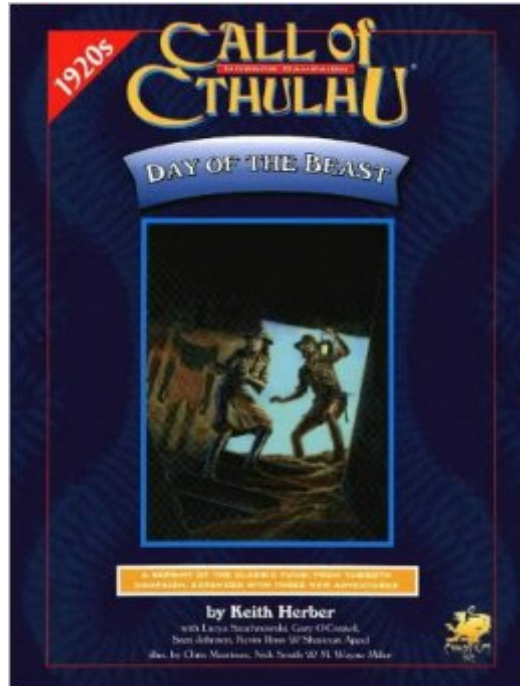


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Day Of The Beast (Call Of Cthulhu Horror Campaign)



Synopsis

Book by Herber, Keith

Book Information

Series: Call of Cthulhu Horror Campaign

Paperback: 128 pages

Publisher: Chaosium, Inc.; 2nd edition (December 1998)

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Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #2,628,601 in Books (See Top 100 in Books) #105 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#) #29921 in [Books > Humor & Entertainment > Puzzles & Games](#) #98787 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

Currently I'm playing in this campaign with a group and I have to say I love it. It will take you all around the world, and possibly even out of it. The only quibble is if you have very enthusiastic players who arrive early for events you may have some breaking potential as happened with our group. However that can be easily fixed with a little effort on the part of the Keeper. Two tentacles way way up. :)

Keith Herber put astonishingly ghastly deeds to paper when he spun this tale of unrelenting horror. Your players will fall giggling at your feet and you will reap your own rewards for playing out this classic of horror roleplaying. I put it up next to my copy of "Masks of Nyarlathotep" as one of the best campaigns for CoC because of its expansiveness, but what makes it better than MoN is it's compactness and straightforwardness. For beginning Basic Role-playing, GURPS, or D20 rules Keepers, it provides the kind of structure and intuitive "yeah that makes sense" momentum that holds excitement for players without railroading them. There are deadly episodes and encounters, which is to be expected, but a Keeper can easily reduce/increase the threat level to the players. The art is from the classic era of Chaosium and features very competent pencils of their in-house artist at the time. The handouts are readable and easily photocopied. If you are looking for something to

kick off your 1920's era campaign, start here!

This book is some what good, if you're in coma. I was in a hospital room doing this campaign with an injured friend. The guy across from us was in a coma and he got out of it to tell us that the book was horrible, then he died from boredom. So if you plan on getting this don't play in a hospital. Only play it in a mental hospital where people are insane anyways. ...the story reminds me of The Lion King. If you actually play this and retain your sanity then I commend you for your superior mind.

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