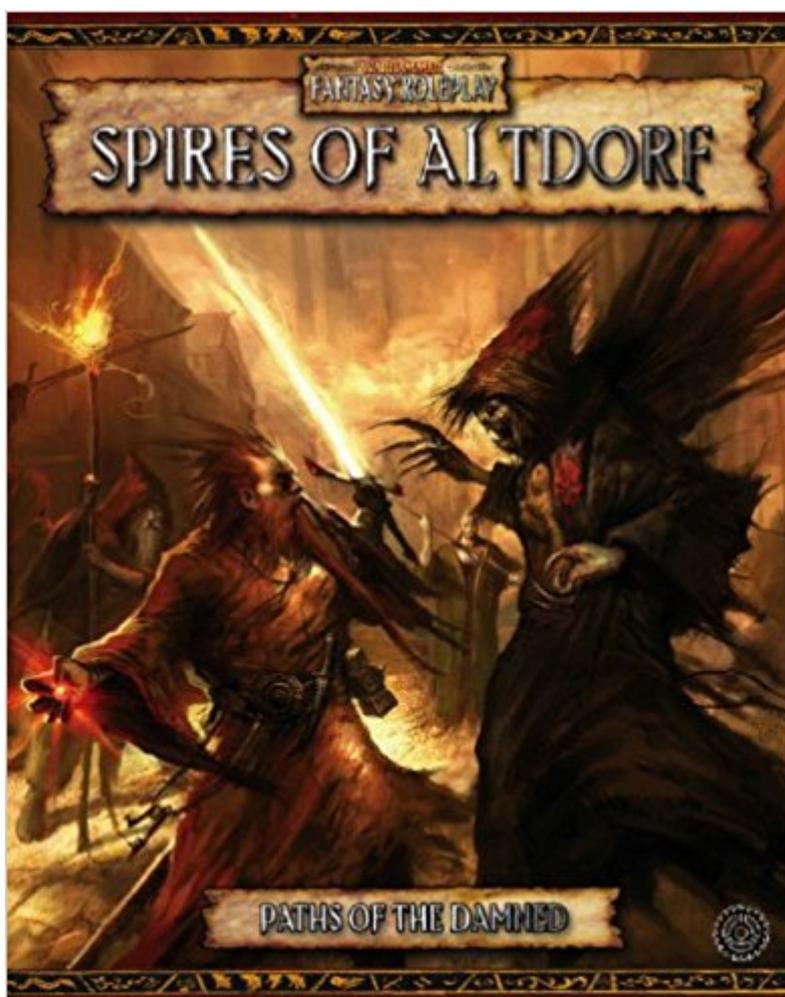


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Paths Of The Damned: Spires Of Altdorf (Warhammer Fantasy Roleplay)



Synopsis

Though the corruption in Middenheim has been staved, the enemy within has not been defeated. Confronted with foes new and old, and blessed with only a few allies, the Player Characters must thwart the machinations of their immortal enemy or suffer the consequences! Spires of Altdorf is the second installment of Paths of the Damned, an epic adventure for Warhammer Fantasy Roleplay. In addition to the adventure itself, the book features details on Altdorf, including a history of the city, key locations, and advice on evoking the proper atmosphere.

Book Information

Age Range: 12 and up

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Average Customer Review: 4.0 out of 5 stars [See all reviews](#) (1 customer review)

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Customer Reviews

As with the other paths of the damn adventures I do like the the upfront description of the cities they are in. Unlike the Ashes of Middelheim, Spires of Altdorf is not very linear. This allows PC's to control the story (somewhat) and get into several sideplots. In true warhammer fashion, the adventurers can get themselves into a deep hole and end up with the performaing the ultimate sacrifice (no fate points here).

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