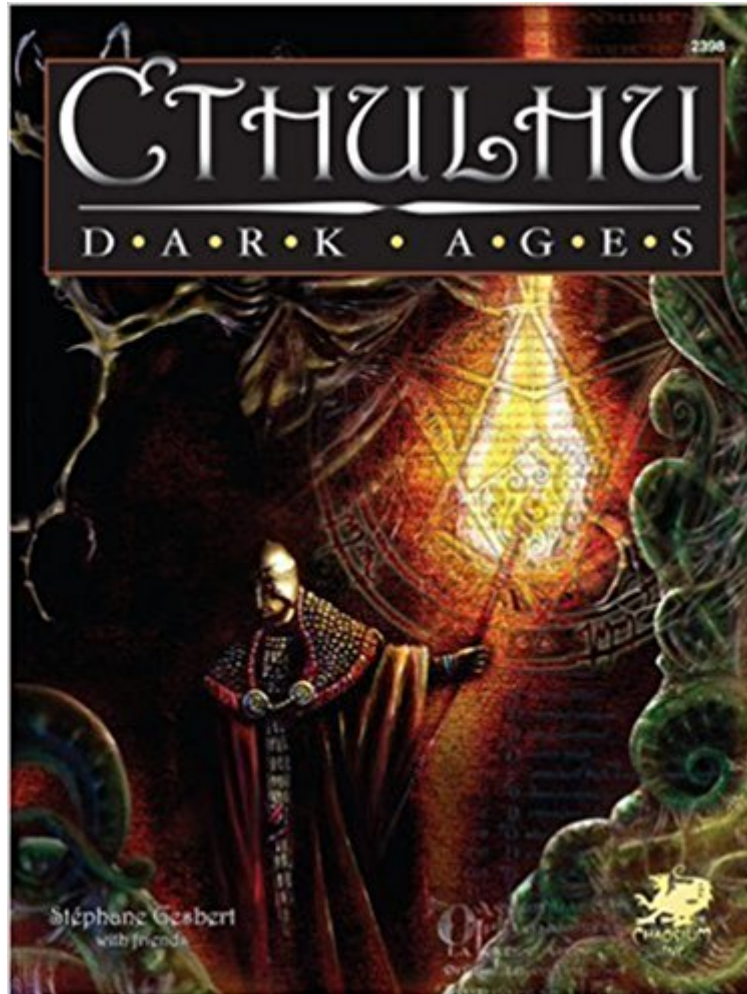


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Cthulhu Dark Ages (Call Of Cthulhu Horror Roleplaying, Chaosium #2398)



Synopsis

[CALL OF CTHULHU ROLEPLAYING] 950 A.D. -- The world is torn apart. Empires and kingdoms have endured two centuries of invasions, and now warlords fight over the remains like wild dogs. The clergy is weak and morally depraved, cities are depopulated, trade is stagnant, and violence reigns everywhere. History is coming into the Sixth Age of humankind, the ultimate age before the end of the world. The Byzantine Theodoras Philetas translated the "Al Azif" into Greek, and renames it the "Necronomicon." It will take a century before that blasphemous tome is finally condemned, and most copies destroyed. "Cthulhu Dark Ages" continues Lovecraft's sinister tradition of men and women struggling against the dark forces of the Cthulhu Mythos, but in a time nearly one thousand years before Lovecraft's birth. "Cthulhu Dark Ages" is a complete roleplaying game using Chaosium's classic "Basic Roleplaying" System.

Book Information

Paperback: 176 pages

Publisher: Chaosium Inc.; 1st edition (January 1, 2004)

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Product Dimensions: 8.3 x 0.4 x 11 inches

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Average Customer Review: 4.0 out of 5 stars Â Â See all reviews Â (8 customer reviews)

Best Sellers Rank: #1,082,488 in Books (See Top 100 in Books) #55 in Â Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #2410 in Â Books > Crafts, Hobbies & Home > Crafts & Hobbies > Needlecrafts & Textile Crafts > Knitting

Customer Reviews

Who, having read Clark Ashton Smith's "Averoigne" fiction and having run Call of Cthulhu, would *not* wonder at length about the feasibility of setting Call of Cthulhu games in the early history of the world? Could anyone who has run Call of Cthulhu and then who comes across "The Name of the Rose" and sees the library, either on film or in their mind's eye, *not* yearn to have his or her players standing bemused and terrified in the labyrinth? Of course not. So it was with great expectations that I purchased Cthulhu Dark Ages shortly after it became available. Most of those expectations were mostly realized. What follows is a list of the reasons for the "most"s in that sentence. First off, the product cannot decide whether it is to be a sourcebook for a new game era or

a setting for a one-off Call of Cthulhu scenario, and ends up being a poorer fit for either than if that decision had been made. As a sourcebook it is a tad scanty. Yes, there is a bibliography of suggested reading and "titles to come", but I really feel that there should have been more Dark Ages flesh on the bones (avoiding completely the definition of "Dark Ages", which the author explains unavoidably makes some of the materials anachronistic including the scenario in the book). The Grimoire has a High Fantasy feel to it, specifically having quick wave-o-the-hand boosts to major stats that owe much to the D&D magic system and little allegiance to the Mythos Grimoire of old. There has been some retooling done, and some interesting ideas on how to dress old friends up in new ways that emphasize their "otherness" that are applicable to the game in general, not just this version of it.

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