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Fantasy Companion (S2P10500, Savage Worlds)





Synopsis

Hundreds of items, monsters, and new spells await your dungeon delvers in this Explorer s-size full-color Companion for Savage Worlds. Arm your dwarven warrior with all-new Edges and a legendary axe so that he can stand against terrible dragons, loathsome demons, and even the most-dreaded giant bees! The Companion series features genre material that s ready to be added directly to your existing game or help you start a new one. Expand your options and increase your fun: get a Companion today!

Book Information

Age Range: 8 and up Perfect Paperback: 158 pages Publisher: Pinnacle Entertainment Group; Explorer's Edition edition (July 1, 2009) Language: English ISBN-10: 0981528112 ISBN-13: 978-0981528113 Product Dimensions: 6.5 x 0.4 x 9 inches Shipping Weight: 12 ounces (View shipping rates and policies) Average Customer Review: 4.6 out of 5 stars 17 customer reviews Best Sellers Rank: #279,243 in Books (See Top 100 in Books) #7 in Books > Science Fiction & Fantasy > Gaming > Savage Worlds #50691 in Books > Children's Books

Customer Reviews

Savage Worlds is a truly remarkable system. I've played dozens of different RPGs and this is the first one I've found which combines excellent flexibility with simple and intuitive rules. While I haven't had the chance to use the Fantasy supplement in actual game play, reading through it gave me a very good sense that it meets the high bar set by the core rules and definitely adds to the experience.

Even with a lot of whats in here added to the new Savage Worlds Deluxe Edition core book, you'll still want this one for the magic Item section at least. Other really good stuff in it but thats the part that was really really helpful for my game because we are running standard fantasy genre and wanted consumable magic.

Great.

Love the SW system

The more I use the Savage Worlds rule system, the more impressed I am. There are lots of fantasy RPG systems out there, but the "FUN! FAST! FURIOUS!" style of Savage Worlds makes it a contender for any gaming group that wants to focus more on the "role" in roleplaying, and less on the rules. I don't know how much use I'll get out of the book initially, but if you have any desire to try Savage Worlds as part of a fantasy setting, this is a must-have resource. Tons of player options, all the spells organized together, treasure and magic item compendium with stats updated for the SW ruleset. Great product, and the combined price of this book and the SW:Explorer's Edition rules is less than a single D&D hardcover.

I love SW and this book provides the perfect compliment for building out a fantasy world using the SW ruleset.

The book is a fantastic guide to medieval style fantasy under savage worlds. The book is indispensable for running an awesome swords and sorcery game or you can use much of the book interchangeably with many other savage worlds produces or settings. If you see it at or below MSRP grab it fast before it disappears. If you like Fast furious fun, you owe it to you're self to take a look at the book.

Savage Worlds is one of those rare game systems clearly made for fun and clarity, not to make money on. It's no frills and in most cases, simple to use in most game settings. The Fantasy Companion has some useful aspects to add to a fantasy setting but it does happen to be the weakest area of this system, due to things like poor magic development, typical fantasy items found, etc. Still, this is useful in bringing all those things to a great system. I wouldn't rate it as necessary but definitely helpful.

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