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US25970 - DSA5 - Future in the Sand (Desert Realm Anthology), 96 pages, EN edition

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Product Description

Future in the Sand a Desert Realm Anthology by Anni Dürr, Christian Nehling, Sebastian Kreppel and Kilian Lieb This adventure volume contains three supernatural group adventures in the Desert Realm: In this revised new edition of the titular adventure Future in the Sand by Desert Realm veteran Anni Dürr, the heroes go on a journey of self-discovery that will reveal to them that they are part of a grand plan beyond their wildest imagination. The desert god Rastullah is looking for chosen ones. Those who can interpret HIS signs will catch visions of a future that will soon spread across the entire realm of the Novadis as the Age of Vengeance. The prequel to the regional adventure Queen of Tears is ideal for getting to know the culture of the Novadis. A Bornian trader's dreams crumble to ashes and dust in Christian Nehling's and Sebastian Kreppel's action-packed cat-and-mouse game for the soul of Thalusia, if the heroes don't find out why amber suddenly becomes a sought-after resource and how to get into the trade. That there is more to the resource war between the Blue Lotus rebels and the Black Sultan Dolguruk than hard cash soon becomes apparent as the heroes are drawn into a cosmic battle for time itself. Be careful not to stumble into a time paradox before you've negotiated whether you'd rather lend a hand to the resistance or the Sultan's lackeys! A child of two worlds seeks its place in the fairy tales that fate draws in the sands of the desert. In Kilian Lieb's romantic and equally dangerous caravan adventure, the heroes learn first-hand the power of a good story - the shadows of the desert are longest in the twilight, and the tales Haimamud Latif shares at the camel dung fire seem more vivid than many a rastullah-faithful traveller might like. All you need to play is the Black Eye rulebook and the Aventurian Almanac, all other information for experiencing the adventures such as value boxes, maps and plans as well as handouts are included in the volume. The regional game aid "The Desert Kingdom - The Khôm Desert and Thalusia" offers ideal supplementary background material, but is not a prerequisite for the adventure volume "Future in the Sand".

Caution: Not suitable for children under 36 months.

- Genre: mystical adventures in the desert realm with a focus on supernatural phenomena
- Prerequisites: Openness to the culture of the Novadis of the Desert Realm
- Location: Khôm Desert, Amhallah and Thalusia
- Time: between 1037 BF and 1045 BF
- Complexity (player/master): medium / high
- Experience of the heroes: experienced to masterly
- Important skills:
- Society: 3 of 4
- Physical talents: 3 of 4
- Nature talents: 3 of 4
- Living history: 3 out of 4

Specifications

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