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Necropolis 2350 (Savage Worlds, S2P30000)



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Synopsis

Necropolis 2350 - A setting book for Savage Worlds. The year is 2350. The place is Salus-more popularly called Necropolis-the only habitable world left to mankind. Knights of the militant Sacri Ordines of the Third Reformation Church are locked in a bitter crusade against the Rephaim ("the dead ones"), a race of evil beings who wield necromantic powers and possess a fervent desire to exterminate all life. Lives are not the only thing at stake-humanity’s very existence hangs in the balance. If the Rephaim win, mankind’s light will forever disappear from the universe. Should humanity succeed in overcoming the tide of darkness, it can begin to rebuild its former might, perhaps again reaching out into the void to find new worlds on which to prosper and multiply. Yet even when faced with extinction, mankind cannot work together. While the Rephaim batter at humanity’s door, the Church and Union of Corporations continue their cold-war struggle for dominance over the lives of millions. All that stands between oblivion and salvation are courage and faith. Welcome to Necropolis... Necropolis 2350 is a dark futuristic setting for the award-winning Savage Worlds RPG designed by Triple Ace Games. Triple Ace Games is the creative team that brought you Rippers: Horror Roleplaying in the Victorian Age, The Pirates of the Spanish Main, The Savage World of Solomon Kane and Sundered Skies.

Book Information

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Customer Reviews

Unbelievably nice print quality, with excellent content. A great world setting, with starting scenarios, world lore, maps, and mechanics. A bestiary that rivals the core books and compendiums. A must have for those who want a futuristic campaign with horror elements. This book makes a great add-on book for other settings, and would compliment some high fantasy campaigns as well.

Great book, well produced.

muy bueno

Fair Warning: I did not and still do not feel any sort of desire to run this setting as I feel no connection with the subject matter. I bought it out of curiosity, and read as much as I could, but I could not summon the effort to read the whole thing cover-to-cover. If you liked the movie "Priest" or those Vampire hunter games, you'll probably feel a better connection with this stuff than I do.I feel quite strange. It has been literally forever since I had such a poor connect with a Savage Worlds setting. Please read accordingly.This is a bizarre setting, pitting the Church against the undead on a world in the far future, a future in which the human race has all-but died out. The world on which the action takes place is the last bastion upon which Humanity clings on the verge of extinction.Players can take roles in the church hierarchy which is broken up into an octet (or so) of schools or chapels or chapters...sound a bit familiar?There is also the opportunity to source your game in the industrial Zaibatsu-style hoi-poloi, or even play the Bad Guys. Three basic factions, as it were, with as many clans, divisions and what-have-you as the GM cares to describe. Can't fault the rich field for PC types.The church types come in different flavors not unlike Jesuits, Templars etc, and all are super violent military specialists so it is a good thing that there are pages of firearms to select from.A less Savage Worlds-y weapon list I never saw before.The factions don't get on so you could base a game in the politics of internal push-and-shove. Kinda like The Borgias meet "Priest".The supplied plot point campaign seems to be half tabletop battles with more or less massed forces, and half more traditional RPG stuff. You'll need a few sheets of cardboard standees, counters or perhaps the minis from another game.Frankly, and this may be extremely unfair of me, the whole thing read to me like a reaction against a certain tabletop figure wargame set against a gothic backdrop which one must now invest substantial amounts of money in to be able to play competitively. Not that that is a bad thing. It just wasn't what I was looking for, as a veteran of the Savage Worlds system and a voracious consumer of settings for same.If you want an epic battle of Humanity's last dregs against the darkness of an undead-populated universe, this is probably your game, and if you want this sort of game, Savage Worlds is about the best way to go about running it.The book is certainly well produced. Savage Worlds color books are lavish things and this one is no exception. It's a slim volume for the price asked, something over $30 at time of writing, but it is a full-color affair on high chinaclay-content paper which sort of explains that. Also, legacy artwork, the reuse of which is one

of the clever things PEG do to keep prices low in their range of books, is of less use here what with the setting being so different to any of the others. New art costs money.The binding is a cloth-backed stitched affair, and the book itself is a hardback. Barring liquid-related accidents, it should give long service.You'll need a Savage Worlds core rulebook in order to play Necropolis 2350. Since there is now an Explorer's Edition of the Deluxe rulebook, that is a matter of $10 again. Savage Worlds has regained its place as the least expensive RPG engine to own.Four stars because I'm not qualified to judge it at five.

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