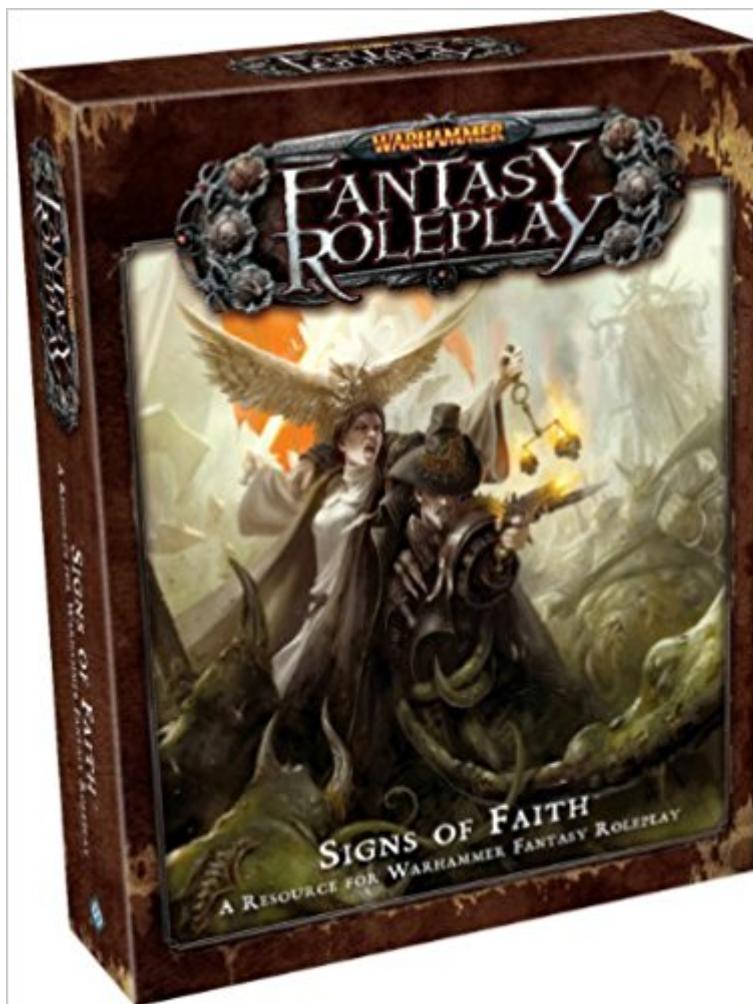


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Warhammer Fantasy Roleplay: Signs Of Faith



Synopsis

The Old World is a place of unending war and strife. The legions of Chaos threaten to demolish all bastions of civilization while spreading their corruption and heresy across the land. The Four Ruinous Powers continue to gather worshippers among the nobles and commonfolk alike, allowing them to spread their dark designs from within the Empire. Amidst this gathering darkness burns a light of hope that slowly gains strength, lit by those who follow the signs of faith... This supplement for Warhammer Fantasy Roleplay introduces valuable background information on the Cults of the Empire as well as insights on the Ruinous Power Nurgle, the Plaguefather. For players, Signs of Faith introduces new rules for priests, dozens of new blessings across all nine major Empire faiths, and suggestions on how to play priest characters. GMs will find new rules for disease and Nurgle's daemonic minions, and players have access to ten new careers. In addition, Signs of Faith includes a complete adventure for GMs to test their players' newfound faith!

Book Information

Game: 96 pages

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Customer Reviews

New supplement for Warhammer Fantasy Roleplay that introduces valuable background information on the Cults of the Empire as well as insights on the Ruinous Power Nurgle, the Plaguefather.

good set

I'll say it again - Go the support section of the fantasy flight games website and download the set list pdf for the Warhammer line if you want to know whats inside. Nothing unusual here, folks - Two skinny books, an adventure in one, punchouts, and cards. What I liked - Papa Nurgle - Oh yeah. Diseases. These are less of a game ender than mutations, since they can be cured. But oh boy, they are not something you want. It can create some amazing tension, if used correctly. It can also be a tool to really screw over your players. So keep that in mind. If you're not going to use them responsibly to drive the story, and if your players aren't going to appreciate the role-playing aspect - Leave them out. If used poorly, you will only lose here. Of course there are more dark magic spells and the marks of nurgle that every budding champion of chaos is looking for. Monsters to kill too. I don't think the game supports campaigns high to enough to actually kill a great unclean one, but I'm sure it will in the future. Expanded religious orders - I like them. I can see someone playing all of them. Especially Ulric and Myrmidia. In fact, you can have a complete party if you so choose, with just priests. Which is interesting but horribly unlikely in the warhammer world. Background - I had no clue what Myrmidia was about, or any of the other cults not involving Sigmar or Ulric. So it was a good read for me. I also like the holidays and calendar. Good tools to immerse your game. What I didn't like - Lack of effective minor blessings - So you want to be a priest. And heal, but not just heal? Sorry buddy. Its Shallya or nothing. If they had more minor blessings, you could wing it more with a non shallya priest who heals. Balance of Taal/Rhya - I don't get what they tried to do here. Two blessings for the price of one? Not only are the reckless and conservative sides different, they are in effect different blessings. Which can create a priest whose versatility far outweighs the other cults. Also, why give Rhya Medicene? It is a very rare skill to see. Shallya I understand, but not Rhya. Needs more priestly items - There are very few here. Again, no prices as we saw in winds of magic. This is still nonetheless an excellent product. You're probably going to want it, even if there are no Priests in your party.

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