



Mansions of Madness (Call of Cthulhu Horror Roleplaying, 1920s Era)

Michael DeWolfe, Wesley Martin, Mark Morrison, Penelope Love, Lian Routt, Keith Herber, Fred Behrendt

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MANSIONS OF MADNESS is a collection of six independent tales for Call of Cthulhu. Set in the 1920s and of varying length and complexity, these adventures can be planted into an ongoing campaign as the keeper sees fit. Some can be played in a single night, others will require several evenings to complete. They can readily be used as plot twists, interesting diversions, or red herrings.

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