly to the rim, the form of a woman will form from the blood and beg the Investigators to release her from her torment, to "release me from my golden coffin where I reside with all the others."

The bloody figure will then explode, vanishing just as it seems the sticky red mess will drench the Investigators. This sight will cost 1/1D4 points of Sanity.

Supernatural phenomena of a more mundane nature should follow the Investigators all through the house, and the Keeper is encouraged to let the imagination run free with incidents of floating objects, chalk writing on the walls, strange voices and footsteps, and encounters with spectral figures.

ENCOUNTERS WITH LAZARUS GRIM

One such figure will be far more dangerous than any of the other supernatural occupants of Grim House. Lazarus Grim, the undead revenant, prowls his darksome lair, waiting for the opportunity to confront a lone Investigator and trap his/her soul in his Chest Arcana, a golden, gem-studded chest which serves as his POW battery.

Into the Chest is placed all the POW Lazarus steals from his many victims, to be used later to create a Time Gate back to the time before Cthulhu was imprisoned, thus allowing the Great Old One to step forward into our time and begin his reign anew.

Whenever a victim loses a POW struggle against the chest's POW of 18, the very soul of that victim is drawn into the chest, where it is transformed into a dancing spark of bright white light. The chest is capable of draining 1D6 points of POW per round, and will continue to do so unless the victim wins the POW struggle.

While the chest is an arcane device, it can still be destroyed by normal means, such as smashing it on the floor. Once the chest is destroyed, all the captive souls inside will be released, and the sudden realization of his failure will be too much for Lazarus grim.

Screaming in frustrated rage, he will crumble to dust before the Investigators' eyes as his true age catches up with him. This sight will cost 3/1d6 points of Sanity to all viewers.

Anyone attempting to wrest the chest from Lazarus' grasp will suffer an automatic 1 point of POW loss per round he or she is in contact with it; this loss is permanent. A STR vs STR roll is required once per round to pull Grim's arcane device free of his grasp. and for every failed roll, another POW point is lost.

Lazarus Grim

STR	13	CON	17	SIZ	16	INT	18
POW	19	DEX	14	EDU	18	MOVE	8
SAN	0	HP	16	Damage Bonus: +1D6			

APPLICABLE SKILLS: Cthulhu Mythos 45%, Dodge 65%, Hide 85%, Jump 50%, Listen 45%, Occult 75%, Sneak 60%, Spot Hidden 55%

SPELLS: Become Revenant* Contact Deep Ones, Contact Spawn of Cthulhu, Contact Cthulhu, Create Gate, Create Chest Arcana*, Dominate, Voorish Sign

*These spells cannot be learned by another, since Lazarus has destroyed the books which contained them, as well as all notes pertaining to them.

ARMOR: All impaling weapons do minimum damage, though a critical impaling attack will do 2 points. Because of his nature, Lazarus is able to regenerate up to 5 points of damage per combat round.

THE FINAL CONFRONTATION

Lazarus' lair is the cellar, in the vicinity of the pool. If discovered, he will always attempt to flee there to summon a Spawn of Cthulhu to deal with the Investigators; the Keeper may use the stats for an average Spawn from the Rulebook. This hulking horror will emerge from the pool, which is now a channel to the sea, and once it arrives, it will proceed to bring the house down upon the Investigators.

Anyone in the cellar must make 3 successful Dodge rolls to reach the safety of an exit, a missed roll inflicting 1D4 points of damage from falling debris.

CLEANING UP LOOSE ENDS

The Investigators must vanquish Lazarus Grim in order to gain the minimum 1D10 points of Sanity reward. If they can do this and also deal with Tobias Armbrewster, that reward should be doubled. If both can be accomplished without the destruction of Grim House, the Investigators should receive another 1D6 points.

If the house is destroyed and Lazarus Grim remains undefeated, there will be a 1D10 penalty for total failure.

Of course, the destruction of Grim House and the possible death of Tobias Armbrewster will not be taken lightly by Sheriff Ekhart, and the Keeper may use this to make things a little hot for the Investigators once their task in Dove's Bay is completed.

CURIOUSGOODS

KEEPER'S INFORMATION

Bella Tutraken, the curious little Romanian proprietor of the quaint Dove's Bay antique shop, The Antique Attic, has long been a friend and ally of the alien Fungi from Yuggoth. For close to fifty years the Mi-Go have been active in the declining coastal town, studying the feeble homosapiens and mining certain rare minerals from the quiet countryside. These activities have mostly gone unnoticed by the township, and the few actual sightings of the Fungi have been explained away by the superstitious as woodland phantoms.

Because of his secret and close association with the Pluto-based aliens, Tutraken has access to voluminous quantities of Mythos lore, tomes and artifacts - and in certain closely guarded and whispered circles he has become known as a man who can obtain almost any Mythos materials... for a price.

Payment for such obtained items is extracted from the POW or SAN of the person for whom the darkling artifact was procured; at times the Fungi have collected the living brain of the individual.... Such is the price of dealing with the outre forces of the Cthulhu Mythos.

Recently, a group of students from legend-shrouded Miskatonic University journeyed to Dove's Bay to look into certain folktales of New England - folktales about strange noises in the hills and woods, and of unusual things seen flying through the night skies. These foolish youths sadly uncovered more than they were prepared for, and they fell prey to the fungal Mi-Go. Two of the students - Gary Hartford and Max Wentworth - died at the torturous nippers of the Fungi, their brains removed and stored away in weird canisters. The third student, Jason Cutler, was found by State Police walking aimlessly through the woods. Having suffered a great shock, Jason Cutler is now a resident in Larkin Institute, back in Arkham. The bodies of Gary Hartford and Max Wentworth have not been found, and the Maine and Massachusetts State Police, as well as the Dove's Bay Police, are conducting a search for the missing boys.

INVESTIGATORS' INFORMATION

It is fall of 192_. The investigators are approached by Arkham authorities and asked for their assistance in locating the missing Miskatonic students. It seems that the parents of the missing boys are putting pressure on the University to conduct its own investigation into the strange case. A reward of $1,000 has been offered by the families of the missing students and the University for information leading to the resolution of this case, and the University will also pay the investigators each $20.00 a week for their part in helping to find the boys.

THE ARKHAM POLICE STATION

Detective Mickey Harrigan is assigned to the Hartford, Wentworth and Cutler case. He is a friendly young man eager to assist the investigators in their own end of the investigation, but he has little to share with them. All Harrigan can tell the investigators is that apparently the boys left Arkham mid-day on a Thursday, and arrived in Dove's Bay, Maine late the next day. The three friends checked into a room at Mrs. Gordon's Boarding House, 64 Ashton Lane and went about exploring the old coastal town. Late that Sunday night the Maine State Police discovered Jason Cutler in the woods a few miles south of Dove's Bay: Gary Hartford and Max Wentworth have yet to be found. Jason Cutler is now a resident at Larkin Institute.

LARKIN INSTITUTE

Located at 166 E. Pickman Street in Arkham, this private psychiatric hospital is where Jason Cutler is currently residing. The investigators are given access to Cutler if they can make a successful Credit Rating, Oratory or Fast Talk roll to the Institute's founder, Dr. Parker Larkin. If the investigators fail the required skill rolls, they are politely yet firmly turned away. Should they attempt to sneak into the Institute and are caught by Larkin or his staff, the investigators will be unceremoniously arrested and locked up in the Arkham jail for breaking and entering.

A once handsome and active young man, Jason Cutler is now a silent, somber youth. He sits all day staring out the window silently. Since arriving at the Institute Cutler has not spoken a word; when he replies, it is in the form of a weak nod, shrug or shake of his head. A successful Psychoanalysis roll on the part of an investigator will entice Jason to verbally answer 1D3 questions; after this young Mr. Cutler will respond no further to any of the investigators' questions.

Note: Jason's tortured mind blocks any specific memories of the Mi-Go or the exact events of the night the boys were attacked by the Fungi.

MISKATONIC UNIVERSITY

If the investigators ask around the campus of the Miskatonic University about Jason Cutler and the two missing boys, a successful Luck roll will allow them to discover that the three boys were interested in some vague legends of the area, and had recently taken some old monograph out of the university library.

Dr. Henry Armitage, director of the library, knows that the old monograph the investigators are referring to would be the Eli Davenport monograph of 1839. This monograph is a collection of old folk tales and Indian lore regarding the activities of the Fungi from Yuggoth in New England (English, +2% Mythos knowledge, -1D2 SAN and no spells).

The three students lived in the East Dormitory on the campus of the university, although their rooms will reveal nothing of any importance except for a map of the New England coastline found in Max Wentworth's room. A red line drawn on the map clearly shows the boys route from Arkham to Dove's Bay.

OFF TO DOVE'S BAY

Autumn has come to Dove's Bay, Maine. The salty air is crisp with a frosty bite that heralds the approach of winter's cold reign. Gulls shriek in the clear blue skies overhead and the ocean's powerful waves thunderously crash against the rocky coast along Dove's Bay, sending fishing boats bobbing in the foamy water. Quaint leaf-strewn lanes are aglow with a soothing golden aura shed from maples and elms, and the screaming reds of oaks and sumacs brilliantly accent the cool green of pines. Baskets filled with pumpkins, apples and beautiful Indian corn greet visitors journeying along the cool New England lanes and through the famous covered bridges, and the leaf-dropping maples are being milked of their gloriously sweet sap. Yes, autumn has come to Dove's Bay. It will take the investigators roughly 17 hours to drive from Arkham to Dove's Bay.

The small, crumbling fishing village quickly takes note of any outsiders and while they are not treated unkindly there is still a certain uneasiness the investigators may feel while in town.

MRS. GORDON'S BOARDING HOUSE

This once-regal, sprawling New England mansion on 64 Ashton Lane has been converted into a boarding house by the widow Gordon. Minnie Gordon lost her fisherman husband to the ocean many years ago, and has taken to boarding visitors and young people to bring in some form of income. A room can be had for $2.50 a night or $75.00 a month. The rooms are of good size and are very clean. Guests share a community bathroom. Meals are served in Mrs. Gordon's quaint dinning room at 7:30 AM, noon and 5:30 PM.

Mrs. Gordon clearly recalls the three students from Arkham, and when asked about them she says that they seemed like very nice boys. She did not see much of them, however, as they only ate a meal or two with her. They checked into their room after dark on Friday and then quickly left the boarding house, came back very late that night, and then were off again early the next day. They never came in Saturday night. Mrs. Gordon recalls the young men asking directions of her but does not recall now just where they said they were heading.

Kindly Minnie Gordon will escort the investigators to the attic room that the three students rented from her (Room P - see map in "Brood Haven") if they wish to see it. As she unlocks and swings open the door she proudly states that she has kept the room locked and that no one has been in the room since the police.

The room is furnished with one large bed, a dresser, two chairs and a lamp; the one large window is wide open, the crisp and damp fall air freely blowing in, the bed is unmade and there are men's clothes scattered about the room. While such might be expected from a room shared by three teenage boys, there is something a bit unsettling about the state of this room.

A successful Idea roll alerts the investigators to the fact that the room may have been searched already. Mrs. Gordon confirms any suspicions the investigators may have when she gasps and claims that this room was not in this condition after the police left it, and that she is sure the door hadn't been opened.

A successful Spot Hidden roll finds a copy of the weekly **Dove's Bay Gazette** under the dresser. A pair of ads have been circled in pencil - one for the Antique Attic and one for the Barker Lane Bookshop.

If the investigators think to check the window, they find several strange scratches in the wooden sill.

Mrs. Gordon does not remember if the window was left open or not, but if an investigator can make a successful Luck roll the old woman does remember there being a notebook in the room that is now obviously missing.

The Mi-Go came in through the attic room window, searched the room and then made off with the

notebook in which the students had collected the legends and notes about the Fungi.

Mrs. Gordon will be of as much assistance to the investigators as she can be, however she does not allow them into the basement of the boarding house, where her own dark secrets are safely hidden! (See the Brood Haven scenario for further information.)

DOVE'S BAY SHERIFF'S OFFICE

Located at 784 Belknap Street, the Dove's Bay Sheriff's Office is a small and unimpressive place. The small police force consists of Sheriff Gordon Eckhart, deputies Montgomery Abbott, Chester Krupp, and Lincoln Baldwin. Deputies walk their beats singly and no shots have been fired in this quiet New England town in well over a year. Only Sheriff Eckhart carries a gun, although there are enough for each of the deputies should a crisis arise. All of the officers carry nightsticks (used mostly to crack open walnuts, tap on walls and scratch backs!) and have 60% skill in their use. The Dove's Bay police force has two cars, although one is often being repaired.

Sheriff Eckhart will be quite uncooperative to the investigators, claiming that this is a local matter and that it is none of their business. If the investigators antagonize Eckhart in the slightest way they will find themselves locked up in one of the station's two jail cells for 1D3 days.

In reality, Eckhart suspects the true fates of the missing students, as he knows of the Fungi's presence in the area, although he is not involved with the aliens or Bella Tutraken in any way. Dove's Bay has many secrets to hide and Sheriff Eckhart does his best to keep those dark secrets protected.

The police force actually has no information of use in the case of the missing students.

Sheriff Gordon Eckhart, age 56

STR	13	CON	12	SIZ	10	INT	11
POW	11	DEX	14	APP	10	EDU	12
SAN	55	HP	11	Damage Bonus +0			

Weapons:

.45 revolver	50%,	1D10+2
Nightstick	60%,	1D6
Fist/Punch	75%,	1D3

Skills: Cthulhu Mythos 2%, Debate 75%, Dove's Bay History 75%, Drive 55%, Hide 45%, Law 40%, Listen 35%, Psychology 60%, Sneak 55%, Spot Hidden 50%, Track 25%.

THE BARKER LANE BOOKSHOP

The badly weathered wooden sign hanging at 366 Barker Lane proclaims that the Barker Lane Bookshop deals exclusively in rare and unusual books. The store is open Monday thru Friday from 6:00 PM to 9:00 PM and at other times by special appointment. The shop is a small musty, dusty place crowded with shelves, piles and boxes of old books in various languages. The shop specializes in old collections of ghost stories, classic "horror" fiction and works on the occult: the word around town is that the shop is haunted, and so the place has come to be known by locals as the "Haunted Bookshop". In reality the store really is haunted: any investigator able to roll his POW or less on 1D100 has a 25% chance of spotting the ghost, who appears as a young man in Victorian clothes carrying a candle and a book. The ghost can be spotted only after dark and is seldom seen by more than one person at a time.

The ghost is quite harmless and, as proprietor Clive Banburry will tell, has been known to point out a book sought by a customer! Other times the spirit is seen intently reading the book he carries, illuminating the pages with his candle.

Remarkably, (or perhaps with the help of the ghost?) Mr. Banburry knows the exact location of every book in his claustrophobic shop. Mr. Banburry is a friendly sort with a distinguished British accent, eager to strike up a conversation about classic literature, old books or ghosts. The greying man came to Dove's Bay from London about ten years ago but has kept much to himself, although he knows a thing or two about the town's dark secrets.

If asked, he also remembers the three Arkham students very clearly. The boys bought a copy of a book from Banburry – the Reverend Ward Phillips' **Prodigies in the New-England Canaan**. The book seller will also tell of the strange phone call he got at home on the night the boys disappeared: it was late and he had just settled into bed with a copy of Gaston Leroux's mostly ignored novel **Fantasme de l'Opera**. Banburry could not clearly understand the voices on the other end of the line, but they seemed to be young men and they were screaming something about monsters in the attic! The line suddenly began to buzz loudly with a strange static and then went dead. Thinking back on it all now he seems sure that it was those same boys. He knows nothing more.

If the investigators are looking for a specific non-Mythos book there is the following chance that Banburry has it:

- o – ghost story 40%
- o – classic "horror" fiction 20%
- o – occult 30%
- o – other fiction 10%
- o – poetry 10%
- o – other 5%

There will be 1D2 Mythos tomes found among the clutter, keeper's choice (NOT the Necronomicon in any of its versions, however).

Banburry sells most of his books for 1D100 cents + $1.00. Older and rare books (this includes any Mythos works) go for 1D20 + $20.00!

When the investigators visit this haunted bookshop a fat, warty jack–o–lantern is aglow on a book–crowded table in celebration of nearing Halloween. The jack–o–lantern is kept lit all through the night, dimly illuminating the empty shop, casting weird shadows on the huge front window and into the cold, silent street.

Clive Banburry, age 52

STR	11	CON	11	SIZ	14	INT	18
POW	14	DEX	8	APP	15	EDU	17
SAN	70	HP	12	DB: +1D4			

Weapon:

Fist/Punch	65%,	1D3+1D4

Skills: Cthulhu Mythos 7%, Dove's Bay History 30%, Library Use 75%, Occult 50%, Read/Write English 85%, Read/Write French 45%, Read/Write German 15%, Read/Write Latin 10%.

The Bookstore Ghost

INT	18	POW	17	HP	17

Weapon: Drain 1D3 POW (only if provoked): see rulebook section on ghosts.

SAN: 0/1D8.

THE ANTIQUE ATTIC

Located at 739 Campbell Street, this old clapboard building is both home and business of Romanian immigrant Bella Tutraken. The Antique Attic is one of many such shops in the Dove's Bay area and is opened 10:00 AM to 5:00 PM Monday thru Friday. The little Romanian sells various pieces of glassware, furniture, old photographs, books and other assorted bits and pieces of antique collectibles. Items in Tutraken's shop sell for anywhere from one dollar to several hundred dollars. Business is best in the summer months, when the tourists come to Dove's Bay.

The Antique Attic is a building with three stories and a basement. The ground floor and second floor house Tutraken's mass of antiques and the old man lives on the third floor in the converted attic.

The Ground Floor: Tutraken keeps the largest of his antiques here – tables, cabinets, large mirrors and other pieces of furniture. The cash register is located near the front door and during business hours 1D100 + $100.00 can be found in the old hand–crank register. The old man also keeps a loaded .32 revolver hidden beneath a shelf near the cash box (Spot Hidden at 1/4 to find it).

A successful Spot Hidden roll here discovers a very old mirror with an ornate frame half–hidden behind a large cabinet. The frame almost seems to be inscribed with weird glyphs... or are they just designs? This mirror has no unusual properties, and is for sale for 1D100+ $200.00.

The Second Floor: This is where all of the smaller pieces are kept: China, glassware, books, figurines, old photographs, artwork, etc. Items from the second floor must be taken downstairs to be purchased, as there is no cash box up here. Tutraken usually lets customers wander unwatched on the second floor, and because of this he often is robbed of small items by children and cheap adults!

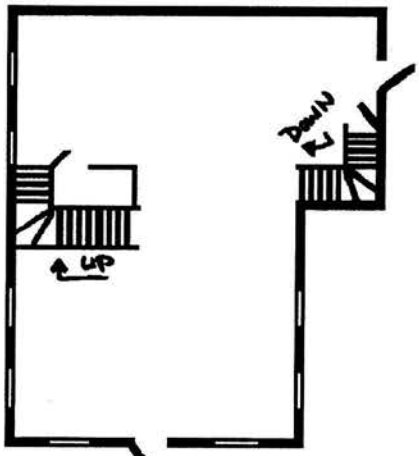
A successful Spot Hidden here finds a small dagger with a gem–encrusted blade in a drawer full of jewelry, antique eye glasses and letter openers. While it certainly is impressive to behold this dagger is of no special importance and is nothing more than an ornamental piece. The dagger is going for 1D10 + $25.00.

The Third Floor: The door to the third floor is always kept locked. This is where Bella Tutraken lives and the floor has been converted into an apartment complete with kitchen, bath, bedroom and small living space. The apartment is furnished and decorated with antiques, including many mementos from Tutraken's beloved Romania.

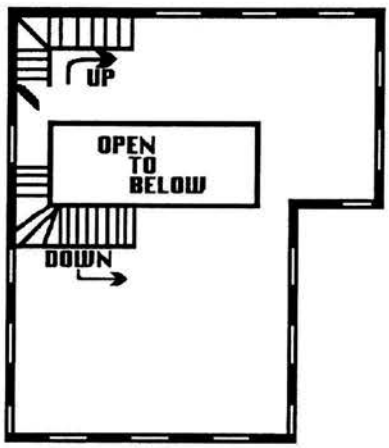
Among the furniture in the living room is a large chest secured with an enormous padlock. Old Bella always keeps the key with him and the lock is far too heavy to be cut through easily, although it may be picked with a successful Mechanical Repair roll at –15%.

This is where the antique dealer keeps his "spe–cial" pieces – Mythos books, idols and artifacts. Within the chest are the following items:

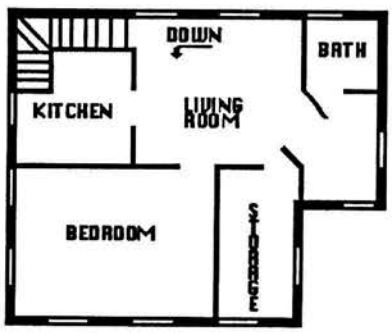
- a dog–eared copy of the Comte d'Erlette's **Cultes des Goules** (French, +14% Mythos knowledge, x2 spell multiplier, –1D10 SAN and five spells of the Keeper's choice),
- a dagger that has been enchanted for use in the Summon Dimensional Shambler spell (+40%),
- and a 16 inch statue of a creature with a cone–shaped body and tentacled lizard–like head. Four starfish–like arms spring from the body of the creature. The statue is of Zoth–Ommog and is magical – if blood is poured over the idol the Great Old One will manifest itself before the statue (probably



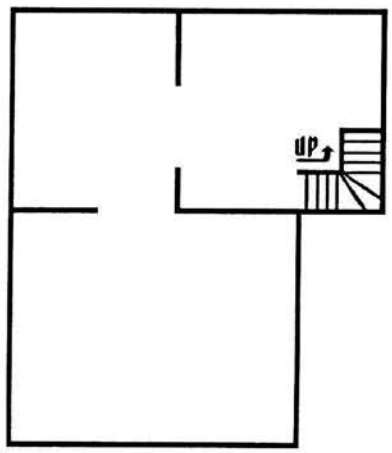
ANTIQUE ATTIC
First floor



ANTIQUE ATTIC
Second floor



ANTIQUE ATTIC
Third floor



ANTIQUE ATTIC
Basement

slaying those foolish enough to summon it). This idol is carved from some unknown blue–green stone.

- The copy of **Prodigies in the New–England Canaan** purchased by the students from Clive Banburry is also here (English, +4% Mythos knowledge, –1D6 SAN and no spells). A bookmark from the Barker Lane Bookstore is found inside the front cover.

A successful Spot Hidden roll in the living area will further uncover several letters stashed away in a desk drawer. Among the letters are several written in Romanian and posted from the village of Drovosna in Romania. While the investigators are probably unable to read these letters they deal with various Mythos topics, especially something referred to simply as "the Beast". These cryptic letters are signed with the name Baron Hauptman.

Another letter is from a Malachai Kloss from Buffalo, N.Y. In this letter Mr. Kloss thanks Tutraken for his assistance in helping him to locate a certain unnamed "arcane passage" and asks if Tutraken knows anything about something he calls the Sundial of Amen–Tet.

A successful Spot Hidden in the bedroom uncovers a strange dark urn full of dirt. Could little Mr. Tutraken be a vampire? Well, he is from Romania and that's where legend–shrouded Transylvania is! Actually he's not, but let the investigators wonder....

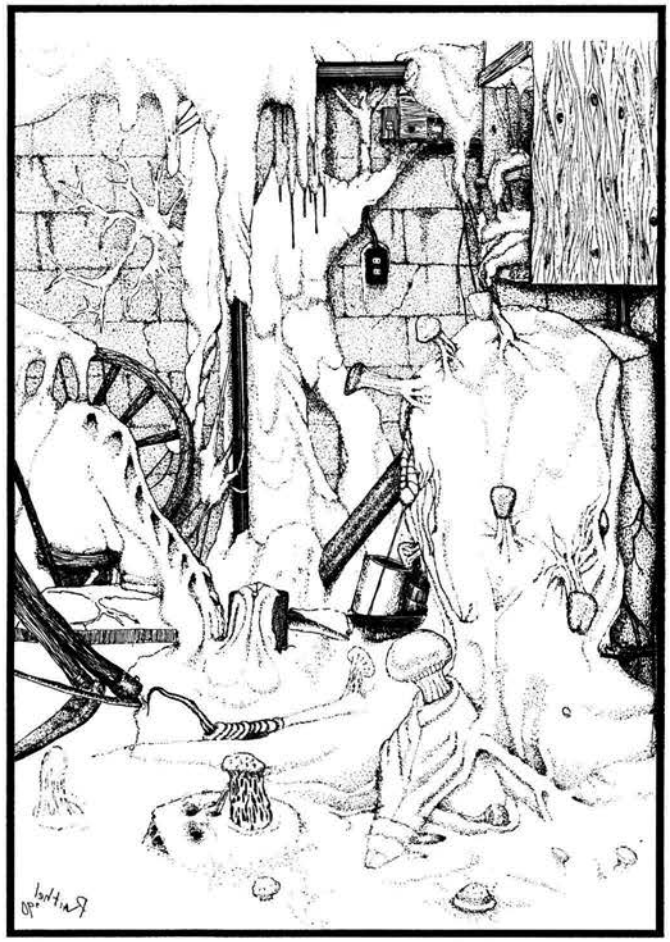
A circular trap door in the slanted ceiling leads to the steep roof of the ancient New England house. This is where Tutraken's Fungi friends enter and leave the building. A successful Spot Hidden on this door reveals odd scratches identical to those found on the attic window at Mrs. Gordon's Boarding House.

The Basement: The door leading to the basement is always kept tightly locked, for in the musty cellar of Bella Tutraken's shop are horrible and alien things....

The first thing noticed when the basement door is opened is the overwhelming stench of damp, musty rot. As the creaky stairs are descended a weird, faint glow is seen below. Stepping to the basement floor intruders are greeted with a monstrous sight; the small, damp basement beneath the Antique Attic is overgrown with horrible, festering fungal growths that quiver, sway and pulsate insanely. Deathly pale toadstool–like growths stretch from floor to ceiling, quivering mossy patches hang wetly from pipes and damp walls and other slimy fungal things carpet the floor, drip from the ceiling and cling in grotesque lumps to beams and boxes. The weird glow is coming from the various stinking plant–things. This garden of ghastly growths costs 1/1D6 SAN. A successful Botany roll affirms the investigators' suspicions that these things are not of this world. While a successful Cthulhu Mythos roll does not identify these horrible plants if the investigators have had any experience with the Mi–Go they may recognize some of the specimens.

As the investigators move about in the basement the slime–covered floor underfoot squishes sickly, and each must make a successful Dodge roll or slip on some leprous clump of mold and fall to the floor. Any investigators who fall must attempt a Luck roll: any who fail this roll find themselves in a huge, thick mass of sticky, dripping fibers. As the investigator struggles to pull himself out of this alien mass, he grabs onto something more solid and unwittingly pulls a partially–decayed arm from the mass. The investigators have found the pair of missing students: there in the slime lay the pale and bloated bodies of Max Wentworth and Gary Hartford! The tops of both of the boys' heads are missing as are their brains, and the alien fungus has begun to devour the lifeless bodies, leaving them pitted and with great patches of soft tissues missing. Disgusting toadstool–like things have sprouted from the open wounds and from the boys' eyes and mouths. This sight calls for a SAN roll or the loss of 0/1D6 points.

If no investigator discovers the bodies in this way, then the keeper may allow a Spot Hidden to uncover them.



Also in this dirt and stone basement is a series of very strange mechanical devices and several large metal canisters. If one of the canisters is broken open, a pulsating brain is discovered within (SAN roll or the loss of 0/1D4).

If the investigators have experience with the Mi–Go and their brain canisters, they may be able to hook one of them up to the strange machine (successful Mechanical Repair required) and actually speak with the brain of Gary Hartford. Unfortunately, poor Gary is now insane and does little more than sob and scream. This has a 50% chance of alerting anyone in the building or on the street outside to the investigators' presence.

BELLA TUTRAKEN, FUNGI FRIEND

Bella Tutraken often has his brain removed and placed within one of the canisters, and in this way he has visited many strange and alien worlds with his Fungi friends. If the investigators arrive while Tutraken's brain is on leave they will find his body in the basement, attached to some strange machinery which keeps it alive without the brain. The Mi–Go can remove or replace Tutraken's brain in a matter of minutes as they have surgically replaced the top of his head with a weird membranous sheath, which makes the brain removal and replacement easier. This transparent sheath is tough and impervious to damage, so it protects the brain well. The Romanian wears a toupee to cover this alien implant. Anyone who sees Tutraken without his hairpiece, brain clearly visible within his skull, must make a SAN roll or suffer the loss of 1/1D4 SAN.

Little Mr. Tutraken prefers to avoid problems; however, if the investigators snoop too much they may be set upon by the Yuggoth aliens at Tutraken's instructions.

He is a weird man who speaks in a thick Romanian accent, and while he appears gentle and kindly, he is without compassion and would not hesitate to have intruders killed (he initiated the attack on the college students, whom he feared had discovered too much – and then watched as they were tortured and their brains were removed). The Fungi have taught their human agent to read and write their complicated mathematical/glyph language, although since he can not change the color of his head he obviously can not speak it!

If the investigators know of Tutraken's reputation in the vile and shadowy circles of the Mythos–loyal, they may ask him to locate a specific Mythos tome or artifact for them. If he can obtain the item (through his alien allies), Tutraken will expect cash payment equal to the tome's Mythos Knowledge x $1,000 (thus **Cultes des Goules**, at +14% Mythos Knowledge would cost $14,000 !). A number of POW equal to half the book's Mythos Knowledge is also extracted by the Mi–Go and their alien machines. The Keeper should decide on the cost of other Mythos items, keeping in mind the guidelines set by these tomes. Tutraken and his Mi–Go companions have a basic 50% chance to locate any Mythos tome or artifact (certain more powerful items should be harder to locate, and thus more costly). The slightest deviation from an agreed–upon price or deal will result in the investigator's brain being removed and bottled by the Fungi.

After the investigators' initial visit there is a 50% chance that Tutraken will be away to some distant world with his Fungi companions, and that his brainless body will be in the basement. If such is the case, then one of the Fungi will don a waxen mask and human hands and masquerade as the antique dealer; when visitors come to call, the shop is in near darkness and the little man is seated in a chair in a corner, wrapped in blankets. When he speaks his voice is low and raspy and almost buzzes. This Fungi Tutraken will try explaining to inquisitive callers that his voice is low and scratchy and that he is wrapped in blankets because he has come down with a terrible cold. A successful Idea at –20% or a Spot Hidden will see through this disguise. In such a case a SAN roll is required for this discovery or the loss of 0/1D4 points (plus 0/1D6 for the Mi–Go).

Bella Tutraken, age 79

STR	9	CON	10	SIZ	11	INT	14
POW	15	DEX	8	APP	9	EDU	10
SAN	0	HP	10	DB:	+0		

Weapons:

.32 revolver	45%,	1D8

Skills: Bargain 80%, Cthulhu Mythos 45%, History 75%, Psychology 45%, Read/Write English 25%, Read/Write Romanian 50%, Read/Write Yuggothan 60%, Speak English 50%.

Spells: Contact Fungi from Yuggoth, Shrivelling, Wither Limb.

THE MI–GO IN MAINE

The Fungi have been active in the Dove's Bay area for many years, studying the inferior human race and mining certain minerals from the near–by woods and the rocky sea coast. Bella Tutraken has been a useful pawn of the Mi–Go, and as such they protect him and supply him with bits of knowledge and Mythos artifacts to sell to interested humans, thus spreading the darkling and insane faith of the Outer Gods and their servants.

The Fungi's activities in Dove's Bay have, for the most part, gone unnoticed: the occasional nosey intruder is quickly and mercilessly dealt with. Such was the fate of the missing boys.

The aliens have destroyed the notebook in which the students were collecting their stories and data on the Yuggothans.

All Mi-Go move at 7/9 flying and take only minimal damage from impaling-type weapons. The SAN cost for seeing these creatures is 0/1D6.

Mi-Go in the wax mask

STR	10	CON	9	SIZ	11	INT	14
POW	15	DEX	17	HP	10		

Weapon:

Nippers 70%, 1D6 + grapple

Skill: Impersonate Human 75%

Spells: Contact Deep One, Contact Ghoul, Contact Nyarlathotep.

Fungi:	1	2	3	4	5
STR	16	11	16	8	12
CON	13	13	8	12	13
SIZ	10	9	8	11	11
INT	12	13	11	9	8
POW	13	9	17	14	11
DEX	14	16	15	11	13
HP	11	11	8	11	12

Weapon:

Nippers 30%, 1D6 + grapple

Spells:

#1: Red Sign of Shudde M'ell, Wither Limb

#2: Summon/Bind Hunting Horror

THE FRUITS OF LABOR

If the investigators discover the fates of the missing boys, reward them each with 1D2 SAN and the reward from the University and families of the boys. If they bring Bella Tutraken to justice, reward them each with 1D6 SAN. If they defeat this small colony of Mi-Go, each investigators should get 6 SAN. If the investigators do not bring Tutraken to justice and he either escapes or they decide to let him go free so that they can use him to obtain Mythos books and artifacts, penalize each of them -1D6 SAN.

This case is solved....

In a musty little book store a jack-o-lantern glows eerily, patiently awaiting Halloween eve when the spirits of the dead are closest to our world... what other dark secrets does Dove's Bay hide?

THE HORSEMAN

By Scott D Aniolowski

KEEPER'S INFORMATION

A spectral horseman has been haunting the dark and lonely lanes of Dove's Bay for generations. The ghost, it is said, was a highwayman who was killed in the late 1700's and is now cursed to forever roam the desolate roads he terrorized in life. The vengeful spirit has been sighted many times over the years – mostly in the autumn season, but such sightings have often been explained away as being provoked by communing with liquor spirits! The ghostly rider has, in fact, caused the death of a few unfortunates who stumbled into his deathless path.

The headless spirit was, in life, Geoffrey Thomas Ridley. Ridley was, indeed, a highwayman and a scoundrel who haunted the darkened roads of Dove's Bay, murdering and robbing those luckless enough to come upon him in the hours of darkness. In 1799 Ridley was tried and sentenced to death for his crimes and on October 31 of that year he was put to death by decapitation. The corpse was then buried in a shallow grave in the woods outside of the town, but in 1842 was moved to a proper burial site. Ridley's body is now interred in the Dove's Bay cemetery, while his head still rests in the shallow forest grave: when his rotting casket was lifted from the soil to be moved the smaller wooden box holding his head was mistakenly left behind.

INVESTIGATORS' INFORMATION

The investigators may become involved in this nightmare ghost story in a number of ways – they may be hired to investigate and destroy the vengeful spirit, they may accidentally stumble upon the apparition (and suffer for their bad luck), they may hear the legend of the Dove's Bay Horseman and decide to look deeper into the tale, or a friend or colleague may fall prey to the dark rider.

THE CHARLES PUBLIC LIBRARY

The small public library that services the folk of Dove's Bay is located in an old brick building at 202 Leroux Street. The library, named after Dr. L. Grant Charles, consists mostly of books donated from the estate of the late Dr. Charles in 1858. Grant Charles was a student of classical literature, and so the small building houses thousands of volumes of European and American fiction. The library also has a fine collection of books on medicine and other natural sciences as well as a few basic tomes of occult lore: there are no Mythos volumes to be found in this library, however. The Charles Public Library is open from 10:00 AM until 7:00 PM Monday through Friday.

If the investigators come here in search of information on the spectral rider they quickly discover that there is nothing to be learned from this library about such things. If they inform librarian Lawrence Partridge of the subject matter for which they are searching they will be directed by the distinguished man to the Barker Lane Bookshop.

Lawrence Partridge, age 50

STR	9	CON	14	SIZ	15	INT	17
POW	9	DEX	11	APP	12	EDU	19
SAN	45	HP	14				

Weapon:

Fist/punch	50%,	1D3

Skills: Debate 45%, History 50%, Law 45%, Library Use 90%, Oratory 35%, Read/Write English 95%, Read/Write French 50%, Spot Hidden 50%.

THE BARKER LANE BOOKSHOP

Proprietor Clive Banburry, when asked about ghosts and headless highwaymen, will supply the investigators with an old tome entitled **Ghosts, Spirits and Hauntings**, written in 1809 by Sir Douglas Baxter Flitcroft III, for the sum of $27.00. This thick volume goes into great lengths about the spirits of the dead that haunt the lonely and darkened places of our world, experiences with them, causes for their hauntings and ways to banish them to "the other side". This lengthy tome is in English, has a +6% to the reader's Occult knowledge, no spells and no SAN loss.

After studying the volume for 2D10 hours, the investigator will discover a section about a headless horseman that was reported to haunt shadowy roads of Ireland. The book explains that the spirit was restless because its head and body had not been buried together, and that once they were placed within the same grave the ghost vanished, never to be seen again.

DOVE'S BAY CITY HALL

Located at the corner of Bierce Avenue and Belknap Street, next to the Sheriff's Office, the newly built Dove's Bay City Hall houses all of the city's records of births, deaths, taxes, property ownership, surveyance maps, burial records, etc. The building is open to the public from 9:00 AM until 5:00 PM Monday through Friday. The office is run by one man – City Clerk Avery Wilson. Wilson, an obese, nearly deaf man, will allow the investigators to pour over any public records but will be of little help personally.

If the investigators search for information about the horseman they must spend 2D20 hours looking through old, dusty files and then attempt a Library Use roll. If the roll is successful they have discovered the record of Geoffrey Thomas Ridley's execution by decapitation on October 31, 1799 and the subsequent burial of his body and head in a woodland grave. The record says only that body and head were buried in separate caskets and that the grave is somewhere along Ikabod Lane, marked with a simple stone cross. If an investigator makes a second Library Use roll he discovers a record from 1842 which states that Geoffrey Ridley's casket was moved from its grave in the woods to a proper place in the Dove's Bay Cemetery. This record only mentions moving a single casket.

Avery Wilson, age 35

STR	12	CON	14	SIZ	17	INT	11
POW	14	DEX	8	APP	7	EDU	13
SAN	70	HP	15				

Weapon:

Fist/punch	50%,	1D3+1D4

Skills: Accounting 20%, Credit Rating 35%, Law 55%, Library Use 50%, Listen 5%, Read/Write English 65%.

THE DOVE'S BAY CEMETERY

Located at the end of Belknap Street, the old Dove's Bay Cemetery is a quiet and solemn spot. Grave markers here date as far back as the late 1700's and looking over the stones shows the resting places of generations of the same families. A successful Spot Hidden roll followed by a Luck roll is required to find Geoffrey Thomas Ridley's grave. Ridley's resting place is marked with a small weathered stone cross inscribed simply with Ridley's name and the years 1779 – 1799. Failing the Spot Hidden and/or Luck roll will require the investigators search for 1D6+2 hours for Ridley's grave.

At the bottom of the grave marked with the small cross rests the rotted fragments of a wooden casket and the headless skeletal remains of Ridley. Since the investigators should know what to expect in the grave there is only a SAN loss of 0/1D2 for digging up the grave.

THE WOODLAND GRAVE

The dark woods along Ikabod Lane are ominously quiet and still and a strong evil presence emanates from the area (all must make a SAN roll or suffer the loss of 0/1D2 SAN). To find the original grave of highwayman Ridley a Spot Hidden roll at 1/4 must be attempted each hour of searching; the small grave marker has long–ago been overgrown by tree roots, twisting vines and tall weeds, making its discovery very difficult. The stone cross is half buried in dirt and is badly weathered – it has no inscription. Once the marker has been discovered it is simply a matter of digging up the small rotted box in which Ridley's head was buried. The box is now nearly rotted away and the head is nothing more than a fleshless, worm–eaten skull. The act of digging up the head costs 0/1D2 SAN.

If the investigators are foolish enough to dig about in the forest grave at night, the horseman will instantly appear and attack any present, continuing its attack until it has destroyed or driven away all of the investigators or it is destroyed.

THE GHOST OF IKABOD LANE

The spectral form of Geoffrey Thomas Ridley appears as a headless man dressed all in black with a billowing cape, perched atop a huge pitch–black steed. The ghost carries a large, warty jack–o–lantern held tightly in one arm, weird hellfire ablaze within the evilly–carved pumpkin. The haunt's mount has eyes of fire and steamy fog spouts from its mouth and flaring nostrils. The thunderous sound of hoof beats is heard 1D10+2 rounds before the spirit suddenly rides out of a bank of weirdly swirling fog.The headless horseman may attack either by draining POW or by hurling its mocking pumpkin head. To drain POW the ghost first touches its victim and then matches its POW against a victim's POW – if the ghost overcomes the victim they are drained of 1D6 POW, however, if the ghost is overcome then it loses 1D6 POW (neither the ghost nor an investigator gains the POW drained from the other –

it is simply gone). When attacking with its jack–o–lantern, the ghost hurls the carved pumpkin and if it hits its target they must match their POW against the ghost's POW. If the intended target overcomes the ghost's POW then they only suffer the loss of 1D6 hit points, however, if the ghost overcomes its victim's POW then he is automatically killed, neck broken and head falling from his body.

The horseman's mount may also attack by rearing up and crashing its powerful front legs down on a victim. To do this the horse kicks out at a victim and then must match its POW against an intended victim's – if the ghost–horse overcomes the victim then he suffers the loss of 2D8 hit points. If the intended victim overcomes the spectral steed's POW then he takes no damage from the ghostly kick but, instead, the hell horse loses 1D3 POW.

Once the ghost has killed one person it rides off down the darkened lane only to disappear in a fog bank like the one it sprang from, evil, echoing laughter trailing behind it. The ghost may also depart if it has lost 15 or more points of POW, or at the Keeper's discretion. When next encountered the ghost will once again have its repulsive jack–o–lantern.

Geoffrey Thomas Ridley, the Headless Horseman

STR	NA	CON	NA	SIZ	15	INT	13
POW	22	DEX	NA	APP	NA	EDU	NA
SAN	NA	HP	22*	MOVE	8		

* The ghost's hit points = its POW, so if its POW changes so do its hit points.

Weapons:

Touch	50%,	POW vs. POW for 1D6 POW drain
Jack–o–lantern	50%,	POW vs. POW for 1D6/death

Armor: None, but the ghost may be destroyed only by reducing its POW to 0 or by burying its severed head with its body.

Spells: None.

SAN: 1/1D8.

Hell Horse

STR	NA	CON	NA	SIZ	36	POW	18
DEX	NA	HP	18*	MOVE	12		

* The ghost's hit points = its POW, so if its POW changes so do its hit points.

Weapons:

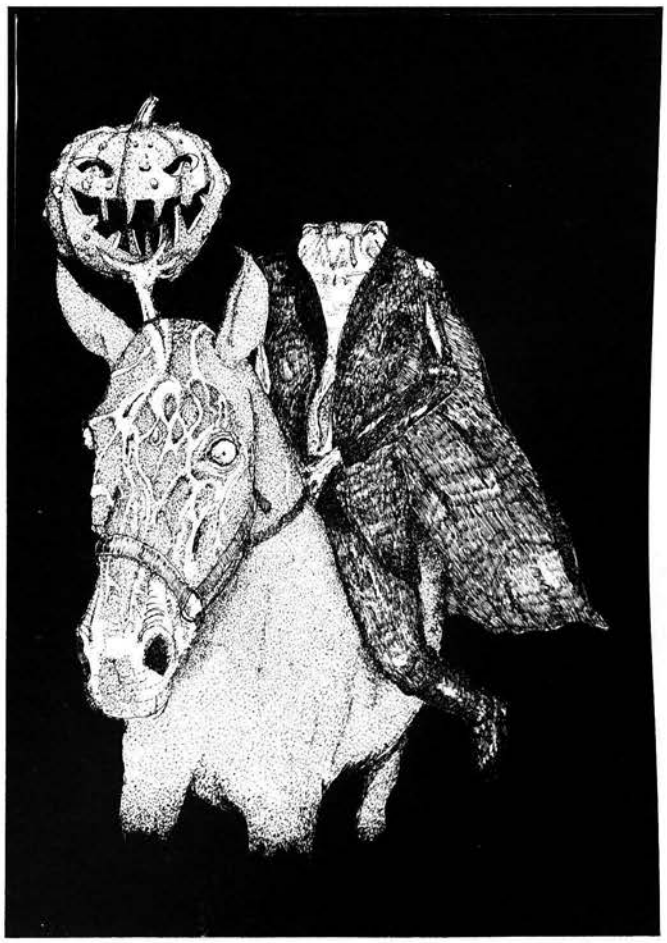
Rear/plunge	35%,	POW vs. POW for 2D8

Armor: None, but the ghost may be destroyed only by reducing its POW to 0.

Spells: None.

BANISHING THE GHOST

If the investigators manage to discover the resting place of the horseman's head, retrieve the skull and then bury it in the grave with the rest of his remains, the spirit of Geoffrey Thomas Ridley will be banished to "the other side", never to haunt the shadowy lanes of Dove's Bay again. If the investigators succeed in their endeavors, reward each of them with 1D10 SAN. Dove's Bay is at last free of this evil; however, what other vile secrets does this ancient and haunting New England town hide?



BROODHAVEN

KEEPER'S INFORMATION

The sleepy old New England coastal town of Dove's Bay hides many a dark and vile secret, not the least of which is the degenerate horde of evil rat–creatures that dwell in the dank darkness beneath Mrs. Gordon's Boarding House. For years Minnie Gordon has held close the secret of her basement, feeding and tending to the ravenous brood of furry monsters that dig warrens beneath the streets of Dove's Bay... monsters that cavort and caper in the shadows of timeless gods of madness and destruction. To this end Mrs. Gordon, like the rat folk she hides, had become an agent of the alien powers of darkness.

In tending to the horde of yellow–fanged rat people beneath her house, Mrs. Gordon often sends strangers and lone travellers staying at her boarding house to their doom in her rat–infested basement: the appetites of the little vermin creatures is insatiable.

INVESTIGATORS' INFORMATION

The year is 192_ and for whatever reason the investigators have stopped at Mrs. Gordon's Boarding House in Dove's Bay, Maine... perhaps they are just passing through, perhaps they are here on another case or perhaps they have been hired by the family of one of the hapless people who have disappeared while in Dove's Bay. Whatever the reason, the investigators have found themselves at the sprawling New England mansion–turned rooming house seeking lodging.

MRS. GORDON'S BOARDING HOUSE

Located at 64 Ashton Lane, Mrs. Gordon's Boarding House is the only place in Dove's Bay where a visitor will find a room for rent. Rooms can be had for $2.50 a night or $75.00 a month. All of the guest rooms are of good size and are very clean. Guests share community bathrooms and meals are served in Mrs. Gordon's quaint dinning room at 7:30 AM, noon, and at 5:30 PM. The meals are included in the price of the room; however, if they are missed or unwanted, the room rate does not go down!

Mrs. Gordon will eagerly rent out her rooms to the investigators, although she has a few house rules which she explains to guests: her rooms are single–sex only except for married couples (she often asks for proof), all guests must pay in advance, there are to be no animals or explosives in guest rooms, alcohol is strictly forbidden, there is to be no noise after 7:00 PM, no one is allowed in the kitchen and visitors must wipe their feet before entering the boarding house! If Mrs. Gordon takes a special liking to a guest she will bring them a plate of freshly baked cookies or a fruit pie.

Most of this old New England mansion is decorated and furnished with fine but old pieces. Many items of nautical significance are found in the living room, parlor and den. Mrs. Gordon's late husband was a fisherman who died at sea. Unless noted otherwise, there is nothing of significance or suspicion in any of the rooms: only areas of importance are described below.

At night each investigator may make a Listen roll: success indicates that they have heard strange clawing, scampering sounds in the walls and under the floor boards while they try to sleep. These noises are made, of course, by the rats which scurry between walls, floors and ceilings of the old boarding house. Some of the investigators may also think they hear strange haunting voices, painful moans, and eerie whistling sounds – the Keeper is urged to haunt his investigators with these unsettling sounds but then try to explain them away as wind, the creaky old house and wild imaginations. The investigators should be kept on the edge of suspicion... perhaps the house is haunted? Let them think its that simple and if they follow that line of thought perhaps the Keeper should throw in a slamming door, a sputtering candle flame or a shadowy face half–seen in a window.

The Dream: At night while the investigators sleep, alien forces are at work to bring madness and destruction upon these unwary guests. While the group slumbers the investigator with the highest Cthulhu Mythos experiences a horribly realistic nightmare: the investigator finds himself wandering alone through a cold, dank tunnel; all around him rats scamper and screech and somewhere ahead he hears an eerie flute–like sound. The investigator steps out into a larger

cavern and finds himself knee–deep in rotting muck – suddenly, a weirdly ominous shape looms before him. The investigator hears an alien voice booming in his mind... while he does not understand what the voice says it nonetheless strikes terror in his heart. The investigator turns to run, only to find himself sinking deeper into the mire. Suddenly a ravening horde of rats descend upon the hapless investigator.

At this point the dreaming investigator must match his POW against a POW of 23. If he wins the struggle, then he wakes from his nightmare and suffers the loss of 1D4 SAN; however, if he is overcome in the POW struggle, then the investigator begins to sleepwalk. Any investigators awake at this point may easily wake their sleepwalking companion, and with that his nightmares end and the night is again quiet. If the sleepwalking investigator's companions decide, instead, to follow their friend, then they are led down to the kitchen and through the now open basement door and into the cellar.

The sleepwalker is being mysteriously drawn to the cave of the Servitor beneath the house: once there, the investigator must make another POW struggle against the Servitor's 23 POW – if he wins the struggle, then he wakes to find himself in the foyer of the boarding house: this experience costs the dreamer 1D4 SAN, and he finds that his feet are dirty, as though he'd walked through mud! If the investigator is overcome in the POW struggle, then the Servitor casts its Curse the Vermin spell upon him – unless his companions are close behind, this unfortunate soul is now doomed. If the Servitor is successful, then it will attempt this hellish ploy again the following night on another investigator. The rat folk will not molest any investigators drawn into their domain by the Servitor, although companions following behind will not be so fortunate.

The Kitchen: Minnie Gordon keeps the kitchen doors locked whenever she is not in need of the room. She explains this as her odd quirk about other people being in her kitchen. She prides herself, she tells visitors, on her delicious cooking and would feel somehow violated if others were to trespass in her domain! In actuality, the basement stairs are located off the kitchen and she, of course, does not want intruders snooping around in her basement... unless the rat folk are hungry, that is!

The Parlor: A beautiful antique bookcase stands against one wall in this room, the intricately carved doors of wood and glass locked tightly. One of the shelves of the case is totally empty save for a thin collection of very old pages bound together by rotting silk cord. The title, Massa di Requiem per Shuggay, is inscribed elegantly on the cover sheet. Should this thin but over–sized collection of paper be examined it is found to be sheets of musical scores and notes. Lines of Italian follow the music from line to line. A successful Read Italian will allow the investigators to read the title of this musical work: Requiem for Shaggai.

Massa di Requiem per Shuggay was written in 1768 by the Italian composer Benevento Chieti Bordighera, who was convicted of heresy by the church and put to death in 1771. This opera recounts the history of Shaggai and its inhabitants, including the great cosmic cataclysm which ultimately destroyed Shaggai, and the journeys of its inhabitants from world to world.

There is some mention of Baoht Z'uqqa–Mogg here: Baoht Z'uqqa–Mogg was an inhabitant of Shaggai, but when the planet was mysteriously destroyed the Great Old One was thrown into the coldness of space, where it drifted death–like for countless eons. One day the highly–advanced life forms that populated Saturn discovered an enormous carcass adrift in space; delighted at the discovery of this incredible specimen, the scientists had the thing brought down to the planet. As the Saturians examined this weird, monstrous corpse, a portion of the preserved thing split open and a giant, blasphemous parasite crawled out. The alien creature quickly and mercilessly killed the stunned Saturians, and soon an ungodly plague swept across the planet, destroying the entire population: Baoht Z'uqqa–Mogg had found a new home. The Bringer of Pestilence remained on the now–dead planet for many years until, for unknown reasons, it came to earth where it dwells still today, although it is mostly inactive.

Anyone familiar with the composition of musical scores will instantly see the incredible complexities of this piece. Certain sections have been written for unheard of notes and instruments. There are no spells to be learned from Requiem for Shaggai although there is some Cthulhu Mythos knowledge to be had: Massa di Requiem per Shuggay, Italian, +6% Cthulhu Mythos, –1D8 SAN.

Guest Rooms: Each of the rooms for guests are furnished similarly with a large bed (big enough for two to sleep comfortably), a dresser, two chairs and a lamp. Each of the attic rooms also has its own fireplace as well as a desk.

Guest Room D: If the investigators search this room, a successful Spot Hidden roll finds a wallet in the bottom of a dresser drawer beneath an extra pillow. The wallet contains $1D100 and identifies the owner as Avery Willowbee. Mr. Willowbee was one of the victims of the monsters in the basement. If Mrs. Gordon is asked about Mr. Willowbee she will say that he was indeed a guest, but that he checked out months ago. A successful Psychology roll reveals that she is lying.

Guest Room E: The only thing unusual about this room is the fact that there are no windows! This is a

very unpopular room with visitors, and old legends of the boarding house say that if a guest stays in the windowless room he will be haunted by horrible dreams of spectral monsters. This is totally untrue; however, it should make the investigators interested in the room!

Guest Room O: If the investigators search this room, a successful Spot Hidden roll finds an insignia ring with the initials JTW. This ring belonged to one of the victims of the rat folk, Justin T Wallace. If Mrs. Gordon is asked about the ring, she will claim to know nothing about it nor of anyone with the initials JTW. A successful Psychology roll reveals that she is lying.

The Attic Storage: This room is crowded with boxes of old, dust–encrusted items of clothing, furniture, and holiday decorations: a successful Spot Hidden roll at –15% will discover the secret trap door that leads into the linen closet on the floor below. This secret door hasn't been used in years, and Mrs. Gordon has all but forgotten about it.

The Basement: This is the subterranean domain of the slavering rat folk, the degenerate race of half–rat, half–human creatures that dig and scurry through the dank recesses beneath Dove's Bay. The first thing noticed upon entering the basement is the powerful musty stench of rot and filth. A dark hole in the wall opens into a damp tunnel that leads off into cold darkness.

The large furnace in one corner of the basement will be found to contain burnt bits of paper and cloth, if it is investigated. This is where Mrs. Gordon disposes of any possessions left behind by her guests who fall prey to the things in the basement.

A successful Spot Hidden down here reveals many sets of strange prints in the grime and dust of the basement floor. A successful Zoology roll identifies the tracks as those made by rats; however, these rats appear to be much larger than normal. A successful Idea roll allows an investigator to calculate that these rats are at least five or six times larger than normal rats!

Because of the extensive tunneling that has been done beneath the house, any explosions in the rat warrens has an 80% chance of causing a massive cave–in which will bring the boarding house crumbling down into the burrows.

The chances of encountering any of the rat creatures in this portion of the basement is only about 15% (and then only 1D4 will be found). However, if the investigators make a great deal of noise or otherwise draw attention to themselves, there is a 50% chance that 1D6+1 of the furry monsters will scamper into the basement to investigate the noise.

The Nests: These areas are where the rat people live, sleep and procreate; therefore, there is a 100% chance that 1D4+6 of the furry creatures will be encountered in each of these areas. There is also a 33% chance that some item such as a wallet, watch or ring will be found in each of these areas – things left from past victims.

The Refuse Area: Cracked and gnawed bones have been deposited in this chamber, and stacks of yellowing bone pieces reach to the ceiling. A successful Zoology roll identifies the bones as mostly human. The sight of such a pile of bones calls for a SAN roll or the loss of 0/1D4 points.

The Feeding Room: When the investigators near this area, allow them each to make a Listen roll – a successful roll allows them to hear a faint moan and weird crunching and slurping sounds just ahead. Entering this area the investigators find 1D6+1 of the rat folk greedily chewing on a still–living man. The man's entrails have been ripped out and lay in a pile on the dirt floor, one of the furry monsters wetly gorging itself on them. Portions of the man's bones have been exposed and are being gnawed on by the insidious and vile creatures. This calls for a SAN roll or the loss of 0/1D6 points. The man is about to take his last breath and there is no hope for him now.

The Cave of the Servitor: This enlarged tunnel is the lair of one of the dread Servitors of the Outer Gods, dwelling here because of the powerful evil radiated by the worship of Baoht Z'uqqa–Mogg. During daylight hours there is only a 5% chance that the creature will be encountered, however, after dark there is a 75% chance that it will be found here.

This chamber is completely empty except for a small idol similar to the one found in the shrine.

The Servitor

STR	15	CON	19	SIZ	20	INT	18
POW	23	DEX	22	HP	19	Move	7

Weapon: Tentacle 45%, 2D6

Armor: Only magic and magical weapons may harm a Servitor.

Spells: Brew Space Mead, Call Shub–Niggurath, Contact Ghoul, Contact Nyarlathotep, Curse the Vermin, Summon/Bind Hunting Horror, Summon/Bind Star Vampire, Voorish Sign.

This Servitor may also "whistle up": Baoht Z'uqqa–Mogg, Beings from Xiclotl, Ghasts, Servants of Glaaki, Shantaks or Tsathoggua.

SAN: 1/1D10.

The Shrine: The floor of this large, rank chamber is covered with several feet of thick sewage and rot. Bits of decayed corpses bob in the muck while

vile–looking molds and less pleasant fungal growths cover the walls and ceiling of this chamber with unhealthy fuzzy growths. In the center of this area is a pile of human skulls, atop which rests a statue of some monster with claws, a scorpion–like tail, many spidery legs and a head composed of numerous feelers and mandibles. A successful Cthulhu Mythos roll will identify the statue as possibly being one of the Great Old Ones, although one that would appear to be mostly unknown. This is the rat folk's deity, Baoht Z'uqqa–Mogg, the Bringer of Pestilence. This chamber with its muck, skulls and idol requires a SAN roll or the loss of 1/1D8 points.

Because of the decayed muck in this area gases have built up, requiring each investigator make a resistance roll against the gas' potency of 10. Failure indicates that the investigator has passed out, while success means that he is only light–headed (all skills are now performed at a –10% until leaving this area). Any investigators that pass out fall into the deep muck, sinking to the bottom where they will quickly drown unless rescued by a companion. One last note about this gas: it is highly flammable – the slightest spark will set it off, instantly killing everyone in the chamber. Anyone in any of the rest of the tunnels will suffer 1D6 points of damage from falling rock. If this chamber explodes a huge hole will be blown in Mrs. Gordon's back yard and threaten to bring down the house as described above.

There is a 75% chance that at least 1D10 of the hideous rat creatures will be in this area of alien worship. All rat folk encountered in this area will have the ability to summon their dread god of decay and this is the most likely spot to do so, however because of the close quarters of this chamber the god's physical attacks will all be at a –25% (its swarm still attacks at 75%, however).

Rat Folk:	1	2	3	4	5	6	7	8	9	10	11
STR	4	5	5	8	3	7	7	9	4	9	4
CON	6	8	12	5	8	7	3	11	4	6	6
SIZ	9	9	7	11	9	6	7	6	5	12	6
INT	14	12	13	15	10	15	15	15	17	8	17
POW	11	6	5	12	13	11	7	11	11	8	11
DEX	6	16	10	12	14	12	9	8	13	10	10
Hit Pts	7	8	9	8	8	6	5	8	4	9	6

Rat Folk # 4, 6, 9, 11 know the spell Call Baoht Z'uqqa–Mogg.

Rat People (Lesser Servitor Race)

Description: These creatures are small, rat–like things, partially human and partially rodent. They have sharp yellow teeth and filthy brown fur, small eyes and long tails, much like common rats except that they can walk upright for short distances, are larger, more intelligent and have some semblance of speech (although it is very primitive and consists of squeaks).

Notes: The rat folk are a degenerate race that may at one time have been human, but because of their darkling and foul worship of the beings of the Mythos they have devolved into these monsters. Among the gods of the Cthulhu Mythos they are known to serve are Y'golonac and Baoht Z'uqqa–Mogg.

The rat people may attack with two claws and one bite each round. If one of these creatures successfully bites, it will hang on to its victim and continue to bite, automatically succeeding with its bite attack on subsequent rounds until it or its victim dies. While attached in this way, the rat creature may be hit by its victim with a +20% chance to hit, although the monster will also have a +20% with its claw attack. Others attempting to hit the attached creature must roll their DEXx5 each time they strike or they will instead hit their companion. Damage inflicted by the rat folk's bite does not heal naturally and the hit points are lost permanently.

Characteristics	Average
STR 2D6	7
CON 2D6	7
SIZ 2D6	7
INT 2D6+6	13
POW 3D6	10–11
DEX 3D6	10–11
Hit Points	7
MOVE	10

Weapon	Attk%	Damage
Bite 40%	1D3	(see above)
Claw 25%	1D3	(see above)

Armor: none.

Spells: Usually none.

Skills: Hide 40%.

SAN: 0/1D6.

Baoht Z'uqqa–Mogg, The Bringer of Pestilence (Great Old One)

Description: Baoht Z'uqqa–Mogg is a scorpion–like monstrosity covered by a segmented, greasy green–black chitinous shell that is weirdly iridescent. The

Bringer of Pestilence's head is nothing more than a warty, bulbous extension of the body: this head is covered by a mass of stiff, segmented feelers which constantly twitch and buzz weirdly. Numerous pulpy yellow eyes of various sizes and shapes peer out from between the feelers and several pairs of puss–dripping mandibles snap and hiss loudly. The Great Old One has a pair of massive scorpion–like claws and a viciously barbed stinger tail; countless spider–like legs click unnervingly as the insect–like monster moves. Baoht Z'uqqa–Mogg has three pairs of stiff, sharply thorned wings folded tightly against the its back. Oozing sores and blistering ulcers continually burst open all over the surface of the Great Old One and a swarm of scampering, squirming and buzzing contagion–laden vermin, worms and insects ceaselessly burrow, crawl and dart into, around, and over Baoht Z'uqqa–Mogg.

Cult: The Bringer of Pestilence has very few human worshippers, although it is served by the rat folk and the diseased swarm that accompanies it, and possibly some ghouls.

Notes: Baoht Z'uqqa–Mogg is generally encountered or summoned in places of filth and decay such as sewers, swamps, graveyards, dumps or areas of plague. When summoned the Great Old One bursts from the ground, showering all present with filth, dirt and virulent ichor.

The Great Old One may nip at victims with its noxious claws or snapping mandibles or attempt to sting them with its poison–dripping tail. Those stung by Baoht Z'uqqa–Mogg are injected with a virulent poison with a potency of 4D10+5; those overcome by the alien venom instantly die screaming in wrenching agony; however, those who overcome the poison survive but suffer the permanent loss of 1D6 CON.

All within the presence of the Bringer of Pestilence will find themselves beset by the alien insects and vermin that swarm about the Great Old One, and will be bitten, stung, and clawed by the infected swarm. All who survive an encounter with Baoht Z'uqqa–Mogg must be immediately treated for disease (Treat Disease at –50%) or begin suffering a loss of 1D4 CON per day as their bodies are ravaged by pestilence. Untreated or unsuccessfully treated victims will quickly die a horrible and leprous death. Any CON lost to Baoht Z'uqqa–Mogg's disease will regenerate at a rate of 1 point per week of hospital care.

Characteristics

STR 35 CON 75 SIZ 45 INT 20
POW 28 DEX 12 Hit Pts.60
MOVE 8/16 flying/5 burrowing

Weapon	Attk%	Damage
Claw	90%	1D6+4D6
Mandibles	55%	1D4+4D6
Sting	85%	1D6+poison
Swarm	75%	1D2+infection

Armor: Baoht Z'uqqa–Mogg has 15 points of armor with its chitinous shell. The Great Old One can not be harmed by any non–impaling weapons. If reduced to 0 hit points the gods burrows away into the ground, leaving behind a foul, steaming pool of bubbling vomit and wriggling carrion worms.

Spells: Baoht Z'uqqa–Mogg knows most Summon, Bind, Contact and Call spells, except for those dealing with the Outer Gods and their minions.

SAN: 1D3/1D20.

MRS. GORDON, FEEDER OF RATS

Mrs. Gordon would appear to be a kindly, sweet old woman famous for her wonderful baking; however, she is in reality a madwoman who has sent innocent people to their deaths in her rat–infested basement. Minnie Gordon is an agent of the dark powers of the Cthulhu Mythos and, through her beloved rat folk, she is a follower of the Bringer of Pestilence, Baoht Z'uqqa–Mogg.

Mrs. Gordon uses her mutant rats to destroy those who threaten her or her dark secrets: she is cunning and deceitful manipulating the sympathy and respect given to her because of her senior age to dupe her victims into believing that she is an innocent and helpless old woman. Due to her close association with the rat folk and their dread god of sickness, Mrs. Gordon often becomes quite ill; however, she invariably recovers, to the astonishment of doctors and friends.

Mrs. Gordon, age 84

STR 6 CON 5 SIZ 13 INT 17
POW 12 DEX 6 APP 11 EDU 7
SAN 0 HP 9

Weapon: Knitting Needles 33%, 1D3.

Skills: Bake 75%, Cthulhu Mythos 10%, Dove's Bay History 75%, Fast Talk 50%, History 55%, Read/Write English 35%, Read/Write Italian 5%, Sing 15%.

Spells: Contact Rat Folk.

THE DOVE'S BAY GAZETTE

Located at 710 Belknap Street, the modest office of the Dove's Bay Gazette is opened Wednesday, Thursday, and Friday from 8:00 AM until 4:30 PM. The weekly newspaper is printed on Friday and consists of little more than a few large pages folded in half. The paper prints news of local interest as well as a few stories of state or national importance: little international news makes it to the pages of the Gazette, and for such topics residents rely on larger newspapers from Bangor or Augusta.

Editor Duncan Kirkcaldy is a fine Scotsman of impeccable honesty who will eagerly assist the investigators in their search for knowledge; he has a copy of every issue of the paper, from the very first issue published in 1894 to last week's, which he will allow the investigators to pour over should they ask.

If the investigators are looking for information about either Avery Willowbee or someone with the initials JTW, successful Library Use rolls finds the following items:

– From March of last year, a story about a Dr. Justin T. Wallace who was in Dove's Bay researching the infamous "Dove's Bay plagues". The article says that Dr. Wallace was to stay in town for two weeks, after which he would return home to Boston to correlate any data found.

– From February of this year, a story about a lawyer from Bangor in Dove's Bay searching for information pertaining to the mysterious disappearance of Avery Wallace. The article claims that authorities were stumped, and that they were inclined to think that Mr. Willowbee simply left town in the middle of the night to avoid paying his bill at Mrs. Gordon's Boarding House.

If the investigators wish to search for information on the infamous Dove's Bay plagues another successful Library Use roll is required. If successful, the investigators will discover several articles from various years detailing sudden and unexplained outbreaks of an unknown disease. Each time this occured, the disease swept through the small town, killing many citizens and then, just as suddenly as it appeared, the plague was gone and the sick strangely recovered. These articles about this unknown plague appear in newspapers from 1895, 1899, 1906, 1917 and two years ago. There appears to be no pattern to this tragedy, and it is a bit of town lore few like to discuss or acknowledge: the plague is simply a dark fact of life in Dove's Bay, and one which is dealt with superstitiously by the townsfolk, who see it as an act of god. In reality, the mystery plague is caused by the appearance of Baoht Z'uqqa–Mogg, while the sudden disappearance of the sweeping disease is yet a mystery.

If the investigators discuss this weird plague with Kirkcaldy, the Scotsman will suggest that they go to the Dove's Bay Historical Society if they desire more information.

Duncan Kirkcaldy, age 47

STR	10	CON	16	SIZ	14	INT	16
POW	10	DEX	11	APP	12	EDU	15
SAN	50	HP	15				

Weapon: Fist/punch 65%, 1D3

Skills: Accounting 35%, Bargain 75%, Credit Rating 50%, Debate 35%, Dove's Bay History 45%, Fast Talk 75%, History 65%, Library Use 85%, Photography 50%, Read/Write English 75%.

THE DOVE'S BAY HISTORICAL SOCIETY

Located at 75 Hodgson Avenue, the Dove's Bay Historical Society is opened to the public from noon until 3:00 PM Monday through Friday. The Society makes its home in a towering old New England house that was the birth–place of the first mayor of Dove's Bay, Quincy Jacob Houghton, whose body is interred in a small family crypt behind the house. The building is crowded with all sorts of assorted bits of Dove's Bay memorabilia and historical artifacts, although there appears to be little organization to the place. The director of the Society, Emily Houghton, is the wealthy great niece of Quincy Jacob Houghton. Miss Houghton will be delighted at any interest the investigators show in the history of her beloved Dove's Bay, and can ramble on for hours with painfully boring stories of the coastal town's history!

If questioned about the odd plagues that sweep through the town periodically, Miss Houghton has little more to tell the investigators than they have probably already learned from the newspapers. If, however, the investigators specifically ask about Mrs. Gordon, Miss Houghton shakes her head in disbelief and explains that poor Mrs. Gordon has been seriously ill each time the plague has come through, but she always is one of the first to recover. Miss Houghton says that she was taken sick once when she was a child and she is surprised that she lived through the terrible blight: she is amazed that someone of Mrs. Gordon's age can survive such illness.

Should the investigators ask Miss Houghton about any strange occurrences at Mrs. Gordon's Boarding House, the old historian will relate the tale of the ghost of Captain Gordon who, it is said, walks the halls of his earthly home, a restless spirit longing for the life he so tragically lost at sea. There is no real evidence to

substantiate this ghost story (and it is totally untrue); however, it is an old piece of town lore mostly brought on by the inhuman noises, bad dreams and occasional disappearance of guests at the old house.

Emily Houghton, age 83

STR	6	CON	9	SIZ	13	INT	16
POW	17	DEX	3	APP	12	EDU	17
SAN	85	HP	11				

Weapon: Fist/punch 25%, 1D3

Skills: Anthropology 25%, Credit Rating 85%, Debate 75%, Dove's Bay History 90%, History 75%, Law 45%, Oratory 45%, Read/Write English 85%, Read/Write French 45%, Tell Boring Story 85%.

NEW SPELLS

Call Baoht Z'uqqa–Mogg: As per other Call Deity spells. This spell may only be cast in an area of filth and decay, such as a sewer, swamp or graveyard, and it must be cast at night. An idol of the Bringer of Pestilence is required in the summoning of the dark god.

Contact Rat Folk: As per other Contact spells. This spell takes 3 magic points to cast and may only be cast in underground passages, warrens and other areas where the rat folk are known to dwell.

Curse the Vermin: This powerful and bizarre spell causes the target to turn into one of the vile rat folk. The spell requires the sacrifice of 2 points of POW from the caster, and an idol of either of the Great Old Ones Y'golonac or Baoht Z'uqqa–Mogg. The spell takes several rounds to cast, and six hours to complete the transformation: once begun, the spell's effects are irreversible, although if the idol is destroyed or the target of the spell is removed from the area, the transformation will cease. Any SAN lost by a partial transformation may be regained normally; however, no other lost characteristics regenerate and so are forever lowered.

During the first hour of the transformation, 1 point is lost in each of the following: STR, CON and SIZ, 2 points are lost in APP and 1D10 SAN is lost.

In the second hour, facial and body hairs grows/ thickens and 1 point is lost in STR, CON and SIZ, 2 points of APP are lost and 1D10 SAN is lost.

The third hour of the transformation results in the loss of 1 point of STR, CON and SIZ, 2 points of APP and 1D10 SAN. Hair continues to grow and begins to become coarse and dark, and fingers and toes begin to take on a claw–like appearance.

In the fourth hour of the spell, another 1 point is lost in STR, CON and SIZ, 2 more points of APP are lost, as well as another 1D10 SAN. Bone structure begins to change, and teeth begin to become more rodent–like. Movement rate increases by 1 point.

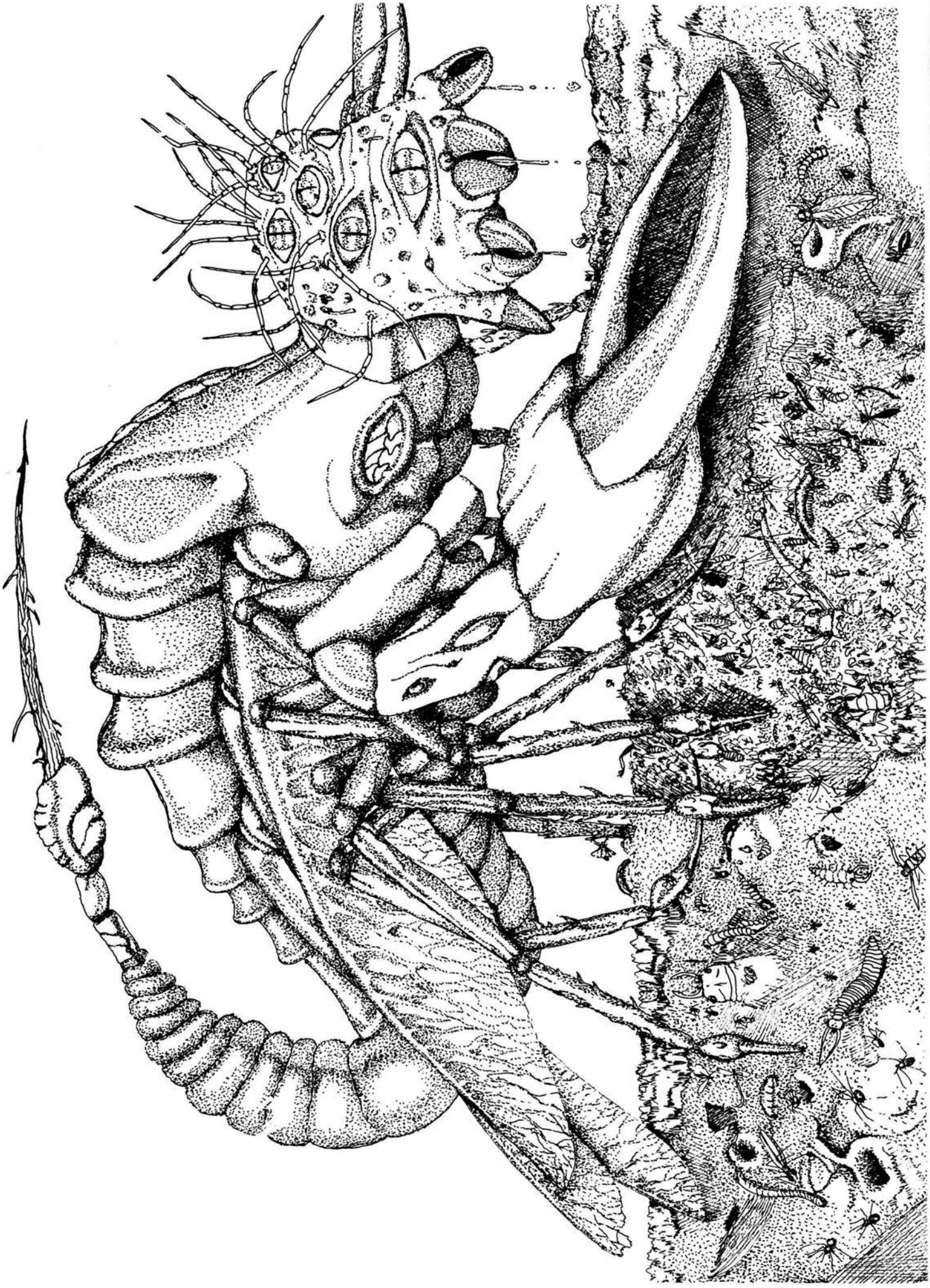
During the fifth hour of the spell, yet another 1 point is lost in STR, CON and SIZ, 2 more points of APP are lost, as well as another 1D10 SAN. Vocal chords change, making human speech impossible, and bones continue to mutate.

The final hour of the transformation brings about the final loss of 1 point of STR, CON and SIZ, and the loss of any remaining points of APP, EDU and SAN. Movement rate is increased by 1 point and, finally, the target of the spell makes the final transformation into one of the vile rat folk. The knowledge of any spells known remains. The target is now a servant of the Cthulhu Mythos, forever to scamper in the shadows of beings such as Y'golonac and Baoht Z'uqqa–Mogg.

Anyone witnessing this horrible mutation must make a SAN roll or suffer the loss of 1/1D10 SAN.

Normally this spell may be cast only upon willing targets; however, powerful non–human entities, such as deities and members of intelligent greater servitor races, may coerce unwilling victims into accepting the Curse in some way (usually involving a POW struggle).

* Characteristics for the rat folk are based on those created for the Bouchers in Ed Gore's "The Warren" scenario from Chaosium's Shadows of Yog–Sothoth and Cthulhu Classics books. *



HANDOUT SECTION

THE FOLLOWING PAGES CONTAIN THE VARIOUS HANDOUTS YOU MAY OBTAIN WHILE IN DOVE'S BAY. PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE.

Dear ,

When I first read about you in the New England Journal of Parapsychology, I knew that you were the very person who could help me.

I own a real estate business in Dove's Bay, Maine, and I have made quite a good living reselling the various summer cottages and estates which make up the town. However, there is one property - one of the larger estates - that I simply cannot sell, and I think you can help me to accomplish that.

You see for years now, the old Grim House of Grimrock Isle has had the reputation of being haunted. Several realtors before me have attempted to handle the property, but these persistent rumors made it impossible for them, and now, for me as well.

I would very much like to commission you to investigate Grim House and, one way or another, clear it of its dark reputation so that I may ``unload it,'' as they say.

I would be willing to pay $50 per day for your services, plus a fee equalling ten percent of the estate's sale price at such time as it is purchased through me. I estimate that on today's market, the estate would sell at well over one million dollars.

If this offer is acceptable, please call me at 555-3693, and I will arrange accommodations for you and any assistants you might deem necessary for this case.

I anxiously await your call.

Sincerely,

Tobias Armbrewster

GI–2 : ARMBREWSTER'S INFORMATION

I don't know what I can tell you that you can't learn in greater detail elsewhere, but at least I can give you the gist of the situation.

Grim House was built by Lazarus Grim, who lived there with his wife and servants. The wife died not long after they moved in, and a few years after that Lazarus was killed in a fire set by a mob of angry townsfolk who for some unknown reason accused him of witchcraft. The fire damage was never repaired, and that just makes the job of selling it more difficult.

From that time on there have been several owners who have moved into the property, but none have stayed for more than a year, and many hinted of disturbing experiences. They all reported strange noises, weird lights, and the like, which eventually drove them from the house. Of course, they all requested that such information be kept from the potential buyers, not wanting to reduce property values.

There have been several disappearances associated with the estate, the most recent being the case of three college youths who supposedly rowed out to the island one night and were never seen again. Also, the estate seems to be unhealthy for certain individuals; it's said one or two have even died because of it.

Fact and fiction have become too entangled over the years and now everyone is convinced that Grim House is haunted, and the folks around here don't much mind saying so to any prospective buyers who come into town. This must stop.

GI–3 : ENOS WADE'S FIRST STORY

I remember a few years back, ol' Zeke McCabe 'n his boys were comin' back from a day's trawlin', when Zeke spotted this light out on the island.

Well, they were headin' into the bay, an' they'd be comin' near the place anyway, so they decided t' have a looksee. Ol' Zeke, he figured one of them Boston bigshots had gotten himself stranded out there an' was screamin' for help.

Wellsir, they hove to and made for the old dock on the island, puttin' on a little speed so they could get themselves out there and back home before dark.

They were about a hundred yards off the island when all of a sudden Zeke's boat gives this real powerful lurch, like she's hit a submerged rock 'r somethin'. Problem was, every rock in the Bay's been charted, and there ain't a one out there 'round Grimrock.

'Bout now, Zeke's had enough, an' the light he spotted had gone out anyway. Zeke wasn't a man to risk his livelihood over some fool tourist, so he comes hard about an' makes for home.

That night they looked over the hull for damage. My folks lived right nearby, so I went on over to help out; water was still warm from the summer, so I didn't mind much.

There wasn't much damage, really, but what there was of it was real strange. We were divin' at night by lantern light, but still, I'm sure as I'm standin' here that the four marks runnin' the length of the starboard hull were scratch marks - half an inch deep an' made by a hand 'bout three feet across.

That's why folks don't care t' come out to Grimrock - and why it costs $25 for me t' take you there!

GI–4 : ENOS WADE'S SECOND STORY

Those college boys that disappeared a while back; they say they went overboard an' drowned, but that's all a bilgefull of chum.

I rented that sailboat to those kids, an' I know for a fact that two of 'em had sailed before, otherwise I wouldn't have let them take the boat out.

They didn't tell me they were goin' out to the island. If I'd known that I sure wouldn't have given 'em the boat, no matter how much they paid.

I was the one that found the boat, y'know. I rented it to 'em, so I figured I was obligated to help look for 'em. Wellsir, that sailboat was tied up pretty as you please at the Grimrock dock, an' no sign of any of 'em on the whole blessed island.

Now you tell me: If those boys all fell overboard, unlikely as that is, then who tied up the boat? An' if they made it to the island, then where the devil were they?

We searched, searched hard and long, an' there was no trace of 'em. Were they hidin' on us? If so, why? An' if they were there, then they're still there now, 'cause no one's seen or heard from them since the day they took off with my boat.

You ask me, the house got 'em. Ate 'em up, just like it does to anyone who goes pokin' around out there by themselves. Just like it'll do to you if you don't watch out.

GI–5 : ENOS' THIRD STORY

I seen a lot of strange things in my time, but nothin' like I've seen just watching' that island out there. Things happen out there on Grimrock, even when there ain't no one there - at least, no one livin'.

They say if you listen close on certain nights, you can hear the weirdest sounds comin' from the house, but I don't know how much of that's true, not havin' heard it for myself.

I seen the lights, plenty of times, though, bobbin' around the island, lookin' for all the world like somebody was out there takin' a stroll an' carryin' a lantern to light their way.

Yeah, sure, it could just be somebody docked out there an' went for a midnight looksee. But how come the lights just wink out all of a sudden, and don't ever come on again? I know; I watched for 'em.

And how do you explain this: I was comin' home late one night - I was probably the only one awake in the entire town - and just by chance I happened t' look over to the island.

Wellsir, all of Grim House was lit up, plain as day; every window showed up clear as a bell, even at this distance. Even the little theater building was lit up, like there was some grand party goin' on out there. But I guarantee you, whatever showed up for that party, it was nothin' of this world.

An' then this -- shadow -- came out of the sea, between me an' the island. It was big; so big it blotted the whole island from my sight, an' I swear it must have had wings on it, 'cause it spread 'em out as it left the water. I don't know what it could have been, and I don't want to know, not ever.

I could only see it outlined against the stars, an' that's the only way I knew it was sinkin' back into the sea; all the stars started comin' back. An' when it was gone, there wasn't a single light to be seen out on Grimrock.

Now you can make whatever you want out of that. I'm only tellin' you because you look like you seen a few things in your time too, an' I want you to know full well what you're gettin' into out there - before it's too late for you to get out of it.

GI–6

You have uncovered a dusty packet containing copies of a dozen contracts dated 1841 – 1843, signed by Lazarus Grim and various local craftsmen.

All are quite clearly for the construction of Grim House.

GI–7

ACCIDENT REPORT

This Accident Report, being dated the 12th day of the year 1845, pertains to the sudden and accidental death of one Alma Grim, wife to Lazarus Grim, a local landowner.

Mr. Grim has stated and attested that on the above–mentioned date, he and his wife were out on the bay for a day's sail on the family yacht. Hit by sudden and unexpected high seas, the couple attempted to bring the ship about and return it to the dock at Grimrock Isle.

In the process of performing said action, Mrs. Alma Grim was washed over the side of the vessel, and Mr. Grim testifies that by the time he was able to reach the rail where she had fallen, his wife had vanished beneath the waves. She was not seen again by Mr. Grim.

Upon being informed of this disaster, I, Sheriff Otis Yates, did form and organize a search party to set forth into the area where Mr. Grim stated the accident occurred, there to undertake a rescue.

Mrs. Grim was not found on this day.

ADDENDUM

The search for the body of Mrs. Alma Grim was extended for a period of 3 full days, but the search party was unable to locate any trace of the missing woman.

All evidence was weighed, and it was ruled that the disappearance of Mrs. Alma Grim be recorded as a tragic accident. It was so recorded on this date.

I hereby attest to and affirm the facts as stated in the above report, in witness of which I affix my signature, thereby discharging my duties as Sheriff of Dove's Bay.

Otis Yates, Sheriff

The Year of Our Lord 1845

GI–8

SHERIFF'S REPORT

On the evening of November the 3rd, 1846, myself and 8 good deputies were obliged to row out to Grimrock Isle to dissuade certain townsfolk from causing harm to befall Mr. Lazarus Grim, whom they held responsible for certain disappearances in the Dove's Bay area, and did accuse him of the practicing of witchcraft.

Tardily alerted to this mob action, we were unable to prevent the tragedy. The lower floor of Grim House was in flames, and by the time the blaze was extinguished, the malefactors had fled the scene in various boat, which were later reported by their owners to be stolen.

The identities of these individuals are known, but there is no proof that can be brought against them. I strongly suspect that Willard Loomis was the instigator of these terrible events, but again, there is no proof that I can bring against him.

Of Mr. Grim and three of his servants there was no trace to be found, and though the search continues, we can only presume them to have all been slain in the fire.

The servants were no local to Dove's Bay, and there is no clue as to their identities or place of origin, so it remains impossible for me to notify any next of kin. The investigation, however, continues.

Otis Yates, Sheriff

GI–9

SHERIFF'S REPORT

Reported missing on this day August 9, 1888, one James Cuthburt, one Virgil Summs, one Albert Rappaport, and one Ezra Coombs, who were known to be vacationing students from Boston University. The four young men were last reported seen at the docks by a fellow student, one Joshua Lambson.

Mr. Lambson stated that his friends had planned to spend that day sailing about the Bay and that he, being afflicted by severe seasickness after but a few minutes aboard a boat, elected to remain ashore and explore the town.

The young men had agreed to meet at the Seaside Tavern at 4 PM that afternoon to discuss their day, and when that time arrived and his friends failed to appear, Mr. Lambson became concerned and, after ascertaining that they had not returned their rented sailboat, he made haste to this office to file a multiple missing persons report.

ADDENDUM

This being the 12th day of August, 1888, new facts have arisen in this case.

On this date a sailboat identified as the one rented to the four college students shortly before their disappearance was found tied to the old disused dock on Grimrock Isle, the deserted estate of the late Lazarus Grim.

Calling together a group of twenty local men, I conducted a thorough search of the mansion and grounds, but no trace of the young men was ever found.

I am at a loss to explain this mystery, but will continue the investigation until new facts arise.

Efram Zimmel, Sheriff

GI–10

SHERIFF'S REPORT

October 13, 1900

Reported to be missing on this date: Mr. and MRs. Richard Toliford and four household servants, all recently occupying the property commonly referred to as Grimrock Isle.

The report was made by Mr. Joseph Waxted, a friend of the family who owns property here on the mainland. Having had no word from the Tolifords in over a week, Mr. Waxted took alarm and came to inform me of his fears.

I instructed deputies Klemmer and Jhohansen to investigate the matter, and they promptly rowed out to Grimrock Isle to pay a call on the Tolifords. They returned to report that the Tolifords and their servants were nowhere to be found, and there were no signs that they had packed to leave the property for an extended period.

All furnishings were found intact and undisturbed, and all three of the estate boats were found still tied to the docks or in the boathouse. Yet despite a thorough search of the property, no trace of the Tolifords could be found.

Alarmed by this turn of events, I returned to the island with deputy Klemmer to conduct a closer inspection of the property. We found nothing at all that would help explain this disturbing mystery, but in the master bedroom, I did find a half–completed letter apparently written by Mrs. Toliford, which contains the following passage:

..... I feel so listless and worn of late, as if the strength were being drained from my body. I know Richard feels the same, though he will not admit to it.

I do not like this house. I feel that if we remain here longer it will consume us....

I do not present this as evidence of any kind. It is, however, the last known communication by any of the Tolifords or their servants, and as such deserves inclusion in this report.

It is my suspicion that Mrs. Toliford could not tolerate the isolation imposed on one who must live on an island cut off from the mainstream of society, and I fear that the strain of it prove too much for her, forcing her into some terrible and tragic action.

I doubt that I shall ever be able to prove any of this, but I will continue the investigation.

Lawrence Bathurst, Sheriff

GI–11

You have discovered a packet of purchase transactions involving the Grimrock Isle property.

Over the years since the turn of the century to the present date, there have been a total of 6 owners of the Grim Estate. None of these owners have ever remained in the house for more than a year before placing the property on the market again.

GI–12

The great storm of All Hallow's Eve in the year 1846 marked a time of great strife and hardship for the people of Dove's Bay who, depending on the sea for their livelihood, were devastated by the damage wrought by the storm upon their ships and equipment.

Resentment of the wealthy estate owners who used Dove's Bay as a summer home grew in direct proportion to the strife of the villagers. At times, this resentment boiled over into violence.

The police reports of that time show a marked increase in the number of vandalisms, all unsolved and all directed at those summer cottages of the well–to–do. There were only two occasions of actual assault, but they were played down by the authorities, and charges were never pressed.

There was one incident at that time, however, that went far beyond the pushing and shoving stage, and crossed the line into ugly mob violence directed at one of the area's largest property owners.

On November 3 of 1846, a group of enraged and – we can only presume – drunken villagers mounted an assault on the island estate of a Mr. Lazarus Grim, inflicting substantial damage to the mansion and adjacent outbuildings.

More importantly, during the course of this raid the main house was put to the torch, and Mr. Grim, a widower, and his three servants were reported to have perished in the flames.

As in all the minor cases which preceded it, the investigation into the incident was half–hearted at best, and no satisfactory conclusions were ever reached.

This, of course, was due to the small town mentality which caused the townsfolk to band together against the outsiders whom they perceived to be wallowing in their wealth while they, the townsfolk suffered.

However, the incident at Grimrock Isle seems to have been the culmination of hostilities between the groups, and once the initial furor of the event died down, life more or less returned to normal in Dove's Bay.

It is perhaps fortunate that Mr. Grim had no heirs to press for a more thorough investigation of the raid, for had such been the case, the situation in that little hamlet would only have worsened until it resembled the range wars of the Old West.

Too, the vast improvement in the local fishing industry helped to cool things off considerably. With the boats coming in with full holds, there was enough food and enough profit to see these hard–working families through another winter.

Still, it was not until 1848 that the estate owners began summering in Dove's Bay once more, fearing their presence would generate a resurgence of the old hostilities.

– NEW ENGLAND TOWNS –

GI–13

Though it was never proven, a young fisherman named Willard Loomis was suspected of instigating the raid on the Grimrock Isle estate in 1846.

Like many others, Loomis clung to the superstitions of the past, and on many occasions went so far as to publicly accused Mr. Lazarus Grim of witchcraft; indeed, it is known that he held Mr. Grim to be responsible for the great storm of All Hallow's Eve of that year.

The storm caused much property damage, destroying over twenty boats and causing the deaths of six men from Dove's Bay alone. Small wonder then that hostilities were high during that period.

– SEACOAST LORE –

GI–14

Grim, LAZARUS (1806 – 1846) Born in Weymouth, Massachusetts, Grim spent his youth on the Boston docks, where he signed on aboard a merchantman at the age of 16.

By the age of 25, Grim was given his own ship, and when the company he worked for went bankrupt, he was able to purchase the vessel and go into business for himself.

Captain Grim plied the Pacific for the next ten years, during which time he amassed a considerable fortune, though the nature of his cargo was never known; this proved to be the source of a certain amount of unflattering speculation, reinforced by the fact that his clients were all of a most unsavory nature.

Upon retirement, Captain Grim commissioned the construction of Grim House, this located on a small island of the coast of Main, near the small fishing village of Dove's Bay. There he moved with his wife Alma and their household staff, consisting of three Polynesian servants whom it is assumed Captain Grim acquired on his travels through the Pacific.

In the fall of 1846, Mr. Grim was presumed to have been killed in an attack on his estate by a band of locals, who for some reason blamed him for the difficulties being experienced by the village at that time.

No bodies were ever discovered, nor was any trace of either Lazarus Grim or his servants ever found. Therefore, the date of his death can only be an approximation based on existing facts.

– LESSER KNOWN RESIDENTS OF NEW ENGLAND –

GI–15

Of all the witch cults existing, or rumored to be existing in the New England area during the 1800's, the one which seems almost impossible to document is the one which reputedly operated in Dove's Bay, Maine.

Research into this coven is hampered by a marked scarcity of facts and the natural reluctance of the relatives of the suspected cultists to talk about their ill–starred ancestors.

It was widely suspected – though never proven – that the leader of this cult was one of the wealthy elite whose posh estates dot the waters of Dove's Bay. But again, there is no concrete evidence to support this theory.

– The Coffee Table Books of New England Witchcraft –

GI–16

In the Spring of 1843, the Boston police raided what was at first thought to be a meeting of some local witch cult being conducted in a warehouse owned by Captain Lazarus Grim of Dove's Bay, Maine, who claimed ignorance of the ceremony.

The police quickly discovered that this was no coven, but an obscure cult worshiping an equally obscure god called Dagon, a name of obviously Greek origins.

No mention of this deity is to be found in any of the conventional tomes of occult lore, so it can be assumed that this was a pseudo–religion created by some 19th century charlatan.

Determining this to be the case, all participants were fined for trespassing and released. The names of the arrestees are as follows:

Amos Johnson	Festus Kilane	Jerome Wattles
Gilbert Marter	Fred Kleetes	Nathan Jeffers
Louis March	Clyde Bloch	Zachariah Martens

The leader of this cult escaped capture during the raid, and since the cultists refused to divulge his name, he was never identified.

– CULTS AND COVENS –

GI–17

Duncan brews a pot of coffee and you sit discussing the town and its scandals. Eventually the conversation comes 'round to Lazarus Grim and Grimrock Isle.

"Oh, there was a coven in Dove's Bay, you know," he chuckles. "Of course, coming up with proof of it, well that was another critter altogether. Have to be careful where rich and powerful men like old Lazarus are concerned.

"Talk around town was that Grim led the coven, and I for one an inclined to believe it. My father described him as an evil man; evil in thought, evil in deed, and evil in appearance.

"There were others in town who were nearly as bad. Wattles, Martens, Kleetes, and Bloch, to name a few of the worst. They were part of it, and look where it got them. Disappeared without a trace one night in 1846, and never a word heard from them since.

"No one ever really found out where Captain Grim got all his wealth. True he owned a ship and sailed the Pacific for a good many years, but still...

"I mean, where did he get enough money to buy that ship in the first place, him a mere deckhand. And word went around that he paid for it in gold; not coin, mind you, but in solid ingots of the purist gold anyone had ever seen."

GI–18

– JULY, 1919

Tobey Jones told authorities today that he saw an enormous rat scurry through Palmer's Orchard last evening – a rat nearly four feet tall! What has Tobey been drinking these days?

GI–19

AUGUST, 1888

Joshua Lambson, a student at Brown University, told this reporter that his four missing companions, also college students, had intended to explore the house on Grimrock Isle.

Though that is where the young men's rental boat was found, there still remains no trace of the students.

GI–20

JUNE, 1888

Willard Loomis was arrested today for assaulting Mr. Lazarus Grim as he stepped out of MacUmber's Bait and Tackle. As he was dragged off, Mr. Loomis accused Mr. Grim of witchcraft, a most serious charge.

When questioned on the allegation, Mr. Loomis refused to comment further, and is currently serving a thirty day sentence for assault.

When asked about the charge of witchcraft, Mr. Grim told this reporter: "The man is a lunatic. Should be locked up for considerably more than a month."

GI–21 : EXCERPT FROM "THROUGH THE REALMS OF DEATH."

Death is not an ending, but rather a point of transfiguration, when the soul is released to travel countless realms of multiform wonder – and terrors such as the living dare not contemplate.

We have visited these realms many times before this life, and shall do so many times after. The key to mastery over one's future journeys is to tap the memories of previous experience. Only then can the soul be truly free.

GI –22 : EXCERPT FROM "THROUGH THE REALMS OF DEATH."

For the great majority, death is likened unto a dream; an extended residence in the land of dreams, where one may be visited by those of the living who have attained some puissance in the art of dreaming.

But even for these dream–dwellers, there eventually comes a time of passage, when one seeks out the realms of death, to travel there for a time before moving on to that new life which awaits us all.

GI–23 : EXCERPT FROM "THROUGH THE REALMS OF DEATH."

There are those who refuse the natural order of things, who cling so tenaciously to this life that they are able, through sheer force of will, to maintain an unnatural existence for many years, decades – or even centuries!

The ages–old accounts of the vampyr have arisen from encounters with such folk, who have grown into horrid, shriveled husks half mad from their unceasing battle against the crushing press of time.

Such creatures as these are known as Revenants, undead beings who remain active in the world of the living through a diabolical sense of purpose, as they strive to complete some task which the natural span of their years could not encompass.

GI–24 : ANTON BLOCH'S DIARY

This volume is the rambling account of a madman, recording the man's alleged degradation from man into ghoul, one of the rubbery, meeping horrors which inhabit these nightmare tunnels.

It is a disgusting, blasphemous tale of grave–robbing and cannibalism, the reading of which will cost you 1D6 points of Sanity, or 1 point on a successful SAN roll. From this tome you will also receive +5% Occult Knowledge.

The final entry, set down in a near illegible scrawl, reads as follows:

"And so my transformation is complete. I leave behind forever the world of the living, and descend into these dark and loamy tunnels to begin a new life – a life unending.

"When I have finished this account, I shall descend into the great pit into the deeper realms of the netherworld to meet with the god of ghouls, and to face whatever fate befalls me.

"If you who read this are human, I offer you this warning:

"Flee this place and forget you ever found it – and above all else, do not follow after me!

GI–25 : YOUR COMPANION'S STORY

"I came to Dove's Bay seeking further information concerning my brother's disappearance. He had been vacationing here, and was said to have vanished in a boating accident. Yet I knew my brother to be an excellent swimmer.

"I discovered that he had inquired about the house on Grimrock Isle, and mentioned his intention of exploring the island on the very day of his disappearance.

"And I know that is what he did. He entered that house and confronted a thing which should have been long dead – and that thing stole away his very soul!

"I know that thing was once called Lazarus Grim, who was as evil in life as he was in death – and still is!

"The house and its spirits are not to be feared, for they are merely pathetic victims seeking their freedom. It is Lazarus Grim who is the evil heart of Grim House, and undead thing who seeks to inflict a far greater evil than himself upon the world!"

GI–26 : AN EXCERPT FROM "LIBRE IVONIS."

The Nature of the Universe is multiform, being likened unto a Cosmic Fabric, held together by the absolute Laws of Existence.

But there is known to a Certain Few those Means whereby the Fabric can be torn to allow Passage between many Places and Times.

"There are Dangers involved in passing through such Gates, in that one is significantly Changed in order to assure Survival in those Places on the Other Side. These Changes can be Strange and Terrifying, as can be the Nature of those Others who also travel these Pathways, especially Those who are Imprisoned in Earth's far Past.

GI–27 : GLEASON BAILEY'S STORY

"I first heard about Dove's Bay and Grim House from an associate of mine, a private investigator by the name of Jack Bassett. Just like you, he was hired by Tobias Armbrewster to clear Grim House's so–called "good name."

He wrote to me every other day to keep me posted on what he was up to, but mainly to let me know he was still OK. But then the letters stopped, and when I arrived last week, Mr. Armbrewster told me he hadn't heard from Jack for three days, figured he'd given up, and hired you.

"I'm beginning to suspect that Jack is dead, and there are a few things I figure you should know if you don't want the same to happen to you.

"First, keep an eye out for some fellow in a red fisherman's cap. Jack said he'd seen this guy tailing him around town a few times.

"Second, there definitely is something funny going on at Grim House. Jack wouldn't say exactly what, but too many people have vanished in and around the place for it to be simple coincidence – which Jack never believed in anyway,

"The third thing is sort of odd. In one of his letters, Jack wrote that 'there's more to that old library than books'. That was in his last letter; I don't know, it may be something important.

"I also got the impression that whatever is going on out there is coming to a head very soon – and whatever it is, you can bet it won't be pleasant!"

GI–28

MAGISTRATE'S REPORT

In this the Year of our Lord 1799, the constabulary of Dove's Bay did apprehend the murderous highwayman who has been preying upon unwary travelers in our area for the past three years.

When apprehended, it was revealed that the masked rogue was none other than Geoffrey Thomas Ridley, a local gentleman of high station in our town. It would appear that Mr. Ridley had attained his fortune through the robbery and murder of no less than 13 unfortunates who chanced to be traveling to or from Dove's by in the late hours of the evening.

When finally brought to justice, Mr. Ridley did fall into such a state of blind and blasphemous rage that it was necessary for him to be restrained during his trial, and even then he shouted obscene imprecations at the court and all who attended, until at last it became necessary to gag him as well.

Due to the violent nature of his crimes, and taking into account Mr. Ridley's obviously unrepentance, it was the verdict of this court that the defendant be executed by beheading, his body and head buried separately, and both in unhallowed ground.

This was done both to serve justice, and to assuage the fears of certain townsfolk that Mr. Ridley was in some manner in league with the forces of darkness.

Sentence was carried out the next morning, and the defendant remained defiant and abusive, cursing the town and swearing that he would one day return to exact a terrible revenge.

Virgil Nist
Magistrate
Dove's Bay
November 2, 1799

GI–29

If you want to know more about Grimrock Isle, meet me at Bleakmoore Cemetery tonight after dark.

GI–30

If ye seek to be rich, who come after me,
Seek no further than the apple tree,
In Thompson's Orchard, tall and bold,
A bolt of lightning guards the gold.

GI–31

Ghosts and hauntings, perhaps the most common of all New England phenomena, have long been part of the folklore and legendry of the area. The most interesting of such tales of apparitions and restless spirits are those of strange creatures that haunt the dark, lonely country lanes and back roads which the locals are careful to avoid.

One such apparition is the headless horseman of Dove's Bay, who is said to appear as a spectral figure in black carrying an enormous, blazing jack–o–lantern and riding an ebon steed which, apparently, breathes fire and possesses baleful, glowing eyes and cloven hooves that throw up showers of sparks as it gallops along, hideous laughter issuing from the unseen mouth of its headless master.

The Horseman of Dove's Bay is said to be the spirit of highwayman and scoundrel Geoffrey Thomas Ridely, who in the late 1700,s plagued the darkened lanes of the tiny Maine coastal village, robbing and sometimes murdering hapless travelers.

According to town records, Ridely was executed by decapitation on October 31, 1799, his body and head interred in separate caskets in a woodland grave somewhere along Ikabod Lane, where nearly a full dozen of his victims were discovered during the period 1797 to 1799.

In 1842, Ridely's body was moved to a proper resting place in Bleakmoore Cemetery, and it was in this year that the Horseman was first reported. Since 1842 no fewer than 24 sightings of spectral horsemen have been reported, and at least 3 unusual deaths have been blamed on the haunt.

Legend holds that on the darkest of nights, the eerie, still lanes of Dove's Bay will echo to the sound of thundering hooves and mad, hollow laughter carried on the wind. Any foolish enough to be about on these nights will soon find themselves surrounded by thick fog, out of which the Horseman shall ride, its carved jack–o–lantern illuminated by hellfire and grinning evilly at its next victim.

According to the locals, if those who encounter Geoffrey Thomas Ridely care for their eternal souls, they would do best to flee from the specter, lest the suffer his infernal wrath.

–NEW ENGLAND MYTHS AND LEGENDS –

GI–32

LEAVE TOWN NOW.
WE KNOW WHERE YOU ARE.
WE'LL GET YOU.

GI–33

``Under certain circumstances, it is possible, by force of will, to maintain a semblance of life beyond the normal span.

``Thus created, the revenant must forever maintain an unfailing concentration upon the single fact of continued existence.

``Should that intense concentration be broken, as by some terrible shock or crushing disaster, the revenant shall be consumed by the very years he has heretofore held at bay...''

GI–34

``I believe we share a common interest here in Dove's Bay, and that a pooling of information might prove beneficial to us both.

``If you agree, meet me tonight at Thompson's Bridge near midnight. We will be assured of privacy there.''

GI–35

"I have information vital to your research. Meet me at McKiernan's Lighthouse at midnight and I will tell you what I know.

Your Friend