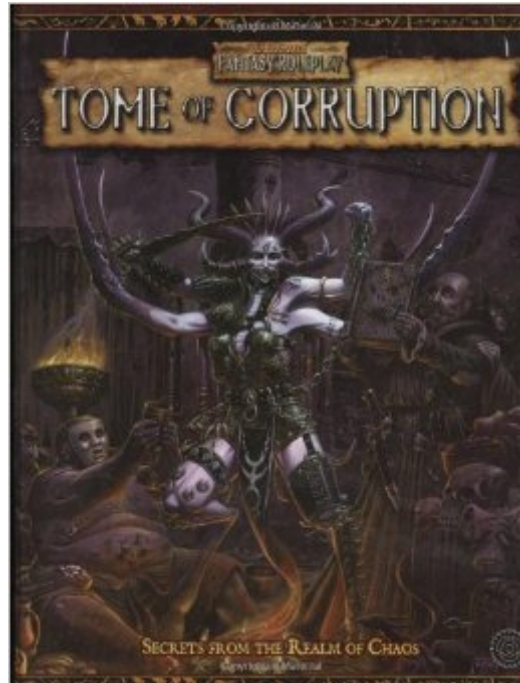


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# WFRP Tome Of Corruption (Warhammer Fantasy Roleplay)



## Synopsis

The world dies. A foul disease infects it, spreading its taint in the winds, in the waters, polluting the very land itself. And wherever it touches it breeds corruption, manifesting as mutation, malformation, leaving it altered, changed, and utterly mad with the wickedness it instills. This is Chaos, the shadow that hangs over the Old World and beyond. It is the terrifying threat of the north, looming large in the minds of Men, Elves and Dwarfs alike. Now, this potent force is revealed for Warhammer Fantasy Roleplay with the Tome of Corruption. This expansive volume reveals all the secrets of Chaos, exploring it in lavish detail. From the countless varieties of Mutants and Chaos Spawn, to the Beastmen that haunt the unclaimed depths of the Forest of Shadows and the Drakwald, to the horrific Daemons spawned from nightmare, this sourcebook contains everything you ever wanted to know about Chaos in all its disturbing forms. Inside this blasphemous tome, you'll find:

- Over 150 new mutations to create unique and awful Mutants, customizable based on the Dark God they serve.
- Detailed information on Cults in the Old World such as the perverse Sybarites and the Foetid Maw.
- Guidelines for building new cults, as well as details for crating cult leaders like the Cult Acolyte and Cult Magus.
- An assortment of Chaos Objects such as The Grim Feast and the Catalogue of Flesh.
- Exhaustive information and guidelines on creating Beastman foes, drastically expanding the information found in the Old World Bestiary.
- A slew of new Chaos-touch monsters such as the Amphisbaena, Basilisk and Jabberwock.
- A gazetteer on Norsca, with guidelines for creating Norscan Characters and running Norscan campaigns.
- Details on the savage peoples of Chaos, including the Kurgan and the Chaos Dwarfs.
- Extensive rules for playing servants of Chaos with new

## Book Information

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## Customer Reviews

I have read most if not ALL the books about Chaos in Warhammer Fantasy. I read the two tomes of Realms of Chaos. I also read Complete Liber Chaotica, WHFB Beast of Chaos and WHFB Hordes of Chaos. This one is by far the most complete on the topic and the most pleasant and interesting to read followed closely by Complete Liber Chaotica. I cannot recommend you this book enough for every fan of Warhammer Fantasy (RPG players or NOT). Even the readers interested by Fantastic universe could find this reading interesting. Tome of Corruption add also a lot of new content concerning Chaos that have never been written so far in other Warhammer books. It push the topic much more further and embrace it widely. It cover in detail many old and new aspects. You will find in this book the following chapters:

A first Part: The Enemy Within

- 1- Chaos in the Old World
- 2- The lost and the damned
- 3- Catalogue of Change (MORE than 150 mutations. A general random table and 4 random tables adapted for each Chaos Gods.)
- 4- Cults of Chaos (It feature also cultist career for each four Chaos Gods)
- 5- Objects of Chaos

A second Part: Shadows of Chaos

- 6- The Places between: Life in the wilderness
- 7- Beasts of Chaos (and the template to play one as PC...)
- 8- Menagerie of the Strange
- 9- Defenders of the Empire (Some words about the Witch Hunters and the other enemies of Chaos)

Part III: The Chaos Wastes

- 10- The Chaos Wastes (The Landscape of Chaos)
- 11- Norsca (The Norsca region and his folks and their culture are explain in details. Template are given to play a norse and specific career related to norse people are also offered.)
- 12- Hordes of Chaos (A distinction is made between the Norsemen and the other people who follow more directly and specifically the Chaos Gods. Template are presented to play a men of the Hordes of Chaos such as the Kurgan)
- 13- Slaves to Darkness (This chapter have the following section that every Chaos worshiper is looking for: Champion of Chaos, Chaos Sorcerers, Rewards of Chaos, Retinues. Basicly, this section explain the path followed by those who worship the Chaos Gods. It give the career associated to this path and the advantages and dangers it represent.)
- 14- Chaos Armory

Part IV: Realm of Chaos

- 15- The Ruinous powers (The four Gods of Chaos)
- 16- Beyond the Wastes of Chaos (Walk toward the Eye like no other book have brought you before. Then enter into the Realms of Chaos themselves. Sanity is for the weaks!)
- 17- Chaos Sorcery (New spells, tables and background digging about magic)
- 18- Legion of Chaos (The stats blocks about the Major and Lesser Chaos Gods Daemons... Your player will be able to fight for the best and the worst the Bloodthirster, the Keepers of Secrets, the Horror of Tzeentch and all the other classic Daemons

commonly associated to the Chaos Gods. This section also explain how to design your own new Daemons and give you the proper random table to build them)19- Masters of Chaos

This book is a must have for GMs. If you buy more than the main book this should be your 2nd, or 3rd book. (Unless you aren't planning on Chaos types being a major bad guy.) That said like all WFRP books it's short, but unlike some of the other books it's packed with good info. My favorite is the D1000 mutation chart that spans 2 pages. (Plus the following chapter of mutations.) Also the info on chaos champions is great. It's kind of light on generic stats for enemies, but it gives you the info you need to create demons, chaos warrior, chaos champions, cultist, beastmen... Also the same info can be used for a campaign with PCs on the other side.

Tome of Corruption is all about flavor. The book is long on setting material and mercifully short on rules and even those still amount to flavor and setting material. Running a long-term game with many of the rules included would be difficult or downright impossible. The amount of raw power that is available to the players and GMs is huge. Some of the more powerful features, in an effort to reflect their abilities in the tabletop version of Warhammer, would slaughter an entire army of PCs. Many of the careers are also ridiculously powerful. Gamemasters are going to want to be extremely careful in what they allow players to take from the book, but for anyone who wants to run a high-powered epic game the Tome of Corruption provides everything and more. The Tome of Corruption is also a great read. For those who don't like rules the mechanics are presented in such a manner as to be almost totally separated from the setting material. Unlike many supplements the point of the book is not just to create more rules but to add to the setting. If you can't use it in a WFRP game then it is a great idea mine for other games or for pleasure reading.

This is an excellent book. It provides a wealth of fascinating information on mutation, new Lores, Daemons, Beastmen, Chaos Dwarfs, new Monsters, the Norse, Magic Items, and more. They've really outdone themselves, they just need better proofreaders!

This vile tome is packed with foul goodness. The massive list of mutations alone is worth the price of the book. All kinds of foul things for the fiendish GM to throw at their players! Be warned though as just a brief glimpse at the pages of this thrice damned work will cause you the loss of your sanity!!!!

This book provides so much info on things gamemasters need to know to write a cool Chaos adventure. Norsca, daemons, beastmen, more nasties, and mutations and cults. So much fun. Great to read and slightly disturbing. Highly recommended.

This is an exceptional book, like all of the new WHFRP books I have gotten so far. It covers many topics that a GM would need to use the forces of the Old Night in a game. The book has extensive rules for mutations, greatly expanding on the rules found in the core book (as well as organizing them by which of the chaos powers would likely grant them). The book also greatly expands on the rules for the various followers of Chaos. Rules for beastmen and marauders/chaos warriors (including careeres) are found within this book, as are rules for many other chaos creatures (like the chaos dragon and the shaggoth). There is more as well... such as rules for chaos weapons, and the stats for various daemons up to the Greater Daemons themselves!

Tome of Corruption is the most useful WFRP book to date... Not only is it a good read, it has far more game mechanics and rules than previous releases (so many mutations!!!). All you need for a chaos campaign is the core book and this one. Forget the bestiary unless you need goblin/orc stats... Or you just enjoy reading these books like I do!

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