

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

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 trying 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 gians on loses Sin tokens.

Banditry

A Character may kill (discard) any Follower of his or any Stranger that does not have a negative effect any any tine 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

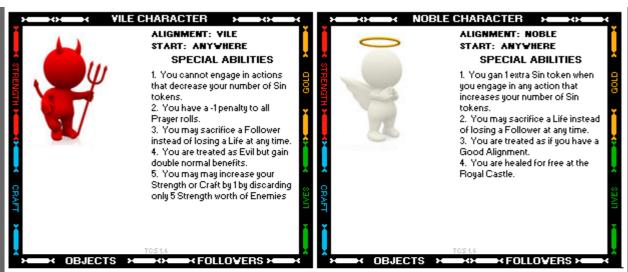
Character an equal number of Sin tokens. Saintly Characters and the Paladin Master Characters (covered later) are immune to this ability.

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

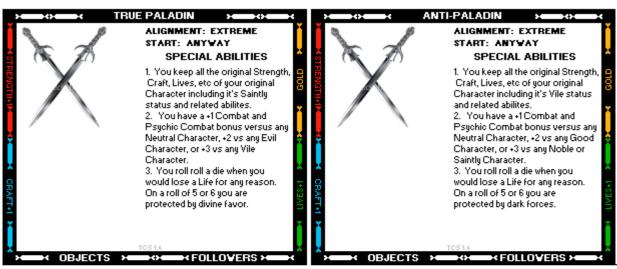
If Evil is bad then Vile is even worse. If being Good is good then a more virtuous Character can become Noble or even Saintly. These three new Alignments have more extreme Special Abilities.





The Paladins and Holy Cross

Paladins are warriors dedicated to purity (True Paladin) or corruption (Anti-Paladin) in all it's 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.











kingmaker67@gmail.com