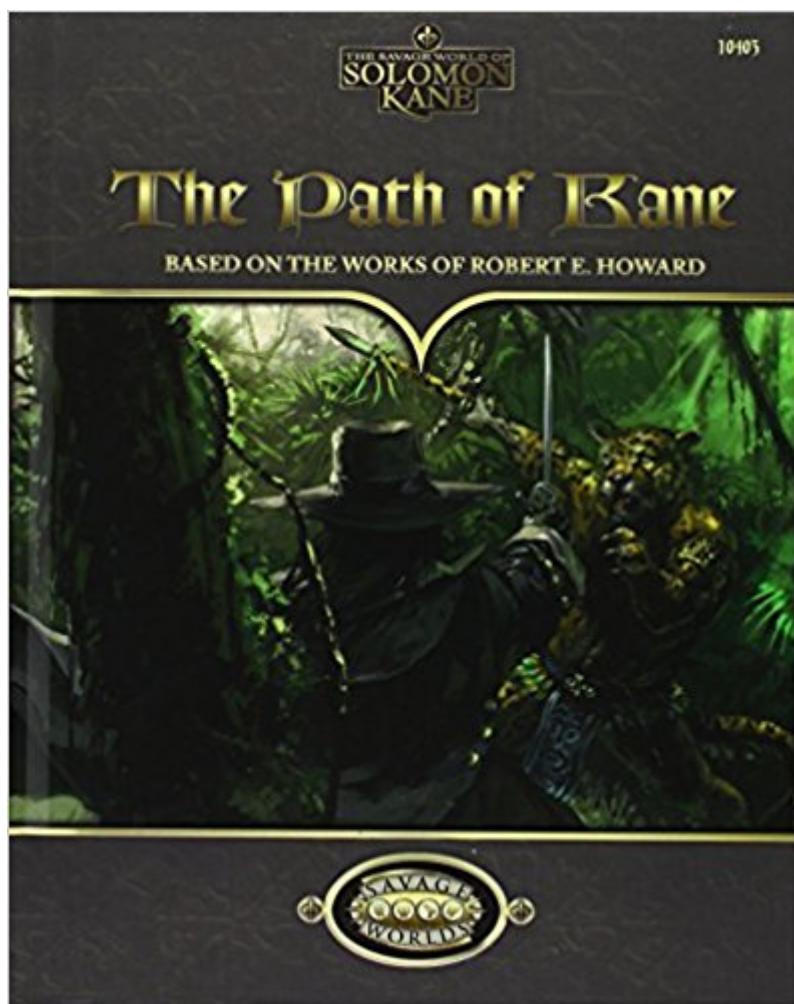


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The Path Of Kane (Solomon Kane, Savage Worlds, S2P10403)



Synopsis

Cut a righteous path in a world of evil! You have seen the path to redemption, a road paved in the blood and bones of the evil you must defeat to save the world from its unholy taint. Face that which preys on men's dreams, their fears, and their very souls. Walk The Path of Kane. Your enemies span the globe, reaching out from every shadowy corner of all four continents. Men, magick, and monsters of the darkest hearts and basest desires threaten the very world you tread. Humanity is lost without the will and steel of good folk like you. The Path of Kane provides richer details for the decadent and decaying Old World, the unknown and untamed New World, mysterious and exotic Cathay to the East, and the savagery of the Dark Continent. Over fifty new Savage Tales span the globe, taking Wanderers to new heights of peril. These adventures can be played alone, woven into an existing Wanderers' journey, or often linked to one another, all as you see fit. The Path of Kane requires The Savage World of Solomon Kane rulebook to play, 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™ rules and is customized to capture the spirit of Robert E. Howard's dark tales.

Book Information

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Customer Reviews

The Path of Kane is a book intended for The Savage World of Solomon Kane RPG gamesmasters. It consists of stand alone adventures and you'll need the rulebook in order to get the full value. The Path of Kane is divided into four subsections, one each for The Old World, The New World, The Dark Continent and The Orient and Cathay. Within those divisions are further sub-divisions into

geographical areas or specific sites. Each featured locale is given a brief description, enough so the GM can present the material convincingly, and there follows a series of adventures set in that locale. Not a plot point campaign, but a huge collection of largely unconnected adventures. Very useful for padding out a campaign, or for hanging a campaign from. The Path of Kane is a hardback book, bound with stitched signatures. The pages are glossy paper printed in color to the same scheme as The Savage World of Solomon Kane, and the book features occasional full page picture depicting Kane in action. Personally I think that this book represents extremely good value for your RPG dollars. Highly recommended. Resources: The Savage World of Solomon Kane (Savage Worlds; S2P10400) The Savage Foes of Solomon Kane (Savage Worlds, S2P10402)

No problems here with delivery time or quality of product. I like the enormous amount of play time that this book has to offer.

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