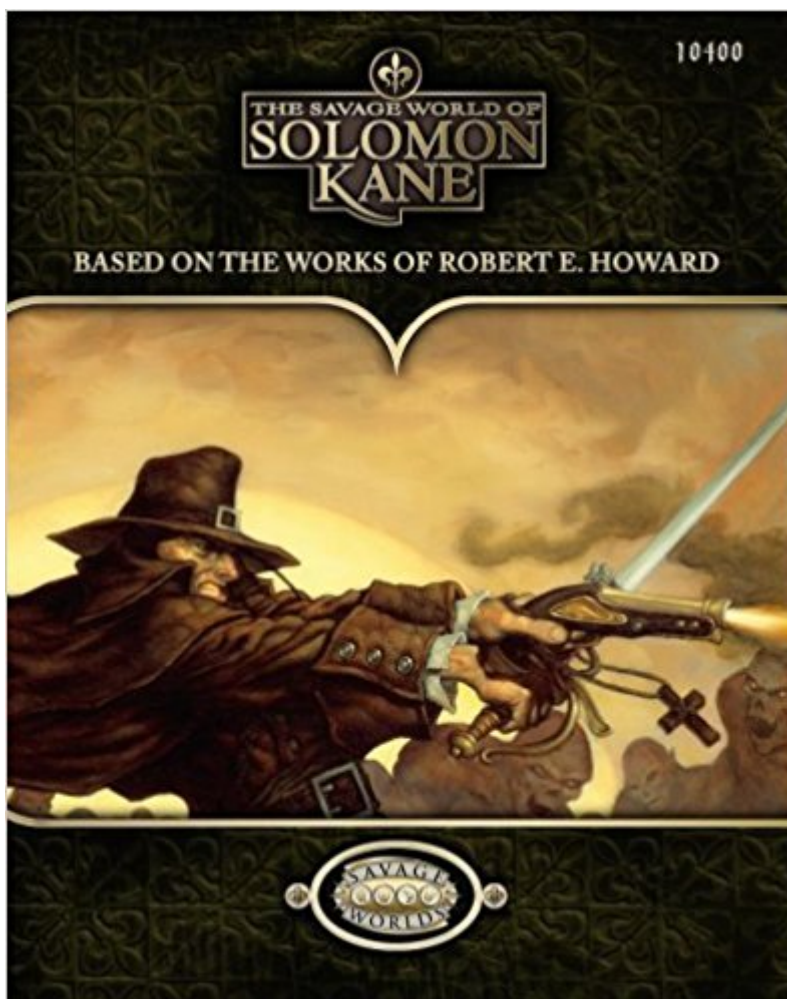


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The Savage World Of Solomon Kane (Savage Worlds; S2P10400)



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

There are really two great books here. One is the Savage Worlds core rules, a superb book, and my current favorite system. There are various minor rule changes specific to this particular game world. The second is a great sourcebook for the works of Robert E. Howard, author of the

Conan series, and of Solomon Kane. Many of the scenarios from the stories can be seen in the adventure material. I believe both of these are great books. Unfortunately, these really should have been two separate books. A gamemaster who already has the Core Rules has just spent \$20 extra. Also, if they have invested time in the Core Rules, they need to devote extra time to figure out the minor changes for this system. The world sourcebook is useful. A player for the game has just spent \$30 extra for the adventure sourcebook that they shouldn't read. If they don't buy it and stick with the core rules, the poor gamemaster will need to go over the minor difference between rulebooks. This is a gorgeous, well-made book. The Core Rules should have been left out from it, though, and just had a few pages of "differences". The Gamemaster could photocopy these 4-6 pages, and the players would be up to speed. I do hope that no more of these "combined" books come out.

I bought this book quite a while ago and it sat in the back of my closet since I buy a ton of stuff and this was a bit forgotten for a while. Opened it up and gave it a read and then a play through and well all I can say is WoW, I can't believe I did not jump into this right away!. This is a beautiful bound hardback edition of a RPG based on the character Solomon Kane created by Robert E Howard the creator of Conan the Barbarian.. It's a huge book filled with high quality production values and top notch art and writing. It's based on the Savage Worlds system and includes all of the rules you will need to play with, no other books are necessary (though the Savage Foes of Solomon Kane the creature book is a nice companion to this book but not at all essential to enjoying this product) The system is fast, fun and well not feeling like completely repeating Pinnacle's slogan pretty simple to run and play. It contains not only all the rules one needs to play in it's entirety but it also contains a whole plot point campaign for you to run or play in.. as well as an extended bestiary. My only, single caveat with this book is the plot point campaign while very good has too much emphasis put on following Solomon Kane's footsteps and I would have preferred that the campaign be just about the pc's and not the settings main protagonist, that criticism aside this game is awesome and I totally recommend this to any fan of Robert E Howard, Solomon Kane or Swashbuckling adventure!

Great buy. Ton of content (both fluff and crunch in this book). High quality physical book, great read.

Livro de extrema qualidade, tanto conteúdo quanto graficamente. O mundo do personagem de Howards ganha vida nessa obra. É ótima para os jogos de RPG, mas também para quem gosta de boa leitura.

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. In short, this is a complete game in a book (though it can be expanded upon with additional published materials such as *The Savage Foes of Solomon Kane* (*Savage Worlds*, S2P10402)).

[EDIT] *The Savage Tales of Solomon Kane* is a single volume containing every Solomon Kane story, poem and fragment written by Howard, and will serve as an excellent primer on the milieu.

[/EDIT] The game system is simple and fast to learn - read my review of *Savage Worlds Explorers Edition* (S2P10010) for a more complete description of the mechanics. Suffice to say that the learning curve will be much shorter than in just about any other game system on the market today, without sacrificing the combat mechanics to adjudicate-on-the-fly methodology as so many cinematic systems do. And as the *Savage World of Solomon Kane* says, there is plenty of room in the game for the character-driven roleplayer, the treasure-hunter and the munchkin. The system can accommodate all these types of player. The writing seems to be of a high standard, and seems free of misprints to this reader. I'm no expert on the Solomon Kane milieu, but it "feels right" to me and that's all I ask of any RPG. Highly recommended.

[EDIT 10/2/2013] The changes in core mechanics that I've found so far between *The Savage World of Solomon Kane* and *Savage Worlds Deluxe* are: 1) The "Quick" edge does not require Ag D8+ - possibly because of the misprint that survives to this day in the edge summary

page of Savage Worlds Deluxe and that dates back to the Explorer's Edition - that omits mention of the prerequisite, my guess being that this page was in heavy use during the rules drafting of The Savage World of Solomon Kane. The Pirates core book has the same rule difference.2) The Rage Rule that allows a bonus to trait die rolls for three rounds after a soaked wound, which is a Savage World of Solomon Kane specific rule addition that adds a little Howardesque Solomon Kane flavor to combat. Players like this rule a lot.3) The way magic works, which closely mirrors the system used in Realms of Cthulhu and is based on the amount of time taken to cast offering a casting bonus rather than using power points. This reflects the more ritualistic nature of magic in The Savage World of Solomon Kane.4) The spell list, which differs in content from the core book. In general the spells emphasize a more evil and nefarious agenda, though most of the classics survive under new names.5) The section on healing from incapacitation is explicit about how it all works and thereby differs from most people's interpretation of the Savage Worlds healing scheme viz: The first successful heal removes the incapacitated status and no more, regardless of the rolling of a raise. A second healing roll is required to remove wounds *if the first healing roll is successful*. I may replace the standard healing scheme with this one in all my Savage Worlds games. [/EDIT]

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