



The Great Old Ones (Call of Cthulhu Horror Roleplaying, 1920s Setting)

Marcus L. Rowland, Kevin A. Ross, Harry Cleaver, Doug Lyons, L. N. Isynwill

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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 hate to lend books; '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 contract; 'Bad Moon Rising' is an experience to remember.

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