GENERAL

the call of the cthulhu

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Introduction

When the moon rises over the mist shrouded streets of Arkham, a sense of foreboding lingers in the air. For fans of cosmic horror and tabletop adventure alike, the phrase **the call of the Cthulhu**evokes images of ancient, slumbering titans, forbidden knowledge, and the fragile sanity of those who dare to investigate. Whether you're a seasoned investigator looking to deepen your understanding of the game, or a curious newcomer drawn by the legend of H.P. Lovecraft, this article offers a comprehensive guide to the lore, mechanics, and cultural impact of the Call of Cthulhu role playing game. We'll explore its origins, dissect its unique system, highlight memorable adventures, and share practical tips for getting started. Let's step into the shadows and discover why this classic continues to captivate players around the world.

The Origins of the Call of Cthulhu

From Lovecraft's Ink to the Tabletop

H.P. Lovecraft's 1928 short story, "The Call of Cthulhu," introduced the world to a cosmic entity whose mere thought can unravel the human mind. The tale, set in the early 20th century, follows a professor who unearths a cult's rituals and an ancient, sunken city that hints at a civilization far older than humanity. Lovecraft's signature blend of creeping dread, forbidden knowledge, and the insignificance of humanity in a vast universe laid the groundwork for what would later become an expansive mythos.

The Birth of a Role Playing Classic

In 1981, Chaosium Inc. released the first edition of the Call of Cthulhu role playing game, drawing directly from Lovecraft's mythos. Designed by Sandy Petersen and published by Chaosium, the game introduced a system that emphasized investigation over combat, using percentile dice to simulate the uncertainty of uncovering eldritch truths. The game's core philosophy was simple: you are an investigator, not a hero. You survive by staying sane, gathering clues, and avoiding the inevitable madness that comes from confronting the Great Old Ones.

The Mythos: Key Elements

Great Old Ones and the Elder Gods

The Call of Cthulhu universe is populated by a pantheon of ancient beings that defy human comprehension. Cthulhu, the most iconic, is a colossal, tentacled creature that lies dormant in the sunken city of R'lyeh. Other notable entities include Nyarlathotep, the Crawling Chaos, and Yog Sothoth, the Gatekeeper. These beings are indifferent, if not hostile, to humanity, and their influence manifests through cults, nightmares, and reality distorting phenomena.

Sanity: The Game's Heartbeat

Sanity is a core mechanic that reflects how well a character can handle the incomprehensible horrors they encounter. Unlike traditional health or hit points, sanity decreases when a character witnesses or learns forbidden truths. A loss of sanity can lead to temporary or permanent madness, which often alters gameplay in unpredictable ways. This mechanic forces players to balance curiosity with caution, making every decision a potential risk to their

mental well being.

The Miskatonic University

Set in the fictional town of Arkham, Massachusetts, the Miskatonic University serves as the epicenter for many investigations. The university's library houses forbidden tomes like the Necronomicon, while its faculty often serves as both allies and obstacles. The setting provides a familiar backdrop for players, grounding the cosmic horror in a recognizable, academic environment.

The Game: Overview of the 1981 RPG

Core Rules and Gameplay

The Call of Cthulhu uses a simple, yet effective, percentile dice system. Each skill is rated from 1 to 100, and the player rolls a 100 sided die (or two ten sided dice) to determine success. Skills such as **Occult**, **Investigation**, and **Arcane Knowledge**are essential for navigating the mythos. The game also incorporates a unique "Sanity" score, which decreases when characters encounter supernatural horrors or learn forbidden lore.

Character Creation

Investigator characters are built from a mix of attributes, skills, and background traits. Attributes include **Strength**, **Intelligence**, **Constitution**, and **Luck**. Players allocate points to create a balanced character that can survive both physical and mental challenges. Backgrounds such as **Professor**, **Journalist**, or **Detective**provide unique skill bonuses and narrative hooks.

Equipment and Resources

Investigation requires tools: **Flashlights**, **Notebooks**, **Magnifying Glasses**, and **Scientific Instruments**. In addition, characters may acquire protective gear like **Amulets** or **Protective Ward**to shield against psychic attacks. The game encourages creative use of limited resources, turning every item into a potential lifeline.

Setting & Adventures

Classic vs. Modern Settings

The original Call of Cthulhu was set in the 1920s, capturing the era's atmosphere of mystery and scientific curiosity. The 2005 edition, however, introduced a modern setting where investigators use contemporary technology and face new threats. Both settings share the same core mechanics but differ in available skills, equipment, and cultural context.

Adventure Modules

Chaosium released numerous adventure modules over the years, each offering distinct challenges:

- Curse of the Crimson Throne – A Lovecraftian horror set in an abandoned asylum.
- Ritual of the Black Sun – A detective mystery with occult twists.
- The Shattered City – A modern urban investigation involving a cult in a metropolitan setting.
- Ritual of the Black Sun – A classic 1920s setting that blends investigative journalism with cosmic dread.

Player Driven Narratives

Unlike many other RPGs, Call of Cthulhu heavily rewards narrative depth. Players are encouraged to create detailed backstories, personal motivations, and secret agendas. These elements feed into the game's overarching plot, allowing the Keeper (the game master) to weave a personalized story that adapts to player choices.

Popular Adventures and Modules

“The Whispering City” (2021)

This adventure places investigators in the bustling streets of a modern metropolis, where they uncover a cult that seeks to resurrect an ancient entity. The module blends urban exploration with investigative journalism, offering a fresh take on the classic setting.

“The Lost Cult” (2013)

A classic adventure that follows investigators as they follow a trail of clues across the American Midwest. The module is praised for its atmospheric tension and the Keeper’s ability to adapt to player actions.

“The House on the Hill” (2008)

Set in a secluded mansion, this adventure emphasizes psychological horror. Players must navigate the house’s labyrinthine corridors while maintaining sanity, making it one of the most challenging modules available.

The Cultural Impact

Influence on Other Media

The Call of Cthulhu game has inspired a myriad of films, books, and podcasts. Notable examples include the 2007 film *The Mist* (based on a Stephen King story but heavily influenced by Lovecraftian themes) and the popular podcast *Unspooled*, which often references the game’s mechanics and lore. Additionally, the game’s emphasis on investigation has influenced narrative design in video games such as *Control* and *Resident Evil 7*.

Community and Fan Made Content

Online communities such as rpg.net and Reddit’s /r/CoC host forums, homebrew adventures, and discussion threads that keep the game alive. The community’s dedication to preserving the game’s integrity while expanding its horizons has led to countless fan made modules and translations.

Academic and Literary Analysis

Scholars have examined the game’s portrayal of madness, the ethics of investigative journalism, and the representation of early 20th century scientific optimism. The game’s academic influence demonstrates its depth beyond mere entertainment.

How to Get Started

Choosing a Setting

Decide whether you prefer the original 1920s setting or the modern edition. The 1920s offers a nostalgic feel, while the modern edition incorporates contemporary technology and social dynamics.

Acquiring the Rulebook

The core rulebook is available in print and digital formats. Additionally, the **Call of Cthulhu 7th Edition** is the latest official release, featuring updated mechanics and a new sanity system.

Gathering Players and a Keeper

Find a group of players who enjoy investigative storytelling. The Keeper, or game master, should be comfortable guiding the narrative, managing the rules, and creating suspense.

Preparing for Your First Session

- Read the core rulebook, focusing on character creation and the sanity mechanic.
- Choose a pre written adventure or create a custom scenario.
- Prepare a list of NPCs, locations, and potential plot twists.
- Set expectations with players regarding tone, violence, and horror.

Community & Resources

Official Chaosium Resources

Chaosium's website offers downloadable PDFs, errata, and community forums. The **Call of Cthulhu Wiki** provides extensive lore, character options, and reference material.

Online Play Platforms

Platforms like Roll20 and Fantasy Grounds support digital play, offering built in dice rollers, character sheets, and map tools.

Conventions and Meetups

Events such as the **Lovecraft Con** and **RPG Live** host dedicated Call of C

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