

SPARK of LIFE

An Isolated Investigator Adventure



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Special thanks to Cory Welch for helping
me name the Great Old One I created
for this adventure. Should you need it,
may Xeiruu'k be your spark of life.

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INTRODUCTION

This scenario is an *Isolated Investigator Adventure*. It's designed to be a tension-filled mystery between the Keeper and a solitary investigator. Due to the unique nature of this scenario, specifically relating to how the investigator is drawn into the mystery; the player must select and play with one of the three pre-generated investigators. All of the pre-generated characters are Miskatonic University graduate students, and all references to "the graduate student" in this document refer to the player's investigator character.

The three graduate student investigators available for the player to choose from are Ruth Peasley, David Miller, and Victoria Chang. Ruth is studying law, and she has heterochromia, or two differently colored eyes (one green and one blue). David is studying history, and he has alopecia, or no body hair whatsoever. Victoria is studying medicine, and she has a large red birthmark on half of her face. Whichever graduate student investigator the player selects to play, then prophet Cornelius Westinghaus (as well as all of the previous students who perished) also have the same unique physical feature.

This scenario is set in September 1926; the start of the fall semester at Miskatonic University in Arkham, Massachusetts. It is not required that the Keeper have a copy of Chaosium's *Miskatonic University* resource book, but it is helpful if the Keeper wants more in-depth information about the university, the personal, and surrounding areas.

BACKGROUND

At nine years old, Cornelius Westinghaus survived yellow fever. He was bedridden for months, drifting in and out of consciousness. It was during that time of delirium that Cornelius first sensed the presence of Xeiruu'k. Also known as The Spark of Life, Xeiruu'k is a crystalline entity that is super-charged with living electricity. Xeiruu'k is one of the many Cykranoshian gods worshiped by that planet's native inhabitants, the Ydheems. Earthlings know Cykranosh by another name; we call it "Saturn". As he recovered, Cornelius became consumed with his visions of Xeiruu'k. As strength returned to his body, Cornelius began documenting the gospel of Xeiruu'k; his writings eventually produced a tome aptly titled, *The Spark of Life*.

Eventually, Cornelius became a professor of ecclesiology; he knew that it was his destiny to build the first church of Xeiruu'k. Knowing that it would be difficult to recruit new worshipers, Cornelius decided to mask his church as a fraternity on the Miskatonic University campus. His idea to mask his church as a frat house worked perfectly; new students who rushed to join the fraternity were slowly indoctrinated into the worship of Xeiruu'k.

But, the acolytes would have to learn Cornelius' teachings from his book alone, for he died in 1842, not long after the church was built. According to *The Spark of Life*, Cornelius could be resurrected. According to prophecy, the acolytes had to be on the lookout for someone who bore the mark of their leader, and then reignite his consciousness into that new vessel. It is foretold in *The Spark of Life* that a new vessel would be available once every twenty-one years. As such, the cult has attempted (unsuccessfully) to reincarnate Westinghaus on three previous occasions. But now it is the time, again, for the cult of Xeiruu'k to make another attempt to reincarnate their lost prophet.

OPENING SCENE - WALKING HOME

The scenario begins on the evening of Monday, September 6, 1926. The player's graduate student is walking back to his or her boarding home (585 W. Pickman St.) with a full armload of books after a several hours of study in the Orne Library. It is dark outside; the player's graduate student is walking from one pool of street lamp light to another. Due to the still air and quiet evening, the graduate student may attempt a **Listen** roll with a **Bonus Die**.

With a successful roll, the graduate student hears the scuffing of footsteps behind him or her. If the graduate student turns to look for the source of the sound, then a shadowy figure scrambles to conceal himself behind a nearby bush. While the graduate student is not able to get a clear look at who is following him or her, he or she does see the clumsy attempt the shadow made at hiding. If the graduate student's **Listen** roll failed, then the shadow is successful at rushing at the graduate student (detailed below).

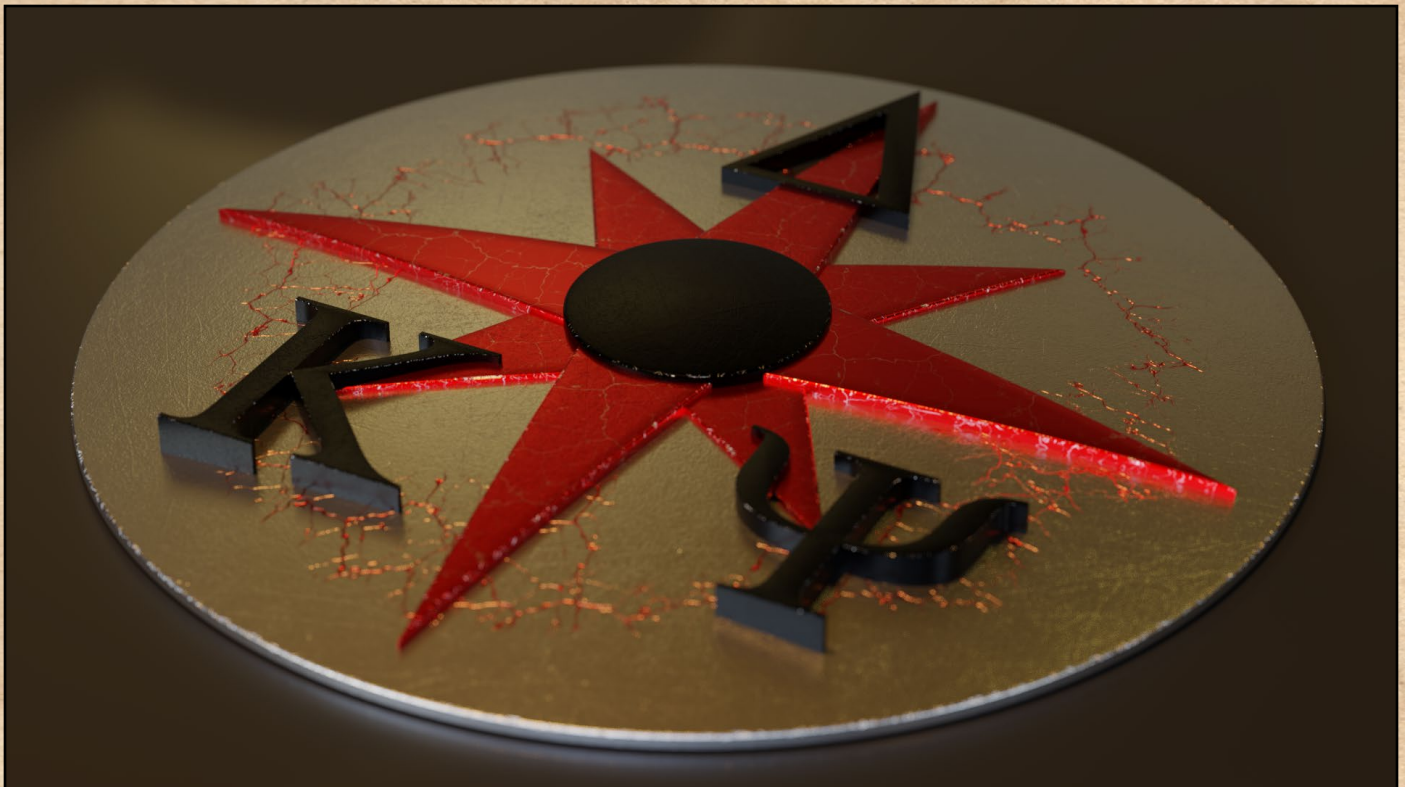
If the graduate student saw his or her shadow hide in the bush, and the graduate student attempts any action to approach or call out to the shadow, then the shadow immediately flees. With a successful **Spot Hidden** roll the graduate student notices something small fall from the shadow, hit the sidewalk, and roll into the grass. If the graduate student wants to chase the shadow, another **Spot Hidden** roll with a **Hard Success** is required to see where the shadow has fled. If the graduate student picks up the small object that fell from the shadow, he or she discovers a Kappa Delta Psi pledge pin; give the player *Spark of Life Papers #1*.

CHASING THE SHADOW

The shadow behind the player's graduate student is a freshman pledge for the Kappa Delta Psi fraternity. His name is Billy Brown, and his pertinent statistics for a chase are: **Build 0, DEX 80, Move 9, and Hit Points 9**. Billy begins the chase "two dots" ahead of the graduate student on the Keeper's chase line. Billy escapes if he gets three or more dots ahead of the graduate student. Billy will do his best to elude the graduate student by running through and over obstacles. Obstacles may include, but are not limited to, a gazebo, a low hedge, a couple making out, or into the Orne Library.

If he is caught by the graduate student, Billy claims that it was just a stupid pledge prank. He was told to give the graduate student a little scare, and then run away without being seen. A successful **Psychology** roll informs the graduate student that Billy is telling the truth.

If the graduate student failed to hear the footsteps behind him or her, then the shadow bolts into an attack run against the graduate student. The goal of the attack is to knock the graduate student's books out of his or her hands and have them fall onto the sidewalk. The shadow is making a surprise attack, so the graduate student may attempt a



Kappa Delta Psi pledge pin

Dodge roll with a **Penalty Die** against the shadow's **Fighting (Brawl)** **50%** skill. Regardless if the attack is successful or not, the shadow runs away into the darkness, but not without accidentally dropping a small object near the graduate student's feet; a Kappa Delta Psi pledge pin (*Spark of Life Papers #1*).

Moments after the attack, or after the shadow has fled, that's when the graduate student's best friend, Thomas Forte, arrives. Thomas rushes to the graduate student's aid, and offers to walk with him or her to the boarding house since Thomas also rents out a room in the same home. It is common knowledge that the Kappa Delta Psi fraternity house is located on the corner of Pickman and West streets. Thomas

suspects that the attack was just a poorly conceived prank since it is currently Greek Rush Week on campus. If the graduate student has failed to discover the pledge pin, then Thomas automatically finds it and gives it to the graduate student.

STRANGE OBSERVATIONS

It is unlikely that the graduate student will be motivated enough (at this time) to begin an in-depth investigation into the Kappa Delta Psi (KDP) fraternity. But soon, there should be enough motivation to justify a closer look at KDP.

Keeper's Note – Time is elastic in this scenario. It would be unrealistic, bordering on criminal stalking (even though such laws did not exist in the 1920s), to have KDP fraternity boys, cultists of Xeiruu'k, following, observing, and harassing the graduate student every hour of the day. So it is at the Keeper's discretion to advance time throughout this scenario. Remember that the scenario began on Monday the 6th; the harassment frequencies definitely increase as the week progresses towards Saturday the 11th, the day of the Kappa Delta Psi Toga Party.

At the Keeper's discretion, ask for the graduate student to make a **Spot Hidden** roll. With a successful roll, the graduate student notices a student observing him or her from afar. If the graduate student attempts to interact with the observer in any way, then the observer (a Xeiruu'k cultist) turns and walks away as if nothing was out of the ordinary. If the graduate student's **Spot Hidden** roll was at least a **Hard Success**, then he or she noticed the observer wearing a KDP pledge pin exactly like the one found on Monday evening.

DAILY ROUTINE

Below is the graduate student's typical daily routine when not investigating oddities in his or her life:

- 6:30 AM – Wake and get ready for the day
- 8:00 AM – 11:00 AM – Teach assist & attend morning classes
- 12:00 PM – 1:00 PM – Lunch with Thomas (best friend)
- 2:00 PM – 5:00 PM – Teach assist & attend afternoon classes
- 6:00 PM – 7:00 PM – Dinner with Thomas (best friend)
- 8:00 PM – Until Exhausted – Studying in Orne Library

Here is a suggested list of ways in which the Xeiruu'k cult can observe and harass the graduate student:

1. The cultist sits at the back of a classroom watching the graduate student teach.
2. The cultist is having a meal nearby while the graduate student is eating.
3. The cultist is observing the graduate student as he pretends to read a book in the library.

The Xeiruu'k cult has targeted the graduate student as the vessel for their deceased founder and prophet, Cornelius Westinghaus to be reincarnated in. The cult wants the graduate student to see them; they are attempting to startle the graduate student enough so that he or she will begin researching the history of the Kappa Delta Psi fraternity. It is part of the process to prepare the graduate student to become a proper vessel for Westinghaus. The graduate student's psyche need to be opened to the possibility of reincarnation, and that first step is for the graduate student to do some research and learn about the founder of Kappa Delta Psi, Cornelius Westinghaus. If the graduate student has not begun researching Kappa Delta Psi by Wednesday the 8th, then Thomas will make the suggestion and help with the research.

RESEARCHING KAPPA DELTA PSI

The graduate student (with or without Thomas' help) can research the history of the Kappa Delta Psi fraternity in both the Orne Library and the Hoyt Administration Building. The graduate student may be able to learn some information about the current leadership of the KDP fraternity through the Inter-Fraternity Council. If the graduate student forgets to consider any of these locations as a possible source of information, then Thomas can suggest it in casual conversation.

Inter-Fraternity Council – The council offices are located on the first floor of the Hoyt Administration Building. The office is staffed by a pair of under-graduate clerks. The graduate student may attempt any social skill roll (**Charm**, **Fast Talk**, **Intimidate**, or **Persuade**) with a **Bonus Die** because of the clout afforded to graduate students. With a successful skill roll, the clerks inform the graduate student that the current KDP President is Kevin J Chesterfield III. They also tell him or her that the KDP fraternity has not had any infractions in the last five years. The clerks don't know about any other history because all other records are archived off campus.

Hoyt Administration Building – All fraternities and sororities must be registered with the university in order to be recognized and function on campus grounds. These records are saved in Archives Room located in the basement of the Hoyt Administration Building. The Archives Room is managed by Connie Landers; Connie is extremely protective of the records under her care. A successful social skill roll (**Charm**, **Fast Talk**, **Intimidate**, or **Persuade**) is required before Connie grants access to the archives.

Keeper's Note – While it is possible for the graduate student to "earn" access to the archived files through the use of a bribe or through the intimidation skill, it is not something that sits well with Connie afterwards. Connie immediately reports such behavior to the student

THOMAS' RESEARCH ASSISTANCE

If the graduate student enlists Thomas' help to research the Kappa Delta Psi fraternity, then the player gains the benefit of a **Bonus Die** on all applicable research skill rolls when Thomas is lending a hand.

THOMAS FORTE, age 27, *philosophy student and trusted friend*

| | | | |
|---------|--------|--------|----------|
| STR 60 | CON 50 | SIZ 55 | DEX 65 |
| INT 70 | APP 60 | POW 65 | EDU 75 |
| SAN 65 | HP 10 | DB: 0 | Build: 0 |
| Move: 9 | MP: 13 | | |

| | |
|------------------|------------------------|
| Fighting (Brawl) | 25% (12/5), damage 1D3 |
| Dodge | 32% (16/6) |

Skills: Art/Craft (Photography) 35% (17/7), Charm 40% (20/8), Library Use 60% (30/12), Philosophy 65% (32/13), Spot Hidden 40% (20/8).

senate so they can schedule a hearing by the Disciplinary Review Board. If the graduate student is found guilty by the Disciplinary Review Board (a **Luck** roll with a **Hard Success** is required to be found not guilty), then the penalty is a loss of credit hours (lose **1D3 Credit Rating**), and a fine of \$150.00.

If the graduate student has been granted access to the Archives Room, then a minimum of two hours is required to search the archives for any relevant information. Two hours of searching, plus a successful **Library Use** skill roll, reveals the following information:

1. The Kappa Delta Psi fraternity was established in 1842 by Mr. Cornelius Westinghaus.
2. A building permit is states that Westinghaus demolished the original home located at 113 W. Pickman Street in order to build a new house in its place, but the floorplans for the new house are not appended to the building permit. The permit states that the new floorplans "are attached," but that is not the case.
3. A new building permit is also filed to rebuild the house after an accidental fire. The floorplans for the rebuilt house are also missing.

If the graduate student reports the missing floorplan documents to Connie, she'll begin paperwork to have the KDP leadership file the proper documentations. Connie lets the graduate student know that she appreciates his or her keen eye for detail, and that this bureaucratic process is expected to take months to complete.

Orne Library – One of the library's crown jewels is a complete history of every issue of the university's student newspaper, *The Campus Crier*. The issues are available in the stacks (for any issue less than a year old), and archived on microfilm (for all issues older than a year). It is common knowledge that if the graduate student or Thomas wants to research the documented history for the fraternity, then *The Crier* is where to look.

Keeper's Note – Researching *Campus Crier* issues in the stacks and on microfilm requires a minimum of four hours to complete. For every

two hours spent researching beyond the minimum four hours grants the graduate student a **Bonus Die**, for a maximum number of two additional **Bonus Dice** granted for extra hours spent researching. The Keeper must inform the player that researching the newspaper archives takes a minimum of four hours to gain any information; then ask the player to declare how many hours the graduate student plans to spend researching the archives. So, for example, if the player's graduate student declares that he or she is going to spend eight hours researching the newspaper archives, and Thomas is assisting in the research, then the player may attempt a **Library Use** skill roll with **3 Bonus Dice** (+2 dice for the four extra hours of research, and +1 die for Thomas' assistance).

After the graduate student has completed the declared hours of research, and had a successful **Library Use** skill roll, the graduate student gains the following list of information, in order:

1. Campus Crier article: *Alumni Censures Professor* – November 17, 1837 – Professor Cornelius Westinghaus, Comparative Ecclesial Studies, has been censured by the Miskatonic University Alumni Association for blasphemy. Several students registered complaints concerning Professor Westinghaus' curriculum. According to the reports, the professor didn't just describe the practices of an ancient Hyperborean pagan cult, but preached them in class and sought classroom participation. One student, who wished to remain anonymous, is quoted saying, "The professor is looney. He broke the neck of a chicken, then gut it open to burn the entrails as an offering to Xeirui'k. Whatever the heck that is. Kids were ralphing at their desks. Sickening." The Dean of Humanities, Dr. Richard Cook, is reviewing the case to determine what action, if any, is to be taken with Professor Westinghaus. With a successful **Idea** roll, the graduate student surmises that there were no further developments in this story, because the *Campus Crier* does not have any other follow-up articles on this incident. Give the player *Spark of Life Papers* #2.
2. The Kappa Delta Psi fraternity was established in 1842 by Mr. Cornelius Westinghaus.
3. Campus Crier obituary: *Fall Kills Fraternity Elder* – March 16, 1842 – Former professor and Kappa Delta Psi founder, Cornelius Westinghaus, passed away yesterday, the fifteenth of March. Witnesses reported that as Westinghaus erected the lightning rod atop the turret roof of the newly built Kappa Delta Psi fraternity house that he clutched his chest a moment before falling to his death. Westinghaus has no living relatives, so flowers can be sent to the KDP fraternity house located at 113 W. Pickman Street. The obituary has an accompanying photo of Westinghaus; a successful **Idea** roll informs the graduate student that the late Cornelius Westinghaus has the same distinct physical feature as the graduate student. Give the player *Spark of Life Papers* #3.
4. Campus Crier article: *Student Runaway* – September 11, 1863 – Campus police, working in conjunction with the Arkham Police Department, have closed the case on the whereabouts of Agatha Fielding. Ms. Fielding is officially classified as a runaway; the lack of physical evidence has ruled out a homicide, and the lack of a ransom demand has ruled out a kidnapping. Agatha was last seen attending the Kappa Delta Psi toga celebration. The article has an accompanying photo of Ms. Fielding; a successful **Idea** roll informs the graduate student that the missing student has the same distinct physical feature as the graduate student. *Spark of Life Papers* #4.

5. Campus Crier article: *House Fire Kills 3 Students* – September 6, 1884 – Three students died after an accidental fire at the Kappa Delta Psi fraternity. According to witness reports, the fraternity was preparing hot meals to be delivered to the transient population living in squalor in Arkham's River District. Kappa Delta Psi has a long history of community outreach and support. Miskatonic University faculty and students will always remember the names of those lost to the fire, John J. Cawley, Edward Greene, and Howard Freeman; may they rest in peace. The article has an accompanying set of photos of the three men who died in the fire, but it is the photo of Howard Freeman that attracts the graduate student's attention. With a successful **Idea** roll, the graduate student notices that Howard Freeman has the same distinct physical feature. *Spark of Life Papers* #5.
6. Campus Crier article: *KDP Suspension After Death* – October 6, 1905 – Janet Rhodes (22) died by accidental electrocution on September 8th; she was struck by lightning while visiting the Kappa Delta Psi fraternity located at 113 W. Pickman Street. Ms. Rhodes (Sophomore) was standing upon the fraternity house roof, touching a lightning rod, when she was struck by the bolt. An independent review by the Inter-Fraternity Council ruled that the fraternity was negligent in allowing access to the dangerous rooftop. The fraternity is on academic suspension for the rest of the semester. The Inter-Fraternity Council is now reviewing the fraternity's charter to determine if they should be expelled from campus. The article has an accompanying photo of Janet Rhodes. With a successful **Idea** roll, the graduate student notices that Janet Rhodes has the same distinct physical feature. *Spark of Life Papers* #6.

If the graduate student had two or more successful **Idea** rolls to recognize that those who died had the same distinct physical feature as he or she, then make a **Sanity** roll (1/1D3 loss).

After reviewing all of the collected articles, the graduate student may attempt a new **Idea** roll. If successful, the graduate student also realizes that there is a clear twenty-one year cycle between the fraternity incidents, and that this year is next in the cycle. This epiphany requires another **Sanity** roll (1/1D3 loss).

If the graduate student wants to pursue the "Xeirui'k" clue, then a completely separate library search is required. The graduate student will need to gain access to a collection of books that the library director, Dr. Henry Armitage, has begun calling "The Restricted Collection," in jest. Currently, Dr. Armitage's Restricted Collection is limited to thirteen books; all of which are kept on a bookshelf in his office. To gain access to these rare books, the graduate student will need to make a successful **Credit Rating** skill roll. Because the investigating character is a graduate student with excellent grades, one **Bonus Die** is granted. Before attempting the **Credit Rating** roll, the graduate student may attempt a **Charm**, **Fast Talk**, or **Persuade** skill roll. If that preceding social skill roll is successful, then a second **Bonus Die** may be added to the **Credit Rating** roll.

Keeper's Note – This scenario is set two years before Dr. Armitage officially curates the Restricted Collection of rare occult and Cthulhu Mythos books into the university's new Restricted Section. Dr. Armitage's current selection of rare books are: *The Black Book of the Skull*, *Clavis Alchemae*, *Cultes des Goules* (Spanish fragment), *Le Gran Albert*, *Der Hexenhammer*, *The Key of Solomon*, *Liber Investigationis*, *Magnalia Christi Americana*, *Malleus Maleficarum*, *Unaussprechlichen Kulten*, *Nameless Cults* (flawed edition), *New England Canaan*, and *The Voynich Manuscript*.

Dr. Armitage does not recognize the name, “*Xeiruu’k*,” but he admits that most of his review of these strange books has consisted of selected chapter readings and light skimming. Dr. Armitage has a very busy schedule. He can only afford to allow the graduate student to browse through the Restricted Collection for two hours, and only under his watchful eye. But, Dr. Armitage’s assistance grants one **Bonus Die**, and a second **Bonus Die** is granted if Thomas is also helping.

If the **Library Use** roll in the Restricted Collection is successful, the following passage is found:

- **Nameless Cults:** Within this tome is found the only passage that refers to *Xeiruu’k*; it reads as: *In the rings of Cykranosh, great Xeiruu’k dwells. The mad creator; the energy from which life is destroyed and created. The blood-red star; the stormlord and spark of life.* Once the passage is found, Dr. Armitage copies it down on a scrap of paper, gives it to the graduate student, and then asks him or her to leave so that he can get on with other matters that require his attention. *Spark of Life Papers #7.*
- Two intensive hours of skimming through various occult and Mythos tomes changes a person. Because of this, the graduate student loses -1 **Sanity** point and gains +1% **Cthulhu Mythos** skill points.

*In the rings of Cykranosh,
great Xeiruu’k dwells. The
mad creator; the energy
from which life is destroyed
and created. The blood-red
star; the stormlord and
spark of life.*

Keeper’s Note – It is possible that the graduate student will seek out assistance from a senior faculty member, like the Dean of the college he or she is attending (as a player did in a playtest). The faculty member should be empathetic to the graduate student’s concerns, because the graduate student has been an exemplary student who has no reason to be deceptive to the faculty member. The twist is this – the faculty member is a Kappa Delta Psi alumni.

As it unfolded in the playtest, the faculty member was so moved by the graduate student’s plight, that he loaned the graduate student a key to a private fishing cabin that he owns that is a few miles north of Arkham. The graduate student was very thankful for the use of the cabin, but the graduate student was betrayed by the KDP faculty member (a *Xeiruu’k* cultist) when he directs the fraternity to where they can find the graduate student. The Keeper should allow the graduate student a **Spot Hidden** skill roll to notice a small photograph of the faculty member in his 20’s posing with fraternity brothers in front of

the KDP frat house; the graduate student needs a **Hard Success** to notice the photograph.

THE TOGA PARTY

Beginning on Wednesday, September 8th, the campus is papered in flyers that advertise the annual Kappa Delta Psi toga party on Saturday, September 11th. The flyers are so numerous, that the graduate student becomes aware of the upcoming party without any kind of skill roll.

If the graduate student talks to Thomas about the toga party, Thomas believes that something strange is happening at the Kappa Delta Psi fraternity, but he’s not sure what it is, or why they are so infatuated with the graduate student (beyond the coincidence of his or her distinct physical feature). Thomas suggests that if there are any secrets to discover about the fraternity, that those secrets can only be found inside the frat house. Otherwise, a successful **Idea** roll by the graduate student grants the hunch that any secrets about the fraternity are located within the frat house.

The graduate student may either attempt to snoop through the Kappa Delta Psi house before the party or during the party.

Before the Party – A successful **Idea** roll informs the graduate student that very few of the Kappa Delta Psi fraternity men are likely to be in the frat house during a regular school day because of their classes. The frat house is far more likely to be full of people during the evening and weekend hours.

If the graduate student approaches the frat house during the day and knocks on the door, then the graduate student may attempt a **Luck** roll. With a failed roll, the door is answered by one of house tenants. With a successful roll, the door is not answered. None of the doors or windows are locked.

DAYTIME ACTIVITIES IN THE KDP FRAT HOUSE

The Keeper can have as many, or as few, of the fraternity brothers as desired in the house during the day. If the graduate student had knocked on the door, the **Luck** roll associated with the knocking only gauges if the door is answered, not if anyone is home or not.

All of the men in the Kappa Delta Psi fraternity are cultists in service of *Xeiruu’k*, and they all recognize the graduate student on sight. The cultists have a plan to lure the graduate student to the house on the night of the toga party, so they do not want to harm the graduate student before the party. If the graduate student is discovered in the frat house before the toga party, then the cultists will only try to prevent him or her from leaving with any KDP property.

The Keeper could ask for the graduate student to make a new **Luck** roll with entry into each room, or the Keeper may choose for certain areas to have cultist activity. Otherwise, the Keeper can describe each room of the frat house as it is detailed below.



Kappa Delta Psi frat house

KAPPA DELTA PSI FRAT HOUSE

Ground Floor Rooms:

Veranda – This covered porch is clean and welcoming.

Halls – The walls of the halls are lined with annual class photos. A plaque over the doorway to the vestibule says in Latin, “*Per Positivum Mutatio Magicae.*” A successful **Other Language (Latin)** skill roll translates the script as “*Positive Change Through Magic.*”

Parlor – This room is furnished with elegant walnut and leather chairs, a small writing desk, a console radio, a gramophone, and a wall of bookcases. A successful **Spot Hidden** skill roll results in the graduate student finding several astronomy books written about the planet Saturn. It would be odd to find any astronomy books in a frat house, let alone finding five.

Sitting Room – This room features a baby grand piano and several settee chaises.

Dining Room – This room has a large oak table with a pair of long benches along either side. Elegant armchairs are positioned at each end of the table. A silk table runner is embroidered with the fraternity’s Greek letters and star symbol.

Kitchen & Pantry – These rooms are well stocked with food, and the kitchen equipment is in good working order.

Rear Porch – This covered porch is clean and welcoming. An empty whiskey cask stands in the corner of the porch; it holds several long-handled lawn tools (brooms, hoes, and rakes).

Side Porch – This small covered porch leads directly into the kitchen.

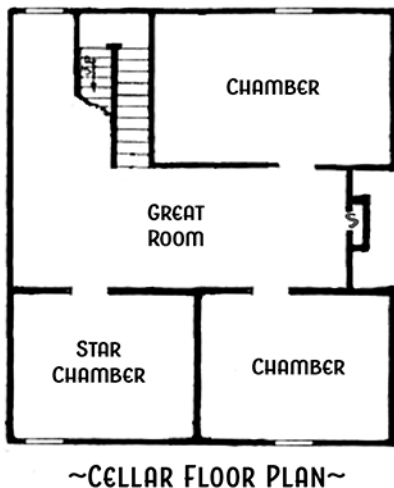
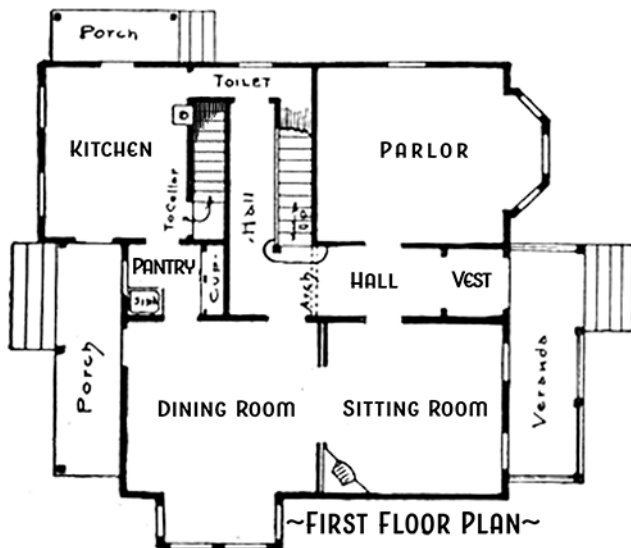
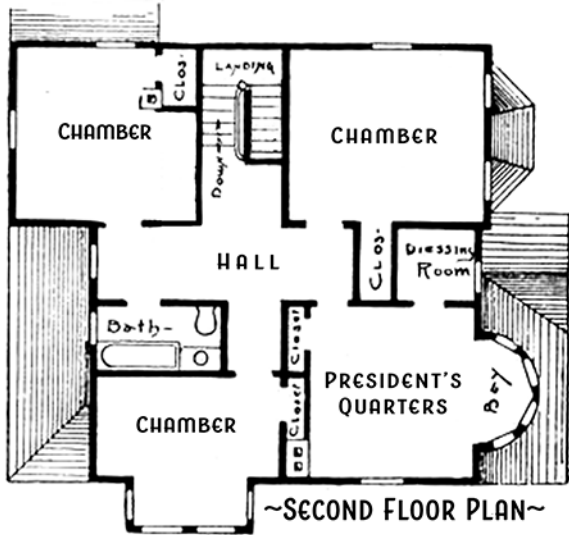
KAPPA DELTA PSI STAR SYMBOL

Instead of a crest or shield, the KDP fraternity uses a unique star symbol with their Greek letters to represent their fraternity. The star symbol is a black central circle, with eight radiating rose colored points. The radiating star points are typically, (but not always), depicted with electrical spark effects, as seen on the KDP pledge pin. Most people assume the symbol is a stylized compass rose, but in fact it is a stylized depiction of Xeiruu’k itself.

Second Floor Rooms:

Hall – The walls of this hall are lined with portraits of past Kappa Delta Psi presidents, and at the end of the hall, just outside of the president’s quarters, is a large oil painting of Cornelius Westinghaus.

President’s Quarters – This large bedroom is currently used by Kevin J Chesterfield III. Near the bay window is an iron ladder that is bolted to the wooden floor. The ladder leads up to a trap door set into the ceiling. The trap door leads to Westinghaus’ Perch above. A search of this room, with a successful **Spot Hidden** skill roll, results in the discovery of a shoe box in the dressing room that contains a .38 Smith & Wesson revolver and a box of twenty rounds. A small desk in the corner of the room has a dozen photographs laid out; the photos are



Kappa Delta Psi frat house plan

discreet surveillance photos of the graduate student that were taken without his or her notice.

Westinghaus' Perch – The trap door in the ceiling of the President's Quarters leads to this small exterior perch located on the roof of the frat house. This small perch can hold a maximum of four adults. An 8' tall iron lightning rod is mounted to the railing that encircles this perch. It is on this perch that Westinghaus died. The top of the lightning rod is decorated with the fraternity's star symbol.

Bedroom Chambers – Each of these rooms is configured to sleep four people. Each room has two pairs of bunk beds. Each room also has a small writing desk. None of these rooms contain any clues pertinent to the scenario. At the Keeper's discretion, it may be possible for the graduate student to find a weapon of opportunity with a successful **Spot Hidden** skill roll.

Cellar Floor Rooms:

Great Room – The floor of this room has been painted with the KDP fraternity star symbol. The room is filled with folding chairs. There is a small storage space under the stairs; inside this space is a box filled with twenty white robes and one gold colored robe. All of the robes have the KDP fraternity star symbol embroidered on the back of the robe. There is also another box that contains six pairs of handcuffs and an assortment of nasty looking knives.

There is a large boiler tucked into a corner by the stairs, and there is a dart board mounted to the wall near a couple of bedroom chambers. The dart board covers a small safe in the wall. Locked within the safe is Westinghaus' original manuscript, *The Spark of Life*. A successful **Locksmith** skill roll is required to open the safe.

Star Chamber – This room is the heart of the Kappa Delta Psi cult to Xeiruu'k. The room has a thick round oak table that is engraved with the KDP fraternity star symbol. The table also has a few iron hoops evenly spaced and bolted to the table. Six oak armchairs surround the

THE SPARK OF LIFE

English, by Cornelius Westinghaus, 1820

Leather bound 10" x 12.5" hardback book; the Miskatonic University book printer was commissioned by Westinghaus to produce a single copy. The Spark of Life is a manifesto to the gifts and worship of Xeiruu'k. It also contains secrets about the planet Saturn and its indigenous people (Saturn is known as Cykranosh by its natives, the Ydheems).

Sanity Loss: 1D6

Cthulhu Mythos: +2% initial skim / +4% full read

Mythos Rating: 12

Study: 20 weeks

Suggested Spells: Feed the Spark of Life (*Call / Dismiss Xeiruu'k*), Commune with the Crimson Storm (*Contact Deity: Xeiruu'k*), The Deathless Breath (*Apportion Ka*), Xeiruu'k's Caress (*Death Spell*, variant with electrical damage instead of fire), The Cloak of Another's Flesh (*Mind Exchange*), and Rite of Salts (*Resurrection*).

table. On one wall is a pair of framed pages from Westinghaus' book, *The Spark of Life*. These pages are hand copies of the original pages that are locked away in the safe. The displayed pages summarize the tenet of the cult, that real change is only possible through the application of magic.

Bedroom Chambers – These rooms are reserved for fraternity officers; each room is configured to sleep two people. Neither of these rooms contain clues pertinent to the scenario. At the Keeper's discretion, it may be possible for the graduate student to find a weapon of opportunity with a successful **Spot Hidden** skill roll.

THE TOGA PARTY

With a successful Idea roll, it occurs to the graduate student that his or her chances to sneak through the Kappa Delta Psi frat house are considerably easier with a huge party filled with people to conceal him or her. If the graduate student fails to think of this idea, Thomas does think of it. The downside is that there will be lots of people that could potentially notice the graduate student nosing around, but the upside is that the graduate student could blend into the crowd for an easy escape.

Keeper's Note – The weather on Saturday the 11th is cool as a storm front begins to roll in. The wind is cool, but the rains do not start until 10:00 PM. The thunderstorm will be in full swing by midnight.

KEVIN CHESTERFIELD III, age 21, KDP President and grand Xeiruu'k cultist

| | | | |
|---------|--------|----------|----------|
| STR 65 | CON 60 | SIZ 75 | DEX 65 |
| INT 85 | APP 70 | POW 80 | EDU 75 |
| SAN 0 | HP 13 | DB: +1D4 | Build: 1 |
| Move: 7 | MP: 16 | | |

Attacks per round: 1

| | |
|------------------------------------|--|
| Fighting (Brawl) | 40% (20/8), damage 1D3 +db |
| Smith & Wesson .38 Special Rev. | 35% (17/7), damage 1D10, range 15 yds, ROF 1(3), ammo 6, malf. 100 |
| Dodge | 32% (16/6) |

Skills: Charm 65% (32/13), Spot Hidden 45% (22/9).

Spells: Feed the Spark of Life (*Call / Dismiss Xeiruu'k*), Commune with the Crimson Storm (*Contact Deity: Xeiruu'k*), Xeiruu'k's Caress (*Death Spell*, variant with electrical damage instead of fire), The Cloak of Another's Flesh (*Mind Exchange*).

KDP FRAT BOY, Xeiruu'k cultists (each)

| | | | |
|---------|--------|--------|----------|
| STR 55 | CON 60 | SIZ 65 | DEX 60 |
| INT 65 | APP 50 | POW 45 | EDU 70 |
| SAN 45 | HP 12 | DB: 0 | Build: 0 |
| Move: 7 | MP: 9 | | |

Attacks per round: 1

| | |
|------------------|------------------------|
| Fighting (Brawl) | 25% (12/5), damage 1D3 |
| Dodge | 30% (15/6) |

Skills: Spot Hidden 30% (15/6).

WHAT IF THE GRADUATE STUDENT DOES NOT WANT TO GO TO THE TOGA PARTY?

The climax of the scenario is at the toga party. If the graduate student does not want to attend the toga party, then here are a couple of ways the Keeper can lure or drag the graduate student back to the frat house.

1. Concerned for the graduate student's safety, Thomas could opt on his own to visit the fraternity to see if he can clear up this mess. Thomas slips an envelope under the graduate student's on-campus apartment door; inside envelope is a note that reads, "Rest easy. I'm taking care of your problem." It is simply signed as, "T." Thomas has been captured by the Kappa Delta Psi cultists. He's handcuffed and gagged in the President's Quarters; he's being held to be sacrificed to Xeiruu'k on the night of the toga party. Hopefully, the thought of his or her friend being held captive will motivate the graduate student to go to the frat house.
2. If their backs are against the wall, and the fraternity fears that the graduate student isn't going to attend the toga party, then the fraternity sends a group of strong fraternity brothers to physically retrieve the graduate student. If necessary, the Keeper can allow the graduate student **Spot Hidden** rolls to notice if he or she is being followed. And at the very latest, the Xeiruu'k cultists swoop-in during the wee-early hours of Saturday the 11th to abduct the graduate student.

The Keeper should not be deterred if the player attempts to have the graduate student avoid the climax of the scenario. In a worst case situation, the game ends with the graduate student surviving because he or she was in hiding when Xeiruu'k was summoned. The graduate student later learns that a freak electrical storm utterly destroyed the Kappa Delta Psi house, killing dozens of students attending a party.

Entering the Party – The party begins at 8:00 PM and it has a strict dress code; all attendees must wear a toga. The fraternity has people positioned on the lawn of the house, and at each door, to ensure that only people wearing togas enter the party. If the graduate student has attempted to disguise himself or herself before going to the party, then a successful **Disguise** roll will grant him or her entry without being identified.

Alcohol – The Kappa Delta Psi fraternity has acquired two large kegs of beer. The kegs are located in the Great Room in the cellar. The KDP frat brothers located at the house doors are not only ensuring that only toga wearers enter the party, but they are also ensuring that no one exits the house with a glass of beer.

Snooping Through the House – Other than the house being packed with people, most of the rooms are exactly as described above. Listed below are a few differences and key events that are occurring during the party that the Keeper needs to keep in mind.

- **President's Quarters** – This is the only bedroom that does not have party attendees hanging out in. It is an unwritten rule that this room is off limits. It is exactly as described above.
- **The Fight** – A large brawl breaks out in the Great Room located in the cellar. The fight is planned by the Kappa Delta Psi cultists to begin at 10:00 PM. The fight begins as an argument concerning the affections of a girl, which quickly escalates into fisticuffs. Eventually, a drinking glass is broken, and a couple of people receive some cuts. KDP President, Kevin Chesterfield III immediately stops the fight and asks for several KDP pre-med students to help the people who were injured. The pre-med students take the injured people into the Star Chamber so they can render first aid.
- **Drugging the Drinks** – Starting at 11:00 PM, the fraternity adds an alien chemical agent to the beer that renders the imbiber drowsy, and then unconscious, within minutes. The gospel of Xeiruu'k, *The Spark of Life*, contains information about a Cykranosian drink that is intoxicating to Ydheems, but it renders humans unconscious. Once all of the partiers are unconscious, the doormen re-enter the house and lock the doors.
- **The Ritual** – Beginning at 11:30 PM, the fraternity removes their togas and dons their cultist robes; Kevin Chesterfield III dons the gold robes. The cult plans to take the graduate student up to Westinghaus' Perch to handcuff him or her to the lightning rod. The ritual culminates at the stroke of midnight. The full ritual is detailed below.

THE RESURRECTION RITUAL

Starting at 11:30 PM, the following things are set into motion for the resurrection ritual:

1. The KDP pre-med students begin surgery in the Star Chamber. They use handcuffs to secure the victims of the fight to the top of the table, and they are going to perform minor surgery on them. The pre-med students plan to remove each of the victim's appendixes. The resurrection ritual is founded on blood magic, but the blood and tissue sacrifice can be limited to a specific organ, it does not need to be an entire person. The intent of the fight was to give each of these victims a minor wound, and then blame the surgery scar as a result of the fight.
2. Cultists do their best to physically subdue the graduate student to take him or her to Westinghaus' Perch and handcuff him or her to the lightning rod. The ritual states that the vessel for Westinghaus' mind must be conscious for the transference to work, so the cult does not force the graduate student to drink the "knock-out" drug.
3. Most of the KDP cultists form a human circle in the Great Room so they can conduct the ritual. KDP President, Kevin Chesterfield III, is standing in the center of the circle holding the sacred copy of *The Spark of Life*. Kevin leads the ritual to summon Xeiruu'k who then resurrects the spirit of Cornelius Westinghaus into the mind and body of the graduate student that has been handcuffed to the

HOW TO RUN THE FINALE

There are a lot of moving parts in the frat house, in addition to the revelry of the actual party that is going on. The Keeper should only confront the graduate student with only one or two aggressive cultists in a single encounter, or order to not overwhelm the graduate student and limit the player's agency and options in the scenario.

The cultists want the graduate student to enter the house. They are willing to give him or her some leeway to explore the house, because they believe there is nothing the graduate student can do to stop them. The Keeper should periodically remind the player of the game time in the house. The player will have a vague sense of urgency, but no clear idea of what dangers are pending. When the time reaches 11:45 PM, that's when the cultists move-in to subdue the graduate student, if they know of his or her whereabouts.

lightning rod. In addition to calling Xeiruu'k, the ritual intensifies inclement weather into a raging electrical thunderstorm.

Stopping the Ritual Before it Starts – It is possible for the graduate student to prevent the ritual from being attempted. If the graduate student can secure or destroy the book, *The Spark of Life*, then the cultists won't be able to conduct the ritual. Protecting or retrieving the book is something that the cultists will kill for if they need to, even if it means killing the graduate student. The cult of Xeiruu'k is patient; they can wait another twenty-one years for another suitable host for Westinghaus' consciousness.

The Lightning Rod – If the graduate student finds himself or herself handcuffed to the lightning rod, he or she will discover it impossible to slip the cuffs up and over the lightning rod due to the fraternity's star symbol at the top of the rod. But, years of weathering has loosened the bolts that secure the rod to the roof. With a successful STR roll, the graduate student is able to pull the rod out of its base. The rod may be used as an improvised spear.

Confronting Xeiruu'k – Unless the ritual is interrupted, the cultists successfully summon Xeiruu'k at the stroke of midnight. The Great Old One materializes in the air, in the midst of a raging thunderstorm, above the house. If the graduate student is cuffed to the lightning rod, then Xeiruu'k strikes him or her with a bolt of crimson lightning.

The graduate student's mind is possessed with the consciousness of Cornelius Westinghaus if the following two conditions are met:

- The graduate student survives the lightning bolt attack.
- The graduate student's sanity loss is enough to invoke indefinite insanity. If these two conditions are met, then Cornelius Westinghaus greets his cultist followers in his new body. If both conditions are not met, then that means either the graduate student died from the lightning bolt attack, or was able to resist the incursion of Westinghaus' consciousness.

If Xeiruu'k is successfully summoned, but no one is on Westinghaus' Perch, then Xeiruu'k begins raining crimson lightning down onto the

XEIRUU'K

Xeiruu'k is a crystalline entity filled with sentient electricity that lives within the rings of Saturn, the planet is known as Cykranosh by its indigenous people. Xeiruu'k is known as "*The Spark of Life*" because its lightning is reported to create life, in addition to the destruction of life. Xeiruu'k appears as a cluster of oily black orbs with spires of rose-colored crystal radiating out from the center of the cluster. Pulses of electrical energy can be seen coursing within the translucent crystal spires. Additionally, arcs of crimson lightning dance up and down the gaps between crystal spires.

Cult: The cult to Xeiruu'k was founded by Cornelius Westinghaus; he cleverly concealed the cult as a Greek Fraternity known as Kappa Delta Psi. The tenets of the cult are based on the sacred text written by Westinghaus titled *The Spark of Life*, in honor of his lord and master. The cult is obsessed with the longevity of life, the resurrection of life, the accumulation of secrets, and affecting change through the direct application of magic.

XEIRUU'K, *The Spark of Life*

STR -- CON 400 SIZ 1000 DEX 100
INT 250 APP -- POW 400 EDU --
SAN -- HP 140 DB: 0 Build: 20
Move: 10* MP: 80

*Flying

Attacks per round: 1 (stroke of lightning)

Fighting attacks: When summoned, Xeiruu'k materializes in the midst of an electrical storm. Xeiruu'k drifts near its intended target; it then feeds by striking the target with crimson lightning. The instantaneous and thunderous strike transfers the life essence from the victim into Xeiruu'k, leaving a charred husk behind. If the cult has earned Xeiruu'k's favor, it is possible for the Great Old One to use its lightning attack to infuse life into a corpse, or infuse a specific consciousness (that it possesses) into a vessel nominated by its cult.

Crimson Lightning: If Xeiruu'k is feeding: Fighting 100% (50/20), damage 10D6. If Xeiruu'k is bestowing life: Fighting 80% (40/16), damage 1D8, a failed "bestowing life" attack results in an accidental electrocution for 10D6 damage.

Armor: None. Xeiruu'k is immune to non-magical weapons. If Xeiruu'k is ever reduced to zero hit points, the entity's crystalline structure shatters as Xeiruu'k is banished, only to materialize back at full health in its lair, a crystalline cave deep within a rock in the rings that orbit Saturn. If Xeiruu'k's hit points are reduced to zero within its lair, it is utterly destroyed.

Spells: All spells concerning the taking, bestowing, and the prolongment of life, in addition to whatever Call / Dismiss or Contact spells the Keeper desires.

Sanity Loss: 1D10 / 1D100 Sanity points to see Xeiruu'k.

house or any people in the lawn below. Xeiruu'k will strike lightning through windows in an attempt to "feast" on as many people that it can before it returns to Cykranosh.

REWARDS

For players who want to take the graduate student into more Mythos adventures in the future, below are some sanity rewards to help the graduate student mature into an experienced investigator.

- Confronting one of the KDP observer/harassers +1D3 Sanity
- Save students being operated on in the Star Chamber +1D4 Sanity
- Destroy the tome, *The Spark of Life* +1D10 Sanity
- Thwart the resurrection ritual from being started +1D6 Sanity
- Subdue KDP President, Kevin J. Chesterfield III +1D6 Sanity
- Escape captivity on Westinghaus' Perch +1D4 Sanity
- Survive a direct confrontation with Xeiruu'k +1D20 Sanity
- Kill KDP President, Kevin J. Chesterfield III -1D6 Sanity
- The cultists perform the resurrection ritual -1D6 Sanity
- Xeiruu'k kills and "feasts" on students -1D12 Sanity

GRADUATE STUDENT

The following characters are available for the player to use in this scenario. The player should personalize the selected character by distributing an additional 40 skill points into any skill on the character sheet with the following caveats:

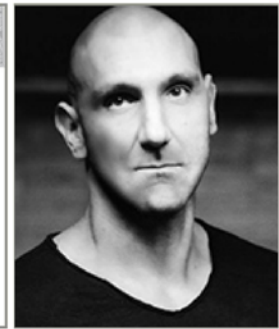
- No points may be added to the Cthulhu Mythos skill.
- No skill can be raised above 75%.
- The player also needs to roll the graduate student's Luck value; roll 2D6+6, then multiply the sum of that roll by a factor of five.

1920S ERA INVESTIGATOR

Name David Miller
 Player _____
 Occupation MU History Student
 Age 26 Sex M
 Residence Arkham, MA
 Birthplace Boston, MA

CHARACTERISTICS

STR **40** $\frac{20}{8}$ DEX **75** $\frac{37}{15}$ INT **75** $\frac{37}{15}$
 CON **40** $\frac{20}{8}$ APP **50** $\frac{25}{10}$ POW **40** $\frac{20}{8}$
 SIZ **50** $\frac{25}{10}$ EDU **80** $\frac{40}{16}$ Move Rate **8** $\frac{+1}{-1}$



Major Wound Ma9 MP

| | | | |
|-------------|----|----|----|
| Dying | 00 | 01 | 02 |
| Unconscious | 03 | 04 | 05 |
| | 06 | 07 | 08 |
| | 09 | 10 | 11 |
| | 12 | 13 | 14 |
| | 15 | 16 | 17 |
| | 18 | 19 | 20 |

Temp. Insane _____ Indef. Insane _____ **40** Max _____

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 |
| 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
| 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

INSANE SANITY

CALL of CTHULHU

Out of Luck _____

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 |
| 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
| 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

LUCK

Ma8 MP

| | | | | |
|----|----|----|----|----|
| 00 | 01 | 02 | 03 | 04 |
| 05 | 06 | 07 | 08 | 09 |
| 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 |

MAGIC POINTS

INVESTIGATOR SKILLS

| | | | | | | | |
|---|--------------------------|--|---------------------------|--|---------------------------|--|--------------------------|
| <input type="checkbox"/> Accounting (05%) | | <input type="checkbox"/> Fast Talk (05%) | | <input type="checkbox"/> Law (05%) | | <input type="checkbox"/> Science (01%) | |
| <input type="checkbox"/> Anthropology (01%) | 41 $\frac{20}{8}$ | <input type="checkbox"/> Fighting (Brawl) (25%) | 25 $\frac{12}{5}$ | <input type="checkbox"/> Library Use (20%) | 55 $\frac{27}{11}$ | <input type="checkbox"/> | |
| <input type="checkbox"/> Appraise (05%) | | <input type="checkbox"/> | | <input type="checkbox"/> Listen (20%) | 50 $\frac{25}{10}$ | <input type="checkbox"/> | |
| <input type="checkbox"/> Archaeology (01%) | | <input type="checkbox"/> | | <input type="checkbox"/> Locksmith (01%) | | <input type="checkbox"/> Sleight of Hand (10%) | |
| <input type="checkbox"/> Art/ Craft (05%) | | <input type="checkbox"/> Firearms (Handgun) (20%) | | <input type="checkbox"/> Mech. Repair (10%) | | <input type="checkbox"/> Spot Hidden (25%) | 45 $\frac{22}{9}$ |
| <input type="checkbox"/> | | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | | <input type="checkbox"/> Medicine (01%) | | <input type="checkbox"/> Stealth (20%) | |
| <input type="checkbox"/> | | <input type="checkbox"/> | | <input type="checkbox"/> Natural World (10%) | 60 $\frac{30}{12}$ | <input type="checkbox"/> Survival (10%) | |
| <input type="checkbox"/> Charm (15%) | | <input type="checkbox"/> First Aid (30%) | | <input type="checkbox"/> Navigate (10%) | | <input type="checkbox"/> Swim (20%) | 40 $\frac{20}{8}$ |
| <input type="checkbox"/> Climb (20%) | 40 $\frac{20}{8}$ | <input type="checkbox"/> History (05%) | 65 $\frac{32}{13}$ | <input type="checkbox"/> Occult (05%) | 50 $\frac{25}{10}$ | <input type="checkbox"/> Throw (20%) | 40 $\frac{20}{8}$ |
| Credit Rating (00%) | 10 $\frac{5}{2}$ | <input type="checkbox"/> Intimidate (15%) | | <input type="checkbox"/> Op. Hv. Machine (01%) | | <input type="checkbox"/> Track (10%) | 30 $\frac{15}{6}$ |
| Cthulhu Mythos (00%) | | <input type="checkbox"/> Jump (20%) | 40 $\frac{20}{8}$ | <input type="checkbox"/> Persuade (10%) | | <input type="checkbox"/> | |
| <input type="checkbox"/> Disguise (05%) | | <input type="checkbox"/> Language (Other) (01%) Greek | 41 $\frac{20}{8}$ | <input type="checkbox"/> Pilot (01%) | | <input type="checkbox"/> | |
| <input type="checkbox"/> Dodge (half DEX) | 37 $\frac{18}{7}$ | <input type="checkbox"/> Latin | 41 $\frac{20}{8}$ | <input type="checkbox"/> Psychology (10%) | | <input type="checkbox"/> | |
| <input type="checkbox"/> Drive Auto (20%) | | <input type="checkbox"/> | | <input type="checkbox"/> Psychoanalysis (01%) | | <input type="checkbox"/> | |
| <input type="checkbox"/> Elec Repair (10%) | | <input type="checkbox"/> Language (Own) (EDU) English | 80 $\frac{40}{16}$ | <input type="checkbox"/> Ride (05%) | | <input type="checkbox"/> | |

WEAPONS

| Weapon | Regular | Hard | Extreme | Damage | Range | Attacks | Ammo | Malf. |
|--------------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed | 25 | 12 | 5 | 1d3 + db | - | 1 | - | - |
| Pocket knife | 25 | 12 | 5 | 1d4 + db | - | 1 | - | - |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |
| | | | | | | | | |

COMBAT

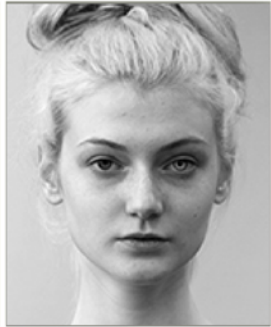
Damage Bonus **none**
 Build **0**
 Dodge **37** $\frac{18}{7}$

1920S ERA INVESTIGATOR

Name Ruth Peasley
 Player _____
 Occupation MU Law Student
 Age 26 Sex F
 Residence Arkham, MA
 Birthplace Hartford, CT

CHARACTERISTICS

STR **40** $\frac{20}{8}$ DEX **60** $\frac{30}{12}$ INT **55** $\frac{27}{11}$
 CON **50** $\frac{25}{10}$ APP **65** $\frac{32}{13}$ POW **50** $\frac{25}{10}$
 SIZ **45** $\frac{22}{9}$ EDU **70** $\frac{35}{14}$ Move Rate **8** $\frac{+1}{-1}$



Major Wound **M9** IP

| | | | |
|-------------|----|----|----|
| Dying | 00 | 01 | 02 |
| Unconscious | 03 | 04 | 05 |
| | 06 | 07 | 08 |
| | 09 | 10 | 11 |
| | 12 | 13 | 14 |
| | 15 | 16 | 17 |
| | 18 | 19 | 20 |

Temp. Insane Indef. Insane **50** Max

| | | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 |
| 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | |
| 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | | |

SANITY

CALL of CTHULHU

LUCK

| | | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 |
| 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | |
| 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 | | |

Out of Luck

| | | | | | | |
|----|----|----|----|----|----|----|
| 01 | 02 | 03 | 04 | 05 | 06 | 07 |
| 08 | 09 | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 | 56 |
| 57 | 58 | 59 | 60 | 61 | 62 | 63 |
| 64 | 65 | 66 | 67 | 68 | 69 | 70 |
| 71 | 72 | 73 | 74 | 75 | 76 | 77 |
| 78 | 79 | 80 | 81 | 82 | 83 | 84 |
| 85 | 86 | 87 | 88 | 89 | 90 | 91 |
| 92 | 93 | 94 | 95 | 96 | 97 | 98 |
| 99 | | | | | | |

M10 IP

| | | | | |
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| 00 | 01 | 02 | 03 | 04 |
| 05 | 06 | 07 | 08 | 09 |
| 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 |

MAGIC POINTS

INVESTIGATOR SKILLS

| | | | | | | | |
|---|--------------------------|--|---------------------------|--|---------------------------|--|--------------------------|
| <input type="checkbox"/> Accounting (05%) | | <input type="checkbox"/> Fast Talk (05%) | 35 $\frac{17}{7}$ | <input type="checkbox"/> Law (05%) | 55 $\frac{27}{11}$ | <input type="checkbox"/> Science (01%) | |
| <input type="checkbox"/> Anthropology (01%) | | <input type="checkbox"/> Fighting (Brawl) (25%) | 25 $\frac{12}{5}$ | <input type="checkbox"/> Library Use (20%) | 50 $\frac{25}{10}$ | <input type="checkbox"/> | |
| <input type="checkbox"/> Appraise (05%) | | <input type="checkbox"/> | | <input type="checkbox"/> Listen (20%) | 40 $\frac{20}{8}$ | <input type="checkbox"/> | |
| <input type="checkbox"/> Archaeology (01%) | | <input type="checkbox"/> | | <input type="checkbox"/> Locksmith (01%) | | <input type="checkbox"/> Sleight of Hand (10%) | |
| <input type="checkbox"/> Art / Craft (05%) Photography | 45 $\frac{22}{9}$ | <input type="checkbox"/> Firearms (Handgun) (20%) | | <input type="checkbox"/> Mech. Repair (10%) | | <input type="checkbox"/> Spot Hidden (25%) | 45 $\frac{22}{9}$ |
| <input type="checkbox"/> | | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | | <input type="checkbox"/> Medicine (01%) | | <input type="checkbox"/> Stealth (20%) | |
| <input type="checkbox"/> | | <input type="checkbox"/> | | <input type="checkbox"/> Natural World (10%) | | <input type="checkbox"/> Survival (10%) | |
| <input type="checkbox"/> Charm (15%) | 45 $\frac{22}{9}$ | <input type="checkbox"/> First Aid (30%) | | <input type="checkbox"/> Navigate (10%) | | <input type="checkbox"/> Swim (20%) | |
| <input type="checkbox"/> Climb (20%) | | <input type="checkbox"/> History (05%) | 45 $\frac{22}{9}$ | <input type="checkbox"/> Occult (05%) | | <input type="checkbox"/> Throw (20%) | |
| Credit Rating (00%) | 10 $\frac{5}{2}$ | <input type="checkbox"/> Intimidate (15%) | | <input type="checkbox"/> Op. Hv. Machine (01%) | | <input type="checkbox"/> Track (10%) | |
| Cthulhu Mythos (00%) | | <input type="checkbox"/> Jump (20%) | | <input type="checkbox"/> Persuade (10%) | 45 $\frac{22}{9}$ | <input type="checkbox"/> | |
| <input type="checkbox"/> Disguise (05%) | | <input type="checkbox"/> Language (Other) (01%) Latin | 31 $\frac{15}{6}$ | <input type="checkbox"/> Pilot (01%) | | <input type="checkbox"/> | |
| <input type="checkbox"/> Dodge (half DEX) | 30 $\frac{15}{6}$ | <input type="checkbox"/> | | <input type="checkbox"/> Psychology (10%) | 45 $\frac{22}{9}$ | <input type="checkbox"/> | |
| <input type="checkbox"/> Drive Auto (20%) | 40 $\frac{20}{8}$ | <input type="checkbox"/> | | <input type="checkbox"/> Psychoanalysis (01%) | | <input type="checkbox"/> | |
| <input type="checkbox"/> Elec Repair (10%) | | <input type="checkbox"/> Language (Own) (EDU) English | 70 $\frac{35}{14}$ | <input type="checkbox"/> Ride (05%) | | <input type="checkbox"/> | |

WEAPONS

| Weapon | Regular | Hard | Extreme | Damage | Range | Attacks | Ammo | Malf. |
|---------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed | 25 | 12 | 5 | 1d3 + db | - | 1 | - | - |
| | | | | | | | | |
| | | | | | | | | |
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| | | | | | | | | |
| | | | | | | | | |

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **30** $\frac{15}{6}$

BACKSTORY



Personal Description Heterochromia; Ruth has two different colored eyes -- one green and one blue.

Traits Ruth has earned a reputation as an excellent baker, due to her oatmeal-raisin-pecan cookies.

Ideology/Beliefs Ruth is a staunch atheist. "Look around you. If there really was a God, do you think he'd allow humanity to needlessly suffer without end?"

Injuries & Scars None

Significant People Thomas Forte. Thomas is a good friend who has helped you navigate the hazardous waters of campus life.

Phobias & Manias None

Meaningful Locations The Orne Library. It's like a second home.

Arcane Tomes, Spells & Artifacts None

Treasured Possessions Grandpa Bean's (William Peasley) Hartford Police badge. After Grandpa Bean passed away, Ruth's mom wanted Ruth to have her father's badge.

Encounters with Strange Entities None

GEAR & POSSESSIONS

| | |
|---|-------------------|
| Law books | Notebook & pencil |
| "Vest Pocket" Autographic Kodack camera | Purse |
| Latest issue of Life magazine | |
| | |
| | |
| | |

CASH & ASSETS

Spending Level \$10.00
 Cash \$20.00
 Assets \$500.00 in personal possessions and savings

QUICK REFERENCE RULES

Skill & Characteristic Rolls

| | | | | | | |
|--------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|
| Levels of Success: | Fumble 100/96+ | Fail > skill | Regular ≤ skill | Hard ½ skill | Extreme ¼ skill | Critical 01 |
|--------------------|-------------------|-----------------|--------------------|-----------------|--------------------|----------------|

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

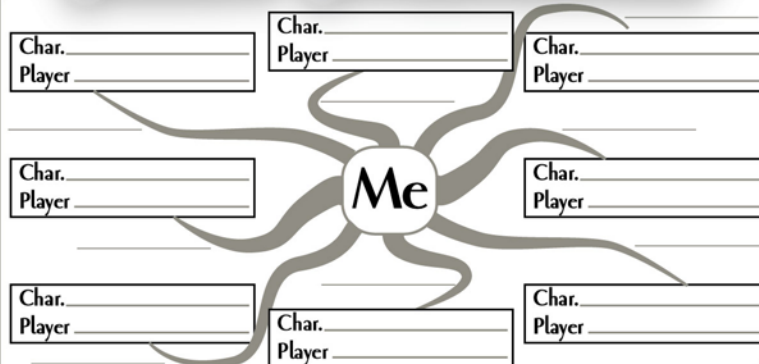
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Victoria Chang
 Player _____
 Occupation MU Medical Student
 Age 26 Sex F
 Residence Arkham, MA
 Birthplace Long Island, NY

CHARACTERISTICS

STR **50** $\frac{25}{10}$ DEX **70** $\frac{35}{14}$ INT **60** $\frac{30}{12}$
 CON **50** $\frac{25}{10}$ APP **65** $\frac{32}{13}$ POW **60** $\frac{30}{12}$
 SIZ **50** $\frac{25}{10}$ EDU **75** $\frac{37}{15}$ Move Rate **8** $\frac{+1}{-1}$



Major Wound **M10IP**

| | | | |
|-------------|----|-----------|----|
| Dying | 00 | 01 | 02 |
| Unconscious | 03 | 04 | 05 |
| | 06 | 07 | 08 |
| | 09 | 10 | |
| | 11 | 12 | 13 |
| | 14 | 15 | |
| | 16 | 17 | 18 |
| | 19 | 20 | |

Temp. Insane Indef. Insane **60** Max Insane 01 02 03 04 05 06 07

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|-----------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 |
| 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
| 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

SANITY

CALL of CTHULHU

LUCK

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 |
| 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
| 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

Out of Luck 01 02 03 04 05 06 07

| | | | | | | | | | | | | | | | | | | | | | | |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
| 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 |
| 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
| 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99 |

M12IP

| | | | | |
|----|----|-----------|----|----|
| 00 | 01 | 02 | 03 | 04 |
| 05 | 06 | 07 | 08 | 09 |
| 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 |

MAGIC POINTS

INVESTIGATOR SKILLS

| | | | | | | | | | | |
|---|-----------|---|---|--|--|--|--|--|--------------------------------|----------------|
| <input type="checkbox"/> Accounting (05%) | | <input type="checkbox"/> Fast Talk (05%) | | <input type="checkbox"/> Law (05%) | | <input type="checkbox"/> Science (01%) | 41 | 20 | | |
| <input type="checkbox"/> Anthropology (01%) | | <input type="checkbox"/> Fighting (Brawl) (25%) | 25 | $\frac{12}{5}$ | <input type="checkbox"/> Library Use (20%) | 50 | $\frac{25}{10}$ | 41 | 20 | |
| <input type="checkbox"/> Appraise (05%) | | <input type="checkbox"/> _____ | | <input type="checkbox"/> Listen (20%) | 40 | $\frac{20}{8}$ | <input type="checkbox"/> Chemistry | 41 | 20 | |
| <input type="checkbox"/> Archaeology (01%) | | <input type="checkbox"/> _____ | | <input type="checkbox"/> Locksmith (01%) | 21 | $\frac{10}{4}$ | <input type="checkbox"/> Pharmacy | 41 | 20 | |
| <input type="checkbox"/> Art / Craft (05%) | 25 | $\frac{12}{5}$ | <input type="checkbox"/> Firearms (Handgun) (20%) | | <input type="checkbox"/> Mech. Repair (10%) | | <input type="checkbox"/> Sleight of Hand (10%) | 30 | $\frac{15}{6}$ | |
| <input type="checkbox"/> Dance | | | <input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) | | <input type="checkbox"/> Medicine (01%) | 61 | $\frac{30}{12}$ | <input type="checkbox"/> Spot Hidden (25%) | 45 | $\frac{22}{9}$ |
| <input type="checkbox"/> _____ | | | <input type="checkbox"/> _____ | | <input type="checkbox"/> Natural World (10%) | | <input type="checkbox"/> Stealth (20%) | | | |
| <input type="checkbox"/> _____ | | | <input type="checkbox"/> _____ | | <input type="checkbox"/> Navigate (10%) | | <input type="checkbox"/> Survival (10%) | | | |
| <input type="checkbox"/> Charm (15%) | | | <input type="checkbox"/> First Aid (30%) | 60 | $\frac{30}{12}$ | <input type="checkbox"/> Occult (05%) | | <input type="checkbox"/> Swim (20%) | | |
| <input type="checkbox"/> Climb (20%) | | | <input type="checkbox"/> History (05%) | | | <input type="checkbox"/> Op. Hv. Machine (01%) | | <input type="checkbox"/> Throw (20%) | | |
| Credit Rating (00%) | 10 | $\frac{5}{2}$ | <input type="checkbox"/> Intimidate (15%) | | | <input type="checkbox"/> Persuade (10%) | | <input type="checkbox"/> Track (10%) | | |
| Cthulhu Mythos (00%) | | | <input type="checkbox"/> Jump (20%) | | | <input type="checkbox"/> Pilot (01%) | | <input type="checkbox"/> _____ | | |
| <input type="checkbox"/> Disguise (05%) | 25 | $\frac{12}{5}$ | <input type="checkbox"/> Language (Other) (01%) | 31 | $\frac{15}{6}$ | <input type="checkbox"/> Psychology (10%) | | <input type="checkbox"/> _____ | | |
| <input type="checkbox"/> Dodge (half DEX) | 35 | $\frac{17}{7}$ | <input type="checkbox"/> Latin | | | <input type="checkbox"/> Psychoanalysis (01%) | | <input type="checkbox"/> _____ | | |
| <input type="checkbox"/> Drive Auto (20%) | | | <input type="checkbox"/> _____ | | | <input type="checkbox"/> Ride (05%) | 25 | $\frac{12}{5}$ | <input type="checkbox"/> _____ | |
| <input type="checkbox"/> Elec Repair (10%) | | | <input type="checkbox"/> Language (Own) (EDU) | 75 | $\frac{37}{15}$ | | | | <input type="checkbox"/> _____ | |
| | | | <input type="checkbox"/> English | | | | | | <input type="checkbox"/> _____ | |

WEAPONS

| Weapon | Regular | Hard | Extreme | Damage | Range | Attacks | Ammo | Malf. |
|---------|---------|------|---------|----------|-------|---------|------|-------|
| Unarmed | 25 | 12 | 5 | 1d3 + db | - | 1 | - | - |
| | | | | | | | | |
| | | | | | | | | |
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COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **35** $\frac{17}{7}$

BACKSTORY



Personal Description Victoria has a large wine birthmark over half of her face.

Traits Victoria has a sterling reputation as a woman of her word; she's never broken a promise.

Ideology/Beliefs Victoria believes in the power of astrology, palm reading, and tarot cards.

Injuries & Scars None

Significant People Thomas Forte. Thomas is a good friend who has helped you navigate the hazardous waters of campus life.

Phobias & Manias None

Meaningful Locations The peaceful lawn and trees under the Copley Memorial Bell Tower.

Arcane Tomes, Spells & Artifacts None

Treasured Possessions Her mother's opal ring.

Encounters with Strange Entities None

GEAR & POSSESSIONS

Medical & anatomy books Notebook & pencil

Model of the human heart (ceramic) Purse

First aid kit

CASH & ASSETS

Spending Level \$10.00

Cash \$20.00

Assets \$500.00 in personal possessions and savings

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

| | | | | | |
|---------|---------|---------|---------|-----------|----------|
| Fumble | Fail | Regular | Hard | Extreme | Critical |
| 100/96+ | > skill | ≤ skill | ½ skill | 1/5 skill | 01 |

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

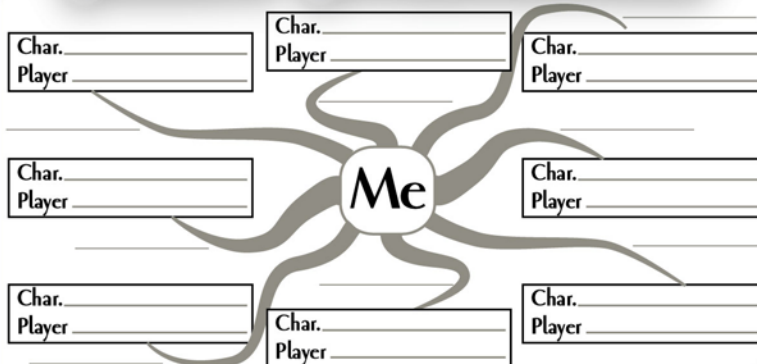
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



HANDOUTS

THE SPARK OF LIFE PAPERS #1



THE SPARK OF LIFE PAPERS #2

November 17, 1837

Alumni Censures Professor

Professor Cornelius Westinghaus, Comparative Ecclesial Studies, has been censured by the Miskatonic University Alumni Association for blasphemy. Several students registered complaints concerning Professor Westinghaus' curriculum. According to the reports, the professor didn't just describe the practices of an ancient Hyperborean pagan cult, but preached them in class and sought classroom participation. One student, who wished to remain anonymous, is quoted saying, "The professor is looney. He broke the neck of a chicken, then gut it open to burn the entrails as an offering to Xeiruu'k. Whatever the heck that is. Kids were ralphing at their desks. Sickening." The Dean of Humanities, Dr. Richard Cook, is reviewing the case to determine what action, if any, is to be taken with Professor Westinghaus.

THE SPARK OF LIFE PAPERS #3

March 16, 1842

Fall Kills Fraternity Elder

Former professor and Kappa Delta Psi founder, Cornelius Westinghaus, passed away yesterday, the fifteenth of March. Witnesses reported that as Westinghaus erected the lightning rod atop the turret roof of the newly built Kappa Delta Psi fraternity house that he clutched his chest a moment before falling to his death. Westinghaus has no living relatives, so flowers can be sent to the KDP fraternity house located at 113 W. Pickman Street.

THE SPARK OF LIFE PAPERS #4

September 11, 1863

Student Runaway

Campus police, working in conjunction with the Arkham Police Department, have closed the case on the whereabouts of Agatha Fielding. Ms. Fielding is officially classified as a runaway; the lack of

physical evidence has ruled out a homicide, and the lack of a ransom demand has ruled out a kidnapping. Agatha was last seen attending the Kappa Delta Psi toga celebration.

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THE SPARK OF LIFE PAPERS #5

September 6, 1884

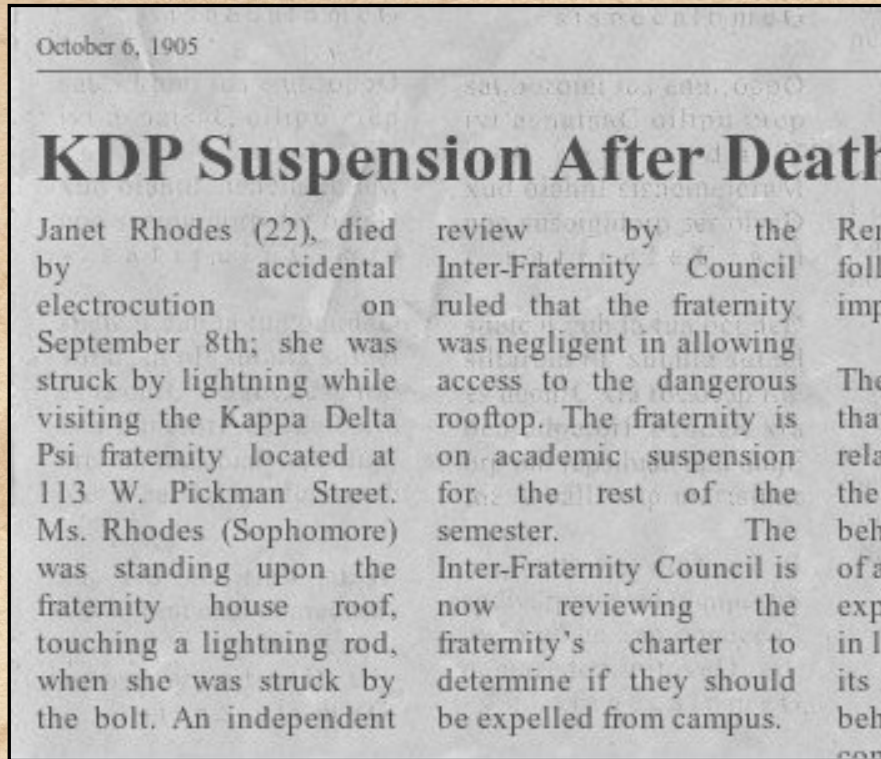
House Fire Kills 3 Students

Three students died after an accidental fire at the Kappa Delta Psi fraternity. According to witness reports, the fraternity was preparing hot meals to be delivered to the transient population living in squalor in Arkham's River District. Kappa

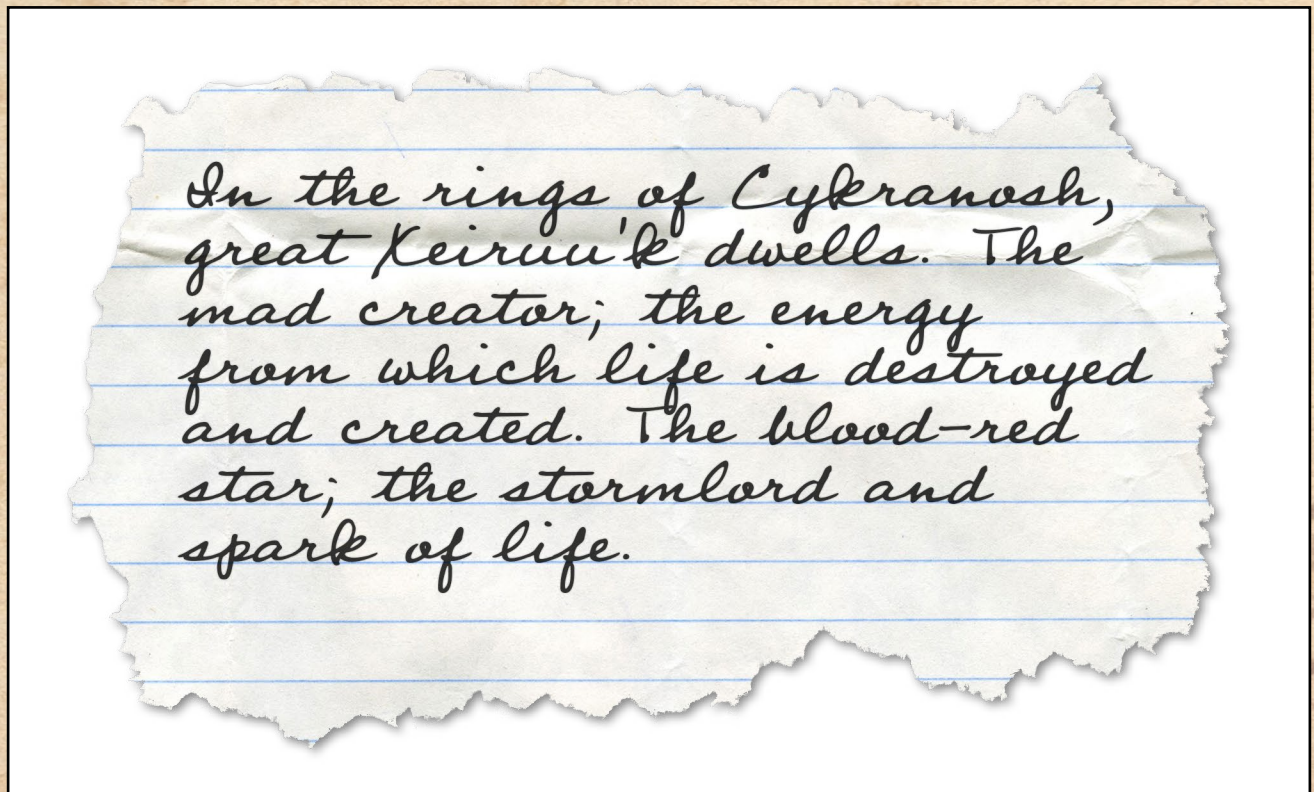
Delta Psi has a long history of community outreach and support. Miskatonic University faculty and students will always remember the names of those lost to the fire, John J. Cawley, Edward Greene, and Howard Freeman; may they rest in peace.

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THE SPARK OF LIFE PAPERS #6



THE SPARK OF LIFE PAPERS #7



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YOU CAN'T UNLEARN



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