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Sundered Skies (Savage Worlds; S2P10009)



Synopsis

The people of the Skies survive, tested by an unimaginable apocalypse, struggling daily against ravenous beasts, sky pirates, and the effects of the inescapable voidglow! But the fate of the Skies is in danger! The magic of the glow is not the only taint in this unforgiving realm. Dark forces conspire to bring the Skies to the brink of an even greater catastrophe. Can you survive long enough to discover the secrets of Sundered Skies? Sundered Skies is a dark fantasy Plot Point. setting for the award-winning the award-winning Savage Worlds RPG. A shattered world. A thousand floating islands. A constant glow of madness. Sundered Skies begins where every other world ends.

Book Information

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Customer Reviews

I am always looking for inventive role-playing games that cannot be easily compared to any other of its kin. I have never found such a good game as to affirm my affinity for unique games. Well guys, this is it! The planet blew up, literally. You have floating islands and staying out in the open can eventually make you go mad and lose your mind. You have magic, you have pirates, airships of several kinds, dueling, trading, pirates, exploration, orcs, insanity, pirates, unique monsters, unique Edges and Hinderances, fledgling governments and a lot more. And pirates! My personal favourite within the book is the rules for ship to ship broadside battles. Airship combat? Indeed. And the best part, it is easy and relies on the same basic rules as regular combat. And the book is gorgeous. Full colour interior art, high glossy pages, unique maps and a clean editing effort makes reading the book an enjoyable effort. You might find yourself flipping pages just to look at all the pretty and have

to remind yourself that you need to read the rules. Well, it happened to me. Read the book and want to play but don't want to spend hours on the game on the off chance your players won't like it? Sundered Skies has you covered with a simple series of random charts that can be used to construct virtually any kind of mission or task you could want. Quick, simple, painless. Again, the major downfall is the requirement of one of the two core rulebook - either the Explorer's Edition or the Deluxe version of Savage Worlds. Both work very well, but the Deluxe edition gives you more plug and play rules that can open up any game for the better. And the Deluxe book doesn't over complicate things either. So what do you have to lose? Unique game, easy to understand, storytelling heavy and tactical combat light (or the opposite thereof). If you want these things in a unique environment, you should fly the Sundered Skies.

Sundered Skies has a few really great things, and only one or two things that could be improved. But overall I'm very happy with my purchase. It has the BEST random tables I have ever seen. Random adventure? You got it, it will help you to construct it off the bat based on what your PCs desires/current goals are. Random tables to determine events/encounters during airship travel (the only way to get around), are AWESOME. The art is really cool too, and the book is mostly organized well, though a few things seem like they could be in one section instead of separated into two or spread out. The races feel limited, that's my main complaint. Each race has a VERY specific culture, and if you want to play an elf, you either have to play a party FULL of elves, or an elf whose abandoned his culture, because elves are pretty much hated by every other race. The way the cultures and history are structured, playing the built-in plot points/adventure path is pretty much the only way to go. Now, the adventure path is huge with a bunch of side quests, so I have no complaint there. But pretty much the built in pregen characters are the best options and, at least to me, feel like the only options. So make sure this is the type of setting you want because there's not much leniency to play around with it or alter it to your liking. I say if you want a unique fantasy world for Savage Worlds, get this. If you're not sure, shop around, there's countless settings for SW. Overall 4/5!

Unique setting, unique story, and a twist that leaves the end of the campaign open for even more. Highly recommended if you like Savage Worlds and don't want to make your own setting with the Fantasy Companion.

Sundered Skies has an interesting and unique take on dark and gritty fantasy. It translates well to

the Savage Worlds system and provides new races and traits for character creation and whole host of adventure hooks including some that can be strung together into a campaign. My only complaint is the lack of more information (and cartography) in the gazetteer of the World.

Sundered Skies is easily the most imaginative sourcebook I've seen for any game system in a long time! It takes place in a world that began when the world ended, shattering it into an unknown number of pieces. The sheer vastness gives players lots of options on where to go, and provides the GM with a lot of options for customizing the world. The back portion is simply loaded with plot point adventures, and the known worlds list the page numbers for the ones that would fit there, making it far easier to keep track of them all. No more of the page-flipping that can bog down a game with this thing. About the only thing negative I could say about the book is it does provide relatively little information on the sky ships that ply the trade lanes. It's a little tricky to do boarding actions when you're not really sure how big the respective vessels are! Still, it's a very strong entry, and a world where both players and GM can let their imaginations soar. The sky really is the limit, and in this world, the sky seems to have no limits.

If you'd like a in depth detailed review, go to youtube & watch my review on this game. Just type in Sundered Skies & you'll find it under the screen name woodwwad. It should fully explain the game to you & I'm happy to answer questions.

Sundered Skies is a Savage Worlds game setting. Of the SW setting this is probably one of the most entertaining I've seen. It is still similar to DND...ELves, Dwarves... Human etc.....but now the ELves are part plant...or your caught in a pocket universe etc. Savage worlds is designed to be more rules light than DND and play quicker.

Great book, well produced.

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