Apocalypse Call

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Signs of the upcoming Apocalypse torture the earth. A crack to the unknown depths of the world opens. Draw a Nether Card. Then discard the top Omen along with this card. 1

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Call of Fate

Stranger

The Harbinger's Crow is in dispute with its master; it makes you an offer. You may discard Objects and Followers and spend Lifes and Fate to a total number of 8 to gain the Destiny Card "Eternal Knowledge" and put the last discarded Omen Card back on top of the Omen Deck. If you dont't, discard the top Omen along with this card. 2

Call of Fate

Stranger

The Harbinger's Crow is in dispute with its master; it makes you an offer. You may discard Objects and Followers and spend Lifes and Fate to a total number of 8 to gain the Destiny Card "Eternal Wisdom" and put the last discarded Omen Card back on top of the Omen Deck. If you dont't, discard the top Omen along with this card. 2

Eternal Knowledge

Trough the eternal eyes of the Norns you see the rising and fall of men and kingdoms, countless struggles in endless circles, sweetness and sorrow, life and death.

You step beyond all matter of alignment. From now on, you are good and evil and neutral in once, and none of it. Any question of alignment is interpreted to your benefit. At the start of your turn, you replenish 1 dark Fate. Whenever you encounter another Character, you may change his alignment at will.

Wizardry of Knowledge

Arcane powers from the old flow through your veins.

From now on, the Spell Limit no longer applies to you. When you are instructed to draw Spells up to your spell limit, draw Spells equal to the scope of your Craft. You gain five Spells. You always habe at least five Spells. Whenever you cast or lose a Spell, you may draw a new Spell. When another Character casts a Spell, you replenish 1 dark Fate.

Wizardry of Wisdom

Arcane powers from the old flow through your veins.

From now on, the Spell Limit no longer applies to you. When you are instructed to draw Spells up to your spell limit, draw Spells equal to the scope of your Craft. You gain five Spells. You always habe at least five Spells. Whenever you cast or lose a Spell, you may draw a new Spell. When another Character casts a Spell, you replenish 1 light Fate.

Eternal Wisdom

Trough the eternal eyes of the Norns you see the rising and fall of men and kingdoms, countless struggles in endless circles, sweetness and sorrow, life and death.

You step beyond all matter of alignment. From now on, you are good and evil and neutral in once, and none of it. Any question of alignment is interpreted to your benefit. At the start of your turn, you replenish 1 light Fate. Whenever you encounter another Character, you may change his alignment at will.

Harbinger's Cloak

Magic Object

You may discard all your Objekts, Trophies, Followers and Gold to take the Harbinger's Cloak on and gain the Destiny Card "Wizardry of Knowledge". You then may choose 1 Omen in the discard pile and place it on top of the Omen stack. If you reject this opportunity, the Harbinger appears; you have to encounter him by rolling on his chart (-3) and the Harbinger demands back his lost Cloak. 2

Harbinger's Blindfold

Magic Object

You may discard all your Objekts, Trophies, Followers and Gold to look through the Blindfold and gain the Destiny Card "Wizardry of Widsom". You then may choose 1 Omen in the discard pile and place it on top of the Omen stack. If you reject this opportunity, the Harbinger appears; you have to encounter him by rolling on his chart (-3) and the Harbinger demands back his lost Blindfold. 2