

Savage Settings : An unofficial guide to all those Savage Worlds

Maintained by [Erskin L. Cherry](#) : Canonical version at <http://www.eldritch.org/erskin/roleplaying/SavageSettings.pdf>

[Savage Worlds](#) Revised Core Rules (www.greatwhitegames.com)

Get Savage! This incredible new game system is Fast, Furious, and Fun! Play out massive battles in record time with all the character advancement and cool special abilities you've come to expect from the next generation of roleplaying games!

Since each setting books comes with a complete campaign, the core rulebook and any of the settings below are all you need to play the Savage way!

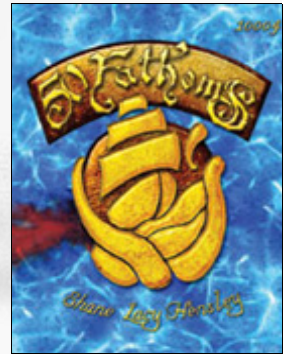
These first settings are from those original Savages at [Great White Games](#):



[50 Fathoms](#) (www.greatwhitegames.com)

The natives say a trio of witches were discovered working dark sorcery in the land of Ograpog. The three were tried, sentenced by King Amemnus himself, and drowned with the rising tide. But with their dying breath the sisters uttered a dark curse, drowning Caribdu beneath 50 Fathoms of water. Soon after, ships from another world drifted through the mists of earth and into the "Thousand Isles."

The visitors are sailors from the age of piracy, dashing corsairs, bloodthirsty buccaneers, or savage sea dogs. They've taken to this new world and now sail alongside its strange inhabitants – crab-like scurillians, massive grael, lonely doreen, mysterious kraken, cruel kehana, and the near-human masaquani. Many believe these visitors are destined to defeat the Sea Hags and save Caribdu, but most just seem interested in plundering her for the forgotten treasures of a drowned world.



[Deadlands: The Weird West](#) (www.greatwhitegames.com)

The year is 1879, and the history is not our own. After almost two decades of bitter fighting, the American Civil War has ground to a close. The Confederate States are still free. California has fallen into the Pacific Ocean. Rail Barons fight bloody battles to decide whom the victor will be in the race for a transcontinental railroad, while a superfuel called ghost rock advances technology by unpredictable leaps and sometimes dangerous bounds. The Sioux have retaken the Dakotas and the Coyote Confederation dances the Ghost Dance on the High Plains. Some even say the dead walk among us.

Deadlands is possibly the most original roleplaying setting of the decade. It combines the romance and action of the Old West with the horror of invading Things Man Was Not Meant To Know.

Adventure as a shootist, a card-sliding huckster, or a prospector searching the ruins of California for that supernatural stuff, "ghost rock." Saddle up, hombre. The Weird West returns, and this time it's Savage!

Deadlands: The Weird West is everything you love about the classic setting all fired up with the Fast, Furious, and Fun action you expect from the Savage Worlds system.



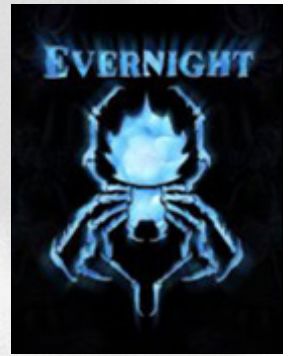
[Evernight™: The Darkest Fantasy](http://www.greatwhitegames.com) (www.greatwhitegames.com)

The world of TARTH was a bright and shining jewel. The Great Race Wars were long over, the people were free, and true evil had been scattered to the dark bowels of the earth. The King of Valusia sat upon his throne and ruled his peaceful valley and its honest citizens with a firm yet fair grip. The future of TARTH was bright.

Until they came. And the light went out forever.

Evernight™ is a very different kind of dark fantasy setting. This 144-page hardback book provides a complete scripted campaign, from before the arrival of the mysterious and terrifying Masters to the epic and bloody finish.

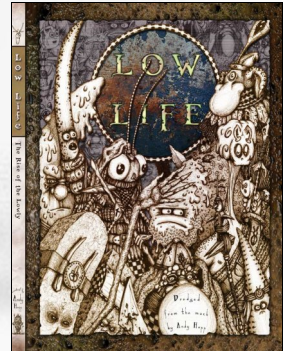
Player characters start as Novices in a familiar fantasy world of elves, dwarves, orcs, and men. They finish as Heroic adventurers in a land draped in eternal night and overwhelming horror.



[Low Life: The Rise of the Lowly](http://www.muthaoith.com) (www.muthaoith.com)

The premise of *Low Life* is simple, yet hideously complex. See, it takes place gazillions of years in the future. Every calamity that could possibly befall a planet has befallen our lowly Mutha Oith and the place is now a stinking, festering, heap of crap (metaphorically speaking). The vaunted Hoomanrace is extinct as are most of the critters that once roamed the world. The dominant lifeforms of the day are those that evolved from the ones that survived the *Time of the Flush* (when all the bad stuff happened). Now, in an era known as *After the Wipe*, the Oith is populated by the descendants of the intrepid worm, the indestructible cockroach, the everlasting snack cake, and a host of other vile and bizarre entities.

The ancient technologies of the Hoomanrace are all but lost, victim of the aforementioned calamities. New religions gather converts and primordial villains rear their ugly rears. It's a world of savagery and wonder; a world of magic and intrigue; a fascinating and adventurous world where even the lowliest worm can become a king by his own sword.



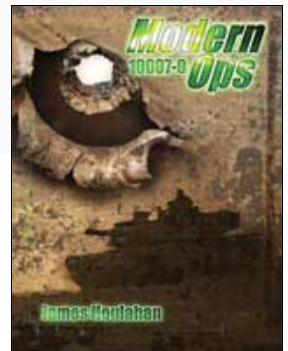
[Modern Ops](http://www.greatwhitegames.com) (www.greatwhitegames.com)

In the crowded streets of Mogadishu sits a downed Blackhawk surrounded by a tyrannical warlord and his drug-crazed warriors. In the villages of Iraq lurk insurgents led by the ruthless al-Qaeda. In the arid desert of the Bakaw Valley is a terrorist training camp. In the mountains of Tora Bora lurks Osama bin Laden and his fanatical followers.

Against these desperate foes are the most advanced armies ever created. But after the smoke from the smart bombs has cleared, it's the infantry who must go in and finish the job.

These are today's threats. These are Modern Ops.

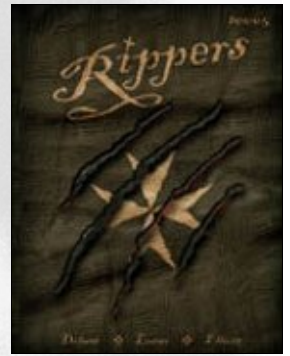
Modern Ops lets you recreate the battles of the modern world, from regular military operations to special forces actions in Iraq, Afghanistan, the Soviet Union, and more. You'll find complete troop lists for today's combatants, including vehicles and aircraft, as well as our trademark Savage Tales and random Events that make every battle a surprise.



[Rippers](http://www.greatwhitegames.com) (www.greatwhitegames.com)

Everybody knows there are no such things as monster... You know better.

You are a Ripper – one of a secret band of monster hunters dedicated to saving humanity – and the horrors that stalk the night are your prey. To aid in this struggle, Rippers extract the essence of these monsters' powers and use them to enhance their own abilities. But be warned, by taking such horrific measures you risk losing your mind – or worse. Torn between the need for greater power and the threat of terrifying insanity, you must choose how best to fight the creatures of the night. Choose well, for if the Rippers fail humanity is lost!



Rippers is a complete setting for Savage Worlds featuring a full plot point campaign that pits the heroes against the fearsome creatures of the evil Cabal. Inside you'll find rules on creating Rippers, the brave monster hunters who face the growing evil, new Edges and Hindrances, a huge bestiary of hellish adversaries, and details of the Rippers most controversial weapon – Rippertech!

And if that's not enough, pick up *Rippers: The Horror War*, the skirmish setting for Showdown, the free miniatures version of Savage Worlds!

[Necessary Evil](http://www.greatwhitegames.com) (www.greatwhitegames.com)

When all the super heroes of the world are blown to kingdom come by an army of invading aliens who will save the day?

Evil... The only forces left to take on the alien menace are the crafty and self serving super villains!

Necessary Evil is a supers game for Savage Worlds done Great White Games style. Inside this twisted Plot Point setting you will find complete rules on making four-color super powered characters, a whole slew of adventures weaving in and out of a resistance story, new Edges and Hindrances, a bestiary of out of this world critters, and more!



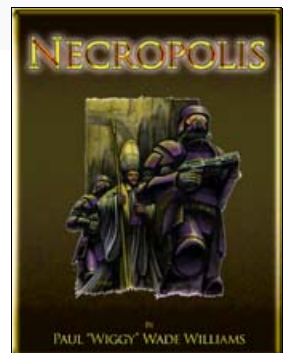
This 144 page full color book has everything you need to start leaping buildings and zapping your foes right away!

[Necropolis: The Future of the Weird Wars](http://www.greatwhitegames.com) (www.greatwhitegames.com)

Earth has been destroyed.

Salus, an Earth-like world many light years from humanity's former cradle, is now home to the survivors. The world offered a new hope, a chance to start again. But Salus was already populated.

The Undead, creatures from another dimension, have risen up from their dark mausoleums to fight against the living. The Church of the Third Reformation has re-founded the militant orders of warrior-monks. Knights, sworn to defend humanity against the darkness, fight a merciless battle to preserve the flame of life. Corporations, free of Church influence, govern their independent states like monarchs of old. Resentful of the Church's power, they plot its downfall, seeking to dominate the planet for their own ends.

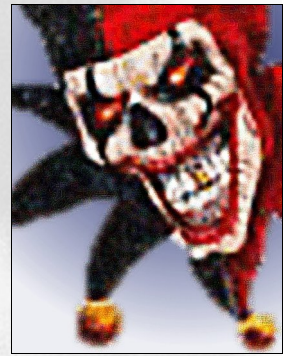


Salus offered a new hope, but it has yet to deliver.

[Red Rising](http://www.greatwhitegames.com) (www.greatwhitegames.com)

One hundred years after Lenin's rise to power the Soviet Union controls half the globe, commanding a vast stellar empire from its massive moon base. Utilizing forced labor from the gulags, Moscow mines the solar system to feed a blockade that keeps the nations of the west under its thumb. Or so they would have you believe.

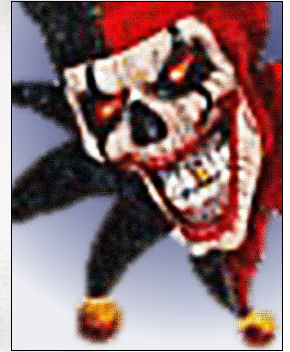
Rising from the ashes of a decades-long oil crisis, the west, led by the United States and Japan, is posing a new threat to the Soviet tyranny over the stars. With the help of deadly psychic assassins and unsavory alliances with brutal gangsters, each side wages a savage cold war of ideology across the void. Non-stop action and mind-bending paranoia awaits you in the stars of Red Rising!



[Scairy Tales](http://www.geocities.com/gameworlds/scairy.html) (www.geocities.com/gameworlds/scairy.html)

Once Upon a Time there was a beautiful, mystical place called Wonderment where all the magical folk from childhood bedtime stories dwelled. It filled the mundane world with hope, laughter, and courage. But the world has time only for self interest, greed and a lust for power. These black forces seeped into Wonderment, bringing the Nightmare. Where once stood majestic castles and lovely flower-filled meadows, now lie nothing but haunted ruins and desolate wastes. In the last untouched places, the few remaining Fairy Tale folks have made a refuge.

This is a land of fairy tales after it has suffered an apocalypse. Portray any fairy tale hero you know, or even create a brand new one. Your heroes brave the wasteland of the dream world searching for survivors, relics, and possibly a way to save their world.



[Sticks & Stones](http://www.savagesticks.com) (www.savagesticks.com)

Stop shaving. Stop bathing. Stop talking. Put on a comfortable loincloth, grab a club and let's rock and roll! It is the Dawn of Humanity. 75,000 years in the past. The beginning of the last Ice Age. You may have studied about it in school. But some things were very different from what you learned in class. Sure, our ancient ancestors – the Archaic Homo Sapiens – had to contend with Neanderthals, Saber-Tooth Tigers, Woolly Mammoths, and a downright hostile environment.

But you weren't taught about the other things. Things that later became legends – and sometimes campy Hollywood movies. Dinosaurs that didn't quite become extinct. Shamans who used real magic. Dead things that didn't stay that way. Even prehistoric Nerds!

Survival is the name of the game. But your characters won't know that. You'll be lucky if they even know their own names.



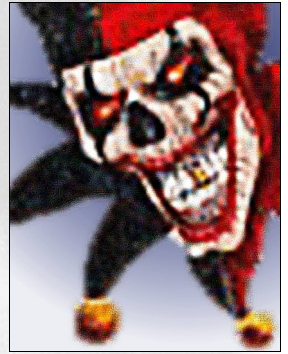
[Sundered Skies](http://sunderedskies.genocidelounge.com) (sunderedskies.genocidelounge.com)

The Sundered Skies began where other worlds end. Armageddon.

Now islands orbit one another in a fathomless void where exposure to the eternal light can warp even a saint into a bestial savage. Sailors navigate this void in skyships, risking death from terrible beasts, pirates or necromantic death barges to bring water, food, and other goods to resource-starved islands. Scavengers brave unknown dangers in ruins, hoping to discover ancient relics or valuable salvage.

The survivors of the sundering are secretive dwarves, doomed elves, vilified orcs, humans, enslaved wildlings, mysterious glowborn and dragon-blessed drakin. They must work together in an uneasy peace to survive in what little world they have left.

But, there is a secret, a secret that even the gods themselves sought to forget. A secret waiting to be discovered. One that will place the skies, and everything within, in the deadliest of peril. Soon the Skies may be Sundered again!



[Tour of Darkness](http://www.greatwhitegames.com) (www.greatwhitegames.com)

If it bleeds... you can kill it. Or so they say. But who really knows? Who knows what horrors lurk in the jungles of “the 'Nam?” There are rumors, of course, but there are even more rumors of squads—even whole companies—just disappearing into the bush. But the brass says nothing. And the body bags just keep coming.

You know how bad the booby traps and ambushes are, but have you ever wondered what dark Gods those forgotten jungle temples were built for? Or what makes those bizarre crying sounds in the remote highlands, far away from any villes? Or why even the locals fear the so called “cannibalistic” mountain tribes?

Lock and load your M-16, feed a belt into your M-60, and load another round in your Thumper, soldiers.

You're going to war. Weird War.



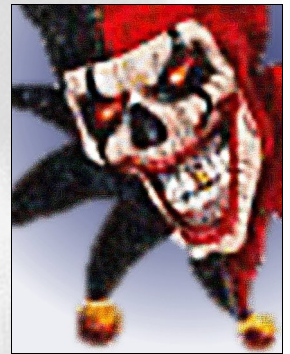
Still not enough for ya'? Check out all the Savage Worlds from these official licensees:

[The Empire of Silk and Steel](http://www.legionpublishing.co.uk) (www.legionpublishing.co.uk)

The harmonious order of the world is under threat and the Eternal Empire itself may founder and fall. The old ways are being forgotten. The dead emperor's son is regent, but his ascension is in doubt. The political maneuverings of the samuryen destabilize society, and the borders of the empire are under attack by barbarians...and worse.

In the past, the Empire has turned to Heroes to avert disaster: itinerant martial arts teachers, great warriors, brave adventurers, and the Imperial magistrates tasked with upholding the law. But these are different times, and they cannot be found. Can you save the Empire of Silk and Steel?

Empire of Silk and Steel is a complete Savage Setting featuring wuxia heroics in a far eastern fantasy world. New martial arts rules, a richly detailed campaign setting, and a full plot point campaign plunge you into a world of intrigue, danger, and hyper-kinetic action.



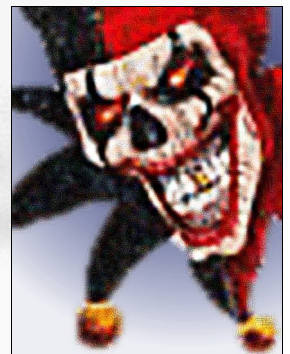
[Iron Dynasty™: Sins of the Samurai](http://www.realityblurs.com) (www.realityblurs.com)

No one knows exactly when the unfeeling hand of darkness fell across the Bright Empire, only that one morning, the sky was not so blue and the clouds were not so white.

The ancients still among us say that the Empire has lost its soul and that is why things are not quite right in the world. Fat merchants discount their words and say that the Empress sits upon her Lotus Throne, so how could anything be wrong? Wise men sip their sake and say no more while their zealous wards often reply in outrage that the Way has been lost. Those words are often their last as they are taken away to the Blue Bamboo Forest and never seen again.

Even the lowliest peasants know that such machines as the Bamboo Abominations of Tso-Ling did not enforce the Empire's will in their father's time, nor did they have dreams of the Seven Dark Samurai like their children do.

Recently, the wind whispers rebellion. Will you heed its call?

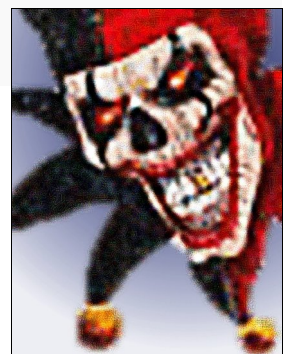


[Leagues of Adventure](http://www.legionpublishing.co.uk) (www.legionpublishing.co.uk)

Set in the bustling 19th century and brimming with Inventors, Explorers and Fortune Hunters, Leagues Of Adventure whisks adventure-hungry travelers through a world of countless wonders.

Take the role of Globetrotter: the cream of society and a new breed of adventuring ladies and gentlemen. Lured by tales of fantastic beasts and hidden treasures, they form organizations dedicated to new discoveries, in science, invention, and exploration – the Leagues of Adventure!

Be first in the race against mysterious adversaries that threaten to change the face of the Globe forever in a stunning array of Expeditions! Build outrageous machines to cross the Globe at speeds that would have Jules Verne running for cover! Journey below the Globe's crust and beyond the atmosphere in a seat-of-your-pants ride, Victorian style! Guaranteed to have you back in London in 80 days!

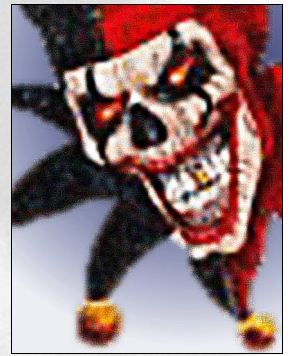


[The Ravaged Earth Society](http://www.doublegpress.com) (www.doublegpress.com)

In 1898, Martian invaders raided the Earth in the *War of the Worlds*. The war only lasted a few weeks before a common germ laid the Martians low, but it left behind massive destruction...and something else; "Aetheric energy", the strange force that energized the Martians' strange devices, mental abilities, and arcane powers.

Now, 38 years later, horrible mutated creatures plague the Earth, monsters of legend come to life. Those people touched by the energy, and their descendants, are forever altered in weird ways by it. Some manifest "super powers"; others become "scientific geniuses", still others see their abilities as magic spells, miracles, or powers of the mind. In far-flung areas of the globe, hideous cults have risen to power and relentlessly search for Artifacts of Power from antiquity that although once dormant, are now bursting with true arcane energy.

Become classic pulp heroes in an alternate-history 1936. It's "Weird Pulp Fantasy", featuring heroes in the vein of Indiana Jones, Doc Savage, Mandrake the Magician, The Shadow, and Flash Gordon. Due out Fall 2005.

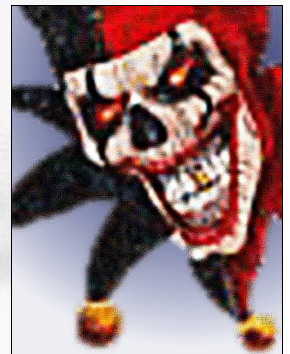


[RunePunk: Steam and Shadow™](http://www.realityblurs.com) (www.realityblurs.com)

Welcome to Scatterpoint, the Shattered City, a sprawling macropolis of metal and stone powered by hissing steam, clever gearcraft, and ancient runes. Once, the center of the world, now the City *is* the world. A legendary feud between rival councils crippled the City and the constant runestorms that now cascade across it have killed any hopes that things will ever return to how they once were.

Trees are legend. Flowers are forgotten. Demons disguise themselves as men and mingle among the humble masses while their half-human offspring, the Malakar, populate the Barrens and have grown as bold as to frequent the Districts as well. Corrupt, apathetic citizenry ensure the safety of none. The Sequitors, the last bastion of sanity in an insane world, are fighting a losing battle as the finely tuned machine that is the City seems to be winding down as though it has already surrendered itself to entropy. The City needs hope. The City needs heroes.

Will you hasten the City to its destruction or fight for its survival? Choose sides. The time is upon us.

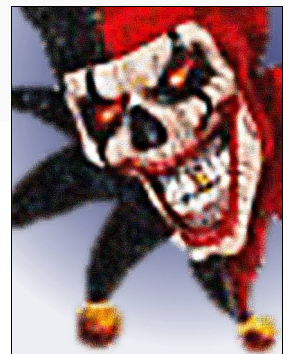


[RuneStryders™](http://www.doublegpress.com) (www.doublegpress.com)

Rune Stryders™ is not a traditionally medieval setting. To be certain, you will find swords and armor, castles and catapults – these are the tools of war, and the nations of the *Rune Stryders™* setting are in constant conflict with one another. But the peoples and places developed in a vastly different situation than our own world, the typical basis for medieval fantasy settings.

The most conspicuous difference are the *Rune Stryders™*. These huge war machines are created by expert craftsmen, brought to life through powerful Runic magic, and manned by expert warriors trained to pilot them from within. Stryders come in many shapes and sizes, some forged from steel, others carved from stone, still others grown from living plants. All are powerful in their own right, highly prized and jealously guarded by their pilots, crews and patrons.

This unique setting is being rewritten for the Savage Worlds roleplaying game by Double G Press. *Rune Stryders™* is a trademark of Politically Incorrect Games used under license.

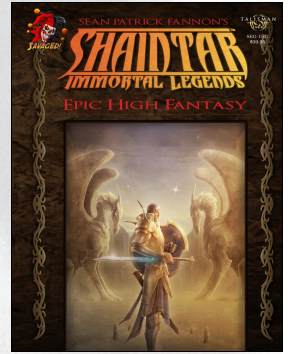


[Shaintar: Immortal Legends™](http://www.shaintar.info) (www.shaintar.info)

Shaintar™. The very name speaks of the unique and powerful mythology that defines this world. It is a world of ancient mystery and contemporary intrigue. A world of endless possibilities, both wondrous and sinister. Magic abounds and is a powerful force; yet even magic knows limitations, and a lone hero with a strong blade and a stronger heart may prevail. Shaintar™ is a world of adventure, a world meant for heroes.

For all the years it has been around as a genre, nothing compels quite like heroic fantasy. And now, after more than 26 years of active development, there is a world where every tale of epic fantasy has its place. Shaintar offers classic fantasy elements all brought together in a consistent and integrated whole.

A world so vast and rich that the epic campaign running through it can only be *started* in the first book, Shaintar™ is epic high fantasy.



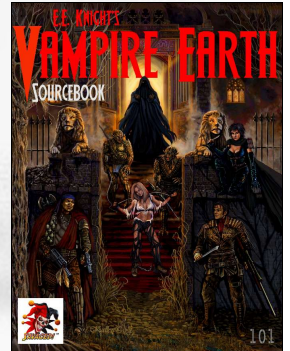
[Vampire Earth](http://www.vampireearth.com) (www.vampireearth.com)

WELCOME TO THE YEAR 2065. EARTH IS UNDER NEW MANAGEMENT.

A lot has changed in the forty-third year of the Kurian Order. Possessed of a legendary hunger, the bloodthirsty Reapers have come to Earth to establish a New Order built on the harvesting of enslaved human souls. They rule the planet. They thrive on the scent of fear. And if it is night, as sure as darkness, they will come.

The Vampire Earth: Savage Worlds Sourcebook brings award-winning author E.E. Knight's bestselling dark fantasy series to your gaming group. For fans of the series, it's loaded with supplemental information and art; for Savage Worlds enthusiasts, there are new races, skills, hindrances, edges, gear, vehicles, creatures and a sample campaign setting.

What will your characters do? Resist the vampire occupation? Gain power and status by aiding Earth's new overlords? Or simply try to survive the post-apocalyptic landscape? In this danger-filled Savage setting anything is possible.



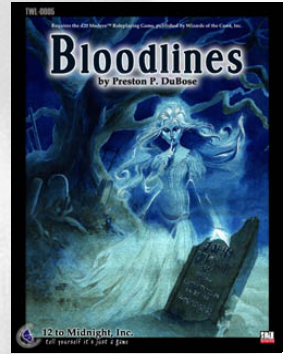
But wait! Not up for a whole massive campaign? No problem! Just scope out these sources for Savage Adventures!

[12 to Midnight's](http://www.12tomidnight.com) Modern Horror (www.12tomidnight.com)

The world we know, our reality, is normal. People go about their daily lives, raising families, going to work and making dinner. Parents sooth their children's fears, saying "There is nothing to be afraid of. There are no monsters." They are wrong. Monsters, shadows, demons, devils, spirits, conspiracies, and aliens all exist, hidden from our normal lives. They co-exist with us. Watching us. Using us. Controlling governments. Preying on us.

Welcome to Pinebox, a sleepy little East Texas town with more than its share of trouble. Whether it's snake cultists running the local bar or vengeful spirits haunting the high school boys locker room, there always seems to be some sort of trouble brewing just below the surface.

Anyhow, sorry to hear about your car trouble. I'm sure it won't take more than a couple of days to get the replacement parts. Just check into one of our Bed & Breakfasts, visit some antique stores, and soak up the local history. Don't think of it as being stuck here. Think of it as a rural adventure.

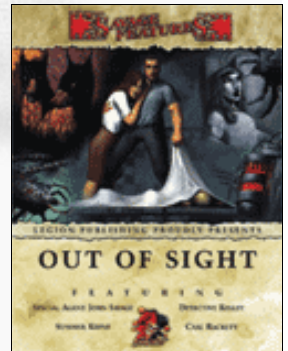


[Legion Publishing's](http://www.legionpublishing.co.uk) Classic Movies (www.legionpublishing.co.uk)

The Savage Features line is a collection of one-shot adventures providing everything you need to run a single evening's play.

Each title is based around a theme from the golden age of the silver screen. From B-movie aliens, to sweeping high adventure, to gritty noir attitude, Savage Features put your players in the starring roles.

There are currently three Savage Features available – [Out of Sight](#), [The Last Round](#), and [They Came From Beyond Space](#).



[Great White Game's](http://www.greatwhitegames.com) Savage Tales (www.greatwhitegames.com)

Savage Tales are the official Great White Games line of adventures for Savage Worlds. This series of adventures represents a tour de force with new twists on classic fantasy, the weird west in space, the glory of the roaring twenties, mystery solving kids, and, as always, plenty of zombies!

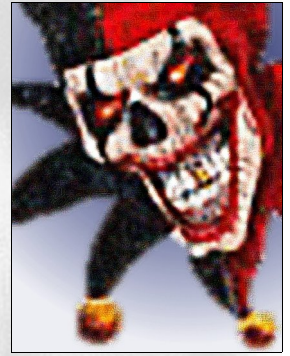
Plus, all of them are chock full of great story in that Fast, Furious, and Fun style straight from the people who invented it. In fact, [Zombie Run](#) and [The Highwater War](#) are both so long, they're more like campaigns than adventures!



Whoa ho! Still need more? You're not the type to let somebody else do what you can do better, eh? Then just check out these support materials to send you on your way!

[APB: Anime Powers Book™](http://www.realityblurs.com) (www.realityblurs.com)

The APB is your savage source for awesome anime action! Do you want super-powered sorcery? Giant mecha battles? Extreme martial arts? It's all here! Each chapter covers a different genre and presents relevant themes, rules modifications, and new powers and edges. Mix and match them to your heart's content!



[Fantasy Toolkits](http://www.greatwhitegames.com) (www.greatwhitegames.com)

Four books designed to help you flesh out your own fantasy settings. They don't contain official rules, but instead give advice, guidelines, and detailed examples for creating your own setting.

Gear: Rules for making magic items, from scrolls and potions to magic weapons and armor containing Edges as well as powers and trait bonuses. Guidelines for non-standard weapons and armor, and rules and examples for fortifications and siege weapons.

Beastuary: Tips for creating monsters, as well as over 100 pre-generated beasts ready to use straight off the page.

World Creation: As well as having guidelines for creating the world, this toolkit covers creating Professional Edges, detailed guides and examples on how to make the Arcane Background (Magic) Edge unique to your world, sample gods, how to create pantheons, and much more.

Character Generator: A complete system for randomly generating characters. Every aspect, from his parents' marital status to the outcome of battles, is covered in a series of easy to use tables.

