

# The Lonely Point Lighthouse

## Trail of Cthulhu Conversion notes

“The Lonely Point Lighthouse” is a *Call of Cthulhu* scenario written by Oscar Rios and published in *Island of Ignorance—The Third Cthulhu Companion* by Golden Goblin Press in 2013. *Island of Ignorance* is a new collection of articles and scenarios for the *Call of Cthulhu* roleplaying game.

The scenario takes place in New London, Connecticut, in 1926. It can be set in the 1930s, with the Keeper making some changes to the timeline if desired, but note that the handouts include specific dates — take that into account when making any adjustments in the timeline that would contradict particular handouts. The only timeline dates, however, that might need to be adjusted are the periods that the last three lighthouse keepers worked, and none of the handouts include that information. One solution is to simply keep the dates and have the lighthouse stand empty and unused in the intervening years (this works best if the year the scenario takes place is only adjusted slightly). Another is to increase the period spent in the lighthouse by one or more of the keepers (adjust the dates of the articles in *The Day* if needed). Adding more lighthouse keepers is another option, but this threatens to increase the investigators’ attention to them.

Once on the island, the investigators have freedom to explore at their discretion. As the storm builds, the Keeper has tools to pace the scenario toward its climax and resolution. Keepers will note that, if the investigators fail to solve the mystery in whole or in part, they are quite probably doomed when they depart the island. Keepers who are of a Purist bent may find this a satisfying climax and feel no need to shepherd the players into fully solving the mystery. Their interpretation of the matter at hand and their decisions on handling it can be their own. Otherwise, Keepers can create a core-clue trail by waiving the point spend requirements for Clues #1 and #2, and, once those are found, allowing investigators to make a simple search to find the prison cell. Another option is to allow a succession of Sense Trouble tests to seek out the source of the sounds, possibly lowering the Difficulty progressively over a suitable interval. This last means an encounter with the Sea Monster of Moray Deep is likely, which nicely increases the pressure.

Note that the print and PDF versions of *Island of Ignorance* each have their own page numbering. For ease of use, this file references the page numbers of both versions, with the pages of the print edition appearing prior to the slash.

## Researching the History of Lonely Point Island and Lighthouse

(page *print* 78 / *PDF* 80)

- Those using **Library Use** (for records) or **Oral History** (for speaking to locals) can learn the following.

### The Last Three Lighthouse Keepers

(page *print* 78 / *PDF* 80)

- That requires **Reassurance** or **Flattery**, as the men are nervous about being viewed as crazy or publicly ridiculed.
- ❖ If Investigators makes a 1-point spend, the former keeper adds the following.
- (This only applies to the first man the investigators make a spend on, even if they track down one or both of the other former lighthouse keepers and attempt to be similarly persuasive — investigators do not lose any points they attempt to spend in such conversations.)

## Conversations with Locals

### About Morris Fitch:

(page *print* 79 / *PDF* 81)

- Negative comments about Morris Fitch (requires a 1-point **Oral History**, **Flattery**, or **Reassurance** spend to receive all the following comments):

### About Bessie Fitch:

(page *print* 79 / *PDF* 81)

- Negative comments about Bessie Fitch (requires a 1-point **Oral History**, **Flattery**, or **Reassurance** spend to receive all the following comments):

About Gary Fitch:  
(page *print* 79 / *PDF* 81)

- Negative comments about Gary Fitch (requires a 1-point **Oral History**, **Flattery**, or **Reassurance** spend to receive all the following comments):

About Michelle Fitch:  
(page *print* 79 / *PDF* 81)

- Negative comments about Michelle Fitch (requires a 1-point **Oral History**, **Flattery**, or **Reassurance** spend to receive all the following comments):

Local Records  
(page *print* 80 / *PDF* 82)

- Newspaper Stories (**Library Use** for investigators to locate)
- Negative Newspaper Stories (1-point **Library Use** spend for investigators to locate due to being intentionally misfiled, See Lighthouse Papers #3 and #4.)

About Jessie Holland  
(page *print* 80 / *PDF* 82)

- Investigators can learn more about this man, by asking locals or with **Library Use**.

Local Denial Regarding the Ohio Murders  
(see Lighthouse Papers #4)  
(page *print* 80 / *PDF* 82)

- However, investigators making a 1-point **Reassurance** or 2-point **Credit Rating** spend calm the situation enough to get a more measured response.

About James Gannon  
(page *print* 80 / *PDF* 82)

- Investigators trying to learn more about James Gannon, widow of Michelle Fitch Gannon, must make a 1-point **Library Use** spend.

The Trip to Lonely Point  
(page *print* 81 / *PDF* 83)

- This requires a 1-point **Flattery** spend, as the merchant wants to deliver the investigators to Lonely Point as soon as possible.

## Lonely Point

### Lonely Point Island

The Standing Stones  
(page *print* 83 / *PDF* 85)

- Investigators only discover these stones should they walk the coastline of the island or if making a 1-point **Geology** or **Outdoorsman** spend while atop the lighthouse's tower.
- Investigators using **Evidence Collection** or **Piloting** realize that this is where the yacht The White Queen must have run aground, thereby toppling the stone.
- Anyone viewing this happen must make a 2-point **Stability** test.
- Investigators with **Cthulhu Mythos** realize that the standing stones were part of a carefully prepared ward protecting Lonely Point from mythos intrusion.

### The Lonely Point Lighthouse

Lighthouse Challenges  
(page *print* 83 / *PDF* 85)

- The dark rooms make performing searches more difficult as well, with every **Evidence Collection**, **simple search**, **Architecture**, and **Library Use** attempt taking a full hour. Keepers may also increase the **Difficulty** of **Sense Trouble** tests that are based on hearing by 1, due to the howling winds outside. The idea is to use the flow of game time between ability uses to pace the unraveling of the mystery as investigators start slowly finding the many clues in the house.

### Clues within the Lonely Point Lighthouse

Clue #1, The Masonry Supplies (Basement, Storage Area)  
(page *print* 83 / *PDF* 85)

- Investigators making a **simple search** discover some unusual items hidden behind some boards and under a tarp. If the investigators only take a quick look in the storage area, a 1-point **Evidence Collection** spend will notice the boards against the wall, which might be hiding something.

### Clue #2, Two Odd Books (2<sup>nd</sup> Floor, Library) (page *print* 84 / *PDF* 86)

- Investigators making a 1-point **Evidence Collection** or **Library Use** spend discover two odd books.
- It is a copy of the Mythos Tome *Thaumaturgical Prodigies in the New England Canaan* (see page 108 of the *Trail of Cthulhu* rulebook), with the name Montgomery Elliot written on the inside cover.
- If examined and the investigators make a 1-point **Cthulhu Mythos** spend, they realize these notes are simplified guidelines to creating protection wards (Elder Signs) and properly arranging them to form a sanctified barrier against demons, witches, and other unnatural beings.
- Anyone reading these notes can learn the spell Elder Sign in 2 weeks.

### Clue #3, The Diary of Michelle Fitch (1st Floor, Bathroom) (page *print* 84 / *PDF* 86)

- Investigators making a **simple search** or using **Evidence Collection** here discover, stashed behind a pipe under the sink, a diary.

### Clue #4, An Unopened Letter (2nd Floor, Sewing Room) (page *print* 84 / *PDF* 86)

- To find the box, the investigators must use **Evidence Collection** or make a **simple search**, and locating the letter within requires another 15 minutes of searching.

### Clue #5, An Unfinished Letter (1st Floor, Office) (page *print* 85 / *PDF* 87)

- This unfinished letter sits crumpled in a ball and wedged behind a desk drawer (**simple search** to find).

### The Doors (1st Floor–Front and Back Door) (page *print* 85 / *PDF* 87)

- Investigators with **Cthulhu Mythos**, or those who've found the copy of *Thaumaturgical Prodigies in the New England Canaan* in the first floor study, can properly identify this symbol.

### The Prison Cell (2nd Floor– Master Bedroom) (page *print* 86 / *PDF* 88)

- Those making a 1-point **Architecture** spend in this room realize that the pattern on the wallpaper covering the west wall, while very similar to the pattern on the wallpaper in the rest of the room, does not quite match it. (For pacing purposes, Keepers may want to allow this clue to be found only by investigators making a thorough examination of the walls rather than simply noticing it. Also, Keepers who wish to turn this into a core clue can allow players to find it with a simple search once they've either found Clues #1 and #2 or met other pacing demands.)
- The portrait is nailed into the wall, and removing it requires either the use of tools or a Difficulty 6 **Athletics** test.

### The Storm Rages and the Haunting Begins

#### Tapping, Scratching, and Moaning (page *print* 88 / *PDF* 90)

- Investigators can make **Sense Trouble** tests to try and narrow down where the sound is coming from, but unless the investigator who chooses to make the test succeeds against an 8 Difficulty, they are attracted to a false location, such as a vent or light fixture which projects the sounds louder than the actual source.
- Finding Bessie Fitch by following the sounds she makes should be nearly impossible, taking at least take four hours of trial and error and a Difficulty 8 **Sense Trouble** test from an appointed investigator at the end of that time (even more so than with other Sense Trouble tests, Keepers should keep the Difficulty Number secret). Keepers can dissuade their investigators from this tactic by having the sounds made by the imprisoned woman mysteriously stop from time to time. Such efforts could also be derailed by the timely arrival of Bessie's surviving son arrive, The Sea Monster of Moray Drop.

## The Sea Monster of Moray Drop

(pages *print* 88 & 91 / *PDF* 90 & 93)

- Investigators catching glimpses of the creature, possibly through a window during a flash of lightning, must make a 1-point Stability test.
- Anyone witnessing such a horrific sight must make a 3-point Stability test.
- If badly injured by investigators, the creature may retreat to return later, as its incredible constitution allows it to recover 1 Health point per hour.

### The Sea Monster of Moray Drop, Deep One-Shark Hybrid, son of Bessie Elliott Fitch

**Abilities** (on land / in water): Athletics 10/15, Health 13, Scuffling 10/15

**Hit Threshold:** 4/5

**Alertness Modifier:** +0/+1

**Stealth Modifier:** +0/+1

**Weapon:** +2 (bite), +2 (tail slap), +2 (clawed flippers)

**Armor:** -3 vs. any (scales and skin)

**Stability Loss:** +0

### Bessie Fitch, Imprisoned Deep One

(page *print* 91 / *PDF* 93)

- Those seeing her must make a 4-point Stability test.

### Deep One, Bessie Elliot Fitch (Weakened)

**Abilities:** Athletics 4, Health 4, Scuffling 2

**Hit Threshold:** 3

**Alertness Modifier:** +0

**Stealth Modifier:** +0

**Weapon:** -1 (claw)

**Armor:** -1 vs. any (scales and skin)

**Stability Loss:** +0

## Resolution

(page *print* 91 / *PDF* 93)

- Investigators can pull down the brick wall, chiseling open her chains (requires three Difficulty 8 **Athletics** tests, or tools and four rounds of effort) and place the Elder Sign affixed

to the back of the wedding portrait in another room.

- Her nearly mummified body soaks up water like a sponge, and she quickly (1d6 minutes) rehydrates into a fully restored Deep One.

### Deep One, Bessie Elliot Fitch (Restored)

**Abilities** (on land / in water): Athletics 8/12, Health 9, Scuffling 8/12

**Hit Threshold:** 4/5

**Alertness Modifier:** +0/+1

**Stealth Modifier:** +0/+1

**Weapon:** -1 (claw)

**Armor:** -1 vs. any (scales and skin)

**Stability Loss:** +0

### No Escape

(page *print* 92 / *PDF* 94)

- However, investigators making a Difficulty 4 **Sense Trouble** test notice a pair of bull sharks circling the boat and making ready to further ram the vessel. If the *Megan* takes another 14 points of ramming damage, she sinks within 2d6 minutes; the Hit Threshold of the boat is 3.
- Even if the investigators survive the shark and Sea Monster attacks, they must still make a Difficulty 4 **Athletics** test to reach shore alive.

### Bull Sharks (×2), siblings of the Sea Monster of Moray Point

**Abilities** (all in water only): Athletics 12, Health 12, Scuffling 25

**Hit Threshold:** 4

**Alertness Modifier:** +3 (only if blood is in the water)

**Weapon:** +2 (bite), +2 (ram boat)

**Armor:** -1 vs. guns or spears (skin), -2 vs. everything else

**Stability Loss:** +1 if the witness is in the water with it

## Sanity Awards

(page *print* 92 / *PDF* 94)

In a Pulp game, ending the haunting of the Lonely Point Lighthouse refreshes 1 Sanity point.