

# Dark Tower

*Frank Schulte-Kulmann*

## 1 Rules

The Hand of Fate The acceptance of this card is free.  
A player may chose simply to dicard it.

Roland of Gilead He cannot be lost by ANY event.

Roland's Gun This is a special card which isn't mixed into the adventure deck. A player may take it if Roland is dicarded. If trying to use a gun a player may not use a hand-held weapon.

The City of Lud A player must decide whether he wants to encounter the city on the turn he lands on the card.

The Man in Black The additional spells a player gets may be kept along with any spells normally available to that player.

Gun This is a special card which isn't mixed into the adventure deck. You should print about 3 of these cards to have enough during gameplay.