



WHEN THE LIGHT
GOES OUT

BY MEGAN TOLENTINO



CREDITS

Lead Writer/Designer: Megan Tolentino
Additional Writing & Editing: Aser Tolentino
Art By: Miskatonic Repository Rogues Gallery Art Pack, Padraig Treanot, Historic American Buildings Survey, USCG, Darcie Peterson, jorgenev, Simon Bray, TikiGawd, and Kelly Sikkema.
Contact: redactedfilespodcast@gmail.com
Website: www.theredactedfiles.com

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INTRODUCTION

Standing forgotten on the Oregon coast, a beacon for lost sailors helps conceal a town's secrets, and an insidious evil. The Widow's Peak Lighthouse has been a landmark for travelers near the Witch's Cauldron State Natural Area for nearly 150 years. Closed to the public, it's been the source of many local legends. Recently it went up for sale, and the bidding between the locals and a reclusive millionaire was vicious. However, money won out over local interests, and members of the party have been hired to help with the restoration and study of the lighthouse. As they work to restore the building, they find more and more things that should not be, and then people around the community begin to die.

BACKGROUND

On the Oregon Coast near the small town of Emerald Cove is an intriguing geological feature called The Witch's Cauldron, which is a large bowl carved into the cliffs, with an opening to the Pacific Ocean that fills the basin at high tide, and leaves tide pools exposed as the tide goes out. The consensus on how this landmark formed is that several caves eroded together, and the roof of the cavern collapsed. The truth is a little more horrifying.

Nearly 160,000 years ago, part of Abthoth was trapped in an undersea cave by Deep Ones. While sealed underground, he still released his young, which died by the thousands as they attempted to claw their way to freedom. This network of caves and collapsed escape routes weakened the cliff walls until the entire section collapsed and created a popular, scenic landmark.

As populations ebbed and flowed along the coast, the area surrounding the Cauldron was rarely settled. However, in 1874, a lighthouse was built overlooking the Cauldron, as this section of the coast is particularly deadly. Widow's Peak Lighthouse went into operation in 1875 and struggled to keep the point staffed for the next five years. Keeper's left with disparate complaints, but in reality, most left due to the negative, angry energy exuded by Abthoth deep beneath their feet.

This all changed in 1880, when Charles Schaffer, who had an interest in the occult and founded The Order of the Emerald Sky, became the new lighthouse keeper. Schaffer recognized that he could harness the energy to power his cult's rituals. Using this influence, Schaffer and his cult gained enough sway to control who inspected and manned the lighthouse, using their own people to conceal the changes they made.

The major change was to the lens, which has tiny archaic runes etched into its surface. While this ruined the efficiency of the lens as a means to focus and disperse light, it maximized the cult's ability to focus and disperse power. The cult also added ritual circles and marks under the floor of the lighthouse, and in the walls themselves to strengthen their control. As a welcome side effect of the cult channeling Abthoth's energy, Abthoth has been unable to spawn any of his monstrous children.



Charles Schaffer

The cult remained small and strong over the next ~130 years, gaining more power in the county and even in state government. Members of The Order of the Emerald Sky also work as rangers at the nearby Witch's Cauldron State Natural Area. The Order's previous leader and local mayor, Adam Schaffer, disappeared seven years ago, swept out to sea by a sneaker wave, and he left no heir to the cult or his property. With the lighthouse held intestate, the Order scrambled to find new leadership.

Six months ago, Schaffer was declared deceased by the state, which began to sell his property. A reclusive millionaire, William Reinhart, was easily able to outbid what remained of the cult and purchased the lighthouse out from under them, planning to build himself a private coastal retreat. Panicked at the loss of their place of power, the cult attempted to use eminent domain to put the property under the control of the local government, and therefore reclaim it in all but name. Reinhart has countered with a petition to declare the lighthouse a historical landmark, one that should be preserved for future generations.

As the legal battle rages, Reinhart has brought in the party to help restore the house. Beneath years of neglect they find strange occult markings and evidence that this lighthouse has served more than one purpose. The more Reinhart learns of their discoveries, the more he becomes obsessed with the occult, and the power it could bring him.

The Order, growing desperate to stop any investigation, begins to attempt rituals without the lens to maximize what power they have left. And finally, when an ill-considered attempt to perform a grander ritual fails, Abthoth and his much-deformed cultist Schaffer will have access to the surface once more.

This scenario comes with six pre-generated characters and is written as a one shot. However, it can be incorporated into an ongoing campaign if a friend of the party introduces them to Vega as people who can help her with a bit of historical renovation.

PEOPLE OF INTEREST

Adam Schaffer - Former mayor of Emerald Cove and leader of the Order of the Emerald Skyy, current mindless cultist. Schaffer is descended from a long line of lighthouse keepers and took over leadership in The Order when his father died. He is presumed dead, pulled into the sea by a sneaker wave while on a walk. His body was drawn to Abthoth due to all of the essence of the Elder God he used in life. Adam was in his late forties when he died and was a white man with an athletic build.

William Reinhart - Millionaire who has purchased Widow's Peak Lighthouse. Reinhart is a desperate man who has given up on finding a cure for his diminishing health. His doctor recommended the sea air, and his loyal employee Sara Vega found a gorgeous lighthouse where he could stay. He found the local legends charming and fought the city of Emerald Cove to maintain control of his prize. He is a frail white man in his mid-fifties, though his hair is completely white.

Dr. Martha Collins - Local Historian. Collins is a busybody who was born and raised in Emerald Cove. While she never knew of The Order, she knew she could profit from the local legends, self-publishing books she sells in The Emerald Cove Museum, which she also manages. Collins isn't afraid to exaggerate or lie to sell a good story. Dr. Collins is an elderly, black woman who wears her hair in tight curls. She uses forearm crutches.

Sara Vega - Project Manager. Vega has worked for Reinhart for years, and the lighthouse restoration is her biggest project yet. She's poured months of work into getting everything arranged to restore the lighthouse, and she's frustrated by anything that stands in her way. Vega is a Hispanic woman in her mid-thirties with a warm smile.

Sheriff Tracy Evans - County Sheriff. Evans mainly has to deal with lost tourists. However, she's been keeping an eye on the Reinhart/Emerald Cove dispute. These sorts of things always lead to trouble. Sheriff Evans is in her early forties and wears her sandy blonde hair in a pixie cut.

Mortimer Paulson - Mayor. Paulson became mayor after Schaffer's disappearance. He is a member of The Order but doesn't quite have the willpower to lead the group. He's a slight, white man with glasses.

Madeline Chase - Local librarian and current leader of the Order of the Emerald Sky. Madeline is a white woman in her early fifties. She wears her greying brown hair in a bun. She is fiercely protective of her fellow Order members and can be charismatic when she wants to be.

Dave Brookes - Site Foreman. Brookes works for a contracting business in Portland. This is one of the biggest jobs his firm has landed, and he's under stress to make sure to impress Reinhart. He's a tall, muscular black man in his mid-thirties.

Mick Pershing and Clint Ferris - Workers for the restoration project. In their late 20s, early 30s. Killed by one of Abthoth's Children.

Cathy Gilbert - Owner of The Candy Shoppe. Middle-aged white woman with a big smile. Killed by one of Abthoth's Children.

Lorna McGillicutty - Occult Expert. Red-hair and in her late 20s. Has a bohemian vibe.

Nathaniel Ryan - Occult Expert. He has medium brown skin and a New Orleans accent. In his early 30s.

GHOST STORIES

Centuries of a great evil buried beneath the coast have led to many ghost stories and urban legends in the region. The party can learn of any of these while talking to the locals or historians.

- On the night of the new moon passersby have reported seeing what looks like the reflection of a purple planet in the Witch's Cauldron. People who have gone down to investigate the light never return. This is probably due to the riskiness of navigating the wet tidal pools at night: but some may have actually seen the reflection of Abthoth's home planet and were pulled down to be consumed by him.
- The region has its own monster, a shape changer who has looked different every time he's been spotted called the Melting Man. Despite the less than terrifying name, anyone who has encountered him will not talk about what they saw. The Melting Man is actually not a singular monster but is instead several Children of Abthoth who have made it to the surface while the lens was being repaired and survived long enough to terrorize any locals they came across.
- There are records of a serial killer active in the area during the 1990s nicknamed the Widow Peak Slasher. They killed six people using a boat hook and left strange markings in the homes using their victim's blood. After the sixth murder they disappeared without a trace. No one knows who the killer was. Or is. The killer was a rogue member of The Order named Graham Rusk. He was trying to perfect a new ritual, and Charles Schaffer found out. Rusk was the sixth and final 'victim' of the Widow Peak Slasher.

- The first keeper of the lighthouse is said to have been a very devout man named Darrell Wentworth. He spent the first winter here alone and disappeared without a trace. His absence was discovered when a cart bringing his family and supplies arrived in the spring. Although he stopped adding to his logbooks on January 12, ships that sailed past the area report that the light was faithfully lit. His wife Hester insisted on watching over the lighthouse until the Lighthouse Board forced her out and replaced her with Zachariah Glass. Zachariah did not survive the week. In fact, until Charles Schaffer arrived, no keeper lasted long at the house, though the light was always lit. The lighthouse was named Widow's Peak after Hester Wentworth and the other widows made there.
- In 1943, a patrol boat was sent to investigate a radar contact suspected to be a Japanese submarine off the coast near the Witch's Cauldron. When they reached the location, the crew claimed to have seen strange men attempting to board a submarine. When the patrol boat opened fire, the men attacked them instead, but were torn apart by machine gun fire. The sailors were unable to recover any bodies, or proof that anything of the kind had actually happened. One of the sailors tried asking around in Emerald Cove after the end of the war but found no answers about who might have been out there that night.
- Bigfoot. You are in the Pacific Northwest, so sightings are not unheard of. But even Bigfoot avoids Abthoth.

TIMELINE

Approximately 158,000 BCE: Deep Ones trap a piece of Abthoth under the cliffs of an unpopulated stretch of coastline. The piece of Abthoth mainly sleeps, trying to grow and regain power. Over the next several thousand years, Abthoth's young tried to claw their way to the surface, eventually leading to the formation of the Witch's Cauldron.

Approximately 15,000 BCE: Humans cross the Bering Land Bridge and settle what we now call North America.

1874: The Widow's Peak Lighthouse is built.

1880: Charles Schaffer becomes the first lighthouse keeper at Widow's Peak to hold onto the position. He begins making alterations to the structure to harness the energy he senses in the region, though he doesn't know the source is Abthoth.

1885: Charles Schaffer recruits others to The Order of the Emerald Sky and founds the town of Emerald Cove.

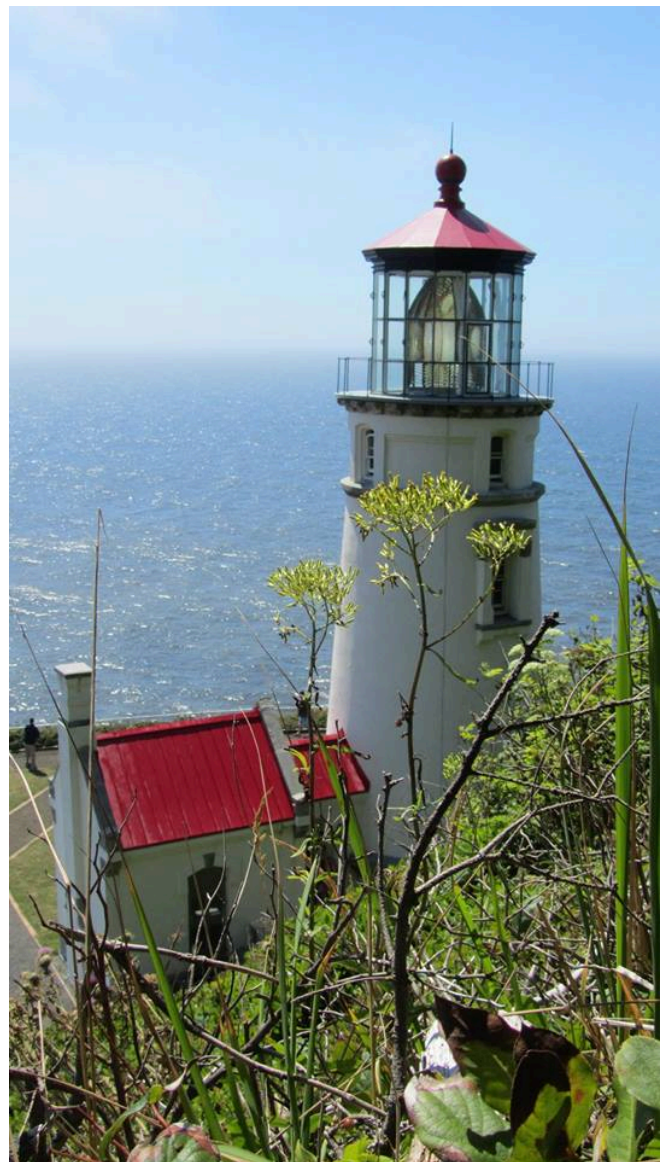
1964: George Schaffer buys Widow's Peak lighthouse and the surrounding land.

7.5 years ago: Adam Schaffer is swept out to sea by a sneaker wave. His connection to Abthoth allows Abthoth to pull him in and corrupt him into an undead cultist. Widow's Peak lighthouse is fenced off as Schaffer "died" intestate.

6 months ago: Adam Schaffer is declared dead and his property is auctioned off. William Reinhart buys Widow's Peak Lighthouse for a new retreat on the coast.

5 months ago: Mayor Mortimer Paulson uses eminent domain to try to claim the lighthouse as part of the Witch's Cauldron State Natural Area. Reinhart begins applying for the lighthouse to be declared a historical landmark.

Current: Reinhart hires the party to restore the neglected lighthouse.



THE ADVENTURE

THE JOB

The team is hired by Sara Vega to restore an old lighthouse on the Oregon Coast near the town of Emerald Cove and the Witch's Cauldron State Natural Area. She will send each of them the following email along with their flight and travel information. This email can also be found in the player handouts on page 16.

Dear Team,

Welcome to the Reinhart House restoration project! We are very happy to have you on board for this momentous task. As you know, the Widow's Peak Lighthouse is a historic treasure, and Mr. Reinhart is very excited to be able to put his money towards making sure it's preserved. I have made travel reservations for each of you, and you will be able to check into the Cauldron Inn in Emerald Cove upon your arrival. Just so you know, there has been some friction between Mr. Reinhart and community leaders over the plan to restore the lighthouse. We expect that everyone should remain polite, but please let me know if you encounter any problems in town. If you'd prefer, you're also welcome to stay at the lighthouse, but we don't have electricity running there yet!

I look forward to seeing you bright and early on Tuesday morning! The combination for the padlock on the gate is 07-34-13.

Sara Vega

Each party member can narrate how they are travelling to the town, and if they're travelling with and/or know other members of the restoration team.

Emerald Cove

Emerald Cove is on the Oregon Coast Highway, and a moderately popular tourist town with a population of about 4,000. The main stretch of road is kitschy, with stores selling souvenirs, trinkets, random pirate memorabilia, candy, and even a small arcade. All of the businesses in town are small, family owned affairs, with no sign of any chain stores.

The Cauldron Inn is the biggest hotel in town and offers nice views of the ocean from where it sits near the edge of a cliff. Their reception at the hotel is friendly until the clerk sees the reservation was made by Ms. Vega, and then things become much chillier. If asked about the change in attitude, the clerk replies, "that millionaire should have done the right thing and not stolen the lighthouse from the community." They don't have a personal tie to The Order, just a general disdain for outsiders barging into their home.

Widow's Peak Lighthouse

First impressions of the lighthouse are not positive. The area is surrounded by a rusting chain link fence, with overgrown grass and blackberry bushes crawling up it to form a more natural barrier. A sign at the gate reads "PRIVATE PROPERTY - KEEP OUT." Once through the gate the poorly-maintained road provides a bumpy trip up the hill to the top of the cliff. The first glimpse of the lighthouse itself is of the light at the top of the tower shining a strangely green light that suddenly winks off. As they crest the hill, they can see the tall white tower with a two-story house near the base. The view from the cliff the lighthouse stands on is breathtaking, with a steep drop into the ocean below and the horizon stretching on forever.

Near the base of the lighthouse is a woman looking up at the workers carefully beginning to remove the lens from the top of the lighthouse. At the sounds of the cars coming up the drive she'll turn and wave moving towards them with a smile on her face. She shakes everyone's hands warmly, introducing herself as Sara. "I'm so glad you all made it in safely! I hope you had a wonderful trip. We're just working on removing the lens to clean and restore it. It's really a thing of beauty! Once it's down you should really take a look. Until then I can give you a tour of the property and answer any questions you might have." She can answer any questions about herself or Reinhart.

- Reinhart comes from family money and is hoping a retreat on the coast with all that sea air will do him some good.
- She has been working with him for three years, making sure any projects he takes on come to fruition. The lighthouse is the biggest project yet, and she was excited to find it up for auction by the state six months ago.
- Unfortunately, it turned into a little bit of a headache, apparently the former mayor owned the lighthouse, and it had been in his family for generations. Some members of the community were under the impression he was leaving the buildings to the city to be turned into a museum, and even tried to use eminent domain to force Mr. Reinhart to sell it back to them!
- She was able to find a great loophole though, she's been submitting paperwork to turn the lighthouse into a historical landmark, which will prevent the town from getting their greedy hands on it.
- That's part of why they're bringing so many experts on site, to make sure that they're able to restore the lighthouse to its former glory and ensure it's a comfortable place to stay.
- They've had problems with people breaking into the property ever since they bought it and is hoping increased security will help.
- The main agitators have been Mayor Mortimer Paulson and Madeline Chase, the local librarian.

She will show them around the house and the simple room at the base of the lighthouse while the lens is carefully lowered to the ground. On a successful history check, players can tell that the house is newer than the lighthouse, maybe built in early 1900's. A successful anthropology check will reveal that the layout of the house is strange, with many bedrooms, more like a bed and breakfast than a private home. The house has not been lived in for the past seven years, and has fallen into disrepair, with a clear smell of mold on the air, and signs of vermin making their homes in the walls. It has basic utilities, like water and electricity ready to hook-up, but they're waiting on the county to send someone out. Until then, a generator is powering the equipment. The area has poor cell phone reception, but there is a landline in the house. The kitchen on the bottom floor has been cleaned as best as possible, and the large antique table is covered with the blueprints and plans for the restoration.

Once they're finished with the tour, she'll take them outside to look at the lens. "It's a very special type of lens, designed for lighthouses specifically to really be visible from long distances! It's called a Fresnel Lens, I think they're really beautiful."

The lens is made up of sheets of glass with concentric circles carved into them to collimate light. It's a beautiful piece of work, and probably something that belongs in a museum. Any character who takes a closer look can see that there are small markings carefully etched along the interior of each circle. If someone is playing an occult expert, Sara will remark that this is why they were brought in with the team. A successful applicable science roll will determine that the etchings would decrease the efficacy of the lens. A successful occult roll determines that these runes are occultic in nature. On a hard success, the player can tell that the runes help the lens focus energy as well as light.

While studying the lens, have the characters roll luck. The party starts feeling a low rumbling in the ground that feels somehow discordant and unfocused. As they try to keep on their feet, the lens cracks, with some shards of glass flying towards the party. The character with the lowest luck roll takes 1d4 points of damage as they are clipped by one of these shards. Sara cries out in distress, torn between helping the injured member of her team and seeing to the damage of the priceless lens. Once the bleeding party member is seen to, she will call the experts in charge of cleaning and restoring the lens and is distracted for the next hour as she tries to work out how to repair the damage.

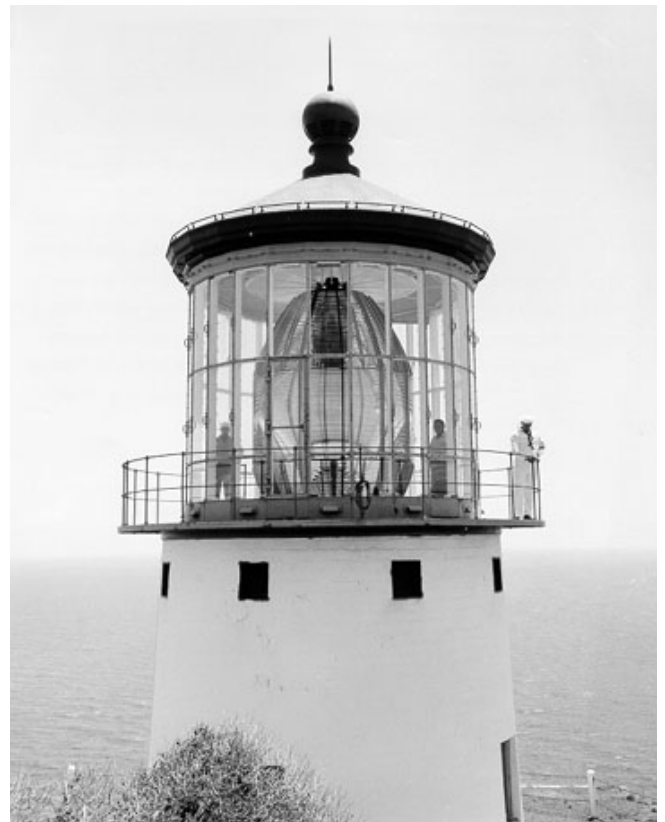
This micro-quake was in fact caused by The Order. In a last-ditch attempt to influence the people on the lighthouse property to leave and never come back, the cult attempted a ritual from the library, led by Madeline Chase. However, since the lens was no longer centered in the ritual circle, the energy was unable to focus correctly and broke the lens. The backlash in the spell caused one cult member, Jane Seidman, to have a stroke, and she was quickly rushed to the ER. The Order is now in panic mode, desperate to regain control, but deprived of their most powerful weapon to do so.

Sara will stop them from trying to keep any of the lens, as she wants to give all the pieces they can find to her glass experts. However, she doesn't mind if they take pictures, rubbings, etc. of the lens as long as they don't break anything else. Each circle has the same repeating phrase etched into the glass, though the handwriting isn't consistent throughout. The team can spend this time exploring more.

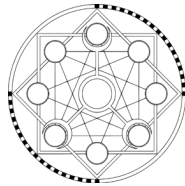
Exploring the Lighthouse

Exploring the lighthouse will reveal more links to the occult. Have the party roll spot hidden. On a success they can find the following.

- Along the edges of the iron staircase to the top of the lighthouse are etchings identical to the ones on the lens. Many of these seem to have been affected by rust.
- Under an area of missing plaster, they can see more writing in a rusty brown. Medicine or First Aid can confirm this was written in blood. They can attempt to remove plaster to see what lies beneath. This requires a success on a related arts/crafts roll. Otherwise they can roll luck with a penalty die. Underneath they can find the names of the thirteen original members of the cult (Charles Schaffer, Eloise Schaffer, Minnie Brown, Emil Paulson, Maurice Lincoln, Edward Myers, Henry Chase, Alice Chase, Ethel Allen, Virgil Allen, Joel Wheeler, Elizabeth Wheeler, and Harriet Williams).



- Carved in the floorboards at eight equidistant points in the room are small circles. They don't appear to have any significance.
- On a hard success, they notice the floor is elevated slightly higher than expected. If they pull up the floorboards, they find a large ritual circle carved into the stone of the floor. The carvings seem to be filled with dried blood (medicine or first aid will confirm). The center of the circle is the iron pole that supports the staircase. Underneath where each of the small circles in the wood floor is the point of an overlapping square, they seem to be indicating where in the room to stand to perform a ritual.



Sara is surprised by everything the investigators uncover. If told about the names, she'll tell the investigators that Adam Schaffer was the previous owner of the lighthouse who died in an accident without an heir or relatives. She will take pictures of everything to send to Reinhart.

Exploring the Grounds

If the party explores the grounds, they will find that the fence has been cut and there's evidence that people have been sneaking onto the property at a point near the road.

If the investigators talk to the workers, one will introduce himself as David Brookes, the foreman for this project. He's here from Portland. He's never heard of microquakes like that in the region. He thinks the place is kind of spooky, and he laughs it off. On a psychology roll, an investigator can tell that he feels very afraid here but is too embarrassed to admit it. He's more than happy to go over the building plans with the party. "I wish the old guy didn't have to go the historical landmark with this one. I could really do something with bones like these. But with me and all of you working on it, she'll look even better than when she was brand new."

Exploring the House

Searching the house requires a spot hidden roll. On a success, the investigators can find the following:

- There is an overgrown garden in the back. An occult roll will reveal that several of the plants that were grown here are commonly used in rituals.
- Buried in an old chest are some of the lighthouse keepers' original logbooks. Most of the text is mundane, but Donald Richardson, the keeper from June-December 1876 occasionally mentions a feeling of unease. As his tenure progresses, his handwriting becomes more erratic, and his updates less frequent. He complains of feeling a presence that makes him feel unclean. The final entry reads "I have always thought of myself as a man of reason, but I cannot bear to be in this cursed place any longer. I feel my very soul festering, and I know that once I escape from this house, I will feel clean again."

- Under the wallpaper in one of the rooms there are more of the strange glyphs written in blood. A successful occult roll indicates that they seem to be keeping energy out of the room.

After the lens is removed from the site, Sara will introduce Brookes to the party (unless they've already talked to him) and start showing everyone what they need to work on. She'll drive into town to pick up lunch around noon but is working as hard as everyone else to start getting the buildings cleaned up so restoration can begin. She sends everyone who is staying in town back into town at 5pm. There's plenty of great restaurants in town for dinner, but it seems the group's identity is already known throughout town, and service is poor.

FIRST ENCOUNTERS

Two of the workers have decided to stay overnight at the lighthouse on a dare. They'll pick up sleeping bags and food from the hotel and head back up to the house around 7 pm. If any members of the party are there, they may be concerned by the approaching headlights, but they recognize the men. Mick Pershing and Clint Ferris will take their sleeping bags to the top of the lighthouse, claiming they're hunting for the ghost of the first guy who lived here.

During the night, have the party members at the house roll listen with a penalty die. If successful, they hear a messy schlorping sound coming from the lighthouse. One of Abthot's children (page 15) is devouring what remains of Clint at the top of the lighthouse. Mick has fallen to his death below. The Child will not enter the house unless confronted. If an investigator goes to see what the sound is, they must roll sanity, and the Child will attack, willing to throw them to their death to win the fight. The Child will dissolve into much upon death. If all of the present investigators die in the attack, the Child will devour them and Mick. If they survive, they can find all of the clues below before calling the police.

THE MORNING AFTER

If the investigators don't wake up, or aren't at the lighthouse, the next morning they arrive on the scene of a gruesome murder. Clint's body has been gnawed on at the top of the lighthouse, and there's little left of Mick to recognize. Sara will immediately call the sheriff. Have the party roll sanity (0/1d4+1) upon finding the bodies. If the party wants to investigate what happened without police interference, they'll need to act quickly. Total the party's number of successes on a spot hidden roll. A hard success counts as two successes.

- On 1-3 successes they smell something awful in the lighthouse, the source of which seems to be the muck on the stairs and landing of the building. Anyone spending time in the light house must make a constitution roll to not become nauseated from the smell.

- On 4-6 successes they also find a clear footprint and can take a picture. The print seems to be in the shape of a large webbed foot.
- On 7-9 successes they can also determine that no weapon was used to kill the victims. They appear to have been torn apart and consumed.

Sara and David have spent this time on their phones, talking to their respective superiors. Unless someone is acting in a particularly egregious manner, they will not interfere with the investigation. The sound of sirens headed up the road can be heard about ten minutes after Sara placed the call.

Sheriff Tracy Evans has been dreaded this call for months. She's been worried the little feud between Reinhart and Emerald Cove would get out of hand and someone would get hurt, and now someone has. She slams the door of her SUV as she exits, yelling at everyone to move away from her crime scene. She feels a little sick as she comes across the bodies but manages to keep her composure well. While monitoring the crime scene techs and taking witness statements, she gets a call on her radio; there's been a murder in Emerald Cove as well. She'll wrap things up quickly, instructing the Medical Examiner to be sure to wrap things up quickly here so they can head to the next scene. Sara decides to halt the project for the day while she speaks to Mr. Reinhart and works with David to get the scene cleaned up. She encourages everyone to spend the day in town to take their minds off of the tragedy.

BACK IN TOWN

The workers all head to a local bar to drink. The party is more than welcome to join them, or they can spend the day investigating the lighthouse.

Talking to residents about local urban legends can reveal any of the Ghost Stories from page 5. This does require a successful persuade roll if the local knows they're part of the restoration project.

Local gossip is that the owner of The Candy Shoppe was killed near the cliffs last night. Talking to the gossips reveal that Cathy Gilbert loved walking at night, and that her death was particularly messy and gruesome.

City Hall

Mayor Mortimer Paulson has his office here. He has a booked schedule and isn't interested in making time for some noisy troublemakers sent by Reinhart. He or his secretary will call security if the investigators try to force the issue. He is paranoid and untrusting of the party, suspecting they will use any information they get from him to prevent any chance of The Order getting control of the lighthouse back.

Emerald Cove Museum

The local museum is run by Dr. Martha Collins, an elderly woman with a PhD in history. Her small gift shop contains her own self-published books with local legends. The displays are mostly pictures of the town over the last 150 years, with some small artifacts, like logbooks from the lighthouse keepers and a compass the sign claims comes from a Japanese submarine sunk off the coast of the town. (A history or appraise roll will reveal that this compass is not Japanese in origin. Dr. Collins bought it to add more actual items to the museum.)

Her most treasured exhibit is the original lens for the lighthouse. While not a Fresnel lens, the original reflector lens is still an interesting piece of history. The Fresnel lens was installed in 1881, when Schaffer noticed a crack in the original lens. She also has exhibits on the history of the Schaffer family, and the geological history of the Witch's Cauldron. Dr. Collins is not aware of the existence of the Order of the Emerald Sky.

Talking to Dr. Collins can garner the party the following information:

- The town was founded by Charles Schaffer in 1885 after a five-year tenure as lighthouse keeper. He retired in 1905, and his son Paul Schaffer was assigned the post. Not a generally common thing, but the Schaffers had a great deal of influence in the area. In fact, from 1880 when Charles Schaffer became the keeper to 1963 when they closed down the lighthouse, a Schaffer was always there. That's why no was surprised when George Schaffer bought the thing and all the property in 1964. These last seven years are the first time there hasn't been a Schaffer in Emerald Cove, and the place has been the worse for it.
- The lighthouse was built in 1874, and they had a terrible time keeping people working there until Charles Schaffer took the post. The promontory is named because the first man who worked there, Darrell Wentworth, disappeared before his family could join him. His wife, Hester Wentworth insisted she could do her husband's job, but the Lighthouse Board forced her and her children to leave the property.
- This part of the coast was uninhabited until Mr. Schaffer founded Emerald Cove. They've looked for years for archaeological evidence, and no one has been able to find anything.
- There's nothing like the Witch's Cauldron anywhere else in the world! Geologists think it formed when several sea caves eroded together and then the roof collapsed. It was named because Mr. Schaffer thought it looked like a big pot of boiling water at high tide, and he must have had a wicked sense of humor.
- She doesn't know of any witches or occult activity in the region. She'll confide in particularly trustworthy investigators that she mainly emphasizes the supernatural in her museum and books to bring more people in to learn about the real history of the town.

- If the party tries to investigate any Deep One red herrings, she hasn't heard of any rumors of fish people in the region.
- She hopes that the investigators can talk to Mr. Reinhart for her and convince him that the lighthouse would be a wonderful place for a museum. She can't think of a better place to share the history of the area than at a building so central to everything there.

Emerald Cove Library

Madeline Chase is a smiling, pleasant woman until she recognizes the investigators as part of the restoration team. Then she pinches her lips and pretends that they don't exist. A spot hidden or psychology roll will let the investigator notice a momentary look of rage on her face that she quickly schools into bland indifference. She is not interested in outside help to solve her problems, especially not from the people who caused them. If any character is particularly rude to her, she will spitefully cast Evil Eye on them.

The party will need to roll library use to get any research done here. On a success they can determine the following:

- Any historical information Dr. Collins is able to convey from the library.
- Madeline Chase and Mortimer Paulson are descendants of original settlers to the region.
- On a hard success they can also find that Charles Schaffer was a member of the Masonic Lodge and had a long-standing interest in the occult before being stationed at Widow's Peak.

Madeline Chase's Home

The team can find Madeline's address in the phone book. It is on the edge of town, far from the Pacific Coast Highway with a great view of the Witch's Cauldron. There's a steep path down the cliff face to a small rocky beach. She does not have any physical security besides her locks. An occult roll or hard spot hidden roll will allow an investigator to notice small white rocks placed around her home, indicative of a Warding spell.

If the investigators are unaware of Chase's Warding spell and enter the house, they break it, and she will call 911 to report a burglary. Sheriff Evans will send Deputy Bryce Sanders to investigate, if the party succeeds on a listen roll, they have enough time to get away before he arrives. Otherwise he will question any suspects he catches.

Madeline's home is slightly eccentric, the main point of interest being the thousands of books piled on every surface. Hidden amongst all these books are the histories of The Order and Charles Schaffer's journals. Players must succeed on a spot hidden roll with a penalty die to find the books.

Reading the material recovered from Madeline's house reveals the following, with more information being revealed the longer the team spends doing the research.

- Charles Schaffer was expelled from the Freemasons for reasons he does not list. He took the post at Widow's Peak to get away from his old life and devote himself to the study of the occult. He was interested in the whispered rumors of ghosts and monsters at Widow's Peak.
- When he arrived, he was able to sense a corrupting, abominable energy from the Witch's Cauldron. He began to attempt to harness that energy, inspired by the Fresnel lens in the lighthouse. He recruited other ambitious members of the occult community to help him, founding Emerald Cove as a place for them to live, and The Order of the Emerald Sky as a place for them to belong. Together they etched the lens and carved the ritual circle in the lighthouse. As they did, they were attacked by horrible creatures that he won't describe because he wished to forget them. Once the ritual was complete, and Maurice Lincoln's blood filled the circle, the abominations fled.
- Charles noted that whenever the lens was out of use for cleaning or repair, that's when the abominations returned.
- The ritual is detailed in the journal. It requires eight people, one at each point of the ritual circle to contribute blood (mechanically 10 magic points) to the circle. In the center a willing victim much cut their own throat and spill their life blood into the other grooves, while the others chant "C'ai shogg, shuggog culn r'luh f'btlnkor sgn'wahl chtenff hupadgh shugg. Throd, throd, throd." Once the life has finished draining from the sacrifice, the focus at the center of the ritual (in this case the lens with the binding glyphs) can drain and focus the ambient energy of the region through anyone who uses the circle. The ritual takes four rounds to cast. Learning about the ritual requires a sanity roll (0/1d3).
- The Order was careful about the energy they used. Charles reveals in his private documents, only meant to be seen by his heirs that he was being changed by channeling the evil from the Cauldron. He wore long sleeves and high collars to hide the abscesses in his flesh. He was afraid that if they stopped using the lighthouse, that if the energy wasn't stolen away from the devils that live under the ground, they would rise up again and devour the world. The last pages are a plea for forgiveness for his arrogance, and for his descendants to carry on the cult to keep what evil lurks beneath them sleeping.
- Schaffer's Grimoire includes Evil Eye, Implant Fear, Warding, and Wave of Oblivion.



The Witch's Cauldron

The Witch's Cauldron is a large bowl carved into the cliffs near Emerald Cove, with an opening to the Pacific Ocean that fills the basin at high tide, and then leaves tide pools exposed as the tide goes out. The consensus on how this landmark formed is that several caves eroded together, and the roof of the cavern collapsed. It is part of the Witch's Cauldron State Natural Area.

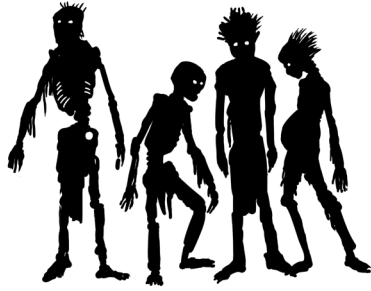
The Witch's Cauldron is a popular site for tourists along the Pacific Coast highway, especially at low tide, when adventurous visitors can crawl around the tidal pools, touching anemones and starfish and observing crabs and other aquatic life. There is no sign of the abomination that sleeps deep beneath the feet of the happy people who explore here. Any character with an occult skill greater than 30 can feel that something is wrong here.

If the party visits at night, they will be attacked by two of Abthoth's children.

Lincoln County Sheriff's Department

Sheriff Tracy Evans is not interested in discussing the details of the murders with the investigators. They can roll persuade to try to get her to talk to them, but they must add a penalty die if they got on her bad side at the lighthouse, and one if they were caught doing something illegal (like breaking into Madeline Chase's home). If they succeed, she will tell them that the muck at the scene of the crime is unlike anything found in the region. They haven't been able to determine the composition. All of the bodies appear to have been torn apart and devoured by some sort of animal, though the attacks don't match any known animal in the region.

If the party gets permission to look at the police records, they can roll library use to find that there have been similar attacks in the past, including the foul-smelling muck. The perpetrator was never caught. If a player asks specifically, or someone succeeds on another library use roll, these attacks occur at the same times the lighthouse was non-functional, usually from maintenance on the lens.



FIRED!

Sara is at the lighthouse all day, talking with Mr. Reinhart. The reports of the occult have intrigued him, and he's ordered David to tear apart the lighthouse looking for more signs. Anything the party did not find on their initial search of the building will be found now. He orders Sara to fire the current restoration team, as he has some experts of his own he wants to bring in. She will inform the party and other workers who come by the lighthouse that Mr. Reinhart is concerned for their safety and mental well-being and is putting the project on hold for now. They can stay at the hotel for the next few nights as she makes arrangements for their travel home. She's sorry that they came all the way out here only to have to turn around and leave and hopes that they won't hold this against Mr. Reinhart. If the party doesn't return to the lighthouse that day, she will call them individually to relay the news. She will change the padlock on the front gate, and if she's aware of the hole in the fence, she will have David patch that up as well.

William Reinhart has found that all of his money hasn't been able to save his health. From what Sara reports to him, and his own research on the area, he has been able to piece together that one of Schaffer's ancestors was able to harness and channel energy in the region. He has several holes in his knowledge, however. He contacts and flies out two occult experts he's met through his research, Lorna McGillicutty and Nathaniel Ryan. He trusts them to help him use the lighthouse to heal his ailing body. He also hires a professional security team to stop any intruders from disrupting their work.

PRIDE GOETH

The next morning Mr. Reinhart and his new duo of occult experts arrive with a heavily armed security team of five. None of them are willing to talk to the investigators. The experts spend their time in the lighthouse, while the security team patrols the grounds. They will repair the hold in the fence during the morning. Sneaking past them requires a stealth roll with a penalty die, as they are trained and on high alert. Sara will not let the team on the grounds and will call the sheriff if they are caught trespassing. (Having the sheriff called on them will add an additional penalty die to persuade rolls they try to make with her.)

Around 3 PM, Lorna and Nathaniel try to activate the binding circle without knowing the ritual or having a lens to focus it. This sends a wave of nausea through the town and a general feeling of unease. Have the party roll constitution. On a failed roll, they have a penalty die for any roll they make for the next in-game hour. Their attempt backlashes on them and Mr. Reinhart and they are filled with corrupting magic of Abthoth. They will attack and kill the security team and Sara, devouring their flesh.

Madeline Chase also feels the wave of energy over the city and will try to find the investigators. She insists that they must help her regain control of the lighthouse and reactivate the ritual circle before the thing beneath them wakes up to devour the town. She knows they've been investigating the lighthouse and will fill them in on any pertinent information they are missing, though she will keep the need for a human sacrifice to complete the ritual to herself. Madeline will inform them that she is the current leader of The Order of the Emerald Sky. She says she can gather her cultists to help complete the ritual, she needs the party's help to find a replacement lens and inscribe the ritual glyphs on it while she does this.

The party has a few options for a replacement lens.

- They can try to build one themselves from mirrors and glass. This requires a successful relevant arts/crafts roll, as well as a successful applicable science roll. If the party fails their rolls, they can re-roll, however each new attempt adds an additional child to the final encounter.
- They can use the lens from The Emerald Cove Museum. Dr. Martha Collins is not willing to part with it cheaply and will call the police if they continue to rant about monsters. The party can roll persuade to attempt to convince her. She will demand new items for the collection in return, the party could offer the keeper logbooks, slime from the Children, or some other falsified relics. She will also extract a promise to have their support in converting the lighthouse into a museum, and to testify that Mr. Reinhart will not actually preserve the lighthouse.
- If the party fails to get the lens from Dr. Collins, they can attempt to steal it. It requires a stealth roll to break in, and three strength rolls to remove the lens from the museum. Taking time to steal the lens will add an additional Child to the final encounter. If they are caught, they will be arrested by the sheriff. Mortimer Paulson can convince the sheriff to let them out of jail and Dr. Collins not to press charges, but this will add three additional Children to the final encounter. They will not be able to succeed on another attempt to acquire the existing lens.

Regardless, the must make an applicable arts/crafts roll to inscribe the surface of the lens with the glyphs. They can use a bonus die if they have pictures or rubbings of the original lens. If they fail the roll, they still manage to etch the glass, but there are two additional Children at the final encounter.

DESPERATE TIMES

Madeline will meet the investigators near the gate to the lighthouse. She lets them know that she and her cultists haven't seen any sign of the security team patrolling the area and that the lighthouse seems quiet. Abboth's new cultists are resting in the house with their full stomachs. Have the party roll stealth to sneak to the lighthouse. They will spot the bodies of the dead security team, requiring a sanity roll (0/1d4+1) on their way to the lighthouse. Sharp-eyed investigators will notice on a successful spot hidden roll the weapons near the remains. The security team members each carried an AR-15 carbine, three extra 30-round magazines, and two flash bang grenades.

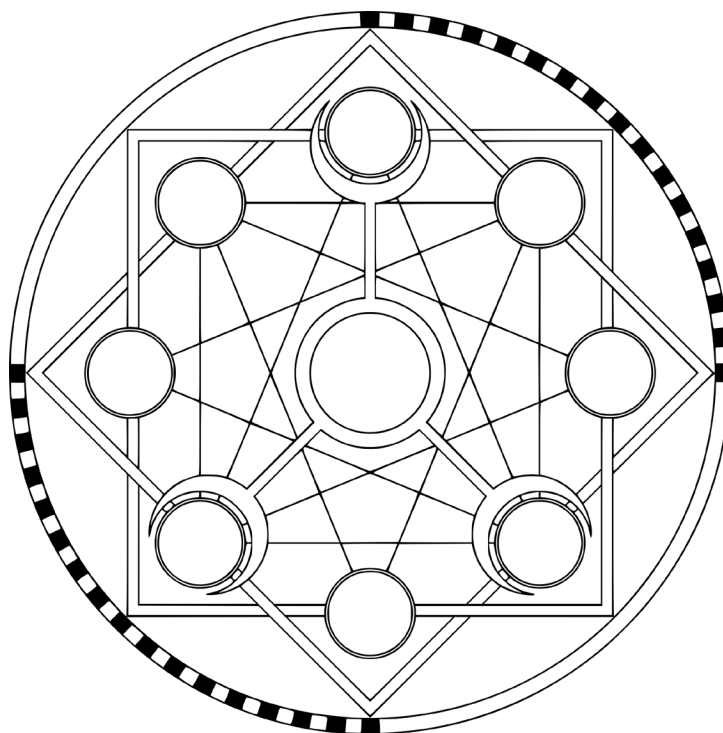
Once inside, Madeline asks the investigators to get the lens in place while she and her eight cultists get in place to begin the ritual. She will not tell the investigators, but she intends to be sacrifice herself for the ritual. The crane used to remove the ritual from earlier in the week is still on site, and the party can use operate heavy machinery to lift the lens to the top of the lighthouse. This cannot be accomplished stealthily. Alternatively, they must succeed on three strength checks with a penalty die to attempt to carry the lens up the stairs.

If the team is quiet for the entire preparation, they are not interrupted. However, failing a stealth check or using the crane will cause Lorna, Nathaniel, and William to attack, attempting to stop the installation of the lens. Otherwise they will attack when it's in place. After two rounds of combat, the decayed and mutated Schaffer will climb the cliff with four Children plus any that the party accrued through failed rolls and attempt to stop the ritual. Clever players might attempt to use the rituals found in Madeline's grimoire.

For every two rounds of combat, a cultist in the ritual circle dies as the result of a hideous mutation from the corruption of Abboth's touch and must be replaced by a party member. Seeing this requires a sanity roll (1/1d6). The party member who joins must spend 10 magic points and repeat the ritual words (page 11). As the ritual continues, they must make a Constitution roll, on a failure, they take 6d6 damage and lose 1d20 sanity as instead of trapping Abboth's obscene aura it flows through them, turning them into one of his abominations. Anyone who sees the end of the ritual must make a sanity roll as they see Madeline cut her own throat at the end to fill the circle with her heart's blood (1/1d4). The cultists and children will not die once the ritual is complete but will make any further rolls with a penalty die.

AFTERMATH

If the party succeeds in killing all the monstrosities and completing ritual, there is a huge mess to clean up. Mortimer Paulson is the new leader of The Order and will help them put together a story about a rabid bear attack. He will stop the Sheriff from investigating too closely. With Reinhart and Sara dead, he can push forward the eminent domain claim for the lighthouse property and will promise the team that they will ensure that he and his descendants will carry on the Schaffer's work. Dr. Collins will be able to have her museum the lighthouse and won't question why the mayor's daughter Debbie is opening a boarding house for 'artists' in the house right next door. The surviving party members can recover 1d8 sanity for restoring the lighthouse lens and 1d8 sanity for helping complete the ritual.



BESTIARY AND ADVERSARIES

Abthoth is not a direct threat in this adventure, and the party will never have an opportunity to learn his name. If they choose to try to find him, you can use the stats on page 310 of the Call of Cthulhu Rulebook. His children rarely return to him, they would need to follow Schaffer to find his location, and it requires a long underwater swim, and climbing through many disgusting tunnels.

Abthoth Cultists

Abthoth doesn't truly have cultists. These are really people who have been corrupted by his abominable touch and survived to have their minds consumed by him.

STR 40 CON 75 SIZ 50 DEX 50 INT 50
 POW 110 HP 13
 DB: 0 Build: 0 Move 8 MP: 22

Attacks per round: 1

Brawl 40% (20/8), damage 1D3

Dodge 25% (13/5)

Skills: Listen 40%, Spot Hidden 40%

Spells: Breath of the Deep, Melt Flesh, Mindblast, Shriveling, Wither Limb

Sanity Loss 1/1D6

Child of Abthoth

Abthoth is the father of abominations, and each of his stinking young are evidence of this. No two appear the same, some missing limbs, some with huge stomachs, some with multiple heads. Whatever they may appear as, they leave a trail of primordial muck wherever they go.

STR 90 CON 70 SIZ 70 DEX 50 INT 20
 POW 100 HP 15

Attacks per round: 1

Fighting attacks: Abthoth's young can use clubs, but they're not intelligent enough to use a bladed weapon. They usually use a natural attack.

Claw 40% (20/8), damage 1D6+1D4

Bite 30% (15/6), damage 1D3+1D4

Dodge 25% (13/5)

Armor: None. However, due to the muck that makes up their being, they take half damage from any attack that isn't blunt force damage.

Sanity Loss: 1/1D10

Sheriff Tracy Evans

STR 55 CON 55 SIZ 50 DEX 60 INT 60
 APP 50 POW 55 EDU 55 SAN 55 HP 10
 DB: 0 Build: 0 Move: 9

Brawl 40% (20/8), damage 1D3
 Glock 17 60% (30/12), damage 1D10
 12 Gauge Shotgun 50% (25/10), damage 4D6/2D6/1D6

Dodge 30% (15/6)

Armor: Vest 6 pts.

Skills: Credit Rating 40%, Drive Auto 30%, First Aid 50%, Intimidate 50%, Law 60%, Psychology 50%, Spot Hidden 50%.

Deputy Bryce Sanders

STR 50 CON 50 SIZ 50 DEX 50 INT 50
 APP 50 POW 50 EDU 45 SAN 50 HP 10
 DB: 0 Build: 0 Move: 8

Brawl 40% (20/8), damage 1D3
 Glock 17 50% (25/10), damage 1D10

Dodge 25% (13/5)

Armor: Vest 6 pts.

Skills: Credit Rating 30%, Drive Auto 40%, Intimidate 50%, Law 50%, Navigate 25%, Psychology 30%, Spot Hidden 40%.

Security Team

STR 70 CON 65 SIZ 65 DEX 65 INT 45
 APP 40 POW 55 EDU 45 SAN 55 HP 13
 DB: +1D4 Build: 1 Move: 8

Brawl 40% (20/8), damage 1D3+1D4
 Knife 40% (20/8), damage 1D4+2+1D4
 Glock 17 60% (30/12), damage 1D10
 12 Gauge Shotgun 65% (33/13), damage 4D6/2D6/1D6
 AR-15 65% (33/13), damage 2D6

Dodge 30% (15/6)

Armor: Kevlar 8 pts.

Skills: Drive Auto 60%, Intimidate 60%, Navigate 35%, Spot Hidden 50%.

Madeline Chase

STR 40 CON 55 SIZ 40 DEX 50 INT 80
 APP 50 POW 80 EDU 65 SAN 80 HP 10
 DB: -1 Build: -1 Move: 7

Brawl 30% (15/6), damage 1D3-1

Dodge 25% (13/5)

Skills: Charm 50%, History 55%, Intimidate 45%, Library Use 60%, Psychology 45%, Spot Hidden 45%.

Spells: Breath of the Deep, Evil Eye, Implant Fear, Warding, and Wave of Oblivion.

Dear Team,

Welcome to the Reinhart House restoration project! We are very happy to have you on board for this momentous task. As you know, the Widow's Peak Lighthouse is a historic treasure, and Mr. Reinhart is very excited to be able to put his money towards making sure it's preserved. I have made travel reservations for each of you, and you will be able to check into the Cauldron Inn in Emerald Cove upon your arrival. Just so you know, there has been some friction between Mr. Reinhart and community leaders over the plan to restore the lighthouse. We expect that everyone should remain polite, but please let me know if you encounter any problems in town. If you'd prefer, you're also welcome to stay at the lighthouse, but we don't have electricity running there yet!

I look forward to seeing you bright and early on Tuesday morning! The combination for the padlock on the gate is 07-34-13.

Sara Vega

