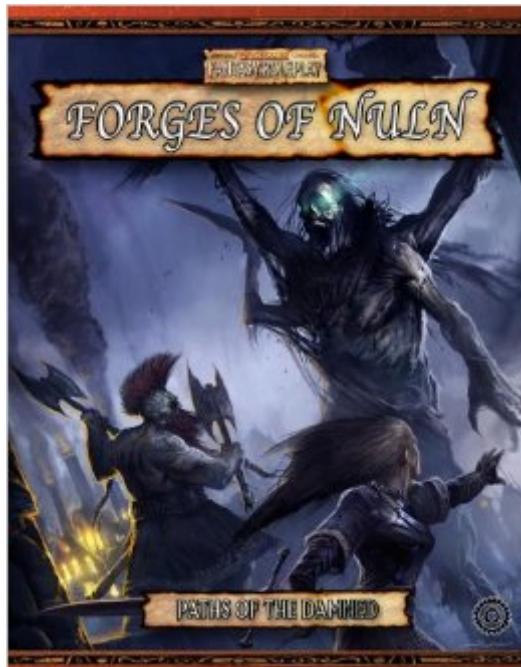


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# Paths Of The Damned: Forges Of Nuln (Warhammer Fantasy Roleplay)



## Book Information

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## Customer Reviews

I enjoyed the information provided on nuln. In terms of campaign I put it above AoM (dislike linear adventures) and below SoA. There were some specific parts of FoN that I re-wrote for my campaign to make some sense. Some people will not have a problem with this and others will. In general it it was a decent adventure and tied up a nice campaign. If you are new to WFRP I would definatley pick up the PotD adventure books. There is plenty of good information to use in your campaigns.

This book was middle-ground between the first Paths of the Damned (where players were given relatively linear play) and the second Paths of the Damned (where they essentially left it to the GM to decide what would occur). I must say, I am more a fan of the linear play. It allows GMs without the time to think on things to run a campaign without any preparation work, while at the same time GMs who have time can spend it tinkering with the specific of the scenario. The reason I gave this book 5/5 is because of those preferences. It seems that at the end the developers finally found their stride in a manner with which they could please both camps. My only complaint is that I wish that they had made things seem as epic-adventure as they did in "Ashes of Middenheim" (SPOILER: when a god pats you on the head and tell you that you've done a good job, that's a \*VERY\* high mark to try and beat).

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