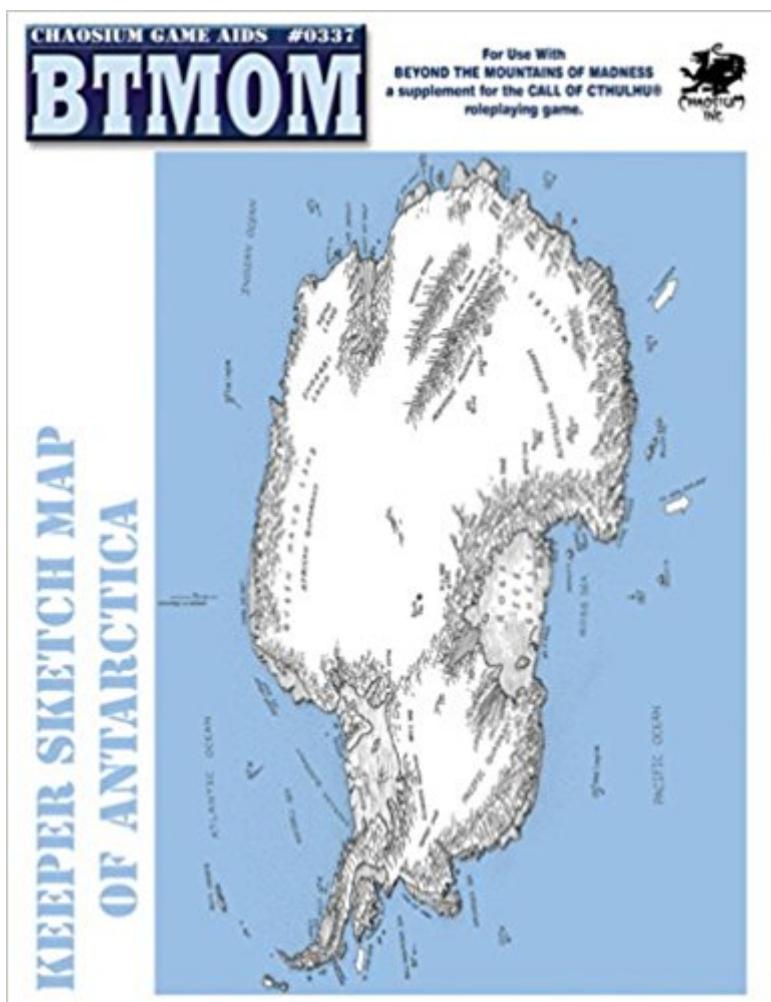


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BTMOM Game Aid (for Beyond The Mountains Of Madness, Call Of Cthulhu)



Synopsis

A Companion to the Epic Antarctic Campaign Beyond the Mountains of Madness is a massive book including considerable source material on the Frozen Continent, the equipment of the time, and even expedition planning. This game aid excerpts all of the appendices from BTMOM including Timelines, Antarctica Manual, Deep Background, Game Logistics, Game Statistics & Rosters, Vehicles, and all Handouts, plus includes the Table of Contents and Index for the entire Beyond the Mountains of Madness campaign. As an added bonus, we included COLOR HANDOUTS originally appearing only in the Miskatonic University Expedition Pack (long sold out) as the cover of this game aid, including DOCK PASSES for the SS Gabrielle, a POSTCARD of the ship, a copy of the EXPEDITION PATCH (alas, in cardboard), and a reproduction of the KEEPER SKETCH MAP of Antarctica (seen above, right). WHY THIS BOOK? Much of the material included here will be learned by your players' investigators during the course of the game. Rather than cutting-up your soft- or hard-cover copy of Beyond the Mountains of Madness, have your way with this book, instead. A little care, a straight edge, a steady hand, and a sharp blade will separate spine glue from the pages to result in nifty handouts. Cut apart the cover pieces as you see fit (there are four Dock Passes). We offer this as a convenience for you and your players. NOTE: This is NOT A STAND-ALONE PRODUCT. This is a companion to Beyond the Mountains of Madness; you will need a copy of that book to fully enjoy this item. ALSO NOTE: The page numbers of this book do not begin at 1. We have retained all page numbers from the Beyond the Mountains of Madness book. This product constitutes the latter, roughly, 150 pages of the 440-page campaign.

Book Information

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Customer Reviews

I have found this book to be useful in running the BTMOM module for my group, but unfortunately not quite in the way I'd originally hoped. It's very annoying to me that all of the pages intended to be given out as handouts are double sided, and laid out in a way that you can't just cut out one without destroying another. Giving out whole sheets is also untenable, as most of them contain multiple pieces and thus cannot be just handed out without providing spoilers. It's a very frustrating limitation that kind of defeats one of the primary purposes of a separate book like this. That said, there are a lot of parts of the book that I have found to be useful in maintaining proper story pacing when something unexpected comes up. Most notably the huge spoiler free appendices on the technical aspects of the Starkweather-Moore expedition which I can sometimes literally throw at my players to keep them occupied while I stall for time. So basically, if you have a group of players like I do who are good at fixating on minutia, this thing can be your best friend. If there is ever a revised version of BTMOM put out in the same vein as Horror on the Orient Express, I hope that they revisit this and turn it into a set of props akin to the excellent set provided in that module. But until then, this is an adequate asset to have while running the game.

This is the complete appendix set for the first edition of BtMoM. The complete campaign is only available in PDF format at this time. The second edition isn't available at all in the US as far as I can tell. It's got character sheets, handouts, and all the stuff from the appendices. If you want to run this EPIC campaign, you'll need this stuff. I use it for a Keeper's guide and run off the handouts from the PDF.

Call of Cthulhu is all about the props and this might be one of the best props for the best campaign. Full size maps and handouts that put the game in another scope.

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