

A SHERLOCK HOLMES MYSTERY GAMEBOOK

FREE SAMPLE · THE FIRST CHAPTER

The Hound of the Baskervilles

You are Robin, the street child Mr Holmes sends to be his eyes

Inspired by The Hound of the Baskervilles, the Sherlock Holmes novel by Arthur Conan Doyle

For ages 8 to 12, and anyone who reads to them

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The Hound of the Baskervilles

A Sherlock Holmes mystery gamebook

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A free sample

This is the beginning of the book and its first chapter, free to print and to share. The whole book is at **rollforwonder.com/gamebooks/hound-of-the-baskervilles-gamebook-for-kids/**

The Hound of the Baskervilles by Arthur Conan Doyle (1901–1902) is in the public domain. This book is a new story inspired by it. Roll for Wonder is not connected with the estate of Arthur Conan Doyle.

The pictures and much of the text were made with the help of AI, then read and edited by people.

Made on 2026-11-16.

The story behind this book

The Hound of the Baskervilles · Arthur Conan Doyle · 1901–1902

Arthur Conan Doyle's novel first came out in parts in The Strand Magazine in 1901 and 1902, and it is the most famous Sherlock Holmes story of all. A family on the lonely moors of Devon believes it is hunted by a giant, glowing hound, and Holmes and Dr Watson must find out whether the hound is a ghost or something much more ordinary.

This book keeps the moor, the Hall, the people and the mystery. Two things are new. You are Robin, one of the street children Holmes really did keep in London, the Baker Street Irregulars. And in the novel people die; here nobody does, and the hound finds a home.

Want the original story first, told simply and without spoiling the ending? Read our summary for kids: **rollforwonder.com/guides/hound-of-the-baskervilles-summary-for-kids/**

About Roll for Wonder

Roll for Wonder makes story adventures for children aged 6 to 12 and their families. Our main game is played in the browser on a phone, tablet or computer: the game tells the story, your child decides what to do, and a die decides the uncertain moments. The game master listens to anything your child types, not only to a list of choices.

This very story is also an adventure you can play online, with the same moor, the same people and the same hound, and pictures that change as you play. Point a phone at the square, or go to **rollforwonder.com/adventures/hound-of-the-baskervilles-game-for-kids/**

More gamebooks and adventures, from Pompeii to the planets: **rollforwonder.com**

How to play

This is not a book you read from the first page to the last. It is a mystery, and you are the detective.

The story is cut into numbered sections. At the end of each one you choose what to do, and turn to the section with that number. Start at section **1**. (In the PDF on a screen, you can also press any number to jump to it.)

Your case sheet

Print the case sheet (or use the one at the front of this book) and keep a pencil handy. When a section shows the pencil sign ✎, write down what it says: a clue and its number, something you put in your bag, or a codeword. Some choices are only for those who have the right clue, thing or codeword on their sheet.

The die

When something might go wrong, you roll one ordinary die and add one of your three numbers, **Strength**, **Smarts** or **Heart**. If you carry something that helps, add 1 more. Then compare with the number the section asks for. A **6** always works. No die? Use the die page at the back.

Not making it is never the end. The story goes on, it just costs you something.

Candles

You start with **8 candles**. The night is long, and every mistake or wrong turn blows one out. If your last candle is gone, Mr Holmes will finish the case for you, and that is the weakest of the three endings.

Holmes tricks

You have **three**. Use one to roll the die again, or to hear what Mr Holmes would look at in the place where you are.

Adding up

Twice in this book you will be asked to work something out by **adding the numbers of two clues** and turning to that section. No guessing: you can only add up what you have really found.

> **For grown-ups:** read aloud and let the child choose. One evening takes 45 to 90 minutes, and there are three endings to find.

You are Robin





Robin can be a girl or a boy. Circle the one who is you.

You are Robin, the sharpest of the street children who run errands for Mr Sherlock Holmes, and tonight he has sent you north to a lonely house on the moor to be his eyes.

You grew up on the streets of London, and you know how to be somewhere without being noticed. Mr Holmes pays you a shilling a day to watch, listen and come back with what you saw — and you always come back with more than the grown-ups.

Strength	Smarts	Heart
Running, climbing, and keeping going in the cold	Noticing what everybody else walks past	Getting people — and animals — to trust you
1	**3**	**2**

In your pockets



Magnifying glass
Mr Holmes's own. +1 when you look closely at something.



Cold sausages
Mrs Hudson's. Something on the moor may be very hungry.



Ball of string
+1 when you have to find your way back.

Who's who



Dr Watson
Mr Holmes's best friend. A doctor, once a soldier. Kind, brave, and a little too quick to suspect people.



Sir Charles Baskerville
His old uncle. Something at the moor gate frightened him so badly that he has not spoken for three months.



Barrymore
The butler, with a big square black beard. So quiet you never hear him coming.



Mr Stapleton
Lives at Merripit House and catches butterflies on the moor. Friendly, clever, knows the moor better than anybody.



Sir Henry Baskerville
The young heir, just arrived from Canada. He does not believe in ghosts. Mostly.



Dr Mortimer
The country doctor, and Sir Charles's best friend. He asked Mr Holmes for help.

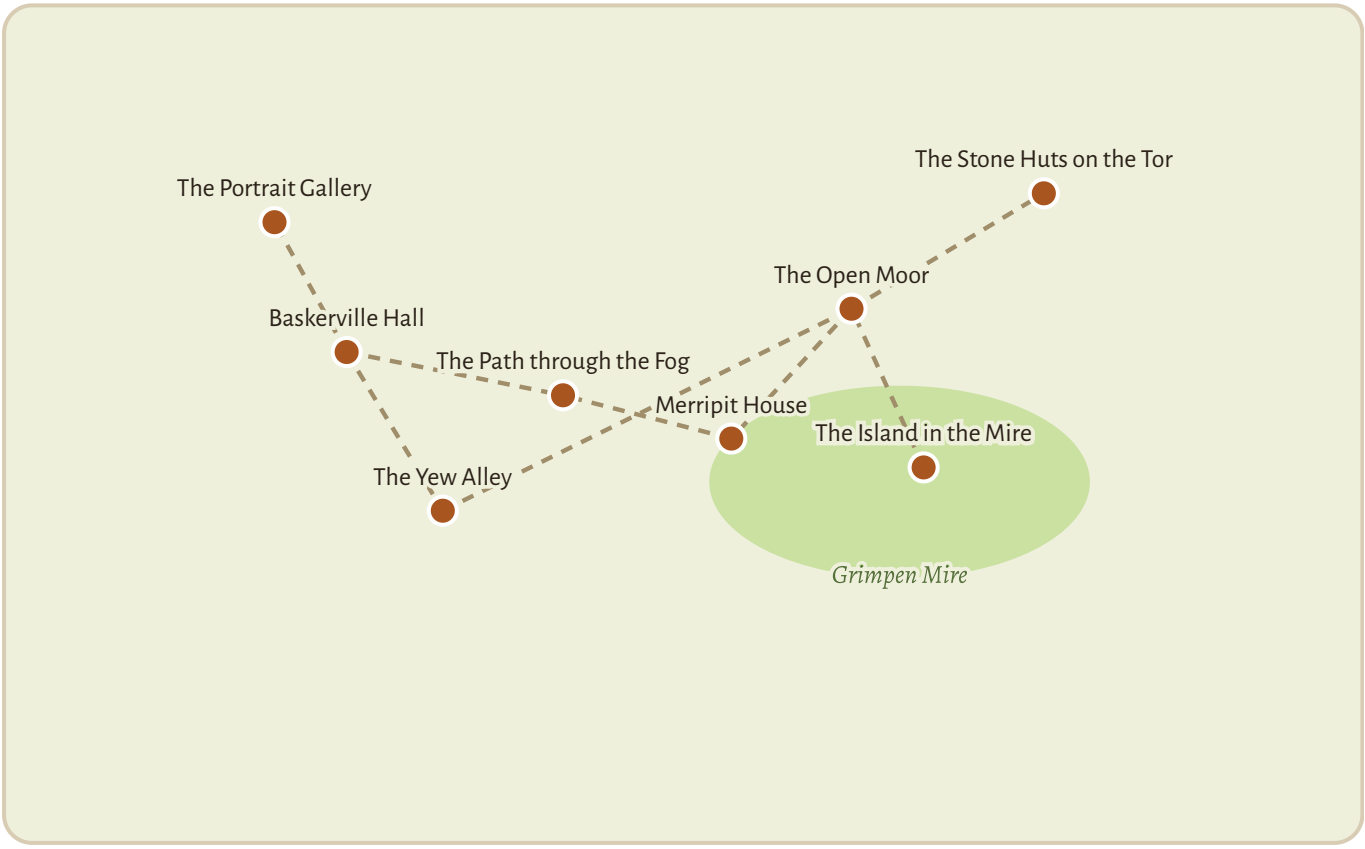


Mrs Barrymore
The housekeeper. Kind and quiet. Her eyes are often red.



Miss Stapleton
Lives at Merripit House with her brother. Always seems to be listening for somebody behind her.

The moor



Case sheet

CANDLES



When your last candle is gone, finish the section you are reading, then turn to **99**.

HOLMES TRICKS

☐ ☐ ☐

Cross one off to roll the die again, or to hear what Mr Holmes would look at.

YOUR BAG

- ☐ **Magnifying glass**
- ☐ **Cold sausages**
- ☐ **Ball of string**
- ☐
- ☐
- ☐
- ☐

CODEWORDS

THE PERSON YOU ACCUSE

DETECTIVE NOTEBOOK

A Who called Sir Charles to the gate?

B What is the hound?

C Why was the old boot stolen?

D Who is not what they seem?

E Other things you noticed

1



For a hundred years, the Baskerville family has told a story: a **giant hound with glowing eyes** hunts them on the moor at night.

Three months ago old **Sir Charles Baskerville** was found by the gate to the moor, too frightened to speak — and he has not spoken since.

Read on → 2

2



Now **Sir Henry**, the young heir, has come all the way from Canada to live at Baskerville Hall. **Dr Mortimer**, the family's doctor, is afraid for him, and has asked the great detective **Mr Sherlock Holmes** for help.

But Mr Holmes says he must stay in London. So he sends his friend Dr Watson — and **you**, Robin, the cleverest of his street children.

- Take the train north → 3

3



The cart rattles up onto the moor as the sun goes down. It is the biggest, emptiest, quietest place you have ever seen, and you do not like how quiet it is.

Beside you sits **Dr Watson**, holding his bowler hat on in the wind. In your pockets are the three things Mr Holmes gave you at the station in London: his own **magnifying glass**, a **ball of string**, and a paper of Mrs Hudson's **cold sausages**.

"Be my eyes, Robin," Mr Holmes said. "Watch everyone. Trust no story you cannot check."

Far ahead, at the edge of the moor, a dark stone house is waiting. Baskerville Hall.

- Ride up to the Hall → **123**

5

Halfway down the corridor a board groans under your foot. The light at the window goes out at once. When you get there, nobody is there — only a little puddle of warm candle wax on the stone sill.

Somebody stands a candle here often. You will have to find out who some other way.

✎ Blow out one candle: cross one off.

- In the morning, go down to the hall → **6**

6

In the morning the moor outside the window is grey and wet, and the Hall smells of toast. Barrymore serves breakfast without a word. His wife's eyes are red, as if she has been crying.

- Look around the Hall again → **82**

8

Both clues have a number, and the number is printed only in the section where you found the clue. If a clue is missing from your sheet, or its number is, go back and look again: one is in the hall, by the fire, and the other is with somebody who cannot speak.

▸ Go back to the hall → **82**

9

You speak so softly that only he can hear. “Something happened at the gate, didn’t it? You don’t have to say it. Can you show me?”

His hand shakes as it comes out from under the blanket. He points out of the window, at the moor. Then, with one finger, he slowly draws a big curly **S** in the air.

And his eyes go to the fireplace.

✎ Under A write THE S IN THE AIR and the number 17.

▸ Go back to the hall → **82**

13

*If **A HOUND FOLLOWS A SMELL** is already on your sheet, turn to **86**.*



“An old boot?” Dr Watson strokes his moustache. “I cannot think why anybody would want one. All I know is what hunters say: give a hound something a man has worn, and it will **follow that one man** across half of England.”

He stops stroking his moustache. “I say. You don’t think…”

✎ Under C write A HOUND FOLLOWS A SMELL.

▸ Go back along the alley → **86**

14

Sir Henry has given up on the boot and is reading a newspaper upside down. “Still gone,” he says.

▸ Go back to the hall → **82**

24

"A gate is a place where people wait, Robin. And a path remembers how people walked on it. Look down, not up."

✎ Cross off one Holmes trick.

▸ Go back along the alley → **86**

26

🔍 You add it up…

You add it up, and suddenly it fits.

The S that Sir Charles drew in the air is **the S on the burnt letter**. Somebody who signs with a big curly S wrote to him, *please, please be at the gate by ten o'clock* — and then burnt the letter so that nobody would know.

"Then the hound did not just happen to find him," says Dr Watson slowly. "Somebody **asked him to be there**."

That night you stand at your bedroom window. Out on the moor, a long way off, a little light blinks on, and off, and on again.

✎ Write the codeword S SOLVED.

▸ Turn the page to chapter II → **121** *(in the full book)*

27

Dr Watson is standing in front of the little gate with his arms folded. "Not tonight, Robin," he says. "The moor will still be there in the morning."

▸ Go back along the alley → **86**

32

*If **THE BURNT LETTER** is already on your sheet, turn to **78**.*



You kneel by the hearth. The fire is hot on your face, but behind the burning logs there is a heap of old grey ash that nobody has swept out for weeks.

You find a poker and push the ash about. Something pale curls up out of it: the corner of a letter, burnt black at the edges. Only a few words are left, in tall, slanting handwriting:

…please, please be at the gate by ten o'clock…

And under it, a big curly **S**.

✎ Under A write THE BURNT LETTER and the number 9.

- Go back to the hall → **82**

33

Sir Charles is asleep by the fire, his hand still on his blanket. Better not to wake him.

- Go back to the hall → **82**

37

*If **THE CANDLE AT THE WINDOW** is already on your sheet, turn to **82**.*



That night you do not sleep. You lie in the dark and listen to the old house creak.

Long after midnight, a floorboard creaks in the corridor. Somebody is walking very softly towards the window over the moor, carrying a candle.

How do you follow?

- Creep after them in your socks, the way you follow people in London

  roll + Smarts 3 = ____

  6 or more → 108 · less → 5

- Stay in bed. Some things are better left alone → **6**

42

*If **THE OLD STORY OF WICKED HUGO** is already on your sheet, turn to **104**.*

He unrolls the paper. It was written in 1742, in curly brown ink.



"Long ago, **wicked Hugo Baskerville** chased a poor girl across the moor at night. And a great black hound came out of nowhere and chased *him*. Ever since, they say, it hunts any Baskerville who walks on the moor after dark."

He rolls the paper up again very carefully.

✎ Under E write THE OLD STORY OF WICKED HUGO.

- Ask him something else → **104**
- Go back to the hall → **82**

44

*If **THE S IN THE AIR** is already on your sheet, turn to **33**.*



Sir Charles is very old and very thin, wrapped in a tartan blanket. His eyes are kind, but there is fright in them that has not gone away for three months.

You sit on the footstool beside him. He looks at you, and then at the window over the moor.

How do you ask him about the night at the gate?

- Gently, the way you would ask a frightened child

  roll + Heart 2 = ____

  5 or more → 9 · less → 73

- Leave him in peace and go back to the hall → **82**

47

You close your eyes and hear Mr Holmes's voice, as if he were standing behind you.

"Never mind the story, Robin. Look at what is missing, and at what does not fit. A fire that nobody has swept. An old man who cannot speak, but can still point. One boot, where there should be two."

✎ Cross off one Holmes trick.

- Open your eyes and go back to the hall → **82**

51

Dr Watson crouches, and his knees crack. He brushes the leaves away with his glove.

"Good heavens. A dog — but what a dog! Look at the claws, Robin. Pressed right in. Whatever made these was **heavy**, and it was real."

✎ Under B write PAW PRINTS BY THE GATE.

- Go back along the alley → **86**

58

*If **ONE OLD BOOT IS MISSING** is already on your sheet, turn to **14**.*



The big leather bag lies open by the stairs. Inside are a pair of shiny new boots — and one old brown boot, worn soft, all on its own.

"The other one's gone," says Sir Henry. "Not one of the new ones, mind you. The old one. Who on earth steals one old boot?"

You think about it. A thief who wanted to sell something would have taken the new pair.

✎ Under C write ONE OLD BOOT IS MISSING.

▸ Go back to the hall → **82**

64

*If you already have the codeword **WENT OUT IN THE DARK**, turn to **27**.*

You climb over the gate and walk out into the heather. After ten steps the Hall is gone behind you. After twenty, the path is gone too. The wind drops, and somewhere far off, something howls.

You stand very still. Then you hear Dr Watson stamping through the heather after you, puffing. "Not on your own, and not in the dark," he says, and marches you back to the gate. "Holmes would have my hide."

✎ Write the codeword WENT OUT IN THE DARK.
Blow out one candle: cross one off.

▸ Go back along the alley → **86**

73

You ask too fast, and the old man shrinks back into his blanket. For a long time he will not look at you.

Then Mrs Barrymore brings him his tea, and while she holds the cup, his finger moves in the air — a big curly **S** — and his eyes go to the fireplace. It has taken a long time. Outside, it is getting dark.

✎ Under A write THE S IN THE AIR and the number 17.
Blow out one candle: cross one off.

▸ Go back to the hall → **82**

77

The mud is a mess of leaves and old boot marks, and it is getting dark. You are still on your knees when Dr Watson taps your shoulder: by the gatepost, one print is perfectly clear.

It is a **paw print** as big as a man's hand, with claw marks at the front.

"Took us a while," says Dr Watson, looking at the darkening sky.

> ✎ Under B write PAW PRINTS BY THE GATE.
> Blow out one candle: cross one off.

- Go back along the alley → **86**

78

The ash is just ash now. Whatever else was in that letter has burnt away.

- Go back to the hall → **82**

80

Under the lens, the marks turn into **paw prints**, each as big as a man's hand, with claw marks at the front, pressed deep into the mud.

No ghost leaves claw marks.

> ✎ Under B write PAW PRINTS BY THE GATE.

- Go back along the alley → **86**

82

A great dark hall with black beams overhead and painted Baskervilles looking down from every wall. A log fire burns in a stone fireplace taller than a man. At the far end a tall window looks out over the moor.

What do you do?

BASKERVILLE HALL

HERE WITH YOU Dr Watson · Sir Henry · Sir Charles (by the fire) · Dr Mortimer · Barrymore and Mrs Barrymore


Great fireplace


Family portraits


Travelling bag


Window over the moor



Old paper about the curse


Dark lantern

WAYS OUT The Yew Alley, out through the garden door

- Look in the great fireplace → **32**
- Sit down beside old Sir Charles → **44**
- Help Sir Henry look through his travelling bag → **58**
- Ask Dr Mortimer about the curse → **104**
- Take the dark lantern from its hook by the door → **100**
- Wait until night and watch the window over the moor → **37**
- Go out to the Yew Alley, where Sir Charles was found → **86**
- If THE BURNT LETTER and THE S IN THE AIR are on your sheet: I think I know who called Sir Charles to the gate → **119**
- Use a Holmes trick: what would Mr Holmes look at here? (costs one Holmes trick) → **47**

86



A long gravel path runs between two walls of dark yew hedge, taller than a man. Halfway along, a little wooden gate opens onto the moor. This is where Sir Charles was found.

Dr Watson has come with you. He looks over the gate and shivers. “Gloomy spot,” he says.

THE YEW ALLEY

HERE WITH YOU Dr Watson



Marks by the gate



The little moor gate



Gravel path

WAYS OUT Back to the Hall · Out through the little gate onto the moor

- Look at the marks in the soft ground by the gate → **114**
- Look at the ground under the little gate → **125**
- Walk slowly down the gravel path, looking for footprints → **88**
- If ONE OLD BOOT IS MISSING is on your sheet: Ask Dr Watson why anybody would steal one old boot → **13**
- Climb over the gate and walk out onto the moor → **64**
- Go back to the Hall → **82**
- Use a Holmes trick: what would Mr Holmes look at here? (costs one Holmes trick) → **24**

88

*If **HE RAN ON HIS TOES** is already on your sheet, turn to **86**.*



Some footprints are still pressed into the soft edge of the path, where the gravel is thin. They are Sir Charles's — you can tell by the size.

Halfway down the path, they change. Only the toes touch the ground.

He was not walking any more. He was **running away** from something.

✎ Under E write HE RAN ON HIS TOES.

▸ Go back along the alley → **86**

99

Your last candle goes out.

And out of the dark steps **Mr Holmes**, quite calm, as if he had been there all along. "You have done the hard part, Robin," he says. "Let me do the talking."

He gathers everybody — and the night ends the way he planned it.

▸ Listen to Mr Holmes → **111** *(in the full book)*

100

*If you already carry the dark lantern, turn to **82**.*



It is a tin lantern with a little sliding shutter. When the shutter is shut, no light comes out at all. When it is open, it throws one bright beam, straight ahead.

Barrymore sees you holding it. "Take it, please," he says, very politely. "The moor is no place to be without a light."

✎ Write DARK LANTERN in your bag.

▸ Go back to the hall → **82**

104



Dr Mortimer is a tall thin man with round gold spectacles. He has an old yellow paper rolled up in his pocket, and he keeps touching it as if to make sure it is still there.

What do you ask him?

- About the old paper in his pocket → **42**
- What he found by the gate that night → **105**
- Thank him and go back to the hall → **82**

105

*If **GIANT FOOTPRINTS** is already on your sheet, turn to **104**.*

Dr Mortimer takes off his spectacles and polishes them, although they are already clean.

"I found Sir Charles by the moor gate, frozen with fright. And on the ground nearby — footprints." He lowers his voice. "Robin, they were the footprints of a **gigantic hound**."

✎ Under B write GIANT FOOTPRINTS.

- Ask him something else → **104**
- Go back to the hall → **82**

108

You keep to the edge of the corridor, where the boards do not creak. At the window stands **Barrymore**, holding a candle up against the glass and staring out at the moor.

Far away in the dark, a tiny light blinks. On, off, on again. It is answering him.

Barrymore lowers his candle, and you are back in bed before he turns round.

✎ Under D write THE CANDLE AT THE WINDOW and the number 12.

- In the morning, go down to the hall → **6**

114

*If **PAW PRINTS BY THE GATE** is already on your sheet, turn to **86**.*



In the soft black ground by the gate there are deep marks, half hidden under fallen leaves. They are round, with dents at the front.

How do you read them?

- Kneel down and study them through the magnifying glass

  roll + Smarts 3 + magnifying glass 1 if you carry it = ____

  6 or more → 80 · less → 77

- Ask Dr Watson what a doctor sees in them

  roll + Heart 2 = ____

  6 or more → 51 · less → 77

- Leave them for now → **86**

119

You sit down in the library with Dr Watson and open your case sheet.

You have two clues about an **S**: a burnt letter that asked Sir Charles to come to the gate, and the S that Sir Charles drew in the air.

Add the numbers you wrote next to THE BURNT LETTER and THE S IN THE AIR, and turn to the section with that number.

(Every section you reach by adding begins with a magnifying glass. If yours does not, you have added wrong — come back here and try again.)

- I don't have both numbers → **8**

123

CHAPTER I · BASKERVILLE HALL

This chapter: Find out what happened to Sir Charles at the gate.



Dr Mortimer's cart rattles up the long drive between dark trees, and the great door of **Baskerville Hall** swings open.

Inside, **Barrymore** the butler takes your coats with a silent bow and goes off with a candle in his hand. By a huge fireplace an old man in a blanket — **Sir Charles** — turns his head towards the window over the moor, and does not turn it back.

A cheerful young man with a sunburnt face comes over and shakes your hand like a grown-up's. "Henry Baskerville. You must be Holmes's famous Robin. Have either of you seen a boot? An old brown one?"

- Look around the Hall → **82**

125

*If **CIGAR ASH UNDER THE GATE** is already on your sheet, turn to **86**.*



The little gate is only waist high. Under it, in the grass, lies a small heap of grey ash: **cigar ash**, from two cigars smoked right down to the end.

Sir Charles stood here a long time that night. He was waiting for somebody.

✎ Under E write CIGAR ASH UNDER THE GATE.

- Go back along the alley → **86**

The sample ends here.

You have played the first chapter of *The Hound of the Baskervilles*. The whole book has five chapters, 126 sections and three endings, and every number this sample sends you to is in it.

rollforwonder.com/gamebooks/hound-of-the-baskervilles-gamebook-for-kids/

The book is a PDF to print or to play on a tablet, in A4 and US Letter.

No die? Use this page

Close your eyes, move your finger round in circles, and put it down. The number under your finger is your roll.

4	3	2	1	6	5
4	3	2	1	6	5
4	3	2	1	6	5
4	3	2	1	6	5
4	3	2	1	6	5
4	3	2	1	6	5

Thank you for playing.

Robin's case is also an adventure you can play online, where the game master listens to whatever you decide to do.

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More gamebooks and story adventures for ages 6 to 12.