

Call Of Cthulhu Horror Roleplaying In The Worlds H P Lovecraft Sandy Petersen

All the important rules and charts at a glance! The Keeper Screen is an essential play aid for any Keeper running games of Call of Cthulhu. A 3-panel Keeper Screen mounted on thick hardcover stock. One side, intended to face the players, portrays glorious artwork of a team of investigators readying themselves for an excursion into a Mayan Temple (or is it something else?). The rear of the screen, the Keeper's side, collects and summarizes important rules, statistics and charts, to assist the Keeper when running games. Also inside, are two scenarios set in Lovecraft Country during the 1920s: Blackwater Creek and Missed Dues; a 24-page reference booklet of charts and rules; Twelve, ready to play, pre-generated investigators; and color maps of Lovecraft Country, the World of Cthulhu, and Arkham Environs.

Five Call of Cthulhu Adventures

About the product Investigative RPG set in the H.P. Lovecraft Universe, developed with Unreal Engine 4 Play as Edward Pierce and shed light on Sarah Hawkins murder, while facing the horrors of a grim island filled with monstrosities lurking in the dark. Doubt your own senses and experience true madness, thanks to the game's unique sanity and psychosis crisis mechanics. Enhance your character's abilities and use new skills to discover the truth. Experience rich, open exploration, Full of deep dialogue with meaningful choices that impact the narrative and relationships with your companions.

Call of Cthulhu RPG 1930s

A Sourcebook for Ancient Rome

Two-fisted Action and Adventure Against the Mythos

Horror Roleplaying in the Worlds of H. P. Lovecraft

Mythos Horror in The 1950s

A Call of Cthulhu Sourcebook of Modern Horror and Conspiracy from Pagan Publishing

Cthulhu by Gaslight

A Handbook to the Pride of Arkham

Call of Cthulhu Horror Roleplaying in the Worlds of H. P. Lovecraft Chaosium

1920s Campaign for the Call of Cthulhu RPG

"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 have

"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 creature

"Moon Rising" is an experience to remember. The adventures can be presented in sequence, as a loose campaign; limited cross-references allow the scenarios to stand independently.

Call of Cthulhu keepers of forbidden lore can now keep their secrets in style. This three panel Keeper's Screen is jam-packed with vital GM information presented in an easy to use at a glance format. The left side of the screen features awesome Philippe Caza artwork worthy of its own sanity check. This product includes a new introductory scenario perfect for beginning investigators and keepers alike.

4-page game aids (weapons table with an alien weapons section, a new 4-page summary of rule book spells, and some character sheet masters to jump-start your new Call of Cthulhu game).

Five Scenarios for Beginning Keepers

Children of Fear

Doors to Darkness

Canis Mysterium

The Bermuda Triangle

Mansions of Madness

A Global Campaign to Save Mankind

Innsmouth was once a prosperous trading town located on the north coast of Massachusetts. Early in the 19th century her great sailing ships traveled the world in search of trade and treasure. A series of mishaps brought the town to the brink of financial ruin, but it was saved when Captain Obed Marsh discovered a secret source of gold among the islands of the South Pacific. Some whisper that old Obed Marsh made a pact with the devil. The truth is much more sinister. Escape from Innsmouth details Lovecraft's New England town of Innsmouth. A comprehensive atlas of the town is supplemented with complete statistics for numerous townspeople. Three adventures complete the book. One of the adventures, "The Crawford Inheritance," is brand new in this edition, while "The Raid on Innsmouth" has been expanded with a new section.

"A roleplaying game based on the worlds of H.P. Lovecraft, in which ordinary people are confronted by the terrifying forces of the Cthulhu Mythos. To play, all you need are the book, some dice, and your friends"--P. [4] of cover.

[CALL OF CTHULHU ROLEPLAYING] When faced with the horrors of the Cthulhu Mythos, investigators need all the help that they can get. This essential player's aid for "Call of Cthulhu" provides it. "The 1920s Investigator's Companion" is split into four sections. "The Roaring Twenties" details life in the 1920s, from a general historical overview to listing of favorite songs, books, and films of the era. "On Becoming An Investigator" details the trials of becoming an investigator, offers 140 different occupations, and annotates the use of skills in the 1920s. "The Tools of the Trade" lists resources investigators may use for research, describes various forms of transport and transportation, and also catalog other equipment and weapons. "Words of Wisdom" brings the book to a conclusion by offering advice to the intrepid investigator. Now, for the first time, everything a 1920s investigator needs is gathered in one place.

A New Call of Cthulhu Roleplaying Game from Chaosium Inc. Cthulhu Dark Ages 950 A.D. -- The world is torn apart: empires and kingdoms have endured two centuries of invasions, and now warlords fight over

the remains like wild dogs. The clergy is weak and morally depraved, cities are depopulated, trade is stagnant and violence reigns everywhere. History is coming into the Sixth Age of humankind, the ultimate age before the end of the world. The Byzantine Theodoras Philetas translated the Al Azif into Greek, and renames it the Necronomicon. It will take one century before that blasphemous tome is finally condemned, and most copies destroyed. CTHULHU DARK AGES continues with Lovecraft's sinister tradition of men and women struggling against the dark forces of the Cthulhu Mythos, but in a time nearly one thousand years before Lovecraft's birth. CTHULHU DARK AGES is a complete roleplaying game using Chaosium's classic Basic Roleplaying System. All you need to play are some dice and some friends. For more info, or graphics contact [mailto: dustin@chaosium.com](mailto:dustin@chaosium.com)

Escape from Innsmouth

Investigator's Handbook

A Luxury Campaign Spanning the European Continent

A Solo Adventure for Call of Cthulhu 7th Edition Rules

Player Aids of Call of Cthulhu Keepers

Mythos Mysteries in the Abodes of Man

A Core Item for Players and Game Masters

You won't find any ghouls or deep ones, or other named Mythos entities here. The horrors found within have no names, but they are still very much of the Mythos. Your players will not have encountered their like before, and no one will be on safe, comfortable ground.

Core Item for Players and Gamemasters--This essential supplement for the d20 edition of Call of Cthulhu contains the most important tables and rules synopses to make Cthulhu game sessions more enjoyable. Also included is the 32-page scenario "The Lost Temple of Yig" plus assorted useful forms.

GUIDELINES FOR PLAYING CALL OF CTHULHU IN SEVEN DIFFERENT ERAS CTHULHU THROUGH THE AGES was created to help players adopt the latest rule-set for the wide range of settings published by Chaosium Inc. Here you will find straight-forward guidance and era-specific rules for investigator creation for seven different settings, along with updated rules for combat for CTHULHU DARK AGES, CTHULHU INVICTUS, and MYTHOS ICELAND, as well as a sprinkling of other topics like scenario seeds, setting-specific monsters, and investigator organizations.

[CALL OF CTHULHU ROLEPLAYING] In the 1890s, Cthulhu and his minions share the globe with the mighty British Empire. But they owe allegiance to an empire of their own -- a dark and cruel design on ownership of the world, and on the dreams of humanity. Even among the green fields of rural England, only thoughtful and energetic intervention keeps the shadows at bay. CTHULHU BY GASLIGHT offers a thoroughly developed Victorian England setting for use with Call of Cthulhu. Character creation has been enhanced with new wrinkles. There are articles on the Victorian world, crime, politics, personalities, and so forth. There are extensive sections on the Cthulhu Mythos in Britain -- creatures, cults, and books - and a precis of Ramsey Campbell's Severn River Valley. Also included are tips on running various types of Gaslight-era campaigns, a gazetteer of intriguing British myths and legends, a selection of friends and foes from Victorian fiction, and a lengthy bibliography/filmography of suggested reading and viewing. Rounding out this edition are a pair of Victorian-era scenarios -- one an urban adventure set in London, the other set in rural Dartmoor. Includes a two-color, fold-out map of the City of London.

Alone Against the Flames

Cthulhu Through the Ages (Call of Cthulhu Roleplaying)

Shadows of Yog-Sothoth

Call of Cthulhu Rpg Keeper Rulebook

Call of Cthulhu 30th Anniversary

Accampaign of Terror and Madness in the Days to Come

Call of Cthulhu Keeper Screen: Horror Roleplaying in the Worlds of H.P. Lovecraft

H.P. Lovecraft's Dreamlands provides everything needed for Call of Cthulhu investigators to travel down the seven hundred steps, through the Gates of Deeper Slumber, and into the realm of dreams. Includes a travelogue of the dreamlands, a huge gazetteer, dreamlands character creation rules, over thirty prominent NPC's, over 60 monsters who dwell within the dreamlands, descriptions of the dreamlands gods and their cults, six adventures to help jump start a dreamlands campaign, and a new fold-out map of the Dreamlands by Andy Hopp.

revised (2nd) edition of the Call of Cthulhu Starter set, for the Call of Cthulhu 7th edition rules.

What secrets lie within the Devil's Triangle? Why was the Mary Celeste abandoned after it passed through the Triangle's waters? What caused the disappearance of an entire flight of Avengers in 1945? Why do electricians fail in the Triangle for no apparent reason? This sourcebook centres around the famous mystery of the the Devil's Triangle. It acts as a guidebook to the entire Caribbean region, detailing not only Bermuda, Cuba, Jamaica, Haiti and other nearby islands, but also exploring the mysteries of Rha'thylla, the Sargasso Sea and more. Guidelines are included for running Caribbean campaigns. The book concludes with The Privateer's Diary, a scenario set in the area.

All roads lead to Rome, the greatest city of the Ancient World. Anything you desire is available in this city of over a million people. Its all here: goods from far off Parthia; pottery from Brittania; food from Egypt; vile tomes from Syria; and murderous cults from Africa. The mighty Empire is pressed on all sides by foes, both mundane and otherworldly. Forces within the Empire itself are growing in power, drawing on the most ancient of horrors to corrupt it from within. Welcome to Rome.

Horror's Heart

A Core Game Book for Players

A Short Call of Cthulhu Campaign in Montreal

Secrets of the Devil's Triangle

Pulp Cthulhu

Atomic-Age Cthulhu

H. P. Lovecraft's Dreamlands

Where the Sane Fear to Tread In dim forgotten recesses of the world lurk mind-twisting horrors. Through the use of human agents these horrors work to thwart mankind's destiny. However, not all of these human agents are willing partners. Many times have the monsters resorted to subtlety and intrigue to further their ends, rather than gross displays of sheer destruction. Andrew Keetling is one such unwilling agent. A successful Boston businessman, he has disappeared -- held captive in a mansion of madness. *MANSIONS OF MADNESS* is a new collection of five independent tales set in the 1920s. Of varying length and complexity, these adventures can be planted into an ongoing campaign as the keeper sees fit. Some can be played in a single night; others will require several nights to complete. They can readily be used as plot twists, interesting diversions or red herrings.

A Campaign for Call of Cthulhu *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. Originally published in 1982, this new edition includes modified episode scene changes, player-handouts guide for the keeper, and new illustrations and diagrams. It is 144 pages, perfect-bound, illustrated with an index. **CHAPTERS** *The Hermetic Order of the Silver Twilight* *Look to the Future* *The Coven of Cannich* *Devil's Canyon* *The Worm that Walks* *The Watchers of Easter Island* *The Rise of R'lyeh* **BONUS ADVENTURES** *The People of the Monolith* *The Warren* **DELUXE HANDOUTS**

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. This 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. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

Set in the 1920s, *Alone Against the Tide* is a solo horror adventure for the Call of Cthulhu roleplaying game. You take on the role of an investigator traveling to the affluent, scenic, and remote lakeside town of Esbury, Massachusetts. You decide your pathway through the story by choosing from the options presented. Your choices not only affect what happens to your investigator, but also the fate of Esbury's residents and visitors--even the town itself!

Cthulhu Down Under

Nameless Horrors

A Sourcebook for Call of Cthulhu

A 1920's Campaign Across Asia

Call of Cthulhu 7th Ed. QuickStart

The 1920s Investigator's Companion

Does Love Forgive?

Over 550 spells of dire consequences, secrets, and unfathomable power! Here are gathered spells drawn from over thirty years of Call of Cthulhu supplements and scenarios. Each spell has been revised for the Call of Cthulhu 7th edition game, including optional Deeper Magic for the most powerful of Mythos sorcerers and monsters, with which to beguile and confound investigators. Packed full of advice and guidance on diverse matters including spell names, elements of spell casting, magical components, and astronomical considerations. Plus flawed spells, ley lines, folk magic, and the magic of the Dreamlands. Use this grimoire as a resource, a play aid, and as inspiration when designing scenarios. The Grand Grimoire of Cthulhu Mythos Magic is an essential supplement for Keepers of Arcane Lore. Requires the Call of Cthulhu Rulebook.

A sourcebook detailing the campus, courses, students and personnel of one of the world's most prestigious institutions of deeper learning. Filled with data on various University departments and professors, this book weaves the details drawn from Lovecraft's Mythos tales with the Call of Cthulhu game background to create an indispensable sourcebook. HORROR ROLEPLAYING IN THE WORLDS OF H.P. LOVECRAFT "The Great Old Ones ruled the earth aeons before the rise of humankind. Originally they came from the gulfs of space and were cast down by even greater beings. Remains of their cyclopean cities and forbidden knowledge can still be found on remote islands in the Pacific, buried amid the shifting sands of vast deserts, and in the frigid recesses of the polar extremes. Now they sleep — some deep within the enveloping earth and others beneath the eternal sea, in the drowned city of R'lyeh, preserved in the waters by the spells of mighty Cthulhu. When the stars are right they will rise, and once again walk this Earth." Welcome to Chaosium's CALL OF CTHULHU 7th EDITION QUICK-START rules, a booklet that collects the essential rules for CALL OF CTHULHU 7th Edition and presents them in abbreviated form. This book comprises a complete basic roleplaying game system, a framework of rules aimed at allowing players to enact a sort of improvisational radio theater—only without microphones—and with dice determining whether the characters succeed or fail at what they attempt to do. In roleplaying games, one player takes on the role of the gamemaster (or Keeper, in Call of Cthulhu), while the other player(s) assume the roles of player characters (investigators, in Call of Cthulhu) in the game. The gamemaster also acts out the roles of characters who aren't being guided by players: these are called non-player characters (NPCs). From its origin, CALL OF CTHULHU was designed to be intuitive and easy to play. Character attributes follow a 3D6 curve, and the other CALL OF CTHULHU mechanics are even simpler. Virtually all rolls determining success or failure of a task are determined via the roll of percentile dice. This means that there's less fiddling with dice of different types, and the concept of a percentile chance of success is extremely easy for beginners and experienced players to grasp. Use this booklet to play CALL OF CTHULHU immediately, and to discover the improvements to the system. Games rules, an updated character sheet, and a classic adventure are included.

Welcome to America at the end of the Millennium. Do you know who is pulling the strings? Delta Green knows. Things from beyond time and space that lurk and titter in the shadows, the slow rot at the core of humanity, the dark stars that whirl madly above—these are the true masters of the world. Delta Green has been fighting them since the 1928 Raid on Innsmouth, and the fight still rages on. This book is your weapon and your guide. The largest Call of Cthulhu sourcebook ever. Inside you will find the secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the U.S. government to fight the darkness; Majestic-12, the clandestine agency that cuts deals with aliens and reports to no one; Saucerwatch, a UFO study group closer to the truth than they know; the Karotechia, immortal Nazis who serve a risen Hitler; and The Fate, an occult criminal syndicate that knows where the bodies are buried. Plus: new skills, new spells, new weapons, new Mythos tomes, profiles of thirty-six real-world intelligence and law enforcement agencies, with character templates for each. A look at Mi-go biology, philosophy and operations, analysis of the Cthulhu Mythos in the modern day, a factual history of the U.S. intelligence and law-enforcement community, dozens of useful NPCs, campaign construction guidelines, two scenarios, a short campaign and more.

Call of Cthulhu Gamemaster's Screen

Call of Cthulhu Keeper's Screen

Miskatonic University

Horror Roleplaying in the Worlds of H.p. Lovecraft

Cthulhu Invictus

Six Reasons to Fear the Unknown

Delta Green

Constable Clark of Coldwater Falls, was desperate for attention. Hed been in touch with every sanatorium and hospital from New York to Boston and theres not an empty bed to be found since the stock market crash last year. Theyre full to brimming with suicidal businessmen and investors. Hes holding a man in his jail exhibiting some rather... extraordinary behaviors. The delusion is complete and total he walks on all fours and he wont speak a word. They say he even eats out of a bowl and refuses utensils! Not a shred of human behavior left in him.

A 1920s campaign set in Montreal, Canada, Horror's Heart has a blend of action, deduction and interesting situations that make it accessible to new players and challenging to experienced ones. This 80 page book contains about twenty handouts, numerous illustrations, several new spells and magical traps, and lots of murders and murderers.

scenarios for the Call of Cthulhu 7th edition RPG

Call of Cthulhu 7th edition, second printing

Starter Set

At Your Door

The Grand Grimoire of Cthulhu Mythos Magic

Call of Cthulhu

Horror Roleplaying in 1890s England

Terror Australis

Masks of Nyarlathotep

Present-Day Exploration of The Land of The Rising Sun--As we start the twenty-first century few corners of the world remain unexplored and unilluminated by the lamp of reason in this scientific age. The fewer places there are to hide, the more bewildering and shocking the experience when we suddenly face cosmic terror. In this meticulously-researched sourcebook you will find a comprehensive portrayal of the culture, history, and people of Japan presented in a Lovecraftian setting. Secrets of Japan presents a new world of possibilities for keepers and investigators wishing to take their adventures East.

[CALL OF CTHULHU ROLEPLAYING] ATOMIC-AGE CTHULHU brings Lovecraftian horror roleplaying into the post-war golden age. Here you find background and history that led to the development of the 1950s world, along with new skills and professions for your investigators. A number of Sinister Seeds are included to help you grow your own 1950s horrors, but seven complete adventures are ready for you to spring on your unsuspecting players.

Call of Cthulhu is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world.

The Great Old Ones

Horror on the Orient Express

Secrets of Japan: A Keeper's Guide to Cthulhu Roleplaing in Present Day Japan

PlayStation 4Call of Cthulhu Horror Roleplaying in the Worlds of H.p. Lovecraft (Call of Cthulhu Roleplaying Official Guide)

A Scenario with Bite

Cthulhu Dark Ages