



The Esoteric Order of the Compass Rose

About the Compass Rose

The Esoteric Order of the Compass Rose traces its beginnings to the great maritime guilds of the seventeenth century, when navigators, merchants, explorers, and learned men joined in the common pursuit of discovery. Though no single port or nation may rightly claim the Order's birth, its earliest traditions arose wherever steadfast souls looked beyond the known horizon in search of new lands, new knowledge, and new opportunity.

As commerce flourished and civilization advanced, so too did the Order's purpose. What began as a fellowship of those who charted the seas gradually embraced those who would chart the course of society itself. Statesmen, industrialists, educators, scientists, and civic leaders found common cause in the conviction that progress is best secured through wisdom, service, and enlightened leadership. Thus the Compass Rose came to symbolize not merely the navigator's art, but mankind's enduring obligation to guide each generation toward a more enlightened future.

Across the centuries, the Order has quietly contributed to the prosperity of countless communities. Its members have supported the construction of lighthouses and harbors, endowed libraries and institutions of learning, financed expeditions into the farthest reaches of the globe, encouraged scientific inquiry, and championed public works for the common good. Though its labors are seldom undertaken for recognition, their influence may be found wherever industry, education, and civic virtue have flourished.

Today, as in ages past, the Order remains devoted to the principles upon which it was founded: discovery, fellowship, learning, and service. While the world continues to change with remarkable speed, the duty of every Navigator remains constant—to preserve the wisdom of the past while helping to chart the course of the future.

The Modern Order

Today, the Order is organized into three Circles, each reflecting a distinct tradition within its long history:

The Stewards of the First Circle provide leadership and civic direction - both to the Order itself and in humble service to the communities it supports.

The Scholars of the Second Circle preserve the accumulated wisdom and traditions of the Order while pursuing knowledge wherever it may be found.

The Sailors of the Third Circle honor the proud maritime heritage from which the Order first emerged, preserving the customs and lineage of the navigators whose courage carried civilization into new frontiers.

Membership

Admission into the Order is extended only by invitation and careful consideration. Prospective Navigators are selected for their character, accomplishment, and demonstrated commitment to the ideals of discovery, learning, and public service. Many trace their lineage to the great maritime families from whom the Order first emerged, while others have distinguished themselves through service to their professions or communities.

Though the Order has welcomed exceptional individuals from every walk of life, its greatest strength has always rested in the continuity of its traditions. Generations of families have passed their membership from parent to child, preserving not only the customs of the Order but the bonds of trust upon which it has long depended. It is through these enduring relationships that the Compass Rose continues to guide each new generation of Navigators.

Welcome to 1929 New England

On the evening of October 24th, 1929, the prominent industrialist and philanthropist Ambrose Wincrest will be laid to rest. Friends, family, rivals, and associates have gathered at the Order Lodge to celebrate his life, settle unfinished business, and hear the reading of his final testament.

Yet beneath the veneer of respectability, something is deeply wrong.

Old rivalries have resurfaced. Long-buried secrets threaten to emerge. Strange events surrounding Ambrose's final years have left many searching for answers, and not everyone present has come to mourn.

This Cthulhu Live experience, brought to you by [COLA Games](#), will immerse you in a noir world based on the horror writings of H.P. Lovecraft. As the evening unfolds, you will pursue mysteries, forge alliances, uncover hidden truths, and decide for yourself what deserves to remain buried. Be aware - the horrifying truth may challenge your very sanity.

Choosing Your Investigator

Each investigator belongs to a faction representing their connection to Ambrose Wincrest or the events of the evening. Every character has unique motivations, relationships, and opportunities for discovery. There is no single protagonist—each investigator carries an important piece of the story.

Some characters are well suited to players who enjoy social intrigue and negotiation, while others focus on exploration, research, or uncovering hidden mysteries. Choose the investigator whose story sounds most exciting to you.

The Investigators

Stewards of the First Circle

The Elder, The Industrialist, The Judge, The Politician, The Rival, The Sheriff, The Socialite

Scholars of the Second Circle

The Doctor, The Editor, The Historian, The Professor, The Ritualist, The Scientist

Sailors of the Third Circle

The Captain, The Initiate, The Lighthouse Keeper, The Mobster, The Prizefighter, The Tycoon

Friends & Family

The Artist, The Cleric, The Explorer, The Medium, The Officer, The Scion

The Hideaway Club

The Bootlegger, The Dancer, The Musician, The Playboy / Playgirl

Outsiders

The Charlatan, The Consort, The Fed, The Journalist, The Pariah, The Private Eye

Difficulty of Play

Characters are marked with one to three Elder Signs reflecting the relative complexity and intended difficulty of play for the investigator.

Easy

A straightforward investigation with clear objectives, resistance to sanity loss, or other survival tools.

Moderate

The normal difficulty, with multiple leads, competing priorities and moderate sanity pressure.

Advanced

This may indicate a higher than normal level of sanity pressure, a dangerous or unusual objective, or story connections that will create complications for the character.

Regardless of difficulty, every investigator plays an important role in the unfolding story. The greatest discoveries will come through cooperation, curiosity, and following unexpected leads.

Stewards of the First Circle

The First Circle of the Order is composed of those who set the direction, charting a course for society. As de facto leaders of the Order, wealth, prestige and power congregate here.

The Elder 🌿 🌿

As High Steward, you have long believed the Order stood for something greater than its members. Yet recent events have left you questioning whether your brothers and sisters share that vision. With Ambrose Wincrest dead and tensions rising, you are determined to uncover the rot that threatens the organization from within.

The Industrialist 🌿 🌿

You helped build the modern world, turning industry into prosperity for yourself and the countless workers who depend upon your company. Now, as markets tumble and fortunes vanish, everything you have built is under threat. You intend to safeguard your business—and those who rely upon it—at any cost.

The Judge 🌿 🌿

As a judge, years of power and influence have made you a trusted arbiter among the Order's membership. You have spent decades preserving order, protecting reputations, and safeguarding traditions that outsiders would struggle to understand. Now, with Ambrose Wincrest dead, that responsibility has become more important than ever.

The Politician 🌿 🌿

Your bid for mayoral re-election is fast approaching, and your future hangs in the balance. Years in office have taught you that power is built on relationships, favors, and carefully managed obligations. Ambrose Wincrest knew where many of those debts were buried. Now that he is dead, you're determined to make sure they stay that way.

The Rival 🌿 🌿

For years, you competed with Ambrose Wincrest in business, politics, society, or all three. His successes frustrated you, his failures delighted you, and neither of you ever truly gained the upper hand. Alongside your invitation was a puzzle and a challenge in Ambrose's hand. Whatever game he's playing now, you have no intention of letting him win.

The Sheriff 🌿 🌿

The people of this county trust you to uphold the law. Few, however, know how often the law has bent in favor of the county's wealthiest citizens—or how much you've profited from those arrangements. Ambrose Wincrest's death should have been just another quiet affair, until a string of bizarre animal attacks left you fearing something far stranger is unfolding.

The Socialite 🌿 🌿

You come from old money, old traditions, and a social circle that considers themselves the natural stewards of the community. While others concern themselves with the petty grievances of the day, your family has always understood the importance of preserving... older arrangements. Ambrose Wincrest's death has created a most unfortunate uncertainty, but maintaining order amid chaos is something you have always managed well.

Scholars of the Second Circle

The Second Circle preserves the accumulated wisdom of the Order. Charged with maintaining its histories, records, and traditions, its members ensure that the lessons of the past are not forgotten by future generations.

The Doctor 🌿 🌿

You know more about Ambrose Wincrest's death than most. Unfortunately, what's right is rarely as simple as the facts. Powerful people have urged discretion, arguing that some revelations cause more harm than good. Whether they are right—or whether you have simply become complicit—remains to be seen.

The Editor 🌿 🌿

You decide what the public reads, what they believe, and what they fear. Scandal, blackmail, and secrets have built more than one career, and Ambrose Wincrest left plenty of all three behind. The question is: who will profit from them now?

The Historian 🌿 🌿 🌿

As an antiquarian, you have spent years acquiring rare books, artifacts, and curiosities from around the world. Yet even your collection pales beside the treasures once owned by Ambrose Wincrest—and one particular relic has occupied your thoughts ever since you first laid eyes upon it. The longer you dwell upon it, the harder it becomes to think of anything else.

The Professor 🌿 🌿

As a professor of psychiatry, you have devoted your career to the study of dreams, the unconscious mind, and the strange ways in which human thoughts may intertwine. Your research has led you to phenomena your colleagues dismiss as impossible, but you have never allowed convention to stand in the way of discovery. There is no truth so unsettling that you would turn away from it.

The Ritualist 🌿 🌿

While others joined the Order for fellowship, influence, or prestige, you sought something more. For years, you have studied ancient rites, hidden knowledge, and powers beyond ordinary understanding. Ambrose Wincrest's death has set important events in motion. You intend to see them through.

The Scientist 🌿 🌿

As a university researcher, you trust evidence, logic, and the scientific method above all else. Tales surrounding Ambrose Wincrest have grown increasingly fantastical in recent months, and his death has only encouraged further speculation. While others indulge in rumors and superstition, you intend to bring reason back to the conversation.

Sailors of the Third Circle

The Third Circle exists to honor the heritage of the maritime guilds that would eventually become the Navigators. Today, a member need only demonstrate a proud seafaring lineage to secure entrance into the Order.

The Captain 🍃 🍃

When you were little more than a deckhand, you sailed to an island that should not have existed. A young Ambrose Wincrest traveled with you, and what the two of you found there changed the course of both your lives. You have spent years trying to find the island again, but no chart, compass, or navigator has ever led you back.

The Initiate 🍃 🍃 🍃

The Order has opened its doors to you, offering access to influential people, hidden knowledge, and opportunities that once seemed far beyond your reach. Yet the deeper you venture into its inner circles, the more you sense that important conversations are taking place just beyond your hearing. You are determined to prove yourself worthy of learning more.

The Lighthouse Keeper 🍃 🍃 🍃

Years spent watching the sea have taught you that mankind is not alone in the darkness. You have seen impossible things beyond the fog and paid dearly for the knowledge. Most people call you mad. They would not say so if they knew what crept behind the stars or walked beneath the waves.

The Mobster 🍃 🍃

As a successful local businessman, you've built a fortune in enterprises that thrive beyond the reach of polite society. Ambrose Wincrest's death has created a vacuum of money, influence, and power. Someone will profit from it. Why not you?

The Prizefighter 🍃

Years in the ring taught you how to handle pain, fear, and men who thought they were tougher than they really were. These days, you work occasional jobs for the local mob, and tonight's assignment seems simple enough: keep the peace and make sure nobody causes trouble. Still, something about this place and these people, well... they have your instincts on edge.

The Tycoon 🍃 🍃

You provided the capital. Ambrose Wincrest provided the vision. Together, you funded expeditions to some of the world's most remote corners. The venture should have made you both wealthier. Instead, Ambrose returned with strange obsessions and fewer answers than before. Now that he is dead, you intend to learn why—and perhaps reclaim some portion of your investment.

Friends & Family

Friends, family, and trusted associates of Ambrose Wincrest. Though none possess formal standing within the Order, many knew Ambrose better than any Navigator and may hold pieces of the truth others have overlooked.

The Artist 🌿 🌿

You paint a city that should not exist—a place that has appeared in your dreams for years. Ambrose Wincrest collected your work obsessively and insisted he had been there. His death may be your last chance to learn the truth.

The Officer 🌿

You served alongside Ambrose Wincrest in the Great War, witnessing enough bloodshed for several lifetimes. He saved your life more than once, a debt you've never forgotten. Now, with Ambrose dead under troubling circumstances, you've come to honor his memory and make certain old debts can be repaid.

The Cleric 🌿

As a servant of the church, you have offered guidance to the Wincrest family and the wider community alike. People come to you in times of grief, doubt, and hardship, trusting you to help carry burdens they cannot bear alone. Tonight, they may need that guidance more than ever. You only hope your faith proves equal to the task.

The Scion 🌿

You and your father Ambrose were never close. Years of distance, disappointment, and unanswered questions ensured that. Now, with his death bringing you back into his world, you intend to discover what mattered more to him than his own family.

The Explorer 🌿 🌿

You spent years chasing the mysteries Ambrose Wincrest paid to uncover. In forgotten ruins and distant wildernesses, you encountered things older than civilization and stranger than reason. You fear your former patron never learned the lesson that some things were buried for a reason.

The Medium 🌿 🌿

As a spiritual medium, you've spent years helping clients seek answers from beyond the veil. Ambrose Wincrest was among your most frequent visitors, consulting you about troubling dreams, unsettling visions, and matters he dared not discuss openly. His questions grew darker with each passing year. Now that he is gone, you intend to discover what he feared—and what he may have found.

The Hideaway Club

The Hideaway Club is where the county's elite gather when business is finished and the evening begins. Music, dancing, laughter, and opportunity flow freely beneath its roof. For many, Ambrose Wincrest was the Hideaway. With his death, an era may have ended alongside him.

The Bootlegger 🍷 🍷

You built your fortune supplying the county's thirst, but men like Ambrose Wincrest never let you near the head of the table. With Ambrose gone, the Hideaway Club and all its opportunities may finally be within reach. Tonight, you intend to claim your piece of the pie.

The Dancer 🍷 🍷 🍷

At the Hideaway Club, you've met your share of wealthy patrons, but Ambrose Wincrest was different. He gave you opportunities when few others would and always treated you with unexpected kindness. Now that he's dead, you are certain something isn't right—and you intend to discover who is responsible.

The Musician 🍷 🍷

Shortly before his death, Ambrose Wincrest paid you for a private recital and gave you a strange piece of sheet music. The melody it suggests is deeply unsettling, and the longer you study it, the less you ever want to hear it played. You came tonight seeking answers—and to keep a dear friend from getting in over their head.

The Playboy / Playgirl 🍷

Life is short, fortunes come and go, and tomorrow is someone else's problem. An evening of wealth, intrigue, and excess among the city's elite sounds far more entertaining than whatever else you had planned. Besides, even dead, Ambrose would still throw a better party than anyone living.

Outsiders

Not everyone present is here for the right reasons. Investigators, opportunists, former members, and determined truth-seekers have all found their way to the Lodge. Whatever secrets the Order keeps, they intend to uncover them.

The Charlatan 🍀 🍀 🍀

You don't belong among Ambrose Wincrest's heirs and confidants—but a little lying has never stopped you before. Whispers of a hidden treasure beneath the estate brought you here, and if you're careful, nobody will notice you're digging for it.

The Consort 🍀

You arrived on the arm of one of the city's rich and powerful. Most people see a beautiful accessory and think no further. That's their mistake. You've built a life by listening carefully, remembering everything, and knowing exactly when to make use of what you've learned.

The Fed 🍀 🍀

For years, you've investigated the bootlegging, corruption, and financial crimes lurking beneath the county's respectable facade. Again and again, those trails have led back to the Order, only to disappear behind wealth, influence, and carefully maintained respectability. Now, with Ambrose Wincrest dead, you believe you've finally found a loose thread. All that's left is to start pulling.

The Journalist 🍀 🍀 🍀

Your editor decides what the public reads. You prefer the truth. Posing as a guest among the Order's members, you've come to investigate Ambrose Wincrest's life and death—but the deeper you dig, the more dangerous the story becomes.

The Pariah 🍀 🍀

The Order cast you out for asking questions that others preferred remain unanswered. They took your reputation, your livelihood, and nearly everyone you once called a friend. Now, with Ambrose Wincrest dead, the walls protecting their secrets are beginning to crack. You intend to bring the whole rotten structure down.

The Private Eye 🍀

An anonymous letter arrived with a hundred dollars, an invitation, and a promise: four hundred more if you could uncover the truth about Ambrose Wincrest. Between the dead millionaire, the nervous heirs, and the Order's carefully guarded secrets, the whole affair smells wrong. You have a feeling you're about to learn why.