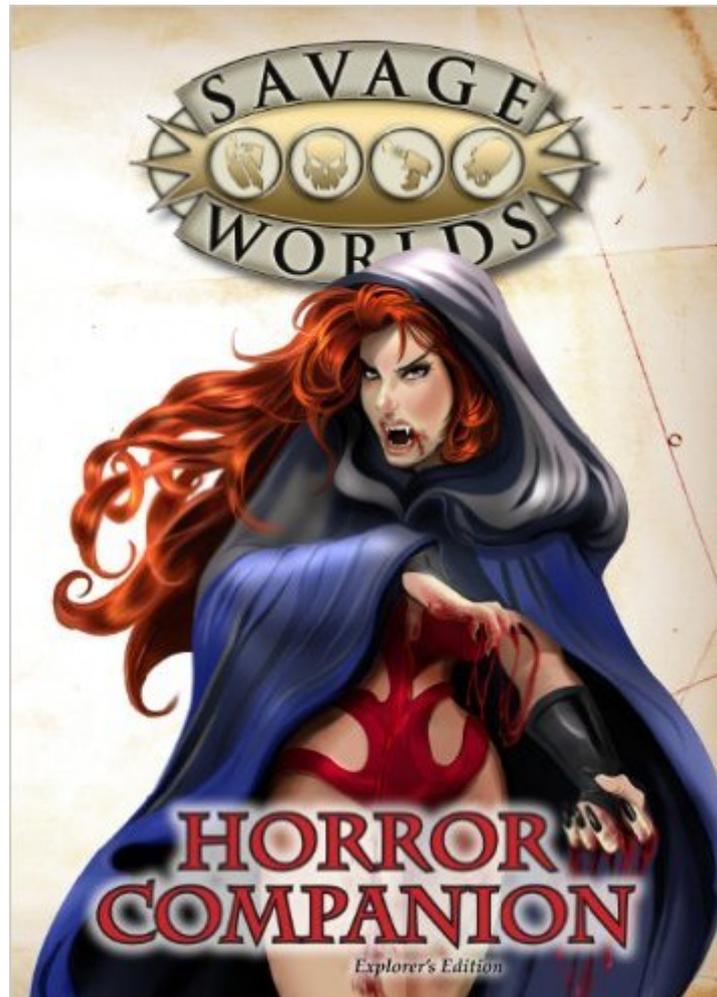


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Horror Companion (Savage Worlds, S2P10502)



Synopsis

Take your Savage Worlds games to new depths of darkness with the Horror Companion. With new rules for signs and portents, buckets o' blood, ritual casting, sanity, and gear, this tome of terror is bound to spice up your creepiest settings. Add in a whole series of Setting Rules, over a hundred new monsters tailor-made for horror but useable anywhere, and general tips for keeping the right tone of terror in your setting, and it becomes an absolutely must-have. The best reason to buy today? That thing living under your bed might have its weakness detailed. Without that handy tip, you may just be a set of bloody sheets in a few days, and we'd miss you terribly. For your own sake, don't delay! The Horror Companion is designed to extend the reach of your Savage Worlds games into the most frightening recesses of gaming, but it isn't a stand-alone product. It's designed to work with a copy of the core Savage Worlds rules. This is a softcover, full-color, Explorer's Edition-sized book (6.5"x9"). 144 pages.

Book Information

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Customer Reviews

This book addresses various aspects of running a Dark Horror campaign using Savage Worlds. It doesn't focus on any one type of dark horror, but takes a broad approach offering something for anyone planning on entering this world. The rules for sanity loss, first enumerated in Realms of Cthulhu (a very specific Dark Horror setting), are in here and have been expanded so that you can add a whole new dimension to the Vampire campaign you are thinking of running, or can give that Zombie Apocalypse game an extra touch of the shudders. You'll find new spells, ideas for magical items of a more dubious sort than you might find in a High Fantasy campaign and pages of advice on getting the right tone. There are new edges and new hindrances and a huge bestiary from which

any halfway competent GM will be able to fill the streets of Atlanta with truly terrifying zombies or populate Salem's Lot appropriately. The content is, as is usual for Savage Worlds, really a detailed starting point, a guide to how to go about crafting your own more detailed rules. You can play them as they stand, but they work much better as a sort of Cliff Notes from which to build something truly awesome. The last section in the book is a GMing guide for the milieu and I urge everyone who buys the book to read this section, even if they've been running games for years (I'm coming up on 34 years of running RPGs myself). Properly presenting Dark Horror is an art, and there is much in this section that will be food for thought for any conscientious GM seeking to put the fear of living hell into his or her players. There is no plot point campaign in this book, nor any scenarios. There is a section on plot point ideas and the ins and outs of plot point campaigns in general.

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