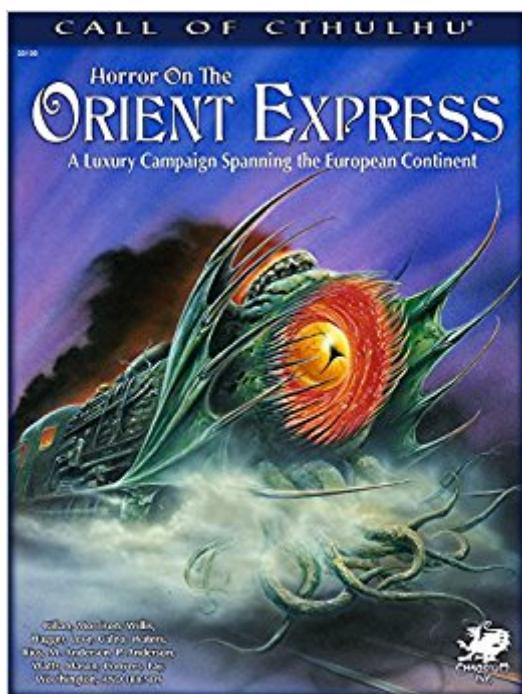


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Horror On The Orient Express: A Luxury Campaign Spanning The European Continent (Call Of Cthulhu Roleplaying)



Synopsis

MAN DIES THREE TIMES IN ONE NIGHT! A puzzling headline begins a front-page article found in the Times of London. Three men, all identical in identification, were found dead in the same room of the Chelsea Arms Hotel. All were dispatched in a similar manner stabbed through the heart. Then the home of a valued friend burns to the ground, severely injuring him in the process. An odd summons, a surreptitious meeting, and a thousand-mile journey begins on the legendary rail service carrying the investigators to Constantinople, the Gateway of the Orient. **HORROR ON THE ORIENT EXPRESS** contains a massive and legendary campaign, of up to nineteen adventures and more than 1100 pages, for the Call of Cthulhu roleplaying game. Beginning in 1920s London, the investigators journey to Paris and thence to the ancient city of Constantinople. With luck, they also return home. Optional episodes are set in ancient times or special places (Roman-era, Dark Ages, Gaslight-era, the Dreamlands), so that the players can experience the founding, creation, and discovery of crucial elements of this campaign. Also included is a modern-day coda to the storyline, an alternate ending for those wishing a shorter campaign, and a built-in survival guide to aid beleaguered investigators. These books are encased in a 9" x 12" x 3" deep box containing seven perfect-bound books and more: the Campaign Book, Through the Alps, Italy & Beyond, Constantinople & Consequences, Strangers on the Train, and The Traveler's Companion. In addition, there is a book of handouts for the investigators, a European Route Map, three era-inspired luggage stickers, two era-inspired postcards, a matchbox, the Scroll of the Head, four U.S. passports, a bumper sticker, six pages of train plans that can be laid end-to-end, the Mims Sahis ceremonial knife, and fragments of the Sedefkar Simulacrum collected along the journey.

Book Information

Series: Call of Cthulhu Roleplaying

Paperback: 1100 pages

Publisher: Chaosium Inc.; 2nd edition (December 7, 2014)

Language: English

ISBN-10: 1568823908

ISBN-13: 978-1568823904

Product Dimensions: 9 x 3.3 x 11.4 inches

Shipping Weight: 8.4 pounds (View shipping rates and policies)

Average Customer Review: 5.0 out of 5 stars 15 customer reviews

Best Sellers Rank: #557,723 in Books (See Top 100 in Books) #21 in Books > Science Fiction

Customer Reviews

This is the Mother of all campaigns. The adventure everybody talks about. Did your investigators make it? How did you defeat the Mythos? It was great news when this absolute masterwork was reprinted and reconditioned. The story is fantastic and sees the players travel over the European continent with legendary challenges. Also Chaosium has terrific preps in their product range so your players can drink tea out of real Orient mugs or fill out Orient telegrams for urgent matters to Istanbul, Prague or Vienna on the way. This is a must buy and don't forget to log onto Chaosiums home page for the 5-star preps!

This box set arrived at my door not long ago and though I'm still poring over the seemingly endless pages of material available, I'm very eager for the chance to share this with my players, though I suspect it'll be awhile before I can get a game up and running. No doubt this is going to take quite a lot of work from myself as a keeper to run, but I think it will be well worth the effort put forth. The depth to which the setting and individual adventures are explored in the many books provided is staggering, and it includes a wealth of props, handouts, and even investigator ideas that are sure to provide plenty of extra entertainment should you choose to use them. Snag the physical version while you've got the chance if you want it, as I get the feeling it will soon turn into a rarity like the previous edition.

Wow. I am speechless. When you first receive this you will be amazed by the mass of this box set. It is huge! Weighing in at 8.7 pounds, this behemoth puts any other tabletop RPG supplement I have ever seen to shame. Inside the box you will find a sheet of paper detailing the contents. There are props, play aids, maps, blueprints, and the actual books detailing the chronicle that can take more than a year to play (depending on how long and often you plan on playing). The books are all softcover books, but they do not feel cheap in the slightest. They all are sturdy and of quality one would expect for the hefty price tag. All physical parts aside, the chronicle itself is a classic. The rules have been updated for the 7th Edition of Call of Cthulhu, so no need to pencil in the new values for skills. The chronicle is a mammoth in and of itself, just like before, but Chaosium has added in a few extra optional scenarios chronicling the mythos in question in different eras. These scenarios are set in Invictus, Dark Ages, and finally a modern scenario to round out the ending. One neat thing about Call of Cthulhu in general is that the conversions from one edition to another are

extremely simple and can usually be done in your head on the fly. This makes it so that you can use this box set with older versions of the rules, as well as other supplements from earlier editions of Call of Cthulhu. That being said, if you already own Horror on the Orient express in a previous edition, this may not be worth the price tag if you do not want all the extras and the new scenarios. All in all, this is an extremely well made product for anyone who enjoys the Call of Cthulhu. I would recommend it to anyone who has a group that is reliable enough to stick to such a long campaign, as well as anyone who can afford it. The only thing missing is the train itself!

Chaosium Inc. updated a great camping and added to it! The box is packed so full of books and information it bows. Most Call of Cthulhu games can be a race to see who can keep from going insane first. Chaosium Inc. gave multiple options on how to make this a long term playable scenario. They include a handout book that you can pull the pages out to use right at the table. They also include a huge book of NPC's to use on the go with spaces to fill in info on the go. They did however not put perforations so removing the NPC so that they can be played is a pain and will destroy your copy. The best part of this campaign was the price. I picked my copy up new for about \$70.00 and then purchased the PDF version of the campin from Chaosium Inc. coming in way under the \$119.99 MSRP. This way I can put the info on my iPad and print out the NPC sheet and not damage my box set.

The only complaint I have is that the packing box wasn't packed well and it got dropped and broke my printed box. The game is cool. You get a ton of books and props including a heavy puzzle grade cardboard Sedefkar Simulacrum. The character sheets in the back of book 5 are cool if you're a YSDC member and listened to their campaign. It's very thorough and well done.

Just started reading into Book 2. So far I really like it and the optional adventures. The adventure writing is where this excels as the author has the after sight of this being the second edition and reflects well on what may or may not work. I think where it fails so far is in painting a descriptive picture of the setting. I am also struggling with the names and locations of Europe as I have never been to any of these places. It would be hard for me to describe these places with what's given. My not having been to these places especially in this time period doesn't help. However, it's also well annotated with references to books and movies to paint the scenes right. It looks like I have some work to do before I play it in this regard. All in all, I don't mind generalizing descriptions of setting if the story is good, and I think it is here. Story is king for me and I am happy with the quality and

amount they give you here.

Absolutely impressive. The pinnacle of box sets. Expensive but worth it. Does not include all props as the xmas packaging was rushed. Has a code to use at the chaosium website for them to send you the missing stuff.

Fantastic. I really love the whole package. It required very little tinkering by me.

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