

# SAVAGE SWORDS



# Sword and sorcery stories in the days of high adventure!

*Savage Swords* is our newest Dungeon World campaign. Following is all the background information we need to kick off another exciting campaign – everything else we will create and discover along the way.

*Savage Swords* is inspired primarily by the artwork of Frank Frazetta and his mighty pulp book covers for such classics as Conan, Death Dealer and John Carter of Mars. Google him! Take his art and mix it liberally with the classic cartoon He-Man, the Dark Sun setting from D&D and Aztec temples. This is a fantasy adventure game inspired by William Rice Burroughs, H.P. Lovecraft, Michael Moorcock and Leigh Brackett.

The world of *Savage Swords* is a harsh and barbaric one, with frozen wastelands, steaming jungles, and vast deserts. The world is ancient, with layers of civilisation buried by time, sorcery and war. The sky is filled with other worlds, some reachable by skyships, though most harbour dark secrets and terrible monsters that deter all but the most valiant of adventurers!

When considering what character you might play, the most common classes would include: Fighter, Ranger, Thief, Mage, Elementalist, Priest (or cultist?), Druid, Brute (a man, or a monster?), and Barbarian. Adventurers in *Savage Swords* are often outsiders, like Conan, struggling to fit into normal society.

Races are open to discussion. Brutish orcs, snow elves, dwarves, humans and more are possibilities. We can decide upon commencement which races are common, which are rare, and which are only legend...





