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US25328 - DSA Adventure - Heldenwerk-Archiv 2, hardcover, 128 pages (DE edition)



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Product Description

DSA Adventure - Heldenwerk-Archiv 2, hardcover (DE), 128 pages

The Heldenwerk-Archiv 2 combines seven fantastic short adventures that challenge your heroes all over Aventuria. For this collective edition, all adventures were commented on by the respective authors and supplemented with additional game material. Six of the seven adventures come from the Heldenwerk series, the seventh was published as a special edition for Kaiser-Raul-Konvent and RatCon 2018.

In Deicherbe, the heroes on the stormy coast of Nostria stand by a dike builder and not only save his Hof, but also solve secrets from old times.

In a small Bornean village, the beet harvest is particularly plentiful. But if the joy is disturbed by ghostly apparitions and at the latest when a plague of rats breaks out, it seems certain that this harvest is cursed.

Slaves for one night lead the heroes in slave chains to Al2019Anfa and into the possession of scheming grandees. To regain their freedom and take revenge, they have to skillfully navigate the intrigues of a grande house and the whims of their owners.

Revenge is Stockfish is an adventure about law and justice in Thorwal, the heroes stand by a girl to find her mother's murderer and avoid an unjust punishment.

There is also a murder to be solved in Bloody Wine. This time on the fringes of an Almadan wine festival and the old feud between two winemaking families who are the only ones who have the secret of a special type of wine.

The Paligan files are full of explosive information that could cause great damage to the Middle Kingdom. On behalf of the empire, the heroes try to get the files in Perricum, but several cunning competitors try to get ahead of them.

Three colors of snow lead the heroes to wintry Sewerien, the remote north of Bornland, where Bronnjaren are the undisputed masters of their country and the snow not only hides the landscape, but also old sins and dark secrets.

All further information on experiencing the adventures such as value boxes, maps and plans as well as handouts are contained in the volume .

Warning! Not suitable for children under 36 months.

The set of rules is required! As well as the Aventurian Almanac.

Seven DSA group adventures for 3-5 heroes:

- Genre: Adventure story
- Requirements: depending on the adventure
- Location: Al2019Anfa, Almada , Bornland, Nostria, Rommilys, Thorwal
- Time: depending on the adventure, from 1035 BF to 1040 BF or later
- Complexity (player / master): low - high / low - high
- Experience of heroes: inexperienced to masterful
- Important skills: combat 2 of 4; Society 3 of 4; Body 2 of 4; Living story 2 of 4

Specifications

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