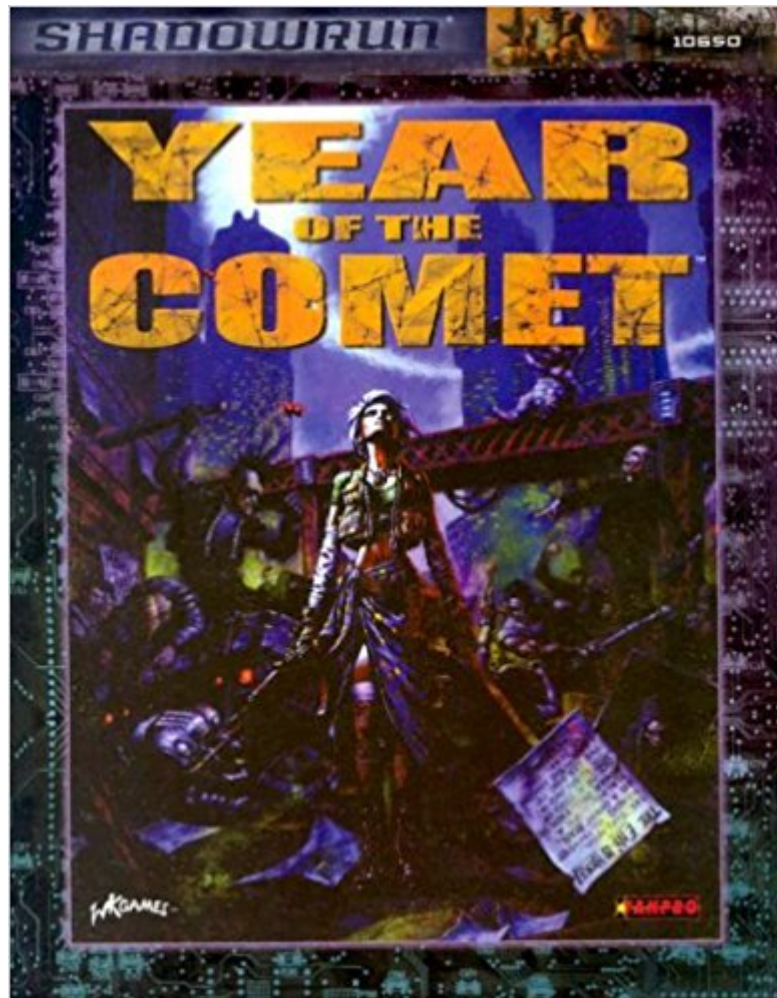The book was found

Year Of The Comet (Shadowrun)

Synopsis

The Sky is Falling! The year 2061 marks the return of Halley's Comet and the 50th anniversary of the Awakening--do you celebrate or run for cover? Each day brings a new surprise. Will you transform into a genetic changeling or fall prey to a doomsday cult? Will you be in Denver when the dragon runs amok or in Japan when the Ring of Fire deals death to the Empire? Will you fight toxic spirits in the YucatÃƒÂ¡n or run from the walking dead? Year of the Comet shakes and stirs the world of Shadowrun, describing a series of events around which gamemasters and players can build entire adventures and campaigns. It details a new dragon, new spirits, and new genetic expressions that can affect your character. Year of the Comet is intended for gamemasters and players of all experience levels. For use with Shadowrun, Third Edition.

Book Information

Paperback: 160 pages

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Shipping Weight: 14.4 ounces (View shipping rates and policies)

Average Customer Review: 4.7 out of 5 stars   2 customer reviews

Best Sellers Rank: #1,672,302 in Books (See Top 100 in Books)   #80 inÃ Â Books > Science Fiction & Fantasy > Gaming > Shadowrun

Customer Reviews

Loved all the space flight information! Gonna play some great games with this!

Year of the Comet was (I believe) the last book that was written when FASA still existed and (I think) the first Shadowrun product Wiz Kids/FanPro published.Near the end of FASA's life it became pretty obvious that the overall background history and story (meta-story) of the Shadowrun game world had slowed down quite a bit. We got fairly regular updates in the form of tech and magic sourcebooks but the overall "history" of the world hadn't changed much in a while. Year of the Comet changes all that and contains several big kick-starts to the Shadowrun world. Halley's Comet is passing by the Earth and seems to bring all kinds of weird events with it. There are some big changes in Denver, Japan, California Free State, and (sort) DeeCee. We get a new dragon, some

new (unpleasant) spirits, and naturally occuring orichalum.It's a pretty fun read and it contains many new ideas for game masters to create adventures with. It's a pretty thick book with plenty of Shadowtalk and a nicely laid out Game Information section in the back.The only possible flaw for this book may be too much too late. It does so many things to the game universe it can be confusing. But you don't have to implement them all at once and/or can pick which ones you want to keep in your campaign.Probably worth picking up if you're interested in the new direction of Shadowrun.

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