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US25259 - DSA source books: Armory of the Shores of the Gottwals, paperback (DE edition)

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Product Description

DSA source books: Armory of the Gottwals Shores, paperback (DE)

On the Gottwals shoreline, brave seafarers, magical animal warriors and sinister horrors from night-black depths can be found Days long past, which turn the already rough life in the far north into a real challenge.

On the icy waves of the northern seas, fearless fishermen hunt the largest sharks in Aventuria with their shark lances. In the Ottaskins of the ship communities, muscle-bound women recruits know how to break through every shield wall with an Olporter orc nose or how to attack several enemies with the premer long ax. but the serrated and barbed blade of a Gjalsk barbarian sword is often able to put an enemy to flight just by looking at it - not to mention the challenge of parrying the extremely powerful blows of such a weapon. The participants of the Gjalsker highland games know how to handle the chain ball like no one else. Throwing this chain weapon as far as possible is one of the disciplines of the Palenkels - but also outside of a sporting competition, the unusual weapon can be used in close and long-range combat with crushing efficiency, at least if you know how.

The Armory of the Shores of the God Whale contains a large selection of weapons, armor and other items of equipment, such as those used in Thorwal and the Gjalskerland.

The temples and holy places in northwest Aventuria also contain a lot magical or karmal artifacts, such as the swafnir holy oar blade from Jurga Tjalfsdottir or the horns of the mammoth-shaped Natru-Gon, which are kept in the six Ur-Haeradi of the Gjalsker. They are mentioned in the present armory as well as the legendary blades Tyrfring and Grimring, the Cyclops two-handed sword, who went down in Thorwal's history as the blade of fate.

In addition to very general things such as the clothes of a typical Thorwal woman or the, What a traveling Gjalsk barbarian carries with him in his provisions bag also contains further details on the craft on the shores of the god whale, in particular on the subject of shipbuilding and the art of skin-carving.

This volume complements the regional game aid Die Gestade des Gottwals with 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.

Specifications

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