

Little Torches



A Modern-Day Scenario
for Call of Cthulhu 7th ed.
by Heinrich D. Moore



CREDITS

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Disclaimer

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INTRODUCTION

Something was stirring deep within that fiery atmosphere; something monstrous that roared an insatiable anger against the chains of the Elder Gods which had bound it there for an eternity.... Unable to resist, utterly powerless to control his movements, he was diving headlong towards that ravaging chaos, that age-old intelligence which was Cthugha.

—"The Dark Mirror" by John Glasby

OVERVIEW

Little Torches is a standalone Call of Cthulhu module designed to be completed in about eight to ten hours, divided over two or three evenings of play. It is set in California in the United States, though the location can be changed to accommodate the Keeper's needs, ideally to a city near mountains and a large body of water.

The Investigation featured in *Little Torches* explores themes of loneliness and separation, and the self-destructive impulses that may result from those feelings. The Investigation pits Investigators against **Dr. Ainslee Harper**, whose struggle against the Cthulhu Mythos has led her to strike a devil's bargain with the Great Old One, **Cthugha**. Utilizing her psychiatric training and the **Cynosure**, an artifact containing a spark of the Great Old One, Harper turns her patients into conduits to the star Fomalhaut, and the **Fire Vampires** that reside there. These patients, Harper's "Little Torches" (effectively, walking firebombs), are then unleashed against the creatures and servants of the Cthulhu Mythos, real or imagined.

The module is divided into three parts. **Part I: The Burning of Kathy Bell** begins the Investigation with Investigators responding to a fire at a local college. One of the victims of that fire (and, in fact, its cause), is Kathy Bell, a student at the university, and a patient of Dr. Harper's. The remainder of Part I covers Investigators' subsequent encounters with Bell's family and Dr. Harper herself. **Part II: Counterstrike**, covers Dr. Harper's response to the Investigators' meddling, and other locations Investigators may visit, including the Daedalus Institute, the facility Dr. Harper built for the specialized care her patients require. **Part III: Dreams in the Lighthouse** details the consequences of Investigators themselves becoming exposed to the Cynosure. Exposed Investigators will enter a dreamscape featuring a lighthouse and a choose-your-own-adventure series of choices that may hold the key to defusing Dr. Harper and extinguishing the spark powering the Cynosure.

Keepers are advised to read the module carefully and familiarize themselves with the large number of Player Handouts, which feature in-game effects that may be altered based on what other handouts Investigators have access to. It is expected that Investigators will in the course of their Investigation collect these handouts as clues to understand Dr. Harper's motivations, and stop her and her patients from

causing further destruction and loss of life. At the same time, all or at least one of the Investigators should look inside the Cynosure to trigger the sequence of dreams that lead to the Investigation's climax.

A NOTE ON SKILL CHECKS

While *Little Torches* provides various suggested challenges to Investigators in the form of skill rolls of varying difficulty, Keepers are encouraged to utilize these rolls as dramatically appropriate. Diligent Investigators who search the appropriate locations or ask the correct questions should be rewarded accordingly.

CTHUGHA, GREAT OLD ONE

The Great Old One referred to as Cthugha is depicted in *Little Torches* as an inscrutable force of nature manifesting as a great searing orb of fire (see **Appendix A**). To the extent its motivations can be comprehended at all, if indeed it can be said to have motivations, Cthugha is driven to burn and destroy, and ultimately to incinerate the entire universe. This pursuit brings it into conflict with the other entities that make up the Cthulhu Mythos, most particularly Great **Cthulhu** itself, destined to awaken when the stars are right and exercise dominion over the Earth.

Cthugha's worshippers and servants are fire vampires, whose home is the star Fomalhaut (see **Appendix A**). In the context of *Little Torches*, it is left unclear whether fire vampires are independent entities or in fact minor manifestations of Cthugha itself, indivisible from the Great Old One's whole. This is important, as Harper's patients believe that in immolating themselves, they are not sacrificing themselves so much as ascending into a state of pure energy – not summoning fire vampires, but actually becoming them. The extent to which this belief is true is left to the Keeper's discretion.

WHO IS DR. AINSLEE HARPER?

Dr. Ainslee Harper is the primary antagonist in *Little Torches*, though Investigators may not immediately realize it. While both share the same goals—to investigate and stop the forces of the Cthulhu Mythos—the extremes to which each are willing to go likely differ greatly, and exploring this distinction is central to *Little Torches*.

Harper understands the overwhelming threat posed by the Cthulhu Mythos and is willing to take whatever measures she deems necessary to protect humanity (even allying with, and sacrificing human beings to, a Great Old One). Harper began combating the Mythos at a young age. Her parents were West Coast socialites and self-styled occultist disciples of Aleister Crowley and Jack Parsons. In fact, they were also actual cultists dedicated to the worship of Cthulhu. When Harper realized her parents meant to sacrifice her to the Great Old One, she locked her parents in their bedroom, and set the room on fire.

After her parent's death was ruled an accident, Harper was adopted by her aunt and renowned archaeologist, **Banu Nor** (and unbeknownst to Harper, also an adherent of the cult of Cthulhu). Her adoptive mother's travels provided Harper the opportunity to see much of the world, but in particular the Near East, where she joined her aunt at several digs. Harper became exposed to Cthugha during a dig near the ruins of the Ateshgah, the Fire Temple in Baku, Azerbaijan. Discovering among the artifacts uncovered by her aunt a bronze box Harper would come to refer to as the "Cynosure", Harper began a communion with Cthugha that convinced her of the need to oppose the Cthulhu Mythos, whatever the consequences.

Harper would return to the Near East several times, even while completing degrees in psychiatry. All the while she continued absorbing the teachings of Cthugha and bringing back artifacts from the region (some surreptitiously taken from her adoptive mother's collection). After concluding her studies and residency, she used her family's inheritance to open the **Daedalus Institute for Psychiatric Research and Treatment**, a psychiatric facility specializing in cult deprogramming. In the years prior to the Investigation, Harper has treated her patients using the Cynosure, and created a class of ready and willing "Little Torches" she can send against Mythos threats. While Harper is unsure whether her patients truly become part of Cthugha when they die, she believes that their sacrifice does strengthen Cthugha, and that this is the only way through which humanity might oppose the forces of the Mythos.

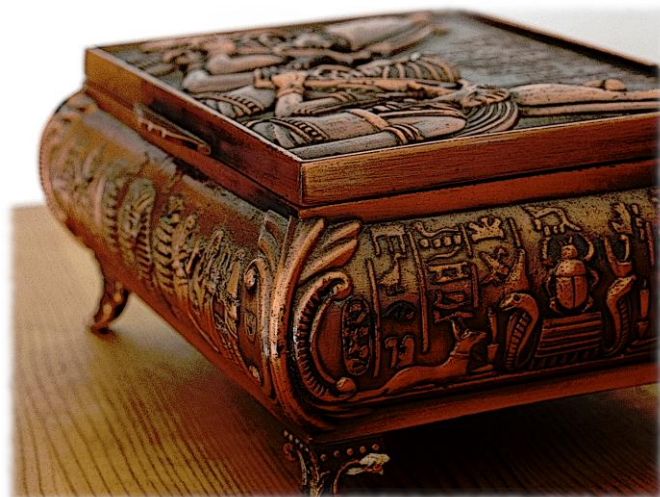
THE CYNOSURE

Central to *Little Torches* is an artifact known as the **Cynosure**, which Investigators should discover early in their Investigation. Opening the artifact, looking inside, and triggering the chain of events described below, is crucial to Investigators' ability to successfully resolve the Investigation. Investigators should accordingly be provided every opportunity to find the Cynosure and encouraged to experiment with it, including through **Idea** rolls.

The Cynosure itself appears as a small box cast in bronze, warm to the touch. The outside depicts flames, though careful inspection suggests two rows of horizontally opposing figures with their hands joining to grasp a flaming orb. The artifact dates from circa 7th century BCE, while the motif appears heavily influenced by proto-Zoroastrian symbology. The box's exterior does not reveal any of the type of degradation one would expect from a bronze artifact of this age. When opened, the box is revealed to contain a burning flame little larger than that of a candle, situated in a shallow depression. There is no obvious fuel source nor trigger mechanism. In fact, the flame is always burning, even when the artifact is closed as it is a spark of the Great Old One, Cthugha.

Attempts to destroy the Cynosure by physical force short of an industrial trash compactor or similar fail. The Cynosure is immune to destruction by heat or flame. Destroying the bronze

artifact through chemical or magical processes is possible, though anyone doing so should be permitted a **Cthulhu Mythos, Occult, or Idea** roll to realize that destruction of the artifact might result not in severing the doorway, but widening it, potentially summoning Cthugha itself. Investigators who persist are rewarded with an explosion that consumes everything in a 1d6 mile radius, as well as dousing an area twice that size in a lethal dose of radiation.



The Spark of Cthugha

Although opening the Cynosure itself does not cost any **Sanity** points, any individual doing so is at risk of becoming mesmerized by Cthugha's flame, which shifts hypnotically in intensity and even color.

Observers who actively wish to avoid looking at the flame must make a successful **POW** roll. Those succeeding the roll may avert their gaze, though subsequent attempts to look away will trigger renewed **POW** rolls first at Hard difficulty, and then at Extreme difficulty. Those failing their **POW** roll or who choose to look inside the Cynosure must make **SAN** rolls (1/1D3) and will be unable to look away for the next 1d10 minutes during which time they will be mesmerized. If they have not been previously, they will also be **Touched by Cthugha** and enter a dreamlike vision state (see **Part III: Dreams in the Lighthouse**). They will also lose magic points equal to the number of minutes they are mesmerized.

After 1d10 minutes, observers who have not been pulled away from the Cynosure and are still looking at the open flame must make a **POW** roll. Failure means that the observer continues watching the flame for an additional 1d10 hours, losing magic points equal to the number of hours. At the end of this period, in the event the observer's gaze is still upon the flame, they must make another **POW** roll, with failure indicating that the individual will continue watching the flame for 1d10 days, during which they will likely die of dehydration absent medical attention. They also lose magic points equal to the number of days rolled.

Magic points lost to the Cynosure are lost in their corresponding increments (minutes, hours, then days). However, observers do not regain magic points while mesmerized. Observers who lose all their magic points will remain mesmerized. Unless their gaze is forcibly removed from the Cynosure, at the end of the time rolled, 1D3 fire vampires will manifest inside them and burn their way out, killing the observer. At the Keeper's discretion, Investigators may, while looking into the Cynosure, be exposed to dreams and visions of Cthugha, including as described below.

Touched by Cthugha

Throughout *Little Torches*, Investigators will risk exposure to Cthugha's destructive influences and may become **Touched by Cthugha**, including when first they look inside the Cynosure. While patients of the Daedalus Institute who receive the dubious benefit of Dr. Harper's care are able to delay the onset of these effects, Investigators are not so fortunate. Every time an Investigator suffers an event that results in them becoming "Touched by Cthugha," they receive the next in a series of handouts (**Player Handout #1-4: Touched by Cthugha**). Each is accompanied by a feeling the Investigator experiences. Each is also accompanied by progressively severe in-game effects, though these will not be immediately apparent.



INVESTIGATOR'S INTRODUCTION

Little Torches opens with Investigators either present at, or near, Crowley College a small university near Santa Rosa, a city nestled between the larger urban centers of San Francisco to the south and Sacramento to the east. There are many reasons Investigators might be at the university. Investigators may be presenting or attending a lecture, or visiting professional colleagues or student friends. Investigators present at the university will encounter Kathy Bell as she enters the building and ignites herself. Investigators not present, should be given the opportunity to intercede once it becomes clear that there is a fire at the college.

It is possible that Investigators know Bell before the events in *Little Torches* (see **Appendix C**), although this is not required. Even Investigators from outside the area will likely have heard of the young girl who was kidnapped by her mother, and the girl's rescue following a shootout and fire at the compound where she was being held by some kind of cult.

Following the events in the opening scene (see **Crowley College**), Investigators with appropriate backgrounds may be tasked by city officials with investigating Bell's possible involvement in causing the fire. Other Investigators may be engaged as consultants. Alternatively, Investigators may be employed by attorneys representing the families of students injured and killed in the fire to investigate the fire for purposes of litigation. Lastly, Investigators who knew Bell or her family may have a personal interest in uncovering the reason for her death.

KEEPER'S INTRODUCTION

Kathy Bell is the latest patient to receive treatment from Dr. Ainslee Harper. Following her rescue from the cult known as the "School of Dream" (see **Player Handout #12: Bell Abduction and Rescue**), Bell was referred to the Daedalus Institute and Dr. Harper's care by former Daedalus patient and police officer, **Harlem Banks**. After two months of intensive in-patient care at the Institute, including repeated sessions with the Cynosure, Harper released Bell into her father's care at his request. Unbeknownst to Harper, Bell took the Cynosure with her. Two weeks later, Bell returns to Crowley College and ignites herself, summoning forth fire vampires and destroying part of the school. Bell's death and the extent of the destruction she causes catch Harper off guard. The Investigators' entry into the picture is yet another unwelcome development.

The ensuing Investigation is largely dependent on the Investigators' actions and Harper's responses. Accordingly, the sequence presented here is only one possible progression, and it is entirely possible (and even likely) that Investigators will follow a different path.

In Part II, after hopefully surviving the fire at Crowley College, gaining possession of the Cynosure, and being officially or unofficially tasked with investigating the circumstances of Bell's death, Investigators likely will begin their investigating by talking with Bell's family. They will learn from her father, **Mark Bell**, that Kathy Bell received treatment at the Daedalus Institute and had not attended school since her kidnapping. They may also discover Kathy Bell's journal (**Player Handout #11: Kathy Bell Diary Excerpts**) containing references to the Lighthouse, and the Cynosure itself, if they did not already recover it from Bell's body. From there, Investigators will likely make their way to the Daedalus Institute.

Touched by Cthugha Progression	
Player Handout #1: Lit	<p><i>You feel as though a great weight has been lifted from you. It is a relief.</i></p> <p>When next the Investigator sleeps or looks inside the Cynosure, and every time thereafter, up to once per day, the Investigator will dream of standing outside the Lighthouse, and have the opportunity to explore (see Part III: Dreams in the Lighthouse).</p>
Player Handout #2: Ignited	<p><i>You feel as though something inside you has opened. Warmth spreads through your body. You feel contented.</i></p> <p>The next time the Investigator sleeps, unless restrained, they will enter a fugue state and begin gathering flammable or combustible substances. They will hide these substances in an out-of-the-way place, such as their closet, or car trunk. Investigators will have no memory of having done so, but should be permitted to find or stumble upon the cache in the course of the following day or two. If multiple Investigators have received this card they may unconsciously cooperate to form a larger shared stockpile. If the stockpile is uncovered and gotten rid of, the Investigator will begin a new stockpile.</p>
Player Handout #3: Burned	<p><i>You are calm. You feel yourself in the pleasant company of others, though you cannot see them.</i></p> <p>The next time the Investigator sleeps and enters a fugue state they will awaken somewhere unfamiliar, perhaps in their car, along with whatever flammable substances they have been able to acquire, potentially from their stockpile. Investigators should be left with the impression that they caught themselves on their way to doing something terrible.</p>
Player Handout #4: Immolation	<p><i>The sun! It is you and you are it and it is everything - Y'ah nafl mguh'e, Y'ah fm'latghor ("I am not alone, I am the flame").</i></p> <p>The Investigator will, after they sleep, enter a fugue state and actively seek to immolate themselves, either with previously gathered supplies or whatever is at hand. Preferably another Investigator will be attentive and stop them, though Investigators who have themselves been Touched by Cthugha and are in similar states may actively assist, and may even devise ways of thwarting Investigators on guard.</p> <p>The Investigator may awaken on a successful POW roll at the moment they are about to set themselves on fire (e.g., covered in gasoline holding a lighter). The Keeper may choose where the Investigator awakens, including locations described in this module (e.g., Camellia House, the "Gathering of Leaves" festival, the Daedalus Institute) or somewhere relevant to the Investigator's own background, such as their or another Investigator's home. The Investigator will periodically attempt to immolate themselves thereafter.</p> <p>Failure on the POW roll indicates that the Investigator has set themselves on fire. Unless they are immediately extinguished, they will serve as the conduit to summon 1D3 fire vampires, which will burn their way out of the Investigator, killing them.</p> <p>In any event, the Investigators receive Player Handout #7: The End. If the Investigator remains alive, when next the Investigator sleeps, goes unconscious (including from their attempted suicide), or looks into the Cynosure, they will enter the Lighthouse and have the opportunity to resolve the Investigation (see Part III: Dreams in the Lighthouse).</p>

When Investigators meet with Harper, she will provide little information as to Bell, citing patient confidentiality, though she will be very interested in getting back the Cynosure. Investigators may also follow up on the Cynosure itself. This will lead them to Professor Banu Nor, Harper's adoptive mother, an expert in Near East civilizations and archaeology, and a secret worshiper of the Great Old One, Cthulhu. Professor Nor will be able to provide Investigators with information on the artifacts, though this will also cause Nor to wonder whether the Cynosure may be a missing piece of her collection.

Part II covers the period following this initial research. Once it is clear that Investigators do not intend to abandon their efforts, Harper will instruct one of her patients, **Florence "Flo" Sanders**, to eliminate the Investigators by going to wherever they are staying and ignite herself. If the Investigators survive, Harper will begin sending out her Little Torches, sensing that she may soon lose the opportunity if the Investigators stop her.

Meanwhile, one or more of the Investigators should have looked inside the Cynosure and begun their dream journey to the Lighthouse. This will present Investigators with a dilemma. On the one hand, the Cynosure provides an opportunity to learn more about Harper's patients, and stop them before they immolate themselves. On the other hand, Investigators using the Cynosure risk becoming victims themselves. Investigators may also pursue further clues outside the dreamscape created by the Cynosure, and Part II describes both the Daedalus Institute (in the event Investigators try to break in), and Camellia House (if Investigators follow up further on Kathy Bell's abduction by the School of Dream). Either may provide Investigators with the evidence necessary for authorities to take action against Dr. Harper. Neither her incarceration, or indeed murder, will however stop Harper's patients or defuse the Cynosure itself.

For that, Investigators will need to navigate their way through the Lighthouse, a process described in Part III. While Harper's Little Torches continue to wreak havoc, Investigators will make their way through the dreamscape to the Lantern Room at the top of the Lighthouse where they will confront Harper, as well as Cthugha, in dream form. In that final confrontation Investigators will have the opportunity not only to render the Cynosure inert, but to pull Harper back from the abyss and turn her into an ally, or, alternatively, hold her accountable for the horrific crimes for which she is responsible.

TIMELINE OF IMPORTANT EVENTS

Historical Events

- October 11, 1950: Ainslee Harper is born to Shireen Nor and Brandon Harper, West Coast socialites, magicians, and former students of Thelemite occultist Jack Parsons and the Agape Lodge, the California Branch of Aleister Crowley's Ordo Templi Orientis. She grows up on the family's estate, Camellia House, in the shadow of her parents' occult practices. Her parents will go on to form their own magical society, though in actuality a cult worshipping Cthulhu.
- October 11, 1963: Harper murders her parents by locking them in their bedroom and setting fire to Camellia House, after realizing that they mean to ritually sacrifice her.
- November 25, 1963: Harper is adopted by her aunt, Professor Banu Nor. Unbeknownst to Harper, Nor is herself a Cthulhu cultist. Over the next two decades, Banu works to found a number of Cthulhu-oriented cults throughout California, including the School of Dream.
- 1963-68: Harper and Nor travel throughout the Near East to various archaeological dig sites where Ainslee first encounters artifacts of Cthugha.
- 1968-1979: Harper attends Crowley College and later pursues post-graduate studies in psychiatry. She continues to travel extensively, encountering and confronting a variety of Mythos threats.
- 1979-1985: Harper completes her post-graduate work in psychiatry. She meets patients who have been victims of Mythos-related encounters. In 1985, while accompanying her adoptive mother on a dig site near the Ateshgah of Baku in Azerbaijan, Harper discovers, and steals, the Cynosure. After experimenting with the artifact, Harper determines to open a psychiatric facility to treat victims of (and recruit them to help oppose) the Cthulhu Mythos.
- October 11, 1989: Harper opens the Daedalus Institute for Psychiatric Research and Treatment, specializing in cult deprogramming and related psychological trauma. At the same time, Harper begins weaponizing her patients using the Cynosure.
- July 17, 1992: Former Daedalus patient, Heather Prinn dies in an attempted arson attack on a Mariner's Church near Boston, Massachusetts.
- December 1, 1993: Former Daedalus patient Alex Wu, believing the Professor of Medieval Studies at Crowley College, Winston Larimee, to be aligned with Mythos forces, goes to Larimee's house, and immolates himself, killing Larimee and his family.

Current Events

- January 6, 1994: Kathy Bell is abducted by her mother and taken to the School of Dream, operating out of the remnants of Camellia House.
- January 8, 1994: Police track Bell and her mother to Camellia House and the School of Dream. After the barricaded cultists refuse to continue negotiations, police storm the estate. A resulting fire caused by former Daedalus patient Hanna Caulfield, who had infiltrated the cult, results in the targeted death of the members of the School of Dream. Following her rescue, Bell is referred to the Daedalus Institute by police officer Harlem Banks, himself a former Daedalus patient.
- April 28, 1994: Bell is sent home from the Daedalus Institute at the request of her father, Mark Bell, to start out-patient care. She secretly steals the Cynosure from the Institute.
- May 10, 1994: The Investigation commences when Kathy Bell returns to Crowley College and immolates herself.

Possible Future Events

- May 11, 1994: Investigators are tasked, officially or otherwise, with investigating Kathy Bell's death.
- May 12-13, 1994: Investigators interview Bell's father, Mark Bell, learn about the Daedalus Institute, and discover the Cynosure. Investigators visit the Daedalus Institute and interview Dr. Harper. They may also speak with Harper's adoptive mother, Professor Banu Nor.
- May 14, 1994: Daedalus patient Florence "Flo" Sanders, on Harper's instructions, attempts to murder the Investigators by immolating herself. Nor presents her lecture, "Inheritors of the Light," at Crowley College.
- May 15-20, 1994, and beyond: Investigators continue their investigation. They may further explore the Daedalus Institute and Camellia House. Harper's patients may be stopped from immolating themselves by Investigators. Investigators explore the interior of the Lighthouse in the dreamscape after looking inside the Cynosure, and confront Harper.



PART I: THE BURNING OF KATHY BELL

*Ashes denote that fire was;
Respect the grayest pile
For the departed creature's sake
That hovered there awhile.*

—"Part One: Life, Complete Poems"
by Emily Dickenson

The Investigation commences with Investigators witnessing the death of Kathy Bell and working to save as many of the teachers and students from a burning building. In the fire's aftermath, Investigators are tasked with investigating the incident. Part I describes a number of possible leads, including speaking with Bell's family and friends, visiting the Daedalus Institute to interview her psychiatrist, Dr. Ainslee Harper, and seeking out Professor Banu Nor to inquire after the artifact known as the Cynosure.

By the end of Part I, Investigators should realize a connection between Bell's death, Harper's Institute, and the Cynosure, at which point Harper begins to take proactive steps against the Investigators in response, as described in Part II.

CROWLEY COLLEGE

Crowley College is a small liberal arts college of about 2000 students located near Santa Rosa, California. The college and its endowment were the result of a posthumous tribute by rocket engineer and Thelemite occultist Jack Parsons, to his erstwhile mentor, British occultist Aleister Crowley. Given the name, the school has attracted something of a reputation for oddity, and its students are colloquially known as "Crawlies."

The college consists of a smattering of old and new buildings. Among the college's most prominent buildings is the Price Building, a former high school repurposed for use as college classrooms. A front entrance of double wide doors leads into a long central corridor ending in doors opening into a small gymnasium, as well as an open set of single stairs going up to a second floor. The first floor is made up of classrooms, a science lab, the gym, an administrative room and principal's office (now utilized by college administrative staff), and teacher's lounge (still serving the same purpose), while the second floor consists of more classrooms. Signs of the building's use by college students are scattered throughout, including bulletin boards advertising summer jobs, tutoring opportunities, and a flyer displaying a complicated whirl of colorful symbols orbiting the spreading branches of a tree above and roots below, like splayed hands, announcing some kind of festival scheduled for the coming days (see **Part III: Dreams in the Lighthouse – The Wood Cabin Door**).

At least one, but preferably all, of the Investigators should be present at the university the morning of Tuesday, May 10, 1994. An ordinary morning is interrupted when Bell arrives through the front doors of the Price Building carrying a bronze box. Shortly thereafter, her body begins smoking. As she advances down the central corridor, onlookers see a glow at her midsection, drawing the attention of students and teachers and, likely, the Investigators. She catches fire moments later.

Onlookers will see three balls of light emerge from inside her. Initially coin-sized, the three **Fire Vampires** grow as they begin setting fire to walls, furniture, and nearby teachers and students. While this will trigger fire alarms, the sprinkler system, a corroded antique leftover from the building's days as a high school, malfunctions and bursts, rendering it largely useless in the coming catastrophe.

Investigators witnessing these events must make **SAN** rolls (1/1D6). Those who keep their wits will be able to interact with Bell shortly before she dies. While weak, she is smiling, as though insensible to the pain from the burns. Successful **Psychology** rolls suggest she is crying tears of joy. A **Spot Hidden** roll will reveal that Bell has scars on her wrists consistent with past suicide attempts. Successful **Listen** rolls allow an Investigator to hear Bell whispering "*Y'ah nafl mguh'e, Y'ah fm'latghor*". A successful **Cthulhu Mythos** roll translates the words to mean: "I am not alone; I am the flame".

No roll is required to notice what she is carrying – a bronze box. Bell will hand the Cynosure to any Investigator standing by her. Investigators who choose to open and look inside the Cynosure now, will experience an ill-timed vision that may leave them struggling to escape the fire raging around them (see **Part III: Dreams in the Lighthouse**). If Investigators choose not to take the Cynosure, it should enter their possession later either as evidence recovered from the scene or from Kathy Bell's father, later in the Investigation.

School Fire

Teachers and students will panic or go temporarily insane in the wake of Kathy Bell's immolation and the emergence of the fire vampires. Those on the first floor try to escape through the front doors or the gymnasium, but will find their escape blocked either by fire or the fire vampires. Students and teachers on the second floor will be trapped by smoke and fire, and are prevented from going down the stairs by another of the fire vampires. Many will likely be trampled as they descend the stairs, realize what awaits them, and try to retreat back up in the face of others coming down.

Absent Investigator action, approximately 60 of the 223 students and teachers present in the building will die from burns and smoke inhalation, with another hundred suffering varying degrees of injuries. Investigators on the scene may be able to save many of these victims by organizing the building's evacuation, instructing students and teachers to remain low to avoid the smoke, and helping those trapped on the second floor out windows and down neighboring trees to safety.

Throughout, they will have to contend with the fire vampires' interference. Investigators may attempt to confront the creatures directly (see **Appendix A**), including by using the fire extinguishers present in every room, including the hallways (and which, unlike the sprinkler system, do function, and have three uses each).

The following present a number of possible encounters Investigators may experience as they deal with the fire vampires and the school fire. At the Keeper's discretion, Investigators may also meet Bell's girlfriend, **Sky Meadows**.

- Investigators find about 30 students trying to escape through a rear exit in the gymnasium. A fire vampire is barring their way; it will not attack, but will lash out at any one getting too close to the door. It can potentially be goaded into chasing after an Investigator.
- One of the fire vampires lights the tree on fire that several students are trying to climb down from the second floor.
- One of the fire vampires has trapped a dozen history students in the middle of a classroom and is setting desks around them on fire, one by one. While maps and graphs on the walls catch fire, Investigators will need to clear a path for the students to escape.
- A group of art students has been mesmerized by the hypnotic movements of one of the fire vampires dancing in front of a Greek-looking bust they were sketching. Unless forced out of their stupor, the helpless students will be burned.
- One of Crowley College's science teachers is trying to fight back with a fire extinguisher. They will soon lose their battle with a fire vampire absent Investigator intervention.
- Two students are trapped in the bathroom, the door to which is burning.
- Students are being trampled to death on the stairs to the second floor, as some try to go down and others back up after encountering the fire vampire at the base of the stairs.

Aftermath

Following the arrival of any Investigators who were not already present at the Price Building, other first responders, including fire fighters and paramedics will arrive, approximately 6-10 minutes after Kathy Bell first catches on fire. Fire fighters will assist getting the fire under control, which also serves to dispel the fire vampires. Investigators who continue to assist may notice the presence of police officer Harlem Banks assisting with the school evacuation. Successful Hard **Psychology** rolls reveal that Officer Banks seems unusually calm given the circumstances, and largely unfazed by any revelations of the supernatural.

In the aftermath of the fire, Investigators will be debriefed by police and fire department authorities, as well as interviewed by local news crews. It is likely they will be treated as local heroes in the coming days.

While the official cause of the fire will not be determined for some time, blame is officially placed on faulty electrical wiring. Unofficially, authorities will consider the possibility that the fire was an act of arson caused by Bell hiding accelerants around the building.

After Investigators have had a few hours rest, likely the following day, they will be approached either by city officials or lawyers for the parents about conducting a quiet investigation parallel to the official one into Bell's involvement in the fire.

In the event Investigators did not take the Cynosure from Bell, it is either provided directly to Investigators as evidence recovered from Bell's body or, alternatively, given to her father, Mark Bell, who will put it in his daughter's room.

Sky Meadows

Investigators may seek to speak to Kathy Bell's friends shortly after the fire. They will quickly learn that Bell did not have many, except for **Sky Meadows** (who they may already have encountered during the fire), a fellow freshman at Crowley College whose friendly and bubbly personality starkly contrasted Bell's. Bell and Meadows had begun quietly dating shortly after meeting at college. Bell confided in Meadows her concerns about Bell's mother's increasing obsession with the School of Dream. Meadows was as surprised as anyone however when Bell was kidnapped. Meadows saw Bell only briefly after Bell was rescued. Meadows remembers Bell as even more depressed than usual, and largely catatonic. Meadows saw Bell only once after Bell returned home from the Daedalus Institute (though Meadows will not know that name) and was amazed by how calm and relaxed Bell appeared. But Bell also seemed distracted and talked about needing to go back to the "Lighthouse." Meadows assumed Bell was still recovering and did not try to go back to see Bell since.

THE BELL FAMILY

Kathy Bell's father, Mark Bell, a manager at a local bank, lives in a suburban home a short distance from Crowley College. By the time Investigators speak with him, he will already have been informed by police of his daughter's death.

Bell will consent to meeting with Investigators, but remains in shock. He will answer questions in alternately listless and disbelieving tones. Depending on the extent and intensity of Investigators' questioning, it is possible he will break down before Investigators are able to conclude their interview.

Kathy Bell's Kidnapping and the School of Dream

Mark Bell and his wife, Elanor, got married shortly after the birth of their daughter. The couple grew distant as Elanor Bell turned to her paintings and became ever more involved with the "School of Dream."

What first appeared to be a benign spiritual gathering, providing life coaching and dream journaling, proved something far more sinister. Two years after regularly attending the group's weekly retreats at Camellia House, a historic building purchased by the School of Dream, and about four months before the Investigation commenced, Elanor Bell vanished with her daughter.

Kathy Bell had been attending Crowley College as a freshman. She did not seem to be making many friends, except for a girl named Sky Meadows, and still lived at home when she was kidnapped by her mother.

Mark Bell contacted police immediately. It did not take long for police to track Elanor Bell to Camellia House. What followed was a two-day police standoff, culminating in police storming the building. Bell knows there was a resulting fire, in which all members of the School of Dream, including his wife, perished. Kathy Bell, fortunately, was saved. If queried why he believes the abduction was forced, Mark Bell is incredulous, and unable to contemplate any alternative.

The Daedalus Institute

Kathy Bell suffered from depression all her life; a condition Mark Bell admits was not helped by the parents' emotional absence. Kathy Bell attempted suicide once by overdosing on sleeping pills and once by cutting her wrists. Following her rescue from the School of Dream, her father decided she needed professional care and was referred by police (specifically, Officer Harlem Banks), to the Daedalus Institute.

Kathy Bell's father was immediately impressed by the Institute, which was able to immediately take in his daughter. Whenever he visited over the next few months, he would see how much better and happier his daughter seemed. About two weeks ago, he asked that she be released home, but now worries that by taking her out of the Institute before she completed her in-patient care he is responsible for his daughter's death.

Kathy Bell's Last Morning

Kathy Bell was not due to return to school. Nothing appeared abnormal the morning of Tuesday, May 10, except that she was in a particularly bright mood.

Elanor Bell's Studio

Investigators may want to look through Kathy Bell's mother Elanor's belongings. However, what she hadn't transferred over to the School of Dream at the Camellia House (and was subsequently destroyed in the fire), Mark has thrown out. Her studio remains, although most of the work is from before she became too involved in the School of Dream. A search of the studio reveals numerous watercolor paintings depicting abyssal underwater scenes of sunken cities.

Kathy Bell's Room



Although clearly uncomfortable at the suggestion, Mark Bell will permit Investigators to search his daughter's bedroom. While he has been inside since the fire, he has not moved any of her possessions.

Kathy Bell's room superficially carries all the expected indicia of a teenage girl's room. Closer inspection (or an **Idea roll**) reveals however that the wall posters of celebrities and bands are outdated by several years. The entire room feels as though no one has lived here in some time. Targeted searches or appropriate skill rolls reveal the following:

- **Desk:** Bell's desk is immaculate. If Investigators did not take the Cynosure from Bell during the fire (or were not provided it as evidence after the fire), the bronze box will rest in the center of the desk, left there by Mark Bell who received the box from the authorities.
- **Closet:** Bell's closet reveals clothes bearing the logo of the Daedalus Institute (plain black and white shirt and pants, bearing the logo of a black sun).

- **Bedside dresser:** This contains a series of prescription medications for depression and anxiety disorders (Alprazolam, better known under its brand name Xanax). They have all been prescribed by Dr. Ainslee Harper. A successful **Medicine** roll reveals that the doses prescribed are unusually large.
- **Bed:** Hidden under the mattress is Bell's diary. There are surprisingly few entries. The majority describe the average life of a teenager albeit through the filter of a child struggling with severe mental disorders. The pages that may have related to her abduction have been torn out. The final entries cover the two months during which Bell was under Dr. Harper's care (see **Player Handout #11: Kathy Bell Diary Excerpts**).

PLAYER HANDOUT #11: Kathy Bell Diary Excerpts

February 7, 1994

Arrived at the Daedalus Institute today. It's fine I guess. Dr. Harper seems ok. She has a lot of old books. She seemed surprised I was interested. The other patients aren't bad. At least I'm not the only freak here.

February 14, 1994

I met some more of the patients. I like Flo the most. She's old, but for some reason I get along best with her. She likes the same music I do. How weird is that? She's like eighty. Simon seems pretty cool too. He's a ballerina. He said he'd let me see him dance sometime. He then asked if I'd visited the Lighthouse. What's the Lighthouse?

March 1, 1994

The Lighthouse! I don't understand what it is yet, but I'm going to find out. I think maybe I'm not alone. But first, I have to solve the Maze. Then I have to solve the Puzzle. This place is so cool.

March 10, 1994

I've found the Path. I'm still struggling with the Puzzle. It's weird though. Now that I've made it this far, I'm not that worried about making it the rest of the way. I'll get there when I get there, I guess. That's what Dr. Harper says. The important thing is I'm where I need to be. I'm not alone any more.

April 28, 1994

I'm going home today. Dr. Harper says dad wants me home, so I'm going. But I don't want to. I don't want to leave the Lighthouse. Everyone is there, always. And everyone understands because we're all the same. So I'm taking it. I promise I'll give it back though.

May 9, 1994

It's time. It doesn't matter if I'm ready or not. I feel the warmth inside me. Tomorrow I go back to college. I'll share what I now understand - they all think they're all alone, but they're not! They don't have to be. I'll show them. When I ascend, I'll show them all.

PROFESSOR BANU NOR

Investigators may decide to research the Cynosure carried by Kathy Bell, or the phrase she uttered before immolating. In either case, their research will reveal that Professor Banu Nor, a noted archaeologist and scholar in Near Eastern cultures, teaches at Crowley College. Investigators may also learn that she is giving an upcoming lecture on Zoroastrianism entitled "Inheritors of the Light". Likely unbeknownst to Investigators is that she is also Dr. Ainslee Harper's adoptive mother, as well as a servant of Cthulhu and sponsor of Cthulhu cults, including the School of Dream.

Nor is happy to make time to meet with Investigators. She is a short woman of about five foot, with deep laugh lines, and a full figure, attired in a tan utility suit as though about to head off to another archaeological dig. She may recognize Investigators if they appeared on the nightly news in connection with the school fire.

Nor meets Investigators in her office, which is filled with trinkets from her travels through Egypt, Iran, Azerbaijan, and other locales. A chipped black blade is perched on a stand on her desk; a glass display case hangs on the wall containing various coins and disks; on another wall hangs a fragment of a wall carving displaying a line of figures with pointed beards. Attentive Investigators (or those who succeed on **Idea** rolls) will realize the similarity between the artifacts in her office and the Cynosure carried by Kathy Bell.

Nor's office also contains photographs of her travels. Most photos show the professor in front of landmarks like the Pyramids, often accompanied by a young girl. Investigators who have met with Dr. Harper and specifically suggest the possibility, will realize a resemblance between Harper and the young girl in the photographs.

Nor will not immediately understand Investigators' interest in her work, but is happy to talk and can provide the following information:

- **The Cynosure:** Nor is surprised to see the bronze box. She can initially describe it as likely originating from the region of modern-day Azerbaijan. She will note that it looks remarkably like part of a collection of artifacts that will go on public display over the next few days in connection with Nor's lecture, "Inheritors of the Light." She will ask where Investigators found the box. She will avoid disclosing, if possible, her suspicion that the box was stolen from the collection, and that her adoptive daughter is responsible. She will not recognize Kathy Bell's name, but will have heard of the school fire.

- **Kathy Bell's last words:** If Investigators are able to approximate Bell's last words, Professor Nor can translate the words "Y'ah nafl mguh'e, Y'ah fm'latghor" as "I am not alone, I am the flame." Nor can further explain that this would likely have been a religious chant, used in connection with so-called primitive cultures throughout the Near East. The meaning of the chant may be intended to reference the symbology by which a community of fire worshippers viewed themselves not as individuals, but as a single unified community, but that's only Nor's speculation.
- **"Inheritors of the Light" lecture:** Nor specializes in Near Eastern Studies, with a focus on Mesopotamia and the region of present-day Iran. Her lecture actually relates to a dig from the mid-80s into pre- or proto-Zoroastrian ruins in Azerbaijan, near the Ateshgah Fire Temple, famous for containing inscriptions of Zoroastrian, Muslim, and Hindu origin. Nor theorizes that evidence from the dig points to the existence of an entirely separate culture of fire worshippers, that may have served as precursors to the fire-related rituals and cosmology of later religions, including historical and present-day Zoroastrianism.
- **Dr. Ainslee Harper:** If specifically asked, Nor will acknowledge that Harper is her adoptive daughter, although the two have not communicated much since the Azerbaijan dig in 1985.

Please forgive me for saying so, as I don't mean to suggest you've done anything wrong, but you do realize that this really does belong in a museum, don't you?

- *Banu Nor*

Inheritors of the Light

Professor Banu Nor's lecture, "Inheritors of the Light," is scheduled for May 14 (four days after the school fire), but can occur whenever most suitable. While it is not necessary for Investigators to attend the lecture, depending on the state of the Investigation, the Keeper may use Nor's lecture to fill in any gaps they may have missed in their research. It may also serve as an alternate target for any of Harper's Little Torches (see **Part III: Dreams in the Lighthouse**).

The lecture takes place in Crowley College's display hall, where a number of pieces similar to the Cynosure are staged in glass cases. Nor will present her findings from several digs in and around the Ateshgah in Azerbaijan. She will propose the existence of a tight-knit religious cult of fire worshippers, pre-dating Zoroastrianism and other modern religions. According to Nor, the people of this culture engaged in human sacrifice and would have existed in a state of near-constant warfare with surrounding cultures. Nor will speculate further that aspects of this culture's religious practices may still persist in certain modern-day cults in parts of India, but also potentially the United States, and will analogize to the destruction of the School of Dream by fire as a possible example (despite Nor herself knowing that group's actual affiliation with the cult of Cthulhu).

DOCTOR AINSLEE HARPER

Whether as a result of talking with Kathy Bell's father or Sky Meadows, or talking with Professor Nor, it is likely that Investigators will find their way to the Daedalus Institute for Psychiatric Research and Treatment to speak with Dr. Ainslee Harper. Investigators' initial visit will likely be limited to only speaking with Harper in her office. If Investigators subsequently revisit the Institute to explore further, refer to

Part II: The Daedalus Institute.

The Daedalus Institute opened its doors on October 11, 1989. Funded by the inheritance left by Harper's deceased parents, as well as the sale of Camellia House, the Institute has developed a reputation for treating the psychiatric disorders suffered by cult victims. The Institute's treatments run the gamut from individual and group therapy, in- and out-patient care, prescription medication, and even electroconvulsive and hydro therapy. The Institute is well-regarded among the psychiatric community, if viewed as something of a niche oddity.

Not publicly known is that the Daedalus Institute, represents the culmination of Harper's efforts in combating the Cthulhu Mythos. While the Institute provides vital care to those who have suffered Mythos-related psychological harm, the Institute also serves as a recruiting ground for Harper's personal crusade against the Cthulhu Mythos.



First impressions

Investigators' first meeting with Dr. Harper is an important moment in the Investigation, and may set the tone for much that follows. Any attempts to speak with Harper outside the Institute will be met with polite, but firm refusal. Likewise, Investigators who simply show up at the Institute will be rebuffed outside of a formal appointment (although Investigators may succeed in forcing their way in with successful **Fast Talk** or other applicable skills, perhaps interrupting a therapy session in-progress). Investigators calling to make an appointment will, after being put on hold by Daedalus nurse Jessica Engel be offered a thirty-minute slot sometime in the next two days.

Investigators find the Daedalus Institute at the end of a long road leading into the Sonoma Mountain Range. The Institute is a single-story facility with modern architecture that seems to grow out of its mountainous surroundings. A curved glass exterior runs along the front of the building. The Lobby, Cafeteria, and sitting area are all visible from the outside. The modern aesthetics contrast with a rock garden that makes up a courtyard and stretches around the building on both sides, beyond which the Institute is surrounded by trees.

Harper meets Investigators in her office. The room follows the modern décor of the rest of the Institute, but various items give it the feel of a museum. The room contains three bookcases. A low case behind Harper's glass desk and a larger case along a wall are filled with professional reference materials. In a reinforced metal cabinet with glass doors of the type designed to hold controlled substances, are visible several shelves of old-looking manuscripts and books (see **Part II: Counterstrike – The Daedalus Institute** for more information as to the cabinet's contents). Decorating the walls are a number of pieces of jewelry, hung as display pieces. Even a casual inspection reveals that they appear of a similar origin to the Cynosure. A stained-glass skylight of geometric shapes fills the room with colored light. A small refrigerator hums nearby, and contains medications. A couch provides space for patients to sit or lie down. Five mid-century modern curved chairs are arranged around the room.

After greeting Investigators, Harper will immediately seek to take control of the conversation. She will try to get as much or more information out of Investigators (who they are, their motivations, next steps, etc.) as she will reveal herself, deflecting questions by reference to doctor-patient confidentiality (which she will contend, not entirely incorrectly, as surviving Kathy Bell's demise). If they can get a word in, Harper is willing to speak to the following topics. If at any point the conversation veers into topics Harper would rather avoid, she will abruptly declare that she needs to prepare for her next patient.

- **Kathy Bell:** Harper will disclose that Bell started seeing her in early February. Harper diagnosed her with clinical depression. Bell showed remarkable improvement about one month ago leading her father to ask that she be allowed home. Harper will withhold any further information as privileged (and because it would incriminate her), but admits that she regrets agreeing to Bell's father's request.
- **Kathy Bell's last words:** While Harper feigns ignorance, a **Psychology** roll makes clear that Harper recognizes Bell's last words.
- **Harper's background:** Harper will avoid in-depth discussion of her own background. If pressed, she will describe herself merely as a professional seeking to use her psychiatric training to help victims who have suffered the same type of trauma she herself has suffered.
- **Occult texts and Office Decorations:** Harper will dismiss the texts and artifacts she has as an outgrowth of her upbringing and love of old tomes, which she collects as a hobby. She will deflect further questions about the artifacts as trinkets acquired over the course of her travels with her adoptive mother throughout the Near East. She will react strongly to any suggestion that she stole these artifacts.
- **The Cynosure:** Investigators may elect to show Harper the Cynosure, if they have discovered it in Kathy Bell's room. Harper will clearly recognize it and claim ownership. She will ask Investigators if they have looked inside. Investigators who do, will have all the associated experiences. While Investigators are distracted, Harper may try to claim the box, though she may wait until the time allotted for their appointment expires to end the interview. Only if Investigators threaten violence or have evidence that she is not the rightful owner will Harper desist.

Encounters in the Institute

While Investigators are at the Daedalus Institute, possibly while waiting for their appointment with Dr. Harper, they may have a number of encounters with the Institute's patients. Investigators should have the opportunity to at least encounter Florence "Flo" Sanders, as it will inform a subsequent encounter (see **Part II: Counterstrike - A Midnight Visit**). Sanders will inquire after the Investigators' well-being and if asked in turn will respond that it is lonely being old, but, adding wryly, that then again it is also lonely being young. Other possible encounters include seeing Simon Chance come stumbling through the lobby, clearly intoxicated, on his way to his room, or seeing Dana Crawford leaving the Institute in her park services jeep.

FURTHER RESEARCH

Investigators may pursue a number of additional leads through publicly available sources. The below reflects a selection of information Investigators may uncover through visits to the library, public records offices, and other sources, combined with successful rolls in **Library Use**, **Law**, **Accounting**, or other appropriate skills. Each topic and the corresponding skill roll takes up roughly half a day of an Investigator's time. Investigators may always opt to spend additional time researching, entitling them to additional skill rolls, or rolls with Advantage. Generally, Investigators who spend additional time researching should be rewarded with additional pieces of information, even if they do not make the requisite Hard or Extreme success rolls.

- **Kathy Bell**: Investigators researching Kathy Bell may receive **Player Handout #12: Bell Abduction and Rescue**. A Hard or Extreme success will further suggest to Investigators that it may be worthwhile to research the history of the famous Camellia House, the site of the standoff, which was the site of not one, but two fires. Investigators should be provided Advantage on relevant skill rolls in connection with Camellia House (see below).

PLAYER HANDOUT #12: Bell Abduction and Rescue

“Standoff Over Abducted Teen Ends in Fire,” Sacramento Herald (January 8, 1994)

A standoff between California state police officers and a supposed artist colony operating under the name “The School of Dream” at the historic Camellia House ended in tragedy after officers stormed the estate in search of abducted teenager Kathy Bell. Officers acted following concern over the teen's continued well-being in the care of what authorities are terming a religious cult. Kathy Bell had been abducted by her mother, Elanor, from the home they shared with father and local bank manager, Mark Bell.

Police officers reported encountering armed resistance within the building. While no officers were injured during the assault, members of the “School” are described as having set fire to the building rather than permit their arrest. Firefighters battled the blaze for several hours. Preliminary reports suggest that the fire was premeditated and may have been part of some kind of religious ritual, though whether its uncontrolled burn was intentional or not remains unknown.

Police were successful in rescuing Kathy Bell, who suffered minor injuries, and is recovering with her father.

- **Camellia House**: A Regular success provides Investigators with information on the standoff between police and the School of Dream, and the ensuing fire (see **Player Handout #12: Bell Abduction and Rescue**). A Hard success will uncover information about an earlier fire at the estate. (**Player Handout #13: Camellia House Destruction**).

PLAYER HANDOUT #13: Camellia House Destruction

“Blaze at Camellia House Claims Two, Leaves Orphaned Girl,” California Chronicle (October 11, 1963)

A fire at the famous Camellia House has resulted in the destruction of half the estate, and the death of Brandon and Shireen Harper. They are survived by their thirteen-year-old daughter, Ainslee, who escaped the fire. The cause of the fire remains unknown, but officials believe it began in the Harpers' bedroom, and was likely the result of a cigarette not fully extinguished before the couple went to sleep. Officials made clear that there has been no indication that the fire was a result of foul play. Officials further dismissed any suggestion that the fire may have been caused by the Harpers themselves, as part of any of the activities rumored to have occurred during the couple's residency.

It is expected that daughter Ainslee will be taken in by relatives on her mother's side. The future of Camellia House itself remains unclear. While much of the Estate was burned, the fire was contained before the entire building could succumb, in particular the most famous part of the Estate, its “Lighthouse.” The Harpers had inhabited the historical residence for almost two decades and had invested significantly in restoring it to its Prohibition-era condition, when it served as a gateway for keeping the state of California among the wettest in the Union.

An Extreme success will further reveal information about the estate's renovation in 1949 (**Player Handout #14: Reopening of Camellia House**). Investigators who have also researched Dr. Harper or the Daedalus Institute, may, on an Extreme success, further find financial records showing that Camellia House was sold following the fire that killed Harper's parents (eventually being purchased by the School of Dream), and that the funds went into a trust fund that ultimately reverted to Harper, and helped provide the funds necessary to construct the Daedalus Institute. Investigators will not find any information regarding the Lighthouse, other than it was constructed sometime in the 19th century and then abandoned until incorporated into Camellia House. Investigators who become fixated on that part of the building may be assured either that they have discovered all relevant information, or, alternatively, the Keeper may choose

to flesh out the history of the Lighthouse further, detailing its use by Deep Ones and their human allies.

PLAYER HANDOUT #14: Reopening of Camellia House

“Camellia House Renovations Complete,” The Republican (January 1, 1949)

The Harper Family celebrated the completion of renovations to the historic Camellia House in style at a New Year's celebration on Friday. Guests were not put off by the Harper's reputation as supposed “occultists,” though this correspondent admits that Brandon and Shireen Harper wear that label proudly and make no secret of their prior affiliation with the so-called “Agape Lodge” and correspondence with business man and scientist Jack Parsons. The celebration certainly featured its share of unusual and surprising paraphernalia. It was all in good fun, however, and guests appeared to enjoy the bacchanal atmosphere conjured by their hosts, as well as the curated tour of the previously sealed rum runner tunnels beneath the estate and its signature “Lighthouse.”

- **Dr. Ainslee Harper:** On a successful skill roll, Investigators can find basic information about Harper, including date of birth (October 11, 1950), undergraduate studies (B.A. in psychology, Crowley College, 1974), doctoral studies and residency (doctorate in osteopathic medicine, Crowley College, 1979), and work history (California Department of Corrections, among others). A Hard success will further reveal newspaper articles relating to the death of Harper's parents (see **Player Handout #13: Camellia House Destruction**). An Extreme success will further reveal information about her parents (see **Player Handout #14: Reopening of Camellia**

House), as well as that Harper was adopted by her aunt, Banu Nor, a professor at Crowley College.

- **Daedalus Institute:** A Regular success is sufficient for Investigators to learn that construction on the Institute began in 1988, and was completed in 1989. The Institute provides residential and outpatient services for a range of psychiatric disorders. With a Hard success, Investigators further learn that the Institute has built a reputation for helping kidnapping and hostage victims. It is best known, however, for providing former members of religious cults with exit counseling and deprogramming. An Extreme success provides Investigators with a layout of the facility, as well as that construction was complicated as a result of geological instabilities in the foundation (which is to say, natural caves that had to be filled with cement).
- **Cthugha:** A Regular success will reveal that the word Cthugha refers to a deity loosely associated with fire worship, in particular sects in the Near East, pre-dating Zoroastrianism (circa 700 B.C.E.). Cthugha as a deity or a cosmological concept is associated with fire, purity, destruction, cleansing, and community. A Regular success will further reveal that Professor Banu Nor is hosting a lecture titled “Inheritors of the Light,” on May 14, 1994, at Crowley College, on Zoroastrianism. A Hard success reveals that the worship of Cthugha has survived into modern times, at least anecdotally, with rumors of fire worshiper sects conducting human sacrifices in parts of India as recently as fifty years ago. An Extreme success reveals that sects associated with Cthugha have been defined in opposition to other religious fringe sects, and violence between them has been documented.



PART II: COUNTERSTRIKE

Some say the world will end in fire,

Some say in ice.

From what I've tasted of desire

I hold with those who favor fire.

But if it had to perish twice,

I think I know enough of hate

To say that for destruction ice

Is also great

And would suffice.

—"Fire and Ice " by Robert Frost

Part II commences once Investigators have realized the connection between Dr. Harper, Kathy Bell, and the Daedalus Institute, and have opened the Cynosure and begun exploring the Lighthouse. Harper, alarmed by the Investigators' progress, instructs one of her patients to eliminate them. The remainder of Part II covers locations Investigators may visit following the attack (if they have not visited them already) to uncover evidence to stop Harper.



A MIDNIGHT VISIT

On Harper's instruction, or possibly on her own initiative, Daedalus patient Florence "Flo" Sanders (who Investigators may have met during their initial visit to the Daedalus Institute, will go to the Investigators' home or motel, ideally when several of them are present, to immolate herself and kill them.

While it is certainly possible for Flo to immediately "ascend" and summon the fire vampires inside her, Sanders may take this opportunity to talk to Investigators and try to dissuade them from continuing their Investigation. In so doing, Sanders is very forthcoming, and willing to share her tragic background (see below), as well as inquire after Investigators' own losses fighting the Cthulhu Mythos. If Investigators have not yet looked inside the Cynosure, Sanders may encourage them to do so in order to understand Harper's motivations.

Talking with Sanders is a good opportunity for Investigators to understand the motivations of one of Harper's Little Torches, knowledge that may be useful when Investigators later confront Harper and the rest of her patients. Sanders ultimately hopes Investigators achieve the same peace of mind she herself has found. She welcomes her oncoming "transformation." While Investigators may not realize it, there is a war being fought, Sanders explains. Some, like her, have to leave their humanity behind, so that the light of their new forms may protect humanity from the coming darkness.

I often feel like an ant at a picnic, that's how little I matter. But you know what happens when you point a magnifying glass at an ant on a sunny day, don't you? It shines!

- Florence "Flo" Sanders

If at any time Investigators actively try to stop or restrain Sanders, she will ignite, immediately summoning a number of fire vampires equal to the number of Investigators present. Knocking her unconscious brings about the same result. If Investigators succeed in talking her out of her intended fate, she will nevertheless, to her own horror, immolate, and summon the fire vampires, anyway.

The summoned creatures will first attack the Investigators indirectly by setting fire to the surroundings. If Investigators attempt to escape, the creatures will attack directly.

Florence “Flo” Sanders

Although she appears to be in her late 70s, Florence “Flo” Sanders is in fact only 21 years old. Three years ago, her father, an antiquities dealer, dropped an antique urn, shattering it, and releasing a spirit within which aged her father several thousand years in a matter of seconds. The spirit proceeded to kill the rest of Sanders's family before vanishing. While Sanders herself successfully hid, mere proximity to the thing aged her to her present state. In the aftermath, no one believed Sanders was who she said, and she briefly was accused of murdering her own family, before being dismissed as a vagrant. Sanders became homeless and indigent until she came to the attention of Dr. Harper, who welcomed her to the Daedalus Institute.



THE DAEDALUS INSTITUTE

Following an initial visit with Dr. Ainslee Harper, and the attack by one of her patients, Investigators may wish to return and explore the Daedalus Institute in greater detail. This may be accomplished by requesting a tour (which can be provided by staff), posing as a potential patient (or even seeking admittance as such), or more clandestine means.

Layout

The main floor of the Institute is made up of two wings accessible through the Lobby. One wing contains the rooms of resident patients, a staff room, as well as a cafeteria and small kitchen area. The other wing contains a recreational space and

sitting area. Access to the rest of the wing is restricted by an electric door secured by a simple combination lock. The combination is known to all staff, as well as some patients (including all of Dr. Harper's Little Torches). Beyond the security door, the wing contains a medical examination room, group therapy room, a reflection and meditation room, Dr. Harper's office, and a maintenance and utilities room. In addition, the Institute's grounds include a rock garden, exercise space, outdoor swimming pool; and trails through the surrounding wilderness.

Unbeknownst to the regular residents of the Institute, including most of the staff, the Institute continues underground. Hidden behind a locked metal latch in the floor of the utility room, a tunnel provides access to the building's plumbing, but also descends further into a series of natural caverns that contain the Institute's “permanent residents.”

West Wing & Lobby

- **(1) Lobby:** A long curved desk runs much of the length of the lobby looking out through the glass exterior walls. Office supplies are accessible through in-wall drawers that extend out at a push. A nurse or orderly is here at all hours. An unsecured door leads into the West Wing, while a passcode-protected door leads into the East Wing. Open doorways lead into the cafeteria in the West Wing and a Recreational space in the East Wing.
- **(2) Cafeteria:** Five circular tables make up the cafeteria, attached to which is a small kitchen and pantry area where an orderly prepares meals. Additional tables and chairs are outside through adjoining glass doors.
- **(3) Unoccupied Patient Rooms:** There are a total of eight rooms. Each is simply made up, with minimalist artwork, a bed, desk, chair, closet, and bathroom. Currently, only two are occupied (see below).
- **(4) Florence “Flo” Sanders' room:** Sanders' room looks in many respects like that of a teenage girl and Investigators who have been in Kathy Bell's room may note a superficial resemblance between the two. A few posters of bands and musicians are tacked on the walls. A heart-shaped mirror hanging on one wall has taped to its center a photograph of a teenage girl. A **Psychology** or **Idea** roll suggests the girl in the photo and Sanders are related (but will not reveal that they are, in fact, the same person). At the Keeper's discretion, this room may also have laying on the desk a model copy of the puzzle that Investigators may have encountered inside the Groundfloor of the Lighthouse (see **Part III: Dreams in the Lighthouse – Groundfloor**). Investigators should receive **Player Handout #6: The Stairs**, if they realize the connection and practice solving the Lighthouse puzzle with the copy. This can be accomplished by an **Idea**

roll every hour the puzzle is attempted, first at Extreme, then Hard, then Regular difficulty.

- **(5)** Simon Chance's room: The furnishings in this room are spartan, and the room initially looks unoccupied. Closer inspection reveals a pair of male dancing shoes hanging in the closet. At the Keeper's discretion, as with Sanders' room, a replica of the Lighthouse puzzle may be found in Chance's desk.
- **(6)** Kathy Bell's former room: The room has been stripped and not made up again. The wastepaper basket has not been changed however, and Investigators searching through the crumpled-up paper will find several sheets with lines drawn on them, like a maze. Reviewing these sketches provides Investigators **Player Handout #5: The Path**.

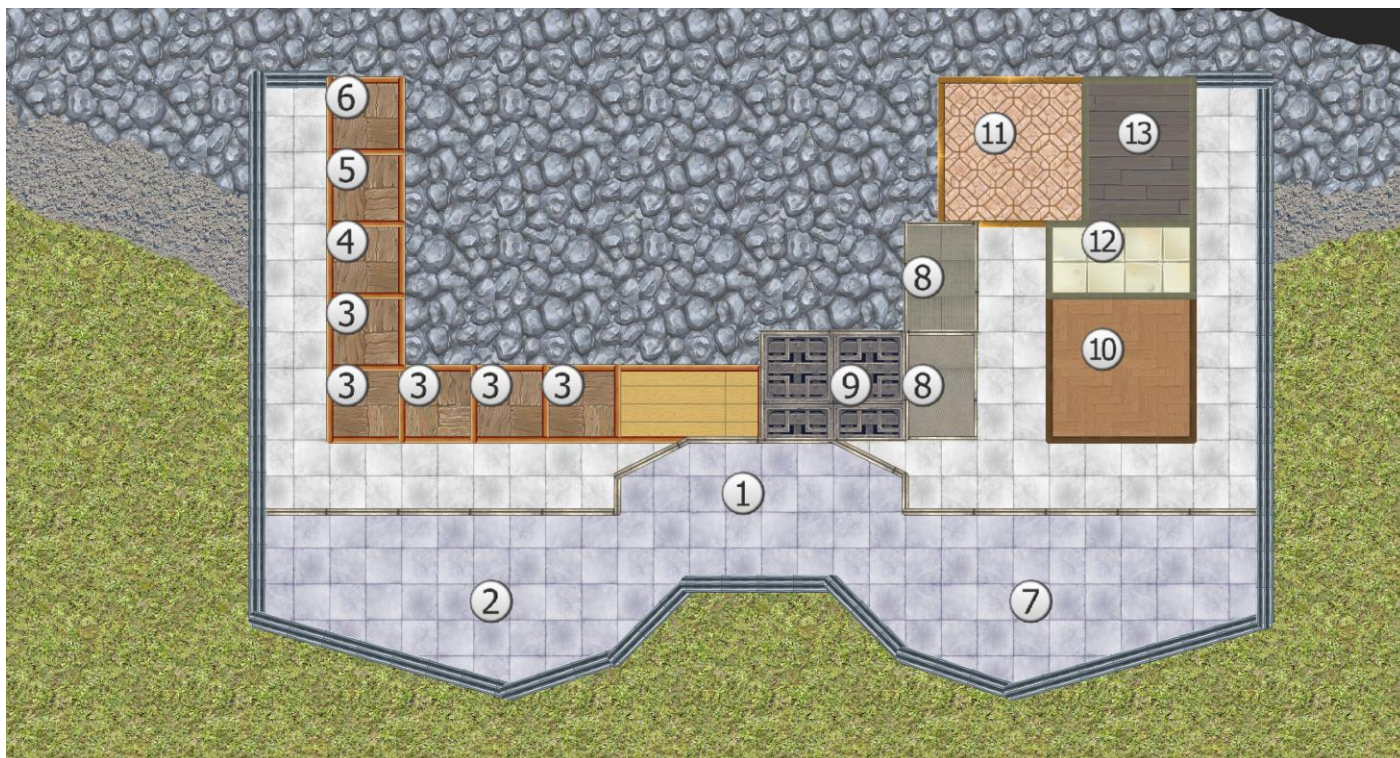
East Wing

- **(7)** Recreational space: The only part of the East Wing freely accessible from the Lobby, this area contains several bookshelves with a collection of mundane fiction and non-fiction works, as well as tables for chess sets, ping pong, and other games.
- **(8)** Bathrooms: Immediately through the secured Lobby door, there are separate restrooms for men and women.
- **(9)** Utilities Room: Past the bathrooms is the building's utilities room, which contains everything necessary to keep the building running, including the water main, circuit breaker, and water boiler. There is also a floor grate to the building's internal plumbing, secured by a padlock, the key to which is kept in Dr. Harper's office. The tunnel beneath the floor grate leads to the area beneath the Institute, including the Permanent Resident rooms.
- **(10)** Group Therapy Room: This spacious room is topped by a dome. Chairs are arrayed in a circle in the room's center, with pillows, balls, and other therapeutic tools along the wall.
- **(11)** Reflection room: This room has a skylight, but no other windows. Three pieces of art, hanging in the center of the three walls opposite the entrance, each depict some version of a maze. A single chair in the center of the room faces away from the door. Investigators who examine any of the paintings will receive **Player Handout #5: The Path**.
- **(12)** Examination room: This room contains the Institute's pharmacy (locked, but accessible to nurses and Dr. Harper), a bed with straps, and medical equipment (including for electroconvulsive and hydro therapy).

- **(13)** Dr. Harper's Office: See earlier description in **Part I: The Burning of Kathy Bell – Meeting Doctor Ainslee Harper**. Additionally, a careful examination of the sealed glass cabinet reveals that it is temperature controlled, locked, and contains a number of occult and Mythos tomes. These include first editions of the *Golden Bough* (**SAN** 1D2, **Occult** +5) and *Isis Unveiled* (**Occult** +6), and a copy of the *R'lyeh Text* (**SAN** 2D6, +10 **Cthulhu Mythos**), though Keepers may add any additional volumes they consider appropriate. A key to the cabinet and the locked floor grate in the Utilities Room is in Dr. Harper's desk, along with a copy of the puzzle Investigators may have encountered on the Groundfloor of the Lighthouse. See above description of Florence "Flo" Sanders Room for further information as to the puzzle.

Grounds

Immediately outside the Daedalus Institute there is a small parking lot for resident, staff, and visitor use, as well as an exercise space, and a small outdoor swimming pool. The Daedalus Institute is also surrounded by a rock garden. Miles of trails wind their way through the rock garden and the wilderness around the Institute as though through a labyrinth without walls. **Archaeology** or **Science (Geology)** skill rolls reveal that the rocks are all of volcanic origin, though this area itself is not known for any recent volcanic activity. Investigators who take the time to explore the trails will receive **Player Handout #5: The Path** as the labyrinth beneath the Lighthouse matches that of the trails around the Institute. Investigators specifically searching for hidden entrances or natural caverns and succeed at a **Luck** roll will find a purposefully hidden cave opening about half a mile from the Institute leading to the Permanent Resident rooms beneath the Institute.



Beneath the Institute

Accessible through the locked floor grate in the Utilities Room or by searching the woodland trails around the Institute, the hidden Permanent Resident rooms are actually four natural interconnected caverns. Motion-sensitive lights activate as Investigators enter from inside the Institute and provide limited illumination.

- First Chamber: The utility tunnel underneath the Institute ends in a brick wall that has been broken through, and exits into an open cave with chains and manacles embedded in the rock. A thick viscous brownish substance covers the chains, and is also splattered across floor and cave walls (**SAN** 0/1).
- Second Chamber: This cavern is outfitted with some basic furniture and an electric kitchenette. The ensemble looks as though someone had made an effort at playing house, here beneath the Institute. The appliances are all in poor condition. An inactive generator rests nearby, next to a seemingly discarded crib. During daytime hours, this room is filled by a family of ghouls. During nighttime, the family is out scavenging.
- Third Chamber: This room contains several dozen electric candles, some of which flicker and others that have already died. They surround a seven-foot-tall painting depicting an open mouth locked in a scream. A person is painted as though trying to crawl out of the mouth and the painting. A metal plate with candy and energy bars, and bottles of water, is placed a few feet in front of the painting.
- Fourth Chamber: The last cave contains a subterranean natural pool of water that drains into other water-filled caverns. It houses “Alberto,” an unfortunate in the later stages of transforming into a Deep One. He will attempt to resist attacking any Investigators that come upon him, but is not otherwise restrained and may not be able to control himself. The cave continues and ultimately exits into the woods surrounding the Institute.

Staff

By day, the Institute is serviced by two nurses and three orderlies. At night, only a single nurse and orderly are present, though Dr. Harper, as the only resident physician, is often at the Institute late into the evening. A janitorial team comes once a week for any cleaning not taken care of by the orderlies.

- Day shift: Nurses Jessica and Denise Engel, sisters and identical twins, assist Dr. Harper with patient care on most days. They are aware that Harper uses untested experimental therapeutic techniques, but are unaware of the truth of Dr. Harper’s practice. Of the three daytime orderlies, Joel Studer and Coel Apsar suspect that more is going on at the Institute than Dr. Harper lets on. However, they each have criminal backgrounds, and regard their positions with the Institute as invaluable second chances they dare not squander. The last orderly, Anita Gonzales, the unofficial head of the orderlies, is aware of the truth, and has even assisted in taking care of the Institute’s Permanent Residents. She regards Dr. Harper

(correctly) as possessing magical powers and reveres her.

- Night shift: Nurse Cade Fall and Orderly Jason Dwyer work most nights. Both have had their own Mythos experiences. They are fully aware of the Institute's true purpose, and support Dr. Harper without question. Unbeknownst to Harper, they have also begun a quiet courtship.

Patients

Dr. Harper provides care to about a dozen out-patients, as well as care to two in-patients (Florence "Flo" Sanders and Simon Chance). None are confined to the Institute's grounds. Police officer Harlem Banks is a former in-house patient. Dana Crawford is another former in-patient, but still comes in for weekly therapy sessions. Other former patients include Alex Wu (killed in the course of murdering Crowley College Professor of Medieval Studies Winston Larimee, along with Larimee's family), Heather Prinn (killed in an attempted arson attack on a Mariner's Church near Boston, Massachusetts), and Hanna Caulfield (killed after infiltrating the School of Dream and igniting herself during the police standoff).

The Institute's permanent residents include "Alberto," an amnesiac undergoing transformation into a Deep One hybrid, and "Nathan" a seemingly ordinary man trapped in a painting, but who is able to occasionally escape (though always to be dragged back into the painting by invisible forces 24 hours later). A family of three ghouls also reside in the Second Chamber beneath the Institute, but are only present during daytime hours, and are otherwise out scavenging.

The Institute's remaining empty patient and permanent resident rooms, and even Dr. Harper's out-patients, are available for Keepers to fill with their own creations. Keepers should decide for themselves how large a role the Institute's patients will play in their games. While not critical to the Investigation, the patients exist to provide added background to Harper and the Daedalus Institute, and provide a ready basis on which Investigators may have Harper arrested or discredited.

I called it Daedalus, because that's who I thought I was. But more and more I see, that I'm no Daedalus, crafting wings of wax. Nor am I his son, Icarus, flying higher and higher. No, I understand now. I am the sun. I am the flame.

- Ainslee Harper

CAMELLIA HOUSE

It is possible that Investigators will decide to visit Camellia House, site both of the fire that consumed the School of Dream, and the fire that killed Dr. Harper's parents. Investigators may do so to learn more about Kathy Bell's kidnapping, Harper's childhood, or the School of Dream.

What is left of Camellia House makes clear that it was a large mansion composed of two wings (one severely damaged by fire), situated near the coast, with its own marina, and adjacent "Lighthouse," which pre-dates the mansion itself. Public records show that one wing of the mansion burned in the fire that claimed Harper's parents' lives, was rebuilt when the School of Dream acquired the property, and then burned down again during Bell's rescue, along with much of the rest of the estate. Investigators may deduce that Harper planted the first fire herself, and indirectly caused the second through her patient, Hanna Caulfield.

Investigators can search through the remnants of the mansion, as well as ascend the Lighthouse, which appears undamaged, but has been hollowed out. At the Keeper's discretion, Camellia House's Lighthouse may still contain a sculpture of the puzzle located inside the Groundfloor of the Lighthouse (see **Part III: Dreams in the Lighthouse**), providing Investigators the opportunity to receive **Player Handout #6: The Stairs**.

Investigators searching the remains of the building for the source of the fire that broke out during the School of Dream's standoff with police, may, with appropriate skill rolls, discover that the fire appears to have started in multiple locations simultaneously, similarly to the fire at Crowley College. The more intact parts of the mansion have been thoroughly looted, but still hint at the grandeur of what the mansion must have been like following its renovation in 1949. Investigators may also discover boarded up openings in the building's basement leading to tunnels formerly the providence of rum-runners during the Prohibition era that exit out to the Pacific Ocean. Curiously, the fire that consumed the School of Dream appears to have made its way into these tunnels as well, and Investigators may find the skeletal remnants of beings not entirely human (**SAN 0/1D2**).

Daytime visits, Nighttime visits

Investigators visiting Camellia House during the day may find signs of recent activity, such as a smoldering fire pit, sleeping bags, and refuse. Investigators will also find curious works of art composed of painted and sculpted bits of debris, such as rooms painted in spirals of dark green and blue, and broken beams arranged in crosses and other patterns. Despite extensive damage, the building remains in use. This is the result of a newly-formed artist colony, made up of former members of the School of Dream who were not present during the police standoff, and other Crowley College students, including potentially Kathy Bell's former girlfriend, Sky Meadows (see **Part I: The Burning of Kathy Bell – Sky Meadows**).

Investigators who visit at night, will encounter the members of this new artist colony. The “artists” do not pose an immediate threat and, if Investigators properly introduce themselves, will not regard the Investigators with hostility. They do not, however, have much information to share, other than that the old mansion provides them with a great place to meet up, and serves as inspiration for their artistic pursuits.

Keepers may determine whether or how great a red herring the newly-formed artist colony at Camellia House poses. The colony may serve as nothing but a target for police officer Harlem Banks to destroy (see **Part III: Dreams in the Lighthouse – The Police Car Door**), potentially while Investigators are exploring Camellia House. Alternatively, the artist colony may be a true continuation of the School of Dream, in active worship of Cthulhu, and in communication with Deep Ones traversing the old rum-runner tunnels underneath the mansion.

At the Keeper's discretion, Investigators may also encounter Professor Banu Nor, either during the day or at night. If encountered during the day, Nor is likely visiting the estate to reminisce, as it was this event that resulted in the death of her sister, Shireen Nor, and in Nor adopting her sister's daughter, Ainslee Harper. Alternatively, if encountered at night, Nor may be meeting with the artist colony and supporting their activities, given Nor's own connections to the worship of Cthulhu.



PART III: DREAMS IN THE LIGHTHOUSE

*Out of a fired ship, which by no way
But drowning could be rescued from the flame,
Some men leap'd forth, and ever as they came
Near the foes' ships, did by their shot decay;
So all were lost, which in the ship were found,
They in the sea being burnt, they in the burnt ship drowned.*

—"A Burnt Ship" by John Donne

Part III details the consequences of Investigators looking into the Cynosure. Investigators will begin experiencing a series of dream sequences featuring a Lighthouse, ultimately culminating in a confrontation with Dr. Ainslee Harper. The first time an Investigator looks into the Cynosure they will be **Touched by Cthugha** (see **The Cynosure - Touched by Cthugha**). They will also receive **Player Handout #8: The Outside**. Subsequently, whether by looking into the Cynosure or sleeping, they will, once per day, enter the Cynosure's dreamscape, continuing in whatever part of the Lighthouse they last ended. By

traversing the different sections of the Lighthouse, Investigators will accumulate clues to help stop Harper and her patients. Completing all sections of the Lighthouse will also present Investigators with the opportunity to extinguish Cthugha's spark inside the Cynosure, rendering the artifact inert, and concluding the Investigation.

Player Handout #8: The Outside, **Player Handout #9: The Groundfloor**, and **Player Handout #10: The Tower**, represent the different parts of the Lighthouse, and present Investigators a series of choices in a choose-your-own-adventure-style format. Incorrect choices will typically be accompanied by an Investigator again being **Touched by Cthugha** or suffering **SAN** loss, while correct choices will permit Investigators to explore further into the Lighthouse. Investigators may also discover shortcuts that enable them to more easily advance within the Lighthouse. These are **Player Handout #5: The Path**, **Player Handout #6: The Stairs**, and **Player Handout #7: The End**. Except for the final dream sequence, constituting the Investigation's climax, Investigators always experience the dream sequences individually. They should not be permitted to coordinate their actions until after they awaken, when they can compare notes. Each dreamer must face their dream, and its consequences, alone.



Discovering the Path, the Stairs, and the End

<p>Player Handout #6: The Path</p>	<p><i>The twists and turns speak to you. You feel you could close your eyes and retrace your steps perfectly.</i></p> <p>“The Path” represents knowing the way through the labyrinthine caverns beneath the Lighthouse, although this may not be immediately apparent to Investigators. Knowledge of the Path can be freely shared among Investigators.</p> <p>The following may result in discovering “The Path”:</p> <ul style="list-style-type: none"> • Successfully traversing the caverns and evading the Light in the Outside; • Allowing the Light in the caverns to enter oneself; • Walking the trails outside the Daedalus Institute; • Examining the maze paintings inside the Daedalus Institute's Reflection Room; or • Finding the crumpled-up hand-drawn maps in Kathy Bell's room at the Daedalus Institute.
<p>Player Handout #7: The Stairs</p>	<p><i>You feel as though a lock has opened in your mind. You remember stairs spiraling upwards, but can't recall seeing those stairs before.</i></p> <p>Discovery of “The Stairs” reflects Investigators knowing how to solve the geometric puzzle located in the middle of the Groundfloor of the Lighthouse. Solving the puzzle activates the stairs inside the Lighthouse and permits Investigators to access the Tower. Knowledge of how to solve the puzzle may be shared among Investigators.</p> <p>“The Stairs” can be found through any of the below:</p> <ul style="list-style-type: none"> • Solving the puzzle in the center of the Groundfloor of the Lighthouse; • Solving the model of the puzzle in Simon Chance's room at the Daedalus Institute • Solving the model of the puzzle in Kathy Bell's room at the Daedalus Institute; • Solving the model of the puzzle in Dr. Harper's desk at the Daedalus Institute; • Solving the model of the puzzle that is in the possession of Dana Crawford or police officer Harlem Banks; • Solving the model of the puzzle in the real-world Lighthouse in the ruins of Camellia House; or • Being instructed how to solve the puzzle by any of Harper's Little Torchers or Harper herself.
<p>Player Handout #8: The End</p>	<p><i>A welling of anxiety floods up within you. You've seen the End. It is coming and it is inevitable.</i></p> <p>Unlike “The Path” and “The Stairs,” discovering “The End” is a realization triggered by a traumatic event that then enables an Investigator to reach the Lantern Room at the top of the Lighthouse. Also, unlike the other two shortcuts, when “The End” is discovered is dependent on the Keeper's discretion of how Investigators are progressing. The End should only become available once at least one Investigator has made it to the Tower and realized that the stairs going up to the Lantern Room are never-ending. At the Keeper's discretion, once one Investigator has discovered “The End” all Investigators can ascend to the Lantern Room to the Investigation's climax.</p> <p>The following may result in discovery of “The End” assuming Investigators have already explored the Tower:</p> <ul style="list-style-type: none"> • An Investigator is Touched by Cthugha for the fourth and final time; • Causing the death or arrest of Dr. Ainslee Harper, or otherwise discrediting her and closing the Daedalus Institute; or • Witnessing the immolation of Dana Crawford, Harlem Banks, or Simon Chase.

THE OUTSIDE

When Investigators first enter the dreamscape inside the Cynosure, they will receive **Player Handout #8: The Outside**. Investigators should privately inform the Keeper of their choice from the options provided in the handout. Investigators continue to enter the dreamscape in “The Outside” until they discover **Player Handout #5: The Path**, and reach **Player Handout #9: The Groundfloor**. From then on, Investigators entering the Dreamscape will begin there.



PLAYER HANDOUT #8: The Outside

You stand alone along a rocky shoreline. Above you, a black sky twinkles with a thousand stars. As you watch, they begin to extinguish, one by one. Around you, boulders the size of houses hold back equally great waves. Ahead, alone on a cliff face overlooking the black sea, stands a tower. A light at its top does not rotate, but casts its beam over the water, into the darkness. While no door is visible at the base of the Lighthouse, a path of flat stones winds its way down into a fissure in the rock. An orange glow is visible from the opening. You feel alone.

Inform the Keeper privately which of the following paths you pursue. At the same time, if this is the first time you are visiting “The Outside,” publicly share a moment in your Investigator’s life when they felt truly alone, and the circumstances accompanying that moment.

***Follow the shoreline** along the jagged peaks towards the base of the Lighthouse.*

***Go to the Light** by following the path of flat stones into the fissure towards the glow.*

***Enter the darkness** by walking into the fissure, but keeping away from the Light.*

Once all Investigators in the Outside have chosen, the Keeper should publicly share the consequences of each Investigator's choice. Note: if Investigators have not been sharing information, you may consider instead privately sharing with each Investigator their fate.

Following the shoreline

You walk along the shoreline. The sound of the waves against the rocks is deafening. Suddenly the waves are upon you as one of the rocks breaks free. The water drags you out with it, away from the shore and the Lighthouse. Your lungs fill with water as you are pulled deeper, and you begin to drown. The last thing you see is a titanic eye opening up before you. You wake up.

Investigators experiencing this nightmare awaken and suffer **Sanity** loss (SAN 1D3/1D6).



Going to the Light

You enter a large cavern in which hovers a single ball of flame. It comes towards you. Do you flee?

Investigators who attempt to flee, must succeed on **Dodge** rolls, with those succeeding awakening without negative effects. Investigators who fail their roll experience the sensation of being burned alive before awakening (SAN 1/1D3). Investigators who do not attempt to flee awaken with a warm feeling in their chests. They are **Touched by Cthugha** and receive **Player Handout #5: The Path**.

Enter the darkness

You avoid the Light and make you away along the dark places through a maze-like pattern of caves and tunnels.

Investigators who have **Player Handout #5: The Path** emerge in the Groundfloor of the Lighthouse and awaken. Otherwise, Investigators must succeed on **Extreme Archaeology**, **Navigate**, or **Natural World** rolls. If an Investigator succeeds, they receive **Player Handout #5: The**

Path, emerge in the Groundfloor of the Lighthouse, and awaken.

Investigators who fail have attracted the attention of the Light. A **Stealth** or **Dodge** roll is required to evade. Investigators who fail are caught by the searing ball of flame and feel burned alive (**SAN** 1/1D3) before awakening.

Investigators who successfully evade may make a Hard **Archaeology**, **Navigate**, or **Natural World** roll. Success and failure are as above, except that evading the Light now requires a Hard **Stealth** or **Dodge** roll.

Continue until the Investigator wakes up, decreasing the difficulty to find their way out and increasing the difficulty to evade the Light with each attempt. If the Investigator awakens without having discovered the Path, subsequent attempts to navigate the maze are made with Advantage, and receive a bonus die (though **Dodge** rolls to evade the Light are made as normal).

THE GROUNDLOOR

Investigators who make their way through the Outside will emerge into the Groundfloor. The first time an Investigator reaches the Groundfloor they awaken. They will need to risk looking into the Cynosure again or wait until next they sleep to explore (at which point they will receive **Player Handout #9: The Groundfloor**, though once having made it to the Groundfloor, the Investigator will always begin the dreamscape there.

Additionally, once one Investigator has received **Player Handout #5: The Path**, and assuming they share the information with other Investigators, Investigators traversing “The Outside” may automatically make it to the Groundfloor (although the first time they do so they will awaken per the above).

Keepers should provide the following instructions to Investigators exploring “The Groundfloor”:

PLAYER HANDOUT #9: The Groundfloor

You are in the circular groundfloor of the Lighthouse. The tower above you is hollow, but embedded in its walls are doors, dozens of them, at all elevations, and in all shapes and sizes. There are no stairs. In the center of the room, resting on a pedestal, is a curious stone artifact made of rectangular blocks of different sizes. It looks as though the different pieces could be manipulated.

If this is the first time you are visiting “The Groundfloor” publicly share a moment in your character’s life when they lost a thing or person that was important to them, and the circumstances accompanying that moment. Then inform the Keeper privately which of the following paths you pursue.

Open a metal trap door in the floor.

Open a police cruiser car door.

Open a public restroom door covered in neon graffiti.

Open a wood cabin door.

Open an ordinary-looking door.

Try to solve the puzzle.

After each Investigator has made their decision, the Keeper may refer to the appropriate sections below, and publicly read the results of their actions. Alternatively, if Investigators have not been sharing information, the below results may be privately shared with each Investigator following their selection.

The Metal Trapdoor

You pull open the metal trap door and descend a ladder. You’ve only taken a few steps before your foot breaks the surface of water bubbling up from below. A slug-like, barbed, tendril reaches out, wraps itself around your foot, and pulls you under water. You feel yourself ingested through a maw of jagged teeth. The teeth strip you of layers of skin, then flesh, then muscle, then bone, until you are gone entirely. You wake up.

Investigators experiencing this nightmare awaken and suffer **Sanity** loss (**SAN** 1D3/1D6).

The Police Car Door—Officer Harlem Banks

You are sitting in the driver's seat of a police cruiser. Looking back at you from the rear-view mirror are eyes that are not your own; one, a deep gray, the other, milky white. You are wearing the uniform of a police officer with the local precinct. Your face is unshaven. You see some kind of puzzle box resembling that in the Lighthouse lying in the dashboard glove compartment. A shotgun is propped against the passenger car seat. A map is open on the passenger car seat. Behind you, the backseats are filled with bright orange plastic canisters. Warning: Flammable" is prominently imprinted on each of the containers. The face in the mirror blinks rapidly and you wake up.

Going through the police car door will bring Investigators face to face with Officer Harlem Banks, one of Dr. Harper's former patients. Investigators may already have met Banks during the fire at Crowley College, or otherwise know him through local police contacts. Banks suffers from clinical depression and has suicidal tendencies, arising in part out of the everyday psychological trauma of his profession, and in part from repeat encounters with forces and entities he cannot explain, most dramatically the things he saw while helping storm Camellia House during Kathy Bell's rescue.

After Investigators wake up from the above vision, they may have a number of questions about the dream, in particular identifying Banks and his destination. By asking the appropriate questions, together with Regular successes on the below skill rolls, Investigators can learn the following information:

- **Spot Hidden:** A successful **Spot Hidden** roll reveals the officer's name from the name tag on his uniform as "Harlem Banks."
- **Law:** A successful **Law** roll reveals the officer's specific precinct and where he serves, based on information gleaned from inside the vehicle.
- **Navigation, Survival, or Natural World:** A Regular success reveals that Banks was looking at a local area map, the most notable feature being Camellia House.
- **Fast Talk:** Investigators may use the clues in the vision to gather more information at the local police precinct. A **Fast Talk** roll will identify Banks based on his description. A Hard or Extreme success will further reveal that he was working Inventory (the precinct's armory), but seems to have departed suddenly.

Investigators who infer or deduce Banks' destination may attempt to intercept him at Camellia House. Banks will arrive shortly after nightfall, and park his vehicle some distance away. Unless Investigators stop him, Harlem will dispense gasoline containers around the old mansion, then light them on fire once enough members of the newly-formed artist colony have arrived. As they flee through the narrow passage he intentionally left open, Banks will open fire using an assortment of armaments



withdrawn from the police precinct's armory.

If Investigators find themselves present in the wrong place, at the wrong time, Banks may open fire up on them as well. Banks cannot be reasoned with – he is too far gone and convinced of the necessity of destroying this "cult." The only non-violent strategy likely to succeed is convincing him that Dr. Harper has recalled him (**Fast Talk**). Otherwise, Investigators will have to disable him forcefully. If at any point Banks becomes injured, he will immolate and summon 1D3 fire vampires. If he is killed before he can do so, his body will instead combust, but will not summon forth any fire vampires. Investigators who witness Banks immolate himself may also receive **Player Handout #7: The End**.

Absent Investigator intervention, official reports of the incident will reflect that Banks responded to a fire at the property, and caught arsonists in the criminal act. If Banks perished, the official rendition of events will state that he perished either in the course of apprehending the arsonists, or attempting to rescue individuals caught inside the house.

If Investigators explore the police car door on the Groundfloor following the above events (whether Investigators witnessed them or not), they will find the door hot to the touch and, opening it, will be **Touched by Cthugha** and awaken.

The Graffiti Door—Simon Chance

You enter a dark corridor that seems to stretch your own body even as it continues on. The floor feels warm and leathery, while the sides of the tunnel become hard and the color of dull ivory. Light penetrates through splinter-like gaps. Through a thin membrane of tissue, you see a chaotic mess of graffiti and a bathroom stall. The toilet contains the undigested remnants of a last meal, along with a collection of wriggling eel-like worms. "Is it time,

yet?" a voice that seems to come from all around you, asks.

Investigators entering the graffiti-covered door meet Simon Chance, one of Dr. Harper's resident patients. Chance is a former professional dancer whose pursuit of physical perfection crippled his health, first through eating disorders, and then through experimental pharmaceuticals, which actually proved to be otherworldly parasites that have begun feasting on his internal organs. With his career at an end and his health failing, Chance is receiving treatment at the Daedalus Institute. When not there, he is out clubbing, which is also where he is when Investigators encounter him while exploring the Lighthouse.

Investigators experiencing the above must make a **SAN** roll (0/1), after which they have the opportunity to speak briefly with Chance before awakening. Chance will be surprised at hearing the Investigators. He will not reveal his location, but will express genuine interest in the Investigators. While he considers himself a lost cause, he believes in Harper and that he has a chance to ascend to another state of being if he can take enough others with him into the pyre that will be his final dance.

Aren't you tired of not mattering? Of being ignored by a Universe that couldn't care less whether you live or die? Don't you want to burn brightly, just once?

- Simon Chance

If Investigators subsequently again open Chance's door, read the following:

Bright flashes of purple and blue strobe lights blind you as you are twisted and spun through a mass of people. The club music is overwhelming: "This is all I've ever wanted," you hear a voice say, as you feel yourself grow uncomfortably hot.

Investigators have a narrow window in which to attempt to dissuade Chance from following through on his plan to immolate himself and cause a fire that (with the help of the summoned fire vampires) will cause the deaths of dozens of club patrons. Persuading Chance will be difficult: the approach most likely to succeed is to undermine his faith in Harper, and beg him to limit the destruction only to himself, rather than cause the deaths of those around him.

Investigators will have to be ready for Chance to challenge their own motivations as well, however, and what purpose they think they are serving. If Chance does immolate himself, Investigators may receive **Player Handout #7: The End**.



The Wood Cabin Door—Dana Crawford

You enter a log cabin. A shadow moves around the inside, materializing into a person when it stops in front of a mirror. A tired middle-aged woman wears a serious expression. She buttons up a beige uniform. The name tag in the mirror reads “Crawford” in reverse. Next to the mirror hangs a flyer displaying a complicated whirl of colorful symbols advertising some kind of festival. The woman sighs deeply. In one hand she holds a wooden puzzle resembling that inside the Lighthouse. In her other hand she holds a flask. The woman walks away from the mirror and again becomes a shadow, and leaves. You wake up.

Investigators who go through the Wood Cabin Door encounter Dana Crawford, a state park ranger. Crawford is an alcoholic whose addiction intensified following an encounter three years ago, when she saved a pair of hikers from a Dark Young, spawn of Shub-Niggurath. Therapy with Dr. Harper has helped her control her alcoholism, but at a terrible price. Crawford is now primed to sacrifice herself by attacking a Neo-pagan festival she believes to be a gathering of worshipers of Shub-Niggurath.

While Investigators do not have the opportunity to talk to Crawford, they may ask a number of questions (and make appropriate skill rolls) to learn that Crawford's uniform is that of a state park ranger (**Law**), the flyer is for a Neo-pagan festival called “A Gathering of Leaves,” currently happening in the area over the next several days (**Occult**), and that Crawford is on her way to do something she does not expect to walk away from (**Psychology**).

Investigators will only have a day or so to make their way to the festival to stop Crawford from burning it to the ground, along with the festival-goers. Crawford has used the authority conferred by her uniform to access the festival. She has seeded the periphery of the campground with fire accelerants. She intends to create a circle of fire around the campground, capturing as many festival attendees as possible within the circle, before igniting herself and releasing the fire vampires inside her.

Investigators attending the festival after having entered the Wood Cabin door should discover Crawford, drenched in gasoline, as she is about to light a flare to set herself and the campground on fire. Investigators may attempt to disable her with a contested skill roll in **Fighting (Brawl)** or a Regular success on a **Firearms** roll. Investigators may also attempt to dissuade her from her chosen course with relevant social skill rolls (likely **Intimidate** or **Persuade**, but potentially **Fast Talk** or even **Charm** depending on how Investigators approach Crawford), with the difficulty depending on how Investigators approach her. Crawford is convinced that between her age and her alcoholism, her life is effectively over. Investigators persuading her otherwise, even for the moment necessary to get the flare away from her, may attempt to make her realize she is about to commit mass murder, or that Dr. Harper is a fraud (or at least does not have her best interests in mind).

However Investigators disable Crawford, a search of her person (or her remains), reveals a replica of the puzzle in the Lighthouse. Watching Crawford immolate herself may also result in Investigators receiving **Player Handout #7: The End**.



The Ordinary Door—Florence “Flo” Sanders

Where the door associated with Florence “Flo” Sanders leads depends on whether Investigators have already encountered her at the beginning of **Part II: A Midnight Visit**. If Investigators have not, the Keeper may read out the following:

You step through the door and find yourself sitting in the center of a room. Above you, a stained-glass skylight filters sunlight and floods the room in a cascade of colors. Paintings hanging on the three walls around you each depict an abstract maze pattern. You realize each of the patterns is, in fact, the same, and mirrors the path through the caves beneath the Lighthouse. The realization wakes you.

Investigators who have not previously observed the similarity between parts of the Daedalus Institute and the maze must make **SAN** rolls (0/1).

If Sanders has already visited the Investigators and ignited, the Keeper may instead read out the following:

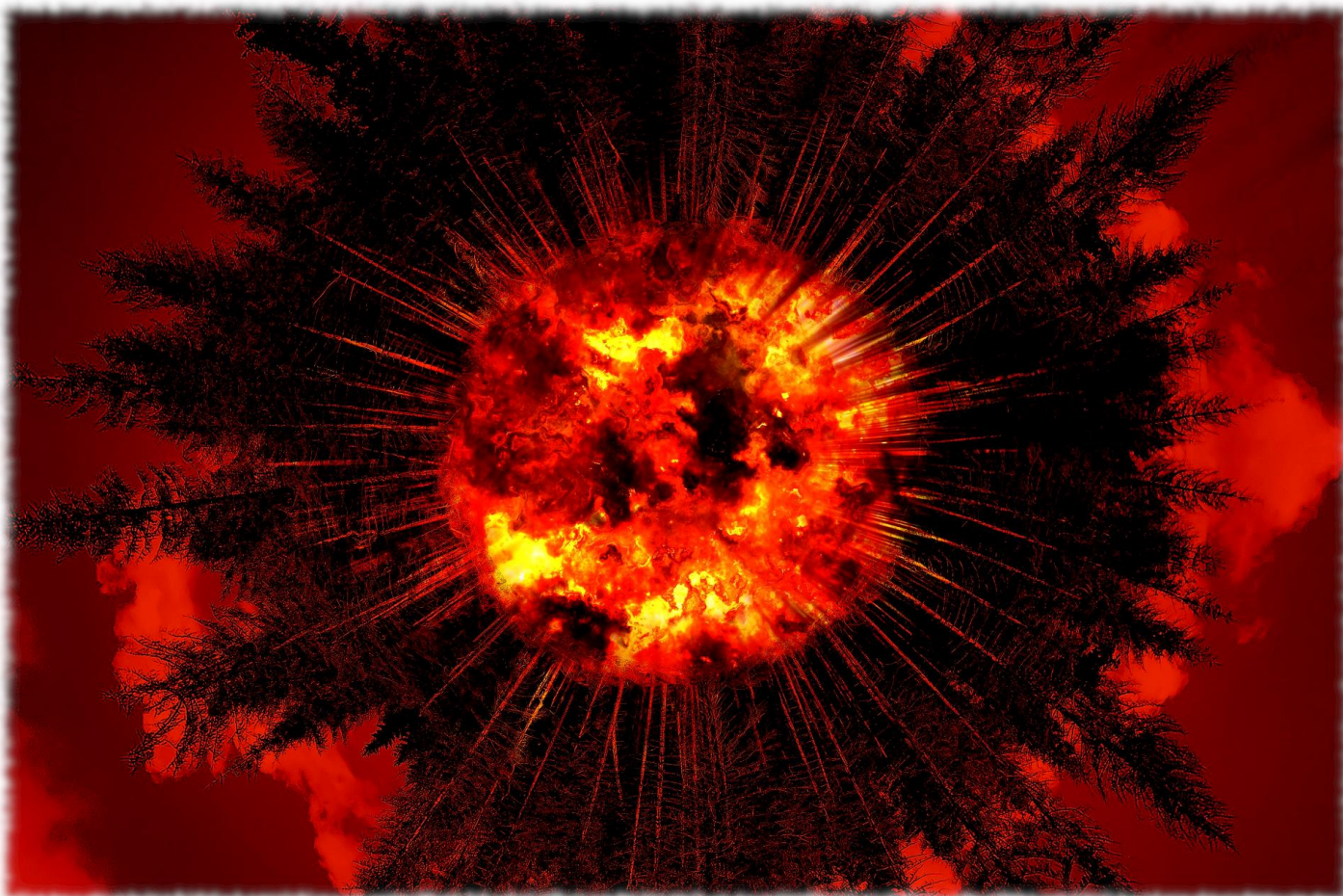
As you approach the door, you feel the heat that emanates from behind it. Too late you turn away as the door erupts towards you, bathing you in flame, and igniting your skin. You wake up.

Investigators who suffer this nightmare must make **SAN** rolls (0/1) and are **Touched by Cthugha**.

Solve the Puzzle

To exit the Groundfloor, Investigators will need to solve the puzzle in the center of the room. Investigators attempting to do so may attempt an **Idea** roll. The first time they attempt to solve the puzzle, they must roll an Extreme success. If they do, they receive **Player Handout #6: The Stairs** and awaken. When next they enter the dreamscape, they will begin inside “The Tower.” If they fail, the stone puzzle will heat up and from within will emerge a fireball that overtakes the Investigator and burns them. They are **Touched by Cthugha** and awaken. When next the same Investigator attempts the puzzle, they will require only a Hard success on their **Idea** roll.

Failure, however, results in the same outcome and again being **Touched by Cthugha**. Investigators who have found a replica of the puzzle (either in Simon Chance's or Florence Sanders's rooms at the Daedalus Institute, in Dr. Harper's office, in Dana Crawford's cabin, in Harlem Banks' police cruiser, or possibly in the Lighthouse at Camellia House), may make hourly **Idea** rolls per the above. If they solve the replica, they will realize the puzzle can be manipulated into the shape of circling stairs. They will receive **Player Handout #6: The Stairs** and then be able to solve the puzzle on the Groundfloor, and begin exploring “The Tower” immediately.



THE TOWER

Investigators who have received **Player Handout #6: The Stairs**, will, when next they dream of the Lighthouse, progress to **Player Handout #10: The Tower**.

PLAYER HANDOUT #10: The Tower

You are in the Tower, on a narrow set of stairs that circles upwards. You go up and all around the Tower. Then again, and again, and again. You keep passing the same window looking out at the black sea and an approaching storm. Every time you look out, the storm is closer. At the same time, you realize you are not alone. Following you is a glowing flame like that of a torch that has consumed its handle. The flame follows you up the stairs as the storm continues to close.

If this is the first time you are visiting “The Tower” publicly share a moment in your character’s life when it felt like things were never going to get better, when every choice was a bad choice and there was no hope. Then, privately inform the Keeper of your choice:

The Sea

The Flame

Keep running

Publicly, the Keeper may then read or describe the consequences of the choices for all the Investigators:

The Sea

You choose the sea. You stand before the window and wait. Not long after, the storm overtakes you. Sheets of rain pour through the window until you cannot tell what is the sea and what is the rain. The water pours up from below. As it does, a mass of barbed tentacles comes out off the water and in through the window. First one arm, then the other, is torn off, before what remains of you is crushed by the pseudo-pod. You awaken.

Investigators suffering this nightmare must make a **SAN** roll (1D3/1D6).

The Flame

You choose the flame. The torch light enters through your abdomen. From there, its heat radiates outwards, super-heating the air inside your lungs, and boiling the blood within your veins. You awaken.

Investigators suffering this nightmare must make a **SAN** roll (1/1D3) are **Touched by Cthugha**, and may receive **Player Handout #7: The End**.

Keep Running

You keep running up the stairs. You do not awaken.

If the Investigator has discovered **Player Handout #7: The End**, they reach a ladder leading up to a trapdoor, through which awaits the Lantern Room. If the Investigator has not discovered **The End**, then they have entered into a coma. They may make a **POW** roll once per day. On a Regular success, they may revisit their prior decision, and choose the Sea or the Flame, or to continue running. On a Hard success, the Investigator wakes up. Every day the Investigator remains in a coma results in them being **Touched by Cthugha** until they receive **The End** by virtue of having accumulated the requisite number of cards. Remaining in a coma for more than a day or two will, however, require medical intervention to avoid other adverse effects. If ever all Investigators are in a coma, they will discover **The End**, and proceed collectively to the Lantern Room. Any Investigator in a coma when other Investigators reach the Lantern Room will automatically join them.

THE LANTERN ROOM

Reaching the Lantern Room marks the climax of the Investigation. The Lantern Room should become accessible after Investigators receive **Player Handout #7: The End**. Unlike the previous areas of the Lighthouse, which Investigators have confronted alone, all Investigators dreaming will be present in the Lantern Room together. Keepers wishing to keep the Investigators together may have Investigators who first reach the Lantern Room enter a coma until the rest of the Investigators join them. Alternatively, the Keeper may allow all the Investigators to participate, understanding that any Investigator who would not otherwise be there is present only as a dream manifestation of the remaining Investigators (and consequently will not later be aware of the events in the Lantern Room, but also will not be subject to **SAN** loss). This approach also permits Investigators who have died or gone Permanently Insane to rejoin the other Investigators for the conclusion.

After going up the ladder leading out of “The Tower,” Investigators reach the top of the Lighthouse. However, the Lantern Room is no longer enclosed, having burst outwards as though from some explosion,

and is open to the night sky. The water of the Black Sea has risen up the Lighthouse, and now extends in all directions like an ocean.



Steam is coming from the water. Just above the Lighthouse, a little more than a meter off the landing, hangs a great searing sun, a dream manifestation of the Great Old One, Cthugha, around which orbit hundreds of fire vampires (**SAN** 1D3/1D20).

Dr. Ainslee Harper is here, regardless of whether she has been killed or incarcerated outside the dreamscape. She stands before Cthugha. Assuming Investigators are not attempting to sneak up on her, she turns as the Investigators arrive. Harper will ask the Investigators one last time to join her, and enter Cthugha together. She will reiterate the same arguments she or her patients may already have made to Investigators outside the dreaming: that the Great Old Ones and Elder Gods wield powers beyond humanity's understanding, that existence is futile and meaningless in the shadow of these entities, and that the force known as Cthugha is the only power that might help humanity defeat them. But this requires sacrifice. For Cthugha to be strengthened to humanity's benefit, some must willingly leave their humanity behind, to become light and resist the darkness. With her own sacrifice, and that of the Investigators, others will not have to suffer, she says, hinting darkly at the fate of any remaining Little Torches, both those Investigators have met, and those they have not.

What happens next is up to the Investigators, though the Keeper may threaten the appearance of Great Cthulhu itself appearing in the storm raging around the Lighthouse (and the accompanying **SAN** loss of 1D20/1D100), to spur Investigators to action. Investigators who attack Cthugha's manifestation should, absent extraordinary effort, automatically fail in any attacks. Such attacks may provoke Cthugha to instantaneously combust the Investigator (both in the dreamscape, and in the real world). Alternatively, the Investigator and their attacks may simply be ignored as inconsequential.

Investigators who accept Harper's offer by taking her hand and entering into the flames together, will be consumed. At the same time, their physical bodies outside the dreamscape, including Harper's, will spontaneously combust. If even one of the Investigators enters the flames with Harper, none of the remaining Little Torches die, at least for a time. The artifact known as the Cynosure remains active, however.

If Harper fails to persuade any of the Investigators to join her (and Investigators do not make the decision for her, see below), she will enter the flames by herself. As she does, she will express confidence that the Investigators will choose to join her, eventually. Harper's physical body will combust and serve as a conduit to summon 1D6+2 fire vampires. These will wreck as much havoc as they can in the surrounding area. If Harper has been arrested, this likely means, at a minimum, the burning down of the police precinct building, and much of the surrounding neighborhood. If she remains at the Daedalus Institute, the fire vampires will burn down the facility, and trigger one of the worst forest fires the area has seen in decades. At the same time, her remaining Little Torches (though not the Investigators) will immolate, each releasing an additional 1D3 fire vampires. Note these include not only those patients Investigators may have met,

but also Harper's past patients who have seen inside the Cynosure and explored the Lighthouse. The spontaneous combustion of a couple dozen individuals across the United States and abroad will be the top news story for weeks to come. The same sequence of events results if Investigators think to push Dr. Harper into the flames.

If, however, Investigators think instead to throw Harper not into the flames, but into the boiling water around the Lighthouse (an act she will actively resist), neither she nor the remaining Little Torches will immolate. Keepers should exercise their creativity in describing how Harper's body is torn apart by the tentacles that emerge from the waves to greet her. Forcing Harper into the water serves to sever her contact with Cthugha, and neither she nor her Little Torches will immolate. She will, however, be driven permanently insane, though potentially providing Investigators a source of **Cthulhu Mythos** knowledge in the future, albeit an unreliable one. The Cynosure meanwhile remains active, and may serve as a dangerous repository of knowledge for Investigators to interact with going forwards.

The most challenging path for Investigators is to convince Harper herself to step away from the flames. This may be accomplished through a combination of role-playing and appropriate skill checks (likely **Persuasion**, but other skills such as **Cthulhu Mythos** may also apply depending on the Investigators' approach). Investigators should be rewarded for any attempts to persuade Harper based on what they discovered in the course of their Investigation, in particular as it may pertain to her background. Potential arguments include:

- Convincing Harper that she would be a more effective protector of humanity alive than by sacrificing herself;
- Playing off her guilt at sacrificing her patients to Cthugha, by having her pledge to commit her life to atoning for her wrongs (to the extent possible);
- Persuading her that Cthugha itself is a danger to humanity, and is not an ally, but part of the terrible Mythos forces she opposes;
- Making Harper realize that her desire to sacrifice herself is a manifestation of an unresolved childhood trauma from her parents' raising her to be a sacrifice;
- Reminding Harper of Kathy Bell's unplanned death as evidence that what she is doing cannot be controlled.

If Investigators successfully persuade Harper to turn away from Cthugha, Cthugha's dream manifestation will flare out before rapidly imploding, its light growing dimmer and dimmer, until nothing but a small candle light remains that Harper or the Investigators can blow out, at which point they awaken. No harm befalls Harper, the Investigators, or her patients outside the dreamscape. The Cynosure will be rendered inert. The artifact can then be destroyed, put on display, or disposed of however the Investigators choose.

I love you, you know? I love that you fight, even though you cannot understand what it is you are fighting against. I love that you try, even when you are doomed to fail. And you will fail. Burn brightly little torches.

- *Ainslee Harper*

CONCLUSION

Investigators who put a stop to Dr. Harper's practice of using her patients as conduits for the summoning of fire vampires may count the Investigation a success. Investigators will receive 1D8 **Sanity** points. Investigators receive a +1 **Sanity** point bonus each for saving Harlem Banks, Simon Chance, and Dana Crawford (max of +3 **Sanity** points). Investigators who save Harper from sacrificing herself receive an additional 1D6 **Sanity** points (regardless of whether Harper ended up permanently insane). Rendering the Cynosure inert is worth an additional +3 **Sanity** points. Conversely, if Harper dies and the rest of the Little Torches are triggered, the knowledge of so many dying (and causing the deaths of many more), costs Investigators 1D4 **Sanity** points.

Investigators who abandon the Investigation, or determine that Harper's methods, while extreme, are necessary to combat the Mythos, should consider the Investigation a failure (though if they share Harper's views, they may have other problems that need to be addressed). Harper will continue utilizing her patients to target (correctly or not), perceived Mythos threats.

Investigators who persuade Harper to give up her methods, may have made a new ally. Even in the event that Harper was arrested, she may still serve as a useful source of **Cthulhu Mythos** knowledge, especially through her occult library. Likewise, any of her patients that Investigators save may serve as future contacts or allies (or even new Investigators), including Mark Bell, Kathy's father. Meanwhile, the authorities that tasked Investigators with investigating the circumstances of Kathy Bell's death will accept any conceivably plausible explanation for Bell's actions, including mental illness.

Future Threads

While *Little Torches* is designed as a stand-alone investigation, there may be a number of story threads for Investigators to pursue, depending on how the Investigation concluded. Dr. Harper herself may provide a number of further investigative opportunities. Even if Harper now seeks to mend her ways, she has indoctrinated many of her patients in the knowing or unknowing worship of Cthugha, which will almost certainly have consequences. Her adoptive mother, Professor Nor, also may present the Investigators with future challenges. Investigators may also take it upon themselves to uncover the original source of Harper's interest in Cthugha by traveling to Iran or the Ateshgah Fire Temple in Azerbaijan and confronting the fire-worshipping cults there.

APPENDIX A: BIOGRAPHIES & BESTIARY

DAEDALUS INSTITUTE

Daedalus Institute Staff, Nurses and Orderlies

Daedalus Institute staff consist of nurses who assist Dr. Harper in the treatment of patients, and orderlies who handle many of the more mundane tasks around the Institute, as well as assisting in the rare circumstances when a patient needs to be restrained. Of the seven members of the Institute's staff, only a handful are fully aware of the Institute's actual purpose. The two sets of stats apply to all nurses and orderlies at the Institute, with the exception that those aware of Dr. Harper's true objectives have half the **SAN** score listed.

- Jessica and Denise Engel (Day nurses): Jessica and Denise are identical twins in their late twenties with short black hair styled in a bob. Friendly towards patients, they are curt and professional to other visitors. They understand Dr. Harper uses very experimental techniques in treating her patients, and are protective of Dr. Harper and her work. However, they are unaware of the Institute's true purpose.
- Joel Studer and Coel Apsar (Day orderlies): While not hulking, each of these orderlies is well-muscled and physically intimidating. They act in a friendly and helpful manner unless called on to use force. Each has a criminal record (all non-violent offenses) and is grateful for the opportunity Dr. Harper has given them. While they have a sense that not all is as it seems at the Institute, they are unaware of the Institute's true purpose.
- Anita Gonzales (Day orderly): Anita Gonzales acts as the unofficial head of the orderlies and, in Dr. Harper's absence, is seen by both nurses and orderlies as the woman in charge. She is in her early forties, and a former Olympic boxer, with the facial scars to match. She came under Dr. Harper's care after an injury ended her boxing career. She has since seen Harper use the Cynosure and revers her as a magician. She is aware of the Institute's true purpose, and has assisted Harper, including in the care of the Institute's Permanent Residents.

- Cade Fall (Night nurse): Cade Fall is a young woman, tall, and thin, with spindly arms. She was a Wiccan until her coven unintentionally summoned forth a being from another dimension. Fall was one of the few members to escape the ensuing bloodbath, though the left side of her face remains heavily scarred from the experience. She feels at home in the Institute and has developed romantic feelings for her night shift colleague, Jason Dwyer. She is aware of the Institute's true purpose and is completely loyal to Dr. Harper.
- Jason Dwyer (Night orderly): Dwyer's experience with the Mythos came while he worked in the timber industry in the continental Northwest, where he saw things he cannot describe moving between the trees. While he has left that life behind, he still looks the part of a woodsmen. He first began working at the Institute part time, but became a full-time employee out of his affection and concern for fellow night shift colleague, Nurse Cade Fall. He knows the Institute's true purpose, and has helped Dr. Harper with the Institute's Permanent Residents. He is, however, concerned about the danger the Institute's residents may pose to Nurse Fall.

Daedalus Institute Nurses

STR 50	CON 50	SIZ 50	DEX 60	INT 50
APP 55	POW 40	EDU 55	SAN 40	HP 10
DB: 0	Build: 0	Move: 0	MP: 8	Luck: N/A

Attacks per round: 1

Brawl	25% (12/5), damage 1D3+DB
Dodge	30% (15/6)

Armor: none.

Skills: Art/Craft (Nurse) 60%, First Aid 60%, Intimidate 35%, Library Use 35%, Listen 40%, Medicine 25%, Psychology 30%, Psychoanalysis 10%, Science (Pharmacology) 25%, Spot Hidden 35%, Stealth 20%.

Daedalus Institute Orderlies

STR 70	CON 65	SIZ 65	DEX 50	INT 45
APP 50	POW 50	EDU 45	SAN 40	HP 13
DB: +1D4	Build: 1	Move: 8	MP: 10	Luck: N/A

Attacks per round: 1

Brawl	45% (22/9), damage 1D3+DB
Dodge	35% (16/7)

Armor: none.

Skills: First Aid 25%, Intimidate 45%, Listen 40%, Spot Hidden 35%, Stealth 20%.

Dr. Ainslee Harper, Psychiatrist and Head of the Daedalus Institute

Dr. Ainslee Harper appears to be in her mid-forties, with blond hair and green eyes, and pale white skin reflecting her Persian roots. Highly observant, she will frequently turn questions back on the questioner to learn more about them and withhold information about herself. She maintains a professional demeanor, but may let slip less stable emotions when discussing the dangers she believes the Mythos poses to humanity.

STR 35 CON 65 SIZ 35 DEX 60 INT 80
 APP 60 POW 70 EDU 85 SAN 20 HP 10
 DB: -1 Build: -1 Move: 7 MP: 14 Luck: N/A

Attacks per round: 1

Brawl 30% (15/6), damage 1D3+DB
 Dodge 40% (20/8)

Armor: none.

Skills: Charm 45%, Computer Use 30%, Fast Talk 50%, First Aid 40%, History 40%, Intimidate 40%, Language (Ancient Persian) 65%, Law 25%, Library use 70%, Listen 40%, Medicine 50%, Occult 65%, Persuade 55%, Psychology 80%, Psychoanalysis 75%, Science (Pharmacology) 60%, Spot Hidden 35%, Stealth 35%, Cthulhu Mythos 35%.

Spells: Cloud Memory; Mental Suggestion; Voorish Sign; Wrack.

DAEDALUS RESIDENTS

“Alberto,” Deep One Hybrid

The creature who self-identifies as “Alberto” does not remember his life before coming to Dr. Harper. Harper has agreed to help him and in so doing protect the world from his Insmouth heritage. Alberto has large glassy eyes, with a mouth that is too wide. His skin has a perpetual sheen, even when he is not in the water, which is rarely. He is very muscular, which is apparent as Alberto does not wear anything other than a pair of swimming trunks.

STR 75 CON 65 SIZ 55 DEX 65 INT 65
 POW 50 HP 11 DB: +1D4 Build: 1 MP: 10
 Move: 8/8 Swimming

Attacks per round: 1

Brawl 65% (32/13), damage 1D3 + DB
 Dodge 30% (15/6)

Armor: None.

Skills: Jump 45%, Listen 50%, Stealth 46%, Swim 60%, Intimidate 50%.

Sanity Loss: 0/1D4 to see Alberto, the Deep One Hybrid.

“The Family,” Ghoul pack

While they have forgotten their human names since transforming into ghouls, the couple and now their offspring have found shelter underneath the Daedalus Institute. With Dr. Harper's support and encouragement, they still wear the trappings of their former life and play at recreating their previous domestic existence. In the evenings, however, they leave the Institute with their offspring and scavenge for corpse meat.

STR 80 CON 65 SIZ 65 DEX 65 INT 65
 POW 65 HP 13 DB: +1D4 Build: 1 MP: 13
 Move: 9

Attacks per round: 3

Fighting Attacks: Ghouls have the usual range of unarmed attacks open to humanoids. They also have razor-sharp claws, which are filthy, and may result in infected wounds if not treated.

Bite and hold (mnvr): If the ghoul's bite strikes home it hands on instead of using claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage automatically per round. An opposed **STR** roll is required to dislodge the ghoul, breaking the hold and ending the bite damage.

Brawl 40% (20/8), damage 1D6+DB
 Bite and hold (mnvr) Damage 1D4 per round
 Dodge 40% (20/8)

Armor: Firearms and projectiles do half of rolled damage; round down any fraction.

Skills: Climb 85%, Stealth 70%, Jump 75%, Listen 70%, Spot Hidden 50%.

Sanity Loss: 0/1D6 Sanity points for seeing a ghoul.

LITTLE TORCHES

Florence “Flo” Sanders, Old Before Her Time

Florence “Flo” Sanders appears as a dark-skinned woman in her early 70s. She is, in fact, a young woman in her early 20s, but nothing about her, other than her mind and her interests, reveals this fact. Sanders seems preternaturally in a good mood, and will smile widely while exhibiting an accurate knowledge of current popular culture and trends.

STR 30 CON 40 SIZ 40 DEX 40 INT 60
 APP 50 POW 60 EDU 40 SAN 40 HP 8
 DB: -1 Build: -1 Move: 4 MP: 12 Luck: N/A

Attacks per round: 1

Brawl 20% (10/4), damage 1D3 +DB
 Dodge 20% (10/4)

Armor: none.

Skills: Art/Craft (Singing) 45%, Charm 60%, Fast Talk 45%, Locksmith 30%, Psychology 25%.

Simon Chance, *Burnt-out Ballerina*

Simon Chance appears gaunt, but still possesses a dancer's physique. While he has been physically diminished as a result of eating disorders and the parasites inside him, he remains far above the physical average athletically. Simon often remains silent except for a cockish smile. When he does speak, he does so in a playful, wistful tone of voice.

STR 50 CON 50 SIZ 40 DEX 75 INT 40
APP 70 POW 60 EDU 40 SAN 30 HP 9
DB: 0 Build: 0 Move: 9 MP: 12 Luck: N/A

Attacks per round: 1

Brawl 30% (15/6), damage 1D3+DB
Dodge 60% (30/12)

Armor: none.

Skills: Art/Craft (Dancing) 75%, Charm 50%.

Dana Crawford, *Tired Park Ranger*

Dana appears as a tired middle-aged woman, aged prematurely after years of alcoholism. She has thinning black hair she typically keeps tied back. She speaks in a stern, but weary voice.

STR 55 CON 50 SIZ 60 DEX 50 INT 55
APP 40 POW 40 EDU 55 SAN 30 HP 11
DB: 0 Build: 0 Move: 8 MP: 8 Luck: N/A

Attacks per round: 1

Brawl 45% (22/9), damage 1D3+DB
Dodge 35% (17/7)

Armor: none.

Skills: Electrical Repair 20%, First Aid 60%, Law 25%, Listen 45%, Locksmith 20%, Mechanical Repair 20%, Natural World 20%, Navigate 20%, Operate Heavy Machinery 15%, Spot Hidden 45%, Stealth 40%, Survival 70%, Swim 50%, Throw 40%, Track 50%.

Officer Harlem Banks, *Fanatical Police Officer*

Officer Harlem Banks has dark skin and one dead eye rendered so from a fight with a thing he tries not to remember. When in public, he exhibits a barely restrained intensity. Privately, he is morose and disaffected, as though saving all his energy for his job. He speaks in an authoritative and dominating manner.

STR 70 CON 40 SIZ 60 DEX 50 INT 50
APP 40 POW 50 EDU 50 SAN 40 HP 10
DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: N/A

Attacks per round: 1

Brawl 50% (25/10), damage 1D3+DB

Handgun 50% (25/10), damage 1D10
Dodge 25% (13/5)

Armor: 2 points of police-issued body armor.

Skills: Intimidate 50%, Law 50%, Listen 40%, Spot Hidden 40%, Stealth 45%.

OTHER CAST

Professor Banu Nor, *Gentlewoman Adventurer*

Professor Banu Nor is over 70 years old, but the excitement she brings to her chosen field of archaeology makes her seem half her age. Originally from Iran, Professor Nor's travels still frequently take her to the Near East. She is typically attired to leave for her next expedition at a moment's notice. Unbeknownst to most, her infectious enthusiasm is partly a result of the mania infecting her by virtue of the Cthulhu Mythos knowledge she has accumulated over the years, leading to dreams of sunken R'lyeh and its sleeping king.

STR 50 CON 65 SIZ 35 DEX 60 INT 80
APP 55 POW 70 EDU 85 SAN 20 HP 10
DB: 0 Build: 0 Move: 5 MP: 14 Luck: N/A

Attacks per round: 1

Brawl 50% (25/10), damage 1D3+DB
Dodge 35% (17/7)

Armor: none.

Skills: Anthropology 40%, Archaeology 75%, Appraise 50%, Astronomy 20%, Charm 55%, Computer Use 35%, Fast Talk 50%, First Aid 20%, History 80%, Languages (many) 50%, Law 30%, Library use 80%, Listen 35%, Locksmith 15%, Occult 75%, Persuade 55%, Psychology 30%, Spot Hidden 50%, Stealth 25%, Cthulhu Mythos 45%.

Spells: Create Mist of R'lyeh; Evil Eye; Shriveling; Wave of Oblivion.

CREATURES OF THE MYTHOS

Fire Vampires, *Children of Fomalhaut*

Fire Vampires are minions of the Great Old One, Cthugha, though whether they exist as separate entities or are merely component parts of Cthugha is unknown. When manifested, Fire Vampires appear as small balls of flame, though the intensity with which they burn, the exact size, and the color of the flames varies.

STR N/A CON 35 SIZ 01 DEX 80 INT 50
POW 65 HP 3 DB: N/A Build: -2 MP: 13
Move: 11 flying

Attacks per round: 1

Fighting Attacks: Fire vampires attack by touching their victims, and can set flammable objects alight by touch. They damage humans by heat-shock. To determine the heat-shock, roll 2d6 damage for the fire vampire's attack. If the Investigator passes a **CON** roll, half of this damage is taken; if failed, the full damage is inflicted. In the same attack, the fire vampire will try to steal magic points from its target: use an opposed **POW** roll; if the fire vampire wins, it steals 1D10 magic points from the victim, while if the target wins the roll the fire vampire loses one of its own magic points. Thus, in each attack by a Fire Vampire roll twice – once to determine heat damage and once to determine magic point loss.

Fighting	85% (42/17), damage 2d6 burn + magic point drain
Dodge	40% (20/8)

Armor: Standard material weapons cannot harm Fire Vampires (blades, bullets, etc.). Water costs a Fire Vampire one hit point per half-gallon poured over it. A typical handheld fire extinguisher does 1D6 hit points of damage to a Fire Vampire, while a bucket of water costs them 1D3 hit points. Assume a typical fire extinguisher holds sufficient suppressant for three uses.

Sanity Loss: 0/1D6 for seeing a Fire Vampire.

Cthugha, The Living Flame

The dream manifestation of Cthugha encountered at the top of the Lighthouse appears as a great burning ball of flame, within which can be seen writhing tendrils of more solid living fire. Orbiting around it, is a swarm of fire vampires. Neither the dream avatar of Cthugha nor its accompanying fire vampires attack unless provoked.

STR 400 CON 600 SIZ 700 DEX 105 INT 105
POW 210 HP 130 DB: +13d6 Build: 14 MP: 42
Move: 0 (aerial drift)

Attacks per round: 3

Fighting attacks: Each round, Cthugha can form pseudopods from its formless mass with which to flail or squeeze individual targets.

Automatic Scorch (inactive): While Cthugha, when summoned, typically is accompanied by 1D100x10 fire vampires that begin to attack immediately, and itself burns the site to which it is summoned, the dream manifestation of Cthugha releases only an intense warmth that does not otherwise cause automatic damage to Investigators (unless provoked).

Flame Burst: Cthugha may cast forth fire instead of using pseudopods. A flame burst has a range of 150 yards and blankets the target site with fire, incinerating an area of the Lantern Room sufficient to cover any offending Investigators. Investigators so targeted must attempt Extreme CON rolls: a failed roll indicates incineration (both within the dreamscape and, at the Keeper's discretion, outside of it). A success indicates 1D10 hit point loss.

Fighting	40% (20/8), damage 1D6+ 1/2 DB
Flame Burst	Targets must make an Extreme CON roll, special (see above)

Armor: 14 points of armor. Weapons that come into contact with Cthugha are destroyed.

Spells: All spells concerning entities of flame and itself.

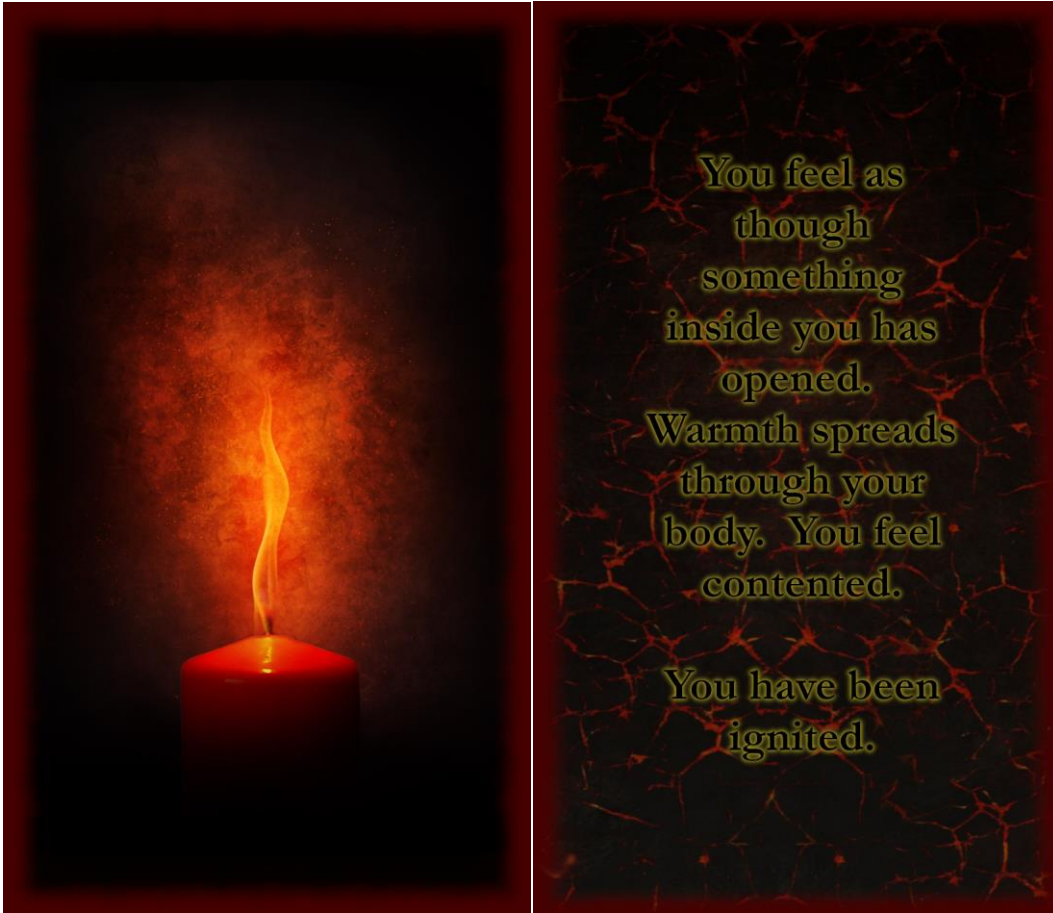
Sanity Loss: 1D3/1D20 Sanity points to see Cthugha.

APPENDIX B: PLAYER HANDOUTS

Player Handout #1: Touched by Cthugha - Lit

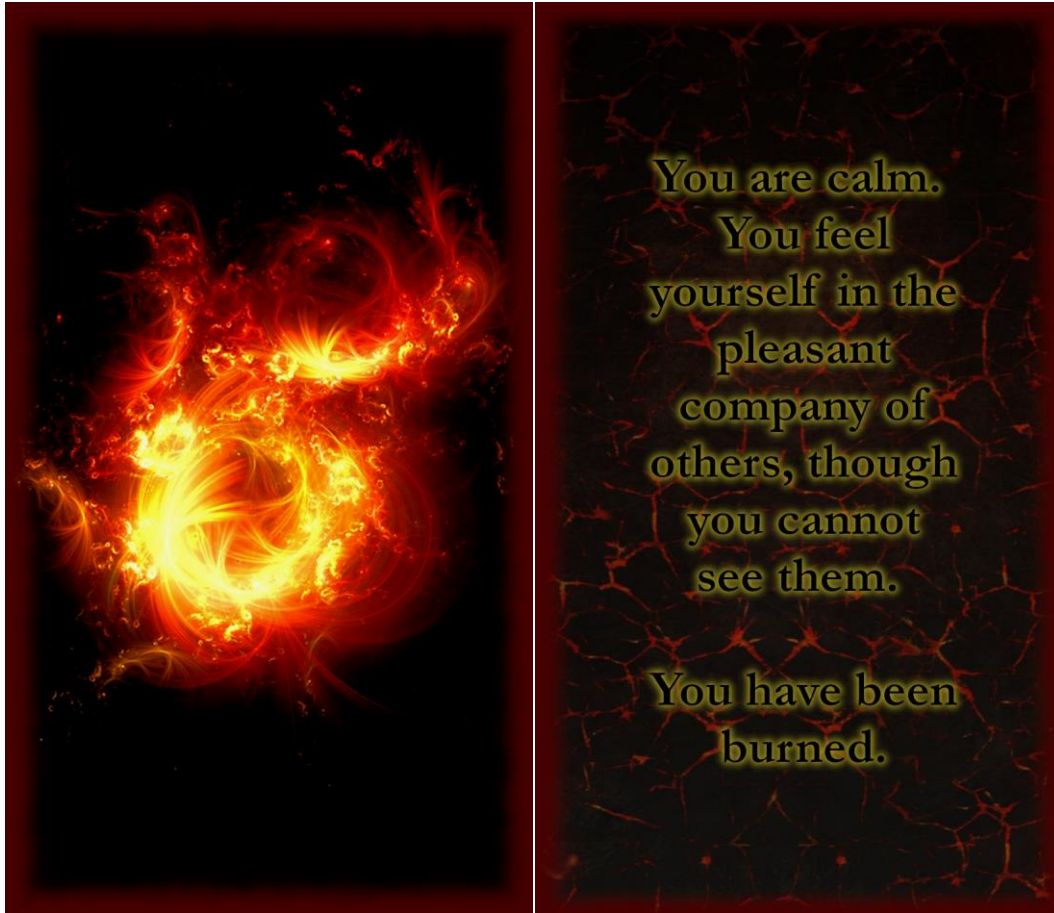


Player Handout #2: Touched by Cthugha - Ignited



You feel as
though
something
inside you has
opened.
Warmth spreads
through your
body. You feel
contented.
You have been
ignited.

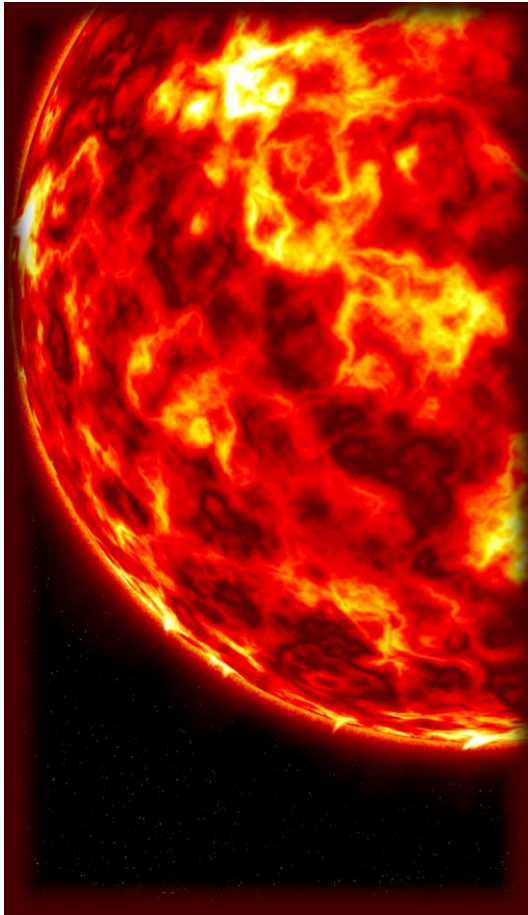
Player Handout #3: Touched by Cthugha - Burned



You are calm.
You feel
yourself in the
pleasant
company of
others, though
you cannot
see them.

You have been
burned.

Player Handout #4: Touched by Cthugha - Immolation

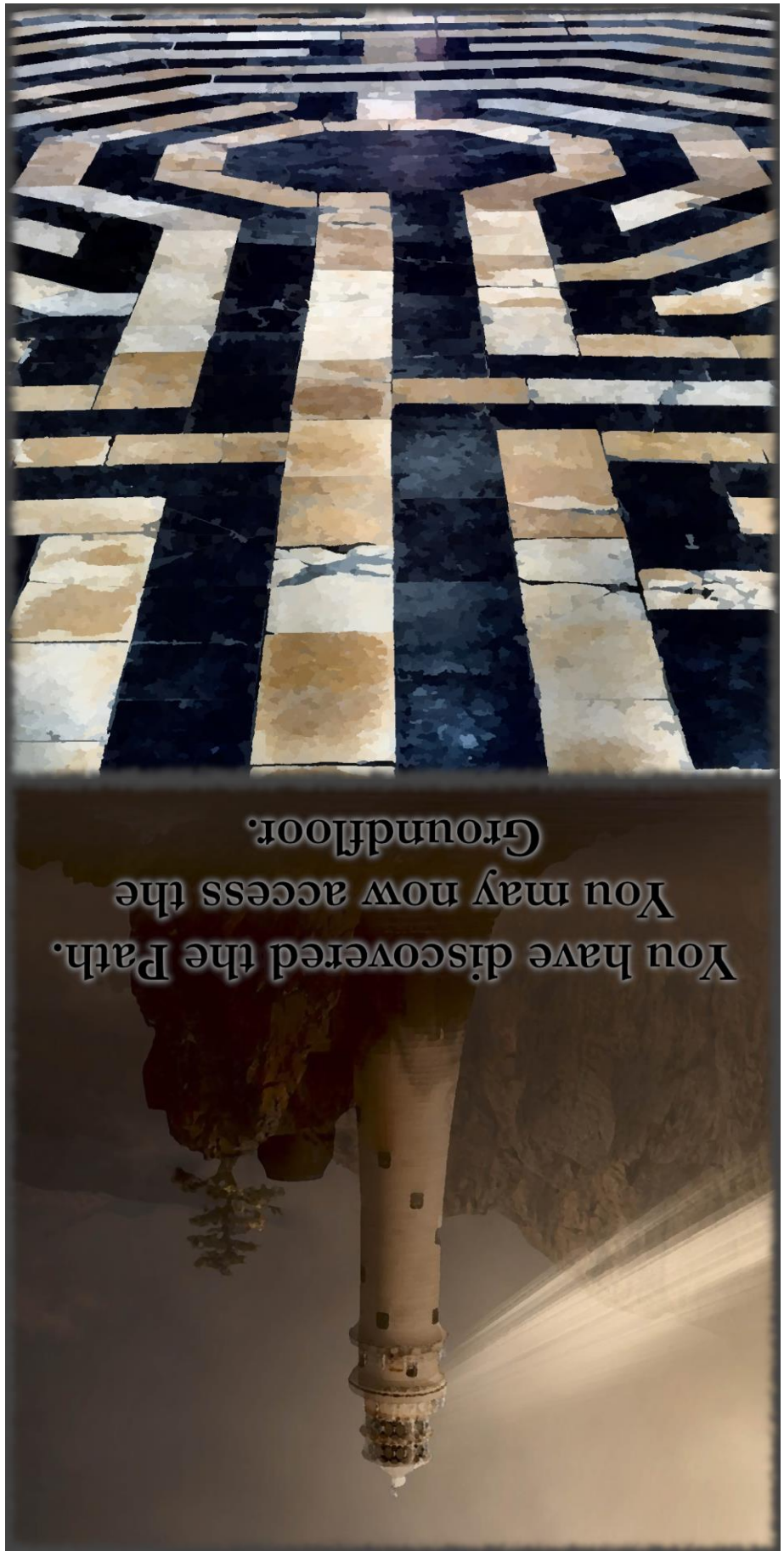


The Sun!
It is you and
you are it and it
is everything!

Y'ah nafl
mguh'e, Y'an
fm'latghor!

I am not alone,
I am the flame!

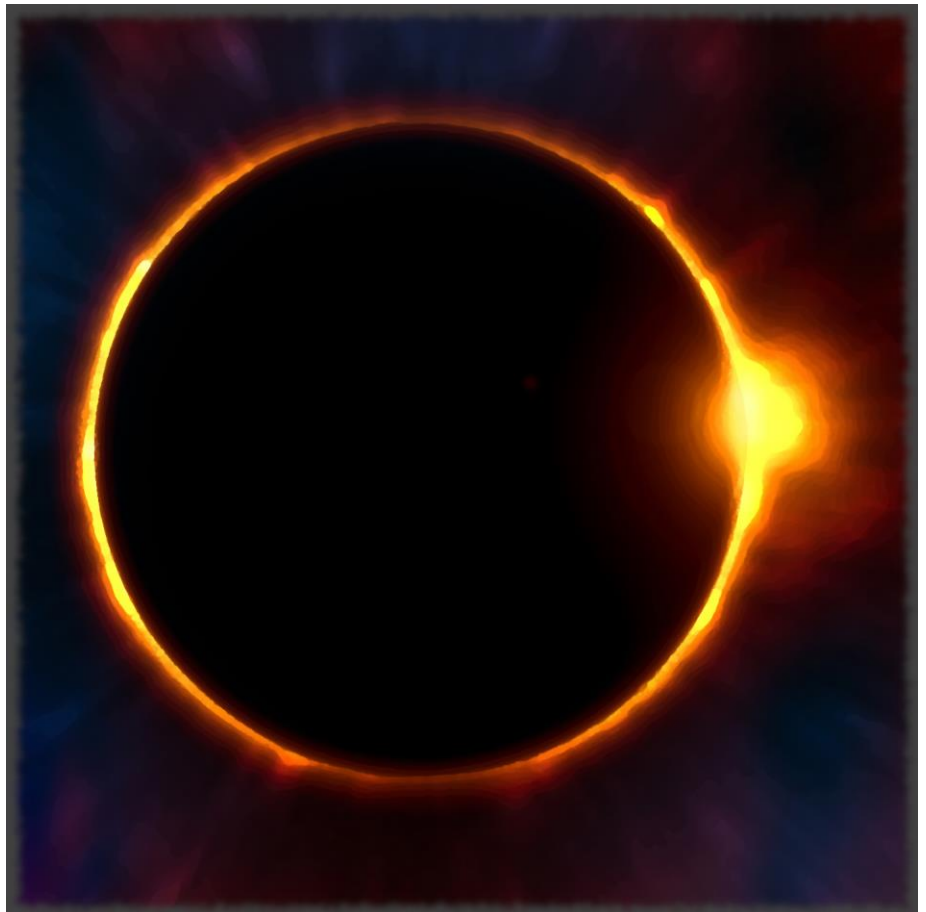
Player Handout #5: The Path



Player Handout #6: The Stairs



Player Handout #7: The End



Player Handout #8: The Outside

PLAYER HANDOUTS: The Outside

You stand alone along a rocky shoreline. Above you, a black sky twinkles with a thousand stars. As you watch, they begin to extinguish, one by one.

Around you, boulders the size of houses hold back equally great waves. Ahead, alone on a cliff face overlooking the black sea, stands a tower. A light at its top does not rotate, but casts its beam over the water, into the darkness.

While no door is visible at the base of the Lighthouse, a path of flat stones winds its way down into a fissure in the rock. An orange glow is visible from the opening. You feel alone.

Inform the Keeper privately which of the following paths you pursue. At the same time, if this is the first time you are visiting “The Outside,” publicly share a moment in your Investigator’s life when they felt truly alone, and the circumstances accompanying that moment.

- ❖ **Follow the shoreline along the jagged peaks towards the base of the Lighthouse.**
- ❖ **Go to the Light by following the path of flat stones into the fissure towards the glow.**
- ❖ **Enter the darkness by walking into the fissure, but keeping away from the Light.**

Player Handout #9: The Groundfloor**PLAYER HANDOUT: The Groundfloor**

You are in the circular groundfloor of the Lighthouse. The tower above you is hollow, but embedded in its walls are doors, dozens of them, at all elevations, and in all shapes and sizes. There are no stairs. In the center of the room, resting on a pedestal, is a curious stone artifact made of rectangular blocks of different sizes. It looks as though the different pieces could be manipulated.

If this is the first time you are visiting “The Groundfloor” publicly share a moment in your character’s life when they lost a thing or person that was important to them, and the circumstances accompanying that moment. Then inform the Keeper privately which of the following paths you pursue.

- ❖ **Open a metal trap door in the floor.**
- ❖ **Open a police cruiser car door.**
- ❖ **Open a public restroom door covered in neon graffiti.**
- ❖ **Open a wood cabin door.**
- ❖ **Open an ordinary-looking door.**
- ❖ **Try to solve the puzzle.**

Player Handout #10: The Tower

PLAYER HANDOUT: The Tower

You are in the Tower, on a narrow set of stairs that circles upwards. You go up and all around the Tower. Then again, and again, and again. You keep passing the same window looking out at the black sea and an approaching storm. Every time you look out, the storm is closer. At the same time, you realize you are not alone. Following you is a glowing flame like that of a torch that has consumed its handle. The flame follows you up the stairs as the storm continues to close.

If this is the first time you are visiting “The Tower” publicly share a moment in your character’s life when it felt like things were never going to get better, when every choice was a bad choice and there was no hope. Then, privately inform the Keeper of your choice:

- ❖ **The Sea**

- ❖ **The Flame**

- ❖ **Keep running**

Player Handout #11: Kathy Bell Diary Excerpts**PLAYER HANDOUT: Kathy Bell Diary Excerpts****February 7, 1994**

Arrived at the Daedalus Institute today. It's fine I guess. Dr. Harper seems ok. She has a lot of old books. She seemed surprised I was interested. The other patients aren't bad. At least I'm not the only freak here.

February 14, 1994

I met some more of the patients. I like Flo the most. She's old, but for some reason I get along best with her. She likes the same music I do. How weird is that? She's like eighty. Simon seems pretty cool too. He's a ballerina. He said he'd let me see him dance sometime. He then asked if I'd visited the Lighthouse. What's the Lighthouse?

March 1, 1994

The Lighthouse! I don't understand what it is yet, but I'm going to find out. I think maybe I'm not alone. But first I have to solve the Maze. Then I have to solve the Puzzle. This place is so cool.

March 10, 1994

I've found the Path. I'm still struggling with the Puzzle. It's weird though. Now that I've made it this far, I'm not that worried about making it the rest of the way. I'll get there when I get there, I guess. That's what Dr. Harper says. The important thing is I'm where I need to be. I'm not alone any more.

April 28, 1994

I'm going home today. Dr. Harper says dad wants me home, so I'm going. But I don't want to. I don't want to leave the Lighthouse. Everyone is there, always. And everyone understands because we're all the same. So I'm taking it. I promise I'll give it back though.

May 9, 1994

It's time. It doesn't matter if I'm ready or not. I feel the warmth inside me. Tomorrow I go back to school. I'll share what I now understand - they think they're all alone, but they're not! They don't have to be. I'll show them. When I ascend, I'll show them all.

Player Handout #12: Bell Abduction and Rescue

PLAYER HANDOUT: Bell Abduction and Rescue

**“Standoff Over Abducted Teen Ends in Fire,”
Sacramento Herald (January 8, 1994)**

A standoff between California state police officers and a supposed artist colony operating under the name “The School of Dream” at the historic Camellia House ended in tragedy after officers stormed the estate in search of abducted teenager Kathy Bell. Officers acted following concern over the teen's continued well-being in the care of what authorities are terming a religious cult. Kathy Bell had been abducted by her mother, Elanor, from the home they shared with father and local bank manager, Mark Bell.

Police officers reported encountering armed resistance within the compound. While no officers were injured during the assault, members of the “School” are described as having set fire to the building rather than permit their arrest. Firefighters battled the blaze for several hours. Preliminary reports suggest that the fire was premeditated and may have been part of some kind of religious ritual, though whether its uncontrolled burn was intentional or not remains unknown.

Police were successful in rescuing Kathy Bell, who suffered minor injuries, and is recovering with her father.

Player Handout #13: Camellia House Destruction**PLAYER HANDOUT: Camellia House Destruction****“Blaze at Camellia House Claims Two, Leaves Orphaned Girl,”
California Chronicle (October 11, 1963)**

A fire at the famous Camellia House has resulted in the destruction of half the estate, and the death of Brandon and Shireen Harper. They are survived by their thirteen-year-old daughter, Ainslee, who escaped the fire. The cause of the fire remains unknown, but officials believe it began in the Harpers' bedroom, and was likely the result of a cigarette not fully extinguished before the couple went to sleep. Officials made clear that there has been no indication that the fire was a result of foul play. Officials further dismissed any suggestion that the fire may have been caused by the Harpers themselves, as part of any of the activities rumored to have occurred during the couple's residency.

It is expected that daughter Ainslee will be taken in by relatives on her mother's side. The future of Camellia House itself remains unclear. While much of the Estate was burned, the fire was contained before the entire building could succumb, in particular the most famous part of the Estate, its “Lighthouse.” The Harpers had inhabited the historical residence for almost two decades and had invested significantly in restoring it to its Prohibition-era condition, when it served as a gateway for keeping the state of California among the wettest in the Union.



Player Handout #14: Reopening of Camellia House

PLAYER HANDOUT: Reopening of Camellia House

**“Camellia House Renovations Complete,”
The Republican (January 1, 1949)**

The Harper Family celebrated the completion of renovations to the historic Camellia House in style at a New Year's celebration on Friday. Guests were not put off by the Harper's reputation as supposed “occultists,” though this correspondent admits that Brandon and Shireen Harper wear that label proudly and make no secret of their prior affiliation with the so-called “Agape Lodge” and correspondence with business man and scientist Jack Parsons. The celebration certainly featured its share of unusual and surprising paraphernalia. It was all in good fun, however, and guests appeared to enjoy the bacchanal atmosphere conjured by their hosts, as well as the curated tour of the previously sealed rum runner tunnels beneath the estate and its signature “Lighthouse.”

APPENDIX C: PRE-GENERATED CHARACTERS

Rhonda Persopoulos, *The Medusa's Coils*

Personal Description: Kathy Bell was a missing college student abducted by her mother who you and your partner tracked to a historic mansion called Camellia House. There, you found...something. You and your partner filled it with bullets, which seemed to do little more than distract it. You still don't understand how or why one of the cultist fanatics lit themselves on fire and took the whole place down. Though you made it out with the victim, your partner ended up in the ICU. She's still in a coma. Since then you've been put on administrative leave.

Profession: Police detective

Significant People: Your partner, Detective Andrea Hollander. You may not have been sleeping with her, but that was down more to her persuasion than yours. While your family is mostly in Greece, you also have a little brother who works as an EMT nearby.

Meaningful Locations: There's a small Greek eatery around the corner from the Orthodox Church you go to for service. The eatery was the first place you and your brother ate a Greek meal after moving here.

Treasured Possessions: Before your parents moved back to Greece to retire, they left you a necklace of seashells from the island you were born on. You also have your partner's dog tags from when she served in the U.S. coastguard.

Cicero Washington, *One-Man Inquisition*

Personal Description: All your life the one thing your parents wanted was for you to be well-spoken so that you wouldn't have the same stigma that dogged them their entire lives. Of course, now they'd probably add "and straight." But you don't think that's the real reason you got kicked out of the U.S. Army. Rather, you got kicked out of the Investigation Command division for asking the wrong questions to the wrong higher-ups. Specifically, about why they were meeting with fishy-looking (both figuratively and literally) civilians in the middle of the night, on a military base. You weren't interested in making the nightly news, so you settled for an "Other Than Honorable" discharge, and went quietly. After a few odd investigative jobs, you ended up with the local fire department's arson investigation division. Recently, you investigated the fire at the Camellia House, where some kind of cult had abducted a college student called Kathy Bell.

Profession: Arson investigator

Significant People: You're estranged from your long-term partner, who is still pursuing his career in the military. You won't take that away from him, but you can't forget him either.

Meaningful Locations: You may not fight fires like other firefighters, but that doesn't mean the firehouse isn't home.

Treasured Possessions: A creased photo of your partner in military dress uniform.

Ian Walsh, *The Fireman*

Personal Description: The last fire house you served with, things weren't great. The authorities and therapists told you afterwards that your fire captain had put something in your meals, making you and the other members of your squadron compliant while your captain indulged his inner fire bug. That's the official version, at least. Off the record, you remember strange rituals and chants in the night. Getting transferred was the best thing that could have happened to you. Still, you have trouble letting go of the flame. The feeling only became worse after you got called in to suppress a particularly bad fire involving a kidnapped college student and some kind of cult. You remember the child's name—Kathy Bell.

Profession: Fire fighter

Significant People: Some of your former colleagues went to jail along with your captain, but a few made it out and got re-assigned around the country. You keep in touch.

Meaningful Locations: You're still getting to know the area, but the firehouse is beginning to feel like home. At the same time, you feel drawn to the burned down mansion from which Bell was rescued.

Treasured Possessions: Before the authorities could take away all the evidence, you stole away your former fire captain's "sacred scrolls." You're not sure what they all mean, but you're learning.

Sister Morgan Starbuck, *Blessed Sister*

Personal Description: Some go their entire lives without facing a crisis of faith. Your crisis came during your second semester teaching at Miskatonic University. Your students thought a magic circle could protect them from the thing they summoned, but they were wrong. Since your students' disappearance your dreams have been haunted by the tumorous monstrosity you drove off with fire, though not until after it had finished with your students. You hope that a fellowship across the country at Crowley College can provide you breathing space to get your bearings and recover.

Profession: Missionary

Significant People: You and your sister agreed to your religious vows together. She didn't make it through her postulancy before leaving, but you still love her. She teaches at the same school, Crowley College, at which you accepted a fellowship.

Meaningful Locations: There was a soup kitchen in Arkham, Massachusetts, where you and your sisters volunteered that always gave you a sense of peace.

Treasured Possessions: A scarf your sister knitted to keep you warm in Arkham. It is awful, colorful, clashes with everything you own, and you love it.

Neda Rashbar, *The Scribe of Persepolis*

Personal Description: Your parents still hang up portraits of the Shah of Iran as though he were some kind of saint. These days, you don't engage much in politics, but that's because politics isn't your beat—"the Weird" is. You cover those stories too weird for other reporters, along with the daily horoscope. Reporting on the abducted teen rescued by police from a cult, though, was more a matter of luck. But once you told your editor about the off-the-record reports of balls of fire and cultists bursting into flames, the story was yours.

Profession: Journalist

Significant People: For all her faults, your mother who prays for you, and your father who told you bedtime stories of the djinn and efreet of Persian folklore.

Meaningful Locations: Given the chance, you would live in the library. You are particularly fond of the school library in Crowley College, where you studied.

Treasured Possessions: Professor of Medieval Studies at Crowley College, Winston Larimee (easily your favorite professor), gifted you a pen when you graduated. Larimee vanished under mysterious circumstances shortly thereafter, but you still treasure the gift and use it every day.

Arthur Hansen, *Bereaved Widower*

Personal Description: You feel too young for the loss you've suffered. Your wife died a car accident. It took you a year to reconcile how pointless her death was with how much she meant to you. Maybe one day you'll be ready to start a new family, but until then, you are throwing everything you have into the students you teach at Crowley College (which is a good thing, because your students need all the help they can get to pass your Chemistry class).

Profession: Chemistry professor

Significant People: You have formed a close bond with one of your students—Kathy Bell, over your shared interest in genealogy. You are able to trace yours back to New England, as can she. Unfortunately, she took an extended leave of absence from her college studies recently. The police were involved, apparently, but you've not heard more.

Meaningful Locations: There was a spot by the beach you and your wife would go to celebrate your anniversary. You could spend hours there, listening to the waves.

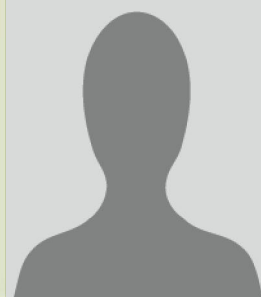
Treasured Possessions: Everything your wife possessed is a treasured possession, which is why it has been hard to part with any of it. Most important of all, however, has been your wedding ring.

Modern Era Investigator

Name Rhonda Persopoulos
 Player _____
 Occupation Police Detective
 Age 34 Sex Female
 Residence Sacramento, CA
 Birthplace Hydra, Greece

Characteristics

STR 65 ³²/₁₃ DEX 50 ²⁵/₁₀ INT 60 ³⁰/₁₂
 CON 65 ³²/₁₃ APP 55 ²⁷/₁₁ POW 50 ²⁵/₁₀
 SIZ 55 ²⁷/₁₁ EDU 60 ³⁰/₁₂ Move Rate 8 ⁺¹/₋₁



Major Wound **M12IP**

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** **94**

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 CTAULAU

Out of Luck **M10IP**

	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						

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

MAGIC POINTS

Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] [EDU] Greek	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%] Acting	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
Credit Rating [00%]	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%]	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX]	<input type="checkbox"/> Language [Other] [01%] English	<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"/>

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Handgun	70	35	14	1d10	15 yards	1(3)	6	100

Combat

Damage Bonus	none
Build	0
Dodge	35 ¹⁷ / ₇

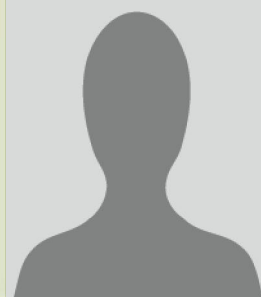


Modern Era Investigator

Name Cicero Washington
 Player _____
 Occupation Arson Investigator
 Age 42 Sex Male
 Residence Sacramento, CA
 Birthplace Seattle, Washington

Characteristics

STR **65** $\frac{32}{13}$ DEX **45** $\frac{22}{9}$ INT **65** $\frac{32}{13}$
 CON **65** $\frac{32}{13}$ APP **45** $\frac{22}{9}$ POW **55** $\frac{27}{11}$
 SIZ **55** $\frac{27}{11}$ EDU **65** $\frac{32}{13}$ Move Rate **7** $\frac{+1}{-1}$



Major Wound **12** 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 **55** **96**

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

Out of Luck **60**

	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						

LUCK

11 MP

	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

Skills

<input type="checkbox"/> Accounting (05%)	45 $\frac{22}{9}$	<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Science (01%)	45 $\frac{22}{9}$
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Electronics (01%)		<input type="checkbox"/> Law (05%)	30 $\frac{15}{6}$	<input type="checkbox"/> Forensics	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Library Use (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Fighting (Brawl) [25%]	35 $\frac{17}{7}$	<input type="checkbox"/> Listen (25%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Spot Hidden (25%)	45 $\frac{22}{9}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Handgun) [20%]	50 $\frac{25}{10}$	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Stealth (20%)	35 $\frac{17}{7}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) [25%]	45 $\frac{22}{9}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Survival (10%)	25 $\frac{12}{5}$
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> First Aid (30%)	40 $\frac{20}{8}$	<input type="checkbox"/> Navigate (10%)	60 $\frac{30}{12}$	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Computer Use (05%)		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Track (10%)	30 $\frac{15}{6}$
Credit Rating (00%)	35 $\frac{17}{7}$	<input type="checkbox"/> Intimidate (15%)	50 $\frac{25}{10}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/>	
Cthulhu Mythos (00%)	3 $\frac{1}{0}$	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	60 $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	27 $\frac{13}{5}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	65 $\frac{32}{13}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-
Handgun	50	25	10	1d10	15 yards	1(3)	6	100

Combat

Damage Bonus **none**

Build **0**

Dodge **27** $\frac{13}{5}$

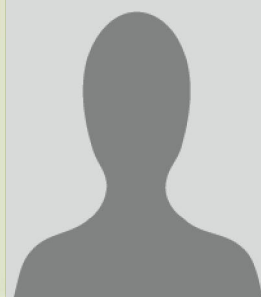


Modern Era Investigator

Name Ian Walsh
 Player _____
 Occupation Firefighter
 Age 29 Sex Male
 Residence Santa Rosa, CA
 Birthplace San Francisco, CA

Characteristics

STR **80** $\frac{40}{16}$ DEX **50** $\frac{25}{10}$ INT **50** $\frac{25}{10}$
 CON **80** $\frac{40}{16}$ APP **50** $\frac{25}{10}$ POW **40** $\frac{20}{8}$
 SIZ **60** $\frac{30}{12}$ EDU **50** $\frac{25}{10}$ Move Rate **8** $\frac{+1}{-1}$



Major Wound **14** 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** **89**

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

Insane 01 02 03 04 05 06 07

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

CALL of CTAULAU

8 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

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						

Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] [EDU]	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%]	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%] 75 $\frac{37}{15}$	<input type="checkbox"/> Listen [25%]	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%] 40 $\frac{20}{8}$
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%] 40 $\frac{20}{8}$	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%] 70 $\frac{35}{14}$
<input type="checkbox"/> Climb [20%] 70 $\frac{35}{14}$	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%] 65 $\frac{32}{13}$
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%] 40 $\frac{20}{8}$	<input type="checkbox"/> Occult [05%] 25 $\frac{12}{5}$	<input type="checkbox"/> Track [10%] 30 $\frac{15}{6}$
Credit Rating [00%] 35 $\frac{17}{7}$	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Op. Hv. Machine [01%] 52 $\frac{26}{10}$	<input type="checkbox"/>
Cthulhu Mythos [00%] 10 $\frac{5}{2}$	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%] 60 $\frac{30}{12}$	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] 25 $\frac{12}{5}$	<input type="checkbox"/> Language [Other] [01%] 35 $\frac{17}{7}$	<input type="checkbox"/> Psychology [10%]	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%] 60 $\frac{30}{12}$	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-

Combat

Damage Bonus	+1d4
Build	+1
Dodge	25 $\frac{12}{5}$

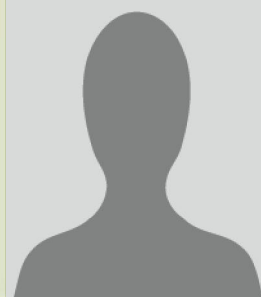


Modern Era Investigator

Name Sister Morgan Starbuck
 Player _____
 Occupation Missionary
 Age 51 Sex Female
 Residence Santa Rosa, CA
 Birthplace Providence, Rhode Island

Characteristics

STR **50** $\frac{25}{10}$ DEX **40** $\frac{20}{8}$ INT **60** $\frac{30}{12}$
 CON **50** $\frac{25}{10}$ APP **50** $\frac{25}{10}$ POW **80** $\frac{40}{16}$
 SIZ **50** $\frac{25}{10}$ EDU **80** $\frac{40}{16}$ Move Rate **6** $\frac{+1}{-1}$



Major Wound **10** IP

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

Temp. Insane Indef. Insane **80** **89**

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 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 CTAULAU

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

16 IP

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

Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] [EDU]	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%] 20 $\frac{10}{4}$	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%] 55 $\frac{27}{11}$	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%] 30 $\frac{15}{6}$	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Listen [25%] 65 $\frac{32}{13}$	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%]	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%]
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Medicine [01%] 20 $\frac{10}{4}$	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%] 55 $\frac{27}{11}$	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Natural World [10%] 30 $\frac{15}{6}$	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/>	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%]	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Occult [05%] 70 $\frac{35}{14}$	<input type="checkbox"/> Track [10%]
Credit Rating [00%] 50 $\frac{25}{10}$	<input type="checkbox"/> History [05%] 65 $\frac{32}{13}$	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%] 10 $\frac{5}{2}$	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] 20 $\frac{10}{4}$	<input type="checkbox"/> Language [Other] [01%] Latin 40 $\frac{20}{8}$	<input type="checkbox"/> Psychology [10%] 60 $\frac{30}{12}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%]	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%] 20 $\frac{10}{4}$	<input type="checkbox"/>

Weapons

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

Combat

Damage Bonus **none**

Build **0**

Dodge **20** $\frac{10}{4}$

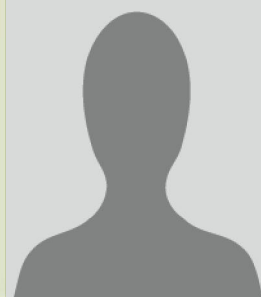


Modern Era Investigator

Name Neda Rashbar
 Player _____
 Occupation Journalist
 Age 22 Sex Female
 Residence Sacramento, CA
 Birthplace Mashdad, Iran

Characteristics

STR **50** $\frac{25}{10}$ DEX **80** $\frac{40}{16}$ INT **65** $\frac{32}{13}$
 CON **50** $\frac{25}{10}$ APP **60** $\frac{30}{12}$ POW **50** $\frac{25}{10}$
 SIZ **40** $\frac{20}{8}$ EDU **65** $\frac{32}{13}$ Move Rate **9** $\frac{+1}{-1}$



Major Wound **9** 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 **50** **94**

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						

INSANE SANITY

CALL of CTHULHU

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						

LUCK

10 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

Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] [EDU]	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/>
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%] 60 $\frac{30}{12}$	<input type="checkbox"/> Library Use [20%] 60 $\frac{30}{12}$	<input type="checkbox"/>
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Listen [25%] 45 $\frac{22}{9}$	<input type="checkbox"/> Sleight of Hand [10%] 30 $\frac{15}{6}$
<input type="checkbox"/> Art / Craft [05%] Journalism 60 $\frac{30}{12}$	<input type="checkbox"/>	<input type="checkbox"/> Locksmith [01%] 50 $\frac{25}{10}$	<input type="checkbox"/> Spot Hidden [25%] 30 $\frac{15}{6}$
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%] 65 $\frac{32}{13}$
<input type="checkbox"/>	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Charm [15%] 70 $\frac{35}{14}$	<input type="checkbox"/>	<input type="checkbox"/> Natural World [10%]	<input type="checkbox"/> Swim [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/> First Aid [30%]	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
<input type="checkbox"/> Computer Use [05%] 10 $\frac{5}{2}$	<input type="checkbox"/> History [05%] 40 $\frac{20}{8}$	<input type="checkbox"/> Occult [05%] 25 $\frac{12}{5}$	<input type="checkbox"/> Track [10%]
Credit Rating [00%] 30 $\frac{15}{6}$	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Op. Hv. Machine [01%]	<input type="checkbox"/>
Cthulhu Mythos [00%] 5 $\frac{2}{1}$	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Persuade [10%]	<input type="checkbox"/>
<input type="checkbox"/> Disguise [05%] 25 $\frac{12}{5}$	<input type="checkbox"/> Language [Other] [01%]	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/>
<input type="checkbox"/> Dodge [half DEX] 40 $\frac{20}{8}$	<input type="checkbox"/>	<input type="checkbox"/> Psychology [10%] 50 $\frac{25}{10}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto [20%]	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis [01%]	<input type="checkbox"/>

Weapons

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

Combat

Damage Bonus **none**

Build **0**

Dodge **40** $\frac{20}{8}$

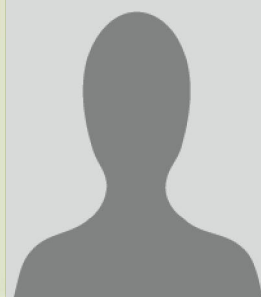


Modern Era Investigator

Name Arthur Hansen
 Player _____
 Occupation Chemistry Professor
 Age 32 Sex Male
 Residence Santa Rosa, CA
 Birthplace Kingsport, Massachusetts

Characteristics

STR **50** ²⁵/₁₀ DEX **50** ²⁵/₁₀ INT **70** ³⁵/₁₄
 CON **50** ²⁵/₁₀ APP **50** ²⁵/₁₀ POW **70** ³⁵/₁₄
 SIZ **50** ²⁵/₁₀ EDU **50** ²⁵/₁₀ Move Rate **8** ⁺¹/₋₁



Major Wound **10** 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 **70** **99**

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 CTAULAU

Out of Luck **14** IP

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

	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

Skills

<input type="checkbox"/> Accounting [05%]	<input type="checkbox"/> Elec Repair [10%]	<input type="checkbox"/> Language [Own] [EDU]	<input type="checkbox"/> Science [01%]
<input type="checkbox"/> Anthropology [01%]	<input type="checkbox"/> Electronics [01%]	<input type="checkbox"/> Law [05%]	<input type="checkbox"/> Chemistry 70 ³⁵ / ₁₄
<input type="checkbox"/> Appraise [05%]	<input type="checkbox"/> Fast Talk [05%]	<input type="checkbox"/> Library Use [20%] 60 ³⁰ / ₁₂	<input type="checkbox"/> Biology 70 ³⁵ / ₁₄
<input type="checkbox"/> Archaeology [01%]	<input type="checkbox"/> Fighting [Brawl] [25%]	<input type="checkbox"/> Listen [25%] 35 ¹⁷ / ₇	<input type="checkbox"/> Sleight of Hand [10%]
<input type="checkbox"/> Art / Craft [05%] Painting 20 ¹⁰ / ₄	<input type="checkbox"/> Firearms [Handgun] [20%]	<input type="checkbox"/> Locksmith [01%]	<input type="checkbox"/> Spot Hidden [25%]
<input type="checkbox"/> Charm [15%]	<input type="checkbox"/> Firearms [Rifle/Shotgun] [25%]	<input type="checkbox"/> Mech. Repair [10%]	<input type="checkbox"/> Stealth [20%]
<input type="checkbox"/> Climb [20%]	<input type="checkbox"/> First Aid [30%] 60 ³⁰ / ₁₂	<input type="checkbox"/> Medicine [01%]	<input type="checkbox"/> Survival [10%]
<input type="checkbox"/> Computer Use [05%] 55 ²⁷ / ₁₁	<input type="checkbox"/> History [05%]	<input type="checkbox"/> Natural World [10%] 60 ³⁰ / ₁₂	<input type="checkbox"/> Swim [20%]
Credit Rating [00%] 40 ²⁰ / ₈	<input type="checkbox"/> Intimidate [15%]	<input type="checkbox"/> Navigate [10%]	<input type="checkbox"/> Throw [20%]
Cthulhu Mythos [00%] 0 ⁰ / ₀	<input type="checkbox"/> Jump [20%]	<input type="checkbox"/> Occult [05%]	<input type="checkbox"/> Track [10%]
<input type="checkbox"/> Disguise [05%]	<input type="checkbox"/> Language [Other] [01%] Spanish 30 ¹⁵ / ₆	<input type="checkbox"/> Op. Hv. Machine [01%]	
<input type="checkbox"/> Dodge [half DEX] 25 ¹² / ₅	<input type="checkbox"/> Pilot [01%]	<input type="checkbox"/> Persuade [10%] 50 ²⁵ / ₁₀	
<input type="checkbox"/> Drive Auto [20%]		<input type="checkbox"/> Psychology [10%] 45 ²² / ₉	
		<input type="checkbox"/> Psychoanalysis [01%] 20 ¹⁰ / ₄	

Weapons

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

Combat

Damage Bonus **none**
 Build **0**
 Dodge **25** ¹²/₅

