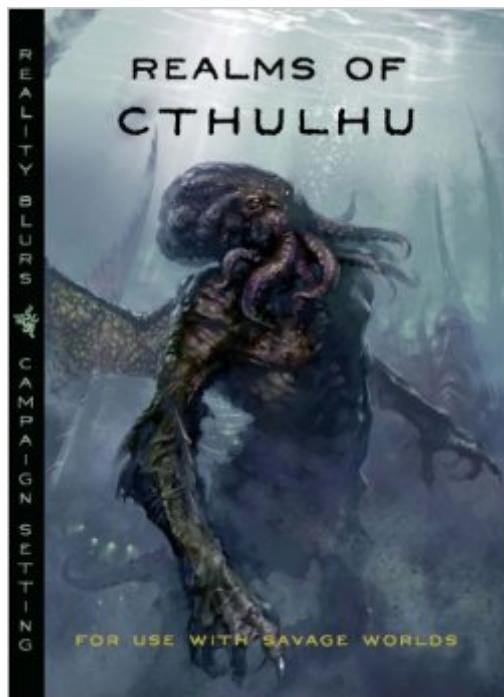


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Realms Of Cthulhu (REB20001, Savage Worlds)



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

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.

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