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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

If you want something creepy and crawly and supernatural, then this is the book for you. In the style of the Fantasy and Super Powers Companions, this book isn't a campaign setting, but instead an assistant of sorts. There are new Edges, Hindrances, monsters, and the like. I am currently running an Agents of Oblivion (which I am 100% certain is erroneously priced here on) assisted game and this book is my life-blood. It's full of many "Things That Man Was Not Meant to Know" and is even good for darker fantasy if that's your bag. I highly recommend this book, as I do pretty much everything Savage Worlds-related. It's Fast, Furious, and Fun and it doesn't disappoint.

A great book, everything you need for running a Dresden Files Savage Worlds game or a Vampire or Werewolf styled game. Note: You still need the basic rules found in Savage World Deluxe, the explorers edition can be found for \$10!

Great.

Like all Savage Worlds products it cut right to the chase. Give Ideal for for your Horror game. It also have nice art and well laid out. This is not a game in its self you have to have the core rule book (which is \$10... cheap!). It is not a prepackaged horror game, this what you can used to make your own horror game int the SW system. If you want a horror world ready to play look into product like "The Realms of Cthulu", Good game for the classic Pulp Horror.

I love SW and this book provides the best generic horror trappings for the SW RPG. Lots of monsters, ideas, and small rule tweaks to make running a horror-genre game (or simply adding a horror element to a standard campaign).

Plenty of rules for a variety of horror campaigns and a wide variety of bestiary. The "Sanity" rules are perfect for those looking for a Cthulhu experience and much more including weapons, items, magic and rituals. Well worth the money!

Dark gods , Vampires , patchwork men , werewolves , cursed objects , this book allows you to take the xfile , supernatural , and buffy , mixing some love craft , and run horror mystery pulp adventures . wanna do just a hunt for the werewolf game ? how about classic murder mysteries with a twist ? how about a game of madness and cultists ? fast furious and fun and all possible !

Nice book, nice system, and nice binding.

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