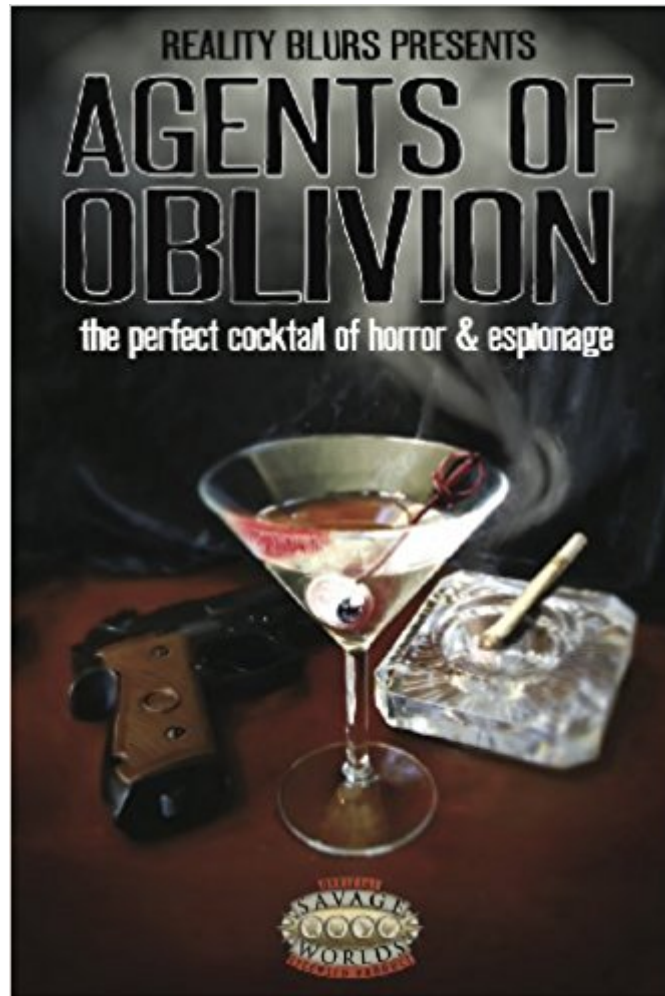




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Agents Of Oblivion (Savage Worlds, REB70001)



Synopsis

Ready for horror-fueled espionage action? Agents of Oblivion wants you! Agents of Oblivion is the highly anticipated Savage Worlds setting book we like to call "The Perfect Cocktail of Horror and Espionage". The pages within are graced with everything you need to play the style of spy game you want to play from "The Company Line" where every nightmare and conspiracy you can imagine is real and you can wield the powers you need to drive back the darkness to "Spy versus Spy" where you can take things on in a gritty brutal fashion.

Book Information

Perfect Paperback: 226 pages

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Package Dimensions: 8.9 x 5.9 x 0.7 inches

Shipping Weight: 12 ounces (View shipping rates and policies)

Average Customer Review: 3.4 out of 5 stars 5 customer reviews

Best Sellers Rank: #1,647,963 in Books (See Top 100 in Books) #57 in Books > Science Fiction & Fantasy > Gaming > Savage Worlds

Customer Reviews

A magnificent game for a good price. Covers everything needed for straight spy games, horror espionage and more. I eagerly recommend this product with no reservations.

this is, unfortunately, not "Top Secret", which it needed to try and be, since the premise is Man from Uncle meets vampire or James Bond meets Cthulu. the Savage World rules game is needed, the ideas are nothing that a good or even half decent GM could not come up with on their own. the book holds nothing new, and it could have but chose not to have.

When i saw that somebody else has given 1 star rating, i was shocked and wanted to write this review. This game is about mixing spies with horrors-aliens-technology and conspiracy theories. fantastic game with savage worlds ruleset. One of the best rpg games so far made for SW.

Excessive. A spy horror game can be easily done with core rules.

I own this excellent sourcebook and wanted to write a honest review,the 1 star review sounds like a basement troll who must have slipped his ankle chain and wrote a review before he got beating with a cane and sent back to the pommel-horse room.I found this to be a great addition to my horror campaign,and frankly worth every bit of its modest price tag,highly recommended.

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