

# Savage Worlds

## Product List FAQ

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**Savage Worlds created by**  
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### FAQ writers

Matthew Mather (Current FAQ writer and co-Owner of the main Yahoo group)

**Pinnacle Entertainment Group / Great White Games website**  
<http://www.peginc.com> and <http://www.greatwhitegames.com>

**Savage Worlds Yahoo Group (primary mailing list)**  
[http://groups.yahoo.com/group/Savage\\_Worlds/](http://groups.yahoo.com/group/Savage_Worlds/)

**Savage Worlds Showdown Yahoo Group (SW skirmishes)**  
<http://groups.yahoo.com/group/savageworldsshowdown/>

## The Products FAQ

This FAQ was originally part of the general Mailing Lists FAQ, but it's easier to maintain as a separate document. This FAQ is a list of Savage Worlds products. See the main Mailing Lists FAQ and Links FAQ for more info.

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## **Savage Worlds stuff available now**

There's two general categories of Savage Worlds stuff. The official books, accessories (the official card deck and GM's Screen) and novelties (Smiling Jack stuff) are available in most good hobby or comic book stores and on the Pinnacle website. There's also a lot of free and pay-for PDF documents on the Pinnacle Website and on the RPGNow site. The physical stuff can all be obtained through your Friendly Local Gaming Shop, but the PDFs have to be downloaded. All pay-for PDFs are hosted on RPGNow <http://www.rpgnow.com>

### **Books, Accessories and Novelties:**

Savage Worlds rulebook

Evernight RPG book

50 Fathoms RPG book

Official 50 Fathoms lead miniatures

Rippers: The Horror War (skirmish)

Rippers Warbands and individual miniatures blister packs

Tour of Darkness RPG book

Official Savage Worlds Dice

Savage Worlds Oversized Card Deck (Standard, but high quality, card deck)

Savage Worlds GM screen (a high quality screen that you can download different inserts for)

Smiling Jack Bust

Smiling Jack official "Bennies"

Smiling Jack/Savage Worlds T-shirt

### **Free downloads from the Pinnacle / GWG website**

**NEW** Savage Worlds Test Drive 4.0 (free version of the RPG rules) + free adventure

Free Savage Tales: Eye of Kilquato, Jared's Folly, Shades of Terror, Dungeon Crawl,

Savage Worlds Showdown rules (miniatures wargame rules for Savage Worlds)

Deadlands The Weird West conversion from Classic to Savage Worlds

Game Master Screen inserts for Savage Worlds

...and plenty more. Check it out! <http://www.greatwhitegames.com>

### **Savage Tales and other downloads from RPGNow (Quotes by Shane):**

Privateer's Bounty (short but Savage semi-historic pirate adventure)

Screamers (skirmish scenario plus figures and stats)

On the Rocks, A Takanek City Adventure

Rise Alabama! ("A VERY cool ship-board tale that takes place ... in the world of Deadlands")

Noble Deceit ("A cool dungeon crawl to entice your D&D friends with.")

Zombie Run ("Clean, fun and creepy!")

The Highwater War ("A great high-level fantasy tale in the spirit of Birthright.")

Evernight Player's Section (excerpt from the Evernight book)

Evernight printable paper miniatures

50 Fathoms Player's Section (excerpt from the 50 Fathoms book)

50 Fathoms printable paper miniatures

Tour of Darkness Player's Section (excerpt from the Tour of Darkness book)

Tour of Darkness printable paper miniatures

Savage Worlds Adventure Deck (A special deck of cards for plot twists)

## **12 to Midnight adventures**

Last Rites of the Black Guard

Weekend Warriors

Bloodlines

Innana's Kiss

## **Coming Soon and much, much later**

The following settings are in the works as setting books, in the order we think they might be released (that's the best current guess, but expect it to be less accurate the further down the list you go).

Necessary Evil (Super villains must save the world after all the heroes were killed by aliens)

Rippers RPG (Victorian monster hunters who can gain powers from their prey)

Low Life (In the distant future, creatures descended from " cockroaches, worms, snack cakes, and stranded aliens" have inherited the Oith. The strangest comical post-apocalyptic setting ever devised.)

Sundered Skies (Flying ships, floating islands and fantasy horror)

Modern Ops (Modern-day skirmishes in the format of Rippers: The Horror Wars.)

Red Rising ("Near future sci-fi thriller with elements of Paranoia")

Sticks & Stones (Cavemen grunt, no speak!)

Dragon Kings (King Arthur comes back sometime in the future and trades his horse for a Harley!)

Savage Weird West (a.k.a. Deadlands Reloaded)

Evernight: The Cradle of Midnight (The epic sequel to Evernight)  
Weird Wars: Weird War II (tentative title, World War II Savage Worlds style)  
Slipstream (Flash Gordon style science fiction with a Savage twist.)  
Shaintar: Immortal Legends (an epic fantasy setting many years in the making)  
Weird Wars: Unholy Lands (tentative title, the Crusades Weird Wars style)  
Great Rail Wars (Savage Worlds version, *possibly* merged with the new Weird West book...?)  
Savage Hell on Earth (a.k.a. Deadlands Reloaded II)  
Savage Lost Colony (a.k.a. Deadlands Reloaded III)

### **Savage Tales coming soon (Quotes by Shane)**

Necessary Roughness ("An awesome SWAT team adventure, featuring the Oakland Raiders!")  
Night of the Chupacabra ("A cool adventure for Deadlands that wraps up a couple of old threads.")

### **Mere rumors or not in production yet**

Takanak City Tales (Savage Pulp Action setting book)  
Scairy Tales (Fairy Tale Land gone horribly wrong)  
Forsaken (Modern-day Techno-horror-thriller)  
Lost Angels (Monster hunting in the city of Lost Angels in the Deadlands universe)  
Weird Wars: Wilderness Wars (Pre-USA Colonial America wars)  
Blood Moon (A "gothic" apocalyptic world where a piece of the moon has crashed into the Earth.)  
For Hive Queen And Country (super-duper top secret, no info)  
The Big Book of (Insert Popular author's name here) (Mys-teer-ious!)  
Crime Does Not Pay (Golden Age superheroes) - unofficial title.  
Fortune & Glory (Another Pulp book, details are scarce)  
Weird Wars: The Boxer Rebellion  
Weird Wars: Blood Feud (American Civil War)  
No Man's Land ("A surreal post-apocalyptic setting in which a massive alien being landed on Earth and changed the planet and even reality itself.")  
Bones ("Mobsters and hitmen against the forces of darkness in the ultimate den of sin: Las Vegas in the 1970's").  
Deep Black (Disavowed superspies struggle against the forces and schemes of F.E.A.R.)

## **The Card Decks**

The Savage Worlds Action Deck is a high quality standard (deuce-ace, hearts, clubs, etcetera) set of oversized cards. The Action Deck is a physical card deck. The Adventure Deck is a non-standard deck of 54 cards which describe plot twists that the players can use in-game. The Adventure Deck is available as a printable PDF document with several choices of card backs and blank cards to customize the deck with.

## **Evernight**

Evernight is a campaign setting and a full campaign worth of adventures in one book. The world of Evernight begins as a stereotypical Dungeons & Dragons style fantasy world, but then something goes horribly wrong. The heroes must then become a beacon of hope in desperate times. Evernight is a "Scripted Campaign" book with a definitive beginning, middle and end. (All other SW RPG books, including Evernight 2 are plot-point books)

Though the Evernight book does not contain a conversion from D&D to Savage Worlds, there's a free d20 system conversion doc on the PEG website.

## **50 Fathoms**

50 Fathoms is a swashbuckling fantasy game set in the Thousand Isles of Caribdus. The main lands of Caribdus were recently drowned in 50 fathoms of water due to a curse pronounced by the three Sea Hags. That water was pulled from Earth in pirate times and so humans now called "Visitors" live in the Thousand Isles. Some say the Visitors are fated to return the world(s) to normal, and whether they succeed or not there's bound to be high adventure and plenty of treasure. Arrr!

## **Rippers: The Horror War**

Rippers: The Horror War is a miniatures skirmish game that uses the Savage Worlds Showdown rules. Set in Victorian times, it has the Rippers, an international group of monster hunters, fighting the Cabal, an alliance of monsters such as Dracula, Frankenstein's Monster and Doctor Moreau's creations as well as Jack The Ripper himself. Some of the Cabal members used to be Rippers before they turned evil, and now Abraham Van Helsing's Rippers must stop them. Players can create gangs from either side of the Horror Wars, and from several different factions such as an all-Werewolf group or an all Order of Saint George group.

The Rippers RPG will be out sometime this fall.

## **Tour of Darkness**

Tour of Darkness is an RPG book set in an "alternate" Vietnam War. It is the first of the "Weird Wars" line of books to use the Savage Worlds rules. In our world, U.S. soldiers only had to cope with the Viet Cong trying to kill them when they were fighting in "The 'Nam". In Tour of Darkness there's monsters and weirdness to cope with as well.

## **Necessary Evil**

Once upon a time there were super heroes. These men and women of righteous might did their best to thwart the plans of evil super villains time and time again. Then the invasion came. With the help of another alien race, the heroes foiled the invasion (or so they thought) and gathered in celebration. Then the heroes were betrayed, and aliens overran the Earth.

The only ones left who can save the world are the super villains. They are a necessary evil, but also the only hope for humankind's freedom. If the villains fail, there is no one else left. Earth's last best hope is the worst scum who have walked on it.

You are that scum. Of course.

## **Deadlands: The Weird West**

"What, you don't know what Deadlands is? Have you been living under a rock for the last eleven or so years boy? Sit yerself down and I'll spin you a tale...

Back in the 1870s it seems there was a lot going on. The Civil War back East hadn't stopped yet and Ghost Rock was still in plentiful supply. Well of course that's not how the history books tell it. Shut yer trap and let me finish the story. Anyway, California had just been shattered by the Great Quake, and the Rail Wars were heating up. The Wild West was about as wild as it could get. What most folks don't know is that there was a considerable amount of Weirdness going on back then.

Now what I mean by Weirdness, boy, is stuff like monsters out of your worst nightmares. They kept themselves hidden most of the time, but they practically infested North America. It wasn't just critters, either: there were spell-slinging gamblers called themselves Hucksters, Injun Shamans who were cozy with the spirits, hellfire-preaching Blessed and Mad Scientists. But that was just the tip of the iceberg. I could tell you stories that'd turn your hair white as mine. Right now, though I could use a drink and some fresh meat.

Well, I don't want you to steal from your daddy's liquor cabinet, but whatever you bring me, I'll be willing to pay a fair price for. If you can scrounge up some clean clothes I can borrow, I'll be much obliged for that too. Now run along, and don't forget the meat. I repeat: it is very important that you bring me meat as soon as possible. My hunger is getting terrible lately..."