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Scenario Upgrade Pack: IN THE SHADOWS

1001



IMPORTANT NOTE

This pack is not a standalone product, but an add-on supplement designed to enhance an existing *Call of Cthulhu* product — "*In The Shadows*," a book of scenarios published by Chaosium in 1995. For this upgrade pack to be at all useful, you will need to own a copy of "*In The Shadows*." At the time of writing, printed copies of this book are no longer easy to find, but it is still possible to purchase PDF versions of the book at a very reasonable price. Check with DrivethruRPG. The PDF may also be available to purchase direct from Chaosium at their online web store (www.chaosium.com).

So what is this pack, and how can it enhance my Call of Cthulhu game?

The idea behind this pack is to provide a *Call of Cthulhu* Keeper with some resources which he or she can use to enhance the running of scenarios from *"In The Shadows"* using the most recent, seventh, edition of the game rules.

The resources contained in these pages are of two types:

- New renditions of the Scenario Handouts: The original intent of "*In The Shadows*" was to publish a collection of authentic Lovecraft-inspired 1920s scenarios complete with a deluxe set of evocative handouts. To this end, the three scenarios collectively include 40 handouts, many of them integral to the play of events in the scenario. Unfortunately, due to gremlins in the production process for "*In The Shadows*," most of these handouts were printed in a way which many people find hard to read, with a heavy grey texture obscuring much of the text. To compound these issues, the PDF version of the book was created by scanning a physical copy. That means that the handouts included in the PDF are also hard to read.
- **Statistic blocks and updated mechanics for 7th Edition:** While the "conversion" required to use older scenarios with the newest edition of the *Call of Cthulhu* rules is very slight, and can mostly be done "on-the-fly" during play, as an aid to time-poor Keepers we have included 7th Edition conversion statistics wherever needed.

We hope that these resources enhance both the Keeper's experience of running these scenarios, and players' experience of playing them. Many thanks to **Gary Sumpter**, the author of these scenarios, for his enthusiastic support to the creation of these update resources. Without him, these scenarios would never have existed in the first place.

Clear Credit

To make use of the materials in this PDF you will need to own a copy of Chaosium's publication *"In The Shadows*" (CHA2357). Electronic copies of this book may be purchased direct from Chaosium (www.chaosium.com) or via other retailers.

"In The Shadows" was published by Chaosium in 1995 as a collection of three roleplaying game scenarios, all written by Gary Sumpter. Chaosium and Gary Sumpter retain all copyrights to the scenarios in the original book. This PDF does not reprint any copyrighted materials from the Chaosium publication but does contain works derived from material in that book.

This PDF contains reverse-engineered versions of the handouts from *"In The Shadows."* These were designed and rendered by Dean Engelhardt for this upgrade pack. The text contained in these handouts is copyright Gary Sumpter and used here with his permission.

New image content created for this pack are copyright © 2015 Dean Engelhardt

This PDF contains new statistic blocks which are derivative works, created by re-imagining the game statistics from the original scenarios in light of the common game mechanics particular to the most recent, seventh, edition of the *Call of Cthulhu* roleplaying game.

Scenario Upgrade Pack: "In The Shadows" was published by Cthulhu Reborn in 2015. (www.cthulhureborn.com)

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Resources for "Devil's Hole"

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Conversion notes for Call of Cthulhu, 7th Edition

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Note that the handouts in this PDF are provided in both fullyrendered, texture-rich versions and also as plain text. The former looks more evocative of the 1920s era but also demands more of players (in particular their ability to decipher handwriting). The plain text versions are clear and unambiguous and also searchable.

Both versions of the handouts are contained in this file as *separate PDF layers*. Consult the documentation for your PDF reader for instructions on how to turn individual PDF layers on and off.

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I. Hoarimer Drame, being of sound mind and body, on this 20th day of June, 1510, do beachy ser fourt this restimony of events occurating on this day. The noman who now calls herself my wife is not the noman I manieds Something readible is happening to aca, she is changing, undergoing some sout of hidrows reausformation. Here features, once fair, are now grotesque, almost inhuman Her eyes bulge, unbinking, her nose fear and feably. Her voice croats horribly and she speaks interminably on going to join her fathers, and urrers black caths so four that I shall not repeat them. I do not know what manner of curse is upon her, but there is only one way to end it. With God as my vitness, I have sent young Edward to my dear cousin's home in London, and coaded my shorgun. I shall now go upstairs and use as many shells as it takes to destroy that croaking, gibbering thing that calls itself Ula, and then, mercifully, turn the gun upon myself. Forgive me ...

Mac Bain Ancestry Known To Me Howard Mac Bain = Emma Douglas 1779-1828 1781-1826 Quncan Mac Bain = ? 1805-1837 Duncan Mac Bain || 1831-1859 = ?? Ewan Mac Bain ? 1857-1891 Ula MacBain _ Mortimer Drahe 1883-1910 = 1879-1910 Hugh Mac Bain 1885-1927 Edward Orake Vestigium 1905-**Devil Papers #3** WHAT YOU KNOW ABOUT EDWARD DRAKE Edward is 22, and a graduate student at London's Kings College. You've been friends for years. He was born in Aberdeen, but his parents died when he was quite young. Drake grew up in London, under the care of an aunt, and attended Eton College. A studious fellow, Drake has long

been fascinated with science, but had become increasingly restless in recent months. He had grown bored of his studies, he said, and needed a break ; as a result, he was

الوق

quite enthusiastic about going up to Scotland.

Devil Papers #2

lee





Devil Papers #6

We went Down, past schools of cerious con and herring, into Devils Hole The the regetation clinging to the side of this immense chasm seemed to becken languily with the motion of the water. Soon the sea became an inky black, and we turned on our searchlights. At this depth, penhaps fix humdred feet, the schools of fish were no longer evident.

The vegetation grew thicker, and we seemed to pass into another world altogether. We thought we saw shapes - shadows out in the lackness - and just beyond the reach of our learns.

And then we saw it. There, in the beams of our searchlights - a city of colossal size, trapped beneath the waves of this frigid sea! It must have been thusands upon thousands of years ald; it was crusted with the growths of the countless centuries, yet its immense outline seemed scarcely soliterated by the acons.

That this strange city was not constructed for human use was immediately shrious. the angles were elusive, maddening, and seemed neither concare nor conver. Murray was dumbfounded; to mumbled something about there being some kind of undefined hornor locked within these cyclopean monoliths.

Our searchlights could only hint at the titanic, sprawling precimets of this terrible city, but we could make out ships - dozens of them - smashed and resting precariously upon the countless terraces of that nameless alyss: whaling ships, travelers, clippers of never and iron, sail and stram!

I felt Dizzy, nouscous, yet sought further Details. Young Murray, however, had become so the hystorical that to extend our visit was unthinkalle; he was scraming and flailing his arms like a maxman. It was obvious he was a sanger not only to us, but to himself. We gave the signal to the Intropid above, and at once we began to rise.

St was then, as we were hauld up towards the surface and safety, that we saw a sight to surpass the honor of all we had already seen; the most Mappennous shape imaginable, a guardian of that surken crypt which wallowed in the merely depths. Worse, the abamination seemed to be following us at a distance. By this time Murray had, mercifully, fainted. I have never felt such relief as when - at last - we broke the surface alongside the Intrepid.

Devil Papers #7

A SUMMATION OF THE ABERDEEN POLICE FILE CONCERNING THE MURDER OF MORTIMER DRAKE

In summary, the thin file says that the body of Mortimer Drake was discovered lying in a pool of blood at the foot of the first floor stairs of his Albury Road residence. The body was covered with deep slashes, and it appeared as though he had been cut repeatedly by razor-sharp knives. A loaded shotgun lay several feet away. The coroner states conclusively that Drake was murdered.

A subsequent autopsy revealed that his left arm, left hip, and neck were all broken, due probably to a fall down the stairs. No knife resembling the suspected weapon was located on or near the premises.

Mrs. Drake was nowhere to be found, and has not been seen since. She is still wanted for questioning. She may have killed herself, as part of a murder-suicide. No other possible killer developed, and the police exhausted their meagre leads.

The case is still technically open, but no work has been done on it in more than ten years.

Devil Papers #8



Hansary and Spaces War. For Young Children "Perce" Baby I ry garmant guaranteed unable Stable. In case of difficulty write for ne K Chi 6.050 TER SCOTT & CO. LTD. (Dept. No. 18), HAWICK, SCOTLAND.



ES OF WATER

COINS

Expressions of Condolence

ern Division of | Professor Ian MacKendrick, of the faculty case of drown-lat the University of Aberdeen, was the -aged man was victim of an apparent fatal heart attack irds in a vat in last night. He was discovered by his family idgeton. There this morning.

ater in the vat, A long-time resident of the city, Professor n was found to MacKendrick taught at the University for nay have fallen 23 years, and was admired and respected re. During the by both faculty and students who now ied as Thomas grieve for his memory. gomery Street,

Professor MacKendrick was eminent in the study of thalassography, or oceanography as it is becoming known, and had published many scholarly books and orins and halfpapers.

ut into circula-He is the third member of a recent bathy-A third arrest scaphe expedition to be in the news. n district, two Member Mr. Simon Murray was hospitalsly in the south ised for an unannounced ailment upon the had never been d appeared yesexpedition's return. Yesterday, the second attempt had even Court and was member, Mr. Edward Drake, was declared in an empirical r missing by police. scientific method Professor MacKendrick is survived by his

urt vesterday a n named Elizato four charges is sentenced to Accused ad-

false coins.

A DISHONEST POSTMAN

wife, Iris, and daughter Pauline.

A postman named William Hamilton was advantage which

Devil Papers #10

Devil Papers #9

In the course of Edinburg Synogo Daiches referred raging at present of man and the l creation. It was that in spite of a of science there explain how man how, in the proce from the animal qualities that dis existing beings. story of man's cr omnipotent and ground that the a involved a mirac scientific intepre theory which inve performed const: mysterious way i centuries. The developmen anthropoid class Dr Daiches conti accepted by the j time, but the pro

supposed to have

man's body and 1

of his physical, n

attainments. WI

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nes une He was also one of Tunney's helpers al firm "The Croc during the champion's preparatory training hostelry in for his recent fight with Dempsey. the general ATON of crimina ALBURY ROAD MAN MISSING succession prought much bran ffice in Police Seek Public's Assistance fights in th system ingredients rection Edward Drake, 22, has been missing since -that kee ich was Monday night, authorities stated today. Theatre in From Mr. Drake was last seen leaving his home ment. If T ith any on Albury Road at about 7 P.M. that tainment t 6d per evening by a neighbour. Police do not be shock-pi hain of suspect foul play and speculate that Mr. who crowd British Drake, a native Londoner, may have of the play, ng with returned to England. theatregoe a very Persons with information relevant to this and Mr Di case are kindly asked to contact Inspector look forwa ed that Martin Sutherland of the Aberdeen for a piece sh Post Constabulary as soon as possible. although fo ions in been skillf t never RO-ELE the cruditi im that ess and ACT artic i agereit



Devil Papers #12 blie in the







NORTH SEA TALES

322

pitchforks. The blaze that arose was awful to behold ; and hissings, and burstings, and loud cracklings, and strange noises, were heard in the midst of the flame ; and when the whole sank into ashes, a drinking cup of some precious metal was found ; and this cup, fashioned no doubt by elfin skill, but rendered harmless by the purification with fire, the sons and daughters of Sandie Macharg and his wife drink out of to this very day. Bless all bold men, say I, and obedient wives ! "

DEVIL LIGHTS OF ABERDEEN.

Passengers aboard the steamship Sleipner, bound for Aberdeen from Oslo in 1922, reported sighting strange lights beneath the sea and dark shapes swimming to starboard. By the time crew members were summoned, however, the lights and shapes had vanished. Incidents of this nature occur with some frequency in the North Sea, and seasoned sailors take stories of 'Devil Lights' with a pinch of salt or a wise and furtive nod.

THE MERMAID OF KNOCKDOLION

The old house of Knockdolion stood near the water of Girvan, with a black stone at the end of it. Folks once believed that a mermaid used to come from the water at night, and taking her seat upon this stone, would sing for hours, at the same time combing her long yellow hair. The lady of Knock-



THE MACBAINS - CLANN BHEANN

40

Bodge:- Bocsa, or Craobh aighban (Boxwood); or Lus nan craimsheag, braoileag (Red Whortleberry).



HERE seems to be little known of the history of this clan, although they must at one time have been numerous and united, having an acknowledged chief with an independent following.

There is an opinion, however, among several of this clan, that they are a branch of the Camerons, and a division of MacBains fought with Lochiel as their biomedia 1745. But different form for middle born

kinsman in 1745. But, although some few might have been his followers, unvarying tradition ranks the clan as one of the many tribes comprehended under the generic appellation of Clan Chattan, and it is certain that the MacBains, with the above exception, in all general expeditions, and other transactions, ranked under the banner of the MacIntosh, as their superior.

The MacBains of Aberdeen are an especially well-known branch of the family, although records of their genealogy during the 19th century are oddly incomplete. There exists no information concerning the brides of three generations of MacBains, following Howard's marriage to Emma Douglas in 1801. It is believed that their son, Duncan [born 1805], the captain of a tea clipper, took as his wife a woman of the Orient. Duncan's son and grandson may have followed a similar course. In any event, with the marriage of Ula MacBain to Mortimer Drake in 1902, the genealogy of the clan MacBain is once again on track.

The Bains or Baynes of Tullach, an old and respectable family in Ross-shire, like several other Highland septs, never prefixed Mac to their name. They are supposed to be a branch of the Mackays, and possessed considerable influence in the county.

MacBean and MacVean are both considered to be alternative modes of spelling MacBain



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Part I. The Second Part of

third Treasure 'twixt tains, and Fortifications, and to The Scotland and the Southern Lands, is annihilate them.

not unlike unto these two, and And now will there be any fo without doubt fuch kind of foolifh as to interpret chis according Treasures will offer themfelves even to the alleged Words fpake by the in many other places where fuch Winged Meffenger : No certainly Mountains and Mine-pits are found unlefs he be deprived of the light of out, were but the right way of Nature. It was never heard off, that digging out and ripening them, but ever there was any Carbuncle found known to us ; which knowledge is of the bignefs of an Egg fave for the only granted unto those favoured by shining gift brought by faid Meffenthe GREAT OLD ONES.

Thefe things was I willing to nor *Perfien* Magi are reported to have mention, that fo it may be known had fuch an one, and from when then what my opinion is as touching those fhould the Arab only have the fame? Treafures granted knowledge to us by the hidden GODs.

Burgh betwixt Dee and the Don never any where feen or found, it have been known to propitiate that neceffarily follows that those things which they believe dwelleth beneath the cold, dark waters of that fea to be underftood according to which feparateth the ifle of the Wisdom not provided by the Boo Brytons from the Scandynavian home of the Norse.

exhibit, infomuch that he may be the invocation of the feventy-feven defervedly be Stiled a moft potent Hidden Monarch. But if fo be that of Effential Saltes (but not common evil companion, viz. Sulphur be Salt) into a most potent of elixirs in joined unto him, which may provoke one hours fpace. I have feveral times him, he becomes more venomous done fo, but never had time as yet to than the Balilisk, and is able to kill in bring it to its most perfect a moment of time, both Men and conclusion whereby the trapped one Beafts, yea to ruin Caftles, Moun- is freed to walk among us. However,

ger : neither the Roman, nor Grecian,

Nay more, forafmuch as it is mentioned of the Carbuncle that it It is fpoke of with guarded fhines in the night like a burning tongue, but certain fisherfolk of that live-Coal, and yet fuch a frone was which are delivered thereof are not

But fome or other will fay, Whence come you to know thefe home of the Norse. Likewise, the Northern Lion is able (when he hath found the Treafure to abolifh all his vices), and contrarywife recover a good Magickal Governance, Peace and Quictude. For unfeen power are able to tranfmute Strife into Peace through the fubjugation of the through the fubjugation of the Northern Lion can abundantly Northern Lion can abundantly However I fay, that I can change by exhibit, informuch that he may be the invocation of the fevery-fever l'defire

Part II. 361 The Spagyrical Pharmacopea

The third Purgatory is, that of which the Chriftians of old have Writ, and is to this day ftill believed by the Church of Rome, oiz. that the Souls of the deceased, when by the guilt of deadly fins, then are not immediately funk down into the eternal Hellish Pains, are in this Purgatory cleanfed of the pardonable fins they have committed in this Life, and are made worthy to enter into eternal Joy and Salvation.

No more potent example of the unknowable myfteries of this Purgatory exifts than in the foul inftances where innocents have been falfely accufed of fupernatural acts and by fuch justification been caft unto death, commonly in the most unconfcionable of endeavours.

For such a cafe we fcarce need leave our own dominion :

Eilidh MacMhuirich, burned at the stake in 1676 for herefies against God, and faid to affociate whyth powers beyond mortal ken, did utter thys curfe in the moments pryor to her execution: May he who is Lord of the Hole ryle once more from hys watery bier to take that which is hys; in that rotten crypt are gates to a hundred hells and once may hys power growi When he breaketh hys bonds and drowneth the world above, mankind will tremble and peryfh in hys wake!

If not of the cleanfing Purgatory that this innocent fpake, then it is fome other Secret place unreachable to man while he yet breathes.

Daoid to this purpose give us a

the Philosophers of old termed Cthugha.

It is to admired, that how black or fmutty forever any thing be, after which it is wafh'd by Fire, it becomes fnow white ; which the Mercury driven by Fire from black Sulphur and Mars, is alone a fufficient proof of, in which whiteness the fairest Red lies hid. That Cthugha, or the Art of Washing with Fire, and therefore changing Black to White, was in use amongst the Ancients, feems probable from David's words, when he cries to God ; Purge me with Hyjop, and I shall be clean, wash me, and I shall be whiter than snow : David here defires nothing elfe than to have his Soul, which was cole black by Sin, washed and purged by the Fire of that Flame which Burns forever just beyond our sight, that is the facred Fire called Cthugh

It is notorious, that always a greater Flame overcomes and fwallows up the leffer ; to extinguish therefore all the fires of our mortal existence, we cannot do better than to make use of that most unending Fulmen, which the Philosophers declared. Go Fulmen and burn the Wings of that Volatil Bird, that he may flie no more. To this purpofe I have made many trials in my Yooth, but have found none better than the Folmen of the Sand-filled Waste.

Concerning the true making of this Folmen, as to its first Work, the Philofhers fay , that the true Matter is every where to be found ; because Decid to this purpole give us a final way. Adam brought it with fometimes pafs the Fire, before it attain its unmoft purity. This art of cleanfing things with Fire, was by [cleanfing things with Fire, was by] it is in every Man, and found with

Devil Papers #18

Professor Mackendrick, the man in charge, to let me accompany the expedition. What lies there, buried deep must learn the truth. from (devil's bole real ? I dread the answer but I heneath the waves? Am I a madman, or is the horror Bre learned that the University here is preparing for an undersea study of Dogger Bank. I se consinced My friend, there is an odd look about them, as though they that began shortly after my arrival here. In them I grandfather, his father before him, and his father's experienced. Then there are the dreams - the dreams truth. Muy am I so attracted to the sea? It's so dark, so cold, yet for these very reasons I feel a visions become more clear, more real. Last night my mother. Although I instantly recognise them am swimming in the deepest, darkest recesses of the occan and I meet my anectors: my mother, my mother told me that I would soon foin them "belonged in - and to - the sea, Each night these strange affinity for it that I've never before (Is not think me erappy but I must learn the Edward **Devil Papers #20** Sherdeen, Scotland 12 Alland Read what they say, in English: characters from the scroll supplied to me. Here is Sons of the Orient. These it's cults, with signs and but not forgotten are they, who were served by the crumbled to dust and the oceans drank the land. Gone patient and potent, imprisoned when the great cities strange eons the world shall be yours and you shall when One of the Old Race rises up from the sea and in serve the Black Gods. Soon shall the stars be right, time but in our veins flow the blood of those who symbols ancient beyond belief, are lost in the well of know that the long sleep of the dead has ended. As requested I have translated the Chinese Under the green seas the Ancient Masters lie, In the epoch of the Manchus Year 112. (seal of) Wun Su-Yin **Devil Papers #21**



Statistics for "Devil's Hole" Conversion to Call of Cthulhu, 7th Edition

STATS for TWO THUGS

Thug #1

STR 65	CON 70	SIZ 60	DEX 50	INT 50
APP 35	POW 55	EDU 45	Sanity 0	Hit Points: 13
Damage B	onus: +1D4	Build: 1	Move: 8	Magic Points: 11

 Fighting
 70% (35/14), damage 1D3 + Damage Bonus

 Club
 65% (32/13), damage 1D6 + Damage Bonus

 Dodge
 50% (25/10)

Skills: Bluff 45%, Credit Rating 30%, Cthulhu Mythos 5%, Drink Beer 60%, Listen 50%, Occult 10%, Operate Heavy Machinery 30%, Psychology 50%, Stealth 40%, Spot Hidden 40%, Track 50%

Thug #2

STR 70CON 55SIZ 75DEX 60INT 40APP 50POW 55EDU 40Sanity 0Hit Points: 13Damage Bonus: +1D4Build: 1Move: 7Magic Points: 11Fighting45% (22/9), damage 1D3 + Damage Bonus12-Gauge Shotgun (2B) 45% (22/9), damage 4D6/2D6/1D6Dodge30% (15/6)Skills: Credit Rating 20%, Cthulhu Mythos 7%,

Listen 35%, Occult 15%, Operate Heavy Machinery 25%, Psychology 20%, Stealth 50%, Spot Hidden 45%, Track 40%

STATS for THE THING IN THE BARREL

STR 50CON 45SIZ 35DEX 55INT 20APP —POW 35EDU —Sanity —Hit Points: 8Damage Bonus: noneBuild: 0Move: 0Magic Points: 7

ATTACKS

 Attacks per round: 1

 Tentacle
 30% (15/6), damage 1D3

 Dodge
 30% (15/6)

Armor: 3-point blubber and gristle.

Sanity Loss: viewing this minor abomination costs 0/1D3 points of sanity.

STATS for MARTIN SUTHERLAND, age 37, Inspector of Police

STR 60CON 60SIZ 65DEX 55INT 65APP 50POW 60EDU 75Sanity 60Hit Points: 12Damage Bonus: +1D4Build: 1Move: 7Magic Points: 12Fighting75%(15/%)1102 + Decemposities

 Fighting
 75% (15/6), damage 1D3 + Damage Bonus

 Webley Revolver
 70% (35/14), damage 1D8

 Dodge
 30% (15/6)

Skills: Appraise 60%, Credit Rating 45%, Drive Auto 40%, Fast Talk 45%, First Aid 60%, Law 50%, Listen 75%, Persuade 60%, Psychology 65%, Stealth 65%, Spot Hidden 75%, Track 15%

STATS for IVOR CONNOLLY, age 61, Groundskeeper

STR 65CON 60SIZ 70DEX 55INT 70APP 50POW 65EDU 40Sanity 60Hit Points: 13Damage Bonus: +1D4Build: 1Move: 4Magic Points: 13

 Fighting
 50% (25/10), damage 1D3 + Damage Bonus

 Nighstick
 50% (25/10), damage 1D6 + Damage Bonus

 12-gauge shotgun
 40% (20/8), damage 4D6/2D6/1D6

 Dodge
 30% (15/6)

Skills: Credit Rating 30%, Drive Funereal Coach and Four 40%, History of the Cemetery 50%, Library Use 50%, Psychology 20%, Recite Robbie Burns 44%, Stealth 30%, Spot Hidden 50%

STATS for MARGARET FERGUSSON, age 28, Reporter

STR 45CON 50SIZ 50DEX 60INT 70APP 70POW 60EDU 75Sanity 60Hit Points: 10Damage Bonus: noneBuild: 0Move: 4Magic Points: 12Fighting45% (22/9), damage 1D3 + Damage BonusDodge50% (25/10)

Skills: Credit Rating 45%, Fast Talk 60%, Library Use 60%, Persuade 50%, Psychology 40%, Spot Hidden 45%, Write Pithy Lead 55%

TOME STATS for Vestigium Scoticum

Vestigium Scoticum is a worm-eaten tome with the following 7e statistics:

Sanity Loss: 1D6 Cthulhu Mythos: +2/+5 Mythos Rating: 19 Study: 17 weeks Suggested Spells: Contact Spawn of Cthulhu, Contact Deep One

STATS for GRAHAM KILBRIDE, age 49, Director

STR 50 CON 50 **SIZ 55** DEX 55 INT 80 APP 50 POW 70 EDU 90 Sanity 60 Hit Points: 10 Build: 0 Move: 7 Magic Points: 14 Damage Bonus: none Fighting 25% (12/5), damage 1D3 + Damage Bonus Dodge 30% (15/6)

Skills: Accounting 45%, Anthropology 60%, Archaeology 40%, Credit Rating 80%, Language (Latin) 40%, Library Use 80%, Natural World 80%, Persuade 20%, Psychology 30%, Science (Geology) 45%

STATS for ARCHIBALD BURNS, age 55, Drunk

STR 50 CON 45 SIZ 60 DEX 55 INT 50 APP 45 POW 45 EDU 35 Sanity 75 Hit Points: 10 Damage Bonus: none Build: 0 Move: 5 Magic Points: 9

25% (12/5), damage 1D3 + Damage Bonus Fighting Dodge 30% (15/6)

Skills: Credit Rating 2%, Listen 35%, Psychology 70%, Spot Hidden 40% Stealth 50%

STATS for ROWLAND MACFIE, age 39, Plant Manager

STR 60 CON 65 **SIZ 60** DEX 60 INT 65 APP 45 POW 70 EDU 60 Sanity 0 Hit Points: 12 Damage Bonus: none Build: 0 Move: 8 Magic Points: 14 Fighting 25% (12/5), damage 1D3 + Damage Bonus .45 Revolver 60% (30/12), damage 1D10+2 Knife 80% (40/16), damage 1D4+2+Damage Bonus Dodge 50% (25/10) Skills: Accounting 65%, Credit Rating 75%, Cthulhu Mythos 20%, Law 20%, Occult 50%, Operate Heavy Machinery 30%, Persuade 25%,

Spells: Contact Deep Ones, Dread Curse of Azathoth, Shrivelling

Psychology 25%

STATS for NIGHT WATCHMAN, age 71

STR 60 CON 50 SIZ 70 DEX 55 INT 60 APP 40 POW 60 EDU 35 Sanity 0 Hit Points: 12 Damage Bonus: +1D4 Build: 1 Move: 3 Magic Points: 12

Fighting 80% (40/16), damage 1D3 + Damage Bonus Club 40% (20/8), damage 1D6 + Damage Bonus Dodge 20% (10/4)

Skills: Credit Rating 10%, Cthulhu Mythos 10%, Electrical Repair 50%, Listen 70%, Occult 25%, Operate Heavy Machinery 50%, Psychology 10%, Spot Hidden 70%, Stealth 60%, Track 40%

STATS for PROCESSING PLANT WORKERS/ CULTISTS

	STR	CON	SIZ	DEX	POW	HP	MP	Move
One	75	70	65	45	55	13	11	8
Two	65	70	60	55	60	13	12	8
Three	65	65	60	55	55	12	11	8
Four	65	70	60	55	50	12	10	8
Five	60	65	80	85	50	14	10	7
Six	75	60	60	60	60	12	12	8

Damage Bonus: +1D4 Build: 1

Fighting 60% (30/12), damage 1D3 + Damage Bonus Cosh (Blackjack) 70% (35/14), damage 1D8 + Damage Bonus 45% (22/9) Dodge

Skills: Climb 60%, Cthulhu Mythos 10%, Listen 40%, Mechanical Repair 35%, Operate Heavy Machinery 50%, Stealth 40%, Spot Hidden 35%, Throw 50%

7E MECHANICS FOR SLIME HORROR

If an investigator comes into contact with the Slime Horror for any length of time he or she will begin to take damage from its highly corrosive material and also find it difficult to escape from its sticky mass. Each round the Slime Horror's acid inflicts 1D3 damage — after a victim has taken three successive rounds of acidic damage he or she is considered to have suffered a Major Wound (after which it is possible that the corrosive damage may kill). A trapped investigator may attempt to break free of the horror by attempting an opposed STR roll against the creature. Depending on the situation the Keeper may rule that one or two others can assist - see the rules concerning multiple characters combining their efforts on page 88 of Call of Cthulhu, 7th Edition.

SLIME HORROR

STR 125	CON 125	SIZ 100	DEX 90	INT 55
APP —	POW 100	EDU —	Sanity —	Hit Points: 22
Damage B	onus: +2D6	Build: 3	Move: 8	Magic Points: 20
Slime atta Dodge		natic, dam (22/9)	age as per a	above

Armor: none, but the unusual substance of the creature reduces damage from firearms and melee weapons by half. It takes double damage from fire.

Sanity Loss: 1/1D6.

STATS for LIAM BAIRD, age 43, Captain of the "Kipper"

STR 60	CON 70	SIZ 60	DEX 45	INT 60
APP 35	POW 65	EDU 50	Sanity 20	Hit Points: 13
Damage Bo	onus: none	Build: 0	Move: 7	Magic Points: 13
Fighting		25% (1	2/5), dama	age 1D3 +
Damage	Bonus			
.45 Revol	lver 50%	(25/10), d	amage 1D	10+2
Dodge	30%	(15/6)		
Skills: Cr	edit Rating	5%, Cthu	lhu Mytho	os 20%,

Navigate 45%, Pilot (Boat) 60%, Psychology 10%

STATS for STAR-SPAWN OF CTHULHU

See page 308 of the Call of Cthulhu, 7th Edition rules.

STATS for SIX UNSAVORY SAILORS

	STR	CON	SIZ	DEX	POW	HP	MP	Move
One	60	65	80	60	60	14	12	7
Two	80	65	60	65	55	12	11	9
Three	70	50	70	50	50	12	10	8
Four	65	80	70	65	50	15	10	7
Five	65	60	65	75	50	12	10	8
Six	65	70	65	55	45	13	9	8
Damage Bon	us: +1	D4	Build: 1					

 Fighting
 65% (32/13), damage 1D3 + Damage Bonus

 Knife
 65% (32/13), damage 1D4+2+Damage Bonus

 Dodge
 40% (20/8)

Skills: Craft (Boat Handling) 40%, Climb 55%, Cthulhu Mythos 10%, Listen 40%, Navigate 25%, Stealth 40%, Spot Hidden 35%, Swim80%, Throw 45%

STATS for EDWARD DRAKE, Deep One

STR 75	CON 60	SIZ 80	DEX 55	INT 65
APP —	POW 55	EDU —	Sanity —	Hit Points: 13
Damage Bo	onus: +1D4	Build: 1	Move: 8	Magic Points: 11

Claw 25% (12/5), damage 1D6 + Damage Bonus Dodge 45% (22/9)

Armor: 1 point of skin and scales

Sanity Loss: 0/1D6 plus an automatic 1D6 for witnessing Edward's hideous transformation

Other abilities: Edward has the underwater breathing ability described for Deep Ones on page 288 of the *Call of Cthulhu*, *7th Edition* rulebook.



Upgrade Pack Contents: Scenario 2: In the Shadows of Death

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THE BOOK OF CELESTIAL PROVIDENCE

This is a slim, maggot-eaten folio bound in black leather. The title is inscribed in large handwritten gilt letters on the first page.

- Bi

There is no date of publication, but the style of the book is obviously old, and age has spotted its linen paper pages. On an inside page is inscribed in ink, "To Zachariah Solomon Butler, from his loving father ".

The book, comprised of some three-dozen frayed pages, is written in the barbarous English of a semi-literate author. It purports to be the translation of a treatise on the bloodthirsty worship of a fertility deity known only as Nebhroth, originally composed in a long-forgotten language by the sorcerers of Atlantis.

Mentioned within the moldering pages are two gifts that the petitioner might ask of the summoned deity: "The Covenant of Nebhroth " is ambiguous, but implies an ability to grant eternal life; "The Bride of Nebhroth " is equally vague, but hints at a supernatural potency that allows even an infertile wife to conceive. The former requires a human sacrifice; the latter, nothing more than " a suitable vessel ".

je.

les

Dear Friend,

Hannah and larrived at the old Butler Plantation two nights ago, in the midst of one of the wildest storms l've ever witnessed. It's quite calm right now and no damage was done, but our proximity to the gulf of Mexico is no doubt responsible for the savage weather.

('ve had no opportunity for sight-seeing whatsoever; sorting through the affairs of the estate has consumed virtually all of my time. I find it puzzling that in these parts the Butler legacy is spoken of in such strange, half-whispered tones. The residents of Champillon, the nearest town, reacted with a queer furtiveness the other day when we stopped to ask for directions. One grey-haired patriarch went so far as to warn us away from the place altogether, but refused to elaborate. ('m beginning to think that these bumpkins are as supersitious a lot as our bucolic Yankees!

Since our arrival, my wife Hannah has not slept well. She seems quite unnerved, but cannot explain her vague apprehensions. While (myself have not noticed anything amiss, I can sympathize with the sense of isolation Hannah feels here; my ancestors were never gregarious bolk, and the location of the Butler plantation reflects this reticence.

I was rather disappointed to find that the old place is quite decayed and in need of repair; my late uncle appears to have been unable to prevent it from falling into neglect. If a suitable arrangement can be made with my cousin, Hannah and I are likely to sell the place off; but I doubt we'll get more than a modest sum for it. Who knows, we may decide to have the place fixed up first - in which case you'll have to pay a visit to Lord and Ladry Butler at the *plantation*!

give my regards to one and all; (shall ring you upon my return.

sincenely

Leccar.

Shadow Papers #1

Shadow Papers #2



The filing time as shown in the date line on full-rate telegrams and day letters, and the time of receipt at destination as shown on all messages, is STANDARD TIME.

7LA S 37 DL

CHAMPILLON, LOUISIANA DEFINITELY STOP SOMETHING RIGHT WERE LOCALS URGENTLY PRESENCE STOP YOUR HERE WRONG WILL EXPLAIN SITUATION UPON YOUR REQUIRED STOP ARRIVAL STOP

BUTLER

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SETH RUTLEDGE SPEAKS

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-Bi

Seth Rutledge is a grubby derelict in his eighties who sleeps in the town square. He is frequently seen sipping moonshine out of a brown paper bag. In exchange for booze, or enough money to buy some (a dollar), Rutledge answers the investigators' questions about the Butler Plantation, but it is difficult to tell exactly how inebriated he really Is; he speaks clearly, but there is a wild gleam in his eyes.

ONCERNING ITS SERVICE

According to him, the blasphemous rumours surrounding the Butler family are true. "Sure's I'm a-settin' here," he says, spitting out a wad of chewing tobacco, "they's been muckin' about with what no man got a right to. Y'know, even back 'fore the Yankee Invasion, them Butlers had trouble keepin' their niggers. They was always escapin' – or dyin' tryin'. Them what didn't make It still talked to other niggers, like they would do, and I've heard tales that'd make yer hair stand on end.

"Now mind, most folk don't put much stock in what a scaret nigger got to say, but I reckon they was tellin' the truth. Sometimes, if the wind was right, folk could hear them niggers wailin' somethin' fierce clear into town, like they was fearin' for their very souls. Ain't no whip gonna do that, no sir. They jes' ain't no denyin' that them Butlers was up to somethin' no God-fearin' Southern family ought to be. I use to live out that way. Certain times o' the year, everythin' would go real quiet out in the swamp, and then the whippoorwills would set to callin' so loud as folk couldn't sleep. All night long they'd cry, hundrets of 'em. My ma use to say they was jes' waitin' to ketch somebody's soul.

FROM

"The first Butler hereabouts was ol' Virgil. He was a privateer – that's how he made his fortune – an' he come here and built that plantation, a hundret years ago or more. When ol' Virgil died, he left one son, Zachariah, who found a sea-chest full of devil-books that belonged to his pa, so the story goes. Virgil couldn't read nor write, but Zachariah got some schoolin', enough so's he could read them books, an' he learnt how to do strange things. He use to disappear for months at a time, an' folk use to say he was out visitin' corners of the earth what weren't never meant to be visited.

THE COMPANY WILL APPRECIATE SUGGESTIO

"Well, when the war come, his son Abraham went off to fight the Yankees, and when he got hisself killed, the old man set about learning his grandson what was in them books. That was ol' Aaron – who got took to meet his maker last month.

"I reekont ol' Aaron was the last of 'em, but now they's another Butler on the plantation, a smart-talkin', fancy-dressed Yankee. Well, they's been enough going'-on already. I'm wamin' you, as like it's too late for him - stay clear of that place, if you knows what's good for ye."

Shadow Papers #4

le

Those cringing tools who call themselves doctors may be anable – or unwilling – to provide Rebecca and I with a child, but tonight i invoke Nebhroth in the manner set out in grandfather's book: he will not tail me!

success! yonaih! He has answered my call! The whole island shudders beneath him nowling of the void Nebhroth thtagn

nerves NOW settled enough to relate events all necessary preparations were made. Locked R into bedroom and went down to cellar to perform ritual retired to study to await. Must have fallen asleep awoke suddenly during violent storm. Upstairs R screaming First impulse to assist but other noises - uncanny sound of wind between stars

that horrible furrive rustling hastened back to study and bolted door thow long did I sit and listen to R.s shrieks?

Madness! memory of other events gone but recall venturing upstairs next Molning with much uncertainty Quiet within, but it took, every ounce of courage to unlock, that door Inside R lay upon the bed

babbling-mindlessly

gtassy eyes fixed on open window.

Shadow Papers #3A

All servants gone now, only Gullah Jack left. Just as well.

Plain now that R has been driven quite mad - small price to pay to be the chosen vessel of Nebhroth's seed - yet think sue comprehends changes

how georious to nurture the progeny of a god!

time draws near

past six months very difficult caring for vessel consumes much time, but essential Gullah Jack, remains loyal Fearing betrayal, have taken his tongue

Vessel has ruptured! R dead but new life begins! Nebhroth thtagn! youdin! Thy child is born! Must tell grandtather gtorious news!

 Index general from the Champillon Cazette archives 1273: Zacharah Butler, pathrach of the Better framily, des at the age of 72. He was the son of a proder of Savannah during the Way of 1912 who tate settled in Lowissina, padaang arcon. Zacharah nurves with his butle Josephine and son Abraham. Butler, daughter in tau of Savannah during the Butler frampled by stampeding horses. She des after aron, banel, and Jacob. 1872: Victoria (Mann Butler, son of the late Abraham and the secon free human Auroham, and Is nurves with his butle Josephine aron, banel, and Jacob. 1873: Read Auroham, and Is nurves was the son and better and Jacob. 1873: Read Auroham, and Is nurves was the secon and better age of 21. 1872: Read Butler, son of naron and Resecce and Many Butler. 1872: Tacob Butler, son of naron and Resecce and Many Butler. 1972: Mary curves Butler arouns of the age of 30. She is surved by her husband Jacob and any Butler. 1972: Mary curves Butler arouns of the age of the age of the second the second the accelerated when the second the accelerated second the accelerated second the second
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Dates gleaned from the Archives of the Sons & Daughters of the Confederacy.

- * 1830: Abraham Butler is born to Zachariah and Josephine Butler.
- * 1851: Abraham Butler, son of Zachariah and Josephine Butler, marries Victoria Mann.
- * 1852: Josephine (Middleton) Butler dies of rheumatic fever at the age of 42. She is survived by her husband Zachariah and son Abraham.
- * 1853: Aaron Butler is born to Abraham and Victoria Butler.
- * 1859: Daniel and Jacob Butler are born to Abraham and Victoria Butler.
- * 1864: Abraham Butler is killed during the Battle at Atlanta at the age of 34. He is survived by his wife Victoria and sons Aaron, Daniel, and Jacob.

Shadow Papers #6

Statistics for "In the Shadows of Death" Conversion to Call of Cthulhu, 7th Edition

TOME STATS for Book of Celestial Providence

Weeks: 40 Sanity: 1D8 Cthulhu Mythos: +2/+9 Mythos Rating: 36 Suggested Spells: Call Nebhroth

7E MECHANICS: BREAKING INTO MAUSOLEUM

Investigators wishing to use force to break through door of the mausoleum must succeed in an opposed STR roll against the door's STR of 165. A maximum of two investigators may combine their STRs when making this attempt (using the mechanics described under "Physical Human Limits" on page 88 of the *Call of Cthulhu, 7th Edition* Rulebook).

To move aside one of the cement slabs covering the sarcophagi, up to four investigators can combine their STRs in an opposed roll against the slab's STR of 55.

STATS for ZACHARIAH BUTLER, age 126, tomb-spawn

STR 70CON 60SIZ 60DEX 60INT 45APP —POW 70EDU —Sanity —Hit Points: 12Damage Bonus: +1D4Build: 1Move: 4Magic Points: 14Claw40% (20/8), damage 1D4 +Damage BonusDodge30% (15/6)

Armor: 2-point skin

Sanity Loss: 1/1D8 Sanity Points.

STATS for AARON BUTLER, age 74, tomb-spawn

STR 60CON 75SIZ 80DEX 65INT 25APP —POW 55EDU —Sanity —Hit Points: 15Damage Bonus: +1D4Build: 1Move: 4Magic Points: 11Claw35% (17/7), damage 1D4 +Damage BonusDodge30% (15/6)

Armor: 2-point skin

Sanity Loss: 1/1D8 Sanity Points.

STATS STATS for JACOB BUTLER, age 68, tomb-spawn

STR 50	CON 60	SIZ 70	DEX 40	INT 25
APP —	POW 55	EDU —	Sanity —	Hit Points: 13
Damage Bo	onus: none	Build: 0	Move: 2	Magic Points: 14
Claw	70%	(35/14), da	mage 1D4	+ Damage Bonus
Dodge	20%	(10/4)		

Armor: 2-point skin

Sanity Loss: 1/1D8 Sanity Points.

7E MECHANICS: RESISTING ALEXANDRA'S SEDUCTION

Should an investigator wish to resist the seduction attempt, he or she should make an opposed skill roll pitting the investigator's POW characteristic against Alexandra's APP characteristic. If Alexandra's roll results in a superior result category, the investigator has yielded to her advances. If both rolls are the same result category, he or she wavers for a moment but holds self-control for now. Unless interrupted, Alexandra will likely continue her amorous advances next round requiring another opposed roll. At any time that an investigators' roll is of a superior category to Alexandra's, he or she has successfully fended off the seduction permanently and cannot be swayed by Alexandra's advances any time during the scenario.

7E MECHANICS: BEARING NEBHROTH'S CHILD

Any female victim of Nebhroth that becomes pregnant with the god's progeny must take the dreadful Sanity loss described in the scenario. In order to survive the horrific birth, requires an Extreme CON roll.

STATS for DR. ISAAC BUTLER, age 39, Troubled Heir

STR 60CON 70SIZ 60DEX 70INT 85APP 65POW 50EDU 90Sanity 30Hit Points: 13Damage Bonus: noneBuild: 0Move: 8Magic Points: 10Fighting25% (12/5), damage 1D3 + Damage Bonus

Dodge 40% (20/8) 25% (12/5), damage 1D5 + Damage Bond

Skills: Credit Rating 90%, History 45%, Language (Latin) 25%, Law 25%, Library Use 75%, Listen 30%, Medicine 90%, Persuade 25%, Psychology 25%, Science (Biology) 35%, Science (Chemistry) 40%

STATS for HANNAH BELL BUTLER, age 30, Devoted Wife

STR 45CON 55SIZ 50DEX 60INT 70APP 65POW 55EDU 65Sanity 55Hit Points: 10Damage Bonus: noneBuild: 0Move: 8Magic Points: 11

 Fighting
 25% (12/5), damage 1D3 + Damage Bonus

 Dodge
 30% (15/6)

Skills: Accounting 45%, Credit Rating 70%, First Aid 40%, History 35%, Listen 30%, Psychology 50%, Ride 35%, Spot Hidden 30%

STATS for ALEXANDRA BUTLER, age 33, Seductive Heiress

STR 50CON 65SIZ 45DEX 75INT 70APP 80POW 80EDU 60Sanity 20Hit Points: 11Damage Bonus: noneBuild: 0Move: 9Magic Points: 16

 Kitchen Knife
 40% (20/8), damage 1D4+2 + Damage Bonus

 Dodge
 40% (20/8)

Skills: Credit Rating 50%, Listen 55%, Occult 15%, Psychology 90%, Persuade 65%, Ride 45%, Stealth 50%, Spot Hidden 45%

Spell: Call Nebhroth

STATS for GULLAH JACK, age 61, Sole Servant

STR 50CON 60SIZ 45DEX 55INT 60APP 60POW 65EDU 25Sanity 0Hit Points: 10Damage Bonus: noneBuild: 0Move: 6Magic Points: 13

 Hatchet
 85% (42/17), damage 1D6+1+Damage Bonus

 Broken Bottle
 60% (30/12), damage 1D6 + Damage Bonus

 Dodge
 25% (12/5)

Skills: Credit Rating 1%, Listen 40%, Natural World 35%, Mechanical Repair 45%, Psychology 30%, Spot Hidden 35%, Stealth 35%

STATS for ISABELLA, age 19, A Half-Wit Girl

STR 45 CON 60 SIZ 40 DEX 65 INT 25 APP 85 POW 55 EDU 15 Sanity 15 Hit Points: 10 Damage Bonus: none Build: 0 Move: 9 Magic Points: 11 Fighting 35% (17/7), damage 1D3 + Damage Bonus Garrote [maneuver] 80% (40/16), apply suffocation damage as per drowning rules until victim breaks free by overcoming STR in an opposed roll Dodge 40% (20/8)

Skills: Listen 45%, Spot Hidden 40%, Stealth 50%

STATS for SOLOMON, age 36, The Demon-Child

STR 105CON 130SIZ 155DEX 45INT 25APP 10POW 110EDU -Sanity 0Hit Points: 28Damage Bonus: +2D6Build: 3Move: 6Magic Points: 22

 Claws (x2)
 50% (25/10), damage 1D6+Damage Bonus each

 Bite
 40% (20/8), damage 1D6 + Damage Bonus

 Dodge
 65% (32/13)

Skills: Listen 80%, Spot Hidden 70%, Stealth 75%

Spells: Call Nebhroth, Summon Servitor of the Other Gods

Sanity Loss: 1/1D10 Sanity Points.

STATS for NEBHROTH, timeless, a Lesser Other God

STR 235CON 320SIZ 295DEX 55INT 0APP —POW 310EDU —Sanity —Hit Points: 61Damage Bonus: +6D6Build: 7Move: 7Magic Points: 62

 Smash
 60% (30/12), damage 2D6 + Damage Bonus

 Dodge
 30% (15/6)

Sanity Loss: 1/1D20 Sanity Points.



Upgrade Pack Contents: Scenario 3: Song of the Spheres

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for Hubert , In recognition of your tireless devotion , this gift. By the Jong of the Spheres shall I be remembered ! Q.

Song Papers #2



Song Papers #1



Song Papers #3

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THE SONG OF THE SPHERES

When, in 1901, police discovered the body of composer Charles Frye following his suicide in a London hospital, they also found the unfinished score of an oratorio called "Song of the Spheres." This piece, for soprano with accompaniment by piano and flute, is reputed to be Frye's work, written during his convalescence. Those who have studied the musical notation describe it as awkward and unconventional. The Latin libretto "Nebulum Nigritiae," or "Dark Nebula", is apparently equally unorthodox, and the identity of the librettist remains unknown. As far as is known, the piece has never been performed, nor are recordings known to exist.



A rare 1917 published edition showing the "unplayable" opening refrain

CHARLES FRYE (1863-1901)

An unremarkable English composer who, in the late 19th century, produced a number of minor operas that range from mediocre to uninspired, Frye's last musical work, an opera to commemorate Queen Victoria's Diamond Jubilee, was begun in 1896 but never completed. Frye disappeared, along with virtuoso flautist Gabriel Quantrill, under mysterious circumstances shortly thereafter, only to surface five years later – Quantrill in a state of mental decay and Frye an amnesiac. Less than two weeks later, Frye committed suicide in hospital. He is survived by his daughter Marion (1894-), herself an accomplished pianist, and now a resident of Boston, Massachusetts.

Song Papers #4

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lee

GABRIEL QUANTRILL

Born in England in 1866, Gabriel Quantrill showed precocious musical talent but was refused entrance to the Royal Academy as having been inadequately trained. Disenchanted, he went to Vienna where he came to be regarded as a virtuoso flautist.

While there, Quantrill mingled with underworld figures, the demi-monde, and various eccentric occultists. Through his choice of friends, his quick temper, and his dark moods, Quantrill disengaged from legitimate Viennese musical society. He returned to England and, in 1896 made the acquaintance of composer Charles Frye.

Later that year, Frye and Quantrill disappeared under mysterious circumstances. When they surfaced five years later, Frye had no memory and Quantrill had gone mad. Quantrill was committed to the Royal London Infirmary in 1901 where he remained until escaping in 1926.

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Mr. Frye then committed suicide in hospital. Due to his unsettling nature, Mr. Quantrill spent most of the last twenty five years in solitary confinement in the Royal Infirmary.

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Scotland Yard appeals to those who might provide information in this matter to step forward. Citizens are reminded to use caution if approaching Mr. Quantrill.

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amnesiac while his companion Mr.

Quantrill had lost his mind.

They dear Signorina Balsamo: as regards our recent discussion, 1 would with your hind permission be honoured to have the pleasure of interviewing you this evening . . have taken the liberty of makin reservations at Maison Lucien and will be pleased to have you met outside your hotel at seven oldoch outside y. by one of our drivers. Regards,

Song Papers #8

Song Papers #6



l an inventor, erable, for he v experiences ps unscathed an encounter he conquered naked hands v an elephant

an elephant of the 'black form of ma-

m at Nairobi breakdown." ere Webb and on a farm in ied while the d the mother, join another nnected with tem. A third usiness else-

s Museum of city have res a lad of 19,





nce he was a rest of the time praying with the l an inventor. Before leaving the death erable, for he experiences condemned men.



Aida to Open as Scheduled

Metropolitan soprano Miss Antonia Balsamo, who recently disappeared from her Manhattan hotel, was found this morning, dazed but unharmed, wandering in SoHo.

Miss Balsamo has been taken to Bellevue Hospital for observation. According to a spokesman for the hospital, Miss Balsamo had a few minor cuts and bruises but is otherwise in good physical condition.

She suffers, however, from partial amnesia and has so far been unable to recount her experiences or her whereabouts of the past few days.

The hospital spokesman indicated that Miss Balsamo will be released to-day. Police continued to express interest in the case.

Impresario Frederico Argento gave profuse thanks to the alert police officers who noticed her. With a little rest he fully expects his star to open in Aida on Saturday.

Metropolitan Opera officials have indicated that the performances are anticipated to be standing room only. Given this incident, public interest is doubly high.

BIAV RAD

GIRL'S TAL

a pistol on the had been shot t a wound in the had been emplo William, in his Herkimer Stree remained home the moving. Th pain the traged

DENIES BER

Mother Says 3 Never Refer

PHILADELP Grover Clevelan evader and fugi States, will nevtry from his ref the opinion of h C. Bergdoll.

She made this denying reports come back befor his "medicine."

During the da peared before F son to defend a brought in the n **Clarence** Gibbor in Mexico sever "guaranteed" to free," and on tha paid him \$10,000 and obtain his f vear sentence in desertion from she said. Gibbon 000 from Grove She considered been "paid in fu



Universe blegy 40. Mult a all are known to me. having been berne there company of demon flantists who play for of the stars. But above all, I have travelled beyond normal space and time to join the skroud the knowledge of the soid and its origins. and to mask the true destiny of markind. Juggoth, Formalkaut, and journeyed to many places far-off and nondrous, of which most men do not even dare dream. Have I explored the coverns of Kn-Yan and bridged st the centure of the universe. for strange nings to discover the dark nichon ies fostered by society were exposed for what they terrible secrets they horbourd the black gulf of Nº Kai without learning the Pres of the chains that fetter mankind, I have It the doomon sultants nighted throane, the true rature of the universe was revealed to one: the pressile corruptions and perversions to Rzatkoth Aldebaran

Song Papers #10

5 September, 1896.

Today I made the acquaintance of Mr. Gabriel Quantrill, an accomplished flantist, late of Vienna. I had been enjoying the performance of a string quartet in Hyde Park early in the afternoon, and was recognised by Mr. Quantrill. He lavished great praise upon my work, and expressed great interest in my Diamond Inbilee piece.

13 September, 1896.

My wife and I entertained Mr. Quantrill at dinner this evening. He spoke eloquently of Vienna and his travels through Europe. Afterwards, he and I repaired to my conservatory, and I played at his insistence a portion of my Diamond Iubilee tribute. He seemed to enjoy it, and inquired as to when it would be complete. I was forced to admit that my inspiration had run dry of late, and had written nothing in several months. Quantrill had brought with him his flute, a curious bone-white instrument, the life of which I have never before seen, and we improvised for a while. He is a remarkable flantist, of almost uncanny ability, able to coax the most astounding music from the instrument. So think that fool at the Royal Academy denied him admission! My wife later expressed a curious but profound dislike for the man, and for the music we played. Idd - I find Quantrill quite congenial. Pur improvisation (while spontaneous and unrehearsed) was surely not unpleasant.

Song Papers #11A

18 September, 1896.

Quantrill and I met briefly in his flat this evening; my wife has made it clear to me that he is not welcome in our home. My friend told me that he had given my lack of inspiration much thought, and proposed a solution: I would accompany him on his next journey.

Quantrill assumed responsibility for all the arrangements and promised all the inspiration I needed, and more. I told Quantrill that I would need to deliberate upon his proposal for a time. He concurred, asking only that I tell no one of his offer, not even my wife.

2, September, 1836.

My friend Quantrill and I sat up into the small hours of the morning while he regaled me with wild tales of this would, and others. He has travelled far, indeed. Quantrill tells me that he learned certain things from his friends in Nienna that he dare not repeat but, if I am willing, he will arrange for the two of us to make a most wondrows trip. He offered proof of the most singularly outlandish sort - my shin still crawle when I recall the ghastly evidence of his easteric knowledge. Is mankind meant to possess such insight? yet, at this moment, I am sorely in need of inspiration - my Diamond Jubilee tribute is at a standstill; I fear I shall never complete it.

15 October, 1896. Quantrill has taken care of all necessary preparations. All is ready; we leave tonight. While I am looking forward to this, I remain visibly nervous; my wife is concerned for my health, but I cannot reveal our plans to anyone. I will greatly miss little Marion , but Quantrill promises a speedy return. The night is exceedingly dark and each rustle of leaf outside my window sets my heart pounding. I have only to wait for my wife to fall asleep to join Quantrill at our appointed rendezvous. Our friends will seen be here - fame and fortune await !

Song Papers #11B

Statistics for "Song of the Spheres" Conversion to Call of Cthulhu, 7th Edition

STATS for FREDERICO ARGENTO, age 49, Impresario

STR 60 CON 55 **SIZ 75** DEX 50 INT 65 APP 55 POW 70 EDU 70 Sanity 70 Hit Points: 13 Damage Bonus: +1D4 Build: 1 Move: 6 Magic Points: 14

Fighting 65% (32/13), damage 1D3 + Damage Bonus Dodge 25% (12/5)

Skills: Accounting 65%, Credit Rating 90%, Language (English) 65%, Language (Italian) 80%, Law 15%, Persuade 75%, Psychology 25%, Spot Hidden 40%

STATS for MARIA CAPALDI, age 47, Chaperon

STR 55 CON 55 SIZ 65 DEX 55 INT 75 APP 50 POW 85 EDU 65 Sanity 85 Hit Points: 12 Damage Bonus: none Build: 0 Move: 6 Magic Points: 17

Fighting 65% (32/13), damage 1D3 + Damage Bonus Dodge 30% (15/6)

Skills: Accounting 30%, Credit Rating 45%, Language (English) 5%, Language (Italian) 80%, Listen 55%, Persuade 65%, Psychology 45%, Sing 25%, Spot Hidden 45%, Stealth 50%

STATS for JACK HEATHCLIFF, age 43, Police Detective

STR 70 CON 70 **SIZ 60** DEX 55 INT 65 APP 50 POW 70 EDU 65 Sanity 70 Hit Points: 13 Damage Bonus: +1D4 Build: 1 Magic Points: 14 Move: 7 Fighting 70% (35/14), damage 1D3 + Damage Bonus Nightstick 60% (30/12), damage 1D6 + Damage Bonus .45 Revolver 60% (30/12), damage 1D10+2 Dodge 35% (17/7)

Skills: Accounting 25%, Climb 50%, Credit Rating 35%, Drive Automobile 50%, Fast Talk 50%, First Aid 40%, Jump 55%, Law 50%, Library Use 30%, Listen 50%, Mechanical Repair 35%, Persuade 45%, Psychology 45%, Stealth 30%, Spot Hidden 55%, Swim 35%, Track 20%

STATS for ANTONIA BALSAMO, age 24, Italian Soprano

STR 40	CON 70	SIZ 55	DEX 60	INT 65
APP 80	POW 60	EDU 75	Sanity 56	Hit Points: 12
Damage Bonus: none		Build: 0	Move: 8	Magic Points: 12

Fighting Dodge

25% (12/5), damage 1D3 + Damage Bonus 30% (15/6)

Skills: Credit Rating 80%, First Aid 45%, Flirt 56%, Language (English) 40%, Language (Italian) 75%, Listen 40%, Persuade 50%, Psychology 15%, Ride 25%, Sing 80%, Swim 50%

7e Mechanics for READING THE LIBRETTO

To read the libretto, Investigators need a regular success or better on a Language (Latin) roll.

TOME STATS for "AN ELEGY FOR THE UNIVERSE"

Weeks: 12 Sanity: 1D4 Cthulhu Mythos: +1/+2 Mythos Rating: 9 Suggested Spells: Enchant Recording

7e Mechanics for ENCHANT RECORDING

At the end of the ritual, the enchanter loses FIVE points of POW and 1D4 points of Sanity. The mechanics of the spell are otherwise as per the original description.

STATS for WILSON OLIVER, age 42, Drunken Jazz Pianist

STR 80 CON 70 **SIZ 80** DEX 60 INT 55 APP 50 POW 60 EDU 45 Sanity 15 Hit Points: 15 Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 12 Fighting 50% (25/10), damage 1D3 + Damage Bonus Dodge 40% (20/8) Skills: Credit Rating 10%, Cthulhu Mythos 5%, Drive Automobile 40%, Fast Talk 30%,

Listen 65%, Persuade 20%, Play Piano 75%, Psychology 10%, Sing 25%

STATS for GABRIEL QUANTRILL, age 60, Deranged Musician

STR 65 CON 75 **SIZ 60** DEX 75 INT 75 APP 65 POW 80 EDU 90 Sanity 0 Hit Points: 13 Move: 6 Damage Bonus: +1D4 Build: 1 Magic Points: 16 Fighting 50% (25/10), damage 1D3 + Damage Bonus .32 Automatic 50% (25/10), damage 1D8 Sword Cane 45% (22/9), damage 1D6 + Damage Bonus Dodge 50% (25/10)

Skills: Credit Rating 55%, Cthulhu Mythos 25%, History 35%, Language (French) 25%, Language (German) 40%, Language (Italian) 50%, Library Use 40%, Listen 55%, Occult 20%, Persuade 50%, Play Flute 80%, Play Piano 45%, Psychology 30%, Science (Astronomy) 25%, Stealth 20%, Spot Hidden 35%

Spells: Brew Space-Mead, Cloud Memory, Contact Ghoul, Contact Servitor of the Outer Gods, Contact Deity: Nyarlathotep, Dread Curse of Azathoth, Enchant Recording (new spell, see nearby), Enthrall Victim, Mental Suggestion, Summon Byakhee

STATS for TRU'NEMBRA, The Angel of Music (see also Malleus Monstrorum page 231)

STR — CON —SIZ —DEX —INT 70APP —POW 300EDU —Sanity —Hit Points: 60Damage Bonus: —Build: —Move: speed of sound

Music100% (50/20), damage 1D10 to everyone
within a radius of 100 yardsSonic Blast75% (37/15), damage 1D100DodgeN/A

Armor: none, however since Tru'nembra is merely a living form of sound it can only be harmed to spells that affect INT or POW or by attacks which specifically affect sound waves

Spells: none

Sanity Loss: Invisible, but 1/2D10 Sanity Points to hear or experience Tru'nembra.

7e Mechanics for LISTENING TO THE SONG OF THE SPHERES

Those listening to the instrumental version of the song suffer Sanity loss as described in the sidebar box. However the number of rounds before each lapses into stupefaction should be calculated as follows: Investigators with POW 5–30 succumb after one round, those with POW 31–50 last two rounds, any with POW 51–70 fall after three rounds, while those with POW 71–90 hold out for four rounds. If an investigator has a POW characteristic above 90, he or she survives the experience without lapsing into stupefaction (but must still take the Sanity loss).

