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# Deadlands Noir Companion (Savage Worlds, S2P10702)



## Synopsis

Deadlands Noir introduced you to the rain-soaked streets of the Big Easy and the heroes who battle from its shadows. The Deadlands Noir Companion Companion shines a light on the rest of Noir North America including Chicago, Shan Fan, Lost Angels, and the incredible City of Gloom. The Companion also introduces martial artists, and adds Sykers and the Blessed to the ranks of those struggling against the eternal darkness. Don't go alone into the black night, shamus. Take a Companion. Deadlands Noir Companion is not a complete game. It requires Deadlands Noir and the Savage Worlds core rules to play. The printed book is hardback, full color, full-size (8.5" x 11" pages), and 208 pages.

## Book Information

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## Customer Reviews

The core book for Deadlands Noir isn't sparse, but it IS laser-focused on New Orleans, 1935. This book adds four new cities -- Chicago circa 1927, "Shan Fran" (Deadlands' San Francisco) circa 1939, Lost Angels (Deadlands' Los Angeles) circa 1946, and City of Gloom (Deadlands' Salt Lake City) circa 1950 -- each with their own map, setting details, Savage Tales, Plot Point campaign, and unique monsters and NPCs all laid out for you. For players, there are also two new Arcane Backgrounds (for blessed and sykers) as well as an Edge that greatly expands on the options available to martial artists. To be fair, however, blessed and sykers are scaled down versions of their previous selves from other versions of Deadlands (which is necessary for that Noir feel) that have absolutely no unique Edges to round them out with the Arcane Backgrounds in the core book (which is merely to save space and get both backgrounds to fit on one page). Also, the Kung Fu Edge for martial artists is reprinted straight out of Deadlands: Hell on Earth. These aren't bad

customization options by any means, however don't expect much in the way of new material for players. This book is for GMs, through and through. Even if you plan on running your Noir game in New Orleans, there are plenty of monsters, NPCs, and even Savage Tales you can swap from this book. There's tons and TONS of material in here to mine, that's for sure, and plus you get a lot more background on the era. Who were the U.S. and Confederate presidents going into the new century? How did the realities of Deadlands affect the rise of organized crime in the wake of Prohibition? What is in the world has Darius Hellstrom been up to since he revealed that his brain survived inside of a robot body in 1917 (something only briefly touched upon in Deadlands: Hell on Earth)? All of these general setting questions are answered and presented along with a map of the U.S. and C.S. territories. Overall, if you plan on getting Deadlands Noir, pick this up as well. You won't regret it.

Great setting.

A really excellent source book for Savage game systems, specifically Deadlands. It is a companion book to the Noir edition, and helps round out the game world. If you are looking to progress your game out of the old wets and into the great depression, this book will really help.

I have over the years collected every deadlands book published, even the collector leather bound ones. However everything in this book is garbage, barely any of the soul of deadlands is left at this point. Honestly if you want the theme of it just push people into the 20's and change some of the weapon stats, all this feels like is a cheap cash in on the lovecraft style of games. That can be done without the need of this book and without removing the bulk of deadlands flavor from it.

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