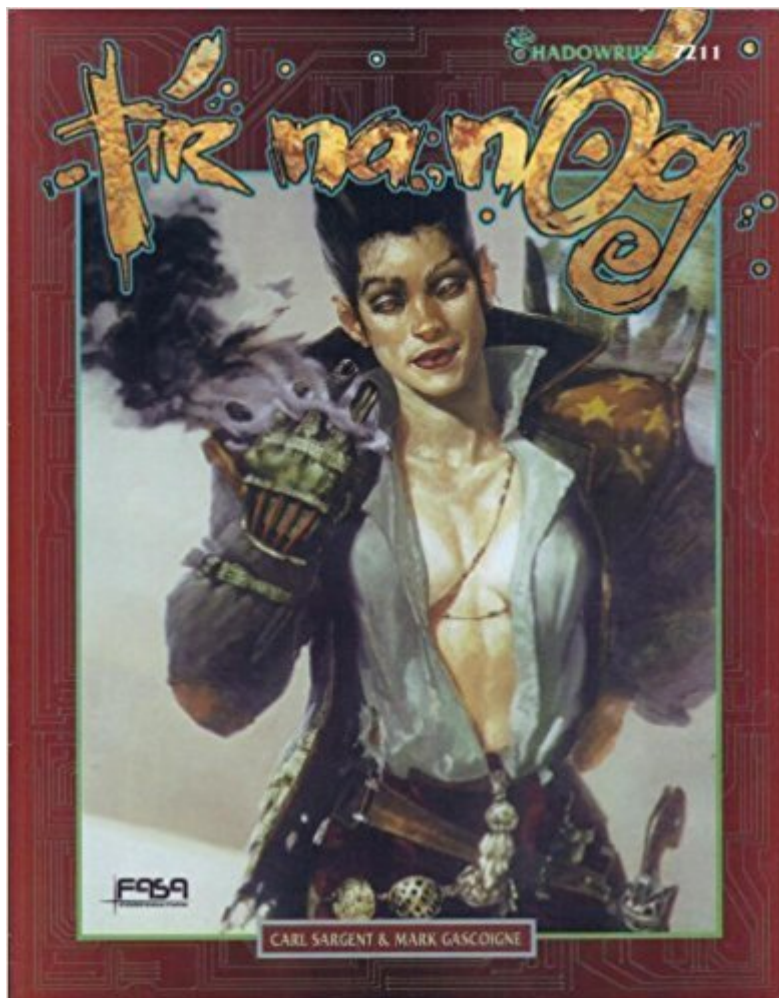


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# Tir Na Nog (Shadowrun 7211)



## Synopsis

Tir na nOg, the Land of Youth. Long protected by a powerful Veil, the former nation of Ireland now stands revealed in its Awakened power. Who are its masters? Where did they come from? And what does its emergence hold for the world of 2054?

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## Customer Reviews

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The problem with discussing the nigh silly and completely inpenetrable land of tir na nog is mainly that.....why on earth is the Tir Tairngire information(which ,given it's close proximity to seattle makes it fairly likely to pop up in a number of plots and schemes) so sketchy and vague in comparison to the detailed(maps,THEY included MAPS,road maps,county maps,ley lines...yay!)near fully fleshed out Tir Na Nog? Factor in the the distant locale, impossibility of 'visiting', and the fact that ireland is pretty much removed itself from world politics,and it's easy to see why this book isn't used that often. Tir Na Nog as a sourcebook will be of very limited use to the majority of stroytellers out there, but would certainly be mandatory for anyone playing in an Eire campaign.It's a book that makes most GM's go 'whoa...that's pretty cool' and then toss under the Germany and Lone Star Sourcebooks while playing.

The Scottish world of Tir Na nOg is explained in great detail in this place book. The book explains a new Paths system for Tir Na nOg magicians as well as new magical groups, and even a new type of magician! Tir Na nOg also has very detailed information about the culture of the shady world of the Elven Court.

I found that the Rules and information Described in it Was Crucial to Properly Running a Elf In that political and volitile time.

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