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Cthulhu Abides: A Roleplaying Game Of Investigation & Madness



Synopsis

"Cthulhu Abides: A Roleplaying Game of Investigation & Madness" is a tabletop roleplaying game (RPG) set in the imaginative worlds of H P Lovecraft's gothic horror. The rules use a 'poker dice' mechanic and focus on a guided character generation system for Edwardian characters in a British setting, a novel approach to Dynamic Madness and a freeform magic system. A Clue Point mechanic systematises investigative roleplay. The rules include full specifications for period weapons, Lovecraftian Grimoires, monsters and a new interpretation of the Dreamlands setting. This latest edition includes interior art.

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Customer Reviews

I am giving this game five stars for two main reasons. The author has decided to write a Cthulhu RPG that focuses solely on the writings of HP Lovecraft while ignoring the "expanded universe" of Cthulhiana, which I find refreshing. And he has also designed a sanity system that is brilliant, which rewards players for pushing their sanity right up until it comes crashing down in cosmic terror. Another reviewer pointed out that this is not a game for new RPG players, though I think it is more exactly not a game for new RPG Game Masters. Experienced GMs should be able to handle new players quite easily, but a new GM may find a few parts of the game (such as combat) a bit confusing. I would definitely recommend this game both as a game on its own, and also as an interesting supplement to someone who GMs other Cthulhu or horror based RPGs.

I thought Cthulhu Abides was a pretty decent game. It's pretty easy to learn and there is enough material to make it complex and interesting. The magic system was good and the skills were solid,

too. The rules seem easy enough to make for smooth gameplay. As a player of Call of Cthulhu I've met plenty of players that didn't like the Chaosium system. If you're like those players then this game is for you. There is plenty of good information in the book to play a Cthulhu campaign with just this book. And it is vastly cheaper than most other horror games. At \$6 it is well worth the risk to get a high quality book at a fraction of the cost of most other games on the market. This is a nice, basic game. It's open enough to make your own add-ons. And there's plenty of room for the author to write supplements. Even without additional books, the monster list provides more than enough enemies for a creative game master to run an entire campaign. If your group is looking for a change of pace give this one a look. It might be something new for your group or a cheaper alternative to the Chaosium game.

Great rule system, but a little confusing for someone returning to table top gaming after a fifteen year hiatus. However, the Mythos is spot on. Kudos to the author for sticking to Lovecraft's creations.

A clever source of ideas to add to my increasing stack of Cthulhu based RPG's.

cool little system

Interesting rpg rules lite system. I probably will never play it but I will use some of the ideas in other rpgs. Worth the low cost.

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Alone Against the Flames: A Solo Adventure for the Call of Cthulhu 7th Ed. Quick-Start Rules (Call of Cthulhu Roleplaying) Nameless Horrors: Six Dreadful Adventures for Call of Cthulhu (Call of Cthulhu Roleplaying) Cthulhu Invictus: A Sourcebook for Ancient Rome (Call of Cthulhu roleplaying) Cthulhu Britannica Folklore (Call of Cthulhu Roleplaying) Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call of Cthulhu roleplaying) Mansions of Madness (Call of Cthulhu Horror Roleplaying, 1920s Era) H.P. Lovecraft's Dreamlands: Roleplaying Beyond the Wall of Sleep (Call of Cthulhu roleplaying) Cold Harvest: Roleplaying During the Great Purges (Call of Cthulhu roleplaying, #23143)

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