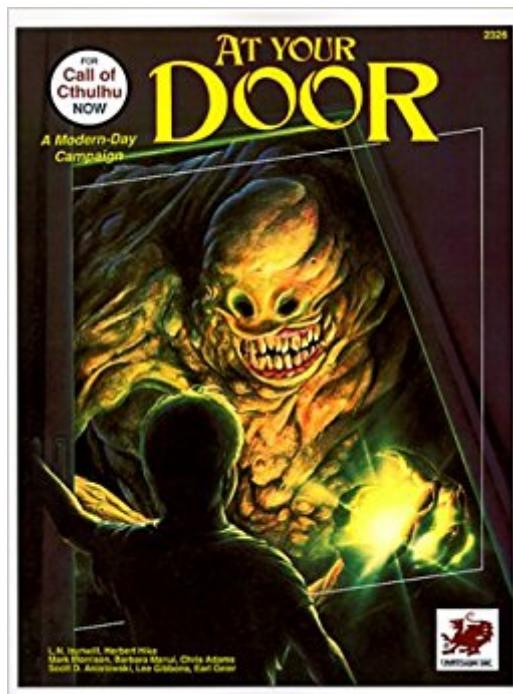


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# At Your Door (Call Of Cthulhu Horror Roleplaying, Modern Era, #2326)



## Synopsis

Campaign of Madness and Terror in the Days to Come: Salvaging Our Children's Heritage. Full Wilderness Inc. is a wealthy environmental organization dedicated to the maintenance and expansion of protected wilderness reserves. In addition, Full Wilderness funds legitimate biological researches for greater understanding of our natural environment. Dr. Peter Tait, a respected microbiologist from a major grant recipient, disappeared after reporting disturbing research irregularities. Backed by the considerable resources of Full Wilderness, the investigators uncover the facts surrounding Dr. Tait's disappearance. In succeeding adventures, the Mythos manifests in ways unexpected and extreme. AT YOUR DOOR contains six linked adventures forming a campaign set in the 1990s. Constructed to allow players greater freedom of action, the investigators enter a particular chapter several times as the meaning of earlier events and experiences are understood, or as alternative meanings are perceived. The effects of the Mythos are generally subtle, and confrontation with nigh-invincible powers are few. There is ample opportunity for new investigators to succeed and prosper.

## Book Information

Paperback: 180 pages

Publisher: Chaosium Inc. (December 1990)

Language: English

ISBN-10: 0933635648

ISBN-13: 978-0933635647

Product Dimensions: 11 x 8.3 x 0.4 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 3.0 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #678,550 in Books (See Top 100 in Books) #44 in Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #17929 in Books > Literature & Fiction > Genre Fiction > Horror

## Customer Reviews

I bought this scenario in hope I could use it as a challenge for a Modern campaign. After all, there is a wonderfully evocative, creepy cover, and covers don't lie? Or can they...? While the campaign does introduce an intriguing opponent in "Mr. Shiny," it fails to live up to its promise due to the contrived way each scenario seems to lead to the next one. You have to practically railroad the players to go forward as they puzzle over how the last scenario had anything to do with the one they

are embarking on. Any player taking notes would be baffled after a few sessions of this campaign, which incidentally introduces us to a giant canine and a B-movie style giantess, which begs the question, "Is this just an extended "Blood Brothers" scenario?" I like camp, but the tone in this campaign just never settles down enough to play it as "Call of Cthulhu" or even as "Attack of the Giant Woman." (Did I mention it features a giant dog? I am not kidding.) The completely random assortment of opponents keeps the pace moving, but really most of the threat is having one or more of the players raise their hand and ask, "What that heck was that about?" Like the other reviewers, I had to significantly revise it to make it flow, but if you are spending money on a complete campaign, there is no excuse for having to fix a botched attempt. If somebody sold me a bicycle with two bent rims that caught fire periodically, I wouldn't give it four stars and kindly suggest that "it's a flawed classic" or needs revision to make it work. No, I would be mad as hell that the bike I paid for makes me look like a drunk, Special Ed version of the Ghost Rider riding to school on a banana saddle. But I digress...

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