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US25260 - DSA source books: Sturmgeheil & Runenzauber, paperback, 80 pages (DE edition)

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Product Description

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Sturmgeheil & Runenzauber is a game aid for The Shores of the God Whale - Thorwal & the Gjalskerland and contains further information and additional rules for the game in Thorwal.

This game aid contains alternative curricula for the magician academies in Thorwal and Olport, the traditions of the magic dilettantes, who often pursue a special craft in Thorwal, are new Special skills, rules for alternative weapons as a spell sword, new magic runes and magic melodies, instrument magic and with the drinking horn also a secondary traditional artifact for Sangara. For those consecrated to Swafnir, it offers further liturgies, liturgy extensions, as well as rules on ceremonial objects such as the whale shield and the new fluke amulet.

A short chapter on flora and fauna supplements the regional game aid with typical Thorwal animal companions, other plants and elementals from may be summoned to the wizards of the Hall of Winds.

In addition, Storm Howl & Runic magic detailed descriptions and maps of the warrior and magician academies in Olport, Prem and Thorwal.

In addition to the rules and the Aventurian Almanac, the Shores of the Gottwals - Thorwal & the Gjalskerland provided. Aventurian Magic is also required and Aventurian Magic III is recommended for using the rules on alternative weapons as a banishing sword. Aventuric Magic I-III are recommended for full use of the alternative curricula.

Warning! Not suitable for children under 36 months.

Specifications

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