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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 starsÂ Â See all reviewsÂ (15 customer reviews)

Best Sellers Rank: #93,253 in Books (See Top 100 in Books) #9 inÂ Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games #23615 inÂ Books > Children's Books

## Customer Reviews

First let me say that the production values for the Fantasy Companion are of the same high standard as those found in the Savage Worlds Explorer's Edition book. Color artwork throughout, the same footprint as the explorer's Edition core rulebook albeit thicker, and the same perfect binding. First order of business was to have this converted to a spiral binding at an office supply store, with my usual request that an oversize spiral be used. My local store is quite used to my daft requests by now on this front and I use the mod on most of my game books that have a glue binding. Reason? The book will lie flat on the table in use and a perfect binding will fail with heavy in-game use resulting in pages detaching and getting lost/trodden on/used as kindling etc. I stole this excellent idea from the Gnome Stew game blog. The book purports to expand the Savage Worlds core system for the specific purpose of running fantasy (read: High Fantasy) games. It is therefore a combination of Player Manual, GM Guide and Monster Manual (to borrow what might be a widely understood metaphor for organizing RPG information). Now the great strength of Savage

Worlds from a GM perspective is the use of generics that can be flavored to taste - spells are described in general terms and the color needed to use them as wizard/cleric/riverboat gambler spells is suggested in brief terms (the effect will be much the same). A barrier of blades is after all no much different than a barrier of fire or a barrier of stone. Only the details differ. What we have here is a way of expanding on that ultra-usable core system to increase the fluff and GM-load for those that need such things. There are stats for Elves, Dwarfs, "Half-folk" and so on.

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