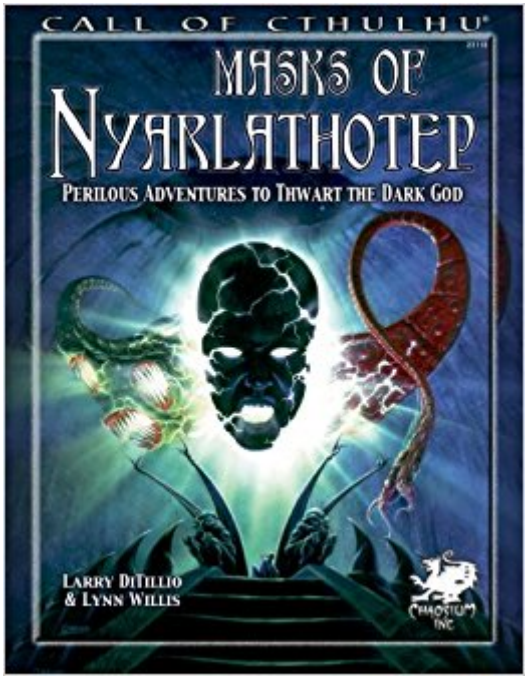
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Masks Of Nyarlathotep: Perilous Adventures To Thwart The Dark God (Call Of Cthulhu Roleplaying)



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Synopsis

At last the stars are almost right! Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action. MASKS OF NYARLATHOTEP is a Lovecraftian exercise in horror and mystery. This Call of Cthulhu roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. Set in 1925, adventures begin in New York, then move overseas to England, Egypt, Kenya Colony, Shanghai, and western Australia. Such extended globetrotting requires wit and planning by the players. Their investigators must have steady finances, good language skills, and a willingness to persevere despite governmental interference and cultist harassment. Meanwhile the keeper must bring to life different exotic locales, recreate the sensibilities of other cultures, and balance non-player-character foes and friends to allow each investigator to earn his or her own destiny ultimate triumph, perhaps, or perhaps madness and agonizing death.

Book Information

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Customer Reviews

At last the stars are almost right! Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably -- but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action.

I normally run heroic/high fantasy games, but a few years ago I and my gaming group wanted a

change. After a few of the starter adventures in the Call of Cthulhu rulebook, we were ready for Masks of Nyarlathotep. We finished it, and it was great! We still have lots of "hey, remember that time when..." stories from this adventure that we cherish and laugh about. It’s opened my eyes as to what published adventures should offer the GM. Most today don’t meet the same standard, and it’s been decades since it was set!SPOILERSThere are a few areas of improvement that stand out to me:1. The exposition for the overall plot was uneven, and the players became a little discouraged/flustered about 1/4 of the way in as a result. They soon cleared that rut by moving onto another major location in the adventure, but it felt like London offered too much loot and not enough clues on the cultist’s objectives or the truth about the Carlyle expedition.Later, when they got the big picture, it came in the form of a big monologue info dump. It was too much to handle at once. A few more clues that foreshadowed what the cultists were really up to without being enough to give anything away would have turned that info dump from an "uh...what?" into an "ohhh, so THAT’S what all that meant!".2. The page layout and formatting could use a modern update, with better use of headers, line breaks, bullet points, etc., to make it easier for the GM to find info they’re looking for regarding the different locations and NPCs, like what you can expect to happen when the players do XYZ. Just think of modern web pages compared to those of the 90’s. It’s not a huge deal but it did add time during the game where my players had to wait while I was "loading".That said, I still consider this the best of the best in published adventures. Utterly outstanding.

I’m running my group through this now, and I am really impressed. It is by far the most complex, well-thought-out and interesting published adventure I’ve seen for any game system. It’s not for the faint of heart; it looks like it’s going to take us at least six months of game nights to get through it. And it’s not for the mindless dungeon-crawler; it’s mentally challenging for both Keeper and players. If I were to have a complaint, it would be that the MASSIVE information dump in the first chapter is almost too much. But it’s all necessary information, and you can’t really progress without it, so I guess that’s just the nature of the thing.

This is a very well written product. Nearly everything you need to run the campaign is included in the book. Lots of hand-outs. Statistics for every NPC and bad guy. Tons of information for further fleshing out your game.The campaign itself is very exciting, full of action and intrigue. The players travel the world exploring ancient ruins, investigating powerful cults, and doing everything in their power not to be eaten alive or driven insane be horrible monsters. If they do manage to cling to their pathetic lives for long enough they just may manage to save the world.

I first ran this campaign back in the mid-1980s. It is excellent! Perhaps the best campaign game for the best RPG in the hobby. The new edition includes the Australian adventure, which just adds to the fun and the mayhem. If you play _Call of Cthulhu_, and are serious about playing it well, this is the book for you and your victims.

This campaign is fantastic, the level of immersion given in the book is quite daunting at first. I wish I were able to have my players look through this book if only to get a feel for the grandeur exhibited by this book.This will take you quite a while to read through, and just as long to comprehend. There are many twists and turns, but this one really lives up to the promise of 1920s investigative adventure that was promised with the CoC base game. It is truly epic. Highly recommended.

Holy crap! Most epic and immersive rpg campaign ever made, no question. A blast to use as the Keeper.

Very good stuff here!

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