

AVENTURIA

Welcome to **Aventuria - the Adventure Card Game** created by Ulisses Spiele with its setting in the fantasy world of the role-playing game **The Dark Eye**. Up to 4 players of 14 years and older can join forces to face the dangers of the Adventure Mode or fight each other in Duel Mode. Take the role of the fierce dwarven blacksmith, the agile elven scout, the cunning half-elven rogue or the mystical tuladmydian mage. There is a complete adventure on this page that you can enjoy with your friends. Enjoy playing!

The non-gambling kind

Chorhop, in the year 1024 BF

The city of Chorhop is a dangerous place at night. In your company is the "Idol of Fortune", a veiled person who you are supposed to escort across the city to a gambling house named "Carbuncle Elf" on behalf of an anonymous client. They looked for people of "the non-gambling kind" for this mission - thus being heroes who neither give in to gambling nor to other games. You push your way through narrow alleys and dark streets full of shady characters until you reach your destination undisturbed. Upon entering the "Carbuncle Elf", you realize this must be a former library. Bookshelves are up on the walls but the center of the room has been cleared to make room for gambling tables and wheels of fortune. The Idol of Fortune allows you to escort them to a huge golden dragon statue in the center of the room. Right there they drop their veil and start dancing gracefully. Apparently, the idol is a woman with a breathtaking body although her head is enclosed in a heavy stone mask that depicts a fox. Mesmerized you watch her dance, and the other guests seem to feel the same. Your mission is accomplished and you may leave if you want to, or you may stay and keep on watching this one-time spectacle.



Every player can decide if their hero wants to **stay** or **leave**. The ones who stay each take 1 🟢.

Right this moment the golden statue in the center of the room begins to weep. Huge round tears that take the form of golden coins fall from its eyes and patter down on the ground around you.

Every player can decide if their hero wants to **get rich on the gold** or **not**. This applies to everyone regardless of whether they wanted to leave or not. Those who want to get rich on the coins take 1 🟢.

An enchanting melody seems to rise from far away and some of the books on the shelves start to glow and to hum. They drop on the ground and open up eventually - monsters and terrors, having been trapped between the pages, start to pour out. The gold to your feet is in fact tempting but the creatures move slowly toward you.

Every player can decide if their hero wants to keep on getting rich on the gold or if they want to withstand the temptation. Those who keep getting rich take 1 🟢.

The monsters and villains charge at the guests, who, in majority, are still mesmerized by the idol. Even you have to focus your will to defend yourself against the incoming attack of the opponents.

Every hero has to make a **willpower** role. They roll as many dice as they have taken 🟢 and use the worst result. If they hadn't taken any 🟢, apply the result "Critical Success".

Critical Success: You completely resist the influence of the Idol of Fortune.

Success: You're successful in resisting the spell after some time. You lose 1 🟡.

Failure: Only after an opponent has dealt a blow to you, you're successful at breaking the spell. You lose 1D6 🟡.

Critical Failure: Like Failure, only you take longer. You lose 2D6 🟡.

Bravely you throw yourself in combat with those monstrosities and defend the vulnerable guests with your life.

Put the following cards on the table:

- All "The non-gambling kind" cards ("Time scale", "Combat Area: Risk and Profit", "Idol of Fortune", "Hero Action: Increase the Stake", "Hero Action: Conducting the Game")
- A draw pile with all **event cards**
- A draw pile with all **leader action cards**
- Put the card "Hero Action: Conducting the Game" on the page "Playing the game"

A combat starts - read the section „combat“ of the Adventure Rules. Every player is allowed to draw additional adventure cards equal to the amount of 🟢 drawn by them. After that, the 🟢 are placed on the card "Risk and Profit".

Henchmen: All Henchman cards are used.

Threat value: 🟡 x 4 + 🟢 on the card "Risk and Profit". After that, discard all Adventure Tokens on this card.

Defeat: You lost if the last time counter is removed and the battle is still going on.

Victory: To be victorious, you have to successfully perform the "Hero Action: Conducting the Game".

Reward: Everyone gets 1 experience point.

In case of defeat:

As you recover your senses, you find yourself lying on the street - totally exhausted but unharmed. Later you learn that the "Carbuncle Elf" has burned down to the ground and that the survivors can't remember anything.

In case of victory:

You are successful at breaking the Idol of Fortune's spell just in time and move on to get the guests out of the burning gambling house. You can't understand who or what the Idol of Fortune was. But maybe your next adventure is waiting for you here.

