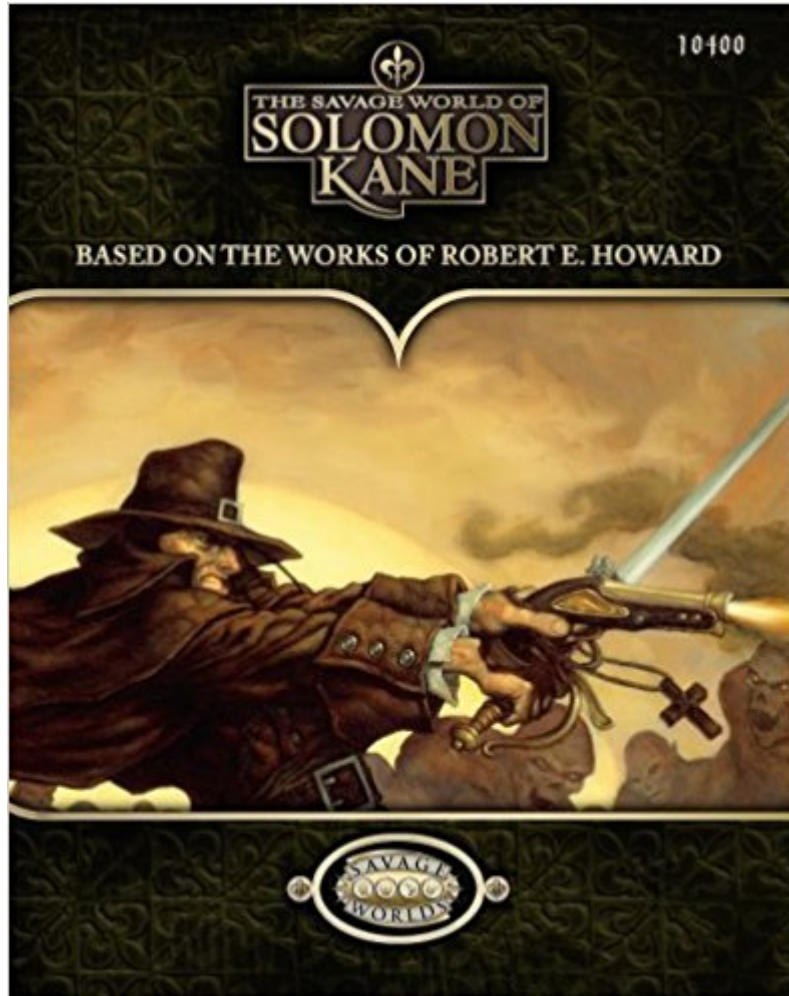


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The Savage World Of Solomon Kane (Savage Worlds; S2P10400)



Synopsis

A Landless Man. A Wanderer. A Puritan. Solomon Kane is many things, but above all, he is a hero. In a time of savagery and horror, he wanders the darkest corners of the Earth and battles the evil he finds hidden within. From the savage interior of Africa to the cold forests of Europe, the frigid mountains of Cathay, and the blood-soaked jungles of South America he battles merciless butchers, deathless queens, and even winged demons in his pursuit of righteous vengeance. Now your hero can follow the Path of Kane. Whether a Puritan wanderer, a misguided pirate, or a soldier of fortune, a time of legend has come and fate has chosen her champions. Kane began the fight against an ancient evil so great it could destroy humanity, but now others must carry the torch into the darkness. The Savage World of Solomon Kane is a roleplaying game based upon the incredible works of Robert E. Howard, author of Conan the Barbarian(R), Kull the Conqueror(R), and countless other great heroes and heroines. Inside this lavishly-illustrated 352 page book are the complete and award-winning Savage Worlds rules customized for Kane's world, as well as all-new setting and magic rules to capture the spirit of Robert E. Howard's dark tales. Game Masters will also find terrible creatures and merciless foes drawn from Kane's own travels and beyond as well as dozens of Savage Tales and a ready-to-run Plot Point™ Campaign. Strap on a brace of pistols, sharpen your blade, and steel your mind. You are about to walk the Path Solomon Kane!

Book Information

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Customer Reviews

This review is for the hardback book The Savage World of Solomon Kane from PEG. For a review of the Solomon Kane setting, it would be best to look at the reviews of the Howard fiction, which is collected in "The Savage Tales of Solomon Kane" (unlinkable for some reason). Set (loosely) in the

17th century, this is a world of dark fantasy, with characters that are not so black-and-white as one might find in Howard's Conan stories. You'll love it, or you won't. The game can be played for moody character development or for swashbuckling derring-do or pretty much anything in between. The book is one of the better produced in the Savage Worlds settings, and is that most surprising of things: a Savage Worlds setting that does *NOT* require the purchase of the core Savage Worlds Explorers Edition (S2P10010) rulebook (which partly explains the \$50 price tag) to build a character (though the GM would be wise to obtain one for all those odd rules that pop up once in a blue moon). The binding is stitched, with a cloth backing between board covers. The pages are gloss, full color throughout, as per the usual standard with Savage Worlds. In normal play it should last forever. Don't get it wet - gloss pages don't like water. The material inside consists of a brief introduction to the Solomon Kane canonical background, which includes plot precis of the Howard Solomon Kane works, the details of the game mechanics including full details on character construction, gazetteer information on the period, a plot point campaign (one of the great innovations of Savage Worlds Settings) and a bestiary.

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