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Age Of Cthulhu: Death In Luxor



Synopsis

In the age of the pharaohs, a great and unfathomable evil rose from the murky depths to cast its gibbous shadow over ancient Egypt. At the cost of his empire, Ramesses III imprisoned the horror beneath the sands of Luxor, where it has slumbered ever since. In 1924, a team of visiting archeologists unearthed the last remaining testament of that ancient mystery, only to unleash a terror from out of time. Now death stalks the dusty streets of Luxor and a new age of horror is at hand. Can your investigators succeed where the mightiest of pharaohs have failed? Or will they fall victim to Luxor's secret past? Set throughout the globe and torn from the pages of the hidden history of the world, Age of Cthulhu adventures bring new secrets and mind-bending horrors to your 1920's Call of Cthulhu game. Each adventure comes with copious player handouts, detailed maps, and pre-generated investigators ready to risk their lives and their sanity to confront the horrors of an uncaring universe.

Book Information

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Customer Reviews

Last week, I ran Age of Cthulhu: Death in Luxor. Mainly because it involved Egypt in the 1920's and, well... Call of Cthulhu scenarios don't grow on trees, you know! I mean seriously, what choice do we have? It's either the same adventures we long-time Keepers run year after year, decade after decade... or we constantly have to come up with our own. Anyways, Death in Luxor was pretty cool. I asked the players what they thought of the scenario after running it and they told me it was "good". Now, my rating is based on a few factors. One, I love almost anything having to do with Lovecraft. Two, I love Egyptian stuff. Three, new Call scenarios, as I already mentioned, are hard to come

by. So, if you're a Keeper of Arcane Lore with a different bias, then subtract a star from my review here. Below are the spoilers and where I get into the heart of the review. THE AWESOME Percentage bonuses and penalties. This could definitely be incorporated into more Call adventures. Sometimes it should be more difficult to find a clue or catch a whiff of shoggoth. And occasionally it should be easier. A couple times I saw plus or minus 5% which made me wonder, "why bother?" I ignored stuff like that. Frequently, it was plus or minus something like 25% which is significant enough to take notice of. Death in Luxor uses ordinary human failings alongside eldritch horror from beyond. This reminded me of Masks of Nyarlathotep which basically means it reminded me of God. That's right, in my reality Masks can do no wrong... another bias for you to keep in mind. The scenario text included suggested lines of questioning aimed at NPCs, as well as, scripted answers. Wow, that helped! It made negotiating one's way through NPC encounters a lot easier.

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