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Age Of Cthulhu 2 Madness In London Town



Synopsis

Madness in London Town is the next in a series of new Call of Cthulhu adventure modules.

Something wicked stirs in the woods outside old London Town. The telegraph you received from an old friend raised more questions than it answered, and when you arrive in London, the mystery only deepens. Meanwhile, outside the city the ancient prayers are invoked once more, fresh blood stains the altar stone, and the great monoliths tremble in anticipation. Soon, the time of offering will be nigh, and the dark god will stalk the Salisbury Plain as in the days of old.
Officially licensed Call of Cthulhu adventure.
Supports one of the most popular RPGs on the market.
All-new adventure by popular author Rick Maffei

Book Information

Paperback: 48 pages

Publisher: Goodman Games (August 19, 2009)

Language: English

ISBN-10: 0982300182

ISBN-13: 978-0982300183

Product Dimensions: 8.5 x 11 inches

Shipping Weight: 6.4 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,382,537 in Books (See Top 100 in Books) #57 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#)

Customer Reviews

Goodman Games has provided D&D players with old school adventures, d20 adventures and some innovative variations thereof. Their involvement in Cthulhu is a welcome addition to the system.

Just finished running this scenario last night. **Spoilers**
Pros: First off, the players had a blast. It is my belief that if your players have fun, the adventure was a success. Throughout the investigation, the players had a sense of impending doom, and they loved it. There are a lot of Cthulhu Mythos references in the story, so Lovecraft fans will enjoy that. The Milk of Shub-Niggurath Dream Visions were a nice touch. The adventure plays quickly and can be completed in 2-3 sessions.
Cons: The encounter with the Dark Young is a bit overwhelming. Expect a character death or two if they don't immediately flee. The adventure is presented as "open" meaning that the characters can encounter the scenes in

any order. However, if you have [Bloodhound](#) players who like to follow clues immediately, you can end up with some of the scenes becoming redundant or unnecessary if they are not encountered in the order presented. Like many published scenarios, the ending seemed abrupt. Overall, this is a good product. Like I said, we all had fun, and that's why we get together to game in the first place.

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