

THE THING THAT SHOULD NOT BE

Words and Music by James Hetfield,
Lars Ulrich and Kirk Hammett

Moderately





The musical score is written for guitar and piano. It consists of five systems of music. The guitar part is written in treble clef with a key signature of one sharp (F#) and a 4/4 time signature. The piano accompaniment is written in bass clef. The score includes various guitar chords and fretting techniques such as natural harmonics (N.C.), 2-fret bends (2fr.), 3-fret bends (3fr.), 4-fret bends (4fr.), and 5-fret bends (5fr.). The piano part features a melodic line in the right hand and a bass line in the left hand, with dynamics ranging from mezzo-forte (mf) to forte (f). The score concludes with a 'Play 4 times' instruction.


Chord Diagrams:

- E5:
- F#5:
- F#(b5):
- F#(#5):
- C5:
- C#5:
- D5:
- Gm7:
- G#m7:
- Fm7:

*Recorded a whole step lower.

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



F#5  E5  F#5  E5 



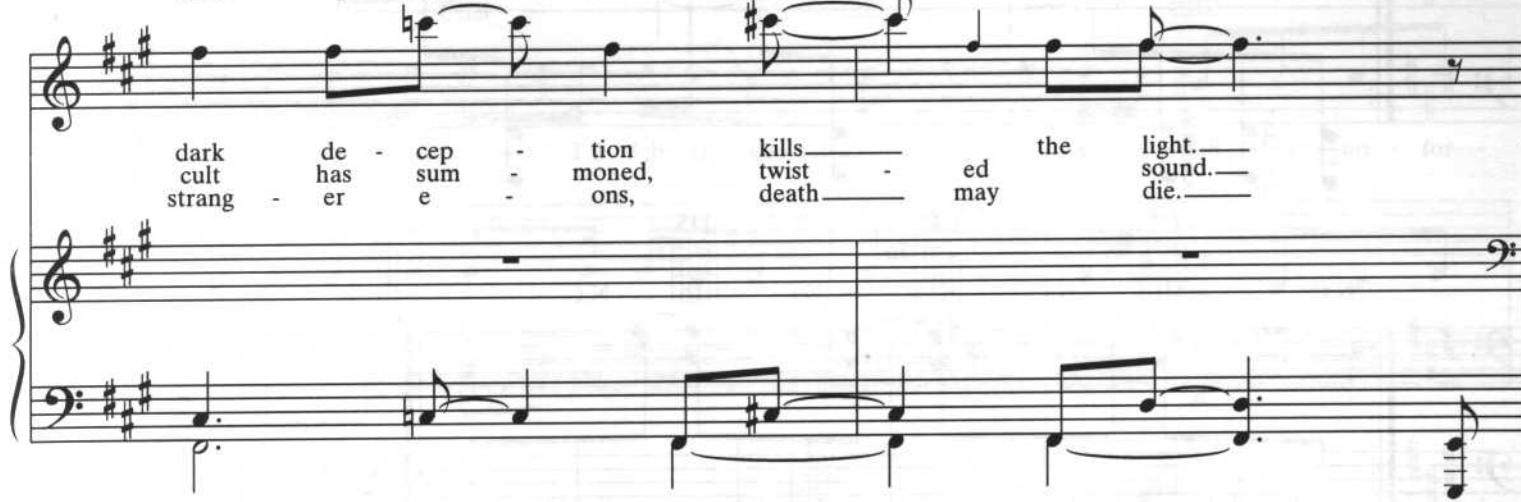
F#5  E5 






Mes - sen - ger of fear in sight,
 Crawl - ing dead cha - os un - der ground,
 Not dead which e - ter - nal lie,




F#5  F#(b5)  F#5  F#(#5)  2fr. N.C.

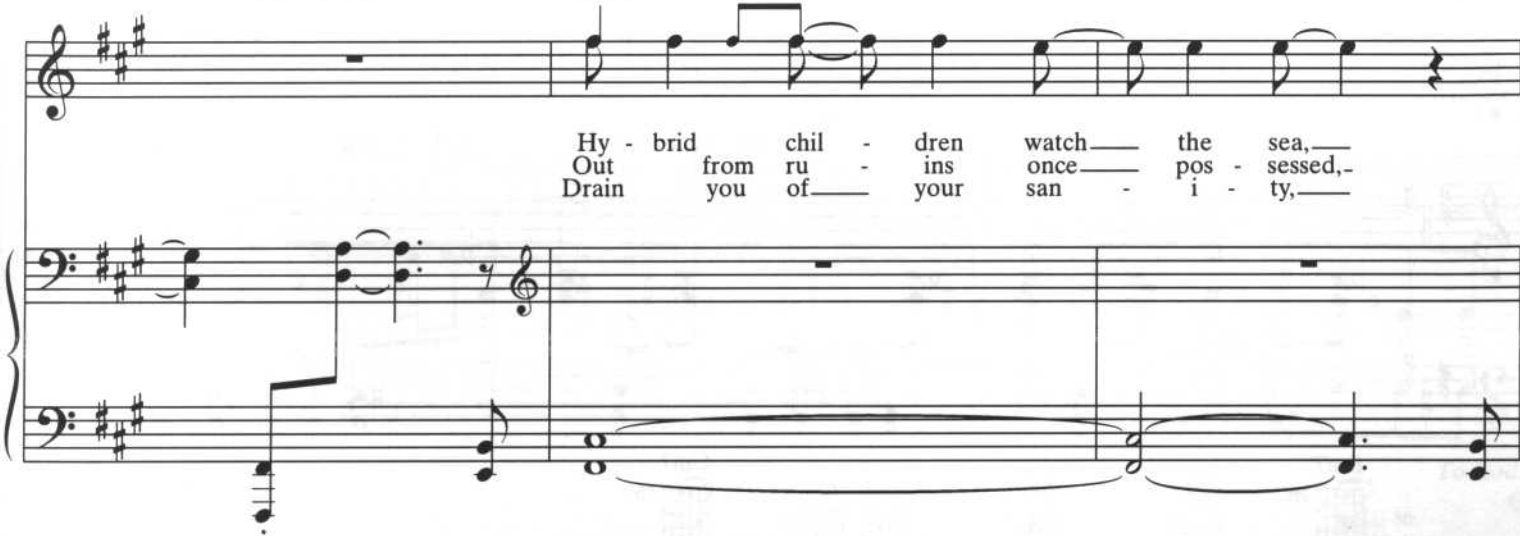
dark cult de - cep tion kills the light.
 strang - er has sum - moned, twist ed may sound.
 er e - ons, death - ed may die.







C5  3fr. N.C. C#5  4fr. N.C. D5  5fr. N.C. C5  3fr. N.C. C#5  4fr.

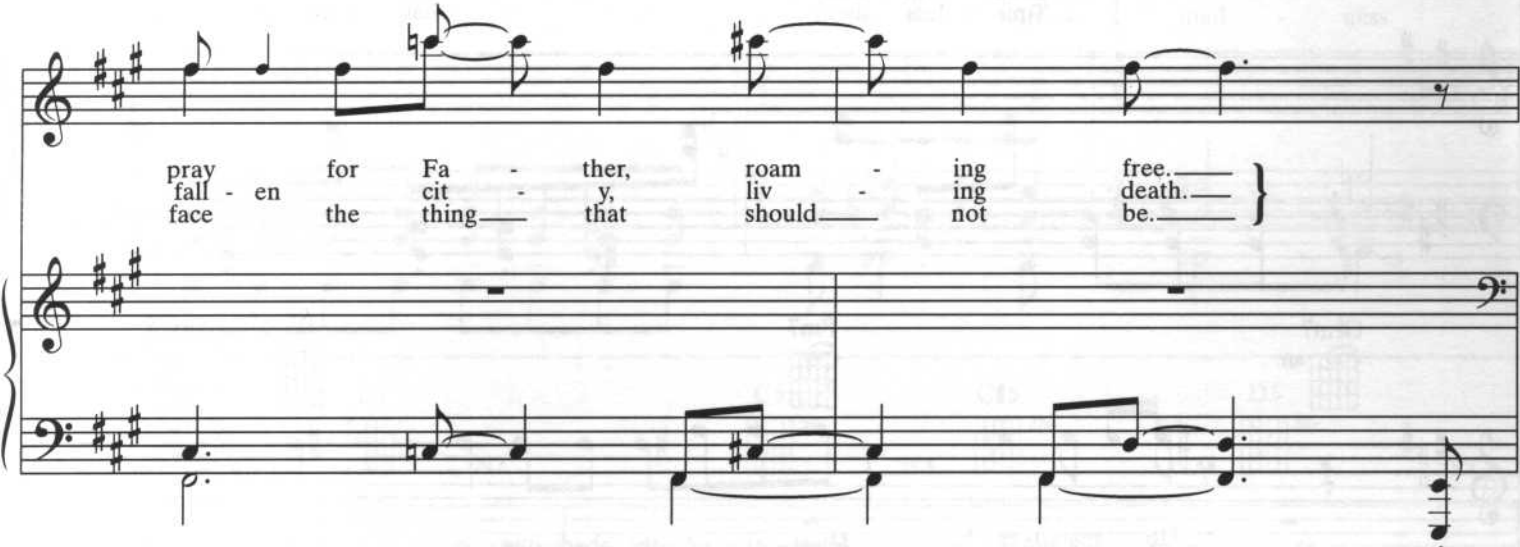


D5  5fr.
 E5 
 F#5 
 E5 







Hy - brid chil - dren watch the sea,
 Out from ru - ins once pos - sessed,
 Drain you of your san - i - ty,

F#5 
 F#(b5) 
 F#5 
 F#(#5)  2fr.
 N.C.

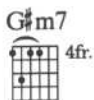
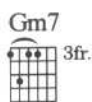


pray fall - en for Fa - ther, roam - ing free.
 face the cit - y, that should - ing death.
 the thing that should not be. }

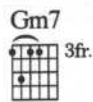
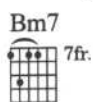
C5  3fr.
 N.C.
 C#5  4fr.
 N.C.
 D5  5fr.
 N.C.
 Bm7  7fr.



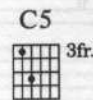
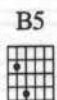
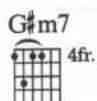
Fear - less wretch,



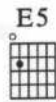
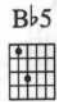
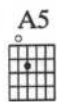
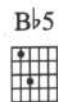
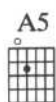
in - san - i - ty. He watch - es, lurk - ing be - neath the sea.



{ 1.3. Great Old One, for - bid - den site.
2. Time - less sleep has been up - set.



He search - es. } Hunt - er of the shad - ows is ris - ing,
He a - wak - ens. }



A5 Bb5 A5 B5 C5 3fr. A5 Bb5 A5 Bb5 E5

im - mor - tal.

A5 Bb5 A5 B5 C5 3fr.

In mad - ness

To Coda

1. F5 B5 C5 3fr. C#5 4fr. D5 5fr. N.C. N.C. N.C. N.C.

you dwell.

C5 3fr. C#5 4fr. D5 5fr. C5 3fr. C#5 4fr. N.C. N.C. N.C.

D5 5fr. N.C. N.C. C5 3fr. N.C. C#5 4fr. N.C. D5 5fr. E5

2. F5 B5 A5 Bb5 A5 Bb5 E5

you dwell.

A5 Bb5 A5 B5 N.C.

Play 4 times

B5 N.C. B5 C5 3fr. B5 N.C.

In

B5



C5



3fr.

F5



B5



N.C.

C5



3fr.

N.C.

C#5



4fr.

mad - ness you dwell.

D.S. al Coda



D5



5fr.

N.C.

N.C.

C5



3fr.

N.C.

C#5



4fr.

N.C.

D5



5fr.

N.C.

E5



Coda

F5



B5



N.C.

you dwell.

Repeat and fade

A5



Bb5



A5



Bb5



E5

