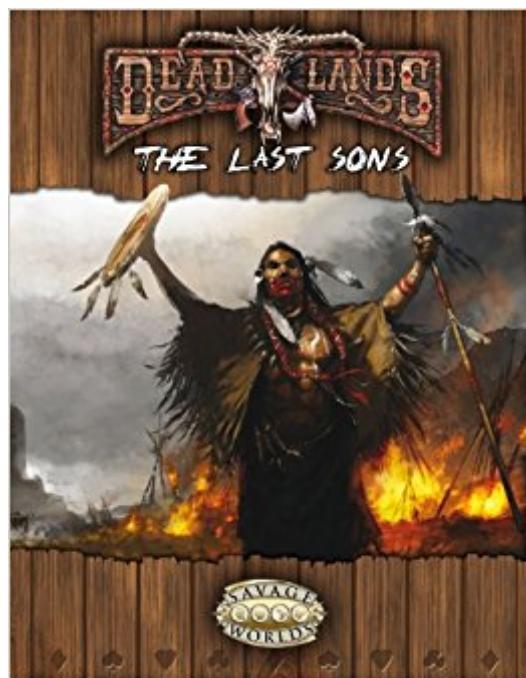


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# The Last Sons (Savage Worlds, Deadlands Reloaded, S2P10209)



## Synopsis

Arrogant gunfighters draw shootin irons at the slightest provocation. Jayhawkers, Bluebellies, and Rebs murder each other over tiny plots of Kansas soil. Soldiers massacre Indians. Indians butcher miners. Sisters kill brothers, and vice versa. Everyone knows a stranger is never to be trusted. And it isn't rage that's the cause of all this fighting it's sheer terror. *The Last Sons* has everything you need for hair-raising adventures in the Weird West: a complete Plot Point campaign, details of the strange locales and twisted trails of the Disputed Territories, new Edges and powers for shamans, a full catalog of top secret Agency and Texas Ranger gadgets, and 30 Savage Tales to boot.

Welcome to the Heart o' the West, amigo. This is the house that War built. *The Last Sons* is a Plot Point Campaign for the award-winning Deadlands setting. You'll also need the Savage Worlds core rulebook and the Deadlands rulebooks to play. This is a full-color full-sized hardback book (8.5" x 11" interior pages). Full-color. 336 pages.

## Book Information

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## Customer Reviews

I love savage worlds, and the newest book in the Deadlands world does not disappoint at all. It's got a ton of information, and looks to be an awesome next campaign.

Love me some magical steampunk cowboys.

Very fun and informative

This book, easily the largest supplement to be published for the Deadlands:Reloaded line, has as its

focus the Indian Peoples of the Weird West (Deadlands uses older, less PC terminology for aboriginal peoples of the Weird West and so shall I). The history of Deadlands:Reloaded posits an uneasy peace breaking out between the Confederacy and the Union with no clear winner. The confusion of the war has provided the opportunity for the various Indian Tribes to cooperate in seizing from the invading white men large tracts of land that they had been about to be evicted from, and the confusion and resource depletion of the war combined with the events that have made the West into the Weird West have prevented 'remedial action' by the new powers in the former USA. In the world of Deadlands:Reloaded the Sioux Nations in the northwest and the Coyote Confederation in the southeast bracket the so-called Disputed Territories of Kansas, Oklahoma and Colorado ("disputed" as in neither the Confederacy nor the Union can lay sole claim to them), and raiding parties are an uncommon fact of life for those adventuring in those places. The town of Deadwood sits smack in the middle of the Sioux Nations too. The Sioux Nations carve out a vast tract encompassing most of Nebraska, almost half of Dakota (not divided in two as yet) and about 25% each of Wyoming and Montana. The Coyote Confederation is smaller, comprised of around 50% of Oklahoma and a small corner of Kansas. The book contains enough source material for players to assume the characters of people of the various tribes for the purpose of adventuring. No book of this sort can be comprehensive of course, and the text urges further research. That said, I feel anyone could run a convincing campaign out of this book as it stands. And one is provided, a plot point campaign which, if played to its conclusion, can have the players "making a difference", as in directing the course of the Weird West's destiny. Who could resist that? Not only that, there are A Fistful of Savage Tales, free-standing adventures for one-off games, or for insertion into ongoing campaigns that stray into the Disputed Territories. Coffin Rock is set in the west of the Disputed Territories. The action of the campaign in this book will take place nominally after the culmination of the plot point campaign of *The Flood* (Deadlands Reloaded, S2P10202), but owning that book isn't necessary to get the value out of this one, and it isn't necessary to play through *The Flood*'s campaign in order to start the campaign you'll find between these covers. Naturally there is a section containing new hindrances and edges, some particular to the people of the various tribes, some more general and applicable to existing campaigns. Veterans of the Savage Worlds settings will recognize one or two as Deadlands themed versions of edges or hindrances found elsewhere in some cases, but it is all good. There's a bestiary that expands on that in the *Deadlands Reloaded Marshal's Handbook* (Savage Worlds, S2P10205) and some new characters to encounter too. Physically, the book is over 300 pages bound with a cloth binding between hard covers. The pages are exactly what you'd expect, full color, semi-gloss, produced in the "deadlands palette" of

earth tones and yellows with much artwork and an enlarged map of the stage upon which events will play out, drawn from the canonical Weird West map. The material in this volume is not a complete game by any means. You will require both the Savage Worlds Deluxe (S2P10014) (this is available in a much more affordable explorer's edition now) and a copy of both the Marshal's Handbook and the Deadlands Reloaded Player's Guide Explorers Edition (Savage Worlds, S2P10206) a deck of cards and a box of poker chips in order to play - it is almost a given that if you are considering buying this book you already have those but I don't want anyone to make an expensive error on account of something I didn't say. The book is, as I said, the largest I have in my Deadlands: Reloaded library, thicker than the original one-volume rulebook, and the material inside is long overdue in my opinion. I had it on order from my Local Friendly Game Store since the title was announced as "in the works", and when I picked it up suffered some initial sticker shock. I can say after reading much of "Last Sons" that the cost is justified in the production and content. I'm currently running Coffin Rock for a small group that recently asked about the possibility of playing Indian characters. I am very pleased that at our next session I'll not only be able to promise them the chance, but I'll have the proper materials and a campaign in which they can adventure too. Recommended as highly as I can. Other useful resources: Deadlands: Reloaded - The 1880 Smith & Robards Catalog, Savage Worlds RPG: Action & Adventure Decks, Deadlands Reloaded GM Screen with Adventure (S2P10203), Savage Worlds Bicycle Poker Chips (100 Count) Tab Box, and of course, the Pinnacle Entertainment Group's website, which has many resources for Savage Worlds and Deadlands: Reloaded.

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