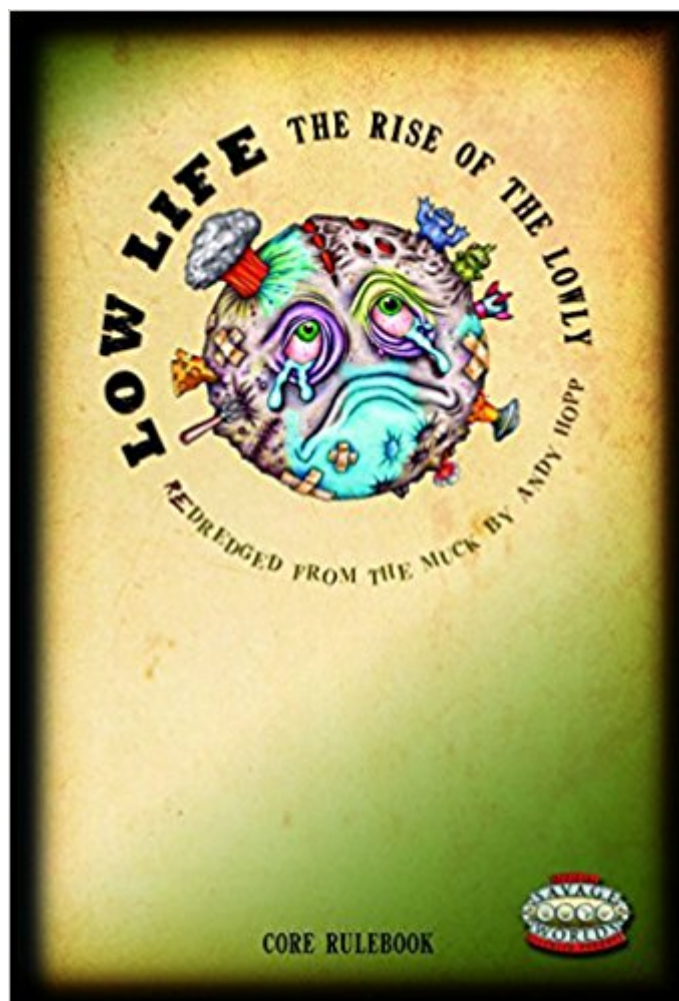


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Low Life: The Rise Of The Lowly (Savage Worlds, MOC100000)



Synopsis

This entirely redredged version of the original Low Life RPG features all new art and writing, an originally immersive layout, and much more. Gazillions of years in the future the vaunted Hoomanrace is extinct and Oith's dominant lifeforms evolved from cockroaches, snack cakes, and the dregs that survived the various apocalypses in this highly original tabletop roleplaying game. Spork and Sorcery adventure in a shattered world inhabited by the descendants of cockroaches, worms, snack cakes, and stranded aliens. Discover the arcane secrets of hocus pokery, dementalism, smellcasting, and contanimation. Battle hideous beasts risen from the rubble of ancient civilizations. Enjoy a light lunch at the Primordial Soup Kitchen. Mutha Oith is a bold land where even the lowliest croach can become a king by his own mop and the most wretched gob of filth can become a gawd. Are you worm enough to follow your destiny? Do you have the nuggets to take your rightful place among Oith's most valiant heroes? If so, strap on your esophagator hide shield, pick up your battle spork and your big ass cleaver, mount your pygmy slog, whisper a prayer to Jelvis, kiss your larvae goodbye, and open the goosin book. The muck-riddled road to epic adventure stands before you... The Savage Worlds rules system is required to play the game, but not necessarily to enjoy the book. Approximately 300 pages, Hard Bound, Full Color, profusely illustrated. Written and Illustrated by Andy Hopp.

Book Information

Hardcover: 280 pages

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Customer Reviews

This book puts the Laugh out Loud into LOL. Seriously, it is a wonderful setting and very creative.

This is a fantastic book. The world it describes is surreal and fun.

Amazing funny book, well worth the read even if I never get to play it

This book is amazing. It's supremely engaging, filled with a zany humor, and makes you want to play the game right away. Not only that, but it's very original in scope. Low Life can be used for a variety of purposes, and you can easily slot older D&D modules into it without the slightest bit of difficulty.

Took a little longer to arrive but it was well worth the wait!

This game is really great on several levels. First, it is well written. The language, words used (and invented), names, all help convey the flavor of the new world. The book can be immersive. It is humorous, but this is not a parody. This isn't a spoof of another game, or anything like that. It's funny, original, high concept, and it is taken from an almost absurd premise, but this is a game that you can play in seriousness. And the author writes in the spirit of the game all throughout the rule book. For this guy, Andy Hopp, this nutty, wacky, zany idea and world that he paints for the reader is obviously a labor of love (a passion or an unhealthy obsession, but he really puts his heart into it). He really gives it his all in trying to give you the look, sound, and flavor of his world. And all of his own illustrations fill the book, too. Secondly, the idea is new and sort of old at the same time, but he really defines it and takes it to 11. It is the world of a post-apocalypse, ... well, really it's the world of a post-post-post-post-post ... post-apocalypses. Basically, it's the world after the Hoomanrace has screwed-up and nuked it so many times, and in so many ways, that they are long gone and new life has emerged in the world. Life in the forms of mutated organisms and other unfortunate remains. The sludge and slime of the Oith are rising up from the wastes and garbage of our destroyed world and beginning anew. They have awoken new magics and sciences, and the world is a savage and barbaric place (wild and unexplored), but there are pockets of civilization, and these lowlies are building things up again. The kernel of the idea is not entirely original, but Andy Hopp puts his twist on it and truly delivers on making this his own original concept. Third, it is FUN. I mentioned that you can play it seriously, even though it's a crazy and silly idea at its core, but I don't see this as a game that you have to approach with a sense of slapstick comedy or a lack of seriousness. You will get laughs from it, but it can be played as a serious ongoing campaign. This isn't a one-shot comedic idea that you would play as a one-off. You can really get into this, you can invest in it. It might be a silly premise (you can play an evolved cockroach, a pathetically d/evolved mutated human remnant,

an evolved worm, a mish-mash of animal mutations, a sentient piece of snot/poo, a mutated/evolved snack cake, etc), but (after you get past the poop and fart jokes) that doesn't necessarily make it any sillier than a world of elves, gnomes, dwarfs, dragons, unicorns, magic nonsense and everything else. This is a very playable game, and a very functional concept, and it can really shine if you give it an honest effort. And the author is still supporting his product. He is still making things around this concept, and he has a website (Mutha Oith Creations) with lots of stuff for the game (free stuff, too). He is still creating game materials. And Andy Hopp even has a yearly gaming convention, Con on the Cob. So, even though the game is fun and funny, it is a very real RPG in its own right. I recommend checking this out. It uses the Savage Worlds RPG mechanics, so that's pretty solid. There's no risk of buying a game with a lousy/broken system. And the Savage Worlds RPG book can be bought for \$10 so that's really a pretty easy investment.

So this is a modernization / re-crafting of Andy's original Low Life - Rise of the Lowly pen and paper role playing game using Pinnacle Press's Savage Worlds Deluxe: Explorer's Edition (S2P10016)'s RPG system. Be advised you do need to pick up Savage Worlds Deluxe to play the game - it contains the core rule mechanics, that Andy's setting is built on. For those of you who don't know Andy and his work, it has to be seen to be believed. He has more imagination in his left earlobe than most authors do in the whole meat sack! He has this fantastical world set a million years in the future where every calamity that could have happened has probably happened twice (Thrice for that one thing at that place with those guys - yah YOU know the one!). So what is left is this fantastically messed up cracked ball of refuse that these poor bastards live on and you get to play the poor bastards! It is chock full of what at first glances is fairly pedantic potty humor, but there is a REAL clever underlying tone / thread that runs through it all. The best way I can describe it is a world full of really silly people that take themselves really seriously. It's not really a post apocalyptic setting, I would liken it more to a high fantasy setting with more of a Conanesque feel to it. The world is huge and mostly wild with small pockets of kingdoms to adventure in, around (under) and between. There is magic which Andy has thrown his own spin on instead of alchemy, there is a magic art called smellmentalism where practitioners weave various scents together, bottle them and use them to perform magic. Or contanimation where the practitioners raise constructs from the primal forces of filth and decay. Playable races range from mutated sentient Flies, Worms, Roaches and Mushrooms to Mutated Snack Cakes (Yes a giant sentient Twinky is a playable race!). If you haven't seen Andy's work, take a look at his site [...]. This book is worth picking up just for the art. It's a hell of a read as well :D. If you already know about Low Life, but haven't seen this the Re-Dredged

version, Andy has really stepped up his game. The art is beautiful, most of it is in full color and his style has matured into something even more fantastic. This book has 282 pages (up from the original 144) But it has moved to a smaller format 5 x 8. It has loads of new material and illustrations. If you like the original you can't go wrong here.

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