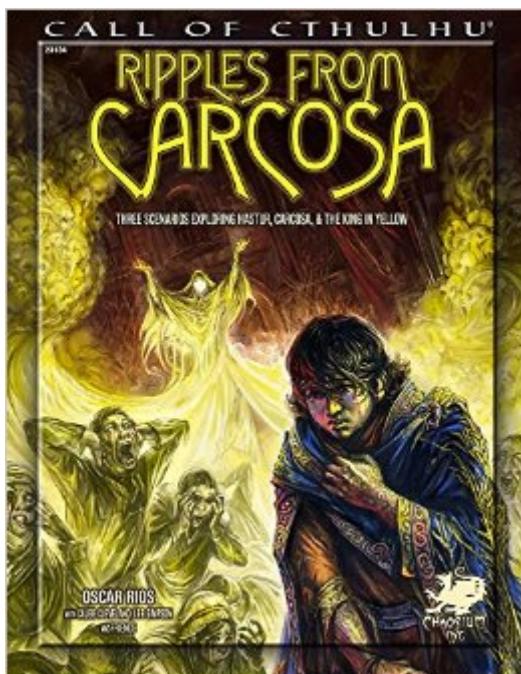


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# Ripples From Carcosa: Three Scenarios Exploring Hastur, Carcosa, & The King In Yellow (Call Of Cthulhu Roleplaying, #23134)



## Synopsis

O do not seek to learn or even ask, What horror hides behind...The Pallid Mask!--Lin Carter, Litany to Hastur  
OF ALL THE VARIED and mysterious Great Old Ones of the Cthulhu Mythos, few ensnare the imagination as easily as Hastur. The image of the silent, deserted city beside a dark, foreboding lake where sinister things lurk is one that stays with the reader. Many of us have walked the twisting streets of that dead alien city in our minds, finding our way into the tall towers to stand before an ancient throne. There sits the King in Yellow, the Lord of Carcosa, who gazes at us from behind his Pallid Mask. It is a journey many of us have taken, whether alone in our dreams or around a table rolling dice with our friends. It is a journey we are about to take again. Ripples from Carcosa seeks to expand upon the mythology of He Who Should Not Be Named and it gathers much of the varied material on Hastur into one place. The first chapter reviews the Great Old One Hastur and his various avatar forms. It examines the Yellow Sign, the play The King in Yellow, the Mythos tome of the same name, and the effects these things have on the human mind. Within these pages are a trio of adventures pitting the investigators against Hastur and his human worshippers, playable as either stand-alone scenarios or as a linked campaign, called Ripples from Carcosa. Each scenario focuses on a specific time period: Roman Invictus, Dark Ages, or the End Times of the far future. Pre-generated investigators are provided for each scenario, although keepers should feel free to incorporate existing player investigators if so desired. Across space and time, the King in Yellow reaches out... Dare you look upon his pallid mask?

## Book Information

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## Customer Reviews

The great thing about "Ripples From Carcosa" (hereinafter RFC) is that it covers three scenarios in

three different settings which can be run individually or as a loosely tied campaign. Cynics will argue this is merely a means for Chaosium to make money but I'd counter with the fact that all three of these are awesome settings so why would you cheat yourself with such a limiting belief? Besides, you don't necessarily need to pick up the supplements to run each setting anyway. The original RFC came out in 2005 as a monograph by Oscar Rios. Since then it has been revamped in preparation for the release of Call of Cthulhu RPG 7th edition which means this is a 7th edition set of scenarios, people. In addition, editing has put certain side chapters in better spots and there is more artwork as well as maps compared to the original monograph. In the back of this 135 page PDF are several handouts which include maps you can show to your players. RFC starts with a brief introduction to Hastur, the Yellow Sign and various avatars and such which serve him. After each scenario there is a coverage of how Hastur is worshipped which include cults to suit the era and future adventure seeds. In the very back is a conversion table for those who wish to use an older edition rather than 7th edition. In brief the three scenarios which are each about thirty pages cover Cthulhu Invictus (in which the Mythos meets the Ancient Roman era), Cthulhu Dark Ages (think early Middle Ages for Europe in which legends and fairy tales are tied into the Mythos) and The End Times Monograph (humanity has lost Earth to the Mythos in 23rd century and struggles to survive).

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