

Item no.: 338242 US25210 - DSA - Armory of the Seven Wind Coast, 32 pages, 2nd revised edition (DE edition)



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## Product Description

DSA - Armory of the Seven Wind Coast (DE), 32 pages, 2nd revised edition

The windswept shores of the Seven Wind Coast are home to ancient nobility, indomitable clan warriors, wandering magical bards, but also powerful fairies who influence the fate of mortals from the hidden otherworld.

Should it be a Cruaghairm, a Windhager hooked ax? Or do you prefer the silly throwing ax with the Gaoraith? The inhabitants of the region by the Sea of ??the Seven Winds are defensive and the art of their armourers has a long tradition. While the Albernian swordswoman swears by the modern Havener knife and uses the Havener Buckler as a shield, the Windhager clan warriors have been wearing their dragon knives for many generations. The armory of the Seven Wind Coast shows many typical weapons, armor and other equipment as well as unique artifacts from Albernia and the Windhag in words and pictures.

The Harben saber and the notorious Albernian longbow are listed here as well as the Spellelagh, the silly rootwood club, or the Windhager sling, which can also get an armored knight off a horse. Furthermore, the volume presents the equipment that the Seven Wind Coast is known, famous or notorious for, from weatherproof sailor clothing to the peat fork to the lost blade Opal lion, who once wielded the legendary King of the Swords.

The volume also includes The ready-to-play description of a typical smuggler including his hiding place, who can make life easier or more difficult for the heroes.

This volume supplements the regional game aid Die Siebenwindüste with more extensive and generally applicable rules for the special objects of the region. Knowledge of the rules and the Aventurian Almanac is required.

Warning!Not suitable for children under 36 months.

The set of rules and the Aventurian Almanac are requiredt!

Specifications



