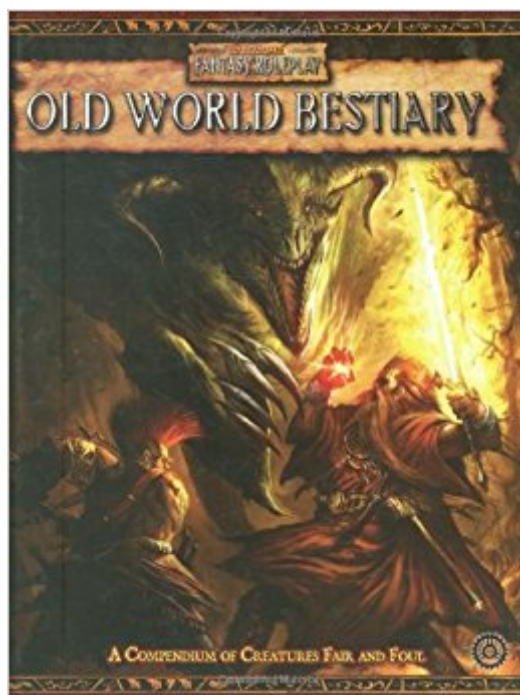


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Warhammer Fantasy Roleplay: Old World Bestiary, Vol. 1



Synopsis

This essential tome details the common and uncommon creatures of the Old World. Old World Bestiary contains game stats, monster entries with three points of view, slaughter margins for each monster, new monstrous talents, expanded Chaos Mutations, and hundreds of stories and anecdotes about the monsters of the Old World.

Book Information

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Customer Reviews

First thing: is mistaken, this isn't a Warhammer Novel. It's a supplement for the second edition of the Warhammer RPG. That being said, it's the best supplement they've put out (the line is currently in the process of putting out the Skaven sourcebook: Children of the Horned Rat) It's also the best "Monster Manual" I've ever seen, a must for all Warhammer FRP GMs, unlike the rest of the series (which honestly has been quite hit-and-miss, unfortunately). The reason it's so great is that there's a beginning section detailing all the monsters using the "peasant superstition" method WFRP players have come to love (and sectioning them off by "Chaos Beasts", "The Undead", etc), and leave all the monster stats alphabetized in the back of the book for quick reference by the GM. While the whole line is a bit pricey, the Old World Bestiary easily merits its purchase to a WFRP GM, especially at the discount.

While I feel this book could have been longer, overall I've been impressed with the book and it is

already one of the more extensively used in my Warhammer collection. Like most GM's who create their own material, (even if it is just as filler between pre-fab adventures) I find a useful guide to critters is indispensable. This one fits the bill nicely, although I do hope they follow it up with Volume 2 as I am looking forward to an even wider array of creatures to select from. For those familiar with WFRP, most of the old favorites are here. Some of the more esoteric ones which were never popular have been removed to make room to expand on the more popular ones, and a few new creatures which are popular in fantasy genre in general have been added. For those who are new to WFRP, the 'Slaughter Margin' is a useful tool for guesstimating the challenge of various encounters for a beginning party so that you don't inadvertently annihilate your party before they really get hooked on the game and all it has to offer. It's also somewhat handy for experienced gamers from the first edition who are still getting their hands around the second edition rules for much the same reason. The book is laid out in basically two sections, the players section and the GM's section. This is a bit of a misnomer, since really neither is really meant for player's eyes. However, it is handy in that it separates knowledge for the GM in a very convenient fashion. The 'players section' includes different viewpoints of the monsters which can be used to give the players background without giving them a list of the monster's statistics. The GM's section contains ways to modify individual encounters to make them tougher (or easier) without sacrificing credibility.

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