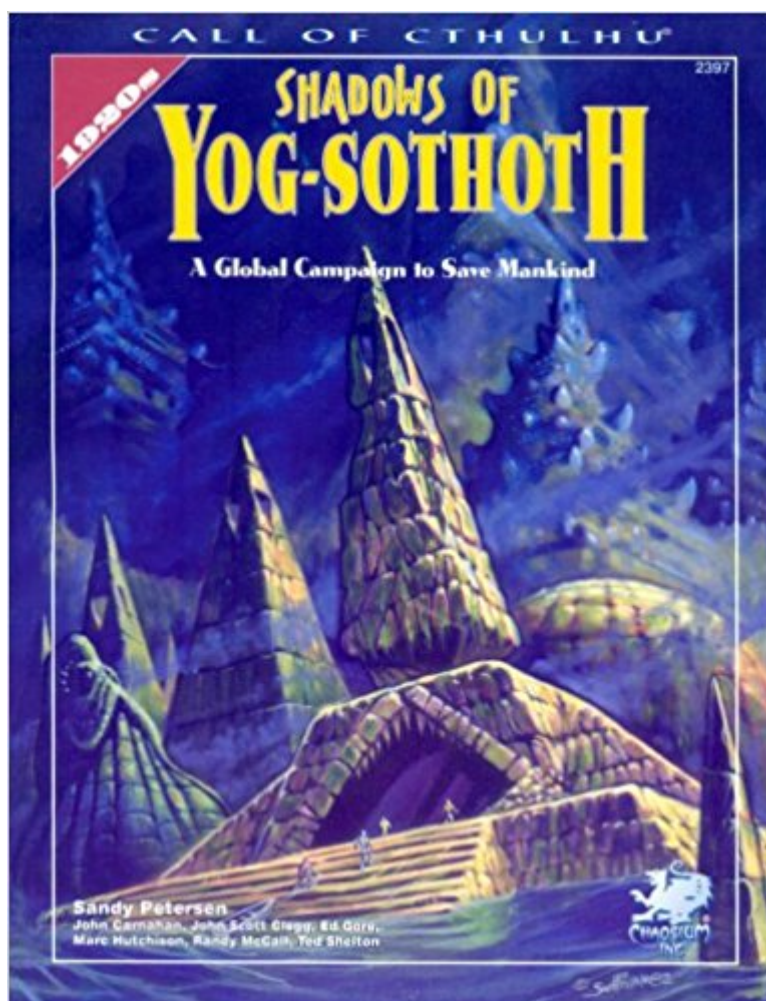


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# Shadows Of Yog-Sothoth: A Global Campaign To Save Mankind (Call Of Cthulhu Horror Roleplaying)



## 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.

## Book Information

Paperback: 144 pages

Publisher: Chaosium Inc.; 2nd edition (August 15, 2004)

Language: English

ISBN-10: 1568821743

ISBN-13: 978-1568821740

Product Dimensions: 8.3 x 0.4 x 11 inches

Shipping Weight: 12.6 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #566,947 in Books (See Top 100 in Books) #35 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#) #46447 in [Books > Teens](#)

## Customer Reviews

This 176 page soft cover book is a seven part campaign adventure for the Call of Cthulhu role-playing game. Set in the late 1920's, the scenarios can be played independently or as part of a massive campaign to halt the threat of a sinister cult who is trying to raise the city of R'Lyeh from the ocean's depth and release the Great Old Ones on the world. The campaign is geared towards more experience players although you could take a couple of newbies along as well. In the first scenario, the investigators learn of the Group called the Hermetic Order of the Silver Twilight. The group has a secret cult interior that most of its members do not even know about. The investigators will join the

Order and attempt to infiltrate its secret cult in order to discover its sinister intentions. In the second adventure, a new group called "Look to the Future" attempts to finance and carry out the plots of the Silver Twilight. This adventure will result in a player or two taking a short but memorable jaunt into the future. Part three takes the investigators to Scotland and the town of Cannich to encounter witches and the mythical Serpent people, in search of a missing archaeologist who discovers some ancient Pictish ruins and a mysterious disk. A tale influenced by Arthur Machen and Robert E. Howard! The fourth adventure finds the investigators contacted by a Hollywood millionaire who wants them to find out the source of the problems on the set of his new film. They'll encounter ghostly images on an outtake reel and discover the sinister history of Devil's Canyon. From Hollywood to Portland, Maine for the next scenario as the true plots of the Silver Twilight unfold and the investigators are faced with three terrible deathtraps.

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).

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