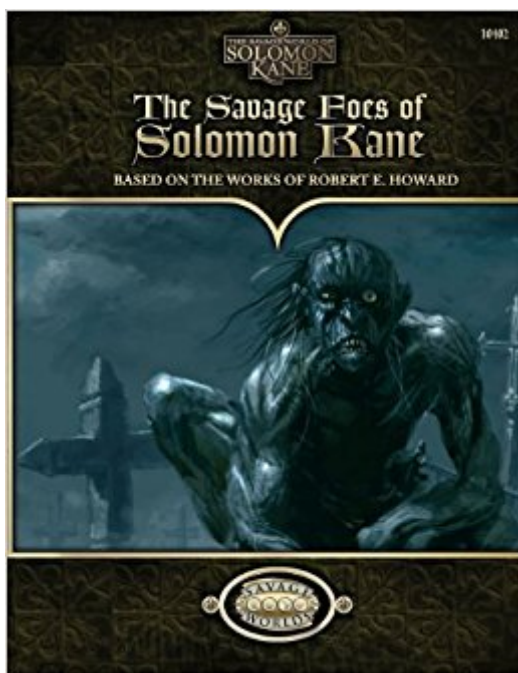


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# The Savage Foes Of Solomon Kane (Savage Worlds, S2P10402)



## Synopsis

The Pilgrim's Path is choked with evil. It is a dark era, teeming with unseen horrors. Thankfully, there are those like Solomon Kane who walk the world, confronting the hidden evils. But the ranks of foes are endless, and there are adversaries the likes of which have never been seen. Pray you are equal to the task. There is no safe corner of the globe; evil is upon the land in every quarter. Cults and creatures, man and monster, even simple-seeming tomes so terrible that the readers souls are lost. From beneath the sea, within the earth, and under the cities, the siege of humanity wears on. Can you face The Savage Foes of Solomon Kane? This book contains over twenty new adversaries for those who walk the Path of Kane. Each foe is fully detailed with an accompanying ready-to-run Savage Tale. The Savage Foes of Solomon Kane is not a complete game. You also need The Savage World of Solomon Kane , the roleplaying game based upon the incredible works of Robert E. Howard, author of Conan the Barbarian ®, Kull the Conqueror ®, and countless other great heroes and heroines. The Savage World of Solomon Kane is based on the award-winning Savage Worlds TM rules and is customized to capture the spirit of Robert E. Howard s dark tales.

## Book Information

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## Customer Reviews

This book is a supplement for The Savage World of Solomon Kane (Savage Worlds; S2P10400), and contains material to be used to extend that game. It is not a game in its own right. What you get is a slim volume, about the same thickness as the Savage Worlds Deluxe (S2P10014) rulebook (which you do \*not\* require to play Solomon Kane) that contains stats for various opponents, human and otherwise, to give your adventurers much trouble and a reason to save the world from

them. Each "bad guy" comes with a description, a full-color picture and a scenario in which he/she/it/they has/have the starring role as the special guest villain of the piece. GMs with experience of Savage Worlds plot-point campaigns or one-page adventures will have met the format. The scene is set, the stats given and an overview of the salient plot-points laid out so that the adventure can play out without "coming off the rails" in a catastrophic manner that destroys the fun for everyone. Physically, the hardback book is the usual Savage Worlds/Studio 2 production - full color with a stitched and cloth binding. The one here is actually much superior to that of some of the other books in the range, being more flexible and less-likely to separate in use (one of my other books had the pages separate from the glue, and another shows signs of the glue pulling off the cloth, which I diagnose as too much glue in the construction). All in all a great resource for a Solomon Kane GM who needs ideas for campaigns or who just needs a ready-made adventure with a new enemy. Recommended.

I originally saw this book at a convention and pretty much got what I expected. Like the illustrations and building layouts.

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