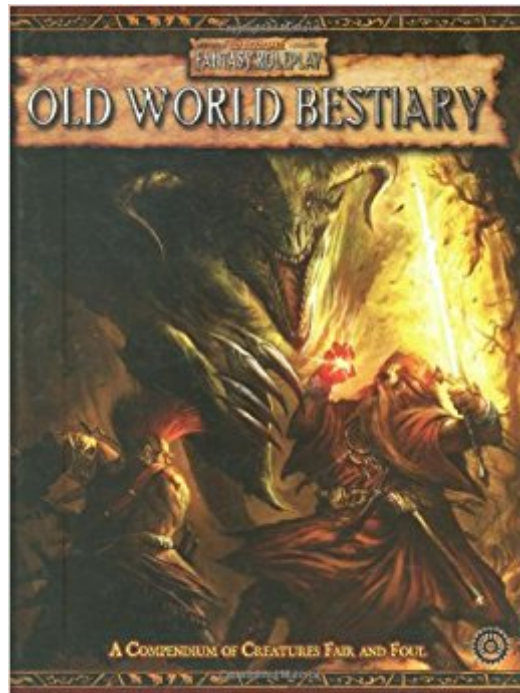


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# Warhammer Fantasy Roleplay: Old World Bestiary, Vol. 1



## 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

Age Range: 12 and up

Hardcover: 127 pages

Publisher: Black Industries (May 17, 2005)

Language: English

ISBN-10: 1844162265

ISBN-13: 978-1844162260

Product Dimensions: 8.8 x 0.5 x 11.2 inches

Shipping Weight: 1.2 pounds

Average Customer Review: 4.4 out of 5 stars 9 customer reviews

Best Sellers Rank: #970,709 in Books (See Top 100 in Books) #33 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #1915 in [Books > Teens > Science Fiction & Fantasy > Fantasy > Sword & Sorcery](#) #13721 in [Books > Children's Books > Science Fiction & Fantasy > Fantasy & Magic](#)

## Customer Reviews

Green Ronin Publishing was founded in 2000 by game industry veterans Chris Pramas, Nicole Lindroos, and Hal Mangold. The company has published over 50 books since then, establishing a reputation for innovation and quality that is second to none in the RPG industry. Its award-winning products include *Mutants & Masterminds*, *Book of the Righteous*, and *Freeport: The City of Adventure*. Point your browser to [www.greenronin.com](http://www.greenronin.com) for more info.

This book is set up in two parts- your usual stats block for monsters at the back of the book, and the very creative and adventure-hooky descriptions, myths, hearsay and accounts in the front. It's a fun way to have some new ideas about the monsters in your adventures and really adds color to the creatures. Everything from witchhunter's journals to the ravings of peasants are included. I use this book currently for a *Dungeon World* campaign, as the first part of the book is useful on its own and I can ignore the stat blocks in the back. I imagine the same would be true for any fantasy campaign.

With two clearly marked sections "Player knowledge" is kept separate, mimicking the ignorance of the masses. The GM's section includes all dry stats and abilities. A great addition to a great game.

This is a must have for those Game Masters that want to try to run a game of Warhammer...It gives the players a read on the monsters but no clue as to their abilities... given from peoples, a scribes and the monsters point of view the Game Masters section give the game statistics and special rules for using them... as well as some ideas on how they fight

This is a really great book. I love that it has a player's section and a GM's section - it's nice to have a game book that's as much fluff as crunch.

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 there 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 inadvertantly 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 seperates 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. It also holds all the stats of the monsters in a concise format including their armor, skills, talents, mutations, weapons, and any special rules. The Player's Section includes a 'Common View' which is how the monsters are percieved by the inhabitants of the Old World in the form of quotes from various persons ranging

from a retired mercenary, to a farmer, to a church official, to a scholar. The interesting thing about these is they are not always based in fact, and some are flat out wrong or misguided, which is in keeping with what the characters would 'know' when encountering a new creature for the first time. These are good for player's who use their 'Common Knowledge' skill successfully to find out how much they know about what they have just encountered in a dark alley. (As a GM I also find this section very handy when foreshadowing an encounter.) It also has a 'Scholar's Eye' section which is a supposedly informed perspective by a researcher of the monster in question which can also be mistaken but is generally more reliable and is useful when players make an 'Academic Knowledge' skill test. Finally, there is an 'Our Own Words' section which gives a paragraph or two describing the monster from it's own perspective. This is particularly handy when a player decides to capture or otherwise parley with a monster rather than simply destroy it and move on. The GM's section goes into a fair degree of depth on the social structure of the greenskins, beastmen, and skaven as well as the various factions therein and their relationship to each other, as well as detailing various statistical differences between them. While it clearly leaves room for a sourcebook on each for future expansion, it is more than enough for detailing the occasional encounter. Also found in the GM's section are: the aforementioned 'Slaughter Margin' which ranks monsters in terms of difficulty (Ranging from Very Easy to Impossible) for a standard soldier with half the advances of his first career for easy comparison to help guesstimate encounters until new players and GM's are used to the new system; new skills and talents available to some of the monsters; an expanded chaos mutation table, and a selection of new spells for magic using monsters. This last section is particularly useful for getting the attention of players when they go to slaughter yet another skaven or greenskin and suddenly find themselves facing spells they have never seen before and cannot find in the core rule book. (What can I say? I enjoy keeping them on their toes.) The book is as well illustrated as any of the second edition books, and in fact may be slightly above average in that regard. Throughout the book are margin notes which detail things such as daemonic auras and chaos armor. These notes are placed well, almost always next to a relevant entry and provide useful but non-essential detail which is handy when running an encounter or for dealing with players who want to ask esoteric questions or strip every corpse for every last brass penny. I was initially annoyed at the way the monsters were organized into sections according to type. Forest creatures are grouped together, undead, greenskins, etc. Being a long-time gamer, I'm used to everything being alphabetized. However, I am starting to realize that this is not as large a problem as I had originally thought. The index is comprehensive and alphabetical, and when planning an encounter in a particular environment I find it increasingly handy that other denizens of the same terrain are close

at hand. I almost never have an encounter involving a single type of creature anymore, which has the players frequently looking past the initial attackers now waiting for the other shoe to drop. Even if there is no second wave or boss running things, it creates the feel of paranoia that I like for them to have without treating them unfairly. My only real frustration with the book is that I wish it had been thicker, 128 pages is a bit light for a resource book. I was pleased however, that this is (so far) the first book they have created for the second edition which didn't contain an adventure eating up a substantial amount of the page count. As a resource book, I would have been more than a little annoyed to see a portion of the pages go to a one-use adventure which I may or may not even use. Overall, aside from the original rulebook, this has been my most used book. WELL worth the money I paid for it.

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. Here's a list of the monsters outlined in the Old World Bestiary: Banshees Beastmen-Bestigors (leaders)-Centigors (centaur beastman)-Gors (horned beastman)-Ungors and Brays (barely-horned and non-horned beastmen) Chaos Cultists - 4 different cults Chaos Dwarves-Bull Centaurs (dwarf centaurs) Chaos Marauders Chaos Warriors Daemons - 5 different types Dire Wolves (undead with skull-like heads and glowing red eyes) Dragons Dragon Ogres (Ogre/Dragon centaur) Dryads Elven Corsairs Fenbeasts (basically a swamp-golem) Ghouls Giants Giant Rats Giant Spiders Giant Wolves Goblins-Night Goblins Great Eagles Griffons Harpies Hippogriffs Hobgoblins Hydras Manticores Minotaurs Mummies Mutants Ogres Orcs-Black Orcs (biggest and strongest orcs)-Savage Orcs Pegasi Rat Ogres (exactly what the name implies) Skaven - 4 different clans Skeletons Squigs (big furry balls with big mouths) Snotlings (kobolds) Spirits-Ghosts (not usually evil)-Poltergeists (tricksters)-Spectres (mostly insane ghosts) Treemen (treants) Trolls-Chaos Trolls-River Trolls-Stone Trolls Unicorns Vampire Bats Vampires - 5 clans Warhawks Werecreatures (the Were template) Wights Wild Boars Wraiths

(look like death himself)WyvernsZombies

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