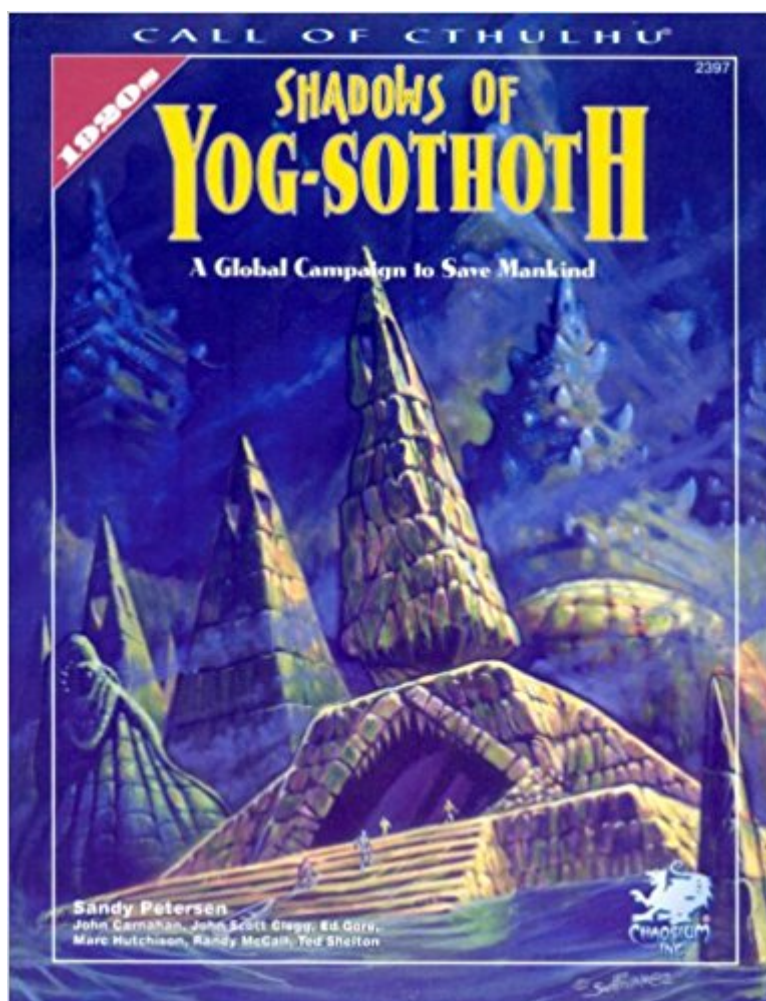


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Shadows Of Yog-Sothoth: A Global Campaign To Save Mankind (Call Of Cthulhu Horror Roleplaying)



Synopsis

The Silver Twilight is a secretive, international order dedicated to the destruction of the human race. As brave investigators, you must piece together passages from esoteric books, shards of strange artifacts, and puzzling letters to discover the Silver Twilight's loathsome goals. Shadows of Yog-Sothoth is a modestly-sized campaign of seven scenarios. During the course of play the investigators penetrate the outer layers of a secret sinister occult organization led by the lords of the Silver Twilight. Beginning in Boston they investigate an organization in New York, run afoul of a coven in Scotland, roam the desert of the American southwest, vacation off the coast of Maine, and explore the mysteries of the South Pacific. In addition to the campaign, this book includes two bonus scenarios. The People of the Monolith introduces the mysteries of the Cthulhu Mythos, and no harm can come to the investigators except through insanity. As such, is perfect for introducing new players to the wonders of Call of Cthulhu. The other bonus scenario, The Warren, presents an unsettling challenge for even experienced players.

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Customer Reviews

The Silver Twilight is a secretive, international order dedicated to the destruction of the human race. As brave investigators, you must piece together passages from esoteric books, shards of strange artifacts and puzzling letters to discover the Silver Twilight's loathsome goals. In addition to the campaign, this book includes two bonus scenarios. "The People of the Monolith" introduces the mysteries of the Cthulhu Mythos, and no harm can come to the investigators except through insanity. As such, is perfect for introducing new players to the wonders of "Call of Cthulhu." The other bonus scenario, "The Warren," presents an unsettling challenge for even experienced

players.

I just bought this classic adventure (I owned the first edition years ago) for \$8.98 in the used section. It was remaindered for some reason and shipping was free, so I bought this updated version. For \$9 you have little reason to restrain your "add to cart" finger.

This is a nice scenario book. I can recommend it, having said that it is not perfect. The plot was ok, but not marvelous. A bit too linear and simple, but all in all good.

I admit this series is my favorite scenario set, along with the scenarios in *H. P. Lovecraft's Dreamlands (Call of Cthulhu Horror Roleplaying)*, it is extremely good. I could say it is complete, detailed, inventive, and expressive (swarming with adjectives? -- nope, just this review) -- but that doesn't tell you much. Each scenario telegraphs itself well and is nicely contained. Each scenario set is survivable, consistent, and cleanly laid out and set up. I've been playing and designing FRPGs since 1969 (gagh, with hex paper and chits), contributed to D&D (and edited the Expert Set) and was a playtester for Call of Cthulhu. Some things catch the soul of the game, have proper nuance of plot and could exist in the world as the game imagines it. A good scenario collection is a joy to read as well as to play, fits the themes of both the game and the books the game is based on, and is consistent and intelligent. Once you finish with over a hundred and seventy pages in this bound collection (originally a boxed set, and realize it was done in early 1980s, the collection is amazing. Even now it is five star good. First, it offers two extra scenarios to start a group off with if you need to introduce players to either gaming or to Call of Cthulhu. Next, it has a nicely constructed and well contained mainline of scenarios from the introduction to the hermetic evil order to the final confrontation. It has a complete collection of handouts, music suggestions, and guidance for how to recover when things go astray (Call of Cthulhu allows that to happen). One of the best things about it is that it is thorough and complete. Could it have gone more places and had a little less linear path -- sure, all you need is another hundred pages of text. Within the limits of the page length and the milieu, you couldn't ask for more. Especially at the price this sells for. Still my favorite after all these years.

This is a classic CoC campaign. It's movable from the 1890's to the present, even though it's written for a 1920's era. It would port easily to the 30's, 40's, or 50's without much modification. 1890's or modern would require some modifications, but it's not difficult. It's a fun game with a lot of

opportunity to encounter both human and mythos baddies. San checks for all who read this tome.

The first published campaign for the then-new Call of Cthulhu RPG, this is a black and white paper book saddle stapled between gloss color card covers. The clue sections in the middle pages are on thicker paper in the even you wished to cut them up as hand-outs. The quality of the hand-outs became, quite literally, a game-changer in the RPG world, beginning a process that would see Chaosium products that included printed business cards with handwritten notes on them, replica passports, newspapers etc. and causing a general rise in quality of the offerings of other game companies and systems. The book also included an errata for Call of Cthulhu (first edition). The campaign is seven linked scenarios. There are two bonus scenarios included that are not linked with the campaign. Intended for use with First Edition Call of Cthulhu, the campaign will play unaltered with any version up to fourth. For post fifth edition rulebooks, the NPCs will need slight tweaks to cope with changes to Oratory/Debate and the overall skill point allocation (or not; it's your game). The campaign is very deadly. I looked at my notes and recalled that the game often killed player characters by the handful. Sometimes players lost multiple characters in one session! There are newer reprints of this campaign intended for use with Fifth and Sixth edition available here. I have a collector's edition hardback, for example. Chaosium also offer a website download of the clues. A very nice little product.

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