

AVENTURIA

Welcome to **Aventuria - the Adventure Card Game** created by Ulisses Spiele with its setting in the fantasy world of the roleplaying game **The Dark Eye**. Up to 6 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 halfelven rogue or the mystical Tuladmydian mage.

There is a complete adventure on this page that you can enjoy with your friends. All you need are the cards included in this set and the **Aventuria Basic Box**. Enjoy!

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 her to a huge golden dragon statue in the center of the room. Right there she drops her veil and starts 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 appear similarly captivated. Your mission is accomplished and you may leave if you want to, or you may stay and keep on watching this once in a lifetime 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 transform into golden coins falling from its eyes and pattering 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 at your feet is very 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 chose to keep getting rich take 1 🟢.

The monsters and villains charge at the guests, who outnumber the villains but are still mesmerized by the idol. Even you have to focus your will to defend yourself against the incoming attacks.

Every hero makes a **willpower** roll. They roll as many dice as they have taken 🟢 and apply the worst result. If they didn't take any 🟢, they 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 are you successful at breaking the spell. You lose 1D6 🟡.

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

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

Assemble and place the following cards on the game table:

- All "The Non-gambling Kind" cards ("Time Scale," "Combat Area: Risk and Profit," "Idol of Fortune," "Hero Action: Conducting the Game," and "Hero Action: Increase the Stake")
- A draw pile with all **Event cards**
- A draw pile with all **Leader Action cards**

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 🟢 they've drawn earlier. After that, all of their 🟢 are placed on the card "Risk and Profit".

Henchmen: All Henchman cards are used.

Threat value: 🟡 x 4 + (🟢 on the card "Risk and Profit"). Afterward, discard all 🟢 on the card "Risk and Profit".

Defeat: You lose 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 "Quitting the Game".

Reward: Each hero receives 1 experience point.

In case of a defeat:

As you recover your senses, you find yourself lying outside 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 a 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 don't know who or what the Idol of Fortune was. But maybe one of your next adventures will reveal her secret to you.

