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Beasts Of The Dominions (Savage Worlds, Beasts & Barbarians, S2P30003)



Synopsis

The mysterious Moloke-tanu hunting in the tall grass of the Ivory Savannah... The Yellowfingers lurking in the darkest tombs of the Cairnlands... The Yarakans, or Great Devourers, dreaming memories of a fallen empire... Ten monsters of the Dread Sea Dominions, each with a dedicated Savage Tale, await you within. In addition, a Player Appendix to let you play the dreaded Disciples of the Black Temple! Grab your battleaxe, ready your bow, and prepare to face the Creatures of the Dread Sea Dominions! This book presents ten monsters and NPCs typical of the Dread Sea Dominions, complete with stats, descriptions, and a complete Heroic Tale you can use as a stand-alone adventure, or customize to fit your campaign. The scenarios are designed for a party of 4-6 Seasoned heroes, but you can alter them for more experienced groups. They can be played in any order, though some tales work better in the given sequence (check each tale's Requirements). Each scenario also includes a Hook, which you can use as inspiration for your own stories as well. Each group of foes is based in a different area of the Dominions and evenly distributed across the lands, giving your party opposition in each major nation of the setting. However, you can relocate them to countries work better for your campaign. In addition you find an Appendix, dedicated to players, to play the mysterious Disciples of the Black Temple, a sect of dark sorcerers with an even darker master. To use this compendium you need copies of the Savage Worlds and Beasts and Barbarians rulebooks.

Book Information

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Customer Reviews

I ordered this book along with the core book and found out that it is much more than a monster

manual for Beasts & Barbarians. It provides ten creatures/NPC with a complete adventure for each of them. For me this is way more interesting than a simple critters collection. The adventures are well distributed among the dominions and offer diversified opportunities and threats to the PCs. Only negative comment is the quality of the printing: while readable, the background of the pages is darker than in the core book. This does not enhance the reading experience. Without this, I would have given 5 stars to Beasts of the Dominions.

This is a useful addition to your library if you have any interest in running the setting laid out in 'Beasts & Barbarians'. It provides 10 relatively short scenarios that you can drop into your campaign, set indifferent locations across the Dread Sea Dominions, and each with a different feel. The only thing I really believe is missing are perhaps some maps to help guide the GM a bit better in adventure placement, but then again if your campaign doesn't focus much on what goes on between adventures (i.e. traveling), it probably doesn't matter. If you are a player in the B&B campaign, there is a section for creating a 'Disciple of the Black Temple', either as a character carrying out the orders of a powerful sorcerer or as one who has turned his back (foolishly) on his dark master. Overall, I found the book to be a good read, even if I never get a chance to use all the great ideas it includes. It is a nice expansion of the B&B lore if nothing else.

Most of the other reviews have covered the content of this book rather well, and so there isn't much more to add to that. My only problem with this is that the print quality is rather poor. Text is difficult to read, and some pages look as if they were printed out on a home computer rather than an actual book publisher. One more issue is how small this book is, or rather what little content it offers for the price. I don't see the value in this book compared to some of the Pinnacle core books or other third party books made for Savage Worlds. My first thought seeing it was "This is it? That's all there is?" Had the print quality been better, the sparse page count / lack of content for the cost wouldn't have been such a big deal, but I can't help but to feel that this book is overpriced.

This is a nice collection of creatures and adventure ideas. By its nature, more for the GM, but worth a pick up for a SW GM. If you are doing a B&B game, I'd upgrade it to must get for the additional background.

If you have and enjoy the Beasts and Barbarians book then you will definitely enjoy this expansion. I love the idea of a bestiary that is filled with stories and adventures to go along with the monsters.

This is excellent for a GM who needs a break or to plug in a "side mission" between quests. I actually expanded one adventure (The Thannas) into a full blown campaign and my players are really digging it! However, as mentioned by some others, it does feel a little lacking for the cost. It is a small book and while the quality is excellent I think maybe a few more adventures or perhaps a couple dozen more monsters (plain bestiary style) would have made it a more worth-while purchase. Still, this is a good buy if you enjoy the Dominions and wish to expand the world a little.

This is the PERFECT monster book for a swords and sandals or swords and sorcery game. I wish it was twice as long.

The first GRAMEL book I'm not crazy about. It has some good content, but I feel like this could have been a pdf only release. As usual, GRAMEL put the book together nicely, but I wouldn't buy the print version unless you're a fan of GRAMEL's books.

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