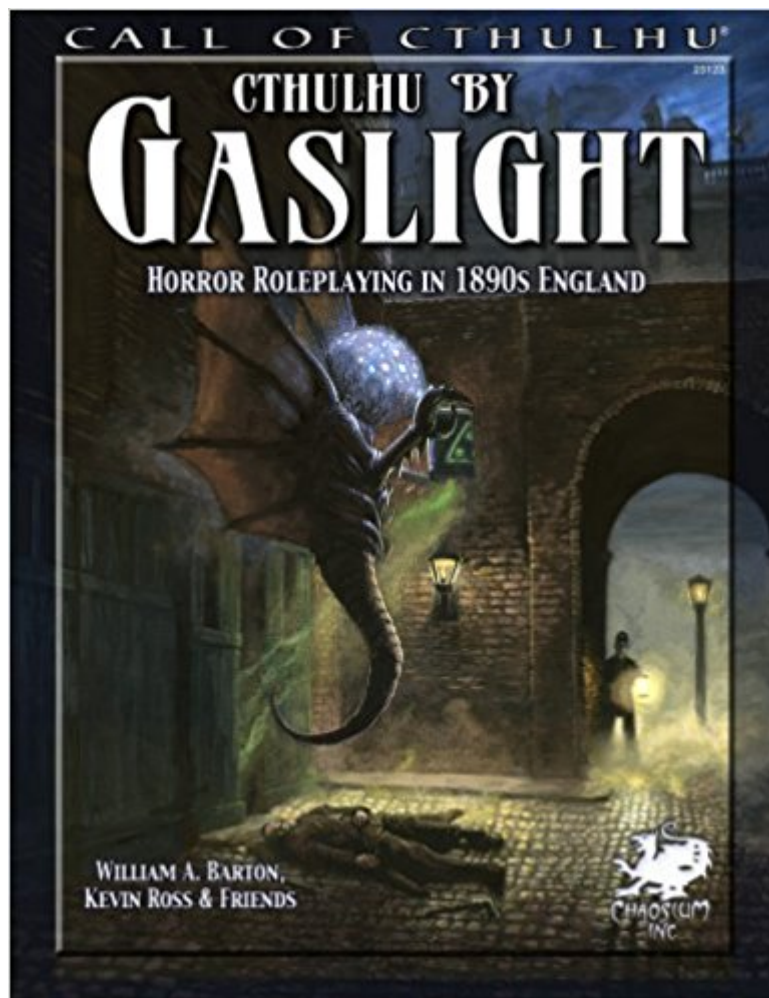




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Cthulhu By Gaslight: Horror Roleplaying In 1890s England (Call Of Cthulhu Roleplaying)



Synopsis

Victorian England. The era of Sherlock Holmes and Dracula, and a horrific real-life mystery in the form of Jack the Ripper. Thousands of books, films, and stories have featured these characters over the past 120+ years -- Holmes and Dracula have become the most commonly-used fictional characters of all time. Little wonder then that this era, with its foggy atmosphere, gross social and economic inequality, and the vast history of England to draw from, should spawn a setting for Call of Cthulhu. For what is Call of Cthulhu if not the first truly great roleplaying game combining mystery and horror? This new edition of Cthulhu by Gaslight has been thoroughly revamped, expanding the book by nearly half, and adding new material roughly equivalent to the original book's length. We have more thoroughly developed the Victorian England setting. Character creation has been reworked, with some new wrinkles added, and there are new articles on the Victorian world, crime, politics, personalities, and so forth. There are also extensive new sections on the Cthulhu Mythos in Britain -- creatures, cults, books, etc. -- including a preface of Ramsey Campbell's Severn River Valley. Also included are tips on running various types of Gaslight era campaigns, a gazetteer of intriguing British myths and legends, a selection of friends and foes from Victorian fiction, and a lengthy new bibliography/filmography of suggested reading and viewing. Rounding out this new edition are a pair of new Victorian era scenarios -- one an urban adventure set in London, the other set in rural Dartmoor. With this book and a copy of the Call of Cthulhu core rulebook, a prospective Keeper can run a campaign set in Victorian England. This edition provides a strong background in both the Victorian world and the activities of the Cthulhu Mythos within it. So grab your coat, hat, and walking stick, and have the doctor bring his bag and revolver. It's time to step into a world of Victorian occult adventure -- the world of Cthulhu by Gaslight! Includes a fold-out map of 1890s London.

Book Information

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Customer Reviews

It's a guide book for a role-playing game, so I'm not sure how the plot questions are applicable. I don't know if they'll actually show up in the review, but they're on the form. If you're playing a Call of Cthulhu in the 1890 to 1900 decade, this source book is the one you'll need. It gives some pretty good ideas for characters. It has several literary and real characters of the period already generated. So you've got both good NPC's you can use and bad guys you can throw at your stalwart band of intrepid investigators. There are also several campaign scenarios you can run, or make up your own. I did notice a couple of errors in the text. Most of the weapons are good. The Mauser Gewehr is mostly wrong. There's no 8mm before 1898, it's 7mm. The illustration has the handle on the bolt on the wrong side. The magazine looks wrong for the German Mauser. The .30-06 cartridge didn't exist until around 1905 and then only in a US Govt. arsenal. It is the .30 cartridge of 1906, hence .30-06. It replaced the .30-03 (1903) in the 1903 Springfield rifle. The US round in the 1890's was the .30-40 Krag-Jorgensen (.30 bullet with 40 gr black powder equivalent). Cartridge names make so much sense ; -p. At least the SMLE No.1 Mk III is correct. There's a few more typos and such, but I've not finished reading it yet.

This supplement provides a wealth of information about the Victorian period and a wonderful overview of Great Britain in the 1890's. The authors give a plethora of fact/details which will allow Keepers to set up a flavorful milieu. For example: 1) Details of Victorian clothing 2) Details on the criminal Underworld and Underworld slang 3) A description of different societal classes 4) Types of horse drawn carriages 5) A detailed description of London (including such information as a floor map of the British Museum) 6) Mythos/Supernatural locations all over Great Britain There are many other examples I could have written. I disagree with a previous reviewer in that I'm unaware of any other single Victorian-era book which would give such diverse information in such a clear, concise and compact manner. The two adventures toward the back are also excellent (full of mood and atmosphere) scenarios.

Stiff upper lip and moral fortitude in the face of "OH MY GOD, QUEEN AND COUNTRY WHAT IS

THAT THING DOING TO MY VALET!"

A very good supplement, and if you are a fan of previous versions of Cthulhu by Gaslight, then this is for you. It's got almost all the information from the first edition, with better written essays and a better layout. I do, however, feel sad that it is missing the Yorkshire Horrors adventure, though I can always just use my old version if I want to run it. I'd have loved to see what a rewrite of this excellent adventure would have looked like.

I've been playing in and running Gaslight setting for the past four years. When this book was originally announced, I got extremely excited hoping that Chaosium would bring to the table a book of quality to equal the 1920s Sourcebook. Well, we didn't quite get that.

Pros. +Interesting new traits system that can randomly blight or boon your investigators (or just be funny). +Great information source on the time period is more flushed out than previous edition. +Illustrations and photos throughout add to the feel of the setting. +A "bestiary" of famous fictional/historical figures of the period is included, though while not very useful is humorous. +The book's historical information is of course very useful. Concise and fun to read as well as giving the keeper the basics of what they need to know. The map is especially useful.

Cons. -Same old occupations. Really? I was very hopeful for a volume of occupations similar to the 1920s Sourcebook, but instead we're left with the same dozen and a half or so occupations. They even actually removed the Street Arab occupation from the book. -No extensive equipment or weapons list. I didn't expect there to be a list nearly as extensive as the monograph on the subject (Gaslight Equipment Catalogue, Monograph #0319) but I was expecting a little more than what is given. -Another Sherlock Holmes campaign. I didn't read through it as at the time of this book release I was already in the middle of an epic two year long campaign (switching over to this edition of Gaslight about halfway through). I find the idea overplayed though.

Overall this is a good book, great for bringing a new generation of Gaslight gamers around. However, if you have an older edition already I don't feel like you're missing anything by not buying this. Just a side note, this book was released at least six months after its original announced release period. After making me wait half a year past when I was expecting it the book fell short of my excitement.

This setting i think is even better than the original 20s setting. The foggy streets of London or the windswept mores of the heath-land's are perfect for Cthulhu adventures. Dark gas-lit streets and the oppressive and secretive hippocracy of Victorian society suits the mood spectacularly. Hunt down

jack the ripper and find out what he really was perhaps. I mix a little Vernian steam punk into the mix as mythos magic just to liven things up.

Excellent supplement

Excellent source book. Fully lived up to my expectations.

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