

Strange Aeons II: Nine Adventures in Unusual Times & Places (Call of Cthulhu Roleplaying)

By Christopher Smith Adair, Shannon R. Bell, Alessandro Mana, Davide Mana, Eckhard Huelshoff, Adam Crossingham, Michael Dziesinski, Gary Sumpter, Brian M. Sammons

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The Great Old Ones Were, the Great Old Ones Are,
the Great Old Ones shall Be.

That famous saying is the essence of the Cthulhu Mythos. The Great Old Ones are a cosmic evil existing since before time, and shall exist long after humanity has gone the way of the dinosaurs. This book illustrates the eternal struggle between humankind and the forces of the mythos.

Here are nine scenarios that run the chronological gambit from prehistoric times to a distant future. Each adventure comes with six pre-generated characters for the players to use, allowing for quick play with a minimum of fuss. Each scenario is meant to be a stand-alone experience.

- CURSED BE THE CITY can be described as cavemen vs. Cthulhu.
- CHILDREN OF A STARRY HEAVEN set in ancient Greece, the birthplace of many great philosophers and thinkers.
- THEY DID NOT THINK IT TOO MANY the might of ancient Rome brings law to the wilds of Britannia.
- MASTER WU S MARRIAGE a lovely springtime wedding; surely nothing bad can happen here.
- THE IRON-BANDED BOX set in feudal Japan. Beautiful, strange, messy, and with swords!
- TO HELL OR CONNAUGHT it s Protestant vs. Catholic, English vs. Irish, and mankind vs. the Cthulhu Mythos with Saint Patrick thrown in for good measure.
- A HARD ROAD TO TRAVEL set in the American Civil War, this scenario chronicles the horrors of war where brother fights brother...and then everyone fights a cosmic horror beyond description.

- THREE DAYS OF PEACE, MUSIC, AND TENTACLE LOVE Taking place at the Woodstock Music Festival in 1969 with sex, drugs, rock-n-roll, and black magic.
- TIME AFTER TIME is a fractured scenario for fractured minds. Here the investigators will think many things, only to find them all false. Identities, locations, adversaries, even era.

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