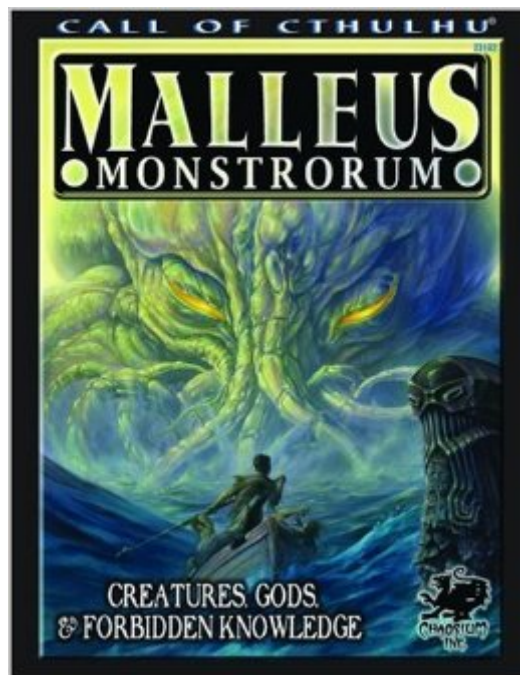


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Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call Of Cthulhu Horror Roleplaying) (Call Of Cthulhu Roleplaying)



Synopsis

That is not dead which can eternal lie, and with strange aeons even death may die. -- H. P.

Lovecraft Here are those things which can eternal lie, and which have lived beyond human understanding for strange aeons. The CTHULHU MYTHOS is comprised of a complex and broad group of sometimes-contradictory entities, powers, and concepts that encompass the secrets of time, space, and the universe. Fundamental truths of the universe are so alien and horrifying to humankind that mere exposure to them might result in madness or suicide. While humanity might crave comfort and truth, only one or the other is possible. This tome contains entries for more than 380 different creatures and beings that are part of the Cthulhu Mythos, presented for use with the Call of Cthulhu roleplaying game. Entries are organized into the following types: OUTER GODS rule the universe. All races and lesser deities of the Mythos acknowledge the Outer Gods, and may worship them. Except for Nyarlathotep, these gods have little to do with humanity. ELDER GODS are neutral to or possibly rivals to the Outer Gods. Though vast and of awesome power, they do not seem to be as dangerous to humanity as the Outer Gods. GREAT OLD ONES are not omnipotent, but nonetheless are godlike and terrible in human eyes. Humans are likely to worship Great Old Ones, who are comparatively near at hand. GREAT ONES are the gods of Earth's Dreamlands. Do not confuse them with the Great Old Ones. They are the weakest of all the deity types, and a wise mortal can surpass them in might. AVATARS are variant manifestations of an Outer God, Great Old One, Elder God, or Great One. Usually less powerful than the gods they represent, many are more horrible to witness. SOME ENTRIES introduce unique entities, defying classification. RACES INDEPENDENT of and serving no particular deity are included, though individuals may worship, cooperate, or co-conspire with such beings. FABULOUS CREATURES are well represented, drawn from legend and lore. ANIMALS & NON-MYTHOS MONSTERS complete the presentation, chosen from those most likely to be encountered, or the most common or popular.

Book Information

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Customer Reviews

Anyone new to Call of Cthulhu, especially those coming from the D&D world, could be forgiven for thinking the game might benefit from a "Monster Manual". I can tell such people that because of the completeness of the rulebook back to the earliest versions, the need for this volume is imaginary. The latest version of The Call of Cthulhu has a bestiary which should fuel any campaign for years (remember that Mythos Creatures are often repeat performers, not single-episode walk on targets for players to coat with arrows and fireballs). I have a very extensive collection of published scenarios and campaigns for the game and I can't recall ever seeing anything in them that wasn't either in the rulebook or described in the publication itself. That said, this volume contains a staggering amount of information on just about every monstrous thing that should not be that has ever waved a tentacle or pulsed with colors unknown to earthly beings. A Keeper/GM will find a wealth of useful information with which to pad out his bad-guy arsenal. The incidental artwork is superb too, depicting circus posters, tarot cards, Mesoamerican antiquities and so forth, all subtly (and not-so subtly) altered in some vile mythos fashion. I found myself doing spit-takes on more than one occasion while browsing through it. Production-wise, what you have is a perfect-bound paperback, with black and white printing throughout on almost 300 pages. The only color you'll find is on the cover. Personally, I wish they'd put out this one as a hardback with stitched signatures and a cloth binding so that it would be easier to use in-game and harder wearing, but if wishes were pennies we'd all be living on our own Tropical Islands.

When creating scenarios for my CoC game I inevitably reach a point where I need to select the creature that is waiting for them at the end of those clues and plot twists. That's when I turn to the Malleus Monstrorum to find what is exactly lurking in that dark basement at night or the cult is trying to summon with their ritual. This guide includes Mythos beasts, Gods, independent races, servitor races and unique entities as well as a few creatures of mythology that could find themselves in a CoC game and a smattering common but deadly creatures, such as wolves. Each entry has statistics and how to "run" each of these deadly Mythos beasts, some background and flavor and in most cases artwork. Each monster averages nearly a full page of space (to be exact, I'd say each

one gets about 80% of a single page devoted to them unless they're something central to Lovecraftian lore such as an Elder God, etc. in which case they have more than a page devoted to them) There's a nice complete index in the back of the book, and also an index right in the middle of the book that separates out the many gods and categorizes them by deity type and another index in the front that categorizes by types of beings/monsters/. If I've needed to lookup a creature, I generally rely on the complete index in the back and am able to locate what I'm looking for quickly. Much of the art is "historic" plates such as pages from medieval manuscripts, vintage advertisements, the occasional document such as a diary entry or report of some kind. I've found myself flipping through this book, getting completely pulled in reading about the various Mythos creatures or random tidbits of lore and lost track of time. That's a good sign that not only is the book functional and useful, but entertaining.

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