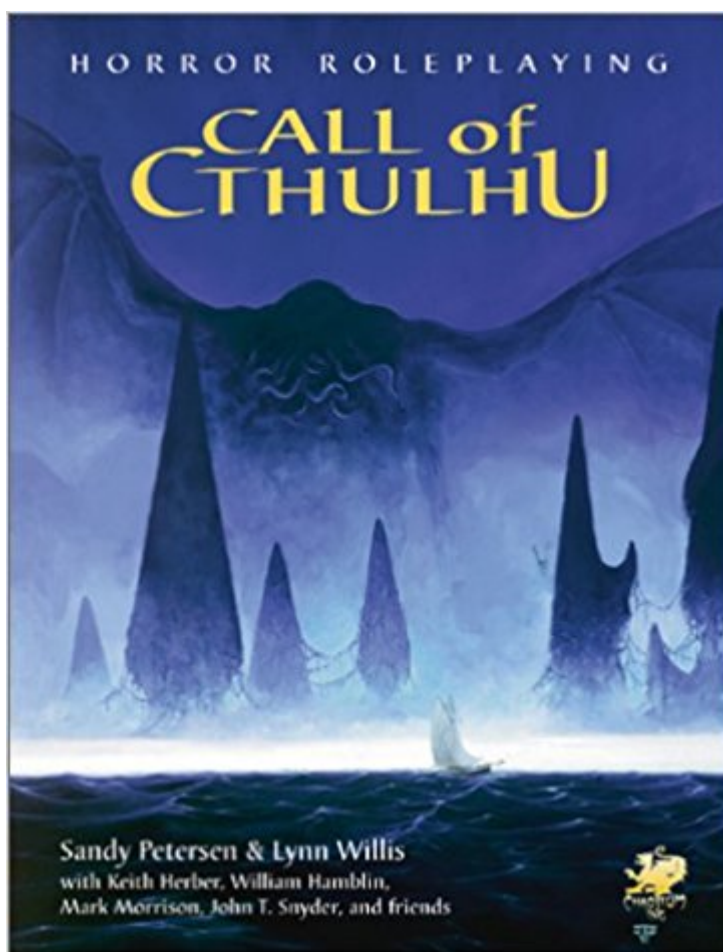


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Call Of Cthulhu: Horror Roleplaying In The Worlds Of H.P. Lovecraft (5.6.1 Edition / Version 5.6.1)



Synopsis

This hardback edition is completely compatible with all previous 5th edition supplements for Call of Cthulhu. Some sections of the book have been revised and clarified, and the book includes some new interior art. This book is a complete roleplaying game in one volume. All you need to play Call of Cthulhu is this book, some dice, imagination, and your friends.

Book Information

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Customer Reviews

This hardback edition is completely compatible with all previous 5th edition supplements for Call of Cthulhu. Some sections of the book have been revised and clarified, and the book includes some new interior art. This book is a complete roleplaying game in one volume. All you need to play Call of Cthulhu is this book, some dice, imagination, and your friends.

I love this book and the game takes a while to get into and learning all the rules but once you know most of it, it plays really fluent and is so much fun!

For those of you who own the 5th edition of Chaosium's award-winning game, you will find that not much has changed in this edition. This is good news though, because unlike many game systems, Call of Cthulhu does not need much improvement. While there are some smaller additions, such as a section on alien technology, the most notable new find is H.P. Lovecraft's short story, "The Call of Cthulhu". This has long been considered required reading for players and keepers alike, but now a Lovecraft novice can find this signature tale without needing to purchase another book (but chances

are you will want to). If you do not own this game and are interested in role-playing at its finest, you are missing out. If you own an older addition, this can still be a worthwhile purchase strictly because of its hardcover format and captivating cover art. Enter the world of H.P. Lovecraft, you won't be disappointed.

Few role playing games capture the feel of their genre perfectly in both feel and game mechanics. Call of Cthulhu by Chaosium is such a superb game, that it has endured six editions and over 20 years publication. At its core is the Cthulhu Mythos created by master Howard Philips Lovecraft who wove stories based around a pantheon of alien gods, powerful and diabolic beings whose merest incarnation would shatter the tenuous grip we have on our 'mundane' world where things like night gaunts or shantaks are minor horrors compared to Yog-Sothoth, Azathoth or Great Cthulhu himself. Around these beings are often cults- dangerous underground societies who want nothing more than to see their fabled masters arise from ages past and walk the Earth again. At its core Call of Cthulhu is a rather mechanically simple game and characters are easy to put together so long as care is taken to understand what skills are needed with regard to the kind of game the Keeper is planning to run. Once your character is complete, make another one and don't get attached to either of them. Seriously, played smartly, most characters can and will survive physically in tact, mentally, however is another story. As the game progresses and as more and more elements of the Mythos are revealed, characters begin to have their sanity chipped away at. If they are strong (and lucky), they can overcome these lurkers in the darkness and restore some of their lost sanity. Characters can also learn magic from a vast list of spells, some are good, most are not as good. It's important to know how to bind a dimensional shambler before you summon one. Spells and magic items can be the focus of adventures as characters race to prevent a cult from obtaining an artifact that will be used in a ritual to summon Cthugha for weenie roast in Central Park one warm summer night. The beauty of Call of Cthulhu, aside from its relative cheapness compared to other games (you only need the main source book to begin play), is that it can cover very nearly any era-1890's, 1920's (Lovecraft's era), and the present day, and good Keepers will go to some lengths to make sure their players understand what is and is not possible in the various time lines. Plus there are numerous web sites that deal with Call of Cthulhu and offer a host of resources for players and Keepers alike. It's easy to find historical information based on almost any location in the world that a Keeper may plan to run his or her campaign. Most importantly is the mood of the game itself. I've played Call of Cthulhu for fifteen years and most of the games have had great suspense, excitement, and were a lot of fun. I've played it by candle light in the dead of winter, something that adds so much to the

atmosphere. Good keepers can build suspense that, like a good novel, will make your skin crawl with a healthy dose of other-worldly fear. It is also important to remember that Call of Cthulhu isn't a meat grinder that chews up and spits out characters as fast as the players can roll them up. As an alternative to swords and sorcery or lightsabers and blasters, Call of Cthulhu is an excellent RPG. Additionally, I highly recommend the works of H.P. Lovecraft as source material, plus their darn good reads.

Doesn't it tell you something, that **every** review for this edition of this book gives it 5 stars? (Some of the out-of-print editions have reviews here too.) And let's face it, us RPG enthusiasts are not the sort of folks to shy away from criticizing. Some people will say the Basic Roleplaying rule-set is outdated. It's true that games like Unknown Armies and Godlike are pretty cool, and I know people who are using those rules for their CoC games. But just try introducing a newcomer to those rules, or getting someone who's only played D&D before to convert. They get dizzy, I tell you. Nope, for a simple, elegant rule-set that just about anyone can grasp right off the bat, Call of Cthulhu's Basic Roleplaying has still got it, after more than 20 years. The rules fade into the background, where they belong. And unlike other games with their multivolume core rulebooks and endless splatbooks that you **need** if you want a fully fleshed-out campaign, everything you really need is right there in this one rulebook. Heck, every time Chaosium does a new edition, they comb all the supplements for spells, monsters, skills, and so on, and add them into the new edition--to save you time and money! Chaosium even printed the entire short story, "The Call of Cthulhu," in this edition, so newbies can get a taste of what it's all about. If you've got an older edition of CoC, you don't need to buy this one--the rule changes are quite minor. Unlike D&D, a new edition doesn't make everything you already know obsolete--"editions" of CoC are back-compatible with older editions and old supplements. Chaosium does new editions to keep the book in print and to make it a little better every time, not to force the fans to spend money. I bought it because my old book was getting worn out, and I wanted a more durable hardcover edition. Now I can loan out the old book to players. But I'm really happy with the little changes, and it's nice to have some of the information that used to be in adventures and supplements all gathered together in one book.

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