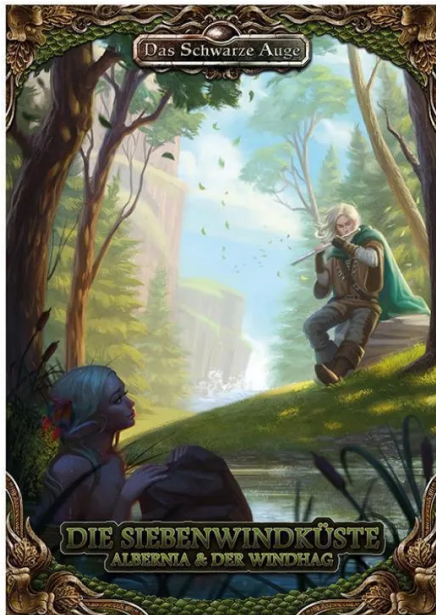


Item no.: 338229

US25102 - DSA - The Seven Wind Coast: Albernia & der Windhag, hardcover, 192 pages (DE edition)

from **34,79 EUR**

Item no.: 338229
 shipping weight: 1.00 kg
 Manufacturer: Ulisses Spiele



Product Description

DSA - The Seven Wind Coast: Albernia & amp; Der Windhag, hardcover (DE), 192 pages

The windswept shores of the Seven Wind Coast are home to ancient nobility, indomitable clan warriors, wandering magical bards but also powerful fairies who have their fate from the hidden other world of mortals.

This regional game aid provides you with additional background material on the mist-shrouded swamps and fairy forests of Albernia as well as the spray-lashed cliffs and the stormy mountains of the Windhag. Explore the largely unexplored delta of the great river and the secrets of the fairy world, let your heroes stand up to creatures like the ominous will-o'-the-wisps or the sublime west wind dragons, or reveal the secrets of ancestors with a little fairy blood flowing in their veins.

Ten professions suitable for the region are presented, including the daring coastal smuggler, the silent thistle knight, the Windhag clan warrior and the capricious Efferd, whose advice no one on the Seven Wind Coast would reject.

Warning!Not suitable for children under 36 months.

The set of rules is required!

Also included:

- a small fairy globule, the entrance to which can be located in the forests of Albernia as well as in the mountains of Windhag
- more about the Ceoladir tradition and the magic melodies that they sing everywhere on the Seven Wind Coast
- new weapons and armor, including the dreaded Havener knife or the legendary dragon knife of the Windhager clans
- focus rules on traits that make your heroes regional
- new professions, special skills, magic melodies, magic instruments, liturgies, ceremonies as well as new advantages and disadvantages, including for fairy-blooms
- rules on fairy worlds and fairy pacts
- a chapter with mysteries and adventure hangers especially for the game master
- an enclosed map of the region (A3) as well as city maps of Abilacht, Harben, Havena, Honingen, Kyndoch and Winhall

in the book

Specifications

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