

Savage Worlds

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The Widening Gyre (Savage) - Bill Keyes 2014-08-01

Welcome to The 19th Century That Never Was! It is a world of wonder, of horror, of adventure, of magic, of strange technology and unprecedented cultural revolution. This is the age that nearly was, filled with radium-powered flying machines, clockwork automata, and steam-driven computers. It is an age of dark magic, sinister secrets, and unholy cults. It is a time in which the world teeters on the edge of disaster, where the enlightened scientific mind battled against ancient superstition and ignorance, in which the souls of all mankind hung in the balance. The Widening Gyre presents an original steampunk campaign setting designed for use with the Savage Worlds rules. Recommended for experienced GMs and players looking to game in the Industrial Age As It Should Have Been, this worldbook includes... * A comprehensive and immersive campaign background detailing the fantastical Victorian world of The Widening Gyre. * Character archetypes to play a wide variety of 19th century adventurers Airship Pirates, Clockwork Men, Consulting Detectives, and more! * Rules for wild steampunk technology and sorcery, including weapons, armor, vehicles, bizarre Victorian devices, and magic spells. * Full stats for dozens of characters the heroes will encounter on their journeys, ranging from helpful allies to evil technologists to monstrous beasts from a darker era. * New Skills, Edges, and Hindrances. * A full bestiary with over 40 monsters and opponents. * A fully detailed campaign, six full adventures, and four variant campaign ideas. * Nearly twenty Savage Tales, a dozen one-sentence adventure ideas, plus an easy-to-use adventure generator to help put together quick adventures on the fly. Enter a world of adventuring daredevils and academics, occultist thrill-seekers and Savants both heroic and insane, in which a secretive organization of benevolent technologists seeks to prevent the dark monsters of humanity's past from overwhelming its bright and burgeoning future. Welcome to The Widening Gyre!

[Beasts & Barbarians \(S2p30002\)](#) - Umberto Pignatelli 2016-09-01

Savage Worlds - Shane Lacy Hensley 2019

The Savage World of Solomon Kane - Paul Wade-Williams 2007

The Day After Ragnarok - Kenneth Hite 2011-03

[Savage Worlds Deluxe](#) - Shane Lacy Hensley 2012

A mighty barbarian leads a horde of savages against his blood-sworn foes. A reluctant rebel pilots his star-fighter against a galactic empire. A party of adventurers raids the tomb of an ancient lich. The Savage Worlds game engine handles all those tales and more- from dungeon crawls to high-speed chases to mass battles- quickly and easily. This latest printing of the award-winning, best-selling Savage Worlds rules combines numerous new powers, settling rules, situation rules, and updates into one convenient, full-color book. Featuring all new art and design notes from the creator, Savage Worlds Deluxe is Fast! Furious! Fun! -- from book cover.

Space 1889 - 2010-10-01

[Mars](#) - Lizard 2009-10-01

Welcome to Mars! Not Mars as it is - airless, most likely lifeless, with only the faintest hints of what might have once been a damp, if not necessarily lush and living, world billions of years in the past. No, this is Mars as it should be and as it was once imagined to be - an ancient, dying, but not yet dead world, a world where a vast canal network reaches from pole to pole, bringing water and life to vast and fantastic cities. A Mars where albino apes run a vast empire in the last surviving jungle, a world where warrior tribes of Green Martians raid the outlying cities of the canal dwellers, a world where, in places dark and quiet and

forgotten beneath the surface, ancient and terrible intellects plan dark and dire deeds. It is a Mars of sky-corsairs, of duels with blade and blaster, of vile plots, fantastic inventions, daring rescues, arena battles, and spectacular stunts. It is a Mars where ancient cities can be discovered and their lost treasures plundered, a Mars where a trek across the dry sea bottoms can yield amazing discoveries, where terrible monsters roam the rocky wastes. It is the Mars of pulp fiction and Saturday morning serials. It is now yours. The Sword-and-Planet genre comes to Savage Worlds! Adamant Entertainment's setting of action, intrigue and adventure beneath the Moons of Mars -- previously only available for d20 - is now available in a brand-new edition for Savage Worlds.

Bedlam City: Savage Worlds Edition - James Thomson 2009-12-24
WELCOME TO BEDLAM! Take a trip back to the Iron Age of comics and visit Bedlam City. It's the smaller, dirtier and more dangerous town next door to your superhero campaign's shining metropolis, presented here in lavish detail. Stalk its alleys, punch out its supervillains, expose its horrible secrets--and have no fear, there are always plenty more where they came from. Weighing in at a whopping 394 pages, this book is crammed with dozens of NPCs, neighborhoods, adventure seeds and locations, with enough back-stories and plot arcs to keep your PCs playing for years. Fully compatible with the Super Powers Companion Bedlam City is fast, fun and ferocious, with no new rules to learn or systems to memorize. If you own a copy of the Super Powers Companion you can pick up Bedlam City and start playing it right now. So what are you waiting for? Bedlam is calling. There's a shadowy rooftop out there just waiting for you to start lurking on it...

Savage Suzerain - Zach Welhouse 2010-04

Suzerain is an Origins Award Nominee from the Talisman Studios design house (who brought you Shaintar and Gamescapes, and are Origins Award winners for Deadlands Reloaded). This edition of Suzerain is written for the Savage Worlds rule system (SW:EX rulebook required), expanding the core rules in a number of key ways - a new approach to races is just the beginning. Suzerain takes characters from one world to another or even to another time. History and fantasy, past present and future - they are all your playground now. Gaming groups just became... ..a pantheon in the making.

Savage worlds - Shane L. Hensley 2013

East Texas University - Ross Watson 2015

Study. Party. Save the World. East Texas University promises prestigious leadership, connected alumnae, the fantastic Southern climate of Pinebox, Texas...and annoying roommates, professors that try to kill you (literally), and things that go bump in the night. Enroll at your own risk. East Texas University offers a well-rounded syllabus of character creation, new Edges & Hindrances, gear, Setting Rules, and tours of campus and nearby Pinebox, Texas. For advanced credit, read the section on rituals and talismans. Finally, the Adventure Generator and encyclopedia of miscreants is sure to light a creative spark in even the most humorless campus parking enforcement officer. There are generator mechanics for parties and adventures as well as Ritual failure and a little thing we like to call High Strangeness. Can you survive four years of college? East Texas University requires the Savage Worlds core rules to play.

[Broken Earth \(Savage Worlds\)](#) - Matthew Hanson 2014-04

Bombs fell. Billions died. Now you must pick up the pieces and rebuild this Broken Earth. Broken Earth is an adventure setting that takes place in a post-apocalyptic version of Earth. It deals with a small fraction of the world, what was once the northern Midwest of the United States, and a tiny bit of southern Central Canada. As an adventure setting, Broken Earth includes many compelling locations and adventures, but also gives the heroes freedom to explore the world. The book gives the GM

everything you need to run a prolonged campaign in the Broken Earth setting, including locations, NPCs, plot points, mutant monsters, and a detailed first adventure that brings the party together.

Larger Than Life (Mutants & Masterminds) - Michael Surbrook
2014-12-31

Heroes, villains, legends ... the folklore of America features all of this and more. In this volume you can find pirates and soldiers, lumberjacks and steel drivers, mountain men and lawmen, cowboys, Indians, inventors, and eccentrics. All of whom are just waiting to be included in your campaign! And don't let the time period fool you, just because these characters existed in the 18th and 19th Centuries, doesn't mean you can't use them in your pulp, superhero, fantasy, or even science fiction campaigns! After all, these characters are Larger Than Life! Larger Than Life features 20 archetypes, ranging from Blackbeard the Pirate to the man who invented the 20th Century: Nikola Tesla. In addition, there are a total of 24 full character sheets, each with a detailed history and description of the character in question. But that's not all! You also get over 124 biographies of other people related to each archetype, as well as famous ocean-going ships, famous outlaw gangs, Paul Bunyan's entire logging gang, and other historical trivia. Each archetype also comes with at least one template, allowing you to build your own version of that archetype. So what are you waiting for? Dive in and start discovering those tidbits of American history you never new existed. But watch your step, because after all, these characters are... Larger Than Life! Larger Than Life! is a 346 page, black-and-white paperback written by veteran Hero Games author Michael Surbrook.

Nemesis (S2p30100) - Andrzej Stoj 2013-03-01

Pirates of the Spanish Main Roleplaying Game - Pinnacle Game
2007-05-24

Monster Hunter International, Second Edition - Larry Correia
2015-05-13

Contains an all-new afterword by New York Times best-selling author Larry Correia! Welcome to Monster Hunter International. Five days after Owen Zastava Pitt pushed his insufferable boss out of a fourteenth story window, he woke up in the hospital with a scarred face, an unbelievable memory, and a job offer. It turns out that monsters are real. All the things from myth, legend, and B-movies are out there, waiting in the shadows. Officially secret, some of them are evil, and some are just hungry. On the other side are the people who kill monsters for a living. Monster Hunter International is the premier eradication company in the business. And now Owen is their newest recruit. It's actually a pretty sweet gig, except for one little problem. An ancient entity known as the Cursed One has returned to settle a centuries old vendetta. Should the Cursed One succeed, it means the end of the world, and MHI is the only thing standing in his way. With the clock ticking towards Armageddon, Owen finds himself trapped between legions of undead minions, belligerent federal agents, a cryptic ghost who has taken up residence inside his head, and the cursed family of the woman he loves. Business is good . . . At the publisher's request, this title is sold without DRM (Digital Rights Management). Lexile Score: 710

Feasting at Lantergeist (Savage Worlds) - Greg Vaughan 2018-01-27
A Feast of Horror! A simple harvest festival in an unremarkable village turns horribly, terribly wrong, in a way things can only do when adventurers are involved. A simple disappearance threatens to become a massacre as a hidden menace long slumbering in the bogs prepares to burst forth in the midst of this rustic revel. Will your heroes be able to thwart this menace, or will they too become a part of ravening doom that is the Feasting at Lantergeist? Feasting at Lantergeist is a Savage Worlds adventure for Veteran characters, which can be easily inserted into any campaign with a hint of cosmic horror in the background, or to introduce a bit of horror when your heroes might have become a bit complacent. Grab this 24-page adventure setting today and Make Your Game Legendary!

Super Powers Companion (Savage Worlds) - Pinnacle Entertainment
2010-04-01

Sector Asgard Kappa for Savage Worlds - Ian Liddle 2017-11-04

Sector Asgard Kappa for the Savage Worlds roleplaying game. Containing thirty six inhabitable planets with a wide variety of cultures, aliens and secrets. It is ripe for exploration and adventure! It includes the Plot Point Campaign 'One Million Starflies' The characters are hired to investigate the activities of a group known as the Brotherhood of Logic and, once their evil plot is uncovered it becomes a race against time to

stop them from succeeding and plunging the whole sector into all out war! This will be a Campaign of fifteen adventures, with story seeds to take the characters on even more adventures in-between the scripted parts of the campaign. The book contains: - A whole detailed sector with thirty six worlds to explore - The Plot Point Campaign - A set of nine pre-generated characters to use in the adventure yourselves or as Wildcard NPCs - A ship; Crowfoots Venture

Savage Worlds - 2014

The Savage Worlds Science Fiction Companion contains new races, Edges and Hindrances, Setting Rules, gear, cyberware, and numerous strange creatures from across the galaxy. Most importantly, players and Game Masters can now create their own robots, power armor, vehicles, starships, walkers and more to travel to the stars ... and beyond! The Science Fiction Companion requires the Savage Worlds core rules to play." --

Savage worlds - Sascha Schnitzer 2011

Savage worlds - 2011

The Descendant - Melissa Riddell 2020-02-07

She wants her world back; he wants her heart. Tilly Morgan and her four-legged companion, Kodiak, are just trying to survive the alien arrival. Two years ago, the visitors unleashed devastation--a world-wide EMP followed by a deadly virus that wiped out more than half of humanity. Traversing the lonely landscape, she runs into an alien on patrol with one order: eradicate all human life. A mysterious, dark-haired stranger named Jareth comes to her aid, and she reluctantly allows him to join her quest to find her sister. He even persuades her to let the damaged alien tag along against her better judgment. As her group travels the desolate world and inches closer to her goal, she's forced to examine her unwanted feelings for Jareth and come to terms with her heart, even if the truth threatens to destroy her and everything she's come to believe.

Savage Worlds - Michael Matthews Bingamon 2009-01-14

What would you do for love? Was the question posed by Sheri's late mother. Sheri Norbella has everything going for her as an attractive, intelligent, but opinionated young woman of sixteen growing up on Zeslin-A colony. Her life turns upside down when her father decides to relocate to a distant settlement called Thaden- a world inhabited by less sophisticated races. Sheri experinces first hand the prejudice against her people as she's the victim of insults and attacks that become intolerable when she encounters Velsa A'Gora; Thaden's most notorious bully. As the two girls clash a dangerous boy, Jaron Loffay, offers Sheri his protection in exchange for her affections. Not trusting him she refuses, but the feud with Velsa escalates beyond a schoolyard drama just as the dreaded Namosene invade. Thaden evacuates stranding Sheri with Velsa on a desolate planet. Tempted to give into Jaron's desires Sheri must weigh her morals against her will to survive. Despite being marooned she unexpectedly discovers the answer to her mother's riddle while surrounded by cruel strangers on a savage world...

Imaginary Friends - Michael Satran 2013-06

Imaginary Friends is an adventure for the Hero System/Champions 6th Edition and Savage Worlds in which invisible playmates come to life with deadly consequences. As much a long-term campaign supplement as an adventure, it features a set of strategies and events using the characters and depicting forces at work, rather than a completely linear narrative. You'll meet an entertaining array of sinister and unique characters who will engage roleplayers in tests of combat and the mind unlike anything you've seen before! I know you've probably heard that before once or twice, but I really mean it. Every playtest of this adventure has been fantastic, be it rules light or rules heavy. We hope you'll be pleased and surprised at what you find inside the pages of Imaginary Friends. It's a very different sort of gaming experience. What's inside: * A full supervillain team. (It wouldn't be nearly as cool an adventure if there wasn't a full supervillain team in it) * Villains opposing other villains! * A vast array of map locations that are easily reusable in any modern setting! * The groundwork for an easy to expand evil secret organization! * A sinister master mind! * A lesser master mind! * An agent-level mastermind! * Absolutely no mimes (or Master Mimes) whatsoever!

Daring tales of adventure - Paul Wade-Williams 2011

Savage worlds - Matthew Fitzpatrick 2018-07-20

With an eye to recovering the experiences of those in frontier zones of contact, Savage Worlds maps a wide range of different encounters between Germans and non-European indigenous peoples in the age of

high imperialism. Examining outbreaks of radical violence as well as instances of mutual co-operation, it examines the differing goals and experiences of German explorers, settlers, travellers, merchants, and academics, and how the variety of projects they undertook shaped their relationship with the indigenous peoples they encountered. Examining the multifaceted nature of German interactions with indigenous populations, this volume offers historians and anthropologists clear evidence of the complexity of the colonial frontier and frontier zone encounters. It poses the question of how far Germans were able to overcome their initial belief that, in leaving Europe, they were entering 'savage worlds'.

Low Life - Andy Hopp 2005-01-01

Savage Worlds - Ciara Graves

Fae. Vampires. Mages. Demons. A Federal Paranormal Unit. Savagery and Skills will hook you! The penultimate book in the Savagery and Skills series! Seneca Savage is so much more than a bad ass with skills. But learning of her heritage has put her on a path bound for hell. Draven's a vampire, the son of a former leader of a coven, he spent years in the torture dungeons of another vampire. Now, he's out for revenge. And he's fallen in love with the only fae vampire hybrid, a tortured soul who wavers between falling into the abyss of evil and landing on the side of good. Warning: Unputdownable action-packed fantasy, with fae, vampires, mages, demons, and a Federal Paranormal Unit

Savage Worlds - Shane Lacy Hensley 2014

It takes more than a cape and a costume to be a hero. It takes guts, determination, and the willingness to sacrifice. It takes even more to be a super hero. For with these amazing powers comes the responsibility to stand up to the greatest evils, protect the oppressed, and occasionally, save the world... or rule it! The Savage Worlds Super Powers Companion contains new edges and hindrances, setting rules like death & defeat and power stunts, gear, rules for headquarters, a rogue's gallery of insidious villains, and of course a host of streamlined super powers ready for action. The Super Powers Companion requires the Savage Worlds Core Rulebook to play.

Savage Worlds - Dave Blewer 2008

Thrilling Tales - Walt Ciechanowski 2009-11-01

SAVAGE TALES OF TWO-FISTED PULP! The pulse-pounding excitement of the pulp magazines and cliffhanger serials of the 1930s and 40s, for use with the Savage Worlds rules system. Grab your fedora and your ivory-handled .45s, and get ready for the adventure of a lifetime!

Savage Worlds - 2012

"The 'Fantasy Companion' is filled with classic and reimagined elements to include in your current fantasy game or to help you start a new campaign you'd never imagined." --

Savage Worlds - Shane Lacy Hensley 2008

50 Fathoms - Shane Lacy Hensley 2011

The world is drowning. The natives say three witches in Ograpog were sentenced to death directly by King Amemnus, drowned by the rising tide. With their dying breath, they cursed Caribdus, the land itself, to drown as they were, to drown in fifty fathoms of cold dark sea. The people of Caribdus are adapting to their wet new world. Crab-like scurillians, massive grael, lonely doreen, mysterious kraken, curel kehana, and the nigh-human masaquani now sail the seas aside the new visitors, humans from the age of piracy, dashing corsairs, bloodthirsty buccaneers, and savage sea dogs drawn from the mists of earth on unfamiliar tides. Many believe these visitors to be destined to defeat the Sea Hags and save Caribdus from a watery grave, but most seem interested only in joining the plunder of forgotten treasures in a drowning world. This new Explorer's Size edition of the classic and much-loved 50 Fathoms includes the updated text of the original game, plus the 50 Fathoms Companion, all compatible with Savage Worlds Deluxe and beautifully colored by three-time Hugo Award winning artist Cheyenne Wright! Fifty Fathoms is not a complete game. You'll also need the Savage Worlds core rulebook to play.

Deadlands Reloaded - Pinnacle Entertainment 2010-10-04

"The Marshal's Handbook is the setting book for Deadlands Reloaded." -- From back cover

Deadlands Reloaded (Savage Worlds) - Studio 2 Publishing, Incorporated 2006-01-01

Darwin's World Savage Worlds - Dominic Covey 2011

Slipstream - Paul Wade-Williams 2008