

## CONTINUING THE ADVENTURE

If you're reading this, you have discovered that this book is part of the Investigators Gamebooks series. Once you've successfully completed any other gamebook in the series you can, if you wish, continue in a new adventure, such as this one, using your chosen Investigator. There is, of course, nothing to stop you starting fresh with a different Investigator, if you prefer.

If you do decide to continue with the same Investigator, they may gain **EXPERIENCE**, based on how you fared in adventures so far. After completing an adventure, or before beginning the next one, work through the following steps to keep your Investigator up to date.

### EXPERIENCE: SKILLS, HEALTH, SANITY, AND DOOM

When you complete an adventure, your Investigator's **SKILLS**, **HEALTH**, **SANITY**, **RESOURCES**, **CLUES** and **DOOM** return to their original starting values. However, roll one die for each star you earned in completing the previous adventure. In each adventure, you can earn up to four stars.

For each die which rolls a 6, you may choose one of the following:

- Increase one of your skills (**WILLPOWER**, **INTELLECT** or **COMBAT**) by +1 permanently. If any of your skills increased temporarily during the previous adventure, you should choose the skill which increased the most (if possible). Otherwise, it is your choice.
- Increase your starting **HEALTH** or **SANITY** by +1.
- Remove 1 starting **DOOM** from your Character Sheet.

For each die which rolls a 1, you must choose one of the following:



- Reduce one of your skills (**WILLPOWER**, **INTELLECT** or **COMBAT**) by - 1 permanently. If any of your skills decreased temporarily during the previous adventure, you should choose the skill which decreased the most (if possible). Otherwise, it is your choice.
- Reduce your starting **HEALTH** or **SANITY** by - 1.
- Add **1** starting **DOOM** to your Character Sheet.
- No skill may ever increase or decrease by more than + 2 / - 2 from your Investigator's original starting value, and no skill may decrease to lower than 1.

Health and Sanity may not increase to more than 10 and may not be reduced to less than 1.

### EXPERIENCE: ABILITIES AND WEAKNESSES

When you complete an adventure, you may choose one **{ABILITY}** gained during the adventure to add to your character sheet permanently. However, if you do so, you must also choose one **{WEAKNESS}** acquired during the adventure and add that to your Character Sheet permanently as well.

### EXPERIENCE: ITEMS

When you complete an adventure, you may choose one **[ITEM]** gained during the adventure and add it to your character sheet. Other items are lost (although it's always possible you might come across the same or a similar item again in the future...). Simply put, there's only so much stuff you can carry.

### RESOURCES AND CLUES

Experience does not affect **RESOURCES** or **CLUES**. Any **RESOURCES** or **CLUES** gained during the last adventure which you did not spend are lost.

