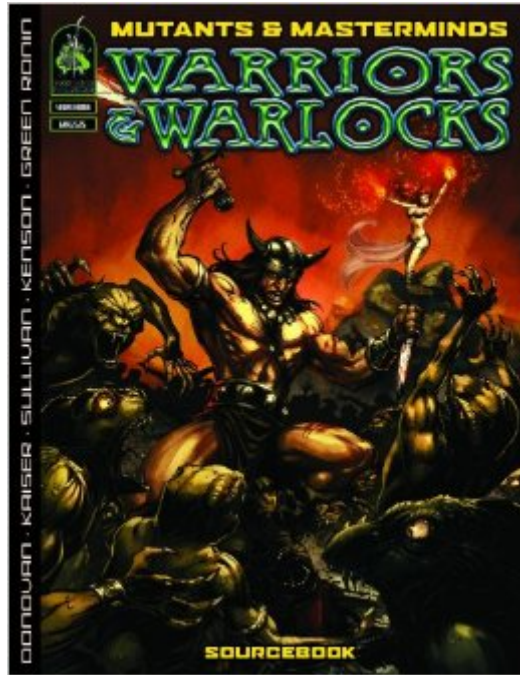


The book was found

Mutants Masterminds RPG Warriors (Mutants & Masterminds Sourcebook)



Synopsis

Not all comic books are about costumed heroes fighting crime; many classic comics have featured the fantastical adventures of sword-wielding and spell-casting heroes. Now *Warriors & Warlocks* takes the *Mutants & Masterminds* RPG to the realm of fantasy. This beautifully illustrated sourcebook includes information on character design, magic, equipment, villains, monsters, and more. It also includes a *Mutants & Masterminds* rules companion to Green Ronin's popular *Pirates Guide to Freeport*, along with an introduction and overview of Freeport as a setting for fantasy adventures. *Warriors & Warlocks* is your go-to guide for comic book sword & sorcery action.

Book Information

Series: *Mutants & Masterminds Sourcebook*

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Average Customer Review: 5.0 out of 5 stars [See all reviews](#) (3 customer reviews)

Best Sellers Rank: #792,280 in Books (See Top 100 in Books) #134 in [Books > Science Fiction & Fantasy > Gaming > Other Role-Playing Games](#) #10263 in [Books > Humor & Entertainment > Puzzles & Games](#) #60536 in [Books > Teens](#)

Customer Reviews

With books like this the idea is to to simulate something. Generally what *Mutants and Masterminds* tries to sim are comic book superheroes. With *Warriors and Warlocks* the goal was to simulate sword and sorcery or fantasy comics. D&D fans will love this book from the history chapter to chapters on playing and game mastering. It's all here in M&M's rather unique style and system. One caveat for those just coming into this with *W&W* is that you will need the core book to play this and it references other materials that will enhance play. Although one of them is a PDF product which may or may not carry. Those of you who know and love the system already will find a wealth of new material in here. You already have the core book and if you don't have *Book of Magic* by now I strongly suggest you pick that up to go along with this as it has bits and pieces that fit well. In closing I do heartily recommend this book as an alternative to 4E D&D as well as a quick and easy

way to play out some of the greatest fantasy comics ever produced.

This is another excellent source book for the Mutants & Masterminds game system, a game system admittedly that I love. I have all the main source books for 2nd Edition M&M and I personally feel that they are all good. Warriors & Warlocks sticks with the same great style and design as all the other books in the M&M series. While this book will help you design a fantasy setting for use with the M&M rules it will not allow you to port D&D over to M&M. What this book DOES do is allow you to design a fantasy setting as seen in comic books... Like Conan and Red Sonya... As well as some more modern takes on fantasy comic books. The book goes into a lengthy, yet informative, discussion on fantasy elements in comic books and the rise of fantasy in comic book publishing. There is information on how to create a fantasy setting in a variety of power levels, such as high adventure (PL 8) or Epic (PL 10) and even higher if the GM envisions a world of demi gods (PL 11+) and can also be scaled back to a more gritty fantasy setting (PL 6 or so). The game also has a slew of new feats, info on setting up powers as feats for those heroes with innate (yet super human) abilities, how to create magic items, different varieties of optional rules for setting up various types of magic that appears in the fantasy genre, as well as a slew of character templates, several pregen heroes and villains and three fantasy settings ready to play. This book gave me a lot of good ideas not only for developing my own epic fantasy campaign world, but the feats and character templates were also very useful in several other campaign worlds I run utilizing the M&M game system. I highly recommend this book as well as the other M&M source books. You won't be sorry you purchased it.

Love it.

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