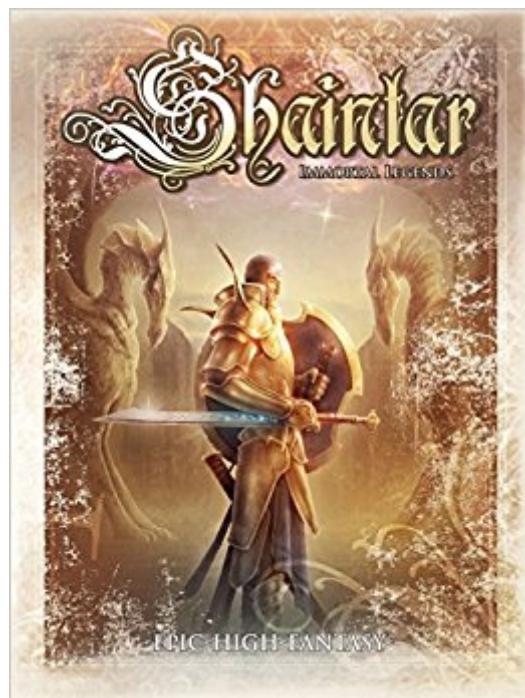


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# Shaintar: Immortal Legends (Savage Worlds; SMSFSHRP001)



## Synopsis

Legends. Never. Die. And Shaintar: Immortal Legends has everything you need to become one. Create and play characters in Shaintar, or any epic high fantasy setting for Savage Worlds using: eleven distinct races; seven styles of magic; enhanced common knowledge usage; over two dozen new edges; enhanced rules for bypassing armor; Armor, Weapons and Gear exclusives; more than two dozen additional powers; new applications mechanic; a complete overview of Shaintar; and a full plot point campaign. Requires the Savage Worlds rulebook to play.

## Book Information

Age Range: 3 and up

Perfect Paperback: 256 pages

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Average Customer Review: 4.4 out of 5 stars 5 customer reviews

Best Sellers Rank: #2,609,267 in Books (See Top 100 in Books) #80 in Books > Science Fiction & Fantasy > Gaming > Savage Worlds #340464 in Books > Children's Books

## Customer Reviews

I am glad I made this purchase. It has some very good stuff even if all you want to do is add features and tidbits to your fantasy-setting Savage Worlds game. Additional weapons, armor, a few spells, and an overall nice campaign setting. I am rating this four stars instead of five because there seems to be a series of "cliffhangers" (for a lack of a better way of putting it) when it comes to the story arc, monsters, equipment and so on. Mr. Fannon speaks of certain things which he will describe in future supplements for Shaintar, but to the best of my knowledge I do not believe he has released anything else besides this and the Player's Guide. I guess you will have to fill in stuff as you see fit. Still, this is definitely worth getting. One word of caution- just about everything in the Player's Guide is in this book, so I don't think there is a real need to buy both. However, the Player's Guide uses a different method for weapon damage and called shots whereas this Gamemaster Guide sticks with the core Savage Worlds rules. If you want to have multiple copies of books or if you are intrigued by the different weapon damage/called shot system, then get the Player's Guide

as well. If not, this one by itself will be more than sufficient.

I do so like the setting. If nothing else the characters are all good - no evil characters allowed, and moral codes very recommended. While the author gives all characters starting bonuses, so no one is fresh off the farm, he also ignores money, weight allowances and other bookkeeping things that bog down the system. The ephemeral artwork will either turn you off as black and white sketches or give a dreamy feel. I also liked the card based adventure making system.

Wonderful high fantasy setting for Savage Worlds. Lots of races, and a great plot-point campaign. There is a new edition out, so you might want to look for it, but I just had to have this version as well.

I was surprised to see this available on . I thought it was a great game with a lot of "high fantasy" that made gameplay more than just a dungeon crawl or dice fest. The reason I am surprised it is still listed is that now the author has redesigned the game and released the first of 2 books.

Shaintar:Legends Arise covers Novice to Veteran. Sometime soon he will release Heroic and Legendary as a second book. Immortal Legends does cover all the way to legendary but the new books make a lot of changes to the rules in this early work. I still highly recommend this book or you can get the newer Shaintar: Legends Arise. If you like Savage Worlds and good roleplay, you will not be disappointed.

Shain-tar is a savage world's game system. Its fun But I prefer Homebrewed worlds. IT has variations on the old DnD setting, but now with a simpler game mechanic. The game mechanic is designed to play quickly.

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