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US25346 - DSA Adventure - Iron Flames, Hardcover, 112 pages (DE edition)



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Product Description

DSA Adventure - Iron Flames, hardcover (DE), 112 pages
Iron Flames by Anni Dürr, Julian Härtl and David Lukaßen.

Yol-Ghurmak. A name that makes the blood of Aventurians freeze. Hardly any other place is so close to the Niederhöllen. The smoking chimneys of demon worshipers lurk under the ash sky. Unnatural creatures and unscrupulous people roam the dark alleys. Thousands of hammers roar in the demon forge, ceaselessly creating constructs, the very existence of which is a sacrilege to the twelve.

This is the realm of the ingenious but insane mechanic Leonardo, who creates his world machine in the heart of the workshops. It should complete his life's work and anchor the power of the arch demon Agrimoth in the city and all of Aventuria.

Ingerimm, who the dwarves call Angrosch, will not allow that. His devotees are looking for brave heroes who are supposed to bring a sacred artifact to the city and gain support and information undetected in order to penetrate the unholy, banish the power of Agrimoth and kill Leonardo. This is in the hands of your heroes, as the fate of all of Aventuria is forged in the heart of Yol-Ghurmak.

This adventure is part of the Twilight Cycle, which deals with the fate of the Heptarchs and the Demon Shards, but can be detached be played by the other adventures of the cycle.

Warning! Not suitable for children under 36 months.

The set of rules is required! As well as Aventurian Almanac, the rules Aventurian Magic I, Aventurian Magic II, Aventurian Magic III and Aventurian Godwork.

A DSA group adventure for 3-5 death-defying heroes:

- Genre: Infiltration and city adventures
- Requirements: heroism, firm belief in the twelve gods and the ability to not to attract attention immediately in a hostile city
- Location: Margraviate Warunk and Duchy of Transsylvien (Yol-Ghurmak)
- Time: Peraine to Ingerimm 1039 BF
- Complexity (Player / Master): high / high
- Experience of heroes: legendary or higher
- Important skills: Combat 3 of 4; Body talents 3 out of 4; Social talents 3 out of 4; Living story 4 of 4

Specifications

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