



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

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.

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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