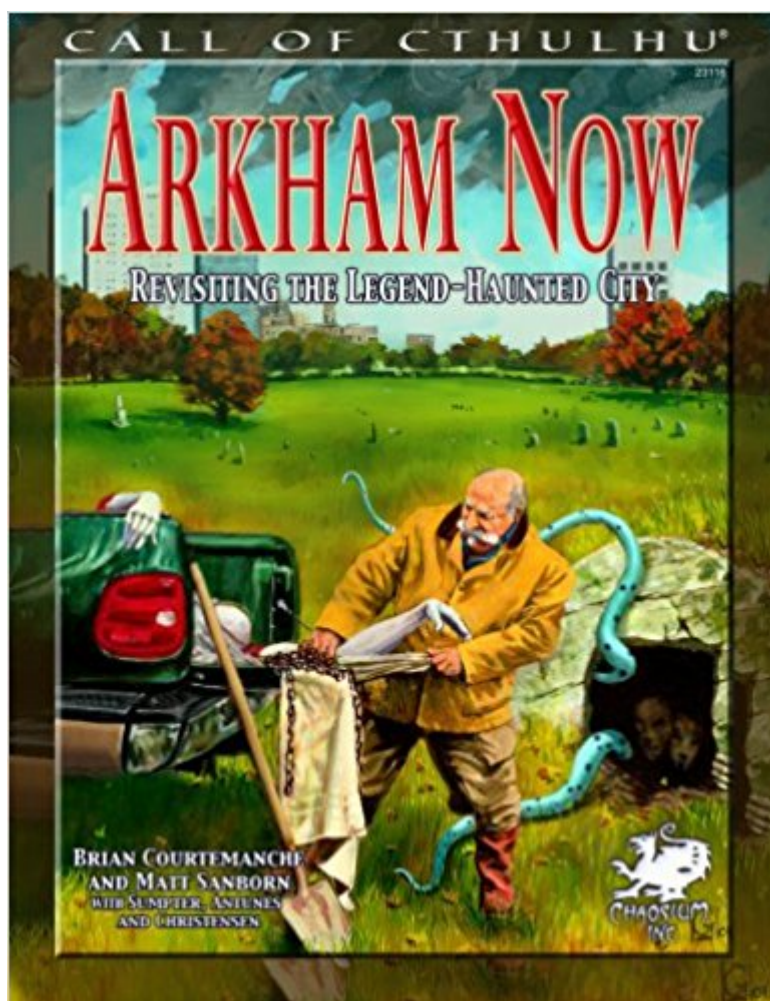


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Arkham Now: Revisiting The Legend-Haunted City (Call Of Cthulhu Roleplaying)



Synopsis

Revisiting the Legend-Haunted City ARKHAM NOW updates to modern times the famous and fabled city of Arkham for the Call of Cthulhu roleplaying game. Most residents believe there is only one horror lurking in this legendary haunted town the urban sprawl slowly eroding Arkham's old New England beauty. Rushing by neon signs and mega-marts to obtain even more material possessions, no one notices the more disturbing, underlying qualities of the city: the grotesque vegetation sprouting in some places, the sometimes-odd taste from the reservoir's drinking water, the disturbingly high rate of birth defects, the too-frequent child abductions. Those who make inquiries are scoffed at by citizens, and rebuffed by local and state officials. The truly brave continue to put the pieces together, posting their thoughts on the Internet. Many of these individuals disappear from cyberspace eventually often due to the effects some of these discoveries can have on one's mental health. Though they would never admit it, many of the long time residents of Arkham know there is something not quite right about their town... INCLUDES THESE CHAPTERS: Introduction * Welcome to Arkham * Town Directory * Northside * Downtown * East-Town * Merchant Section * Rivertown * Miskatonic University Campus * French Hill * Uptown * The Outskirts * Lonely Hearts (Taste Great) * Lost in a Book * I Did What The Virgin Asked.

Book Information

Series: Call of Cthulhu Roleplaying

Paperback: 176 pages

Publisher: Chaosium Inc.; 1st edition (February 2, 2010)

Language: English

ISBN-10: 1568823215

ISBN-13: 978-1568823218

Product Dimensions: 8.3 x 0.4 x 10.7 inches

Shipping Weight: 15.2 ounces (View shipping rates and policies)

Average Customer Review: 2.9 out of 5 stars 6 customer reviews

Best Sellers Rank: #1,709,914 in Books (See Top 100 in Books) #76 in [Books > Science](#)

[Fiction & Fantasy > Gaming > Call of Cthulhu](#) #114454 in [Books > Teens](#) #134043

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Customer Reviews

I liked the realistic lay out, there just wasn't enough interesting features. Where were all the strange people, places, and recent events? There should have been far more. Not bad, but not great.

The book does a fair job of describing a modern Arkham but the mystery is missing. All of those wonderfully ancient houses have been torn down and paved over for Quicky Marts. The three senerios only touch on the mythos and could have explored more of the modern city that was created. Where are the new ideas and adventures?

To be honest, Arkham Now's writing itself isn't bad. It just seems to have an overbearing comedic bent at times. Too many times. Lot's of silly tongue-in-cheek names and sophomoric in-jokes. Too many references to roleplaying, comic books and other gamerish activities (horror movies, monster toy collecting, LARPing ect.) for my taste. At one point I had a feeling that maybe even Cthulhu Plushies might rear their tentitled heads. Luckily no actual reference to stuffed critters from beyond appeared, even though there is a picture of one. But still. All this gives the book a very jokey tone. Not what I was hoping for. The comedy usually comes on its own in games and doesn't need to be presented in the book itself. By doing this if someone(like myself) wants to run a strictly serious game, it's hard when there are places named 'It came from the Frialator' or 'No Fat Chicks Chicken House' and comedy throughout. Self-referential, knee slapping tomfoolery aside, the biggest fault I found with the book is that it seems very unfinished. I got nearly zero feeling as far as Arkham and Miskatonic University campus life goes (unless you are lucky enough to be in the local gaming society). Also, the fact that the Necronomicon is pretty much just tossed somewhere or propping open a door in the basement totally flys in the face of Lovecraftian canon and reality!! In particular, I found this part very painful to read. I actually put my head down and sighed. Whimper. I bought the book. I will use it, though heavily edited and ammended. If you like a lot of silliness, you might think it's cute. But cute fades, like that dusty Beachcombing Cthulhu plushie stuck on your bookshelf.

Call of Cthulhu is one of the few role-playing games I play, and enjoy it immensely. Adding a modern twist to the game while preserving the flavor of the mythos is what Arkham Now does. And it does it well. Do yourself a favor and get this book. It is a terrific supplement to Cthulhu. I've been waiting months for this, and can't wait to start using it.

Arkham Now has finally hit bookstores and as both a player and a referee, I can say that I am genuinely pleased with the products. Save for some easily-overlooked faux pas courtesy of some publishing/layout mix-ups, Arkham Now provides a rich detailed mind-scape of Arkham, Massachusetts in the modern era. While it is set in modern times, it still maintains a strong classic

Lovecraftian feel to it as well as throwbacks to the old people and places that made 1920's Arkham, Massachusetts such a solid foundation of Call of Cthulhu gaming. I am pleased with the diversity of the two authors of this book. You can sense the style differences in the two, but not once do they clash awkwardly. Rather, the two style differences seem to play off one another quite well, giving the reader the pleasure of enjoying the product from a wider scope of vision rather than a one-sided approach. While I am a believer that Call of Cthulhu is best suited for the 1920's, I am not one of these people who believe the Lovecraft legacy is tainted by setting it in other time eras. I have found enjoyment in all time eras of Call of Cthulhu - be it the Dark Ages, the 1890's, the 1920's, the Vietnam Era, or even modern times. Arkham Now will undoubtedly improve my gaming experience in modern Lovecraft country with some great meaty material to base modern era campaigns out of. I, for one, look forward to future products that these two authors produce in the future. Arkham Now is a real winner, no doubt about it.

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