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US25309 - DSA Adventure - Theater Knights 5: The Silver Wehr, paperback, 64 pages (German edition)

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Product Description

DSA Adventure - Theater Knights 5: Die Silberne Wehr, paperback (DE), 64 pages

After the battle of the Grauzahn, the Korsmal Bund appears to have been militarily defeated. But Adelsmarschallin Nadjescha von Leufurten suspects the dangers that the appearance of the goblin drum brings with it. The Kunga Suula's weapon of war, which has wreaked havoc on an unprecedented scale, must be destroyed - even if no one knows how to do it. During the lengthy magical analysis of the artefact, it should be up to the heroes to guard the kettledrum in a castle of the Order of Aries and to defend themselves against the insidious attacks of the remaining cultists and their new allies. In addition to Biestingers, river pirates and dragon riders, they meet old friends such as Count Thezmar Alatzer von Hinterbruch and the former aristocratic marshal Jucho von Dallenthin and Persanzig.

In the fifth part of the theater knight campaign, the heroes penetrate the cult center of their opponents and meet both allies believed to be lost and traitors who seem to have been overcome. On the trail of the Silver Horde, you will learn the deeper reason for the awakening of the Bornland and discover the fate that the country intended for the people and the Silver Weir. As an alternative to the campaign, you can also play The Silver Defense as a single adventure.

The Aventurian Almanac is recommended to deepen the background, but is not required to lead the adventure.

Warning! Not suitable for children under 36 months.

The set of rules is required!

A DSA group adventure for 3-5 heroes who care about Bornland:

- Genre: fairytale fantasy
- Requirements: no hatred of the aristocratic marshal Order of rams; accomplished deeds for the Bornland; Resilience
- Places: The Walsach, Trescha Castle, the Überwals
- Time: Rahja 1039 BF to Rondra 1040 BF
- Complexity (player / master): medium / high
- Experience of the heroes: competent
- Requirements: Fight 4/4; Natural talents 2/4; Social talents 2/4; Living story 3/4

Specifications

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