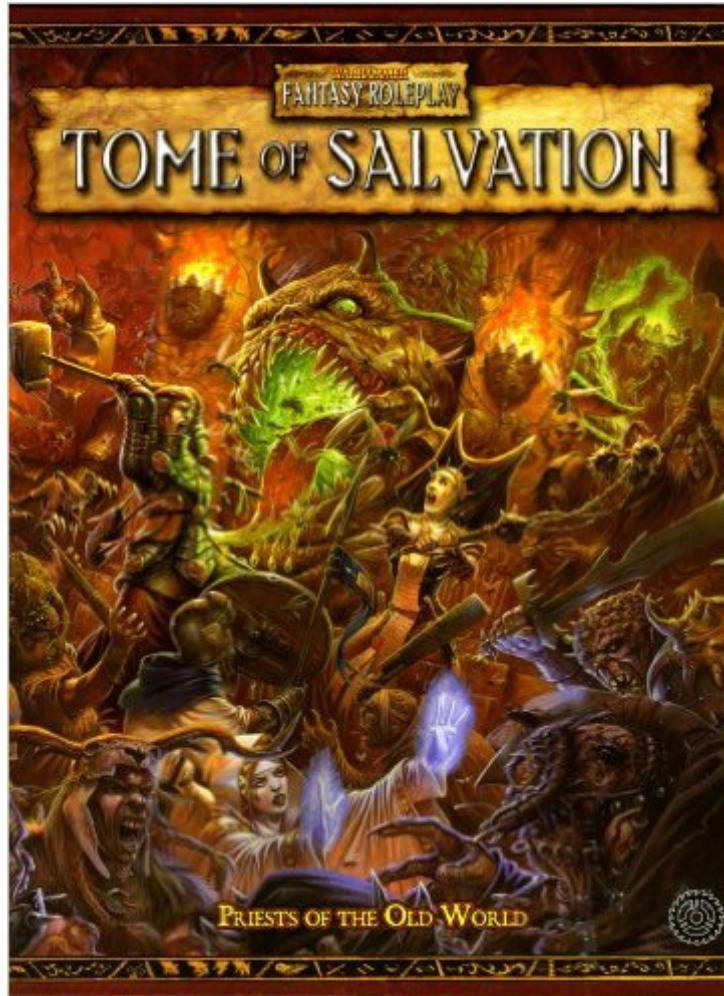


The book was found

Warhammer RPG: Tome Of Salvation (Warhammer Fantasy Roleplay)



Synopsis

Tome of Salvation provides a detailed look at religion in the Empire, exploring faith's role and function within the nation's convoluted and complex society. Inside this massive sourcebook you will find new magic spells, new rituals and artifacts, new careers, and extensive details on gods, festivals, holy days, and the lives of Old World priests.

Book Information

Series: Warhammer Fantasy Roleplay

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Average Customer Review: 4.6 out of 5 stars [See all reviews](#) (10 customer reviews)

Best Sellers Rank: #982,490 in Books (See Top 100 in Books) #43 in [Books > Science Fiction & Fantasy > Gaming > Warhammer](#) #12078 in [Books > Humor & Entertainment > Puzzles & Games](#) #200691 in [Books > Textbooks](#)

Customer Reviews

Before Tome of Salvation the Gods in Warhammer universe had meat mostly around the gods of Chaos. The ruinous powers and their followers was so well developed that it was leaving all the other gods in a secondary role at best (except maybe Sigmar and Ulric, but what the players had at their disposal was still far from what have been dug about the Chaos gods). The background about the Classical Gods (Verena, Shaylla, Sigmar, Morr, etc) was so thin that it was not appealing for the players to take these gods as a key stone around which a character could be built. The book Tome of Salvation comes to fix this by adding content to the Classical Gods. It goes even further by providing matter concerning the role and the importance of faith in the Old World in general. It defines the life of a priest and how each differ according to the god they worship. It explains how the common folks and nobles deals with the Classical Gods, the superstition and the ancestor spirits. The book provides also information concerning the minor gods of the Old World. It deals with the issue of the outlawed gods, such as Khaine and Gunndred, outside the famous Chaos Gods. It gives also some information about the Gods of the other races (Dwarf, Elf, Halfling) and how their

faith differ. If Tome of Corruption is essential to Warhammer by the review and the information it gives about the influence and power the Chaos have in this universe, Tome of Salvation marks an important turning point because it comes to add content and depth to those who are benevolent. It comes also to offer an alternative to those who are evil in intent but who do not worship or rely on the faith for the Ruinous Power.

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