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**US25339 - DSA Adventure - Raven War 1: The Caiman's Teeth, paperback, 64 pages (German edition)**



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**Product Description**

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The south of Aventuria has been fermenting for some time. While the Kemi empire is weakened by a bloody civil war and internal disputes, the Black General Oderin du Metuant is planning a risky undertaking: a campaign on land and at sea that will finally bring the small jungle kingdom under Alanfan control. A campaign to make the setbacks and defeats of the past forgotten and to lead the AIAnfa empire to new heights. But Kemi is allied with the Kingdom of Horas in the Golden Alliance. It is therefore important to take advantage of the element of surprise and act quickly before the attack calls the Horasians onto the scene and develops into a great war with unpredictable consequences for all sides. At the same time, in the shadow of the invasion, many other groups are trying by all means to achieve their goals

In the struggle for power and supremacy in the region, old enmities and new alliances are emerging. But wars are not won on the battlefield alone. It is not infrequently the secret deeds of a few who determine victory or defeat at the decisive moment.

In this first adventure of the Raven War campaign, allies and enemies of the heroes are introduced. It marks the beginning of a large-scale military conflict in the Aventurian south. The caiman's teeth can also be played separately from the campaign background.

Warning! Not suitable for children under 36 months.

The set of rules will be implemented required!

A DSA group adventure for 3-6 heroes:

- Genre: Infiltration and war adventures
- Requirements: willingness to take risks, secrecy, ability to improvise
- Location: AIAnfa, Golden Bay, Qinsay
- Time: Autumn 1042 BF
- Complexity (player / master): medium / medium
- Experience of heroes: competent
- Important Skills: Combat 3 out of 4; Social talents 3 out of 4; Physical talents 3 out of 4; Living story 3 of 4

**Specifications**

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