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SYMBTW08 - Beyond the Wall: Wolf time - Brochure, 72 pages (DE Edition)



from **12,83 EUR**

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Manufacturer: System Matters Verlag

Product Description

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Every home needs its heroes! This expansion adds ancient adventurers to your village and three scenarios that are playable without much preparation. In addition, the game master will find here a small collection of villagers and enemies that are linked to the Old Ones in the village. Even old adventurers have sharp blades! Take on the roles of six new characters: The old veteran who has fought many battles. The impoverished nobleman whose family fell from grace. The dwarven teacher, far from his homeland. The initiated mage, member of an order shrouded in mystery. The vault expert, who made his fortune in a vault. The educated teacher, from a noble family. Plus, three more characters that fit perfectly into a spooky scenario! Plus, the gamemaster gets three new scenarios that have horror and creepiness as their theme: A mysterious baron has settled in The Castle of Horror and strange things are happening in the village. The baron has a terrible plan and only the adventurers can oppose it and drive away the monster in human form. Wolf Time is set in the village during a bitter winter. The village is buried under snow and its inhabitants huddle together in the darkness. But when a dead body is found, fear spreads because a werewolf is snowed in with the villagers! Honor guilt confronts the adventurers with an undead chief. This was denied entry into the realm of the dead, because he still has a debt to settle. Can the characters help him finally find his final resting place?

Attention! Not suitable for children under 36 months. Legal minimum age: 14, legal maximum age: 99

Rulebook is required.

Specifications

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