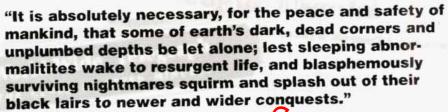
Three Scenarios for Call



- H.P. Lovecraft, "At the Mountain of Madness".

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Fear forms where shadows begin. The Cthulhu Mythos hovers at intelligence, investigators can dare the unknown and the with unknowable, and roll back a little of the darkness.

Three new mysteries lure the investigators into the penumbra Three new mysteries lufe the investigation and life-threaten-of the Mythos. Each adventure is sanity- and life-threatening, but also includes much evidence-gathering and serves to promote discussion and generous teamwork. The scenarios are apt for new investigators. Each can be played through in an titve beard bear evening or two.

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The many illustrations and maps, and their more than forty
adventures unusually accessible and eas The many illustrations and maps, and those many handouts make these adventures unusually accessible and easy to present. trive to to present. Soled the attention of know that which they



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IN THE SHADOWS

Three Scenarios for Call of Cthulhu

Sampleille



H.P. Lovecraft 1890-1937

IN THE SHAPOWS

Three Scenarios for Call of Cthulhu

by Gary Sumpter

Illustrations by Dave Carson Carl Geier and Drashi Khendup

Maps (7) Plans by Eric Vogt

Projectiand Editorial Lynn Willis, Eric Vogt

Layout and Cover by Eric Vogt

Copyreading Anne Q. Merritt, Alan Glover



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Chaosium Inc., 950-A 56th Street, Oakland CA 94608-3129, U.S.A.

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"Now what else is the whole life of mortals but a sort of comedy, in which the various actors, disguised by various costumes and masks, walk on and play each one his part, until the manager waves them off the stage? Moreover, this manager frequently bids the same actor go back in a different costume, so that he who has but lately played the king in scarlet now acts the flurgey in parched clothes. Thus all things are represented by shadows."

— Erasmus, The Praise of Folly

This book is dedicated to the memory of my grant/wher, Ernest Warden—whose tall tales in pired me to create some of my own.