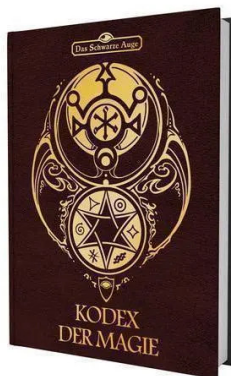


Item no.: 368910

US25018 - DSA5 - Codex of Magic

from **51,89 EUR**

Item no.: 368910
 shipping weight: 1.10 kg
 Manufacturer: Ulisses Spiele



Product Description

The Codex of Magic is a rules expansion for DSA5 that is dedicated to the Aventurian varieties of magic and summarises and supplements numerous contents of Aventurian Magic Part 1 to III. Each playable magical tradition is presented in detail, along with its magical actions and special features. With the teaching system, you can customise the curriculum for your hero during his training and thus more strongly link his abilities to his background. For your wizard, you can choose from a huge selection of special magical skills and further individualise him through imprints and schools of thought. You will also learn more about spellcasting styles, which give a wizard special abilities and provide access to more advanced special skills. With advantages and disadvantages for wizards, you can give your hero even more character during creation and a compilation of alchemica will help all heroes interested in alchemy to find the remedy of their choice. In the focus rules section, you will be introduced to rules for demon pacts, witches' curse magic and the spell workshop for modifying existing spells. In addition to further background information on the limbo, spheres and time magic, you will find descriptions of the individual traditions. For example, you will find information on animists, spellcasters, borbaradians, darnas, druids, elves, geodes, guild mages, goblin sorceresses, witches, crystalomancers, magic dilettantes, rune creators, charlatans, rogues, magic alchemists, magic bards, magic dancers and zibiljas.

Content- Rules expansion for DSA5- Aventurian game types - Aventurian Magic Parts 1 to III summarised and supplemented.- Language: German

Specifications

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