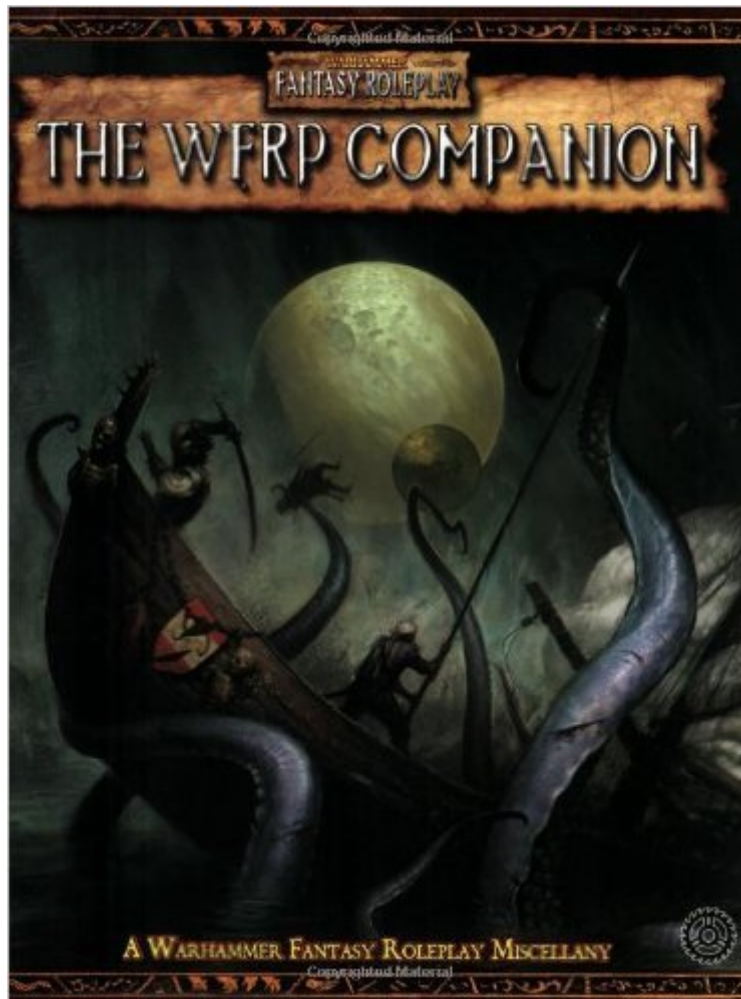


The book was found

Warhammer RPG: The Warhammer Fantasy Roleplay Companion



Synopsis

Inside The Warhammer Fantasy Roleplay Companion, you'll find a detailed look at life on the Empire's Waterways, a disturbing look into the Old World Carnivals, extensive rules for trade and commerce, an overview of Old World Astrology, Old World Medicine, details on a new threat of The Cult of Illumination, an expansion of the Old World Bestiary, and more.

Book Information

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Customer Reviews

It seems like a bunch of extra stuff that was on the editors floor that they swept up and put in a book. This material would have been better used if it had made it to other books previously published (like the Bestiary) or yet to come out (Like Nights Dark Masters). Some is really just material for a magazine or for posting on the publishers website.

This supplement really helped flesh out rules for the exciting and at times cruel world of Warhammer. I found the new social rules, medicine, and trial info especially helpful, as well as the expanded surrounding areas and new monsters. Some info needs other supplements to understand, like boat stats need the Old World Armoury, but otherwise still a good read.

Unless you have a burning desire to know about birth signs, or carnival freak in the old world. Do yourself a favor and buy something else. The book might be worth it if you want to run a merchant based campaign, or if you're like me and have money to burn. Sigmar's Heir's is a better book for

back ground material. While the Tome of Corruption, or Childern of Horned Rat are better books for GM. Player's will find this book useless.

It's a nice book but You can easily play without it. You need it only if you are interested in learning some adds about the Old World.

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