

CALL of CTHULHU THE SHADOW OVER PROVIDENCE



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THE *S*HADOW OVER PROVIDENCE

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— Jon Hook, July 2019

Special thanks to Jesse Gorton for invaluable assistance in organizing games at NecronomiCon Providence each year and thanks also to Ned Ramm for his translation of the shabti's protective spell into hieroglyphics.

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THE SHADOW OVER PROVIDENCE

INTRODUCTION

The Shadow Over Providence was originally written to celebrate the NecronomiCon Providence 2019 convention held in the former Biltmore Hotel, Providence, Rhode Island. The Milton Hotel described herein is loosely based on the Biltmore, now the Graduate Providence. The scenario is set in the summer of 1928, six years after construction of the hotel was completed. It is designed for one Keeper and up to three players, but more players can be easily accommodated. Players may use the pre-generated investigators provided with this scenario or create their own, using the rules in either the *Call of Cthulhu Starter Set* or the core *Call of Cthulhu Rulebook*.

BACKGROUND

A modest, but still impressive, exhibition of Egyptian artifacts is touring the United States, and is currently in Providence, Rhode Island. The Milton Hotel is hosting the exhibition from August 10th to September 2nd, 1928, in the hotel's grand ballroom on the 17th floor. The exhibition is titled: "*Kingdom of Fire - Egypt's 18th Dynasty*." It includes a little more than three dozen "travel-sized" Egyptian artifacts from the 18th Dynasty, (c. 1550–1292 BCE), including a few from the infamous tomb of King Tutankhamun. The exhibition is managed by Egyptologist, Dr. Caitlin Bronson, of the British Museum, London.

The crown jewel of the exhibition is a black canopic jar known as the Ibnohotep Canopic Jar; the jar's cover features the head of Anubis, the God of the Dead. A small hieroglyphic tablet accompanies the ebony jar, alleging to describe the jar's contents as, "the essence of Ibnohotep, a vizier, astronomer, and wizard. Ibnohotep the Mad, as he was known, attempted to assassinate the boy king, Tutankhamun. But, before he could complete his mission, the mad wizard was slain; his essential salts were imprisoned in the canopic jar, and a curse was placed upon it to maroon his soul between life and death for all eternity. The tablet warns that the jar should never be opened,

or else the spirit of Ibnohotep could escape. In all the passing centuries, the jar has remained firmly sealed.

Unbeknownst to all, Ibnohotep is a true monster—a shoggoth lord. The Egyptians used a powerful version of the Shrivelling spell to rob Ibnohotep of all the moisture in his body. The spell reduced him to dust, and those remains were then sealed into the canopic jar. But even that could not truly kill Ibnohotep. Alive and in pain, Ibnohotep has waited millennia for someone to break the seal of his prison so that he can once again feed and bring madness, destruction, and death to those around him.

Providence crime lord, James "Red Jim" McLoughlin, has sent operatives to the Milton Hotel to steal the Ibnohotep Canopic Jar. McLoughlin believes the artifact will fetch a handsome price on the underground art and antiquities market. McLoughlin dismisses any rumors of magic attributed to the canopic jar as superstitions designed to inflate the jar's value. Unfortunately, the rumors of magic are true, and Ibnohotep escapes during the attempted robbery.

As guests of the hotel (or its staff), the investigators have complimentary tickets to the *Kingdom of Fire* exhibition.

Getting Ready To Play

Regardless of whether the players use the pre-generated investigators provided or create their own, the Keeper should ask them the following questions to help set the stage:

- Why is your investigator currently staying at the Milton Hotel?
- Are you sharing your room with anyone? If so, who?
- What kind of stuff is your investigator traveling with? Do you have a car? Do you keep any of your personal belongings in the car, instead of in your room?

A small selection of otherwise anonymous non-player characters (NPCs) are provided for the Keeper's use (**Exhibition Attendees**, page 6). It is recommended that the investigators are known to one another (have an existing relationship) before the scenario begins.

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DRAMATIS PERSONAE

The following are the main NPCs the investigators are likely to encounter throughout this scenario. Their statistics, along with the profiles of more minor characters, can be found in the **Characters and Monsters** section at the end of the scenario (page 15).

Mr. Coleman Reese, age 36, insurance salesman

Born and raised in New York, Mr. Reese is a Continental Life Insurance salesman and a compulsive gambler.



- **Description:** a bland, average-looking man in a well-worn suit. His quick eyes miss little.
- **Traits:** considered “brusque” by many people, Reese is always interested in finding a card table.
- **Roleplaying Hooks:** Reese is hoping to find a wealthy mark at the exhibition—someone he hopes to fleece at the poker table. If asked, Coleman says that he is a guest of the hotel.

Signor Vittorio Deodato, age 44, museum curator

Sig. Deodato is a curator for the Federico Eusebio Civic Museum of Archeology and Natural Sciences, in Alba, Italy. Sig. Deodato was visiting New York City for business but wanted to meet with Dr. Caitlin Bronson before his journey back to Italy and has traveled all the way to Providence to catch up with her.



- **Description:** smartly dressed in a bespoke suit, with elegantly coiffured hair and moustache.
- **Traits:** charming and determined.
- **Roleplaying Hooks:** hoping to convince Dr. Bronson to bring the Kingdom of Fire exhibition to Italy. If asked, Sig. Deodato says that he is a guest of the hotel.

Ms. Celia Shepherd, age 27, undercover criminal

Ms. Shepherd boasts that someday the world will see her on stage with her name written in lights. She tells the investigators that she is attending the exhibition to “expand her interest in culture,” but in reality, she works for Red Jim McLoughlin, the crime boss, and carries a switchblade in her purse.



- **Description:** young, bubbly, and beautiful.
- **Traits:** charming, cunning, and not easily distracted.
- **Roleplaying Hooks:** here to steal the Ibnohotep Canopic Jar. If asked, Ms. Shepherd says that she is a guest of the hotel, but this is a lie.

Inspector Benjamin Drummond, 46, police detective

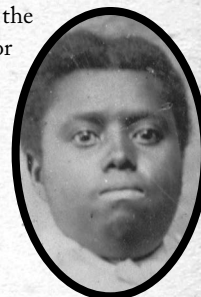
Inspector Drummond is a career cop with 22 years on the force. He was in an automobile accident five years ago, and his leg never fully healed. Inspector Drummond carries a Smith & Wesson .38 Special revolver.



- **Description:** short dark hair, dark eyes, and he walks with a slight limp.
- **Traits:** stressed and under pressure to close the case as quickly as possible.
- **Roleplaying Hooks:** although not exactly thrilled to have gifted (or otherwise) amateurs sticking their noses into his investigation, Drummond is smart enough to take all the help he can get on such an odd case, as long as the investigators don't try to pull anything too outlandish or illegal.

Florence Bishop, age 34, photographer

It's taken Miss Bishop quite a few years to establish herself as the premier wedding photographer at the Milton, but her pleasant personality, canny eye for detail, and knack of putting nervous wedding participants at their ease mean that her reputation is now assured.



- **Description:** modestly but smartly dressed, so as not to outshine any of the wedding party, which would never do.
- **Traits:** has a sunny and perky personality; she never seems to be in a bad mood. She has a knack for seeing the silver lining in every dark cloud.
- **Roleplaying Hooks:** while she is happy to help with any official investigation, Miss Bishop does not take kindly to people commandeering her darkroom without permission.

THE KINGDOM OF FIRE EXHIBITION

The scenario begins just after dinner on Saturday evening, August 25th, with the investigators exiting the elevator on the 17th floor to browse the exhibition. A manned podium is stationed near the elevator to collect visitors' tickets. The exhibition has been set up so that people can guide themselves through at their own pace. Dr. Caitlin Bronson, a short, gray-haired woman in a matching linen skirt and jacket, is standing next to the Ibnohotep Canopic Jar, so she can provide details on the piece's history and lore to the visitors. Three security guards, employees of the British Museum, London, are on duty; unfortunately, they have become bored and remiss in their duties and have not noticed Red Jim's men positioning themselves throughout the exhibition.

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The Ibnhotep Canopic Jar isn't the only object on display; below is a list of other artifacts in the exhibition. This is not a comprehensive inventory, but a highlight of interesting pieces for the investigators to marvel at. All of the objects are amazing and wonderful, and while the vast majority of them are not enchanted, there are a couple of pieces that contain magical energies.

- **Amulet of Hatshepsut:** an ornate gold necklace with a polished sapphire amulet worn by Hatshepsut, the second known female pharaoh.
- **Tutankhamun's crook and flail:** golden symbols of pharaonic power.
- **Flint knives and tools:** craftsmen's tools from the Egyptian 18th Dynasty.

ENCHANTED ARTIFACTS

In addition to the Ibnhotep Canopic Jar, there are two other enchanted artifacts in the exhibition: the red jasper shabti figurine and Ibnhotep's scarab amulet.

Shabti Figurine (Red Jasper)

This slim figurine is carved into the image of a pharaoh holding a crook and flail; the figure's torso and legs are etched with hieroglyphics. The carvings can be translated with a successful **Language (Egyptian Hieroglyphs)** skill roll: they are a prayer of protection. Anyone in possession of this shabti figure cannot be perceived (seen, heard, or smelled) by any extra-terrine creature, including the shoggoth lord, Ibnhotep.

Ibnhotep's Scarab Amulet

The obsidian scarab is set in a bronze mounting, which is connected to a beaded necklace. Etched into the scarab is an inverted ankh; where the ankh is normally associated with life, the inverted ankh suggests an association with death. The bronze mounting is also etched with pictograms, but close inspection confirms that they are not Egyptian hieroglyphs. The symbols were etched by Ibnhotep himself, and they are a degenerate form of Hyperborean (**Cthulhu Mythos** roll).

The scarab is infused with alien energies. Anyone wearing the necklace is empowered with the same deeper magic version of Shrivelling that the shoggoth lord is wielding. The wearer can intuitively feel the power within the scarab; that same intuition informs the wearer how to wield that energy.

Each time the wearer of the amulet makes use of the power stored within the scarab, it exposes the wearer's psyche to the dark and intelligent forces that enchanted it. After the wearer has paid the required magic and Sanity points, the wearer must also make a **Sanity** roll as the victim is being desiccated, but this Sanity roll is not because of the horror

being inflicted on the victim. Instead, it gauges the wearer's psychic defense against the scarab. With a failed Sanity roll, the wearer gains +1% to their Cthulhu Mythos skill. Once the wearer has gained +10% from the scarab, then the wearer can hear the madness-inducing whisperings of Yog-Sothoth, triggering a new **Sanity** roll (1D2+1/1D10 loss).

Shrivelling (deeper magic variant)

- **Cost:** 10 magic points; 5 Sanity points
- **Casting Time:** instantaneous

This version of the spell is designed to not only shrivel the intended target, but to also transfer life-sustaining fluids from the target into the caster. These fluids can heal injuries and prolong the caster's life. This version of the spell requires the caster to touch the intended target; an opposed POW roll against the target is also required.

This version of the spell is so powerful that, even if the caster loses the opposed POW roll, the victim is still subjected to terrifying energies that blacken and wither their flesh for 10 points of damage; if the caster wins the opposed POW roll, then the target is wreathed in energies that desiccate the body and inflict an excruciating 1D6+10 points of damage. In addition, the caster gains 1D6+2 hit points (not to exceed maximum hit points) and, barring injury, the caster's life is unnaturally extended another 1D10 years.

If the victim survives the devastating damage inflicted by this spell, then they must make a **Sanity** roll (1D4/1D10 loss). Their STR and CON are also reduced by half for as long as their body is desiccated. Other than the caster, anyone witnessing the desiccation must also make a **Sanity** roll (1D3/1D6 loss).

Alternate names: Desiccating Touch, Death's Cold Embrace, Kiss of the Mummy

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- **Beaded necklaces:** decorative Egyptian jewelry.
- **Urns and bowls:** decorative painted clay pottery.
- **Saqqara bird:** a white sycamore wood model of a bird.
- **Senet game board with pieces:** a wooden game board with ten riverstone pawns (five dark-colored and five light-colored).
- **Shabti funerary figurines:** seven carved stone tomb figurines (three clay, one turquoise, one malachite, one topaz, and one red jasper)—see **Enchanted Artifacts** box.
- **Ibnhotep's scarab amulet:** an obsidian scarab on a bead necklace. The necklace is a symbol of Ibnhotep's station in the royal court as vizier.—see **Enchanted Artifacts** box.

All of the exhibition pieces are accompanied by small information cards. Any individual who spends at least an hour browsing through the exhibition may attempt an **EDU** roll; if successful, the investigator may increase their Archaeology skill by one percentile (+1%).

The crime has been planned well, and the team is ready. Red Jim's men (eight in total) have inconspicuously positioned themselves throughout the exhibition and are watching for their cue. The only way any of the gangster thugs can be noticed is if an investigator explicitly informs the Keeper that they are looking for suspicious people—and even then, the investigator needs to make a Hard **Spot Hidden** roll. If successful, the investigator notices 1D4 thugs (see the **Characters and Monsters** section for their profiles, page 16). With an Extreme

success, the investigator notices 1D4+4 thugs. The Keeper may advance the adventure to the robbery scene whenever the players feel their characters have fully explored the exhibition.

Exhibition Attendees

The exhibition is very well attended this evening. Lots of people have come to see it, including several interesting individuals for the investigators to encounter:

- A mother scolding her kids for touching the artifacts.
- A courting couple strolling hand-in-hand through the exhibition looking only into each other's eyes, and not at any of the exhibits.
- A junior reporter from *The Providence Journal* with a notepad, pencil, and camera. The newsman takes a few notes on a piece, snaps a picture of it, and then moves onto another interesting object (or person).
- A trio of Brown University history students quietly debating the information presented on one of the pieces.
- Lots of people being respectful and quiet as they observe and contemplate the artifacts on display.

This opening scene is designed for the investigators to mingle and meet the named NPCs. As the investigators browse through and examine each artifact, the Keeper should describe how either a non-named NPC from the above list or a named NPC (Reese, Deodato, or Shepherd) is also currently at that piece. If it is a named NPC, it is important that the Keeper ad-lib a brief conversation with the investigators, highlighting that NPC's importance to the players—although they may not realize this immediately. The Keeper can use the details in the **Dramatis Personae** section (page 4) for each named NPC as a prompt for these conversations. Besides saving the Ibnhotep Canopic Jar for now, the Keeper also shouldn't have the investigators casually interface with any of the inconspicuous thugs—unless, of course, they've spotted them and wish to draw attention to that fact...

THE HEIST

Soon, Dr. Caitlin Bronson shakes a small bell to capture people's attention. As always, she is standing next to the Ibnhotep Canopic Jar and its accompanying hieroglyphic tablet. Once everyone has quietened down and is watching her, she gestures to the jar, and announces in a cut-glass British accent:

"Hello and thank you for coming. This is the Ibnhotep Canopic Jar; this fascinating piece dates back to 1325 BC. Canopic jars are normally used to preserve the pharaoh's organs as he crosses over into the afterlife, but a special case was made for Ibnhotep. Hieroglyphic records from that period tell us that he was an advisor and astrologist for the boy king, Tutankhamun. According to those records, he attempted to use black magic to murder the king. The jar's accompanying tablet (she



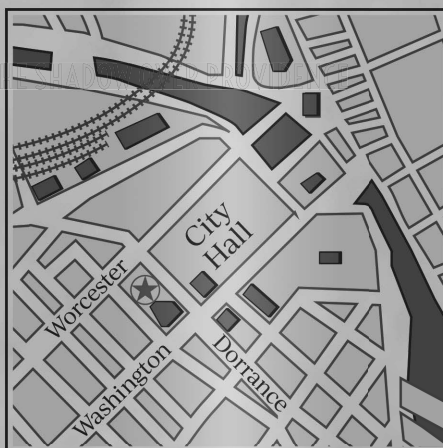
The Shabti figure

PROVIDENCE MILTON HOTEL



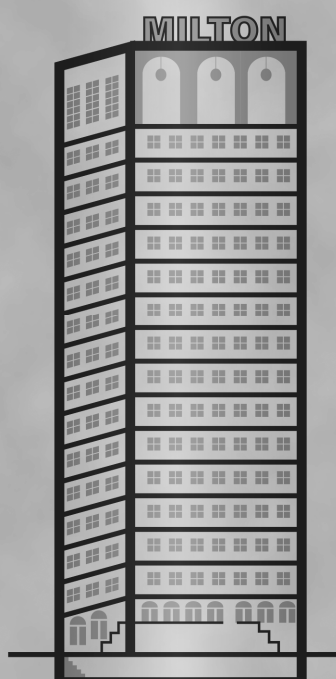
For further information
Providence Convention and
Tourist Association, Inc.

Offices at 176 Thayer St.
Providence, R. I.

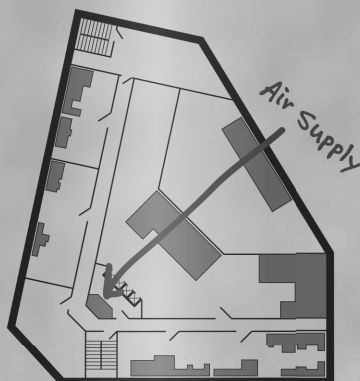


Downtown Providence

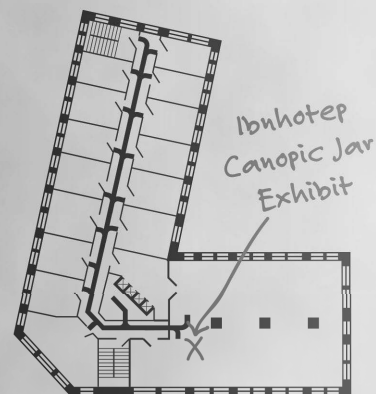
★ Milton Hotel



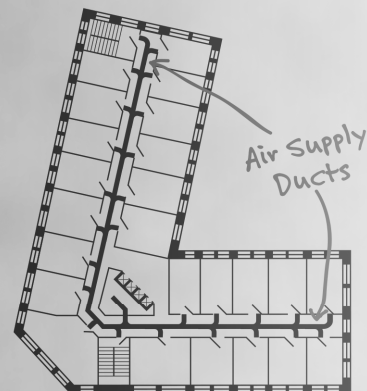
Profile View
Southern Elevation



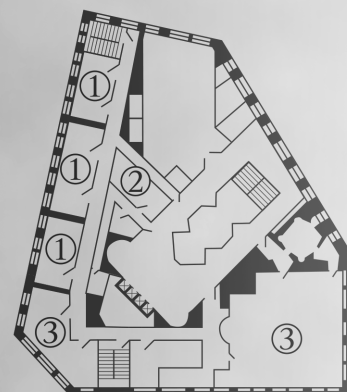
Basement



Floor 17 - Ballroom

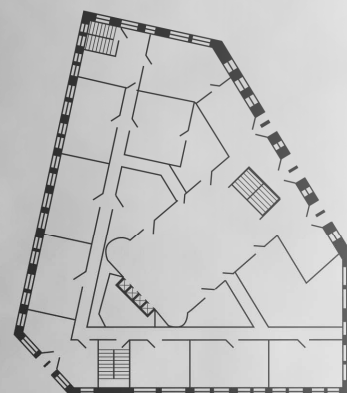


Floors 3 - 16



Floor 2 - Lobby Balcony

1. Conference Room
2. Hotel Darkroom
3. Wedding Party



Floor 1 - Lobby & Shops

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indicates to the small tablet) says that after he was defeated, Ibnhotep's soul was trapped within this jar in order to prevent his entry into the afterlife as punishment for his wicked deeds."

It is at this moment that all of the lights go out, and the entire exhibition is left in total darkness. The bold and brazen robbery is now underway.

Stealing the Ibnhotep Canopic Jar

Crime boss, Red Jim McLoughlin, is known among other gangsters to have a bit of a dramatic flair when it comes to larceny, and the planned theft of the Ibnhotep Canopic Jar is no exception. The plan is:

- Kill the power and turn out the lights throughout the hotel.
- Subdue the guards.
- Create panic and confusion with random gunfire into the ceiling.
- Shepherd swipes the jar.
- Shepherd and her crew head for the stairwell.
- Shepherd and her crew blend in with the panicked exhibition-goers and make their escape.

If the crooks had targeted any other artifact, the crime would have been executed flawlessly. But, the magic within the Ibnhotep Canopic Jar is real, and chaos ensues.

Keeper note: the investigators are caught by surprise as the robbery begins, and throughout the robbery they are buffeted by panicked citizens trying to flee. Because of the constant jostling, all of the investigator's physical actions are rolled with a penalty die.

Robbery by the Beats

The Keeper should follow the stages below to manage the progress of the chaotic robbery:

ROUND 1

The lights go out and the ballroom is plunged into darkness. There are several pops of muzzle flash as shots are fired into the ceiling. People start screaming and running in panic, and the guards are quickly subdued by McLoughlin's thugs.

- Due to the element of surprise, the investigators do not get an action this round.

ROUND 2

Shepherd grabs the canopic jar, but the seal around the lid cracks and the lid comes loose.

The investigators may make a **POW** roll (no penalty die):

- **Failure:** the investigator is scrambling to comprehend the situation and may not act this round.

- **Regular success:** the investigator may act last this round (penalty die applied).
- **Hard success:** the investigator may act this round at half DEX (penalty die applied).
- **Extreme success:** the investigator may act this round at DEX (penalty die applied).

Keeper note: if an investigator attempts to secure the canopic jar at this stage, then a panicked citizen gets in their way.

ROUND 3

More shots are fired into the ceiling. The contents of the canopic jar spill into Shepherd's hands. Because they suddenly squirm, Shepherd flings them onto the startled Dr. Bronson. The now empty canopic jar falls to the floor, and other than one large chunk that breaks off, the jar and lid are surprisingly intact

- The investigators need to make a successful **DEX** roll to avoid being swept towards the stairwell with the panicked crowd. A failed roll sweeps that investigator their Move rating closer to the stairs.
- The investigators may act this round at their normal DEX (penalty die applied).

ROUND 4

Ibnhotep instinctively uses the deeper magic version of the Shrivelling spell on Dr. Bronson, killing her. Everyone in the ballroom hears a strange moan that quickly becomes a death rattle.

More shots are fired, but now into the panicked crowd. The *Providence Journal* reporter clicks his camera, and the world is momentarily illuminated by the flash. A stray bullet strikes and kills the *Providence Journal* reporter; he dies with his camera by his side.

- The investigators may make a **POW** roll; on a success, an investigator may declare if they were looking in the direction of the canopic jar or not. With a failed roll, they are looking in that direction.
- If an investigator is looking in the direction of the canopic jar as the camera's flash illuminates the room, then they must make a **Sanity** roll (1/1D2 loss) as they catch a glimpse of the creature, Ibnhotep, killing Dr. Bronson.
- The investigators may act this round at their normal DEX (penalty die applied).

ROUND 5

Ibnhotep dissolves into dust and swoops into an air vent, as if riding a strong air current.

- The investigators may act this round at their normal DEX (penalty die applied).
- Unless the investigators' actions result in the capture of one or more of McLoughlin's gangster thugs, they all blend in with

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the panicked crowd and escape. All of the other non-named NPCs escape into the stairwell.

- If the investigators discover Dr. Bronson's desiccated and withered body in the dark, a **Sanity** roll (1/1D4 loss) is required for touching her.
- All three of the named NPCs (Reese, Deodato, and Shepherd), along with any investigators, are the only remaining witnesses once the chaos ends.

On the Loose

Ibnohotep is an intelligent and malevolent plasmatic elemental force: a shoggoth lord. In 1325 BCE, Ibnohotep plotted to murder King Tutankhamun, but before he could act he was defeated by a thief that stole his scarab amulet. Compelled by alien forces infused in the amulet, the thief desiccated Ibnohotep and reduced him to a pile of ash. Now, more than two millennia later, Ibnohotep has escaped the prison of his canopic jar. He is disoriented and confused by the strange "pyramid" he finds himself in.

Ibnohotep is understandably confused after such a long captivity, so the Keeper should allow some time for the shoggoth lord to hide and collect himself before he begins exploring the hotel in "proto-shoggoth" form—see Ibnohotep's profiles in the **Characters and Monsters** section, starting on page 17, for more details. He initially hides in the hotel's elevator shaft, using the shaft and connecting air ducts to move throughout the hotel. In his currently weakened state, Ibnohotep is only able to manifest small portions of himself as proto-shoggoths to hunt for victims that can be drained of their life-giving fluids.

While intelligent, Ibnohotep is not omniscient; he only understands an ancient version of the Egyptian language that hasn't been spoken in over a millennium. But, he is cunning, and learns about the prey around him by observing the actions of these strangely garbed humans. It's because of his observations that Ibnohotep senses the threat posed by the investigators and the men dressed in blue.

Ibnohotep needs to absorb more fluids in an effort to reconstitute himself. Most of his attacks are conducted by smaller proto-shoggoth portions of himself while his "primary" form hides in the elevator shaft. Ibnohotep can create as many independent proto-shoggoth portions of himself as needed. And while Ibnohotep is capable of inflicting massive amounts of damage on an intended victim, it is only through the use of the deeper magic version of the Shrivelling spell that he is able to absorb the fluids he needs to reconstitute himself.

THE AFTERMATH

Power is restored to the hotel just before the police arrive, about 15 minutes after the chaos started. The hotel staff do their best to calm things down and direct everyone to return to their rooms, apart from Reese, Deodato, Shepherd, and the investigators, who they ask to remain in the lobby until

the police can speak with them. Unfortunately for the police, anyone not staying at the hotel (including McLoughlin's thugs) fled the hotel before they arrived.

Keeper note: Keepers interested in keeping track of the scenario's game time may assume that the police presence arrives at the Milton at 8:30 pm, with the assumption that the investigators exited the elevator at the beginning of the scenario at 7:00 pm.

The police investigation is led by Inspector Benjamin Drummond. Inspector Drummond and his officers begin processing the crime scene as soon as they arrive, beginning with Drummond collecting statements from those gathered in the hotel lobby. The Inspector has a few standard questions that he asks the investigators:

- What brings you to the Milton?
- Did you notice anyone in the exhibition acting strangely?
- Where were you when the chaos erupted?
- Is there anything else you remember, no matter how trivial?

Each investigator may attempt a **Psychology** roll during their interview with Inspector Drummond. On a success, the investigator gets a sense that the Inspector is particularly stressed, and that he may be in need of some assistance. If the investigators are interested in volunteering to help him, then a successful **Persuade** or **Charm** roll is required; investigators



A canopic jar

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with law enforcement occupations gain a bonus die on the roll. If successful, Drummond deputizes them for their limited assistance.

If the investigators have been deputized, Inspector Drummond has a couple of items for them to handle:

- **Question some of the guests:** pressed for time, Inspector Drummond asks the newly-deputized investigators to collect statements from a few final guests—Mr. Coleman Reese, Sig. Vittorio Deodato, and Ms. Celia Shepherd.
- **Develop the journalist's film:** Inspector Drummond collected the camera and undeveloped film from the *Providence Journal*

reporter who was killed during the robbery. The police are aware of the hotel's darkroom, and they want the investigators to have the film developed as soon as possible.

- **Look through Dr. Bronson's room:** her position as the exhibition's curator means she may have useful information to aid the inquiry.

Drummond asks the investigators to handle the tasks here at the hotel while he heads over to the coroner's office to collect the report on Dr. Bronson's macabre death. The inspector agrees to have an investigator travel with him if that investigator convinces him with a successful **Charm** or **Persuade** skill roll.

OTHER EVENTS IN THE MILTON

The hotel is full of people, and in addition to the Kingdom of Fire exhibition, there are two other large events being held at the Milton this weekend:

The Sterling-Holmes Wedding Reception

Edith Sterling and Charles Holmes were wed this afternoon at the Cathedral of Saints Peter and Paul, and now the newlyweds are holding their reception at the Milton Hotel. One of the concierge services available at the hotel is a professional photographer: Florence Bishop; she is able to print her pictures in the hotel darkroom. Miss Bishop has a photo stand for the reception attendees where her "One Day Photo" service is advertised.

Society of Geological Studies (SGS) Annual Convention

The Society of Geological Studies is an international organization for geologists. Their annual convention is held in a different city each year, and this year it's in Providence at the Milton. In addition to lectures, the convention includes a large display of unique geological samples and a complete chemistry set for some simple geological field tests that can be conducted at the convention.

Investigators who browse the geological samples may find a couple of items of interest:

Torbernite

With a successful Science (Geology) skill roll, an investigator recognizes the mineral as being mildly radioactive. With

a successful Know roll, the investigator hypothesizes that the radiation may be able to repel the creature that killed Dr. Bronson. Any investigator in possession of a chunk of torbernite (the Keeper should assume there are enough samples for each investigator to have one small lump) gain the following abilities:

- If the investigator is attacked by any portion of the shoggoth lord, Ibnhotep, the creature suffers a penalty die to its attack roll.
- Each chunk of torbernite produces a small field of radioactivity that allows the investigator to inflict normal damage with non-magical melee weapons (because the weapon is inflicting damage on the creature within the radioactive field).

Torbernite is only mildly radioactive, but the investigator must make a CON roll at the end of each month of possession of the mineral. With a failed roll, the investigator permanently loses 5 points of CON.

Hydrochloric Acid

With a successful Science (Chemistry) skill roll, an investigator recognizes two small bottles of hydrochloric acid. Each bottle could be used as a makeshift acid "grenade." Such acid grenades only inflict 1D4+1 damage against a shoggoth due to its alien physiology, but they cause 2D4+2 damage against human beings. The listed damage assumes the entire bottle of acid is used in the attack.

If the investigators have not been deputized, and the players are unsure what to do next, the Keeper may prompt them by asking for an **Idea** roll (INT roll). With success, suggest the following courses of action; if failed, they get the same suggestions, but make a note to ensure that one of Ibnhotep's proto-shoggoth pieces appears a little while later to attack one of the investigators.

- Does the *Providence Journal* reporter's camera contain any evidence from the events in the exhibition?
- Might there be any answers regarding Dr. Bronson's murder in her room?

To confirm their suspicions, they overhear Inspector Drummond bark out orders to a couple of uniformed cops to have the film developed in the hotel darkroom, and to also search Dr. Bronson's room. They also hear the Inspector tell his men that he's heading over to the coroner's office.

QUESTIONING THE GUESTS

The trio of Mr. Coleman Reese, Sig. Vittorio Deodato, and Ms. Celia Shepherd are the last of the hotel guests that need to provide the police with a statement after the evening's tragic events. If deputized, the investigators are instructed to gather their statements, but they may also ask questions of them even if they're not acting in an official capacity. Investigators with a law enforcement occupation may attempt a **Psychology** skill roll to assess the honesty of the people being questioned; all other investigators are subject to a penalty die on their **Psychology** skill roll because they are unaccustomed to questioning people in such a manner.

Both Reese and Deodato are honest (a successful **Psychology** roll per interviewee) and recount the events as they saw them to the best of their ability.

Celia Shepherd does her best to keep her secret; she knows that her life would be in danger if she reveals that, in actuality, she works for Providence mobster, Red Jim McLoughlin. A successful **Psychology** roll convinces the investigators that Shepherd is being dishonest. Depending on how they grill her, a successful social skill (**Charm** or **Intimidate**) convinces her to finally be honest with them. If Shepherd confides in the investigators, then she asks if they can help her get out of Providence and as far as possible from McLoughlin and his gang.

Keeper note: Reese, Deodato, and Shepherd can join the investigators once questioned, or they can return to their rooms (Reese and Deodato only) or lounge around the hotel lobby. These NPCs can be used either as cannon fodder for Ibnhotep's proto-shoggoth attacks, or they could become replacement characters for the players, should the worst happen. Players can convert and personalize an NPC into a new investigator by copying the NPC to a new character sheet, and then adding 50 points to any of the skills on the sheet (except for the Cthulhu Mythos skill).

THE DARKROOM

Miss Bishop is happy to help the authorities and offers to develop the film in the journalist's camera. The darkroom is located on Floor 2 of the Milton Hotel.

It takes Miss Bishop about an hour to develop the film. During that time, the Keeper should have one or two proto-shoggoths enter the darkroom through an air vent. If Miss Bishop is assisting the investigators, then it is suggested that two proto-shoggoths appear: one to attack Miss Bishop, and the other to attack the investigators. If the investigators are attempting to develop the film without Miss Bishop's help, then perhaps only one proto-shoggoth attacks, depending on the number of investigators present. If a proto-shoggoth kills Miss Bishop, it demonstrates to the investigators the level of lethality they are facing.

Contrary to popular belief, the chemicals used to develop film—acetic acid, distilled water, and ammonium thiosulfate—are not flammable, but the proto-shoggoths and Ibnhotep, the shoggoth lord, are susceptible to acetic acid. A large quantity of acetic acid is required to injure the shoggoth. One gallon (3.8 liters) of acetic acid inflicts 1D6+1 damage on the round it is applied, followed by 1D4 damage on the following round, after which it becomes too diluted to inflict additional harm. The darkroom has two full glass gallon jugs of acetic acid, and one open, half-full gallon jug (for a total of 2.5 gallons/9.5 liters).

If the investigators have been deputized, but are using the darkroom without Miss Bishop's permission, then she catches them in the act if the investigators present in the darkroom fail a group **Luck** roll, or a regular **Luck** roll if there is only one investigator present. A successful **Charm** or **Persuade** roll (with a bonus die, since the investigators are duly deputized) convinces Miss Bishop to help them. Otherwise, she flees to inform hotel management of the investigators' actions.

If the investigators have not been deputized by Inspector Drummond, and they are using the darkroom without Miss Bishop's permission, then two uniformed police officers catch them in the act if the investigators present in the darkroom fail a group **Luck** roll, or a regular **Luck** roll if there is only one investigator. A successful **Law** roll (with a penalty die for overstepping their authority) convinces the officers to allow the investigators to finish their work. A successful **Fast Talk** roll merely convinces the officers to kick them out of the darkroom with a stern warning to stay out of police business. Otherwise, the investigators are pulled out of the darkroom and marched to the hotel lobby, where all of the investigators are given a written fine, costing them \$20 each; payment is due within 60 days.

If the investigators, or Miss Bishop, successfully manage to develop the dead journalist's film, then they see a horrified Ms. Shepherd, the broken canopic jar at her feet, looking guiltily in the direction of Dr. Bronson, who is apparently being sucked dry by a hideous, roiling mass of darkness (1/1D6 Sanity loss).

DR. BRONSON'S HOTEL ROOM

Dr. Caitlin Bronson's room is #808. The hotel check-in desk in the lobby provides a key to the room for deputized investigators. Otherwise, a successful **Locksmith** roll is required to open the lock, or a successful Hard **STR** roll breaks open the door. Investigators who attempt to enter Dr. Bronson's room without a key must also succeed at a group **Luck** roll, or else a hotel guest happens upon them during their unauthorized entry.

Dr. Bronson kept her room neat and orderly. Investigators are advised to be cautious while searching Dr. Bronson's room, in case one or two proto-shoggoths (Keeper's discretion) sneak in through the air vents—this can occur at any point while the investigators are searching the room.

Keeper note: Dr. Bronson's room is divided into four areas that the investigators can search. If the players overlook one of these, it is suggested the Keeper remind the players of any locations left unexamined. The four searchable areas are the bed and nightstand, the desk, the dresser and closet, and the bathroom.

The Bed and Nightstand

The bed is made, and a small book with a leather cover sits next to a lamp on the nightstand. The nightstand's drawer is closed. The book is Dr. Bronson's personal diary, and skimming through it, an investigator discovers that Caitlin was an ambitious person who was dedicated to her career. She prided herself on being recognized as the leading expert on the Ibnhotep Canopic Jar.

A successful **Spot Hidden** is required to find the following items:

- **Flask of sherry and a shot glass:** hidden in the nightstand drawer, next to the complementary *Bible*, is a half-full flask of sherry.
- **Silver tyet necklace:** under the head of the bed, next to the wall, is a small silver tyet necklace. Dr. Bronson lost it yesterday. A successful **History** or **Occult** roll reveals that the "tyet" is also known as "the Knot of Isis," and is a symbolic representation of the Egyptian goddess it is named after. A tyet looks similar to an ankh, except that the symbol's arms curve downwards. Any investigator wearing the tyet on open display becomes the primary target of Ibnhotep, the shoggoth lord. Ibnhotep mistakenly assumes that the wearer is a servant of Isis and is therefore an enemy.

Keeper note: Dr. Bronson's tyet necklace can be used, in conjunction with a container and honey, to imprison the shoggoth forever (see **The Final Confrontation**, page 14).

The Desk

The desk is located next to the window. It has a few papers on it, and a leather attaché case sits beside it. It takes a little

effort for the investigators to discover the clues on the desk, but the advantage is that nothing is hidden there. Simply by declaring their intention and dedicating a little time and effort, the investigators find the following items:

- **Hieroglyphic translations:** on top of the desk is a manila folder containing Dr. Bronson's hieroglyphic translations. She translated all of the pieces in the Kingdom of Fire exhibition. Each translation sheet is paperclipped to a photo of the artifact to which it belongs (**Handout: Providence 1**).
- **Travel paperwork and cash:** Dr. Bronson's attaché case contains her travel itinerary, including a train ticket for September 5th to Philadelphia. There is also \$120 in cash in the case.

The Dresser and Closet

Dr. Bronson's luggage is unpacked and stored in the closet. Some of her clothing is folded neatly in the dresser; the rest of her clothing is hung in the closet. With a successful **Spot Hidden** roll, the investigators find the following items:

- **Derby hat and hat pin:** inside one of the dresser drawers is a derby-style ladies hat decorated with a large arrangement of silk flowers. A wicked looking hat pin, 6" (15 cm) long, is secured in the back of the hat. The hat pin is a large needle that when wielded as a weapon inflicts 1+DB points of damage.
- **Luggage:** Dr. Bronson has two leather suitcases in the closet. Each hard-sided case has a pair of leather straps to securely close it. In the event of a proto-shoggoth attack, a successful **INT** roll grants an investigator the idea that a suitcase might be able to temporarily capture the gelatinous horror.

The Bathroom

Dr. Bronson kept this room as spotless and orderly as the rest of her accommodation. The towels are neatly folded on a rack, and a small red leather case is set on the counter. With a successful **Spot Hidden** roll, the investigators find the following items:

- **Straight razor:** inside the red leather toiletry case is a foldable straight razor, in addition to other personal items. The straight razor can be wielded like a small knife for 1D4+DB points of damage.
- **Rubbing alcohol:** a one-pint (0.5 liter) bottle of rubbing alcohol is in the cabinet under the sink. The alcohol is flammable, but the investigators are most likely unaware that the proto-shoggoth and shoggoth lord are resistant to fire damage.

THE CORONER'S OFFICE

It is common knowledge (acquired by reading past newspaper articles) that the coroner's office is located in Rhode Island Hospital, in the Federal Hill neighborhood of Providence. The coroner, Dr. Hershel Fineman, is waiting to meet Inspector

Shabti Figurine (Red Jasper):

If accurately translated, the message is both strange and cryptic "To the possessor, pass unseen and without odor or sound by the fetid beast."

Ibnhotep's Scarab Amulet:

Try as I might, I am unable to decipher the runes. Clearly, they are not Egyptian, and despite my exhaustive research I am unable to understand the root language. I suspect this could be a cypher etched by Ibnhotep's own hand, but what it means has been lost to time.

Ibnhotep's Canopic Jar Tablet:

According to the hieroglyphs, it says that any container sealed with honey and blessed with a prayer to Eset (Isis) will contain Set's beast for all eternity. Fascinating stuff.

THE SHADOW OVER PROVIDENCE

Drummond so he can review the initial report regarding Dr. Bronson's murder. Deputized investigators may accompany Drummond to the coroner's office and are not challenged as they enter, but investigators who have not been deputized and who do not have medical credentials (for example, anything that might identify them as a doctor or nurse) have a more difficult time getting into the coroner's office.

However, due to the constant hustle and bustle in the hospital, even unescorted investigators are able to walk through the building without being challenged by the staff, until they reach the coroner's office or laboratory, at least. Dr. Fineman initially meets with Inspector Drummond in the laboratory where Dr. Bronson's body is being examined. After a few minutes, Dr. Fineman asks the Inspector to accompany him to his office to sign some paperwork. If the investigators came with the inspector, then Drummond asks them to wait for him in the laboratory. If the investigators did not accompany the Inspector, and they are keeping an eye on the coroner's laboratory, then they see Dr. Fineman and Inspector Drummond exit the room and walk towards Dr. Fineman's administrative office. A successful **Stealth** roll is required to sneak into the coroner's laboratory; on a failed roll, the investigators must make a group **Luck** roll to see if they were observed sneaking in.

The desiccated corpse of Dr. Bronson is on an examination table in the laboratory. Any investigator that has not seen her desiccated corpse previously must make a **Sanity** roll (1/1D4 loss); if they already have, no additional roll is required. While in the laboratory, investigators may attempt a **Medicine** or **Science (Biology)** roll for one set of clues, and a **Spot Hidden** roll for another clue. Investigators with an occupation in the medical sciences (doctor, nurse, psychiatrist, psychologist, pharmacist, etc.) may add a bonus die to their **Medicine** or **Science (Biology)** roll.

With a successful **Medicine** or **Science (Biology)** roll, the investigators gain the following clues:

- Dr. Bronson's corpse is a desiccated husk devoid of all moisture.
- In a nearby metal specimen tray is a small Egyptian tablet covered in hieroglyphics; it is Ibnohotep's Canopic Jar tablet (see **Handout: Providence 1** for a translation of what the tablet says). The coroner's notes record that the tablet was discovered clutched in the corpse's hand.
- Due to the fragile state of the corpse, when the coroner removed the tablet it destroyed the hand.

Investigators making a successful **Spot Hidden** roll gain the following clue:

- A pair of bottles containing hydrochloric acid is discovered. Each bottle can be opened and used as an "acid grenade" against any of Ibnohotep's shoggoth forms. Each grenade inflicts 1D10+1 point of damage against a shoggoth, while causing 2D4+2 damage against human targets.

If anyone touches Dr. Bronson's corpse, then a **Luck** roll must be made. On a failure, the touched portion of the corpse is reduced to dust and completely destroyed.

THE FINAL CONFRONTATION

The final confrontation between the investigators and Ibnohotep is intentionally vague—this way, the Keeper can tailor the climax of the scenario for the players' characters and their style of investigation. It's possible for it to occur in the elevator shaft as the investigators search for the creature, or it might occur in the ballroom if Ibnohotep chooses to attack the investigators there, surrounded by the only things currently familiar to him. The Keeper can also force the final confrontation if the players are avoiding the scenario's narrative. Bear in mind, though, that it is possible for ambitious and aggressive players to force a final confrontation with Ibnohotep before their investigators have collected enough clues to defeat him.

To craft a successful final confrontation, the Keeper must consider two questions:

- What is required for the investigators to successfully defeat Ibnohotep?
- What is Ibnohotep's goal?

Once the Keeper has the answers to these two questions, then the final confrontation can occur at any time and at any location within the Milton Hotel.

Investigator Win Conditions

If they have collected enough clues, then the Keeper may allow an **INT** roll if the investigators are struggling to put the pieces together for themselves. On a success, the investigators surmise that, if they can subdue the creature, then they can put it into a container, pour honey onto the container's seam, and then tie Dr. Bronson's tyet necklace to the container to imprison the creature within forever—as described in **Handout: Providence 1**. When the investigators say a prayer to Isis, they need to spend **15 magic points** to seal the pact; the magic points may be invested from any number of investigators who are present and who have placed a hand on the container being blessed.

If they are able to reduce Ibnohotep to zero hit points, then he falls unconscious long enough for him to be stuffed into any container of the investigators' choosing. They can then apply the honey (easily obtained from the hotel restaurant or kitchen) and the tyet necklace, then say the prayer to Isis.

Otherwise, it is possible to destroy Ibnohotep by first reducing him to his essential salts again through the use of the **Shrivelling** spell. Then, once he is nothing but a pile of ash, he can be dissolved with hydrochloric acid. The Keeper may allow an **INT** roll to suggest this course of action to investigators who don't necessarily have the skills—or the faith—to go for

the permanent binding option (or if they failed to find Dr. Bronson's tyet necklace).

Ibnohotep's Win Conditions

The Keeper can tailor this goal to suit the expectations of the players. Perhaps the players are gearing up for a "last man standing" fight, or maybe Ibnohotep just wants to acquire his scarab amulet necklace and then escape. Whatever his goal, the Keeper should subtly telegraph it to the players—that way they can then decide how much, or what type of, defense their investigators need to put up.

In keeping with his nature as a creature of evil, perhaps Ibnohotep even takes a moment to gloat as he points at each investigator before forming a multitude of gaping mouths with gnashing, razor-sharp teeth. Or, maybe he lunges for the scarab amulet necklace but misses, so now the players get a hint of what is most important to him.

CONCLUSION & REWARDS

The scenario concludes with the resolution of the final confrontation, after which, the Keeper ends the scenario with a "fade to black." The players and Keeper can then plan their next adventure!

The Keeper should also reward any surviving investigators with the following:

- Learning the Shrivelling spell through Ibnohotep's scarab amulet: +1D6 Sanity points.
- Succumbing to the whisperings of Yog-Sothoth: -1D10 Sanity points.
- Saving bystanders during the robbery: +1D3 Sanity points.
- Killing bystanders (presumably by accident) during the robbery: -1D6+2 Sanity points.
- Being deputized by Inspector Drummond: +1 Sanity point.
- Deducing that torbernite can temporarily weaken Ibnohotep: +1 Sanity point.
- Improvising acid grenades from bottles of hydrochloric acid: +1 Sanity point.
- Deducing a means to imprison Ibnohotep: +1D4 Sanity points.
- Imprisoning or destroying Ibnohotep: +1D10 Sanity points.
- Ibnohotep escapes the Milton Hotel: -1D10+2 Sanity points.

CHARACTERS AND MONSTERS

Profiles for NPCs and monsters encountered in *The Shadow Over Providence* can be found here. Note that certain NPCs have some form of skill bonus, which may be applied if that character becomes a replacement investigator—otherwise, ignore such bonuses if just played as an NPC.

NON-PLAYER CHARACTERS

Mr. Coleman Reese, age 36, insurance salesman

STR 65 CON 55 SIZ 65 DEX 75 INT 70
APP 55 POW 50 EDU 60 SAN 50 HP 12
DB: +1D4 Build: 1 Move: 8 MP: 10

Combat

Brawl 25% (12/5), damage 1D3+1D4
Dodge 37% (18/7)

Skills

Art/Craft (Poker) 75%, Fast Talk 55%, Listen 60%, Persuade 40%, Psychology 40%.

Coleman has a bad gambling problem. Any Luck roll pertaining to gambling is made with one penalty die.

Signor Vittorio Deodato, age 44, museum curator

STR 55 CON 65 SIZ 65 DEX 70 INT 65
APP 65 POW 60 EDU 80 SAN 60 HP 13
DB: 0 Build: 0 Move: 7 MP: 12

Combat

Brawl 25% (12/5), damage 1D3
Dodge 35% (17/7)

Skills

Appraise 40%, Archaeology 65%, Charm 60%, Language (English) 40%, Psychology 60%.

Sig. Deodato's silky smooth voice and innate Italian savoir faire grant him a bonus die on all Charm skill rolls.

Ms. Celia Shepherd, age 27, undercover criminal

STR 60 CON 75 SIZ 45 DEX 80 INT 80
APP 70 POW 55 EDU 50 SAN 55 HP 12
DB: 0 Build: 0 Move: 9 MP: 11

Combat

Brawl 30% (15/6), damage 1D3, or knife 1D4
Dodge 40% (20/8)

Skills

Art/Craft (Acting) 60%, Charm 60%, Locksmith 45%, Sleight of Hand 50%, Spot Hidden 50%.

Celia has perfected the "*I had no idea*" con. Whenever she uses her Acting or Charm skill while pretending to have no idea of what she's doing, then she gains a bonus die on that skill roll.

THE SHADOW OVER PROVIDENCE

Inspector Benjamin Drummond, age 46, police detective

STR 60 CON 70 SIZ 60 DEX 45 INT 75
APP 70 POW 65 EDU 65 SAN 65 HP 13
DB: 0 Build: 0 Move: 7 MP: 13

Combat

Brawl 50% (25/10), damage 1D3
Smith & Wesson
.38 Special revolver 60% (30/12), damage 1D10
Dodge 22% (11/4)

Skills

Law 65%, Persuade 45%.

Florence Bishop, 34, photographer

STR 50 CON 60 SIZ 60 DEX 55 INT 85
APP 50 POW 55 EDU 60 SAN 55 HP 12
DB: 0 Build: 0 Move: 7 MP: 11

Combat

Brawl 25% (12/5), damage 1D3
Dodge 27% (13/5)

Skills

Art/Craft (Photography) 65%, Charm 55%.

Security Guards (3)

There are three security guards, all employees of the British Museum, travelling with Dr. Bronson. Each of them is dressed in a smart, dark blue uniform and is armed with a Colt .32 revolver and a nightstick. (While the exhibition is on tour, the insurance company underwriting the exhibition's cover requires each guard to be armed.)

STR 55 CON 65 SIZ 60 DEX 55 INT 60
APP 40 POW 50 EDU 60 SAN 50 HP 12
DB: 0 Build: 0 Move: 7 MP: 10

Combat

Brawl 55% (27/11), damage 1D3,
or nightstick 1D6
Colt .32 revolver 40% (20/8), damage 1D8
Dodge 35% (12/7)

Gangster Thugs (8)

The thugs work for Red Jim McLoughlin and have carefully spread themselves throughout the exhibition to assist Celia Shepherd with the crime.

STR 75 CON 60 SIZ 65 DEX 60 INT 55
APP 50 POW 35 EDU 45 SAN 35 HP 12
DB: +1D4 Build: 1 Move: 8 MP: 7

Combat

Brawl 40% (20/8), damage 1D3+1D4,
or brass knuckles 1D3+1+1D4
Swiss Luger 55% (27/11), damage 1D10
Dodge 35% (17/7)

Skills

Intimidate 40%, Jump 30%, Stealth 55%.

MONSTERS

Ibnhotep (proto-shoggoth form), fetid protoplasmic drone

These are small independent portions of shoggoth lord—assume there are at least 6 proto-shoggoth pieces of Ibnhotep at large, although this number may be adjusted by the Keeper. Their overriding goal is to absorb enough fluid to revivify and recombined into a “whole” shoggoth lord, essentially returning Ibnhotep to full power. Each proto-shoggoth portion is about 3 gallons (11 liters) of gelatinous mass. The mass looks like a gooey wad of dark brown, fetid flesh that is able to spontaneously split open or stretch to create whatever appendage or sensory organ it may need.

STR 85 CON 50 SIZ 10 DEX 40 INT —
APP — POW 60 EDU — SAN — HP 6
DB: none Build: 0 Move: 12 rolling MP: 12

Combat

Attacks per round: 1 (spell, envelop, pseudopod)

Fighting: the proto-shoggoth attempts to approach and attack its prey through stealth, using the deeper magic version of the Shrivelling spell on its victim, if it can. Otherwise, it attempts to envelop the head of its prey in order to smother it to death.

Smother (mnvr): the proto-shoggoth aims to envelope the target's head, imposing a penalty die to its attack roll. If successful, the victim must roll CON each round; once failed, they begin to suffer 1 damage per round thereafter until death from asphyxiation or the monster departs. The victim can attempt to remove the proto-shoggoth with a successful opposed STR roll, although ripping the creature off in this fashion causes 1D6 damage to the investigator due to its adhesive nature.

Fighting 50% (25/10), damage 1D3
Smother (mnvr) 50% (25/10), special (see above)
Dodge 20% (10/4)

Skills

Stealth 60%.

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Armor: none; fire and electrical attacks deal only half damage, while mundane weapons (knives, bullets, etc.) deal only 1 damage. May regenerate 2 hit points per round while it maintains positive hit points.

Spells: Shrivelling (deeper magic version). Ibnhotep's proto-shoggoths cast spells at half their normal magic point cost (round down) and zero Sanity cost.

Sanity Loss: 1/1D10 Sanity points for seeing a proto-shoggoth.

Ibnhotep (shoggoth lord form), *corpulent monstrosity*

This is the full monstrous form of Ibnhotep. His primary goal in this form is to regain his scarab amulet; if he can recapture the amulet, it cannot be used against him; however, Ibnhotep is struggling to survive—more than two thousand years of imprisonment nearly destroyed him, and he must use the Shrivelling spell to fortify his body with fluids. Ibnhotep's strength and vitality depend upon the outcome of the investigators' previous encounters with proto-shoggoths (if any). He cannot fully become the shoggoth lord until 6 or more of his proto-shoggoth pieces return to him having satiated themselves on human bodily fluids, effectively revivifying the monster to an approximation of full strength. Prior to this, Ibnhotep's withered core hides in the hotel's elevator shaft, meaning the investigators only encounter him in proto-shoggoth form (unless they deliberately climb into the shaft looking for him). If desperate—or if the scenario's climax is approaching—then a partially revived Ibnhotep may well attempt to make good his escape even in his weakened state.

For each proto-shoggoth encounter with the investigators that resulted in it escaping with fluids, increase STR, CON, SIZ, and DEX by 10 points each. For each encounter that resulted in a proto-shoggoth being defeated, or if it escaped without fluids, then reduce STR, CON, SIZ, and DEX by 15 points each.

STR 95 CON 120 SIZ 55 DEX 30 INT 60
APP — POW 60 EDU — SAN — HP 17
DB: +1D4 Build: 1 Move: 10 rolling MP: 12

Combat

Attacks per round: 2 (spell, pseudopod, engulf)

Fighting: the shoggoth lord's main drive is to use the Shrivelling spell to infuse himself with more fluids. Other than that, Ibnhotep attempts to engulf his prey.

Engulf (mnvr): when Ibnhotep seizes his victim following a successful fighting attack, he envelopes them with his sludging mass in order to digest them. Victims suffer 1D6 damage from caustic digestive juices each round; engulfed victims may attempt to escape their doom with an opposed STR roll. Ibnhotep only has enough mass to engulf one victim at a time, but he may create several pseudopod fists to bludgeon victims.

Fighting 75% (37/15), damage 1D3+1D4
Engulf (mnvr) Once seized (successful fighting attack),
1D6 damage per round; opposed
STR roll to break free
Dodge 15% (7/3)

Skills

Intimidate 70%, Stealth 50%.

Armor: none; fire and electrical attacks deal only half damage, while mundane weapons (knives, bullets, etc.) deal only 1 damage. May regenerate 2 hit points per round while it maintains positive hit points.

Spells: Shrivelling (deeper magic version), Wrack. Ibnhotep casts spells at half their normal magic point cost (round down), and zero Sanity cost.

Sanity Loss: 1D6/1D20 Sanity points for seeing a shoggoth lord.

Ibnhotep (imitation human form), *mockery of mankind*

This is Ibnhotep's corpulent "human" form, which he may not transform into until he has regained his strength and achieved his full shoggoth lord status (see above). In this guise, Ibnhotep masquerades as a human (choose one of the NPCs) and attempts to escape the hotel. Once his masquerade is discovered, he begins spouting profanities in an archaic and forgotten dialect of the Egyptian language.

STR 55 CON 60 SIZ 55 DEX 30 INT 60
APP 30 POW 60 EDU — SAN — HP 11
DB: none Build: 0 Move: 8 MP: 12

Combat

Attacks per round: 1 (spell, fist, weapon)

Fighting: while disguised as a human, Ibnhotep tries to use subterfuge and magic when fighting.

Fighting 50% (25/10), damage 1D3
Dodge 15% (7/3)

Skills

Persuade 70%, Stealth 60%.

Armor: none; fire and electrical attacks deal only half damage, while mundane weapons (knives, bullets, etc.) deal only 1 damage. May regenerate 2 hit points per round while it maintains positive hit points.

Spells: Shrivelling (deeper magic version), Wrack. Ibnhotep casts spells at half their normal magic point cost (round down), and zero Sanity cost.

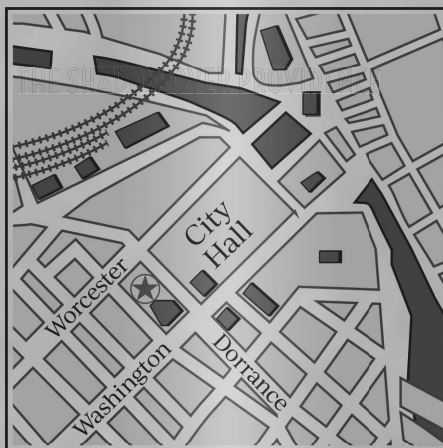
Sanity Loss: none while disguised as human; seeing the transformation into a shoggoth provokes the loss of 1D6/1D20 Sanity points.

PROVIDENCE MILTON HOTEL



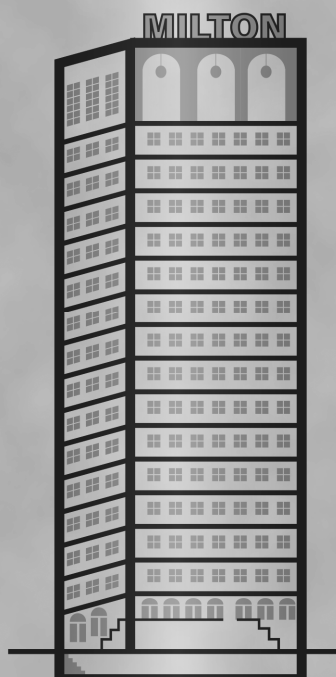
For further information
Providence Convention and
Tourist Association, Inc.

Offices at 176 Thayer St.
Providence, R. I.

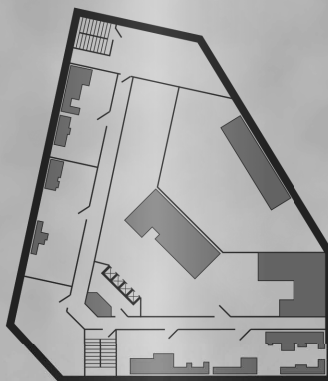


Downtown Providence

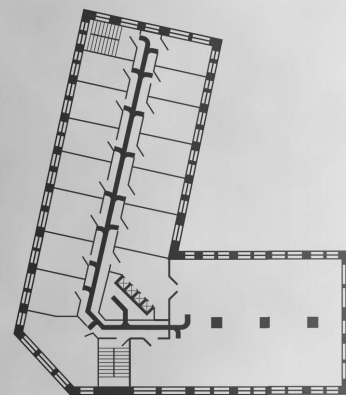
★ Milton Hotel



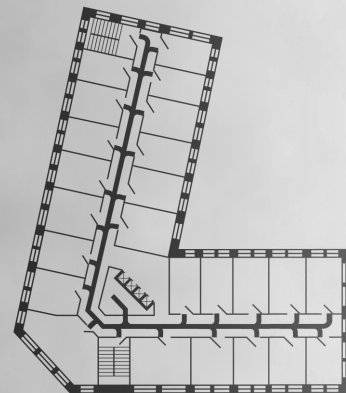
Profile View
Southern Elevation



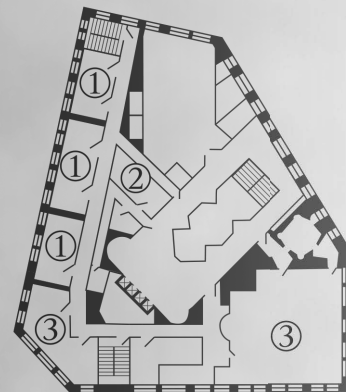
18
Basement



Floor 17 - Ballroom

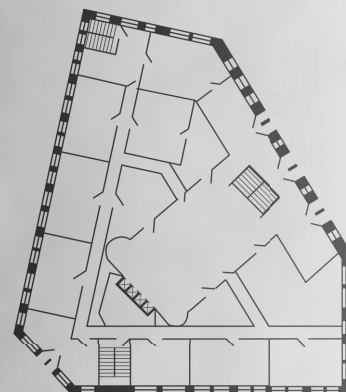


Floors 3 - 16



Floor 2 - Lobby Balcony

1. Conference Room
2. Hotel Darkroom
3. Wedding Party



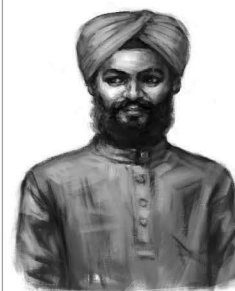
Floor 1 - Lobby & Shops

1920S ERA INVESTIGATOR

Name Dr. Rajbir Singh
 Player _____
 Occupation Psychiatrist
 Age 49 Sex M
 Residence Providence, RI
 Birthplace Lahore, Punjab

CHARACTERISTICS

STR **70** ³⁵/₁₄ DEX **70** ³⁵/₁₄ INT **80** ⁴⁰/₁₆
 CON **60** ³⁰/₁₂ APP **65** ³²/₁₃ POW **40** ²⁰/₈
 SIZ **75** ³⁷/₁₅ EDU **80** ⁴⁰/₁₆ Know Move Rate **6** ⁺¹/₋₁



Major Wound	M13IP				
HIT POINTS	Dying	00	01	02	
	Unconscious	03	04	05	
		06	07	08	09
		10	11	12	13
		14	15	16	17
		18	19	20	

Temp. Insane		Indef. Insane		40	Max	Insane	01	02	03	04	05	06	07	
	08	09	10	11	12	13	14	15	16	17	18	19	20	21
	22	23	24	25	26	27	28	29	30					
	31	32	33	34	35	36	37	38	39	40	41	42	43	44
	45	46	47	48	49	50	51	52	53					
	54	55	56	57	58	59	60	61	62	63	64	65	66	67
	68	69	70	71	72	73	74	75	76					
	77	78	79	80	81	82	83	84	85	86	87	88	89	90
	91	92	93	94	95	96	97	98	99					

SANITY

CALL of CTHULHU

LUCK	Out of Luck	01	02	03	04	05	06	07	
	08	09	10	11	12	13	14	15	16
	17	18	19	20	21	22	23	24	25
	26	27	28	29	30				
	31	32	33	34	35	36	37	38	39
	40	41	42	43	44	45	46	47	48
	49	50	51	52	53				
	54	55	56	57	58	59	60	61	62
	63	64	65	66	67	68	69	70	71
	72	73	74	75	76				
	77	78	79	80	81	82	83	84	85
	86	87	88	89	90	91	92	93	94
	95	96	97	98	99				

Magic Points	00	01	02	03	04	
	05	06	07	08	09	
	10	11	12	13	14	
	15	16	17	18	19	
	20	21	22	23	24	

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	36 ¹⁸ / ₇
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	35 ¹⁷ / ₇	☐ Library Use (20%)		☐ Biology	36 ¹⁸ / ₇
☐ Appraise (05%)		☐		☐ Listen (20%)	30 ¹⁵ / ₆	☐ Chemistry	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐	
☐ Art / Craft (05%)	30 ¹⁵ / ₆	☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐ Sleight of Hand (10%)	
☐ Singing		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)	41 ²⁰ / ₈	☐ Spot Hidden (25%)	25 ¹² / ₅
☐		☐		☐ Natural World (10%)		☐ Stealth (20%)	20 ¹⁰ / ₄
☐		☐		☐ Navigate (10%)		☐ Survival (10%)	
☐ Charm (15%)	45 ²² / ₉	☐ First Aid (30%)	55 ²⁷ / ₁₁	☐ Occult (05%)		☐ Swim (20%)	
☐ Climb (20%)	20 ¹⁰ / ₄	☐ History (05%)		☐ Op. Hv. Machine (01%)		☐ Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	80 ⁴⁰ / ₁₆	☐ Intimidate (15%)		☐ Persuade (10%)	40 ²⁰ / ₈	☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)	20 ¹⁰ / ₄	☐ Pilot (01%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)	56 ²⁸ / ₁₁	☐ Psychology (10%)	65 ³² / ₁₃	☐	
☐ Dodge (half DEX)	35 ¹⁷ / ₇	☐ English		☐ Psychoanalysis (01%)	51 ²⁵ / ₁₀	☐	
☐ Drive Auto (20%)		☐		☐ Ride (05%)		☐	
☐ Elec Repair (10%)		☐ Language (Own) (EDU)	80 ⁴⁰ / ₁₆			☐	
		☐ Punjabi				☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	35	17	7	1d3 + db	-	1	-	-
Kirpan (med. knife)	35	17	7	1d4+2+db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **35** ¹⁷/₇

BACKSTORY



Personal Description Dr. Singh is tall and barrel chested. His dark eyes, strong features, and turban make him a striking figure.

Ideology/Beliefs Dr. Singh is a Sikh. He adheres to a vegetarian diet and considers it his duty to help those unable to help themselves.

Significant People Dr. Connie Landers, the chair of the Board of Psychiatric Medicine at Brown University School of Medicine.

Meaningful Locations The Harmandir Sahib (The Golden Temple in Amritsar), the Sikhs' holiest gurdwara (place of worship).

Treasured Possessions Gold 1910 Elgin pocket watch, a gift from his father after graduating with his doctoral degree.

Traits Dr. Singh has an irrefutable reputation that precedes him, and embodies the Sikh code of honor, honesty, and equality.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

2 steamer trunks
6 suits (Indian fashion)
1 kirpan (Sikh knife - out of respect for his colleagues and Christian friends, Dr. Singh usually keeps his kirpan carefully secreted under his clothing)
1 leather medical bag (including an assortment of common medical supplies)

CASH & ASSETS

Spending Level \$50
Cash \$400
Assets \$40,000 in possessions and savings

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

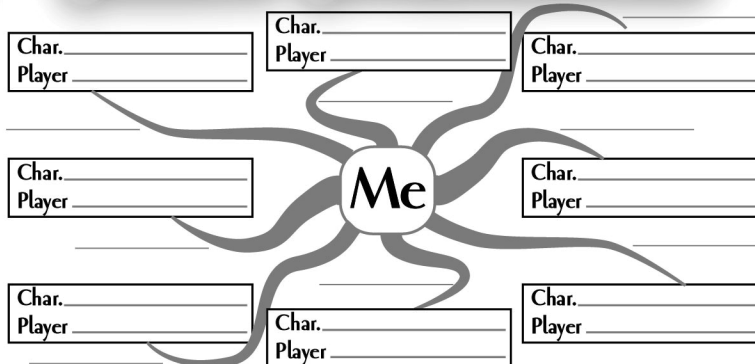
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Dr. Rajbir Singh met Connie Landers during his practical internship, and they quickly became trusted friends. Over the years, they continued to correspond with each other as their careers and studies advanced. They have been friends for well over twenty years now.

Once Dr. Landers was seated as chair of the Board of Psychiatric Medicine, she invited Dr. Singh to become a visiting professor at the Brown University School of Medicine. Honored by the invitation, he agreed. With the attached room and board stipend, Dr. Singh rents a room (by the month) at the prestigious Milton Hotel. The hotel offers several luxuries and amenities, including - at the moment - a traveling exhibition of Egyptian antiquities. After finishing his evening meal, Dr. Singh decided to visit this "Kingdom of Fire" exhibition.

1920S ERA INVESTIGATOR

Name Francine Ford
 Player _____
 Occupation Elementary Teacher
 Age 28 Sex F
 Residence Hartford, CT
 Birthplace Waterbury, CT

CHARACTERISTICS

STR **60** $\frac{30}{12}$ DEX **50** $\frac{25}{10}$ INT **80** $\frac{40}{16}$
 CON **70** $\frac{35}{14}$ APP **70** $\frac{35}{14}$ POW **55** $\frac{27}{11}$
 SIZ **50** $\frac{25}{10}$ EDU **75** $\frac{37}{15}$ Know Move Rate **8** $\frac{+1}{-1}$



Major Wound

M12IP

Temp. Insane

Indef. Insane

55

Max

Insane 01 02 03 04 05 06 07

HIT POINTS

Dying **00** 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 11 **12** 13 14 15
 16 17 18 19 20

08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 **55** 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

SANITY

CALL of CTHULHU

M11P

LUCK

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 **55** 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

00 01 02 03 04
 05 06 07 08 09
 10 **11** 12 13 14
 15 16 17 18 19
 20 21 22 23 24

MAGIC POINTS

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%) Biology	31	15
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	25	12	65	32		6
☐ Appraise (05%)		☐ _____		☐ Listen (20%)	60	30		
☐ Archaeology (01%)		☐ _____		☐ Locksmith (01%)				
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)			☐ Sleight of Hand (10%)	
☐ _____		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)			☐ Spot Hidden (25%)	45
☐ _____		☐ _____		☐ Natural World (10%)	45	22	☐ Stealth (20%)	20
☐ Charm (15%)	40	20	30	15			☐ Survival (10%)	
☐ Climb (20%)	20	10	60	30	☐ Navigate (10%)		☐ Swim (20%)	45
Credit Rating (00%)	40	20	45	22	☐ Occult (05%)		☐ Throw (20%)	45
Cthulhu Mythos (00%)			45	22	☐ Op. Hv. Machine (01%)		☐ Track (10%)	
☐ Disguise (05%)		☐ Jump (20%)	45	22	☐ Persuade (10%)			
☐ Dodge (half DEX)	25	12	☐ Language (Other) (01%)		☐ Pilot (01%)			
☐ Drive Auto (20%)	45	22	☐ _____		☐ Psychology (10%)	45	22	
☐ Elec Repair (10%)			☐ _____		☐ Psychoanalysis (01%)			
		☐ Language (Own) (EDU) English	80	40	☐ Ride (05%)			
			16					

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Straight Razor	25	12	5	1D4+DB	-	1	-	-

COMBAT

Damage Bonus **none**Build **0**Dodge **25** $\frac{12}{5}$

BACKSTORY



Personal Description Francine's father always said she was "too clever by half." People usually underestimate Francine; they judge her by her nice smile and blonde hair. They're always surprised by her quick wit and level head.

Ideology/Beliefs People should have faith in themselves, and believe only in what they can see, taste, smell, and feel.

Significant People Her father, Charles. Francine's mother died from influenza, leaving Charles to raise Francine and her two younger brothers alone.

Meaningful Locations William Smith College (Geneva, NY), where Francine earned her teaching degree. Francine was also a star track and field decathlon athlete for William Smith College.

Treasured Possessions Francine's 2 kg discus she threw for state championship.

Traits Francine has nerves of steel; there's nothing that she won't try. Fear has never held her back from trying new experiences.

Injuries & Scars Nothing worth fussing over, but thin white scars have accumulated over the years around her knees and ankles from all her track and field events.

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

1 leather trimmed suitcase
1 cocktail gown
2 comfortable outfits
Toothbrush & paste
Razor & shaving cream
Last month's issue of
McCall's Magazine

CASH & ASSETS

Spending Level \$10
Cash \$80
Assets \$2,400 worth of personal effects and savings, including her mother's wedding ring (which Francine has stored in a safe deposit box back home)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	1/5 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

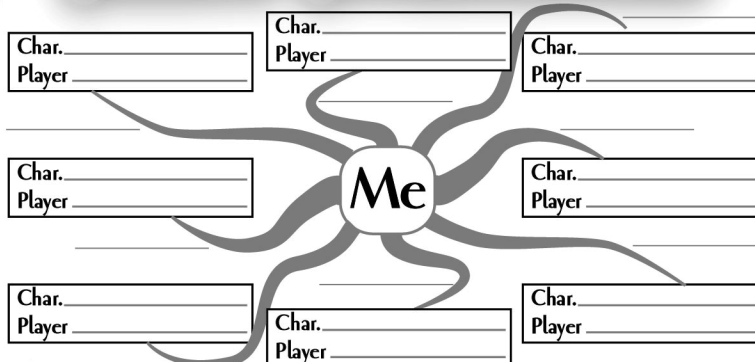
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Francine worked with Edith Sterling for one school year; they both taught the second grade at Goodman Elementary School in Hartford. During that time, Edith met Charles Holmes, and they moved to Providence at the end of the school year. That was almost two years ago. Francine hadn't spoken to Edith for ages, when out of the blue, an invitation arrived for her upcoming nuptials.

Flattered that Edith remembered her, Francine responded in the affirmative to the invitation. Wanting to honor the couple, Francine perused the Sears & Roebuck catalog for just the right gift for the occasion. It wasn't until after witnessing the wedding that Francine remembered why she was relieved Edith had moved away.

Edith Holmes (formerly Edith Sterling) is a self-absorbed know-it-all who covets her neighbor's possessions. Francine now recalls being surprised that Edith found a companion who complimented her greedy nature. It became clear to Francine that her invitation was solely for the benefit of a wedding present.

So be it. Francine hopes that Edith and Charles get all they deserve. As for Francine, the marquee in the Milton Hotel lobby informed her that Egyptian artifacts are currently on display in the hotel ballroom. Francine has opted to leave the wedding reception early to explore this "Kingdom of Fire" exhibition.

1920S ERA INVESTIGATOR

Name Horace Williams
 Player _____
 Occupation Reporter
 Age 33 Sex M
 Residence Bronx, NY
 Birthplace Bronx, NY

CHARACTERISTICS

STR **65** ³²/₁₃ DEX **60** ³⁰/₁₂ INT **75** ³⁷/₁₅
 CON **65** ³²/₁₃ APP **70** ³⁵/₁₄ POW **70** ³⁵/₁₄
 SIZ **70** ³⁵/₁₄ EDU **55** ²⁷/₁₁ Know Move Rate **7** ⁺¹/₋₁



Major Wound M13IP
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT 11 12 13 14 15
 16 17 18 19 20

Temp. Insane 70 Max Insane 01 02 03 04 05 06 07
 Indef. Insane 70 Max Insane 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

M14IP
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	55 ²⁷ / ₁₁	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	☐ Library Use (20%)	40 ²⁰ / ₈
☐ Appraise (05%)	☐ _____		☐ Listen (20%)	40 ²⁰ / ₈
☐ Archaeology (01%)	☐ _____		☐ Locksmith (01%)	31 ¹⁵ / ₆
☐ Art / Craft (05%) Photography	☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)	
☐ _____	☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)	
☐ _____	☐ _____		☐ Natural World (10%)	
☐ Charm (15%)	☐ First Aid (30%)	30 ¹⁵ / ₆	☐ Navigate (10%)	
☐ Climb (20%)	☐ History (05%)	30 ¹⁵ / ₆	☐ Occult (05%)	
Credit Rating (00%)	☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)	
Cthulhu Mythos (00%)	☐ Jump (20%)	20 ¹⁰ / ₄	☐ Persuade (10%)	
☐ Disguise (05%)	☐ Language (Other) (01%)		☐ Pilot (01%)	
☐ Dodge (half DEX)	☐ _____		☐ Psychology (10%)	25 ¹² / ₅
☐ Drive Auto (20%)	☐ _____		☐ Psychoanalysis (01%)	
☐ Elec Repair (10%)	☐ Language (Own) (EDU) English	75 ³⁷ / ₁₅	☐ Ride (05%)	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Switchblade	50	25	10	1d4 + db	-	1	-	-
Brass knuckles	50	25	10	1d3+1+db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **30** ¹⁵/₆

BACKSTORY



Personal Description Tall and broad shouldered, Horace is an imposing figure. While more than capable of defending himself with his fists, Horace prefers to use brains rather than brawn.

Ideology/Beliefs Horace believes in the power of truth, and has dedicated his life to the Gospel of Truth. His goal is to uncover and expose the hidden truths in every news story he writes.

Significant People Horace is secretly in love with his childhood best friend, Winifred "Winny" Simmons. Horace believes that if he can land a career at The New York Post, Winny will love him back just as strongly.

Meaningful Locations The grave of Sgt. William H. Carney, the first African American soldier to be awarded the Medal of Honor, for his display of bravery under fire as he carried the Union colors during the Battle of Fort Wagner, South Carolina, on July 18, 1863.

Treasured Possessions Horace carries with him at all times a silver three-cent coin, minted in 1853. It is the first coin earned by his grandfather, Elijah, after he became a free man.

Traits Tenacious. Once Horace becomes focused on a task, he's like dog with a bone. Nothing can sway him from completing that task.

Injuries & Scars Horace's nose was broken twice when he was a kid. He swears that with each break, it was the resetting of the bone that hurt the worst.

Phobias & Manias Horace absolutely believes in the mischievous actions of spirits and poltergeists. As a result, he has a deep-seated fear of ghosts: phasmophobia.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

1 cloth-sided suitcase

2 wool suits

1 Fedora hat

Bronx Home News press

pass

Switchblade & brass

knuckles (in his pocket)

CASH & ASSETS

Spending Level \$10

Cash \$50

Assets \$1,250 in savings and possessions, including his mother's fine (but incomplete) set of silver flatware

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

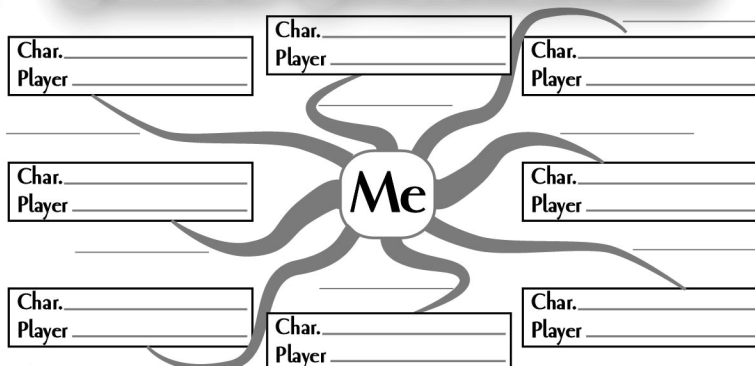
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Horace Williams is a reporter for The Bronx Home News, a small newspaper that services the Bronx. But Horace wants more; he wants to make a real mark in New York journalism, and is obsessed with becoming a staff reporter for The New York Post.

His desire to report for the The Post is two-fold: One, Horace believes a job as a "real" journalist will win the heart of his childhood love, Winny. (Unfortunately for Horace, Winny pines for another man.) And two, Horace wants to make his mark in the history books by being the first African-American reporter on staff at The Post. Horace believes an honor like that would be remembered, much like Sgt. Carney's heroics are remembered to this day.

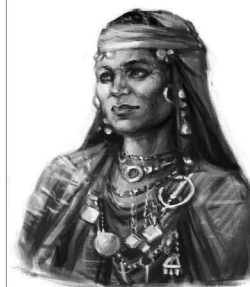
Horace traveled to Providence so he could write about the Egyptian exhibition currently on display there. According to the exhibition's itinerary, it's heading to New York soon. He aims to write a piece about it he can present to The Post before the exhibition arrives in the Big Apple. Horace is hoping this article will be the key that unlocks a staff reporter position for him there. Having just finished his dinner, Horace takes the elevator up to see "The Kingdom of Fire" exhibition for himself.

1920S ERA INVESTIGATOR

Name Iman Obeid
 Player _____
 Occupation Artist / Painter
 Age 54 Sex F
 Residence Ouirgane, Morocco
 Birthplace Marrakech, Morocco

CHARACTERISTICS

STR 45 ²²/₉ DEX 60 ³⁰/₁₂ INT 70 ³⁵/₁₄
 CON 75 ³⁷/₁₅ APP 55 ²⁷/₁₁ POW 70 ³⁵/₁₄
 SIZ 55 ²⁷/₁₁ EDU 60 ³⁰/₁₂ Know Move Rate 6 ⁺¹/₋₁



Major Wound **M13IP**
 Dying 00 01 02
 Unconscious 03 04 05
 HIT POINTS 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ **70** Max
 Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

M14MP
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

INVESTIGATOR SKILLS

☐ Accounting (05%)	☐ Fast Talk (05%)	☐ Law (05%)	☐ Science (01%)
☐ Anthropology (01%)	☐ Fighting (Brawl) (25%) 25 ¹² / ₅	☐ Library Use (20%)	☐
☐ Appraise (05%) 35 ¹⁷ / ₇	☐	☐ Listen (20%)	☐
☐ Archaeology (01%)	☐	☐ Locksmith (01%)	☐ Sleight of Hand (10%) 30 ¹⁵ / ₆
☐ Art / Craft (05%) Painting 65 ³² / ₁₃	☐ Firearms (Handgun) (20%)	☐ Mech. Repair (10%)	☐ Spot Hidden (25%) 65 ³² / ₁₃
☐ Drawing 40 ²⁰ / ₈	☐ Firearms (Rifle/Shotgun) (25%)	☐ Medicine (01%)	☐ Stealth (20%) 30 ¹⁵ / ₆
☐	☐	☐ Natural World (10%) 30 ¹⁵ / ₆	☐ Survival (10%)
☐ Charm (15%)	☐ First Aid (30%) 40 ²⁰ / ₈	☐ Navigate (10%)	☐ Swim (20%)
☐ Climb (20%) 20 ¹⁰ / ₄	☐ History (05%)	☐ Occult (05%) 45 ²² / ₉	☐ Throw (20%) 20 ¹⁰ / ₄
Credit Rating (00%) 30 ¹⁵ / ₆	☐ Intimidate (15%)	☐ Op. Hv. Machine (01%)	☐ Track (10%)
Cthulhu Mythos (00%)	☐ Jump (20%) 20 ¹⁰ / ₄	☐ Persuade (10%) 30 ¹⁵ / ₆	☐
☐ Disguise (05%)	☐ Language (Other) (01%) English 51 ²⁵ / ₁₀	☐ Pilot (01%)	☐
☐ Dodge (half DEX) 30 ¹⁵ / ₆	☐	☐ Psychology (10%) 25 ¹² / ₅	☐
☐ Drive Auto (20%)	☐	☐ Psychoanalysis (01%)	☐
☐ Elec Repair (10%)	☐ Language (Own) (EDU) Arabic 80 ⁴⁰ / ₁₆	☐ Ride (05%)	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge 30 ¹⁵/₆

BACKSTORY



Personal Description Iman is patient and observant. Her long dark hair is accented by her loosely-worn ornate headscarf. Iman has aged gracefully with hardly any signs of wrinkles.

Ideology/Beliefs Iman is a devout Muslim, but she is very curious and inquisitive of Western culture - particularly that of its women.

Significant People After the loss of her husband, Assaad, her heart belongs in full to her six children and her three grandchildren.

Meaningful Locations The family's ancestral home and farm in the hills outside of Ouirgane - the very definition of tranquility.

Treasured Possessions Iman's spoon collection. Throughout her travels, Iman collects decorative spoons as a token of her visit.

Traits When Assaad passed, Iman became the matriarchal leader of the family, a role she was born to fill. Iman is thoughtful, decisive, and fair.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

1 steamer trunk
1 suitcase (hard-sided)
1 suitcase (cloth bag)
2 sketchbooks
4 canvas' (small)
1 easel (small)
1 set of pencils
1 set of acrylic paint
1 set of paint brushes
The Quran

CASH & ASSETS

Spending Level \$10
Cash \$60
Assets \$1,500 in possessions and savings back in Morocco

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

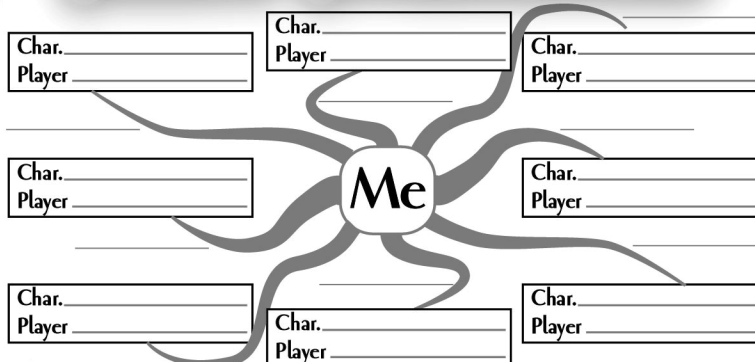
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



As a reward for a life well-lived, full of devotion and service to her children, grandchildren, and late husband, Iman now takes great pleasure in traveling the world so she may capture it with her paints. She is currently touring a region in America known as New England - a beautiful land filled with hills and trees.

Upon reaching Providence, Iman packed her latest canvases up to be shipped back to her home in Morocco, then refreshed her artistic supplies ready for the next leg of her trip. She chose to stay for a couple of days in Providence in order to enjoy the sights of the city's historical buildings. Iman checked into the Milton Hotel, and was intrigued to see an exhibition of Egyptian artifacts is currently on display there. After her evening meal, Iman elected to view the exhibition, centered on Egypt's 18th Dynasty; it is titled "The Kingdom of Fire."

1920S ERA INVESTIGATOR

Name Maria de Luca
 Player _____
 Occupation Concierge Hostess
 Age 42 Sex F
 Residence Providence, RI
 Birthplace Naples, Italy

CHARACTERISTICS

STR 55 27 11 DEX 70 35 14 INT 80 40 16
 CON 60 30 12 APP 85 42 17 POW 50 25 10
 SIZ 65 32 13 EDU 60 30 12 Know Move Rate 7 +1 -1



Major Wound M12IP
 Dying 00 01 02
 Unconscious 03 04 05
 HIT POINTS 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ 50 Max _____
 Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

M10IP
 00 01 02 03 04
 05 06 07 08 09
10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

INVESTIGATOR SKILLS

☐ Accounting (05%) <u>25</u> <u>12</u> <u>5</u>	☐ Fast Talk (05%) _____	☐ Law (05%) _____	☐ Science (01%) _____
☐ Anthropology (01%) _____	☐ Fighting (Brawl) (25%) <u>25</u> <u>12</u> <u>5</u>	☐ Library Use (20%) _____	☐ _____
☐ Appraise (05%) _____	☐ _____	☐ Listen (20%) <u>40</u> <u>20</u> <u>8</u>	☐ _____
☐ Archaeology (01%) _____	☐ _____	☐ Locksmith (01%) <u>31</u> <u>15</u> <u>6</u>	☐ Sleight of Hand (10%) _____
☐ Art / Craft (05%) <u>25</u> <u>12</u> <u>5</u>	☐ Firearms (Handgun) (20%) _____	☐ Mech. Repair (10%) <u>50</u> <u>25</u> <u>10</u>	☐ Spot Hidden (25%) <u>45</u> <u>22</u> <u>9</u>
☐ _____	☐ Firearms (Rifle/Shotgun) (25%) _____	☐ Medicine (01%) _____	☐ Stealth (20%) <u>20</u> <u>10</u> <u>4</u>
☐ _____	☐ _____	☐ Natural World (10%) _____	☐ Survival (10%) _____
☐ Charm (15%) <u>45</u> <u>22</u> <u>9</u>	☐ First Aid (30%) <u>40</u> <u>20</u> <u>8</u>	☐ Navigate (10%) _____	☐ Swim (20%) _____
☐ Climb (20%) <u>20</u> <u>10</u> <u>4</u>	☐ History (05%) _____	☐ Occult (05%) _____	☐ Throw (20%) <u>20</u> <u>10</u> <u>4</u>
Credit Rating (00%) <u>60</u> <u>30</u> <u>12</u>	☐ Intimidate (15%) _____	☐ Op. Hv. Machine (01%) _____	☐ Track (10%) _____
Cthulhu Mythos (00%) _____	☐ Jump (20%) <u>20</u> <u>10</u> <u>4</u>	☐ Persuade (10%) _____	☐ _____
☐ Disguise (05%) _____	☐ Language (Other) (01%) <u>61</u> <u>30</u> <u>12</u>	☐ Pilot (01%) _____	☐ _____
☐ Dodge (half DEX) <u>35</u> <u>17</u> <u>7</u>	☐ _____	☐ Psychology (10%) <u>60</u> <u>30</u> <u>12</u>	☐ _____
☐ Drive Auto (20%) _____	☐ _____	☐ Psychoanalysis (01%) _____	☐ _____
☐ Elec Repair (10%) <u>50</u> <u>25</u> <u>10</u>	☐ Language (Own) (EDU) <u>60</u> <u>30</u> <u>12</u>	☐ Ride (05%) _____	☐ _____

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 35 17 7

BACKSTORY



Personal Description Tall, graceful, refined - Maria takes great pride in her appearance. For many of the Milton Hotel's guests, she is the face of the hotel.

Ideology/Beliefs Maria is Catholic, but the demands of her work have taken precedence and have limited her church attendance to major holidays only.

Significant People Her mother, Caterina, and her son, Stefano. Maria is a single parent; she and Stefano live with Caterina. Her mother watches over Stefano while she is at work.

Meaningful Locations The Catskill Mountains. Stefano loves the outdoors and dreams of becoming a forest ranger. Maria takes him to the Catskills as often as she can.

Treasured Possessions A cameo necklace that contains a picture of Stefano inside the charm. The necklace once belonged to her mother, and it was with her blessing that Maria replaced the existing picture of her grandmother with one of Stefano as a young boy.

Traits Maria is never challenged by difficult tasks. Experience has taught her that the solution to any problem could be behind the next door. You just have to open it.

Injuries & Scars Maria had her appendix removed as a child. She still has a small white scar on her abdomen.

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

2 changes of clothes (fine quality fashion)

Master key to all Milton

Hotel rooms

Flashlight

Notepad & pencil

CASH & ASSETS

Spending Level \$50

Cash \$300

Assets \$30,000 in savings and possessions

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

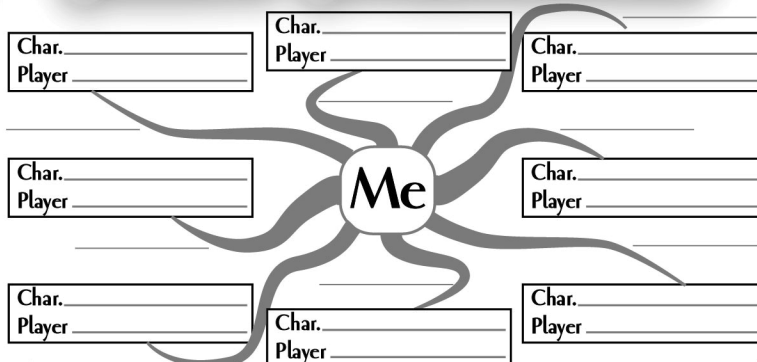
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



Maria's husband, Carlo, was a degenerate gambler. Three years ago, he left the house to go to the market and never returned. A month after he left, Maria moved Stefano and herself into her mother's home. Prior to Carlo's departure, Maria had been working as the assistant to the Milton Hotel's accountant. But, as Fate would have it, a position opened up for a concierge hostess right after Carlo did his disappearing act. Maria took to it like a duck to water, and her career blossomed.

As the senior concierge hostess, Maria welcomes all visitors to the Milton Hotel. She is also the primary point of reference for the hotel's guests. She does her best to understand the guests' needs and provide personalized solutions. Maria and her parents moved to Providence when she was but five years old; she is well-versed in all of Providence's historic locations and tourist attractions, and is happy to share that information with the Milton Hotel's guests. Additionally, Maria has a dedicated room in the Milton Hotel available to her should she need it. She keeps only a few basic essentials in her room.

Maria was just relieved by the evening hostess, so she has some time to herself. Before heading home, Maria decided to check out the Egyptian exhibition currently on display in the ballroom, up on the 17th floor.

1920S ERA INVESTIGATOR

Name Theodore 'TJ' Jameson
 Player _____
 Occupation Hotel Handyman
 Age 60 Sex M
 Residence Providence, RI
 Birthplace Augusta, ME

CHARACTERISTICS

STR 60 ³⁰/₁₂ DEX 70 ³⁵/₁₄ INT 80 ⁴⁰/₁₆
 CON 60 ³⁰/₁₂ APP 65 ³²/₁₃ POW 50 ²⁵/₁₀
 SIZ 55 ²⁷/₁₁ EDU 45 ²²/₉ Know Move Rate 6 ⁺¹/₋₁



Major Wound **M11IP**
 Dying 00 01 02
 Unconscious 03 04 05
 HIT POINTS 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ **50** Max
 Insane 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 **50** 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 **SANITY**

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07
 LUCK 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 **50** 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

M10IP
 00 01 02 03 04
 05 06 07 08 09
10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24 **MAGIC POINTS**

INVESTIGATOR SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Anthropology (01%)		☐ Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	☐ Library Use (20%)		☐	
☐ Appraise (05%)		☐		☐ Listen (20%)		☐	
☐ Archaeology (01%)		☐		☐ Locksmith (01%)		☐ Sleight of Hand (10%)	
☐ Art / Craft (05%)		☐ Firearms (Handgun) (20%)	60 ³⁰ / ₁₂	☐ Mech. Repair (10%)	70 ³⁵ / ₁₄	☐ Spot Hidden (25%)	25 ¹² / ₅
☐		☐ Firearms (Rifle/Shotgun) (25%)	65 ³² / ₁₃	☐ Medicine (01%)		☐ Stealth (20%)	40 ²⁰ / ₈
☐		☐		☐ Natural World (10%)		☐ Survival (10%) Forest Wilderness	30 ¹⁵ / ₆
☐ Charm (15%)		☐ First Aid (30%)	50 ²⁵ / ₁₀	☐ Navigate (10%)		☐ Swim (20%)	
☐ Climb (20%)	40 ²⁰ / ₈	☐ History (05%)		☐ Occult (05%)		☐ Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	30 ¹⁵ / ₆	☐ Intimidate (15%)	45 ²² / ₉	☐ Op. Hv. Machine (01%)	41 ²⁰ / ₈	☐ Track (10%)	
Cthulhu Mythos (00%)		☐ Jump (20%)	20 ¹⁰ / ₄	☐ Persuade (10%)		☐	
☐ Disguise (05%)		☐ Language (Other) (01%)		☐ Pilot (01%)		☐	
☐ Dodge (half DEX)	45 ²² / ₉	☐		☐ Psychology (10%)		☐	
☐ Drive Auto (20%)		☐		☐ Psychoanalysis (01%)		☐	
☐ Elec Repair (10%)	35 ¹⁷ / ₇	☐ Language (Own) (EDU) English	55 ²⁷ / ₁₁	☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	50	25	10	1d3 + db	-	1	-	-
S&W M1917 revolver	60	30	12	1d10+2	15 yds	1 (3)	6	100
Pipe wrench	50	25	10	1d8 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **45** ²²/₉

BACKSTORY



Personal Description TJ's pappy used to say that he had a "hard edge" to him. TJ is slim and wiry, and it's easy to see the muscles in his arms roll and swell as he works.

Ideology/Beliefs TJ lost any faith he had in a higher power in the French trenches during The Great War. Now, he only believes in himself; "No one is out there to look out for you; it is the duty of every man to look after himself."

Significant People Until recently, the most important person to TJ was Dorothy, his wife. But he lost her to the cancer ten weeks ago.

Meaningful Locations A large red maple near the back of his property. Dorothy is buried under that tree.

Treasured Possessions A button-down shirt, yellow with dark pinstripes. It's his favorite shirt that Dorothy made for him. She called it his "Sunday Best" shirt.

Traits Military service taught TJ to only speak when he had something important to say. But when he does, boy, does he say it...

Injuries & Scars TJ has a old bullet wound in his leg. He was shot in France, but that was years ago. Now, it only bothers him when it rains.

Phobias & Manias Phonophobia, a fear of very loud noises. Most noises that grow steadily in volume don't alarm TJ, it's the sudden and unexpected loud noises that send a bolt of fear down his spine.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

1 Smith & Wesson Model 1917 revolver (kept in his toolbox)
1914 Ford light duty truck
1 toolbox full of tools
1 set of work coveralls
1 change of clothes in his cubbyhole in the hotel

CASH & ASSETS

Spending Level \$10
Cash \$60
Assets \$1,500 in savings and possessions

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

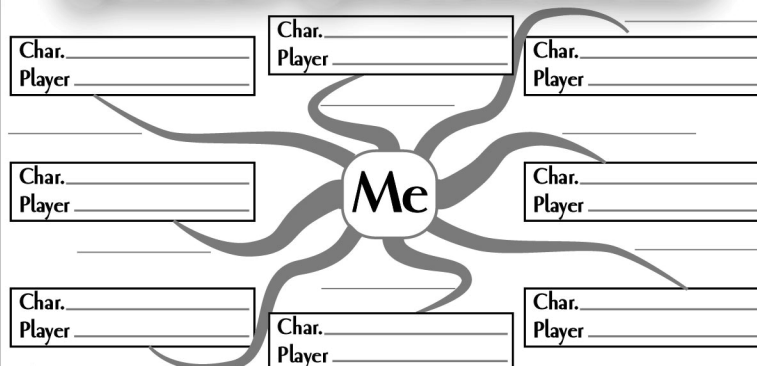
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



TJ used to run Jameson Hardware, here in Providence, but he sold the business years ago and settled down to an early retirement. He soon got bored, though, and his beloved wife, Dorothy, encouraged him to take on the job of handyman at the Milton Hotel to keep him out of mischief (and out from under her feet). The job suited him - the management largely left him to his own devices as long as the work got done, and he could potter away to his heart's content without having to deal with too many people. The management was also really good when Dorothy took ill, and now she's gone, he spends a lot of time in his cubbyhole in the basement, as well as finding jobs around the hotel to keep him from dwelling on his loss.

TJ has just finished eating his supper in the hotel kitchen. (The staff makes sure he gets his meals now he's on his own.) He helped set up some of the stands and signage for the Egyptian exhibition, currently on display in the Milton Hotel ballroom, and has a complimentary ticket to see the finished display. He's got nowhere else to go this evening, so why not check it out before turning in for bed?

CALL of CTHULHU

THE SHADOW OVER PROVIDENCE

August 25th, 1928: Providence, Rhode Island.

The Milton Hotel cordially invites you to view the fantastical traveling exhibition “The Kingdom of Fire—Egypt’s 18th Dynasty.” All the way from the British Museum, London, England, come see these wonders of ancient Egypt, rare and priceless items from a time long ago. Learn about their history from Dr. Caitlin Bronson, the exhibition’s curator, who will be on hand to answer all of your questions. Marvel at the treasures of Tutankhamun and Hatshepsut, along with the star of the exhibition, the mysterious canopic jar of Ibnohotep the Mad! Tickets are limited and going fast—and you don’t want to miss out on what promises to be the most talked about exhibition of the year!

With an invitation like that, how could your investigators possibly refuse? Be they historians and scholars, or even those who ply the blackmarket trade in illicit antiquities, this is a rare opportunity to learn the secrets of the distant past outside of a museum. And what possible danger could there be in going to see the mortal remains of someone called “Ibnohotep the Mad”?

The Shadow Over Providence is a new *Call of Cthulhu* scenario set in a venue that may seem strangely familiar to anyone who has visited Providence’s iconic Biltmore Hotel. The adventure was written by Jon Hook of the Miskatonic University Podcast, and developed and published by Chaosium, to celebrate NecronomiCon 2019.

CHA23163 \$9.99



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