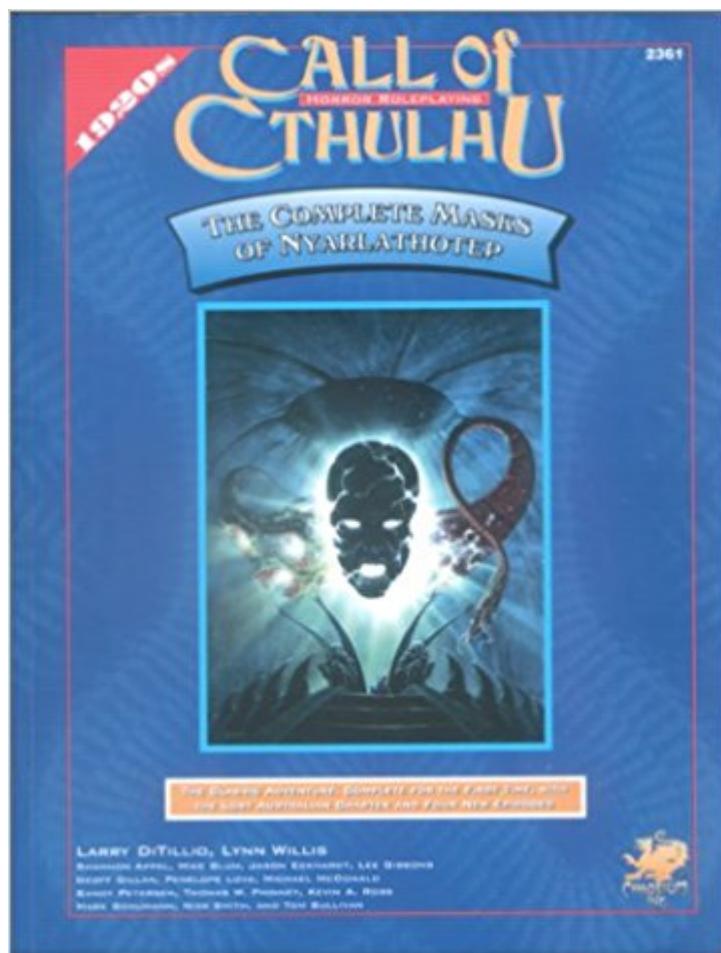


The book was found

The Complete Masks Of Nyarlathotep (Call Of Cthulhu Role Playing Game Series)



Synopsis

This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. This new edition is reset and corrected, and features many new illustrations, four new episodes, added keeper support material, and a new version of the lost Australia chapter.

Book Information

Series: Call of Cthulhu Role Playing Game Series

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (11 customer reviews)

Best Sellers Rank: #2,148,280 in Books (See Top 100 in Books) #91 in Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #57804 in Books > Religion & Spirituality > New Age & Spirituality

Customer Reviews

Many Call of Cthulhu gamers consider MASKS OF NYARLATHOTEP to be the ultimate Cthulhu product. You might ask what is so great about MASKS? Well, there are many reasons to like MASKS; it's versatile, non-linear, covers many interesting locations, has tons of clues and sleuthing to do, and from the Keeper's perspective, it has maps, handouts, spare cultists, monsters, traps, and side-adventures. Something for everyone! Plus, you get to fight just about everyone in the entire world. MASKS OF NYARLATHOTEP started out as a boxed set, with stapled booklets for each location you visit. And there are a lot: New York, London, Cairo, Kenya, and Hong Kong/Shanghai. MASKS was reprinted as a softcover later, and then re-reprinted in the late 90's as THE COMPLETE MASKS OF NYARLATHOTEP - in this version, you also get the Australia chapter, which was cut from the original box and appeared in TERROR AUSTRALIS. I'm not so keen on the Australia chapter; it seems unnecessary and doesn't add to the plot, but I'm glad it's in my copy. That makes it COMPLETE! The non-linearity is great, too. So, you want to go to London from New

York? Sure, you could also go to Cairo instead. Or Shanghai if you desire. The players decide, and the order doesn't really matter. That is, how you play each chapter probably depends on what you already know, but there isn't a sequence that has to be followed. That might worry a lot of gaming groups, so the Keeper needs to know whether his group needs strong clues to point the direction or whether they would enjoy exploring at their own pace. You see, there are a lot of clues.

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