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Night's Dark Masters: A Guide To Vampires (Warhammer Fantasy Roleplay)



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Customer Reviews

Chaos--whether in the form of ravening beastmen or scheming cultists--is the "default" antagonist in WFRP. Skulking skaven are a close second. There are reasons for this; they're both iconic to the Warhammer World. Warhammer's vampires don't have quite the same cachet, but Night's Dark Masters goes quite a ways to fix that. If you're familiar with the Green Ronin WFRP stuff, you'll know what to expect: "in character" fluff from various authorities, extensive background information, a variety of NPCs (nearly all vampires in this case), and adventure hooks. What's missing is a complete adventure. Personally, I've never been that impressed with the adventures they -do- include in their sourcebooks, and don't miss one here. Green Ronin's proofreading continues to improve, and there aren't nearly as many typos as we've gotten accustomed to. There's information on all of the major bloodlines, from the Dracula-esque Von Carsteins to the bestial Strigoi. In addition to historical information and fully-statted NPCs, there are sketches of other prominent vampires of each bloodline. The basic tack is one "legendary" type vampire, suitable for an epic game, and one more moderately powered NPC suitable for less world-shaking adventures. It should be noted that pretty much any WFRP vampire is dangerous, and the authors stick to that conception. There are a slew of magical items to power up vampires or the PCs that fight them. There's a career track for vampires, granting them access to a variety of powers (mostly based on their bloodline). There are also a number of careers for aspiring vampire hunters, including the very

cool Raven Knight. Last but not least, are advanced necromancy and the various undead monsters it creates.

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