Documentation

Contents

The Lighthouse at World's End

A One-Shot Adventure for 4-6 Players, Level 5

OVERVIEW

Five years after the Unnamed One's emergence, the Stormwatch Lighthouse begins transmitting strange light patterns. When investigators arrive, they find themselves trapped by impossible storms while discovering the cult's first attempts to map tears in reality.

THE LIGHTHOUSE

Main Tower   *180 ft tall stone structure* - Lamp room and gallery - Watch room - Service room - Living quarters

Support Buildings

- Keeper's house
- Generator building
- Storage shed
- Dock remnants

Hidden Areas

- Underground ritual chamber
- Modified lens room

- Signal recording office
- Reality monitoring station

KEY NPCS

Herbert Wells *Head Lighthouse Keeper* - Unwitting cult pawn - Reality-touched - Pattern obsessed - Technical expert *Secret: Slowly losing sanity*

Sarah Blackwood *Assistant Keeper* - Hidden cultist - Signal expert - Weather witch - Record keeper *Secret: Leading the experiment*

The Drowned One *Entity* - Storm spirit - Reality fragment - Pattern seeker - Knowledge holder *CR 7*

INVESTIGATION ELEMENTS

Signal Patterns

- Light sequences
- Reality mappings
- Coded messages
- Weather recordings

Environmental Clues

- Storm patterns
- Reality tears
- Time anomalies
- Dimensional bleeds

PHENOMENA

Weather Effects

- Impossible storms
- Time-locked rain
- Reality-bending lightning
- Dimensional fog

Reality Distortions

- Time loops
- Space warps
- Memory bleeds
- Pattern manifestations

KEY SCENES

The Arrival **Features:** - Growing storm - Strange lights - Missing boat - First anomaly

The Signal Room **Features:** - Modified equipment - Hidden messages - Reality tear - Pattern discovery

The Final Storm **Features:** - Reality breach - Entity manifestation - Pattern completion - Escape attempt

---

DISCOVERIES

Technical

- Modified lens array
- Signal records
- Weather charts
- Reality measurements

Supernatural

- Ritual components
- Reality mapping tools
- Entity containment
- Pattern formulae

COMPLICATIONS

Environmental

- Cutting winds
- Unstable footing
- Limited visibility
- Rising waters

Reality-Based

- Time slips
- Space distortions
- Memory loops
- Pattern compulsions

MECHANICS

Navigation

- Tower climbing
- Storm survival
- Pattern tracking
- Reality anchoring

Investigation

- Signal decoding
- Equipment analysis
- Pattern recognition
- Reality mapping

DM GUIDANCE

Atmosphere

- Isolation
- Growing dread
- Cosmic horror
- Technical mystery

Pacing

1. Investigation phase
2. Reality discovery
3. Entity encounter
4. Escape sequence

VICTORY CONDITIONS

Essential

- Discover mapping purpose
- Survive storm
- Document findings
- Prevent completion

Optional

- Save keepers
- Secure equipment
- Banish entity
- Preserve evidence

REVELATIONS

Cult Knowledge

- Reality mapping methods
- Dimensional weak points
- Signal technology
- Pattern significance

Future Hooks

- Other lighthouses
- Signal network
- Weather control
- Reality tears

RESOURCES

Location Assets

- Technical equipment
- Weather gear

- Signal records
- Emergency supplies

Knowledge

- Maritime lore
- Weather patterns
- Signal codes
- Reality science

CONCLUSION OPTIONS

Success

- Pattern interrupted
- Evidence secured
- Reality stabilized
- Knowledge gained

Partial Victory

- Pattern recorded
- Some evidence lost
- Reality damaged
- Escape achieved

Failure

- Pattern completed
- Location lost
- Reality torn
- Dark knowledge spread

CONNECTION TO SERIES

This adventure reveals how the cult began systematically mapping reality tears after the Unnamed One's emergence, using lighthouse networks as early warning systems and research stations. The signal patterns discovered here will appear in modified forms throughout later adventures.