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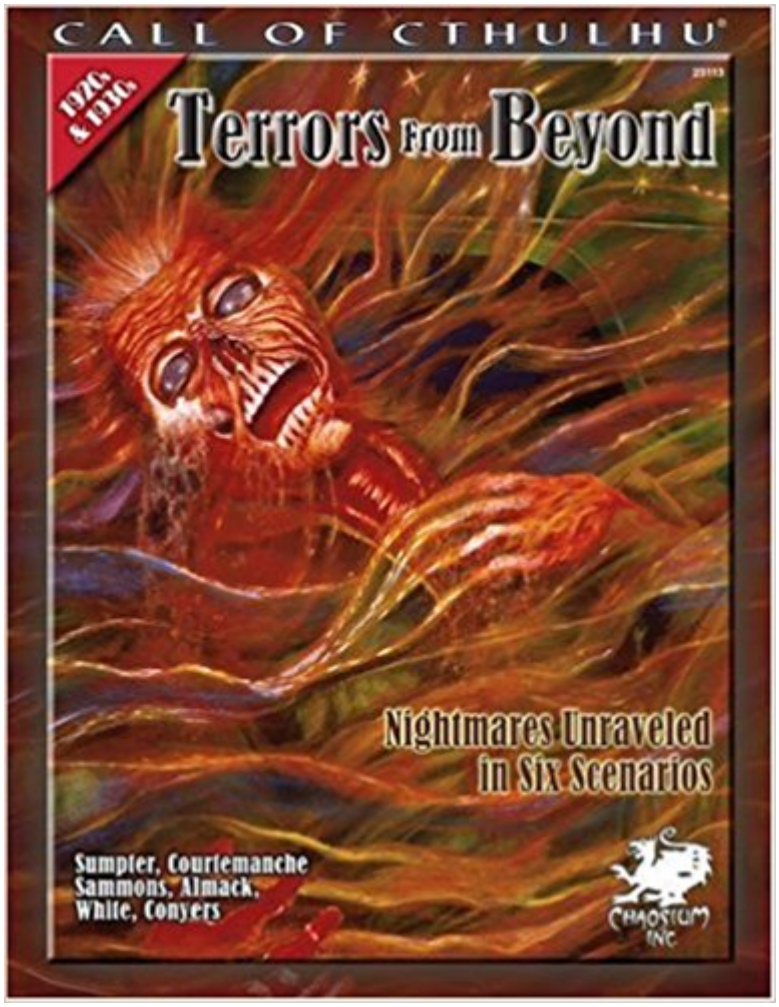
Terrors From Beyond: Nightmares Unraveled In Six Scenarios (Call Of Cthulhu Horror Roleplaying)



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Synopsis

TERRORS FROM BEYOND is a collection of 1920s and 1930s adventures for Call of Cthulhu, designed for play with pre-generated characters. The book provides fine opportunities for an impromptu game or tournament play, and because the characters are intimately connected with the plot roleplaying challenges not normally available in most published material. An excellent adventure collection for new and veteran Call of Cthulhu players alike.

Book Information

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Customer Reviews

Terrors from Beyond is a Call of Cthulhu collection of six unrelated, short adventures which come with pregenerated investigators. Having sat down and read the book from cover to cover, I want to say that it’s a mixed bag with a couple really good, one that was okay and three that were just poor adventures. Before I go any further though, I want to say that as a keeper I really like this format of shorter, generic compilation of adventures, which come with premade characters, cause sometimes you just want to throw together an afternoon of gaming with friends without the hassle of generating investigators and hoping you can reschedule a night or series of nights to finish off a longer adventure. Below I’m going to go into specific details on each of the six adventures and there will be some spoilers, so if you don’t want me to spoil it for you then just skip down to my last paragraph.* Ghost Light takes place on a small seldom traveled island off the coast of Scotland and the investigators are part of a ship’s crew that have arrived to find out what happened at the lighthouse. The location, the feel and the whole premise were excellent, but where it loses out is the creature.

Call of Cthulhu is a horror game and just like horror flicks you need a good monster, but the Ny'ghan Grii weren't a good choice. From the sole picture provided of the creatures, on page 15, it looks like the disembodied floating head of a one eyed Oscar the Grouch from Sesame Street. If they had chosen a better monster this adventure would have been great, but their chose of creature was a letdown.* Method to Madness was one of the two excellent reads in the book. The premise that the characters are all patients at a mental hospital was a natural choice considering where a lot of investigators ultimately end-up after much insight into the Mythos. The pacing, the atmosphere and the choice of beasty were just perfect. Now because the investigators start off as mental patients, they're obviously not armed so the final confrontation might be a bit brutal, but hey this is call of Cthulhu and that's really to be expected.* Death by Misadventure is you standard ghost story and though I applaud Chaosium's inclusion of a non-Mythos related baddy. The adventure is just okay, but okay doesn't justify paying retail, when you can easy find tons of fan made adventures on online for free.* Grave Secrets was unnecessarily convoluted and loaded with over used troupes, which other adventures have used more effectively. It's you basic evil wizard with monsters running amuck.* The Dig, was the other stand-out in the bunch. Here you take the roles of college students out on a backwoods archeological dig. The pacing isn't as tight as in Method to Madness, so there might be a little dead time towards the beginning, if your characters aren't quite sure what to do, but it more then makes-up for it with its classic horror movie feel of a group of teenagers trying to survive in the woods with a crazed madmen and his monstrous minions.* The Burning Stars just had so much unrealized potential. The setting of Haiti with a Voodoo cult was just screaming zombies! Really this is where the whole zombie craze comes from and even though two of the antagonists could create them, none were present. Instead the characters take on the roles of dead spirit companions/ multiable personalities of the sole living investigator. Now trying something new in adventures is great, when it's properly executed, but here it just falls flat. The final realization that their characters were all ready dead/ just figments of another investigator's imagination and that there was no way for them to survive, because they're already dead, is just going to come off as a letdown.Overall this compilation of adventures was just okay. There were a couple really good ones, one okay and three which were simply poor. I'd rank it better then the atrocious Horror's Heart or No Man's Land, but not as good as say Adventures in Arkham County or Before the Fall. Those last two are also books with a series of adventures, which like Terrors from Beyond can be played as one off scenarios, so if you're missing them from your collection I'd get them instead.

A+ Seller

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