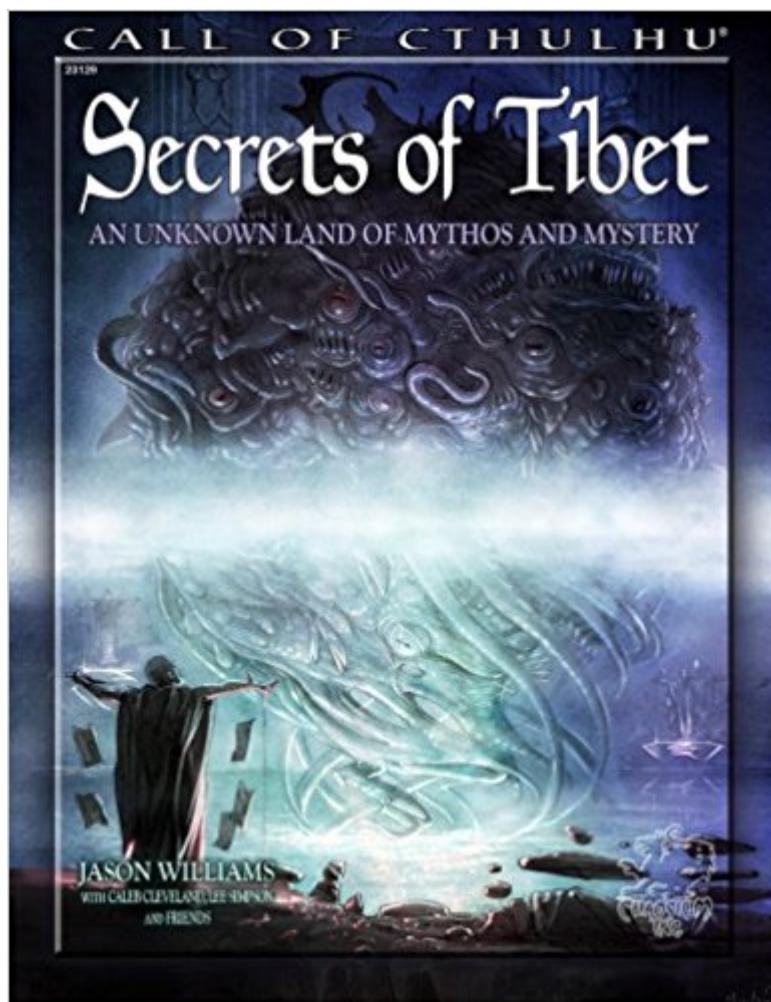


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Secrets Of Tibet: An Unknown Land Of Mythos And Mystery (Call Of Cthulhu Roleplaying)



Synopsis

TIBET is a common term used in the western world to refer to a remote plateau situated north of the Himalayan mountain range in Asia. A land of high-altitude peaks, some areas are impossible to reach without modern technology. The land is populated with malevolent gods and monsters, and deep secrets lie sleeping in ancient tombs and vaults among Tibet's soaring mountains and deep valleys. Geologists determined that millions of years ago, the Himalayan mountain range lay at the bottom of the ocean. The gradual movement of Earth's tectonic plates raised this region so that it now contains many of the highest points above sea level on the planet. The Himalayas cover a vast area that, some whisper, overlaps the Dreamlands and the terror-shrouded mountainous area between the Cold Waste and the dreaded Plateau of Leng. Secrets of Tibet details information about everyday life in this mysterious and unique country, from the early twentieth century through to more modern times, along with horrific underlying truths. Tibetan demons are remnants of races that came to Earth from the stars millions of years ago. They dwell in hidden places, are served by loyal minions, and are protected by ancient dark cults that span the globe. They slumber until a time when the stars align, and their awakening shall herald the end of the world as we know it. Over millennia some have awakened briefly, sometimes for years or even centuries, to observe what has been happening in the world. Others are dreamers with lesser abilities, but in their slumber they influence the cold mountain areas of Tibet. Combined, their powers have thinned the barriers between the Waking World, Earth's Dreamlands, and other worlds and dimensions of space and time. Included within these pages are a history of Tibet, chapters detailing its culture and religion, a bestiary of Tibetan gods and monsters, a guide to the Forbidden City of Lhasa including maps, and three scenarios that will take investigators to the Tibetan plateau and beyond.

Book Information

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Customer Reviews

Another excellent offering from Chaosium covering the fabled, storied and mystic lands of highland Asia. Interior artwork, history, backstory and adventures are great with the only let down being just a bit silly really. The Map! The reproduced copy of a colour Atlas style map in black and white makes it impossible to read effectively. A simplified line drawn map with places of interest would have served much better even as an accompanying piece. Buy the book but get your own map!

I purchased this book with the intent of taking my Tcho Tcho (a Mythos baddie) centered game (Tcho Tcho Trouble in Chinatown) to far off Tibet. When I received the book I was disappointed that Secrets of Tibet wasn't, like I said in the title, chocked full of Tcho Tcho's. Well after skimming through the book and not seeing what I was looking for, I put it down. It sat in my workbag unread for the most part until I needed something to read during 'a break'. I'm going to be honest and say I didn't read the book cover to cover. I jumped around and read a bit here and a bit there. In chunks I probably read most of it. What I read though was very in depth, very much focused on the real aspects of Tibet, The people, the beliefs, the culture, the nation and it's history, heck even the food. You can tell the author really knows his stuff and treated the setting with respect.. The Cthulhu Mythos doesn't come pouring out of this book, which is actually a good thing. Books that focus on that stuff tend to come off as 'hammy' in my eyes. Actually I find it easy to stick the Mythos into pretty much anything. The problem is the 'anything' if you don't know anything about the anything (ahem!) then all you are going to end up with is a goofy, keystone cop style Mythos bashfest with no immersion. No depth. No juice. I wanna be able to hear the music, smell the smells, taste the food, feel the atmosphere, know the people, their beliefs, their customs and so on. With Secrets of Tibet you get this in spades. Secrets of Tibet is a really good book... even if it wasn't what I was looking for. And like I said a few sentences ago, it's easy to inject the Mythos into a particular 'anything', it's the quality of the goose that makes the sauce. Maybe yak would be more appropriate in this case.

I enjoyed the detailed background on Tibet, and how that could tie in with a Call of Cthulhu game. The npcs were well detailed, and I found the locations interesting. Good editing and layout round out a good book for anyone that wants to run Call of Cthulhu in Tibet, or use items or npcs from Tibet

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