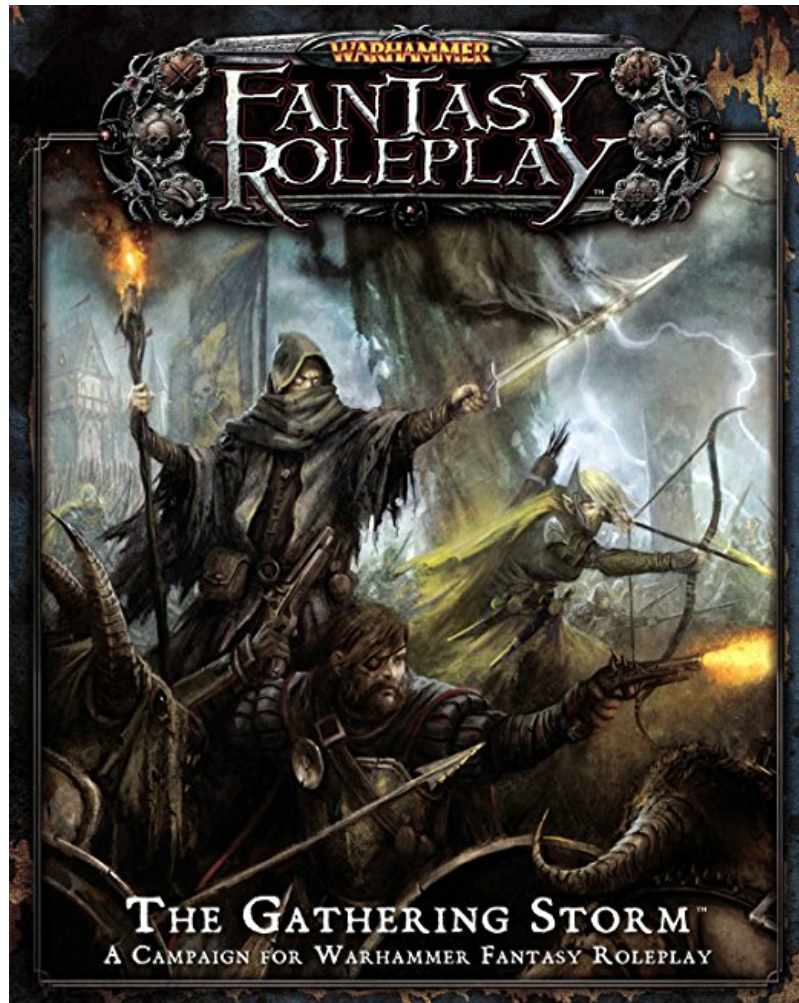


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Warhammer Fantasy Roleplay: The Gathering Storm



Customer Reviews

Opening this set brought back memories of 1st and 2nd edition AD&D for me. An actual boxed campaign setting. Inside it is packed with cards and tokens for all the major npc's, monsters, items, and locations that the players will be interacting with. A lot of people have complained about the smallish size of the map cards (career card sized) but I find that they serve their purpose perfectly well and don't take up to much table space in a system that already takes up tons of table space. The adventure is actually a series of four linked adventures and they are constrained to a fairly small area. This is not an epic world spanning campaign, but it is well written and provides a ton of action, intrigue, and role playing opportunities. I would actually call it more of a mini campaign or really long adventure. What it does do very well is showcase the WFRP 3e system. My only complaint is the same as my complaint about the GM Toolkit (and it looks like the next two announced supplements as well). The box that all this gaming goodness comes in is not like that of the core set or Adventurer's Toolkit, it is flimsy cardboard and opens at top and bottom so watch out for losing components because if you like me your core set is probably running out of room already. With that said, I highly recommend this for anyone who doesn't have the time to write their own adventures, or a GM looking for a location with good adventure hooks for side quests in an existing campaign.

For over \$30, I certainly can't say the price is not worth the quality of the packaging. Maps, handouts for the players, tokens, tracking sheets,... and an overall very nice book. But the story... Geez, that's really a trip back to the 90's. There's just no surprises at all, experienced players will probably guess what's going to happen on the following scenes before you even give them any hint. The undead attack in the graveyard ?! Come on, how could one possibly imagine that players will ever go for it. Likewise, all the leads are very very obvious, and the three stories are just too different to fit in the same campaign. Beastmen, undeads and goblins, just don't mix well enough to meld in a coherent story. Plus, I seem to miss the "horror/terror" feeling described here and there. Do people consider a table skull biting one's finger frightening ? I certainly don't think so. I just can't imagine how professionals can display such lack of inspiration. I'd only recommend this campaign for new rpg players. Experienced players and GMs will find it utterly boring.

as with all wfrp.3 products it has no shortage of production quality. Overall for the price this is a good campaign set. I personally found it to be a bit boring at times though...

Its pretty good, not a bad adventure. Its a smaller one, but still fun to play. More experienced players may guess what is going to happen next but it by no means made it less fun to play.

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