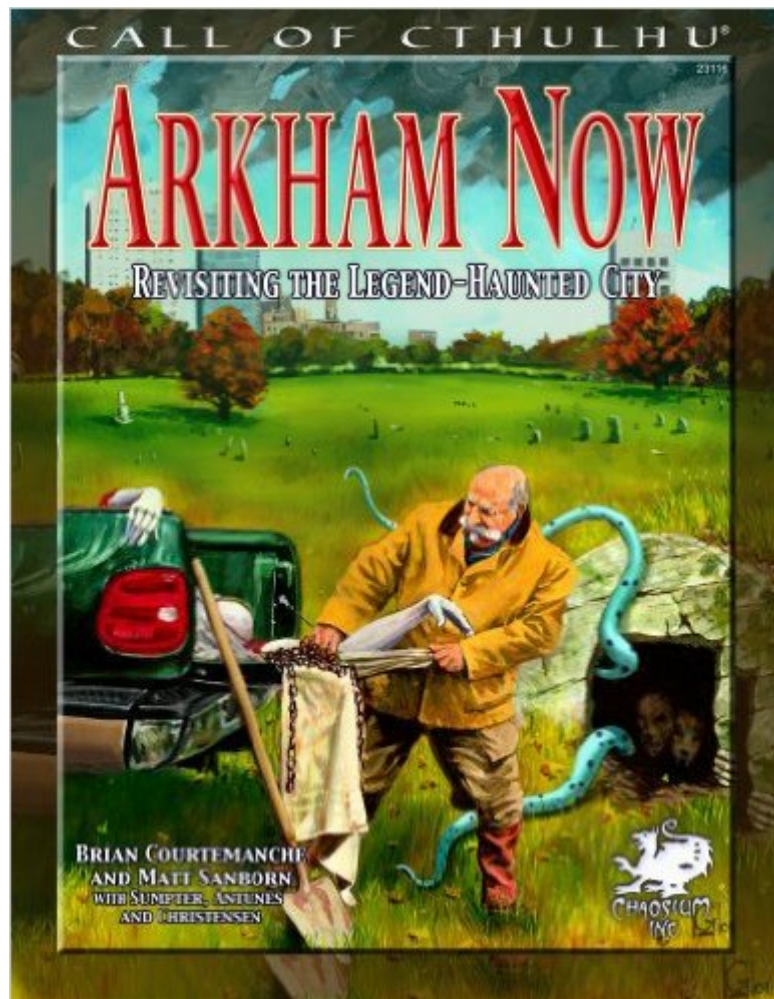


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Arkham Now: Revisiting The Legend-Haunted City (Call Of Cthulhu Roleplaying)



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

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Customer Reviews

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 tentiled 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.

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?

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.

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