

Item no.: 350810

**US25381 - DSA5: The Garadan Conspiracy (solo adventure) - book, 64 pages (DE edition)**

**13,04 EUR**

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**Product Description**

DSA5: The Garadan Conspiracy (solo adventure) - Book, 64 pages (DE edition)

Neetha is an ancient city, a proud city. Nominally part of the Horas Empire, the fiery blood of the south has always flowed in the veins of its inhabitants. People defend their own honour, fight for their opinions and strive for freedom and independence. A growing group of separatists yearn for independence, for a break from the Hora throne, for self-determination and power.

Only hours after arriving in Neetha, you too are confronted with the forces vying for supremacy in the city. You are caught in a maelstrom of events that threaten to grind you down. Who or what is at work here? Who is on your side, who would you be better off distrusting? Is someone even using you like a pawn in a game for power and influence? Who is initiating The Garadan Conspiracy? And above all, who will be the victor in the end?

The Garadan Plot is a solo adventure that allows you to venture straight into the adventure without a game master or fellow players. You play your own hero or heroine or the proposed merchant from Grangor and encounter new challenges as you read section after section. All your skills will be needed to escape with your skin intact. Let's go on an adventure!

- A solo adventure for curious heroes
- Genre: Urban adventure
- Requirements: none
- Location: Neetha
- Time: Ronda 1043 BF
- Complexity (player/mistress): low / -
- Experience of the hero: experienced to competent

Attention. To play the solo adventure you need the DSA5 rulebook. The Aventurian Almanac is recommended but not required.

- Language: German
- Type: Solo adventure
- Number of pages: 64

**Specifications**

Scan this QR code to view the product  
 All details, up-to-date prices and availability

