

## Alexander

Ability - Non-transferable - Tear up after use

### **Mugging**

If you have a weapon, you may challenge another player who must defend (stone-shears-cloth). You win ties unless they also have a weapon, then they do. Show them this card. If you win, look at all their items and pick one to keep. If they win, nothing happens (still tear up the card).

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Ability - Non-transferable - Unlimited uses

### **Assess Wealth**

Show this card to another player. They must then show you all the gold pieces they have.  
Unlimited uses.

Item - Transferable/tradable

**Holy Talisman of the Church**

Protects against any spells of the Cult.  
Use combined with a torch to ritualistically  
destroy pagan Cult relics (tear up the torch and  
relic, keeping the pieces).

Item - Transferable/tradable

**50 Gold Pieces**

Yea, verily! Money indeed!

Item - Transferable/tradable

**Magic Beans**

Who can say what they do?

Item - Transferable/tradable

**Longknife**

A sharp weapon.