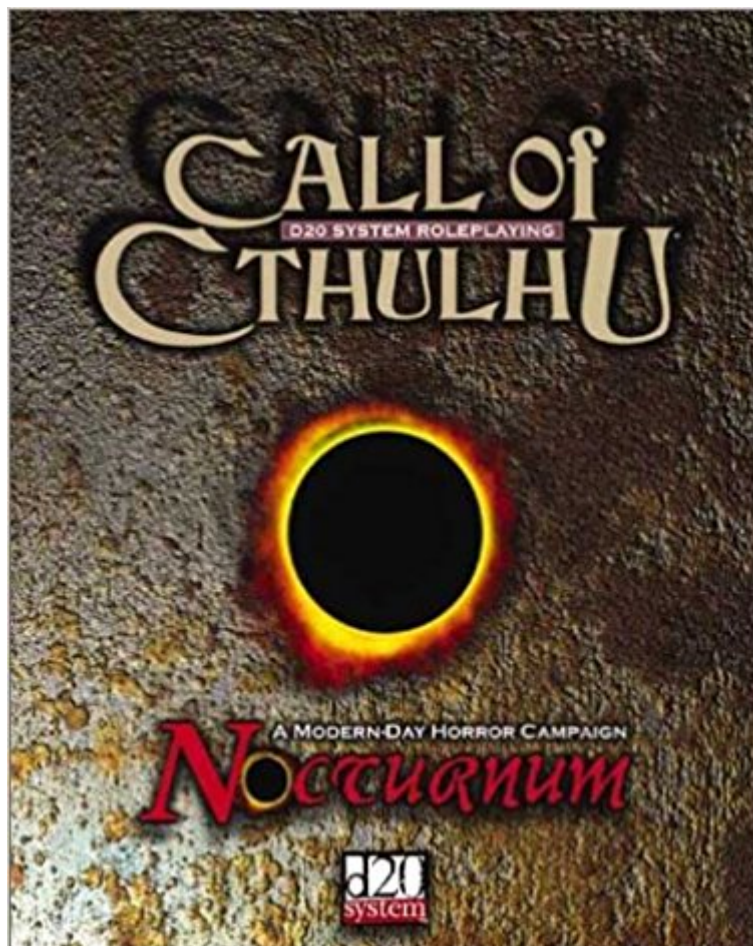


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Call Of Cthulhu: Nocturnum



Synopsis

A conspiracy of destruction, a blast of ill will from an ancient god. A hunt and a chase from the heartland of Americal into the doom that awaits in the East. A horrific journey to the brink of insanity that lingers at the end of the world. Nocturnum is an epic, modern-day campaign for d20 Call of Cthulhu. This horror epic introduces a terrifying new evil and an ancient conspiracy against humanity. Nocturnum is a mind-shattering journey through more than a dozen adventures complete with extensive backgrounds, NPC, new monsters, and exotic locales. Can you survive...Nocturnum? Night Falls.

Book Information

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Customer Reviews

CoC isn't known for its long storylines. Surviving even a single encounter with Lovecraftian denizens is a struggle, particularly for entry level characters. And given your most likely dealing with people walking out of a D20 D&D campaign, prepare to deal with a lot of whining that they don't overcome the encounters without breaking a sweat, much less the fact that they don't get feats and spells like they're used too. Dealing with a combination of a world-wide infestation of an alien race and an the conspiracy to hide the impending impact of a meteor, the PC's are pulled into an investigation centering around the abduction of psychics. The plot wildly cycles in tone and intensity, and while there is a decent overall flow, it needs to be handled by a good GM, and not just pulled straight off the page. Overall, a good story that actually makes a CoC campaign worthwhile. Just start the characters at level 3-4 and do some prep for each mission, else you'll be dealing with lots of annoyed players.

An interesting blend of Call of Cthulhu with the D20 system. I haven't run the adventure, though there are parts which are more straight forward, where the investigators have to do something to move the plot along. I would tweak passages such as this, though as a whole, it is a pretty good adventure that is very epic in its scale.

The shipping was faster than expected and the book was exactly as described. Very pleased

I just finished running this campaign, and my group did have some fun with it. However, some of the negatives are fairly noticable. My largest complaint was the railroading nature of the plot, with the campaign heavy-handedly forcing the PCs along a set path. Secondly, the artwork is terrible. Not so much in its quality, as in its inaccuracy. It was rare when the pictures of NPCs matched up to their written descriptions. Several of the scenarios are unimaginative and bland (This is particularly true towards the end of the campaign.) Some of the positive aspects of the campaign consist of its action elements. Fitting perfectly with the feel of d20 CoC, the PCs will be doing more than their fair share of fighting. So if you're looking for a high-action CoC game, this is the campaign to get. Also, some of the early scenarios are rather interesting and fun (The 3rd chapter is my favorite).

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