

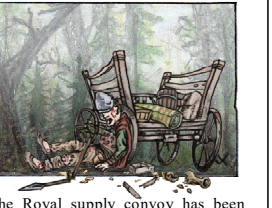





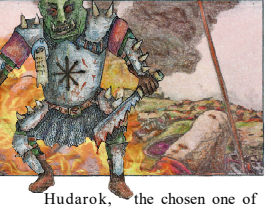



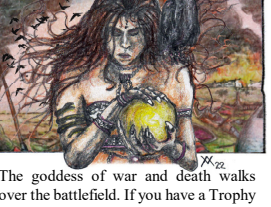




















<div>1</div> <div>event</div> <div>The Village is on fire!</div> <div></div> <div>Norsemen have stormed the Village and begin to pillage and loot there. Mix the "Anarchy in the Village" and the "WAR" cards together to form a new deck. From this pile, cards will be drawn for each of these expansions until both are finished.</div>	<div>1</div> <div>event</div> <div>Dragon Cultists</div> <div></div> <div>While the High Priest of Tiamat is emphatically restrained, the Weapon Master of the cult sends out warriors already. Draw cards from the "City Cultist" deck until you have drawn 3 Enemy-cards. Randomly distribute the three cards on yours and its neighboring spaces. Fight your opponent instantly.</div>	<div>2</div> <div>person-enemy</div> <div>Shield Wall</div> <div></div> <div><div>Strength 6</div><div>The shield wall moves one square per round in the direction of the City Gate. It destroys every card it encounters. As soon as it reaches the City Gate, the City is looted, every card is discarded in the City and all players in it lose 1 Life.</div></div>	<div>2</div> <div>monster-enemy</div> <div>Orc Blood Master</div> <div></div> <div><div>Strength 5</div><div>This orc has renounced pillaging and plundering. He is now focusing on real killing. He fights every player who enters his space. If you kill him, you can take a Blood-Dog (Purchase card) from his possession.</div></div>										
<div>3</div> <div>spirit-enemy</div> <div>Ghoul</div> <div></div> <div><div>Craft 5</div><div>Ghouls roam the Battlefield at night and feast on the dead corpses. When they see you, they also want to be feeded by the living. If you lose the combat, you lose a life and miss the next round. Players who are immune to the Call of the Siren are also immune to the paralysis of the ghoul and don't have to miss the turn.</div></div>	<div>4</div> <div>stranger</div> <div>Royal General</div> <div></div> <div>The General of the Royal Forces desperately needs new recruits for the „Great War“. Place this card on the Castle in the middle region. Whoever first delivers him a Familiar (no Animal or Plant will be accepted) get appointed as Royal Herald. Take the "Herald" Master-Level-Character and discard the Royal General on the discard pile.</div>	<div>4</div> <div>stranger</div> <div>Barber Surgeon</div> <div></div> <div>The surgeon treats every player for Gold. The nobility, however, heals 1 life for free here. He sells following goods:</div> <div><table><tr><td>Herbal Healing Bandage</td><td>1 Gold</td></tr><tr><td>Field Water Bottle</td><td>1 Gold</td></tr><tr><td>Field catering Doughnuts</td><td>1 Gold</td></tr><tr><td>Potion of Guile/ Potion of Life</td><td>2 Gold</td></tr><tr><td>Mystic Brew</td><td>3 Gold</td></tr></table></div>	Herbal Healing Bandage	1 Gold	Field Water Bottle	1 Gold	Field catering Doughnuts	1 Gold	Potion of Guile/ Potion of Life	2 Gold	Mystic Brew	3 Gold	<div>5</div> <div>follower</div> <div>Deserter</div> <div></div> <div>The warrior has barely survived the "Great Battle" and has no desire to fight for the King anymore. In his company, your Strength increases +1. But he refuses to fight against Person-Enemy cards. On desertion stands high treason! As long as you have the deserter in your company, you count as you have a Warrant.</div>
Herbal Healing Bandage	1 Gold												
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<div>5</div> <div>object</div> <div>Catapult</div> <div></div> <div>To lead the catapult with you, you need at least 2 followers. If you enter a space with a faced up Place-card, you can destroy the Place and draw a new card. On the Battlefield, your Strength in combat is increased by +2. You cannot enter the Dungeon, the Black Tower or the Warlock's Palace with the catapult. It also does not fit into any container.</div>	<div>1</div> <div>event</div> <div>Service Pay Day</div> <div></div> <div>The treasurer pays the King's soldiers' salary. Each player on the Battlefield receives 1 Gold. Nobles, Master-Level-Characters, and players with a WAR-card will receive 2 Golds. Players with a Warrant do not receive a salary. After the payout, the official quickly retreats behind the safe City-Walls (Discard).</div>	<div>5</div> <div>object</div> <div>Officer's Sword</div> <div></div> <div>This finely crafted ornamental sword must have once belonged to a nobleman. But the owner doesn't seem to be alive anymore. With the sword you can increase your Strength +1 in a combat. As loot you can sell the blade at any weapon-dealer or -blacksmith for a payment of 3 gold. If you want to carry the Officer's Sword after the end of the „Great War“, you have to take a Warrant (after the King's amnesty).</div>	<div>5</div> <div>object</div> <div>Chariot</div> <div></div> <div>With the Chariot you can rush towards an faced up Enemy-Card or towards another player. Therefore you can increase your movement by up to 2 spaces. The combat with a faced up card or player is increased by +2 Strength. You cannot enter the Dungeon, the Black Tower, the Timescape or the Warlock's Palace with the chariot.</div>										
<div>5</div> <div>magic object</div> <div>Portal Stone</div> <div></div> <div>The broken jade made Portal Stone still holds a lot of magical energy. If you bring it to the King (Castle) or Army Camp, you will receive a Treasure card as a reward. If you deliver the Portal Stone to the Usurper, he will appoint you as the "Agent of Chaos". If you break the stone into many pieces, you immediately draw 3 Timescape cards. In these cases discard the Portal Stone.</div>	<div>6</div> <div>low-place</div> <div>Army Camp</div> <div></div> <div><div>Strenth 3 + (1d6)</div><div>The King's Army Camp is a dangerous place for players with a Warrant. Roll a die and add 3 to determine the Gard's Strength. They try to arrest you. If you lose the combat, you will be arrested and sent to prison. Players without a Warrant can pay 1 Gold and heal 1 Life.</div></div>	<div>1</div> <div>event</div> <div>Armistice</div> <div></div> <div>Secret negotiations have led to an Armistice. The Usurper has left the country in the night. The „Great War“ is over! Remove the Battlefield and all cards on it. A Royal General-Amnesty will be issued for all Players in the country. Discard every Warrant card immediately.</div>	<div>2</div> <div>person-enemy</div> <div>Northern Barbarian</div> <div></div> <div><div>Strength 4</div><div>The Norsemen have joined the Usurper's army. The Berserker does not attack players with a Warrant. If he meets the Valkyrie, the „Warrior of Chaos“ or a player with the "Baby Ape", he bows and gives him his Shield.</div></div>										



<p>1 event</p> <p>Assassine</p>  <p>The Assassin Guild has sided with the Usurper. The Assassine murder all Strangers in middle- and outer-region. Discard these cards. If you have a Warrant, you can order the killers in addition to their mission to take a Life from a player stated in your region. The assassins disappear afterwards into the shadows where they wait for new orders.</p>	<p>1 event</p> <p>Total War!</p>  <p>The „Great War“ has swept over the whole country. Discard all Place- or Stranger-cards in the middle- and outer-region. All players in these regions lose one life. However, the City-Board, the Village-Board, the Chapel, the Temple, the Chasm, the Crags and the Forest are safe from murder and pillaging.</p>	<p>1 event</p> <p>Raided Convoy</p>  <p>The Royal supply convoy has been ambushed by orcs. You can search the remainings of the convoy. Roll a die to see what you will find:</p> <p>1: Healing Bandage 2: Indulgence 3: Sword 4: Short Bow 5: Indulgence 6: Tornister</p> <p>If you have a Mule, Horse or Riding Horse card, you can exchange this card for a "Horse & Cart".</p>	<p>2 monster-enemy</p> <p>Orc Captain</p>  <p>Strength 6</p> <p>The Orc Captain comes from the Chaos Realm and has been separated from his squad. He fights with every player who has no Warrant. If you kill him, you can take a Combat-Enviro-Suit (Timescape-Purchase-Card) and 1 Gold from his personal equipment.</p>
<p>2 monster-enemy</p> <p>Orc-Horde</p>  <p>Strength 4 (2x)</p> <p>You stumbled into a pack of orcs. The orcs challenge every player without a Warrant for combat. You have to defeat 2 of them in two separated combats. If you win boths the orcs retreat and give you 2 Gold. If you lose one of the fights, you lose 1 Life and have to miss your next round handcuffed at the next tree.</p>	<p>2 monster-enemy</p> <p>Samurai</p>  <p>Strength 6/ Craft 4</p> <p>Nobody knows whether the wearer of the samurai-armor is alive or undead. The cruel samurai has mastered the Asian-Martial-Arts and attacks you with the combat-value that promises him the highest chance of winning. If you kill him, you can take his red armor (Armor Purchase card).</p>	<p>1 event</p> <p>Plundered Goods</p>  <p>The ragpicker in has taken up a brand-new range of "used" goods in his shop. He sells these objects for 2 Gold per item. Place on his shop (Village) following objects: Armor, Shield, Potion of Guile, Axe, Short Bow, Torch, Riding Horse, Dog, Tornister and Gyro-Compass (Timescape).</p>	<p>5 follower</p> <p>Prisoners' Column</p>  <p>You receive the order to escort the chained captured warriors of the Usurper to the City. Leading the Column you can only move 1 space per turn. If you leave the Column alone or do not take the direct route to the City, discard this card and take a Warrant. When you reach the City Gate, exchange this follower for a Nobleman card.</p>
<p>4 stranger</p> <p>Orc General</p>  <p>Hudarok, the chosen one of Chaos, leads the Horde of Orcs and will attack you (Strength 7). If you defeat him, you will become the next "Champion of Chaos" of this world. Take the Master-Level-Character. If you lose, he will take you to the Temple, where you will have to work as a slave. Afterwards he disappears (Discard).</p>	<p>5 follower</p> <p>Royal Scouts</p>  <p>The survivors of the III. Royal-Scout-Brigade are looking for a new leader of their unit. In their company, your Strength value increases by +2 in combat. They will not join a player with a Warrant. If the „Great War“ ends, the scouts go back to their families to the discard pile (see rule).</p>	<p>4 stranger</p> <p>Usurper</p>  <p>If you have a Warrant you can take from him 1 Gold. If you do not have a Warrant, you can take one or fight with the Usurper (Craft 8). If you lose the combat, you lose 1 life. If you win the combat, you will become the new "King's Champion" and the WAR-expansion ends (see rule).</p>	<p>5 magic object</p> <p>Holy Hand-Grenade</p>  <p>The Priesthood has created a powerful weapon to destroy the „Chaos-Gate“, but it was lost in the „Great War“. You can throw the Grenade exactly 3 spaces before moving. There it will explode and completely destroy all the cards on the space. Evil players on that place will also lose 1 Life..</p>
<p>4 stranger</p> <p>Morrigan</p>  <p>The goddess of war and death walks over the battlefield. If you have a Trophy card, she recognizes you as worthy and you receive her favor. Take a Blessing-card. If you don't have a Trophy, immediately sacrifice one of your followers (discard) or receive her resentment and take a Curse-card. After her action, she polymorphs into a crow and disappears to the sky (Discard her).</p>	<p>1 event</p> <p>Chaos Conjurer</p>  <p>The conjurer rips the fabric of space and time and send you into a dimensional rift. Roll a die to determine your exit:</p> <p>1-2: Teleport like Vortex (other board) 3-4: Warp-Gate (Timescape) 5: Realm of Chaos (Timescape) 6: Entrance to the Black Tower.</p>	<p>5 follower</p> <p>War Mage</p>  <p>As one of the last magicians of the Royal Wizard Corps, the war mage survived the explosion of the „Chaos-Gate“. Now she wants revenge and therefore accompany you, increasing your Craft by +1. As soon as you accept her as a follower, you will receive two Spells, of which you can only choose one. Discard the other.</p>	<p>3 spirit-enemy</p> <p>Salamander</p>  <p>Craft 5</p> <p>A dangerous big fiery lizard has slipped through the „Chaos-Gate“. It wants to grill its victims. If you lose the combat, roll a die for every object (not for magic objects). At a „1“ the object is burned. Place its ashes on the discard pile.</p>



<p style="text-align: center;">Mystic Brew</p>  <p>After enjoying the strong beer, you have fantasies of war and death. When you wake up, you realize that these have become reality. The „Great-War“ has started. Place the Battlefield on any space of the outer-region (according the rules). The WAR expansion is started. If another expansion is already taking place, ignore this brew and take a new card.</p>	<p style="text-align: center;">1 Event</p> <p style="text-align: center;">Holy Crusade</p>  <p>The High Temple calls for the Holy Crusade against the infidel Norsemen. Every good player, Nobleman and every player with a royal office (Master-Level-Character) must follow this call. Others have a choice. The Crusaders bet on the „The Whraft“ space (City) and draw WAR cards in the next 2 rounds. After ending of the Holy Crusade, they can continue playing normally.</p>	<p style="text-align: center;">1 Event</p> <p style="text-align: center;">Chaos-Gate</p>  <p>After the construction of the Chaos-Gate, a battle ensues between the King's army and the Horde of orks. The WAR-expansion starts. Place the Battlefield slpace under your position (see rule) and draw a WAR-card. If another expansion is currently taking place, take 2 Timescape cards instead.</p>	<p style="text-align: center;">Mystic Brew</p>  <p>After enjoying the craft beer, your view of the world changes. You are opposed to any order and you are convinced that you have to fight it. Take the Master-Level-Character "Agent of Chaos" or "Champion of Chaos". You will immediately receive a Warrant. Prince and Princess can never become your follower. You can kill them (discard) and get 2 Gold from their belongings.</p>
<p style="text-align: center;">3 Spirit-Enemy</p> <p style="text-align: center;">Vampire Bride</p>  <p style="text-align: center;">Craft 5 (+?)</p> <p>The female vampire has chosen you as a treat. However, she is the wife of a Nobleman. If you kill her, you will receive a Warrant. If she wins the combat, she will drink your blood, you will lose 1 Life and her Craft will increase by one (per victory).</p>	<p style="text-align: center;">4 Stranger</p> <p style="text-align: center;">Agent</p>  <p>The usurper's agent has arrived in the country. She offers you to participate in the overthrow of the monarchy. If you agree to her plans, you will immediately receive a Warrant, but get also 2 Gold and a transport with her boat. In the next round you can move to any adjusted space to the River.</p>	<p style="text-align: center;">4 Stranger</p> <p style="text-align: center;">Agent of Chaos</p>  <p>The usurper's agent offers you to participate in the overthrow of the monarchy. If you agree to her plans, you will immediately receive a Warrant, but also a gift of your choice: Take one of the following objects: Potion of Guile, Potion of Life, Short-Bow or Pistol. The agent leaves the country after converting one player to an anti-royalist.</p>	<p style="text-align: center;">5 Follower</p> <p style="text-align: center;">Soldier</p>  <p>The King's soldier is a little bored and wants to collect more fame and honor. He increases your Strength in combat by +1. If you lose a combat, he leaves you immediately and waits for the next "True Hero". If you give him a weapon (discard), his bonus increases to +2 Strength. The weapon and bonus is lost, when he leaves you.</p>
<p style="text-align: center;">1 Event</p> <p style="text-align: center;">To the Arms!</p>  <p>The King instructed his general to start a war against the orcs of the Chasm. Any player can join the Royal Army. The nobility, the Sheriff, the Templar, the Herald and the King's Champion must participate in this campaign or will receive a Warrant. All players in the Royal Army will draw a WAR card in each of the next 3 rounds and start their 4th round at the Chasm-Space.</p>	<p style="text-align: center;">6 Place</p> <p style="text-align: center;">Old Battlefield</p>  <p>You can dig into the remains of the ancient battlefield. Roll a dice. For "or" you can choose one of the objects:</p> <ol style="list-style-type: none"> 1: Awake a Ghost; Fight Craft 5 2: In vain; Miss one turn. 3-4: War isn't over; Draw a WAR-card. 5: Successful: Take a Sword or Helmet. 6: Bingo; Take an Axe or a Shield. 	<p style="text-align: center;">4 Stranger</p> <p style="text-align: center;">Chaos-Summoner</p>  <p>The eloquent Chaos-Summoner wants to promote the idea of overthrowing the monarchy in each country. If you join his organization, take the Master-Level-Character "Agent of Chaos" and immediately move to the space "Vortex" to start your new mission.</p>	<p style="text-align: center;">6 Place</p> <p style="text-align: center;">Monument</p>  <p>The King is looking for sponsors for his expensive project, the construction of a monument. If you donate Gold, you can try your luck and throw a dice. If you roll the die less than or equal to your number of donated Gold, the King will appoint you as Nobleman. Draw a Nobleman card.</p>
<p style="text-align: center;">2 animal-enemy</p> <p style="text-align: center;">Wolf Pack</p>  <p style="text-align: center;">Strength 2 (2x)</p> <p>You encounter two wolves who feasts on the dead from the battlefield. You have to fight two combats against them, they both have a Strength of 2 each. If you lose one combat, you will lose a Life. Should the pack be charmed or enslaved (e.g. Staff of Mastery), it will only affect one wolf with Strength 2.</p>	<p style="text-align: center;">2 person-enemy</p> <p style="text-align: center;">Armoured Fiends</p>  <p style="text-align: center;">Strength 2 + (?)</p> <p>These servants of Chaos have entered the country through the Chaos Gate. They have a base Strength of 2 and receive a +1 bonus for each Monster-Enemy revealed in your region. If they win combat, you lose a Life or a Follower.</p>	<p style="text-align: center;">6 animal-place</p> <p style="text-align: center;">Loyal Horse</p>  <p>The horse of a fallen knight remains on the Battlefield. If you roll under your Craft you can claim it and take the „Riding Horse“ card from the Purchase deck. If you fail, the horse escapes, will die from a broken heart and rots on the discard pile.</p>	<p style="text-align: center;">2 monster-enemy</p> <p style="text-align: center;">Chaos Knight</p>  <p style="text-align: center;">Strength 6 + (?)</p> <p>The Chaos Knight led the Usurper's armies through the Chaos Gate. He has a base Strength of 6 and receives a +1 bonus for each faced up Orc-card in his region. He does not fight players who have a Warrant. If you kill him, you can take a Talisman from his dead body.</p>

MYSTIC BREW

ADVENTURE

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Champion of Chaos

Alignment: Evil
Start: Ruinen

Special Abilities

- 1: Retain all Strength, Craft, Life and objects from your previous Character.
- 2: On becoming Champion, you may take any on Object (no Animal) you chose from the Purchase deck.
- 3: As Champion, you have any Gold; ignore any instructions to take Gold.
- 4: As Champion you never have Followers; ignore any instructions to take followers.
- 5: Whenever possible, you must always move onto a space with another Character and fight him/her. Each such Combat you win gains you 1 Strength. If defeated, you lose 1 Strength. You cannot fall under your Starting Quota for Strength.
- 6: You may not resign as a Champion of Chaos. You are stripped of your rank if you leave you Land*.

* F.E.: Entering the Timescape, Warlock's Palace, Black Tower or Change the Board during tournament.

OBJECTS **FOLLOWERS**

Herald

Alignment: Neutral
Start: Gity Gate

Special Abilities

- 1: Retain all Strength, Craft, Life, Gold, Followers and Objects from your previous Character.
- 2: If you are in the City or Village or on a space together with a Stranger, you can roll the dice before moving. If you roll below or equal to the starting value of your Craft, you will receive 1 Gold. You have to announce the die roll before using this ability and cannot use it if you have 5 or more Gold.
- 3: Before fighting with an other Player, Dragon- or Person-Enemy, you can address the "WORD" to the opponent. Roll a dice:
 - 1: Laugh out; Lose the battle immediately.
 - 2: Unbelief; Subtract 1 from your combat roll
 - 3: Distracted; Increase your combat die roll by +1
 - 4: Fascinated; You can evade the combat.
 - 5: Convincing; If you lose the combat, you will lose neither Life nor Object.
 - 6: Epic performance; You will receive +1 Strength or +1 Craft. Ignore the combat.

OBJECTS **FOLLOWERS**

Agent of Chaos

Alignment: Evil
Start: Realm of Chaos (Timescape)

Special Abilities

- 1: Retain all Strength, Craft, Life, Gold, Followers and Objects from your previous Character.
- 2: A Warrat is always issued on your name.
- 3: Instead of your movement, you can open and enter a gate to Warp-Gate in Timescape.
- 4: If you encounter a Person-Enemy, Dragon-Enemy or Stranger card, you can bribe it with 1 Gold and evade it.
- 5: If a Person-Enemy or Stranger card is up to 2 spaces away from you, you can jump on this space instead of rolling a die for your movement.
- 6: In the Anarchist Guild you can heal for free. You can buy a Pistol or a Short Bow for the payment of 1 object or 1 Gold.
- 7: If you meet an Agent-Card, you will receive 3 Gold.
- 8: At the Ragpicker in the Village you will receive 1 Gold discount for buying an Object.

OBJECTS **FOLLOWERS**

Kreuzritter

Alignment: Good
Start: The Wharf (City)

Special Abilities

- 1: You start the game with a Helmet and a Shield.
- 2: You can't change you Alignment.
- 3: Whenever you draw a WAR card, you can discard it and draw a new one, but you have to follow the second one. Stranger cards cannot be discarded.
- 4: In the Temple and High Temple you can heal a life. In addition, you will receive a Blessing card. You can never have more than one Blessing card.
- 5: After winning a combat with an other Player you can never take an Object from him. If you win the combat, the other Player will lose a Life.
- 6: In the High Temple and the Temple you can exchange a magical object for 3 Gold.

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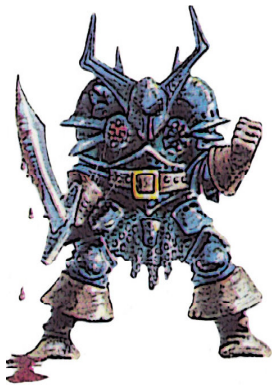
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CHARACTER

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<p>5 Plant-Object</p> <p>Healing Bandage</p>  <p>This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the "First Chill" strikes the land, you must discard the useless healing herbs.</p>	<p>5 Object</p> <p>Potion of Guile</p>  <p>If you take the content, your Craft increases by 2 points until the beginning of your next turn. If you are on the edge of the River, you can exchange the now empty drink for a Water bottle, otherwise put it down.</p>	<p>5 Object</p> <p>Potion of Life</p>  <p>No one knows whether this mixture is a drink of a hag or an alchemist. If you take the content, you heal two lives. If you are on the edge of the River, you can exchange the empty drink for a Water bottle, otherwise put it down.</p>	<p>5 Plant-Object</p> <p>Healing Bandage</p>  <p>This poultice is soaked with root juice and herb brews. You may use it once to heal one Life. Discard the Bandage after use. If the "First Chill" strikes the land, you must discard the useless healing herbs.</p>
<p>5 Object</p> <p>Short Bow</p>  <p>You can use the Short Bow to fire arrows, increasing your Strength in combat by +1. You cannot use the Short Bow and a Shield, Armour or another Weapon at the same time.</p>	<p>5 Object</p> <p>Tornister</p>  <p>The Tornister is a sturdy backpack that can hold up to three objects. With the Tornister you can enter any board (Dungeon, Timescape, Black Tower, ...). However, if the Tornister is stolen from you, you will also lose all the objects in it.</p>	<p>5 Object</p> <p>Tornister</p>  <p>The Tornister is a sturdy backpack that can hold up to three objects. With the Tornister you can enter any board (Dungeon, Timescape, Black Tower, ...). However, if the Tornister is stolen from you, you will also lose all the objects in it.</p>	<p>5 Magic Object</p> <p>Scroll</p>  <p>If you have one or more Spells, you can place one into this brittle Scroll. This Spell will not add to your amount of Spells any more. The Spell will be safe from spy outs and Events like the Magic Vortex. If the Spell in the Scroll will be used, you have to discard this Magic Object.</p>
<p>5 Animal-Object</p> <p>Hunting-Dog</p>  <p>Strength 1 / Craft 1</p> <p>This hound will fight in your place in combat but will not add his score to yours if you fight. He can smell danger in the Forest. You will be safe there and do not need to roll a die.</p>	<p>5 Animal-Object</p> <p>Tracker-Dog</p>  <p>Strength 1 / Craft 1</p> <p>This tracking hound will fight in your place in combat but will not add his score to yours if you fight. He can smell danger in the Craggs. You will be safe there and do not need to roll a die.</p>	<p>5 Animal-Object</p> <p>Blood-Dog</p>  <p>Strength 1 / Craft 1</p> <p>This bloodhound will fight in your place in combat but will not add his score to yours if you fight. He smells blood easily. If you reach the Ruins you can roll a die. On a 5-6 you will find a hidden entrance into the <u>Dungeon</u>.</p>	<p>Blessing</p>  <p>This card allows you to re-roll any one dice roll. You must accept the result of the second roll. Discard the Blessing card after you have used it.</p>
<p>5 Animal Object</p> <p>Riding Horse</p>  <p>The Horse allows you to add up to 2 to your die roll for movement after you have rolled the die. Followers are restricted to the normal movement indicated by the die roll unless you have horses or a chariot for them too. If you leave them behind by using this extra move, on your next turn you may ride back to them without rolling the die, instead of your normal move.</p>	<p>5 Object</p> <p>Indulgence</p>  <p>The Letter of Indulgence will absolve your sins. You can use this paper to get rid of a Warrant, a Curse or change your alignment. Discard the letter after use. You can never have more than one Letter of Indulgence.</p>	<p>5 Object</p> <p>Torch</p>  <p>While you carry the Torch in the Dungeon you may roll twice for movement and take either number as your movement. Plants will fear the fire. You may never have a Plant as a Follower while carrying the Torch.</p>	<p>5 Object</p> <p>Gun</p>  <p>The Gun is loaded with 6 bullets and increase your Combat Strength by +2 for six different combats. However, the six shells were soaked by water. Roll a die for each shot: On a die roll of 1-2, the Gun misfires and you get no bonus for this fight.</p>

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