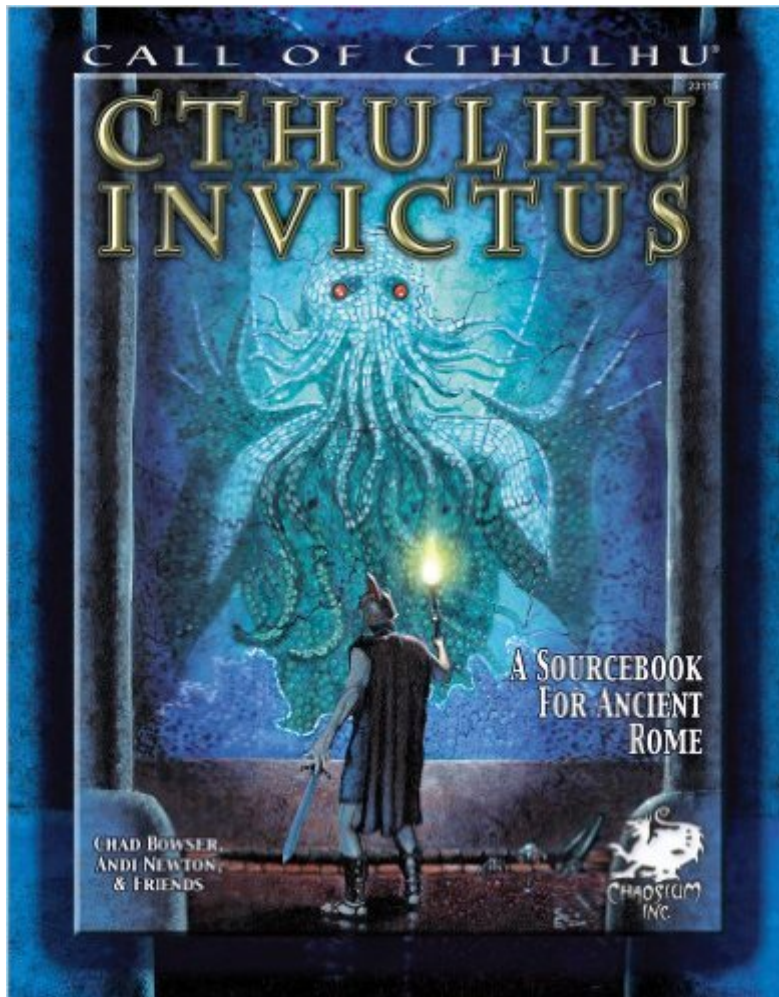


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Cthulhu Invictus: A Sourcebook For Ancient Rome (Call Of Cthulhu Roleplaying)



Synopsis

ROMAN CHILDREN TREMBLE in their beds as their mothers tell them stories of Medusa, the Hundred-Handed Ones, and the War of the Titans. They pray that the Fates have woven a long skein for them, free from encounters with the Minotaur and Cerberus. Little do they know that things more horrible than the creatures of myth and legend inhabit the world. This is the world of CTHULHU INVICTUS, a horror roleplaying supplement for Call of Cthulhu set in the first century CE, the time of the Roman Empire. INCLUDES THESE CHAPTERS: Welcome to Rome, Capital of the Known World -- Short Tour Around Mare Nostrum -- Character Creation -- Skills -- Equipment and Supplies -- Recovering Sanity -- Combat -- Roman Siege Weapons -- The Grimoire -- The Bestiary -- Cults and Secret Societies -- The Roman Legions -- Prophylaxis Panacea Efqa -- Scenario Seeds

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Customer Reviews

Chaosium publisher has gone insane. First the middle ages, now the roman era. A pleasant book with lots of ideas and scenarios, new mythos creatures, tomes and rules. And rules for ancient combat (you can stab a Gug with a Scorpion!). The only flaw I saw was the way they describe the Olympian Gods; not a good idea. If you like fantasy or historical games with notes of terror, you will like this book. If you play CoC and want new scenarios you will like it too.

I am almost finished reading this book as of this review. The maps are great and the information is

very well put together and detailed. The amount of raw setting gives one the ability to run whatever and wherever one wishes, but not at the expense of it being too boxed-in! Great Product!

There are some deficiencies in the weapons lists. There is a Rome centric view that doesn't effortlessly sync with the outer regions of the empire like Gaul, Britania, Egypt, Greece, Asia Minor, or N. Africa. It's great if you're a resident of Rome and the immediate vicinity between Julius Caesar and Titus, but once you leave there, the Keeper will have to do a lot of historical research and develop the scenery. Invictus has the potential to be a great CoC addition, it just needs some more detail for the keeper on later empire and outer empire customs, peoples, weapons, clothing, etc. This isn't an adventure book. It has a few scenarios for short games exposing you to the environment, but it's up to the keeper to come up with full campaigns.

This book is well researched and provides an evocative view of the mythos in ancient Rome. I picked it up purely for reading pleasure and I am finding that to fulfill that nicely. It is only a basic primer though, there is still much research to do flesh out some of the surrounding territories in the ancient world. It has a nice section on different cults of this age.

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