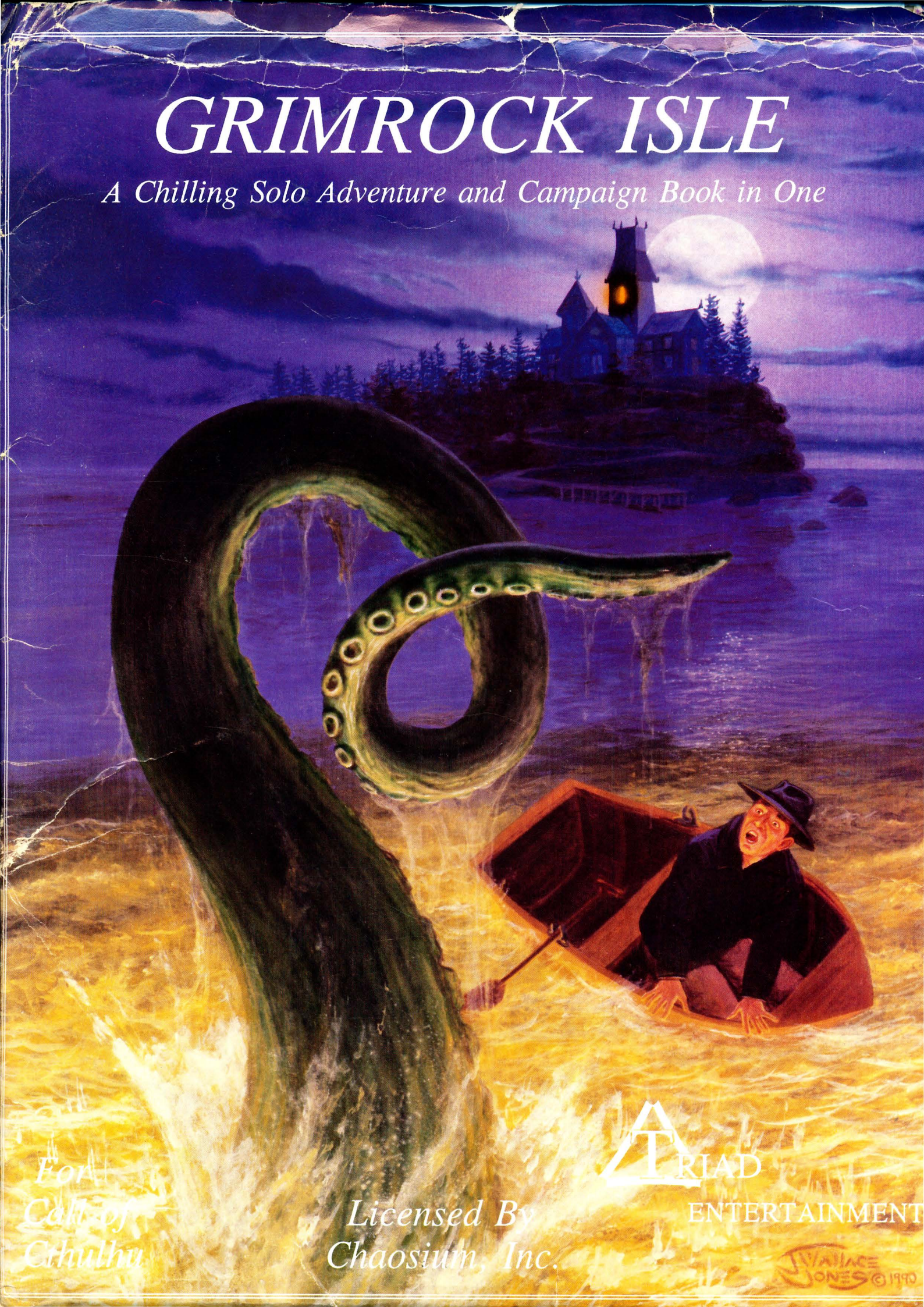


GRIMROCK ISLE

A Chilling Solo Adventure and Campaign Book in One



For
Call of
Cthulhu

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TRIAD

ENTERTAINMENT

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TRIAD ENTERTAINMENTS INVITES YOU TO SPEND THE NIGHT ON GRIMROCK ISLE



Journey to the sleepy seacoast town of Dove's Bay, Maine, and investigate what is rumored to be a "haunted" house - and confront once more the dread Cthulhu Mythos and those twisted souls who serve it.

Grimrock Isle is 3 products in one:

- 1) A Solo Adventure consisting of a main solo and 5 subsolos, adding up to nearly 1,000 entries!
- 2) A Group Scenario Book, with all the information needed to adapt the solo for group play, with provisions which allow you to use the subsolos if the party separates!
- 3) A Campaign Book, with Grimrock Isle and three additional scenarios by Scott D. Aniolowski. This package provides you with an extended campaign in Dove's Bay, complete with hints on how to work all four scenarios into play. Includes over 30 handouts!

Do you dare to learn the truth lurking just beneath the surface? Do you have the courage to face this evil and withstand it? Are you clever enough to survive? The answers to these and many other questions await you on GRIMROCK ISLE.

*FOR
CALL OF
CTHULHU*

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ENTERTAINMENTS

Western New York's Own Little Shop of Horrors

0002

ALONE AND IN DANGER- AGAIN

Welcome to the sleepy little seacoast village of Dove's Bay, Maine, a picture postcard town whose craggy shores have attracted the attention of the idle rich in recent years. While the fishing is not the best, it is enough to keep the townsfolk alive and reasonably comfortable during the long winter months. It is a lovely place to drive through on a motor tour of the New England Autumn foliage. But if you stay; if you stay.....

You hold in your hand a strange case of hauntings and horror, of human villainy and supernatural evil, which you must face alone -- and, with any luck -- survive to write a journal about. To assist you in this endeavor, this package should contain the following items:

- 1) The Dove's Bay Solo
- 2) The Bleakmoore Cemetery Solo
- 3) The Thompson's Bridge Solo
- 4) The Palmer's Orchard Solo
- 5) The McKiernan's Lighthouse Solo
- 6) The Hutchin's Cave Solo
- 7) The Book of Terrible Knowledge

Your investigation will begin with the Dove's Bay Solo, and you will be directed to the others from various entries within it. The exception is The Book of Terrible Knowledge, which contains the group scenario version of Grimrock Isle, as well as three additional group adventures. The back half of the book contains all the handouts for the Grimrock Isle Solo, which you can remove as you locate them. They in turn can be reused for group play.

DO NOT LOOK AT THE GRIMROCK SCENARIO UNTIL YOU HAVE PLAYED THE SOLO!

ACKNOWLEDGEMENTS

Triad would like to thank Scott Aniolowski for the three additional Dove's Bay scenarios.

Thanks also to Rodell D. Sanford Jr. and Bob Raithel for their excellent interior art.

Most especially, THANK YOU to J. Wallace Jones, who has waited through some mighty strange eons to see his cover art in print.

And as always, thanks to the crew at Chaosium for setting us loose again.

C 1992 Triad Entertainments

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Similarities between characters in Grimrock Isle and any persons living or dead is purely coincidental.

Cover painting C 1990 by J. Wallace Jones

Interior art C by Rodell D. Sanford Jr. & Bob Raithel

Published August 1992

Layout & Design by Tim Bush

Printed in the United States of America

Address all comments or questions to: Triad Entertainments, PO Box 90, Lockport, NY 14095

GRIMROCK ISLE TIMETABLE

NOTES

NOON	4:45 PM	9:30 PM	3:15 AM	8:00 AM
12:15 PM	5:00 PM	9:45 PM	3:30 AM	8:15 AM
12:30 PM	5:15 PM	10:00 PM	3:45 AM	8:30 AM
12:45 PM	5:30 PM	10:15 PM	4:00 AM	8:45 AM
1:00 PM	5:45 PM	10:30 PM	4:15 AM	9:00 AM
1:15 PM	6:00 PM	10:45 PM	4:30 AM	9:15 AM
1:30 PM	6:15 PM	11:00 PM	4:45 AM	9:30 AM
1:45 PM	6:30 PM	11:15 PM	5:00 AM	9:45 AM
2:00 PM	6:45 PM	11:30 PM	5:15 AM	10:00 AM
2:15 PM	7:00 PM	MIDNITE	5:30 AM	10:15 AM
2:30 PM	7:15 PM	1:00 AM	5:45 AM	10:30 AM
2:45 PM	7:30 PM	1:15 AM	6:00 AM	10:45 AM
3:00 PM	7:45 PM	1:30 AM	6:15 AM	11:00 AM
3:15 PM	8:00 PM	1:45 AM	6:30 AM	11:15 AM
3:30 PM	8:15 PM	2:00 AM	6:45 AM	11:30 AM
3:45 PM	8:30 PM	2:15 AM	7:00 AM	11:45 AM
4:00 PM	8:45 PM	2:30 AM	7:15 AM	
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FROM THE
AUTHORS OF
TEMPLE OF THE
MOON AND
DREAMS DARK
AND DEADLY
FROM
CHAOSIUM INC.

TRIAD ENTERTAINMENTS PRESENTS:
for The Call of Cthulhu game:

LICENSED
BY
CHAOSIUM

LURKING FEARS



3 FULL LENGTH
SCENARIOS

1 SHORT "ONE-
NIGHTER"

1 TWO-PART
CAMPAIGN

DETAILED MAPS AND
FLOORPLANS

OVER 20 PAGES OF
PLAYER HANDOUTS

MANY FULL AND
HALF PAGE
ILLUSTRATIONS



EACH SCENARIO IS
COMPLETE AND SELF
CONTAINED,
FEATURING
DIFFERENT AND
SELDOM
ENCOUNTERED
CREATURES AND
DIETIES OF THE
CTHULHU MYTHOS.

PLOT TWISTS AND
COLORFUL VILLAINS
ENHANCE THESE
CHILLING
EXCURSIONS INTO
THE FANTASY
WORLDS OF
H.P. LOVECRAFT!



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LURKING FEARS was written by Michael Szymanski and Scott Aniolowski, whose works have appeared in "Terror from the Stars", "Cthulhu Now", and "Cthulhu Classics", all from Chaosium, Inc. They were also regular contributors to Different World magazine.

Included in the booklet are over 20 pages of handouts, designed to give players something tangible to work with, and to provide vital clues.

The artwork is atmospheric, depicting the major sights to be seen in LURKING FEARS – including the only known depiction of multi-spined Glaaki.

CONTACT: MICHAEL SZYMANSKI TRIAD ENTERTAINMENTS PO BOX 90 LOCKPORT NY 14095



The Unspeakable Oath



a digest of arcane lore for the Call of Cthulhu role-playing game

Who are we? We're the wrong people. The people your mother didn't mention. We're the ones who creep away from accidents in the pre-dawn hours, before the police arrive... the ones no one saw before the fire at the nunnery... the ones who always deny possession of dangerous and illegal firearms.

The world is a dangerous place, after all. The minions of the Great Old Ones-Nyarlahotep, Shub-Niggurath and great Cthulhu himself-are everywhere, lurking in a thousand guises, a million forms. They slip between the folds of space, hiding behind the masks of time. The Earth was theirs, and will be again. Yog-Sothoth is the key, and Yog-Sothoth is the gate. The Outer Gods whirl in their lunatic chaos beyond the deeps of space, and when the stars are right they shall return, blotting our pitiful, mewling humanity from the reaches of the cosmos.

But we're here to help. *The Unspeakable Oath* is, perhaps, the last refuge for those who have dedicated themselves to keeping the Great Old Ones at bay, whatever the cost. If you enjoy the Call of Cthulhu game, call on us for help-we're available at better game and hobby shops here and in the UK. We'll bring you scenarios, creatures, strange books and general weirdness four times a year. We're dedicated. And just a bit... well, *insane* is, perhaps, too strong a word. Perhaps...

John Tynes
editor and publisher



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If you play Call of Cthulhu, there's more to life than you think!
Check out this stuff, including our CoC magazine, *The Unspeakable Oath*

TUO5 is our biggest issue yet, eighty pages focusing on the Cthulhu Mythos in Britain, written almost entirely by British readers! You'll find articles on folklore and legends of the emerald isles, with looks at ruins, barrow mounds, strange customs, and more. Two scenarios, both set in England, let you kick-start your campaign with a British flair. In one, battle a spectral hound and something worse in the ruins of an abbey. Then, unravel an ancient legend that takes you *inside* one of the Mythos' most awesome creatures.\$4.00

TUO6 is another giant, eighty pages featuring *Call of Cthulhu* 5½. Chaosium's release of CoC 5th Edition left a few gaps, gaps that we've filled in. Our regular columns and features are absent to make way for pages of new occupations, new skills, and new ways to use magic and sanity. It even includes a revised character sheet for your new CoC5½ investigators. And just to top things off, we present every player's dream: The Randolph Pierce Foundation, a small but complete organization of dedicated investigators working to unearth lost knowledge and illuminate humanity. Your investigators can join with this issue's scenario, "Blood on the Tracks."\$4.00

Courting Madness reprints the most-demanded material from TUO2 & 3. Includes the scenarios "The House on Stratford Lane," "The Travesty" and our masterpiece, "Grace Under Pressure." Plus assorted articles and Tales of Terror. Includes two 11"x17" mapsheets and two sheets of cardstock for "Grace" plus a beautiful brochure to an auction of occult paraphernalia. A numbered, limited edition of 200 copies, all behind a stunning Blair Reynolds cover that was censored from Chaosium's *The Stars Are Right!*\$6.00

Alone On Halloween is a *Call of Cthulhu* supplement containing two scenarios. The first, "Alone On Halloween," is a long solo scenario where the player delves into secrets best left hidden, on a dark and rainy Halloween night. The second, "The Old Dark House," is designed for the Keeper to tinker with. It includes floor plans and descriptions for an English country manor, accompanied by numerous plot ideas, NPCs, villains and monsters, from which the Keeper can pick and choose. The end result is a scenario uniquely suited to each group's temperament and style of play. *Alone On Halloween* features a gruesome centerfold illustration by artist Blair Reynolds.\$8.95

Cult of Cthulhu T-Shirts feature a new design by *Oath* cover artist Blair Reynolds. It depicts a horribly violent confrontation between a handful of investigators and a mob of cultists. Bullets fly, swords swing, and limbs and blood spray through the air. In the background sits a strange temple, while above it all hangs a sinister symbol, the symbol of the Cult of Cthulhu! To make it complete, there's a Pagan Publishing logo on one shoulder. Available in Large and X-Large—please specify!\$10.00

Creatures & Cultists is our insane card game from TUO4. Now you can get it without the cards being folded in half and stapled—yow! C&C lets you be the cultists; from 3-5 players can each take the part of whatever cult they wish, then send out their thugs, sorcerers, and monsters to obliterate the enemy! If you're Favored By The Stars you may even be able to summon your deity to earth and win the game. This new edition includes new cards to boot, totaling 112 in all.\$4.00

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All done? Okay, total up your purchases. If you're in the U.S. or Canada, add \$5 for shipping and handling. If you're overseas, to figure your shipping costs add 30% of your total order for Surface Rate, or 80% for Air Rate. Send a check or money order to Chaosium, Inc. 950-A 56th Street Oakland, CA 94608. Or, use your Visa or MasterCard by mail, or by phone: [510] 547-7681.

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