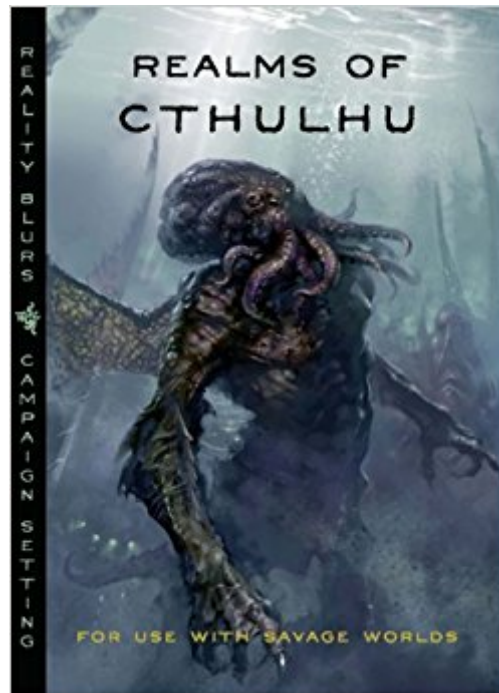


The book was found

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

Hardcover: 160 pages

Publisher: Reality Blurs (October 1, 2009)

Language: English

ISBN-10: 0981987443

ISBN-13: 978-0981987446

Product Dimensions: 8.8 x 0.6 x 11 inches

Shipping Weight: 1.8 pounds

Average Customer Review: 4.4 out of 5 stars [See all reviews](#) (7 customer reviews)

Best Sellers Rank: #1,692,505 in Books (See Top 100 in Books) #69 in [Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu](#) #322 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#)

Customer Reviews

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.

[Download to continue reading...](#)

Realms of Cthulhu (REB20001, Savage Worlds) Forgotten Realms Campaign Setting (Dungeons & Dragons d20 3.0 Fantasy Roleplaying, Forgotten Realms Setting) The Savage World of Solomon Kane (Savage Worlds; S2P10400) Dissecting Cthulhu: Essays on the Cthulhu Mythos Cthulhu Through the Ages (Call of Cthulhu roleplaying) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) Cthulhu Britannica Folklore (Call of Cthulhu Roleplaying) Cthulhu Invictus: A Sourcebook for Ancient Rome (Call of Cthulhu roleplaying) Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398) Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call of Cthulhu roleplaying) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft Call of Cthulhu: Horror Roleplaying in the Worlds of H. P. Lovecraft, 6th Edition Call Of Cthulhu: Horror Roleplaying In the Worlds Of H.P. Lovecraft (5.5 Edition / Version 5.5) Savage Worlds Deluxe: Explorer's Edition (S2P10016) Savage Worlds Customizable GM Screen (S2P10002) Science Fiction Companion (Savage Worlds, S2P10504) Savage Worlds Explorers Edition (S2P10010) Deadlands Noir (Savage Worlds) Super Powers Companion (Savage Worlds, Second Edition, S2P10503) Necessary Evil: Explorer's Edition (Savage Worlds, S2P10011)

[Dmca](#)