

BEYOND GOOD AND EVIL

Decisions...Decisions

Alignment is a good idea but except for a few cards and the Chapel and the Graveyard spaces it doesn't effect the game much. If you aren't the Druid you can't even really control it, even less so if the Warrior of Chaos is in play.

Let's change things and give players more control and make being Good, Neutral, or Evil actually worth something. And we have to make the Evil path easy and simple and the Good path harder but in the end more rewarding - just like real life.

Basic Alignment Abilities

Alignment now gives all Characters extra Special Abilities.

Good Characters are protective and self-sacrificing and may sacrifice a Life to prevent themselves from losing a Follower for any reason.

Evil Characters are selfish and may sacrifice a Follower to prevent themselves from losing a Life for any reason.

Neutral Character have *both* abilities ...but not without a price.

The Wages of Sin

YOU ARE NOW ...	
ALIGNMENT	SIN
SAINTLY	0
NOBLE	1-3
GOOD	4-6
NEUTRAL	7-9
EVIL	10-12
VILE	13

All



Characters begin with a number of Sin tokens depending on their starting Alignment and as the game progresses can gain and lose them

which can change their Alignment as well.

Starting the Game

1. Sin Tokens

Each Good Character begins with 6 Sin tokens, Neutrals begin with 8, and Evil Characters possess 10 Sin tokens each.

2. Dark Reward

In addition to this all non-Good Characters begin with special rewards given to them by malevolent forces to bribe them into following a darker path.

Neutral Characters select one of the following: a Sword, a Shield, a Spell, or two extra Gold.

Evil Characters make *two* choices from the above list or gain Armor or their base Strength or Craft is increased by 1.

Playing with the New Rules

Part I - Gaining and Losing Sin Tokens

Characters can gain and lose Sin tokens in many different ways: Board Actions, Character Conflict, Banditry, and a variety of miscellaneous methods.

Board Actions

The Chapel no longer automatically harms Evil Characters and Graveyard Good Characters. Don't Evil Characters need the Chapel more than anyone? And the Graveyard accepts everyone...in the end.

Now Characters have more choices.

At the Chapel Neutral and Evil Characters may pray but with a -1 penalty to the die roll. If a Character doesn't pray he can try robbing the charity box. Any Character picking the latter option gains a Sin token and rolls a die.

1	The gods are angry, lose 1 Life
2-3	It is empty
4-5	Gain 1 Gold
6	Gain 2 Gold

At the Graveyard Neutral and Good Characters may try to *invoke the spirits* but must roll twice and take the worst of the two rolls.

If a Character doesn't invoke the spirits he can *pay*

respects. Any Character doing this misses his next turn but discards a Sin token and must move as usual on his next turn.

Character Conflict

Good Characters can currently attack and kill other Good Characters...and remain Good. That doesn't make any sense!

It is understood all Characters are in competition for the Crown so they are allowed to act against each other but any Character that causes another to lose a Life via direct action (Combat, Finger of Death Spell, etc.) gains 1 Sin tokens with three exceptions.

First, Characters that are attacked by another and win Combat or Psychic Combat are allowed to defend themselves and can take a Life from the attacking Character without a penalty.

Second, any Character can attack any Character that attacked it first earlier in the game without gaining Sin tokens.

Third, any Character at the Crown of Command space no longer gains or loses Sin tokens.

Banditry

A Character may kill (discard) any Follower of his or any Stranger that does not have a negative effect any time during his turn. Doing so gives him 1 Sin token and 1 Gold.

Miscellaneous

Nature Magic - The Druid may miss a turn to gain or discard 1 Sin token instead of his regular Special Ability.

Decisions - Whenever a Character would suffer a penalty for being Good he has the option to take 3 Sin token instead.

Refuse Reward - When a Character has a defeated Enemy with a Strength of 7 or greater he may discard it and 1 Sin token as well.

Corrupting Influence - Whenever a Character uses the Runesword in Combat he immediately gains a Sin token whether he wins or loses.

Relic Recovery - Whenever a Character with the Holy Cross, Holy Lance, or Holy Grail is in the Chapel space he may discard it and 3 Sin tokens at the same time.

Chaos Corruption - The Warrior of Chaos' corrupt ability now allows him to roll a die and give a




Character an equal number of Sin tokens. Saintly Characters and the Paladin Master Characters (covered later) are immune to this ability.

Compassion - Whenever a Character encounters another he can discard a Healing Spell instead of attacking and restore the other Character to a full number of Lives. A Character healing another can discard 1 Sin token for each Life restored.

Vile Special Abilities - When the Ghoul raises an enemy from the dead, the Witchdoctor throws a Curse, the Warrior of Chaos corrupts another, the Dark Elf drains the life-force from a Follower, the Saracen sells a Follower into slavery, or any Character becomes the Champion of Chaos it gains 1 Sin token.

Advanced Alignment Abilities: Vile, Noble, and Saintly

If Evil is bad then Vile is even worse. If being Good is good then a more virtuous Character can become Noble or even Saintly. These three new Alignments have more extreme Special Abilities.

<p>VILE CHARACTER</p>  <p>ALIGNMENT: VILE START: ANYWHERE</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1. You cannot engage in actions that decrease your number of Sin tokens. 2. You have a -1 penalty to all Prayer rolls. 3. You may sacrifice a Follower instead of losing a Life at any time. 4. You are treated as Evil but gain double normal benefits. 5. You may increase your Strength or Craft by 1 by discarding only 5 Strength worth of Enemies <p>TCS 1.6</p>	<p>NOBLE CHARACTER</p>  <p>ALIGNMENT: NOBLE START: ANYWHERE</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1. You gain 1 extra Sin token when you engage in any action that increases your number of Sin tokens. 2. You may sacrifice a Life instead of losing a Follower at any time. 3. You are treated as if you have a Good Alignment. 4. You are healed for free at the Royal Castle. <p>TCS 1.6</p>
<p>SAINTLY CHARACTER</p>  <p>ALIGNMENT: SAINTLY START: ANYWHERE</p> <p>SPECIAL ABILITIES</p> <ol style="list-style-type: none"> 1. You cannot engage in actions that increase your number of Sin tokens. 2. You have a +1 bonus to all Prayer rolls. 3. You may sacrifice a Life instead of losing a Follower at any time. 4. You are healed for free at the Royal Castle. 5. You are treated as Good but gain double normal benefits. 6. You gain a +1 Strength and Craft bonus for every Holy Magic Object you possess. <p>TCS 1.6</p>	

The Paladins and Holy Cross

Paladins are warriors dedicated to purity (True Paladin) or corruption (Anti-Paladin) in all its forms. They are Master Characters and only one of each is allowed per game. A Saintly Character becoming the Paladin or Vile Character becoming the Anti-Paladin must go through the same process: discard all Gold and Spells, go down to 2 Lives if he has more than that, and miss his next 3 turns. And since the Cross is now useless in its current form lets alter it and help out the Good guys a little.

TRUE PALADIN



ALIGNMENT: EXTREME
START: ANYWAY
SPECIAL ABILITIES

1. You keep all the original Strength, Craft, Lives, etc of your original Character including it's Sainlyly status and related abilites.
2. You have a +1 Combat and Psychic Combat bonus versus any Neutral Character, +2 vs any Evil Character, or +3 vs any Vile Character.
3. You roll roll a die when you would lose a Life for any reason. On a roll of 5 or 6 you are protected by divine favor.

TCS 16

STRENGTH+3
CRAFT+1
GOLD
LIVES+1

OBJECTS FOLLOWERS

ANTI-PALADIN



ALIGNMENT: EXTREME
START: ANYWAY
SPECIAL ABILITIES

1. You keep all the original Strength, Craft, Lives, etc of your original Character including it's Vile status and related abilites.
2. You have a +1 Combat and Psychic Combat bonus versus any Neutral Character, +2 vs any Good Character, or +3 vs any Noble or Sainlyly Character.
3. You roll roll a die when you would lose a Life for any reason. On a roll of 5 or 6 you are protected by dark forces.

TCS 16

STRENGTH+3
CRAFT+1
GOLD
LIVES+1

OBJECTS FOLLOWERS

OBJECT- 5 -OBJECT
 Magic Magic

HOLY CROSS



1. No Evil player may take the Holy Cross.
2. You gain a +2 Psychic Combat bonus vs Enemy Spirits.
3. You may discard an extra Sin token whenever you discard one or more of them.

TCS 16




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