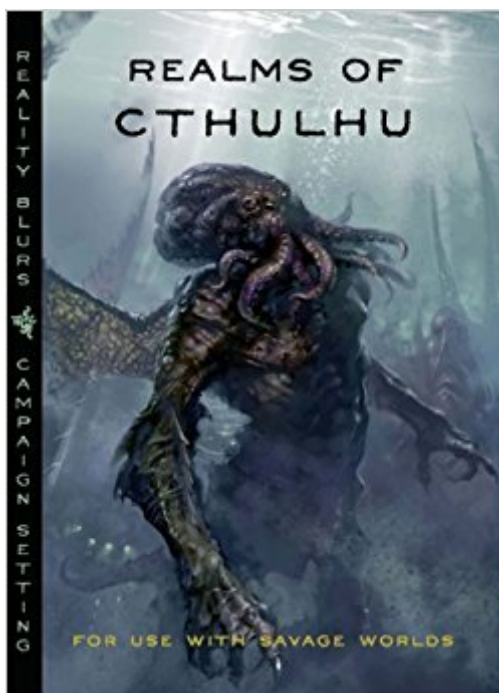


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Realms Of Cthulhu (REB20001, Savage Worlds)



Synopsis

Whether you seek action and adventure battling cultists in sun-drenched jungle temples, a shadowy milieu of dark words and impossible deeds, or a twisted mixture dredged up from the darkest recesses of imagination and nightmare, you will find the rules you need and the inspiration you desire within these pages. Four distinct styles impact how physical damage and mental anguish are handled. This allows you to effortlessly shape and direct the focus of your campaign, from the pulpiness of Heroic Horror to the grim desolation of the Dark Spiral. Insight and advice are offered to the Keeper concerning magic, modifying monsters, and creating adventures, as well as a detailed roster of supporting cast members, and a comprehensive bestiary. For Savage Worlds.

Book Information

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Customer Reviews

Savage worlds and Cthulhu? Sign me up! The introductory page got me hooked and the rest of this book too. After reading the first few chapters on new monsters and skills I knew this was better than other Cthulhu RPGs. For one they don't put stats on the Elder gods. Finally someone who gets that you probably shouldn't even try to take on the things that go bump in the night. When your players do, and they will. you'll have an arsenal of things to make them mentally break. Have you never heard of Cthulhuian universe? In this book they have amazing descriptions of all the monsters, gods, and elder gods and even a tales generator. After you're done skimming through it you'll be itching to play or DM. You'll b looking for H.P. Lovecrafts works as well to complement this book. My friends have never had so much fun dying and slowly loosing their sanity.

Great game. I love the Cthulhu Mythos and I really dig the Savage Worlds system. This game does a great job of bringing the insanity to Savage Worlds while also proving that you can run a creepy horror game using the system. I have run a couple of games using this and everyone had a great time. This also has a guide for converting existing Call of Cthulhu adventures to Savage Worlds. So if you ever wanted to play CoC but thought the rules were a little dense, then jump right in with this. You'll be glad you did.

With different variations on Sanity and Wounds, this game allows you to use Savage Worlds with the brutality of the Cthulhu Mythos. Recommended for any fan of Lovecraft-based tabletop games even if just for ideas and story hooks.

I am very happy with this book! I was looking for a copy of this book that was in excellent condition and I was not disappointed. I am a huge fan of the Cthulhu mythos and of Savage Worlds, so when I found out that there was a Cthulhu source book for Savage Worlds, I jumped on it. It has everything you will need to run/play in a Cthulhu setting, up to and including new Edges and Hinderances, new spells, monsters, etc. An absolute must for any Savage Worlds/Cthulhu fan!

This book made my day. I'm a big fan of both Savage Worlds and Call of Cthulhu, this book was a no-brainer for me. Now that I've played several games with it, I can review: The book starts off with some player options, edges, hindrances, equipment, etc. Then goes on to describe the different damage and sanity variants you can play with. They allow you to play in a high action style or in a grim and gritty style, depending on the tastes of the Keeper and the group. The "gritty" sanity system is brutal, possibly even more harsh than the original. It's a good time. The magic system is pretty simple, the book includes a cross section of the classic Cthulhu spells, as well as rules to integrate the Core Savage Worlds Powers/Spells into the game if the Keeper desires. This book has the basic Mythos material, an overview of most Great Old Ones, descriptions of various Servitors and Races. However, I can assume that if you're looking into this you already have all that information from the Core Call of Cthulhu books, this one doesn't repeat all that information, just makes general notes about the Mythos, pointing out any system-specific changes, it also has a chapter for converting CoC rules to Savage Worlds, and they seem pretty reasonable. There is also a nice "Mythos Tale Generator" in the book, with lots of tables that you can use to roll up some ideas for adventures, probably a good resource for a Keeper to play around with, regardless of what rules you're using to play. There are a handful of adventures in the book, a few short ones, and a

longer one set in South Carolina. Its a quality book tho, the art is well done and the layout is perfect. I'm not sure what else I can add. I'm sure other reviewers will cover what I didnt. I'm looking forward to more RoC material from RealityBlurs.

This book extends and tunes the Savage Worlds system as presented in the Explorer's Edition, bending it to the requirements of fighting cosmic horror as one's mind erodes from the blasphemous knowledge obtained thereby. The major problem I will have reviewing it is not overdoing the superlatives, because this is quite simply one of the nicest publications in my very large Cthulhu Mythos gaming library, and sets a standard I could wish other publishers of other game systems would emulate from time to time. One's first impression will be the book seems slim for the price, but wow, the stuff packed between the covers is well worth the cost. First there is a discussion of the mechanics that have been changed from the Savage Worlds Explorer's Edition (SW:EE) rulebook versions, notably how being really really scared out of your skin works. These changes can be tuned to give the tone of the game a "pulp" or "gritty realism" feel such that there are four distinct "flavors" of Realms of Cthulhu for the Keeper to select from according to the needs of a given session. Players tired of endless gloom and doom? A few minutes reading and you can re-skin that "Charles Dexter Ward" campaign in a more "Indiana Jones" friendly way. You could also give players new to the Gothic Horror genre a gentle introduction to the game by starting it as very pulpy and gradually refitting it as the players get more comfortable with the milieu. A truly brilliant idea. There is a bestiary that together with the SW:EE bestiary will be more than enough for your game. All the Lovecraftian Gang are there, with one or two new members to change things up a bit. There is a wonderful scenario generator that will enable the harried keeper who for whatever reason finds him or herself without a planned scenario to make one in double-quick time. I've heard people say that this alone is worth the cost of the book, but I disagree. The cost of the book is justified, in my opinion, by the amazing artwork that is dotted around inside the covers. There is one picture that is simply the most evocative mythos library I've ever seen - one look and I wanted to sit in it for a while. The cover is a good indication of the quality of art I am talking about. The binding is quite sturdy and will survive much gameplay. On a graphic design level, the book is quite unusual in that the pages are all colored evocatively as though smeared in blood, and bordered in very evocative hieroglyphs. You read this book, you feel like you're *in* a game already. The character sheet supplied is a genuine work of art in its own right. [EDIT] I love the graphic design of this book. I had it open recently and realized each page is inscribed very faintly with a full page Elder Sign. Worked into the graphic design of the page and so subtle I missed it for over a year! IÃfÂ! IÃfÂ

Reality Blurs! [/EDIT]If you play Savage Worlds and would like to move into H.P. Lovecraft-land, or if you've played other systems and are simply curious as to how the milieu works when other designers portray it, this is the book I'd recommend (though you will, of course, need a copy of *Savage Worlds Explorers Edition* (S2P10010), which will add around ten bucks to your cost of ownership - I still say go for it).[EDIT 11/7/12] You will also need a deck of cards. *Realms of Cthulhu* really suggests creativity in the scaring-the-bejzus out of the players, and so I would suggest *Savage Worlds RPG: Action & Adventure Decks* or *Savage Worlds: Action Deck* (GWG10003) for the ordinary, run-of-the-mill encounters. But when the Thynges Thatte Shoulde Notte Bee are about to enter stage right to make everyone wish they had never been born, may I suggest you switch out the cards in favor of a Bicycle Karnival Dead Eyes deck (if you can find one). My experience has been that the change of atmosphere is *very* well worth the cost.[/EDIT]Extra resources that might be useful:*Savage Worlds Deluxe* (S2P10014)*Savage Worlds RPG: Action & Adventure Decks**Bicycle Karnival Dead Eyes Playing Cards*If you need more Lovecraftian Monsters and are willing to do some work converting from *BRP:Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge* (*Call of Cthulhu Horror Roleplaying*) (*Call of Cthulhu Roleplaying Game*) (a PDF might work out more affordable than the prices demanded for this these days. Tsk!)If you'd like to add some standard horror staples like *Zombies a-la Walking Dead* or *Vampires a-la Buffy*, this is your go-to bible: *Horror Companion* (*Savage Worlds*, S2P10502)Don't forget your dice. Chessex do some very useful swirly green sets that won't clash with the mood. Nothin' says "Horror Buzzkill" than having your reaction to seeing a Great Old One decided by a bright orange die. There's a German Green/Dark Blue translucent set that comes in a tin. Look lovely and are a perfect thematic fit but don't have a D12 in 'em. I'd steer clear of overly decorated dice, but that's me.

Fluff ,use core rules and imagination

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