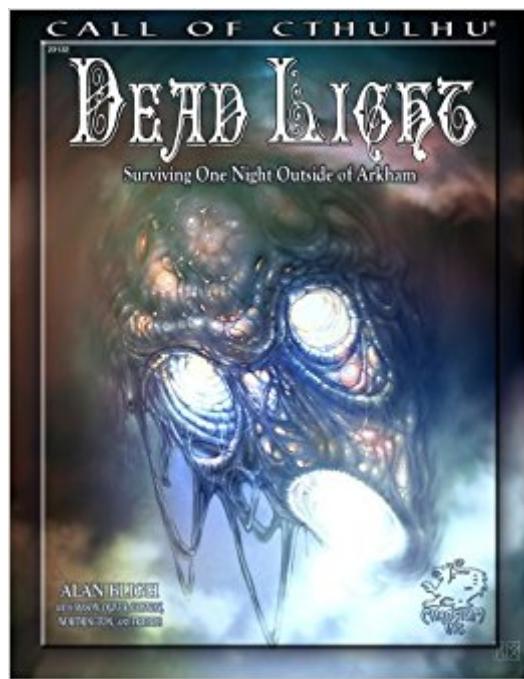


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Dead Light: Surviving One Night Outside Of Arkham (Call Of Cthulhu Roleplaying)



Synopsis

The storm had been brewing for days and now it hits! Combined with restless, idle youth and the desire for easy money, something has been released out there amid the darkness, the howling wind, and lashing rain. Dead Light is an adventure scenario for the Call of Cthulhu roleplaying system designed to be played in one or more gaming sessions. An exercise in Lovecraftian-flavored survival horror, the unwitting investigators are caught up in a spiral of terror where only their quick thinking, and courage, will see them through till the clouds clear and a new dawn beckons. Suitable as a stand alone adventure or as a sidetrack within a larger campaign, Dead Light is set in Lovecraft Country, north of Arkham, during the early 1920s and is ideal for groups of between three to six players. This is one journey your players will not soon forget.

Book Information

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Customer Reviews

This review contains light spoilers First of all, I am glad Chaosium is still publishing print books in an era where many publishers are ditching print in favor of PDF. Even though this is a very small adventure, thirty-some pages, it's nice to have a physical copy. The adventure itself is decent. The actual story is about 14 pages, which makes it very easy to read and digest in a short amount of time. Dead Light has a natural progression to it, but how certain events play out and how some of the NPCs are incorporated is up to the Keeper. The story itself isn't anything to write home about, it's a 'fight' against a monster with an interesting moral choice at the end. Keepers that have been in the game for a long time probably already have a few adventures like this. For a beginning Keeper

it's a good adventure. It's not overly complex, and it has a good hook. It's a good adventure for new players, and a good one to start a campaign with. What I really like about it is the "conversion charts" in the back of the book. You can use them to convert 6e adventures to 7e adventures and vice versa. It was helpful, although it notably doesn't cover magic points. Overall, my players had fun with this adventure, it's not overly complex and the story won't be winning any awards, but it's fun and a good way to get new players into the game. 7th edition is looking good so far.

You know you need one of those one nighters and this is the first one for the new 7th edition. Classic horror setting with bad weather and stuck at a gas station out in the forest. What was that noise? Great intrigue and interesting NPCs. We will run this as prequel to Horror on the Orient Express.

Awesome one-shot adventure

I ran this for my group they enjoyed it very much.

This is a fine scenario for totally new players to Call of Cthulhu RPG 7th edition. The tale follows several Gothic elements and traps the players in a scenario they have to survive and maybe even solve. Additionally, as a bonus to some, this is set in Lovecraft country right near Arkham.

A+ Seller

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