

Item no.: 368922

US25137 - DSA5 - Study of Guild Magic

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Item no.: 368922
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Product Description

Magic is both omnipresent and a rare commodity in Aventuria. Only a few magically gifted children are granted the privilege of studying the arcane arts at an academy. Those who pass their final exams and are then allowed to strut through Aventuria as a representative of one of the three mage guilds as a personal mage, researcher or adventurer often become part of the continent's most influential circles. Whether as powerful fighters, shady antagonists or oddball patrons - mages play a major role in numerous adventures. In the guild magic study you will find typical equipment that guild mages carry with them on their travels. Descriptions and uses of various robes in different styles, traditional artefacts such as the mage staff, mage orb and spellsword made of various materials, the mage seal and instructions on how to attach it, as well as special arcane artefacts are collected in this game aid. In the guild magic study you will also find information on possible services that your mage can use to earn a living - or that your group of heroes could request as support when travelling. To take your heroes directly into the world of magical artefacts, a description of the "Grey Watch" is also included. This branch of the Ordo Defensores Lectoria, the mage order of the Greystaff of Perricum, can be located anywhere in Aventuria. This volume supplements the Rohal's Heirs - Aventurian Guild Magic game aid with more comprehensive and generally applicable rules for the traditional artefacts of guild mages and other special items. Knowledge of the rulebook and the Aventurian Almanac is assumed.

Details- Language: German

Specifications

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