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Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call Of Cthulhu Roleplaying)



Synopsis

AS ROME S INFLUENCE SPREADS across the known world, so too spreads the worship of its gods. Roman leaders know that converting the people of conquered regions to the state religion makes them easier to control. But some gods have been worshipped longer than Rome has existed, and their supplicants won't easily change allegiances. The Cthulhu Invictus Companion is a collection of three scenarios for Call of Cthulhu, pitting investigators against cults from different regions of the ancient Roman Empire. Those with the will to survive being dragged through time and space can learn to harness imponderable power to their own needs provided they offer the appropriate sacrifice to The Opener of Ways. The Akeru have long lived in seclusion at the base of Mount Serbal, protecting the world from a horror that would destroy humanity if ever released. Initiates who wish to join the Teutates must first survive a grueling journey to the Severn Valley and then undergo a ritual that leaves them undead.

Book Information

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Customer Reviews

After having taken a long hiatus from Call of Cthulhu for various reasons, I have recently picked up several items from Chaosium. Most recently Cthulhu Invictus and the Companion. I pretty much read them cover to cover in order. The source book Cthulhu Invictus provides ton of information about Roman society (that is mostly quite accurate) with (clearly fictional) ties to the mythos thrown in periodically. This review concentrates on the Companion, however. The book contains three adventures that put the investigators nicely into the times of Rome. The first adventure (Chuma

Invictus) takes the investigators up the Nile. The second adventure (Morituri Te Salutamus) involves some gladiators, a cult, a chase scene through Rome as well as some general information about some mythos cults in that time. The adventure eventually leads the investigators into Gaul. The third adventure (Bacchanalia) deals with a reemerging cult in Carthage. Why does this not get 5 stars? The "handouts" mentioned in the first two adventures are missing from the book (and apparently the pdf available from Chaosium's website as well). It's pretty hard to run an adventure that requires the use of handouts when you have no clue what goes on them. This book was first published 2011. I cannot believe in four years Chaosium hasn't made the handouts available on their website! Next stop is to email them. Other than that, the book is great! The handouts needed for the adventures are not included, but not to worry, after emailing Chaosium (the publisher) they now have the handouts pdf free on their website. Problem solved!

Not as much a campaign as an anthology of scenarios. They aren't as detailed as Masks, HotOE, BtMoM, Gaslight, Shadows of Yog Sothoth, or some of the other classic CoC adventures. The Keeper of Arcane Lore must do a lot to flesh out these stories and generate handouts and such. The Invictus line isn't as well developed as some others. The Legacy of Arius Lurco being an exception. I think it would benefit much from some direction from Sandy Peterson.

This book includes: 3 new scenarios (Each look great and exciting!), New gods/goddess, and new cults too! I'm excited to start these scenarios with my group and see how they react, and maybe go insane ;-)! Well, all I'm going to say is get this book if you like this time period for Call of Cthulhu, and I hope they make more of these books for this time period. Good luck in playing and have fun!

Short and sweet with a dash of garum. If you play Invictus, then this is almost necessary. I really hope there is more support for Invictus in the future.

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