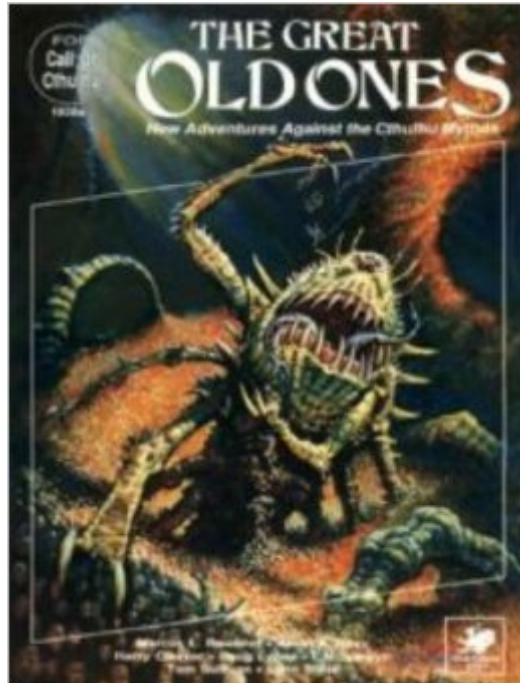


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The Great Old Ones (Call Of Cthulhu Horror Roleplaying, 1920s Setting)



Synopsis

THE GREAT OLD ONES consists of a set of six scenarios for Call of Cthulhu: 'The Spawn' is in the Wild West, with Indians, Wobblies, and bad guys; 'Still Waters' is an adventure for people who hate to lend books; 'Tell Me, Have You Seen the Yellow Sign?' makes a symbolic stop-over in New Orleans; 'One In Darkness' features South Boston hoodlums; 'The Pale God' introduces investigators to an unusual contract; 'Bad Moon Rising' is an experience to remember.

Book Information

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Customer Reviews

THE GREAT OLD ONES is widely acknowledged to be one of the best products an early Chaosium put out. Having had it recommended to me, and having been able to chase down a copy, I can say that the adventures look interesting, original, and well-researched, although somewhat primitive in their development. I think all 6 of the scenarios would be fun to play or to run. They can be run separately or as part of a continuous campaign."The Spawn" - The "Broad Vein" and "Copper Lady" are adjacent mines in Coppertown, NM. One is producing loads of rich ore, and the other is losing money. But it might surprise you at which one the miners are given easy hours and high pay. It certainly surprised IWW, the big union of the 1920s. When one of their undercover agents is killed, the other calls on the investigators for help. There's more than one way for them to discover what lurks at the bottom of the mine, and at least one involves them not leaving again."Still Waters" - Many investigators are book hoarders or bibliophiles, always trying to get a leg up on the next tome. They are supposed to meet fellow enthusiasts to look at a unique tome, but the family has

disappeared. Clues lead to an archrival, a mask covering a horrible face. Talk about not judging a book by its cover ... "Tell Me, Have you Seen the Yellow Sign?" - Being a King in Yellow aficionado, this scenario really appealed to me. Plus, it is set in Mardi Gras. How fun! And as we all remember, New Orleans was the site of the last victory against the Cthulhu cult. Perhaps there is more here than meets the eye? "One in Darkness" - The baddie you have to fight here is a god. Good luck!

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