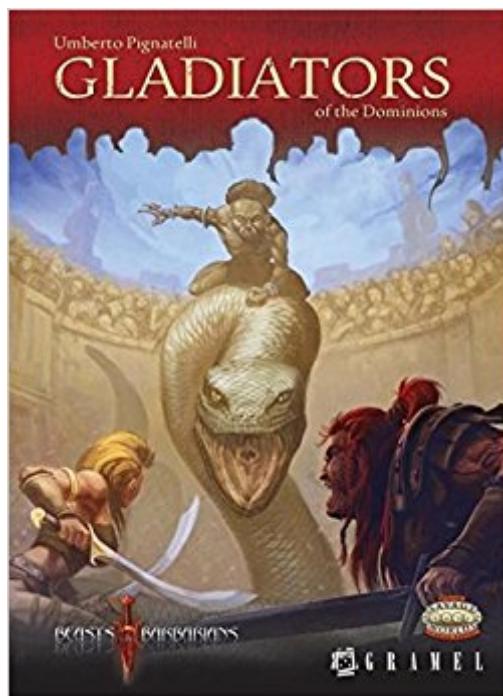


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Gladiators Of The Dominions (Savage Worlds, S2P30005)



Synopsis

The sun-scorched arenas of the Dread Sea Dominions await you in this book! In these pages you'll fight ancient monstrosities from the pits of Tricarnia to entertain the bored Priest Princes, you'll risk your life against beasts in the Imperial Arena of Faberterra for the enjoyment of the crowd, or you'll match your skills against the pit fighters of Syranthia, the best in the world. You are a gladiator: men shout your name, women faint at the sight of you. But when you enter the pit, under the merciless sun, you are alone against your opponent. Today, will it end with your blood or his dripping on the sand? So what are you waiting for: grab your gladiator helm, your shield and sword, and go bare-chested to spill your blood for glory and money! The Season of Blood: In this appendix you'll find all the rules you need to run a GM-less league of gladiator fights in the arena. Hire your pit fighters, buy assets and resources, and lead your team to victory! This isn't a stand alone product, you need Beasts & Barbarians Golden Edition and the core Savage Worlds rules to play it.

Book Information

Perfect Paperback: 167 pages

Publisher: GRAmel Publishing (November 1, 2015)

Language: English

ISBN-10: 8364473301

ISBN-13: 978-8364473302

Product Dimensions: 8.6 x 5.8 x 0.7 inches

Shipping Weight: 12.2 ounces (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars 2 customer reviews

Best Sellers Rank: #1,140,261 in Books (See Top 100 in Books) #34 in Books > Science Fiction & Fantasy > Gaming > Savage Worlds #80862 in Books > Teens

Customer Reviews

A must-have for sword & sorcery Conan style RPG's. The material is spot-on for the theme of the game, and unlike many expansion books, it's chalk full of useful details on the world, it's culture, and it's people, to say nothing of the fantastic new mechanics. The edges and hindrances add some nice bite for Gladiator characters, while giving them needed flavor to stand apart from other character types. I love the "Season of Blood", and associated rules for running Gladiator adventures. Generally, most players would consider the arenas to be a pit-stop on their way to greater adventures, but this book makes the arenas of the Dread Sea Dominions a long-term sustainable setting for this style of game. The only reason I didn't rank 5 stars is that there are some

ongoing editing issues with this line of books, which comes with a some-times problematic lack of useful categorization within the book (spreading out information on a topic through multiple sections of the book). For example, using separate sections for history and current culture would be useful, rather than having a history section that contains everything, making it a good read, but difficult to reference in play. The other issue is that the print is low quality. It was obviously intended for color, gloss paper, and the design of the pages make it look like it was photo-copied. That said, the features offered within its pages, make it well-worth the 25.00 cover price tag.

I had no problem with the print quality. It does give you everything you need to run numerous kinds of campaigns, scenarios, and side trips added to your regular campaign. Naturally being a fantasy campaign, it leaves out some matter that a Roman setting would have. Like the law mandating three months between a gladiator's matches. Or the Roman penchant insisting on uneven fights only. (sword vs, spear, net vs. no shield, armored vs. unarmored, etc.)

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