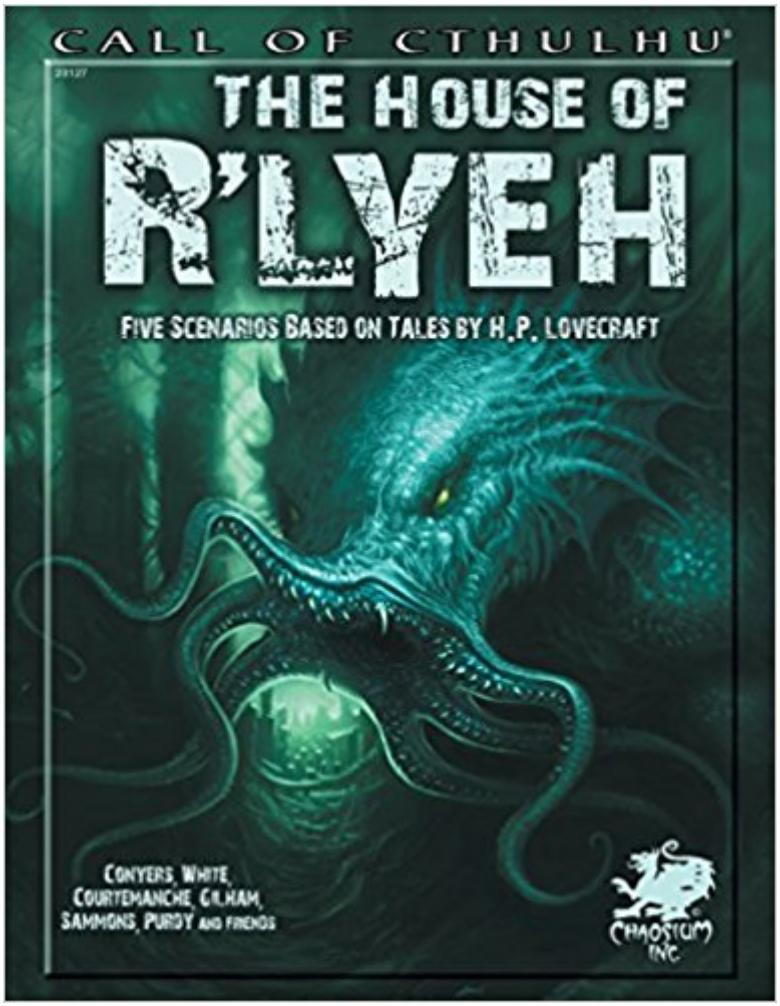
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The House Of R'lyeh: Five Scenarios Based On Tales By H.P. Lovecraft (Call Of Cthulhu Roleplaying)



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Synopsis

Five Scenarios Based on H.P. Lovecraft TalesThe House of RÃ¢â ¬â„¢lyeh contains five Call of Cthulhu scenarios that follow or expand upon events in five of H.P. LovecraftÃ¢â ¬â„¢s stories: Ã¢â ¬Å“PickmanÃ¢â ¬â„¢s ModelÃ¢â ¬Â•, Ã¢â ¬Å“The Haunter of the DarkÃ¢â ¬Â•, Ã¢â ¬Å“The HoundÃ¢â ¬Â•, Ã¢â ¬Å“Arthur JermynÃ¢â ¬Â•, and Ã¢â ¬Å“The Nameless CityÃ¢â ¬Â•. Set in Boston, Providence, the British Isles, continental Europe, and the Middle East, none of the scenarios need be played at set dates or in a set order, but they could be run in the order presented to form a loose campaign using optional link between scenarios to draw investigators from one to the other. Alternatively, the scenarios may be used to supplement classic Call of Cthulhu campaigns such as The Shadows of Yog-Sothoth which suggests that its component scenarios should be interspersed with others. The first scenario in this book, Ã¢â ¬Å“The Art of MadnessÃ¢â ¬Â• follows on from the events of the Lovecraft tale Ã¢â ¬Å“PickmanÃ¢â ¬â„¢s ModelÃ¢â ¬Â•. Artist of the macabre, Richard Upton Pickman, is now a ghoul living a subterranean netherworld beneath Boston creating a new school of art. There are several ways that player characters might be drawn into investigating his macabre activities and, while dangerous, PickmanÃ¢â ¬â„¢s intent is not particularly lethal. The difficulty for investigators will be to resolve the situation without becoming compromised.Ã Â While in New England, the investigators discover Ã¢â ¬Å“The Crystal of ChaosÃ¢â ¬Â•, a retelling of the events of LovecraftÃ¢â ¬â„¢s Ã¢â ¬Å“The Haunter of the DarkÃ¢â ¬Â•. Hired by professors of Miskatonic University, the investigator seek out a fabled crystal with origins in Ancient Egypt, but they soon find a far greater evil lurks in an abandoned church in Providence. This scenario originally appeared in Different Worlds issue 34, May/June 1984, and has been expanded and revised in this publication. Ã¢â ¬Å“The Return of the HoundÃ¢â ¬Â• draws investigators an auction in Yorkshire, in England, where a rare edition of the Necronomicon is going to be sold. The previous owners, the decadent occultists from LovecraftÃ¢â ¬â„¢s Ã¢â ¬Å“The HoundÃ¢â ¬Â•, are dead, as that tale recounts, but what they unearthed in Ã¢â ¬Ëœa Holland churchyardÃ¢â ¬â„¢ has grown strong, and has schemes of its own to fulfill. The amount of danger the investigators face is dependent on how determined they are not to let this Necronomicon fall into the wrong hands.Ã Â Ã¢â ¬Å“The Jermyn HorrorÃ¢â ¬Â• takes place in Britain, beginning in London and then moving to Huntingdon with the investigators seeking a rare edition of Regnum Congo, reputedly to be found in the crumbling estate of the deceased Jermyn family as described in LovecraftÃ¢â ¬â„¢s Ã¢â ¬Å“Arthur JermynÃ¢â ¬Â•. The search is imperiled by a creature that a Jermyn brought back from the Congo some three hundred years ago that haunts the mansion seeking a human vessel for its escape.Ã Â

Ã¢â ¬Å“Nameless City, Nameless TerrorsÃ¢â ¬Â• concludes this collection with an expedition into the heart of ArabiaÃ¢â ¬â„¢s Empty Quarter in search of Irem as described in LovecraftÃ¢â ¬â„¢s Ã¢â ¬Å“The Nameless CityÃ¢â ¬Â•. This scenario requires investigators to risk their bodies and their minds as, in the midst of the desolate ruins of Irem, the investigators learn something of the nature of the Great Old Ones, and perhaps forestall the rising of Cthulhu from his watery grave.Ã Â

Book Information

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Customer Reviews

Well written, scary, exciting. The stories are long and complex.We are having a problem finding new material for our C of C gaming group. These stories, so far, are worth our time.Self-consistent, complete enough to make for easy play.

This is a very Cthulian module with Classic settings and ambient for the 1920s. 5 different scenarios that can be played separately or together as a campaign. From average to experienced Investigators. This is an uppdated and refurbished classic.

OK, and does deliver all that it promises, but the scenarios are deeply complex, so the Keeper better do his homework.

Solid product in excellent condition!

One of the latest supplements to the COC TTRPG. Nice adventures based on the classic Lovecraft

tales. Recommended.

It’s Cthulhu stuff, I breathe it like fine scented wine

Having read through the whole book I must say I am impressed with how the scenarios build upon Lovecrafts tales, and incorporates them as backgrounds for these 5 scenarios. The 4 first are mysteries and are quite exciting and well written; the Jermyn Horror is perhaps my favourite one. The scenarioes gives you background information and clues that you would never make as a keeper yourself.The scenarios are varied in location, and can easily be adapted to Delta Green (1990’s) CoC. It is kind of hard to give a review of an adventure book without giving spoilers, but from mummies to evil spirits to cthulhus temples it seems that Chaosium decided to tackle the source material and to not publish another "5 haunted houses" scenario book. There is even a rather climatic alternative ending, that touches slightly upon the whole meta of the Chtulhu mythos, to the campaign that the book opens up to string out of the scenarioes.Production quality is good, with large font, easier to read in the not so always brightly lit gaming rooms. Though there was at least one map where the quality was slightly pixellated (page 158).

A+ Seller

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