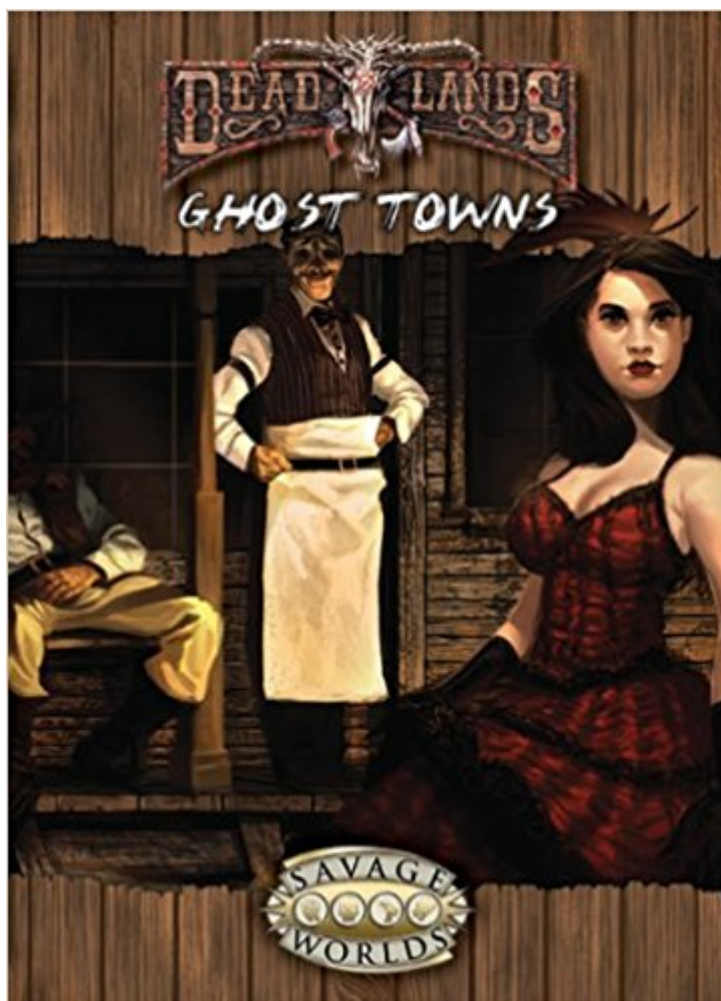


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Ghost Towns (Savage Worlds, Deadlands, S2P10212)



Synopsis

Visit the strangest locales in the West, and find a new place to hang your hat! In the Weird West, every town stands at risk of destruction by natural disaster, man's folly, or the dangers lurking in the dark. At every turn, a settler's path is menaced by threats mundane, terrifying, and just plain odd. Ghost Towns gives you the lowdown on seven new burgs, plucked from every corner of the West, for use in your Deadlands Reloaded campaign. All the major players, points of interest, and mysterious plots are detailed, with Savage Tales ready to roll. If seven ain't enough for you, amigo, you're in luck you can have as many as you want! Ghost Towns includes a random generator to make creating your own strange locales a snap. A quick shuffle and a little thought and you can call a whole town into being in an instant be the envy of Hucksters and developers everywhere! After all, everyone needs a place to call home no matter what's whispering from the shadowed corners or hiding inside the local shopkeeper. Ghost Towns is not a complete game. It s a supplement for the Deadlands setting for Savage Worlds.

Book Information

Age Range: 8 and up

Perfect Paperback: 128 pages

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Customer Reviews

This volume fills much the same niche as Mansions of Madness (Call of Cthulhu Horror Roleplaying, 1920s Era) did in its day; places for the party to end up during "breathing space" in an ongoing campaign which turn out to be none too healthy. These places can also be used as places to hold one-off games, or to host mini campaigns with a little work (I got an unbelievably long and lively 14 sessions from Coffin Rock (Deadlands Reloaded Adventure, S2P10201), which others deride as "too short", with only a modicum of effort). There are seven ghost towns described, along

with the threats posed by being there. The name isn't totally honest, as these towns are inhabited, but those inhabitants are the last hangers-on in towns barely alive and there may be hidden meaning in the term "ghost town". There are a couple of Savage Tales set in various of these Ghost Towns and there is a nifty Locale Generator with which to dice-up a spur of the moment place in which to adventure. The production is the usual Deadlands:Reloaded affair, with graphic design to match the other PEG publications in the series, full color and gloss paper throughout. As with all Explorer Editions it is a perfectly bound paperback. I always replace the binding with a spiral binding at my Local Office Supply Store, which obviates the eventual failure of the binding and autumn-in-bookland and enables the book to lie flat on a table during play, and I ask for an oversize binding to ease the turning of pages. If money is tight in your pockets, this would be a fine publication to add to your wish list. If you need inspiration and cannot stretch to *The Flood* (Deadlands Reloaded, S2P10202) (a very deadly campaign from the get-go) or *The Last Sons* (Savage Worlds, Deadlands Reloaded, S2P10209) (marginally less deadly at first) then this might very well be a book you'd be advised to purchase. If you are a seasoned Deadlands:Reloaded marshal then there is no question that this book should be on your shelves. Recommended.

Meets my expectations and delivered promptly

I really like Ghost Towns, as not only does it provide you several towns you can drop in, it also provides an easy to use system to create your own towns quickly. This 126 pages and the smaller Explorer sized.

Is your posse tired of the same generic western town no matter where they go? Well then this is the book for you, Marshal! Excellently written with several sample towns and adventures just waiting for players to explore. I'd recommend this to any and every Marshall. It even includes a random town generator, in case you feel like building your own, but need some help getting started. My posse has never been happier and the games are more fun than ever.

Love me some magical steampunk cowboys.

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