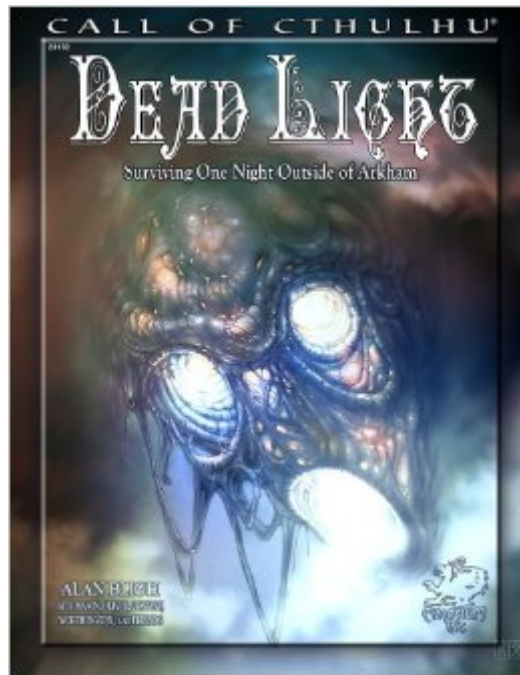


The book was found

# 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

Paperback: 32 pages

Publisher: Chaosium inc.; 1st edition (May 5, 2014)

Language: English

ISBN-10: 1568823975

ISBN-13: 978-1568823973

Product Dimensions: 11 x 0.2 x 8.6 inches

Shipping Weight: 4 ounces (View shipping rates and policies)

Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (5 customer reviews)

Best Sellers Rank: #900,217 in Books (See Top 100 in Books) #48 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#) #1385 in [Books > Computers & Technology > Business Technology > Software > Enterprise Applications](#) #6656 in [Books > Computers & Technology > Software](#)

## 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.

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.

Awesome one-shot adventure

A+ Seller

[Download to continue reading...](#)

Dead Light: Surviving One Night Outside of Arkham (Call of Cthulhu roleplaying) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) Adventures in Arkham Country (Call of Cthulhu Horror Roleplaying, 1920s) Arkham Now: Revisiting the Legend-Haunted City (Call of Cthulhu Roleplaying) Cthulhu Through the Ages (Call of Cthulhu roleplaying) Cthulhu Britannica Folklore (Call of Cthulhu Roleplaying) Cthulhu Invictus: A Sourcebook for Ancient Rome (Call of Cthulhu roleplaying) Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398) Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call of Cthulhu roleplaying) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft Ripples from Carcosa: Three Scenarios Exploring Hastur, Carcosa, & The King in Yellow (Call of Cthulhu roleplaying, #23134) The Keeper's Companion: Blasphemous Knowledge, Forbidden Secrets: A Core Book for Keepers, Vol. 1 (Call of Cthulhu Horror Roleplaying, #2388) Call of Cthulhu: Horror Roleplaying in the Worlds of H. P.

Lovecraft, 6th Edition Shadows of Yog-Sothoth: A Global Campaign to Save Mankind (Call of Cthulhu Horror Roleplaying) Call Of Cthulhu: Horror Roleplaying In the Worlds Of H.P. Lovecraft (5.5 Edition / Version 5.5) Secrets of Los Angeles: A Guidebook to the City of Angels in the 1920s (Call of Cthulhu Roleplaying) Secrets Of New York: A Mythos Guide to the City That Never Sleeps (Call of Cthulhu Horror Roleplaying) Canis Mysterium: A Scenario With Bite (Call of Cthulhu roleplaying) Secrets of Morocco: Eldritch Explorations in the Ancient Kingdom (Call of Cthulhu Horror Roleplaying)

[Dmca](#)