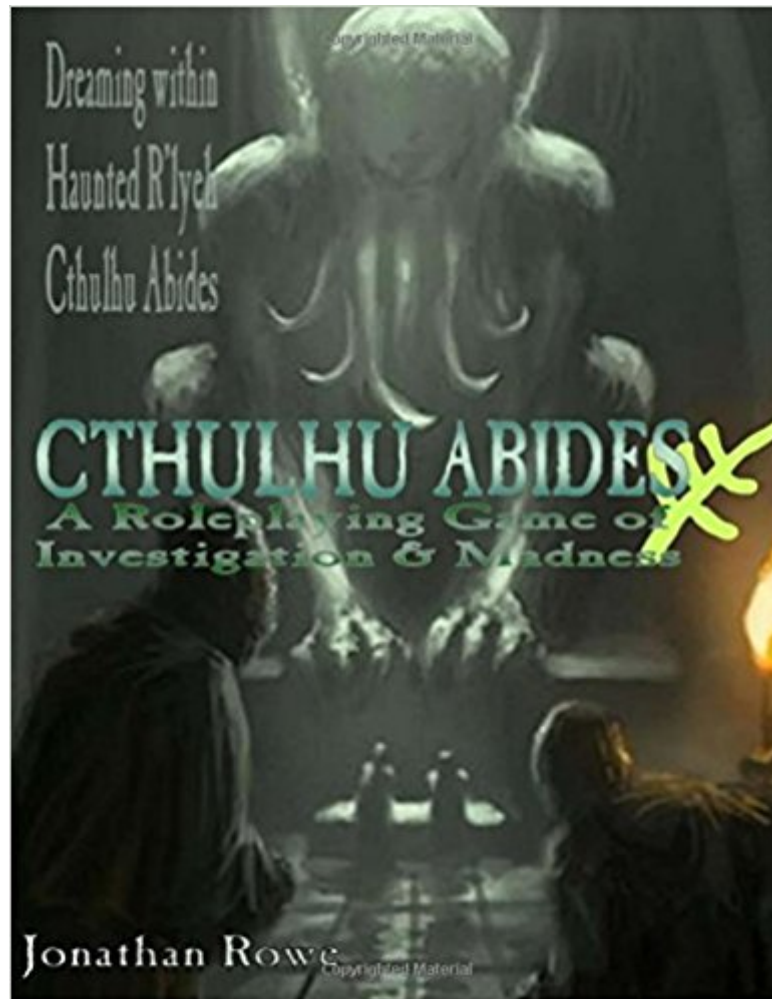


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# Cthulhu Abides: A Roleplaying Game Of Investigation & Madness



## 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.

## Book Information

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## Customer Reviews

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 play 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.

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.

cool little system

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