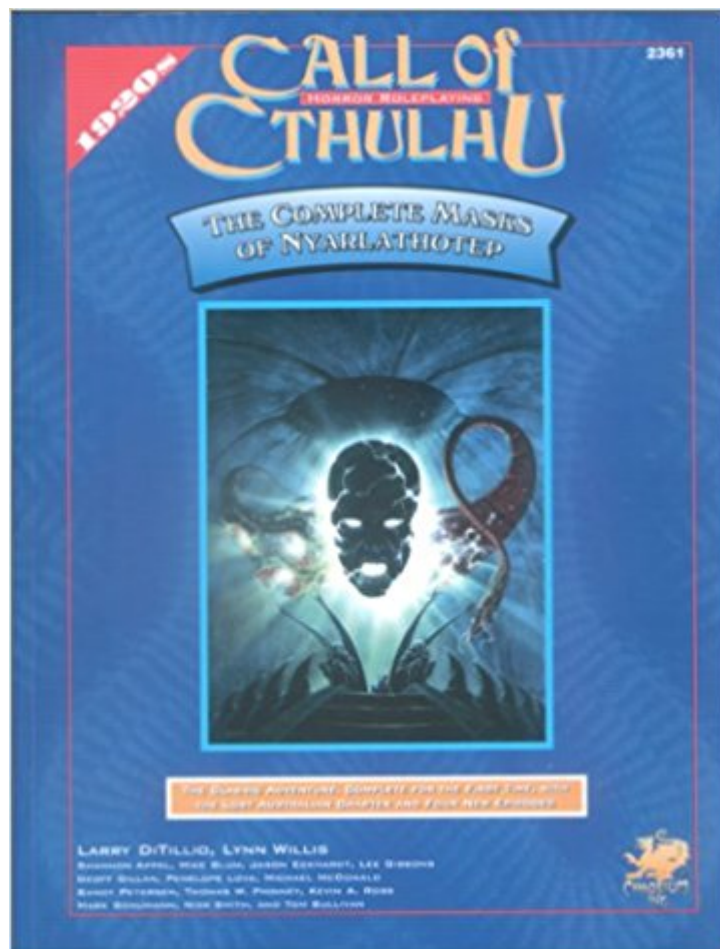




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# The Complete Masks Of Nyarlathotep (Call Of Cthulhu Role Playing Game Series)



## 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

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## Customer Reviews

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.

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. The COMPLETE MASKS helps you (the Keeper, not the player) by listing all the clues for a region at the beginning, why you would be pointed in that direction, and where they lead to. Whoo, that's very helpful. You'll have to read this book a few times before you see how all the clues fit together. You don't need all of the clues either; many are redundant, or lead to side adventures, or to elements of the main plot that aren't essential. Speaking of side plots, just to really mix things up, each chapter has a diversion or two that investigators can get sidetracked on. The side adventures in London are the best, and there is an hilarious one in Shanghai, but everywhere they give the players the option of false leads; not every clue is valuable and some should be ignored. On the other hand, some subplots that seem inconsequential can offer up some serious clueage (is that a word?) for the next stage. Did I mention that you can fight a lot of cultists? At the beginning, anyway. By the end, we're talking thousands of armed loonies cheering on their dark lords. By the final showdown, you may possibly even have an army and a navy to help (good luck with that, by the way). Of course, you may decide that discretion is the better part of valor and hide in the shadows instead of gunslinging the cultist ceremonies. And heaven help you if you open your eyes and watch. Have you ever watched your electric meter while the AC is on? yeah, that's what your sanity score is like, only in reverse. From the Keeper's point of view, MASKS has a lot of helpful elements. Besides the previously mentioned clue cross-check at the beginning of each chapter, there are also stats for everything. And if you need some extra cultists, there are extras rolled up. Spare monsters? They're there too. Some Outer Gods to perform perverse and blasphemous rites? They even have names and special powers. Maps, clues, handouts, the works; it's all there. Of course, your real task is coordinating investigators as they run clues to the ground. Heck, you might even want to have a separate group for each chapter, and the survivors report back to HQ. Just a thought. Well, MASKS

should provide both players and keepers with plenty of excitement and adventure. Plenty of horror too. Some images just keep coming to mind - like the exploding pregnant woman infested with the spawn of Nyarlathotep. Ehhhh... Good time for that lobotomy I keep putting off. Good luck saving the world!

Masks of Nyarlathotep is an RPG masterwork. No gamers career can be considered complete without experiencing it as either a player or referee.

Lots of adventure in far-flung parts of the globe, lots of bad guys with really evil plans, and a few red herrings. This campaign is famous for killing characters, so generate backups. Just remember that Omar Shakti is a really nice man.

a classic of Call of Cthulhu, this book raised the bar on how to construct a multilayered, complex campaign. Phenomenal.

2008 review: This is quite simply one of the best campaigns ever written, not just for Cthulhu, but for any roleplaying system. I cannot recommend it highly enough. Suspense, terror, violence and mind-bending horrors, it's all here, and it takes a well-prepared Keeper (or GM) to make it flow smoothly. I actually adapted it to d20 for our campaign, and if i were to do it again i would probably use one of the new Shadows of Cthulhu or Trail of Cthulhu instead of the standard BRP rules.

Masks is an adventure taking place in 1926-27 (game time of 1yr exactly). This is perhaps the most comprehensive and compelling storyline I have ever seen in a role-playing product. The story starts as a simple murder investigation, and deepens more and more until players are knee-deep in trouble, are chased by secret cults and have the chance to uncover terrible mysteries of forgotten civilizations. A great deal of emphasis has been given in historical accuracy and depth of atmosphere, so in every chapter (New York, London, Cairo, Kenya, Australia, Shanghai) you get loads of info as to how the region was at that era, political situation, important people-factions etc. Various elements of the Cthulhu mythos and some very well-known Lovecraft novel elements and plots are incorporated into the book. Loads of carefully prepared handouts await the players, as they are about to embark in the journey of a lifetime. A must have! There is absolutely no negative - this adventure, once carefully prepared, is the perfect campaign for experienced storytellers.

This is probably the best campaign I have ever experienced. It's a classic. OK, I haven't played RPG'S for seven year now, but I played from 1986-2010 so I've seen a lot of campaigns. This is my all time favorite. If you haven't played any CoC, this is THE excuse to do it...It's multilayered, VERY deadly, its nerve breaking, unforgiving, violence is balanced and true to the story, which makes it quite nasty. You can't just bash or shoot yourselves through it, you can't do it by just beeing smart. It's a true mix, and is probably one of the hardest campaigns to survive. You might fail the main quest, but if you have actually lived through it with the same character, you should be proud of yourself :)

A brilliant investigative scenario, with lots going on and a dazzling array of NPCs and locations. I have run this a few times and played it once and it has never failed to deliver shocks, surprises, tension, and some quality Cthulhu set-pieces. Available in several editions, the cheapest and most accessible of which is the blue-cover 'Complete MoN' - this includes a decent section that didn't make it into the original edition. It sadly lacks the marvellous colour plates from its predecessor, and the handouts that were so well done in the boxed version are reduced to pages that you'll need to photocopy and cut up, but it gives you what really matters for a good price. The writing and presentation are of a consistently high standard, and even those who are indifferent to CoC would probably enjoy reading it to observe how well the investigation is constructed and to marvel at the plot itself, which is worthy of any storytelling medium. This is without doubt the finest roleplaying product I have ever had the pelasure of reading, and hasn't aged a day since it first came out.

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