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Grim Prairie Trails (Deadlands, Savage Worlds, S2P10213)



Synopsis

If it bleeds, you can still kill it... The Weird West is full of grim and twisted trails, where the boogeyman isn't just a story parents tell misbehaving children. And fresh or not so fresh horrors are spawned from the depths of Hell with frightening regularity. For cowpokes who've become jaded gunning down walkin' dead and plugging the occasional jackalope, Grim Prairie Trails rounds up 19 of these horrors for use in tormentin' the heroes anew. Best of all, each monster includes a full Savage Tale so it won't take long to get on the trail. Best mind what's lurkin' around the next bend, amigo! So what are you gettin' for your wooden nickels? 19 rascals, varmints, and critters ready to drop into any Deadlands campaign. 19 full Savage Tales with all the maps, descriptions, and vital statistics a Marshal needs to bring them to life. Stats for Weird West archetypes like cowboys, gamblers, and lawmen. Stats for mundane and dangerous fauna found Out West, like cougars, boars, and bears...oh my! The PDF is fully bookmarked, indexed, and cross-referenced to make tablet and screen navigation a snap. Grim Prairie Trails is not a complete game. It's a supplement for the Deadlands setting for the Savage Worlds game system.

Book Information

Age Range: 8 and up

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Customer Reviews

Whether you are looking for some fresh ideas for your Deadlands campaign, or just for a quick game to run for an evening, Grim Prairie Trails delivers with every page. Very well put together. This provides stats on new creatures and will also include an adventure to go with the weird critters it lists. Both creatures and stories are well written. Out of all the supplements I have, this one stands out as one of the best.

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