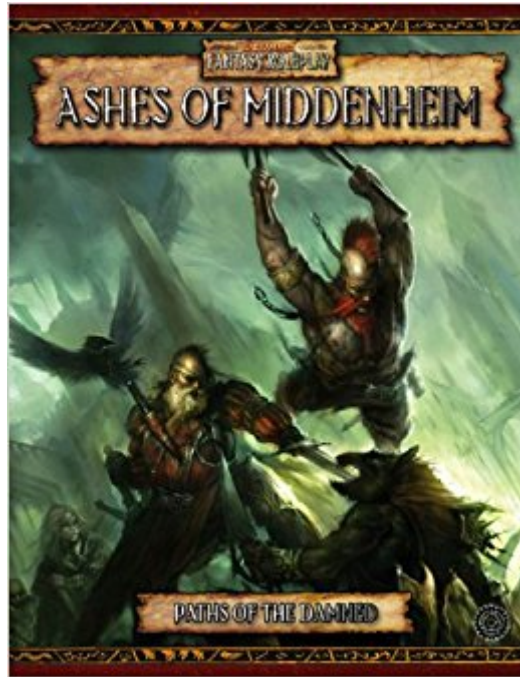


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Paths Of The Damned: Ashes Of Middenheim (Warhammer Fantasy Roleplay) (v. 1)



Synopsis

All is not well in Middenheim! Corruption eats at the very heart of the City of the White Wolf, and it's up to your heroes to help root it out! Ashes of Middenheim is the first installment of Paths of the Damned, the epic adventure trilogy for Warhammer Fantasy Roleplay. In addition to the adventure itself, this book also contains a full description of Middenheim, including a detailed city map and descriptions of neighborhoods, key NPCs, and a host of important locations.

Book Information

Age Range: 12 and up

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Average Customer Review: 4.2 out of 5 stars [See all reviews](#) (5 customer reviews)

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Customer Reviews

With Ashes of Middenheim, the first in the Paths of the Damned epic campaign set in the Old World for Warhammer Fantasy Role Play, Black Industries has met its goal of creating a campaign worthy of the Enemy Within of 1st Edition fame. The first installment's adventures are short enough to be completed in one or two nights each and leave plenty of room for the GM to be creative and add their own content. In many cases, this is encouraged. Between some adventures there is enough space to put in one off adventures or to use published adventures such as the ones found in Plundered Vaults. Singing praises does little good in a review, so I'll concentrate on the few problems. First, not enough maps. Middenheim is wonderfully detailed and includes a great map of the city and sewers, but I would have liked to see a local area map that includes the surrounding countryside. Also, many of the buildings, including some of the main buildings in the various adventures, are not mapped out. These are left to the GM to flesh out, or some such thing. I would still like to see maps for all of the places of any importance. Second, the campaign does not, at least

to my mind, allow for elves. I don't see much reason that an elf would want to follow this campaign. Oh, sure, fighting chaos and such, yes. But it seems a lot of what happens are things an elf, whether an aloof High elf or a sylvan minded Wood Elf, would just say "oh well, human troubles" and be on their way. You have to work a bit harder to get elves involved is all I am saying. With humans you have the religious element of Ulric and Sigmar to make them feel obligated in some way, plus this is their country.

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