

"Realm of Cthulhu"

Turn back now – Read no further, save your sanity!

*Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!
Iä! Iä! Cthulhu fhtagn!*

The world is not man's. Other darker forces rule. They are incredible old and powerful, their cruelty is beyond human understanding. Some are from beyond the stars, some from the distant past and yet others from other planes of reality. Of such creatures on earth Cthulhu, a gigantic winged blasphemous octopoid blubbery high priest of a star travelling race, is the most powerful. Cthulhu him/herself is currently sleeping in the gangrenous sunken city of R'lyeh, deep below the Pacific. But such is the power of Cthulhu that even its dreams can have form and control the lives of those in the world of Talisman. And when the stars are right Cthulhu and his kin will reawaken and retake a world that is rightfully theirs, sweeping all others away. It is written:

*That is not dead which can eternal lie,
And with strange aeons even death may die.*

You have either fallen into or foolishly entered willingly the dark and secrete world of terrible senseless insanity. You have answered to the Call of Cthulhu. Your aim is to visit the Altar of Cthulhu and to discover the revelations that await there. But beware; death and insanity are the cost of discovering the ultimate truth of our universe. The Crown of Command, and worldly wealth are all transitory, only Chaos will last forever.

After this short introduction, I bid you welcome to my expansion-set for Talisman. I thank everyone that made this possible and thank all those whos artwork and ideas I have used. This is a non-profit production and if anyone wishes me to remove the art work I will be only to happy to do so.

P.S. If you like the look of Cthulhu and the other mucous encrusted critters go to "<http://www.chaosium.com/cthulhu/>"

If you want to start reading the books that this is based on search for anything by H.P.Lovecraft.

Goodbye and I hope you like it – *Alex Tsavalos*

Assembly

Assemble the Mountain of Madness and place it and the Dream Quest board together next to the game board.

The Mountain has a pyramid shape and is designed so you can put it together without glue so it can be taken apart again and stored flat. The 'Start' square of the mountain should be above the top of the Dream Quest board. The levels of the Mountain lock the central column of the mountain together the 'Narrow Ice Ravine' square should be located above the 'Ice Ravine' square.

The Rules

The Dreamscape and the Mountain of Madness are considered to be a separate region and so unaffected by any events in any other region, however events in this realm can affect other regions.

You start in the Dream Quest at either the Miskatonic University, Goatswood, Innsmouth or Arkham City.

Movement in the Dream Quest

The aim is to get to the Mountain of Madness, beware as you tear through reality moving from place to place as you may find yourself far away from your objective. During their turn, the player roles a die and move as instructed. The player may sacrifice a single SAN point to reduce the roll by 1. Teleport spells, powers of flight and other such things cannot be used.

From the City of R'lyeh you move on to the Ice Fields of the Mountain of Madness.

Movement on the Mountain of Madness

The aim is to get to the Altar of Cthulhu, there is a hard climb ahead. During their turn, the player roles a die and moves that many Spaces to the top. On the first level up they must stop at the Ice Ravine and roll on their next turn to see which route they are taking to the top. Also any cards drawn on the first and second level up are discarded after the players turn, the icy ledges are narrow and nothing wants to hang around there.

Sanity Rules

The creatures of the Cthulhu Mythos are mind blasting in their terror. Even for characters of the talisman world to discover just quite how insignificant they are is shocking for them. Facing such creatures erodes their very sanity as they begin to learn the sickening corruption that is eating away the very core of reality.

On entering the Realm you gain a number of Sanity (SAN) Counters equal to your current unmodified Craft (i.e. no bonuses for objects or followers).

Unless instructed otherwise each enemy, stranger, place or event card a character encounters in this Realm causes them to lose a single SAN point. For each Enemy, in this realm, they kill they gain a single SAN point.

If a character falls to 0 SAN they have gone temporarily insane. They blackout and awaken at their starting location. They must draw an Insanity Card; this card details the effects of their brush with insanity. To lose the Insanity Card and its effects they must visit any healer or doctor and pay 5 bags of gold. If they have more than one Insanity Card they must suffer all their effects at the same time, but a single healing treatment will remove them all.

On leaving the Realm of Cthulhu for any other reason all remaining SAN counters are removed. On re-entering the Realm of Cthulhu you get a new set of SAN counters.

The Altar

If a player succeeds in getting to the Altar of Cthulhu, you enter into the dreams of Cthulhu. In this dream you will gain insight into the true nature of existence. Count up the number of SAN points you have left and add this number to the roll of a die. Use this score to determine the dreams content:

2 - The strain is too much, you lose your remaining SAN and go insane. See Sanity Rules.

3 - A luck escape, you wake up at your starting space.

4 - A reward, you may pick any single object from any purchase deck. You wake up at the Ruins.

5 - You are shown the treasure from the depths and are given some blasphemous golden icons, which you trade for 15 bags of gold. You wake up at the Crag.

6 - You catch a glimpse of the future. You may take this single opportunity to look at the top 5 cards of any number of card piles you wish. You wake up at the Chasm.

7 - You are shown the true source of magic, draw 5 spells. You hold all of these even if your Craft would not normally allow it. Once you have used these all. You return to using magic as normal. You wake up at the Cursed Glade.

8 - Favoured of the Outer Gods. All your lives are healed you gain +2 Strength and +2 Craft and a Spell. You wake up at the Plain of Peril.

9 - Your true identity is revealed, take the 'Kin of Cthulhu' Master Character card. You wake up at the Graveyard.