

Item no.: 385042

DSA5 - The Conspiracy of Gareth, Book

from **34,58 EUR**

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shipping weight: 0.70 kg
Manufacturer: Ulisses Spiele



Product Description

"My song ... the raven ... murder plot ... saves ..." Then the bard breathes his last. This is how the first adventure in the expansion rules series, the legendary number A1, was announced back in 1985. Back then, Emperor Hal invited players to a tournament in the imperial city. And now, almost 40 years later, he does so again! The time and background (998 BF or 5 Hal) have remained the same, but the adventure has been greatly expanded and modernised. The heroes can now experience the Imperial Tournament with all its facets and the current rules of the 5th edition of The Dark Eye, from pub and fairground games to the Immanturnier and chariot races to the knightly duels, the Buhurt and the Joust. You can face knights and wrestlers in battle, but also scour Old Gareth in search of the murderer Odilbert and the eponymous conspiracy. They follow confusing clues and uncover inflammatory tendencies, because things are simmering in the melting pot of Gareth. Something big is afoot. But who can the heroes trust and who are their adversaries? A DSA group adventure for 2-6 heroes Genre: competition, intrigue scenario, detective story Requirements: upright or imperial tournament participants of any kind (noble warriors and knights as well as heroes without rank, from archery elves and bards to show fighters and travelling folk in fairground carriages) Location: Gareth (Old Gareth) Time: Early Praios 998 BF (5 Hal) Complexity (player/master): medium / medium Experience of the heroes: competent to masterly Important skills: Combat: 4 out of 4 Social Skills: 3 out of 4 Knowledge Skills: 2 out of 4 Living History: 4 out of 4

Specifications

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