

Heresy

1499 NT



DO NOT OPEN BEFORE
STARTING THE GAME.



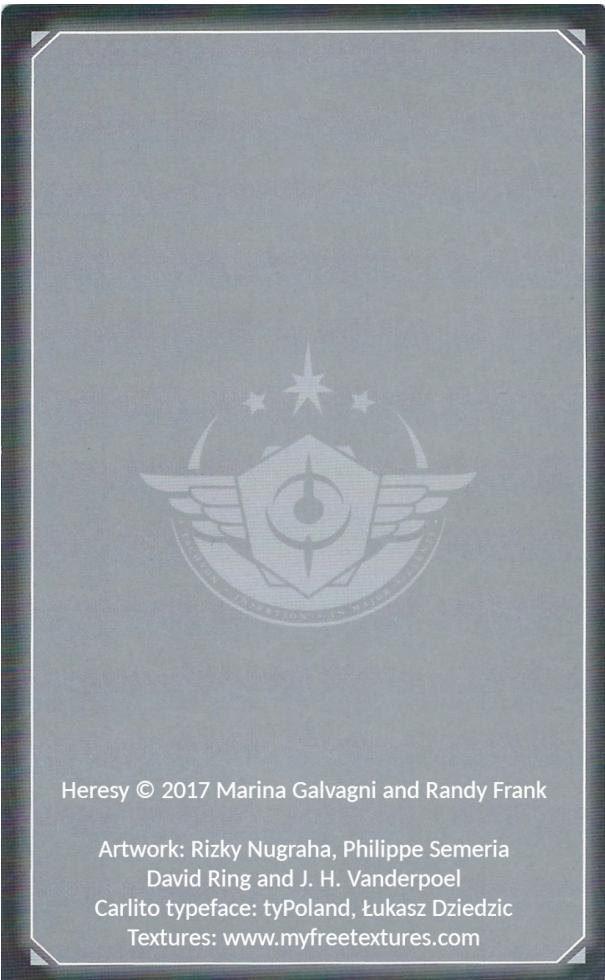
BASE



A-B-C-D-E-F



BASE-B



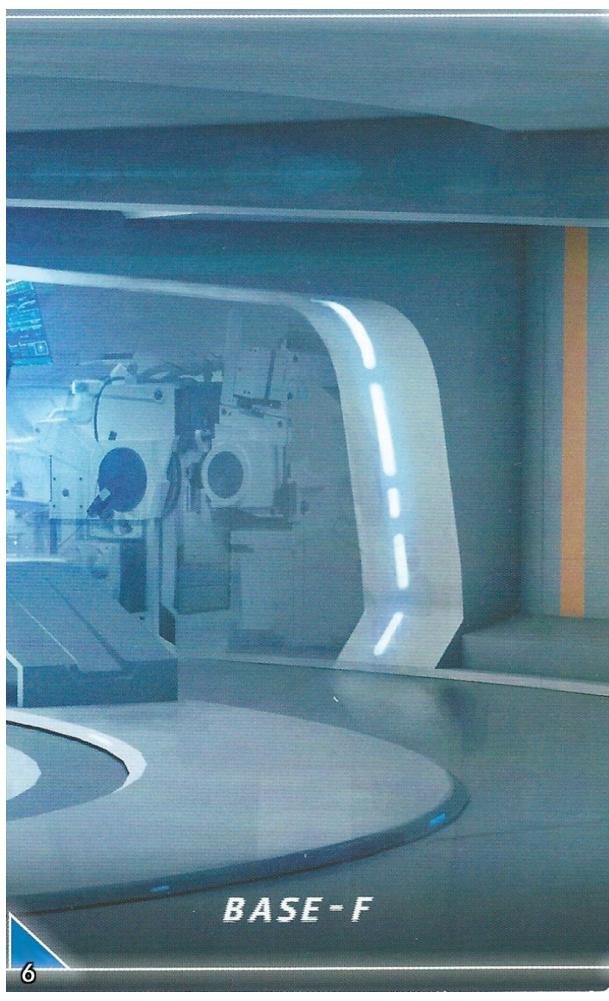
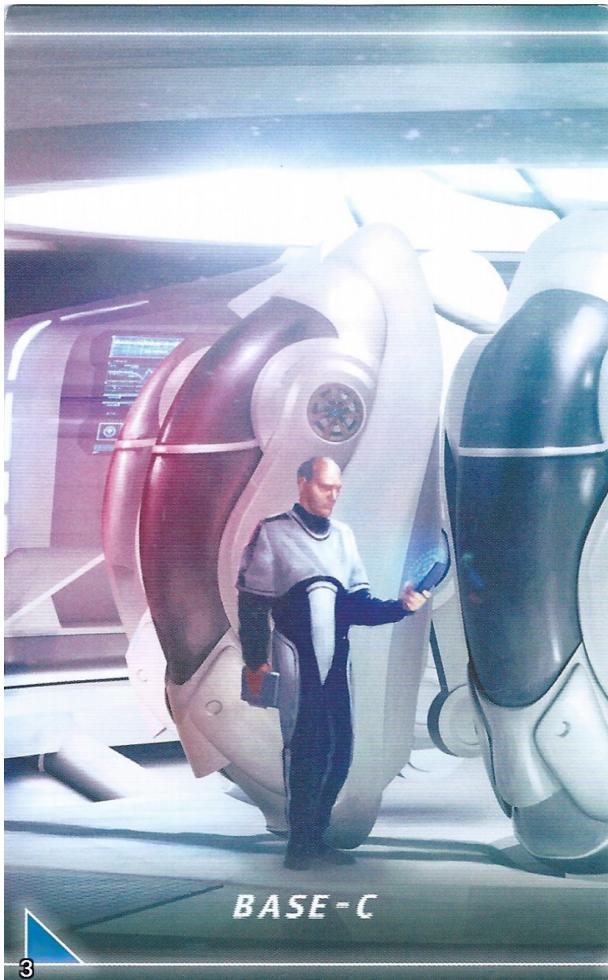
Bob seems nervously distracted as you enter the room. He quickly turns and returns back to character as he becomes aware of your presence.

"Ah, you've arrived and none too soon. We have a rift to close and this time it is a bit more personal than I would like. We have a rogue agent. Agent Keith has decided to make history his home and recreational playground. You obviously understand the implications for all of us. If he makes one mistake, one bad decision... well, you understand. I need you to stop him. Find Keith, his henchmen and time portal, and put an end to their plans."

As you step into the briefing room, you become aware of a muted klaxon calling out in the background. Laura's voice can be heard over your com port:

"I know you've been through the drill before, but things seem a bit more urgent today. I can't quite put a finger on it, but Bob seems a bit more concerned than usual. He keeps muttering about Keith... Bob is waiting for you next door. Please don't keep him waiting."

Now, take turns revealing and reading aloud cards B through F one by one.





Laura continues... "You will have to use all of your skills to deal with this case. My advice is to exercise caution, the population in this timeline are a superstitious lot. Perhaps that is why Keith chose this timeline?"

Skills:

	Agility: the ability to hide, dodge or otherwise avoid danger, detection, etc. A handy ability for stealthy tasks.
	Glibness: this is a measure of one's ability to convince people to see things your way or that your ideas are better than theirs.
	Combat: a general placeholder for a fight, with fists, weapons, etc. There will always be a loser for this approach to an encounter.

Laura chimes in: "You will be arriving in Spain 1499 NT. I have the specifics on your equipment for this case."

Equipment:

	Blessings can be used by the holding agent on any agent on the same card during any challenge. Spending a blessing allows one to re-roll one challenge die.
	Healing poultices can be used at any time by the holding agent on any agent on the same card. Each token recovers one lost health .
	A soul, the incorporeal essence of a living being. These are very powerful and very scarce resources. How they might be used...
	Ammunition for a weapon of some sort. Every time the weapon is used, one of these tokens must be spent.

You gather your team and resources and head to the transfer caissons. As you strap into the beds, your com crackles. Laura: "Good luck team, I have complete confidence that you will be able to resolve this issue quickly and completely." Overhead speaker "3.. 2.. 1..". Bob: "One thing... bxhzas ...forgot to tell yoszyxs... time jumps zzxhgb... witchcraft..." and you are off.

Final Preparations:

- Each player selects a receptacle and places the life points, shields and equipment listed on the player card as per instructions on the individual cards.
- Take the Icon Reference card and keep it close at hand.
- Select one player to be the initial Time Captain. That player closes the base and places it next to the board.
- The Time Captain proceeds by opening the Path to Town location, reads card A out loud and the adventure begins...

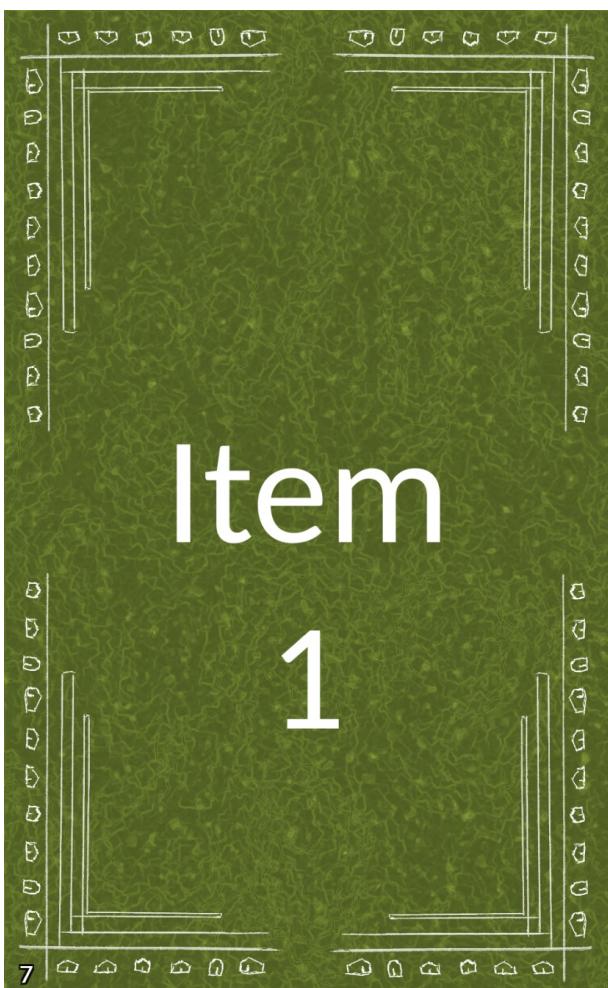


Bob interrupts: "Thanks for the information Laura, but it is time we get our team prepared for the transfer."

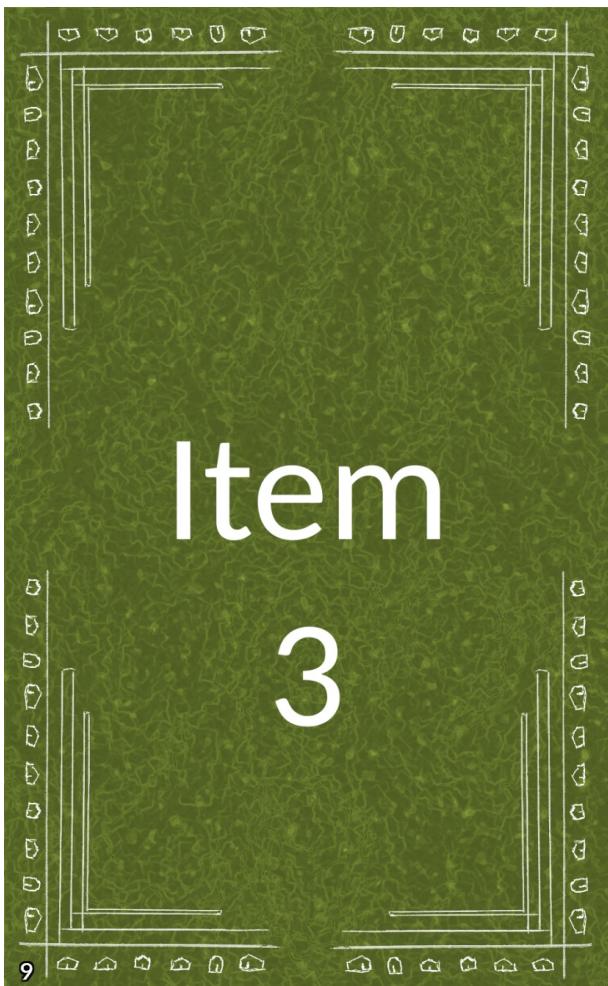
Preparations:

- Place the Item cards on their space.
- Place the four Plan cards on their dedicated space.
- The four mission successful/failed cards go face down on their dedicated space.
- Set the time token to 35 .
- The group token is placed on the "Path to town" location, your starting point.

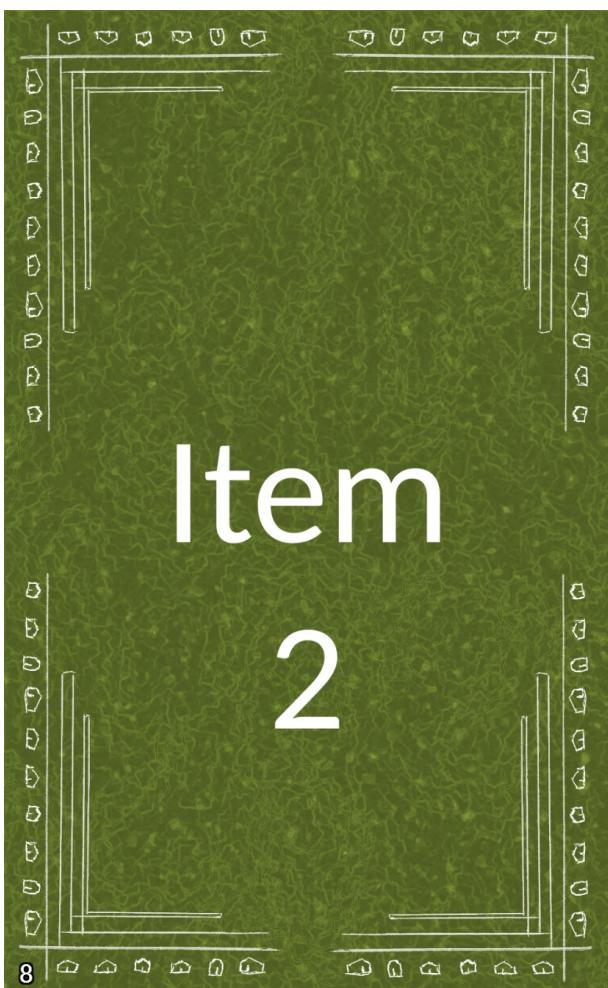
If you have fewer than four players, it is suggested that you still use four receptacles and control over the extra receptacles be shared by the players.



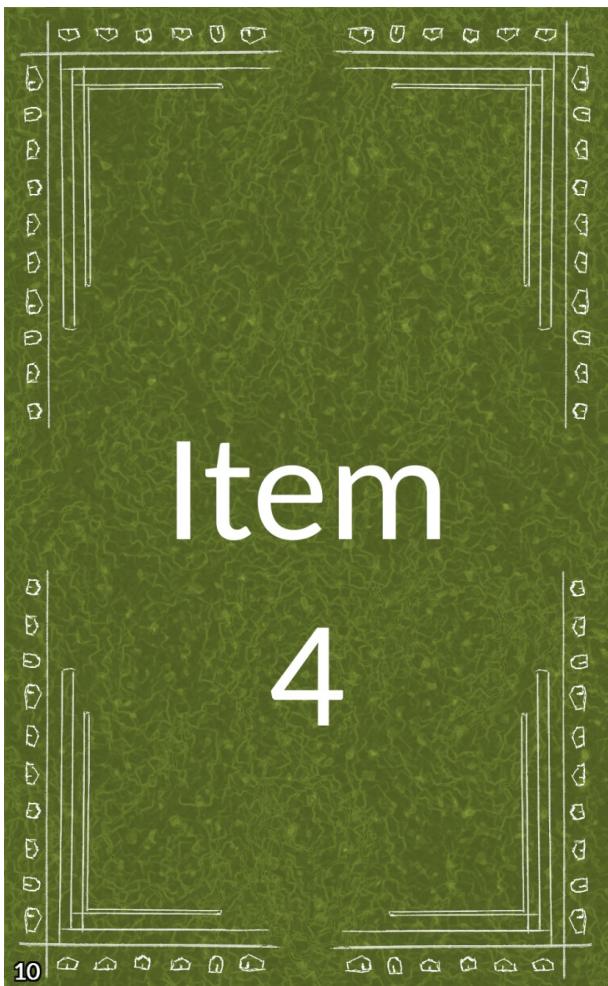
Item
1



Item
3



Item
2



Item
4

Catalina's Picture



A charcoal drawing of a young woman, Catalina. Diego would appreciate knowing what happened to her. You take notice of the simple locket she is wearing in the picture. Perhaps you should ask townsfolk if they have any additional information.

Item 2

Shovel



The shovel. A simple tool for a simple purpose: digging graves for the recently deceased.

Item 1

Stick



A substantial length of wood taken from a light sapling.

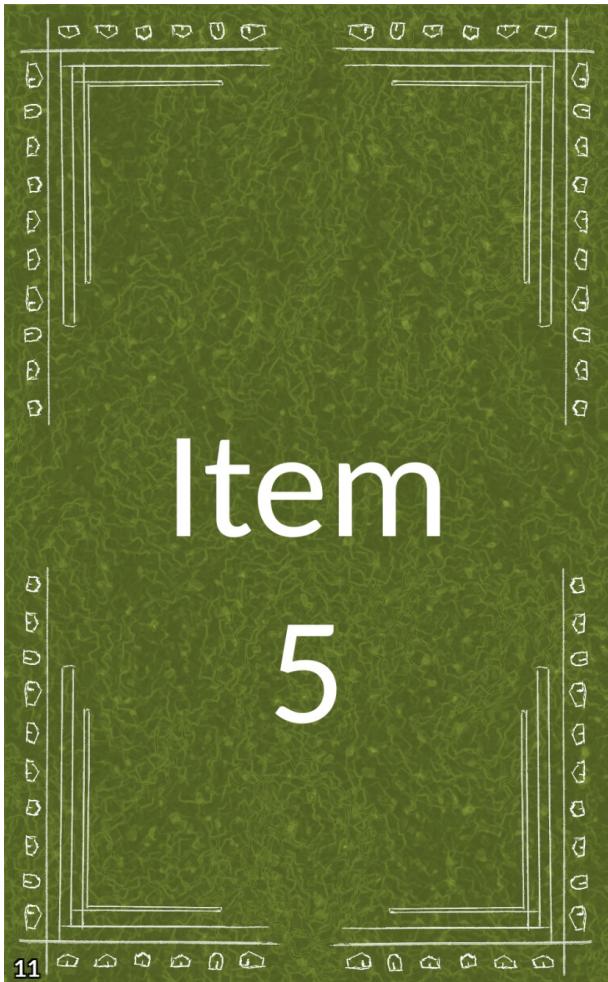
Item 4

Catalina's Locket

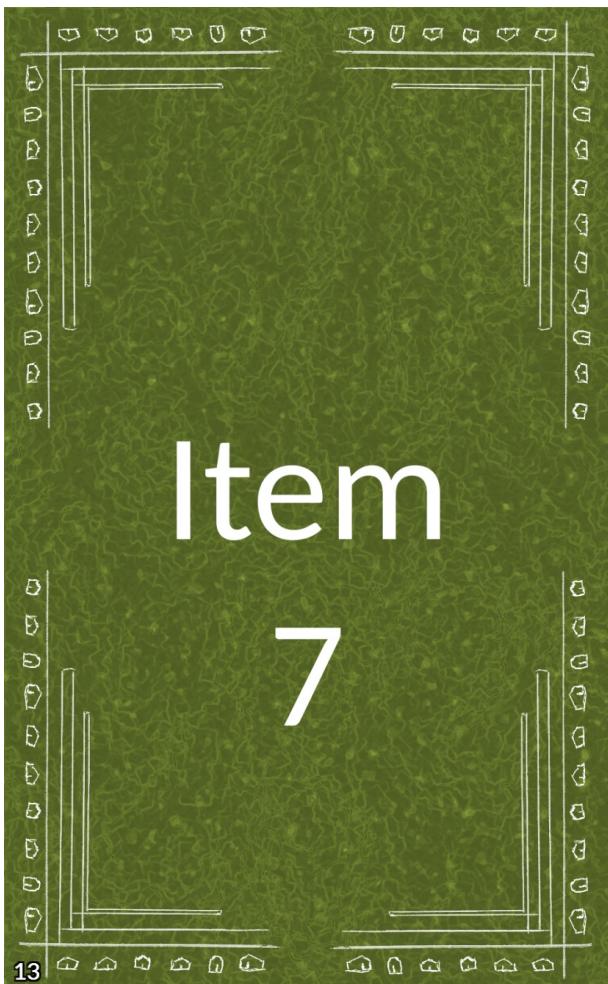


A thin chain is visible in the ashes. You collect the object from the pile and your heart sinks. This locket looks familiar... An inscription on the back names its prior owner: Catalina.

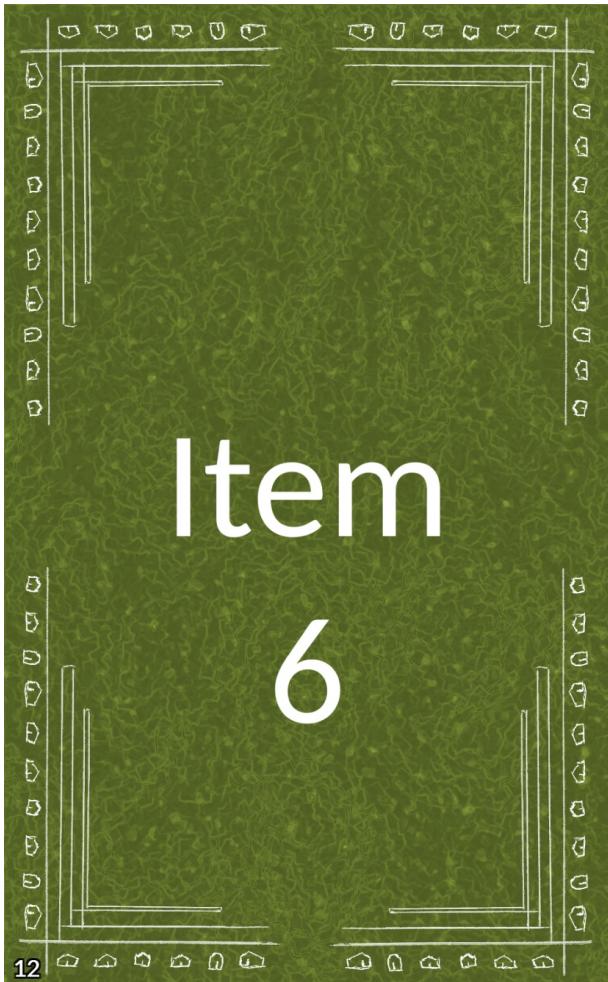
Item 3



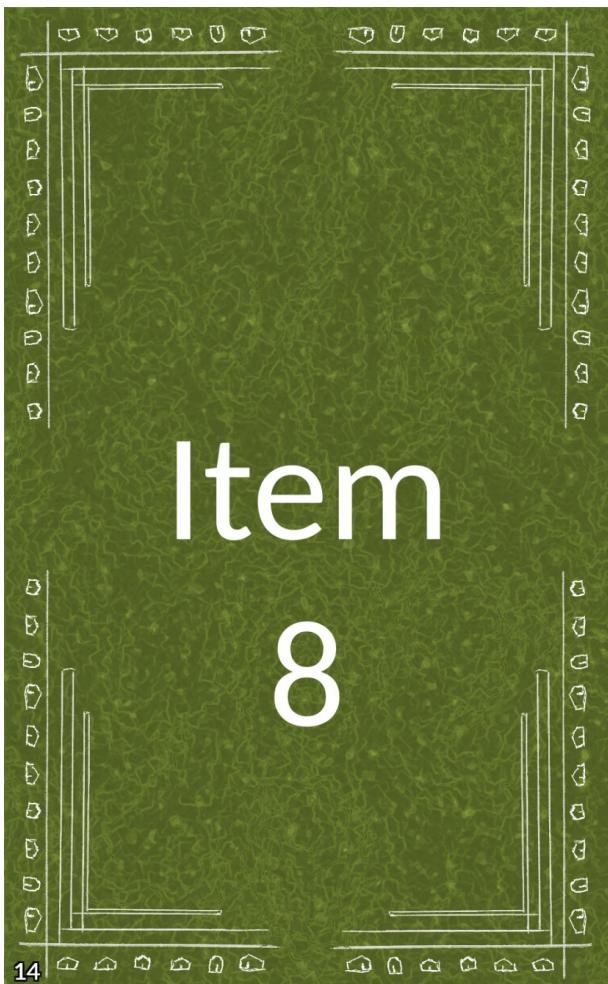
Item
5



Item
7



Item
6



Item
8

13 □ □ □ □ □

□ □ □ □ □

14 □ □ □ □ □

□ □ □ □ □

Soul Medallion



A pendant with an orb in its center on a light chain. You do not recognize the metal, but the orb emits a warm glow.

The soul medallion is powered by sacrificed souls . It allows the holder to spend one soul token to re-roll one die. Soul tokens are discarded when used. The medallion may be recharged through a "sacrifice" by the party. If all party members are on the same card and not engaged in a challenge, the group may discard one token per party member to add a one soul token to the medallion.

Item 6

Sword

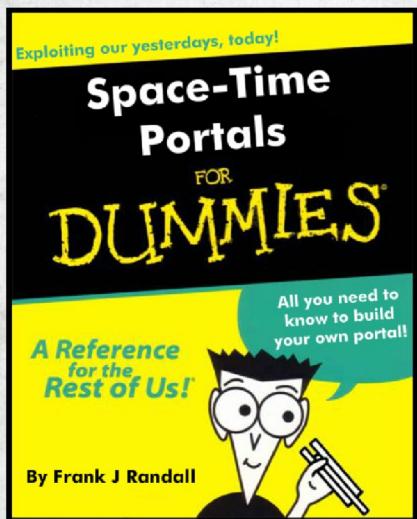


An older rapier that has many stories to tell judging by the wear and overall condition.

This weapon can be wielded by characters with at least two and adds one to combat challenges when at least one other is rolled.

Item 5

Space-Time Book



He appears to have confused the bishop for someone else. You do not correct him. "Reverend, what are you doing here? We were supposed to meet at the chapel. I just got back from the laboratory with your book." ISBN number 978-0199535644. Stark white pages with odd yellow "highlights" over paragraphs and sticky yellow "markers" protruding from the edges of the book.

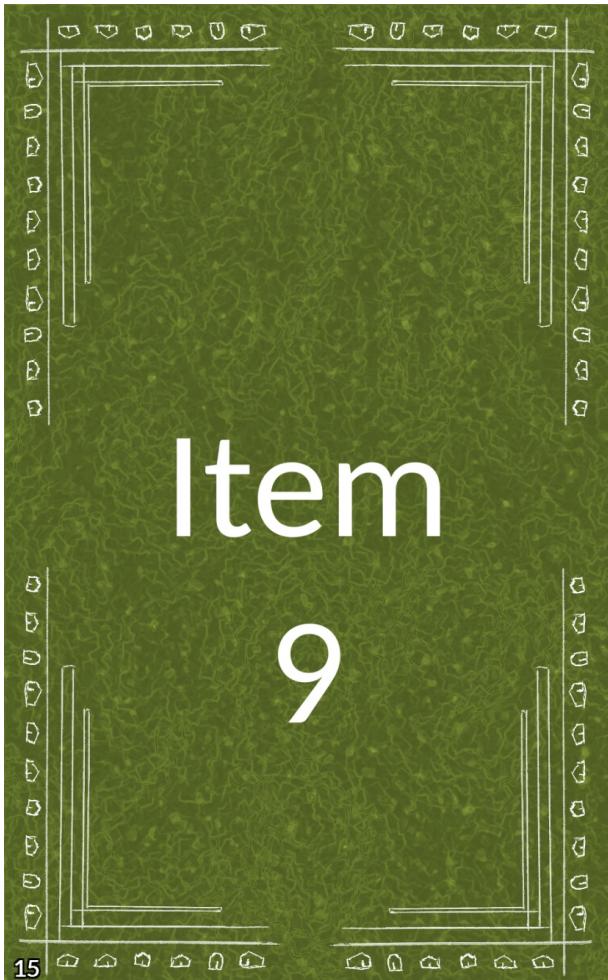
Item 8

Bottle of Alcohol



The barkeep motions toward the stonemason: "Hello 'red', are you not familiar to me? Did you not repair our well last year? Have this bottle on the house!"

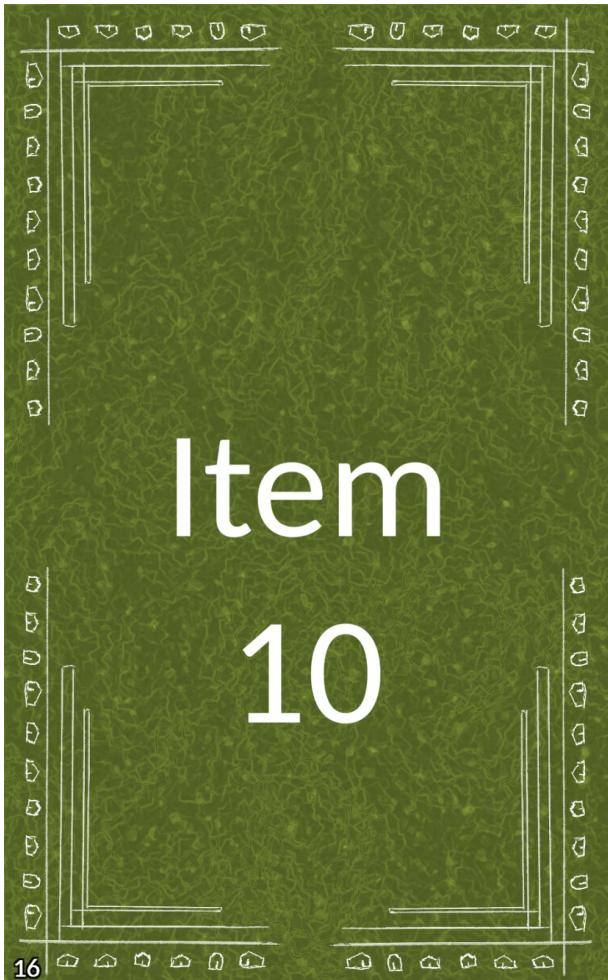
Item 7



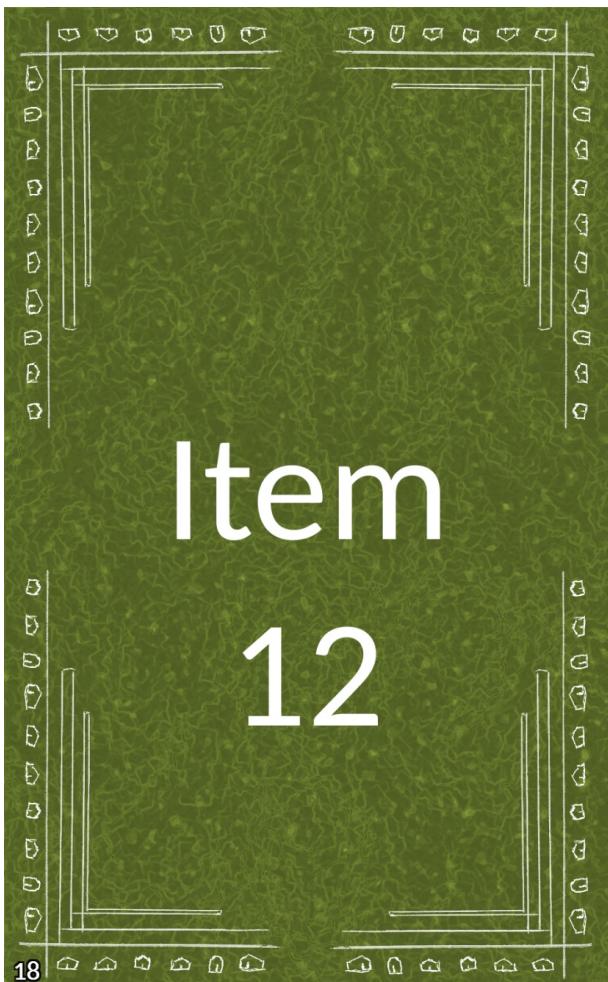
Item
9



Item
11



Item
10



Item
12

Box of Lightning



A box of lightning. A heavy box with two metal "strings" coming from it. If the ends of the two strings touch, the fiery tongue of the devil is clearly visible.

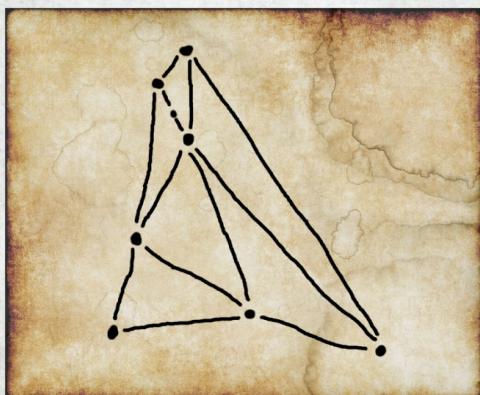
Item 10

Magic Voice Box



An odd, unfamiliar object that suddenly comes to life when you touch its face. When placed close to your ear, sometimes you can hear the cries of the damned souls trapped within. "...please allow me to introduce myself, I'm a man of wealth and taste... ...pleased to meet you, hope you guess my name..." What else but the desperate cries of tortured souls?

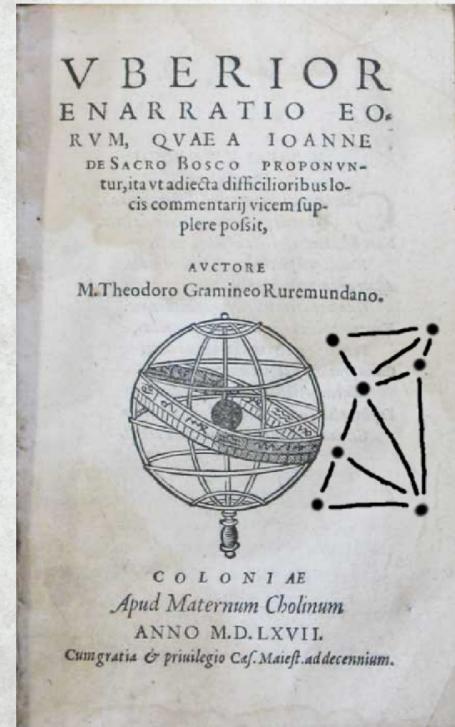
Item 9



As the defeated acolytes run away, a scrap of paper falls from their belongings.

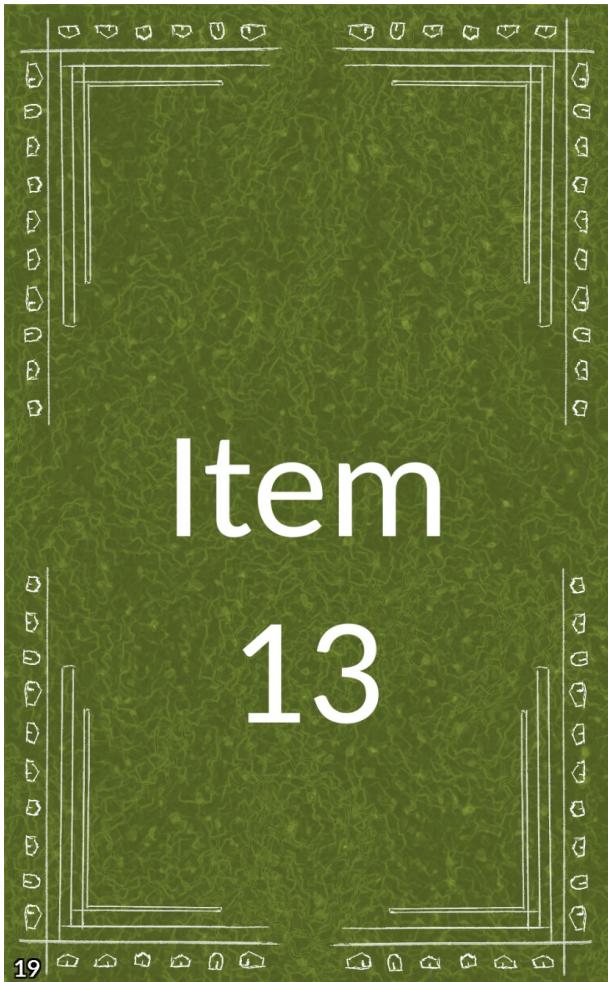
Item 12

Astronomy Book

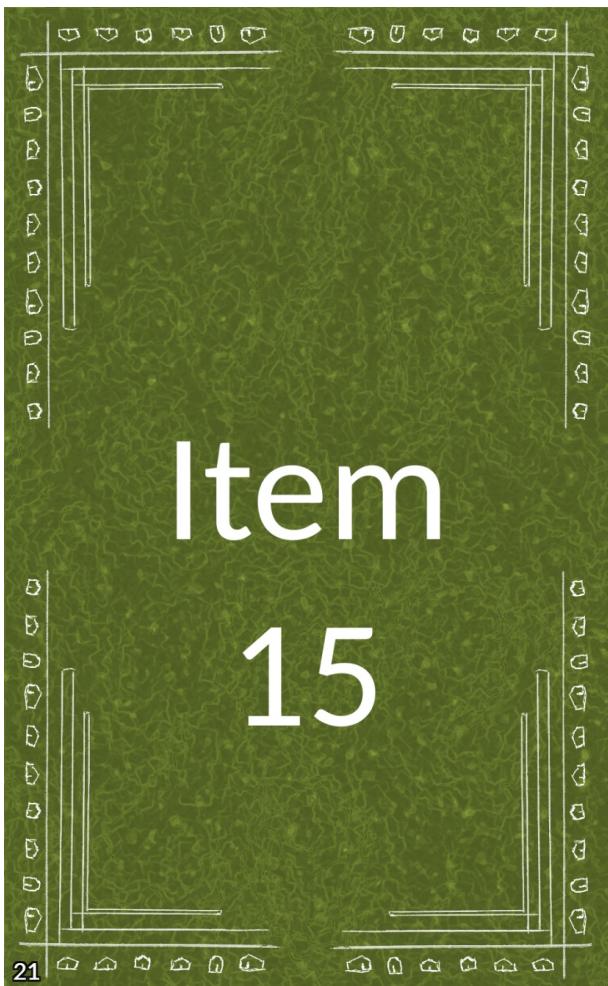


A rather exaggerated interest in astronomy by these folks. But why deface such a text with crude drawings?

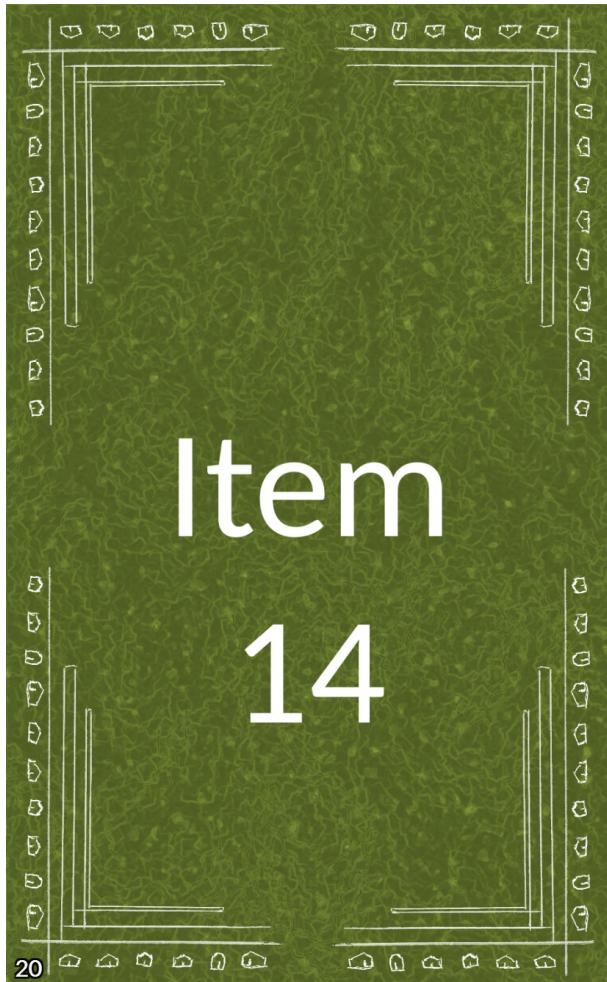
Item 11



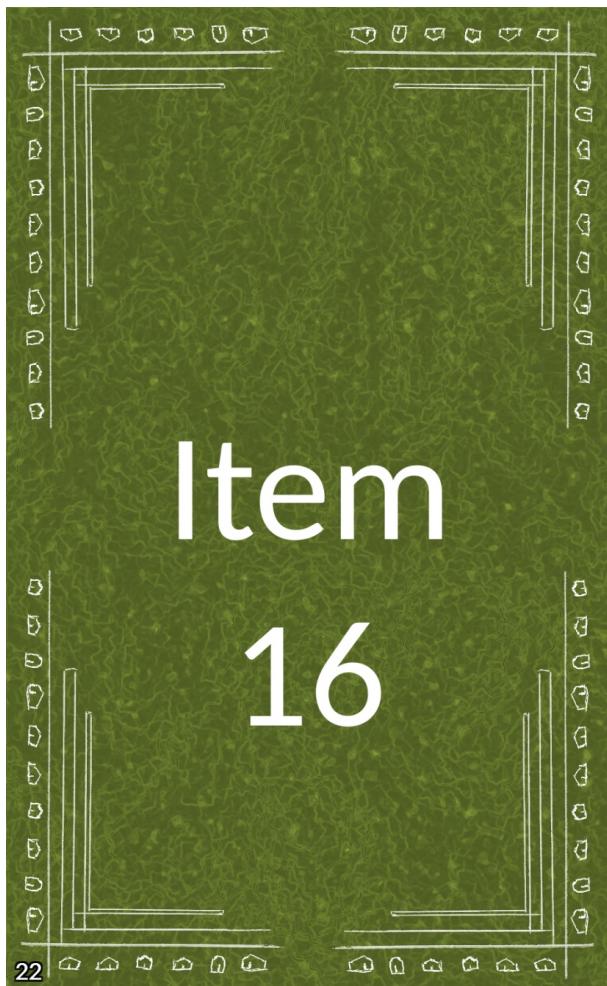
Item
13



Item
15



Item
14



Item
16

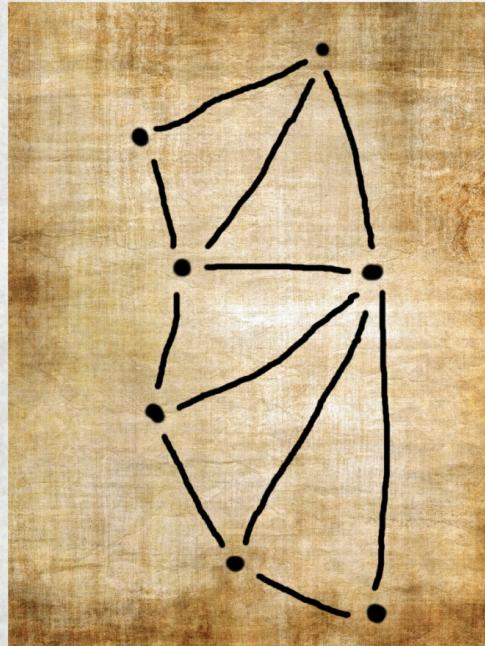
Plunger Tube



A dull, translucent tube appears to have a liquid within it. There is a plunger at one end and an extremely sharp, thin metal tip at the other end. Perhaps a means to deliver the liquid?

This single use item can be stabbed into an opponent during a challenge. Change any one die to any value you wish.

Item 14



The bailiff will never miss this... or will he?

Item 13

Tube with Handle



A complex mechanism in the form of a metal tube with a wooden grip attached to one end of the tube. The metal has an unnatural bluish finish that does seem to be the product of witchcraft.

If you have tokens, they can be placed in the slots of this device. During a challenge, the device can be "triggered", consuming one of the tokens and allowing the user to roll an additional die in the challenge roll.

- This item cannot be used by familiars.

Item 16

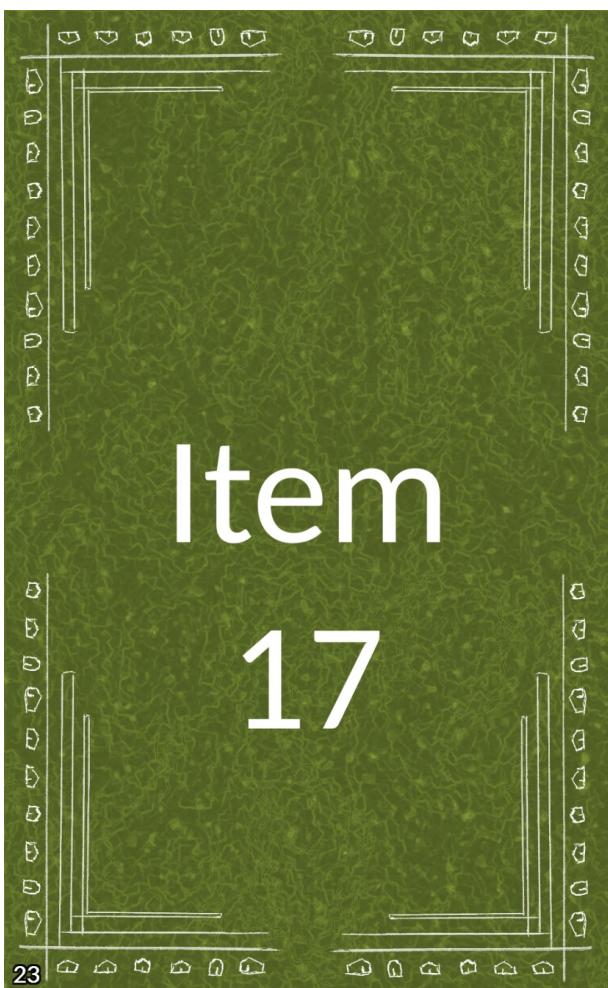
If you acquired this card as a result of solving the Stained Glass puzzle, continue reading this card. If not, please consider placing this card back into the deck for the full game experience.



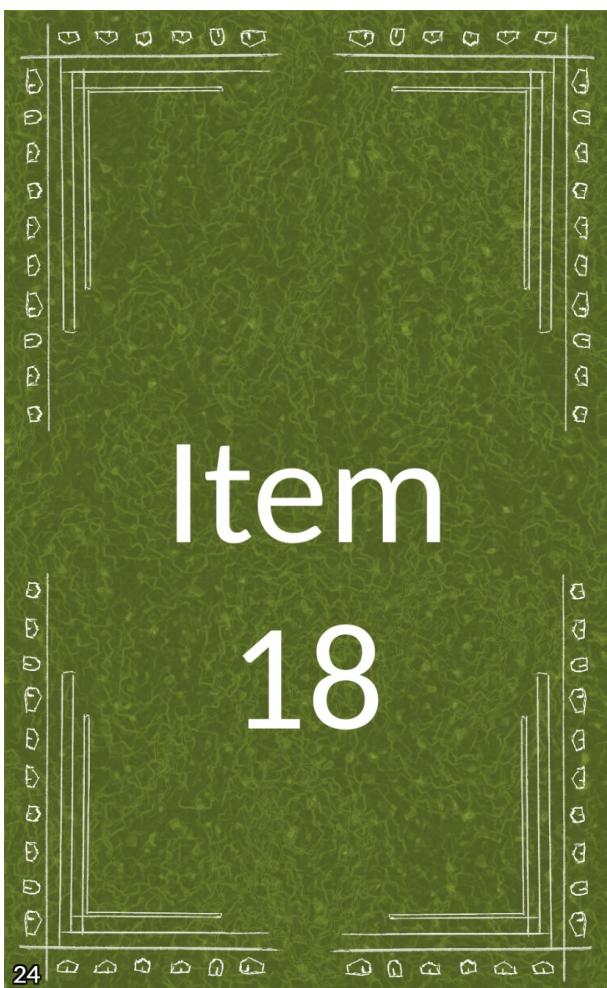
Carefully you tilt the combined glass panes into the light. Interesting, a series of numbers appear... 33-21-14-27. These look like the combination to a lock. Not the type of lock that should be available in this century however. Perhaps this is the key to unraveling the mystery?

• Take token

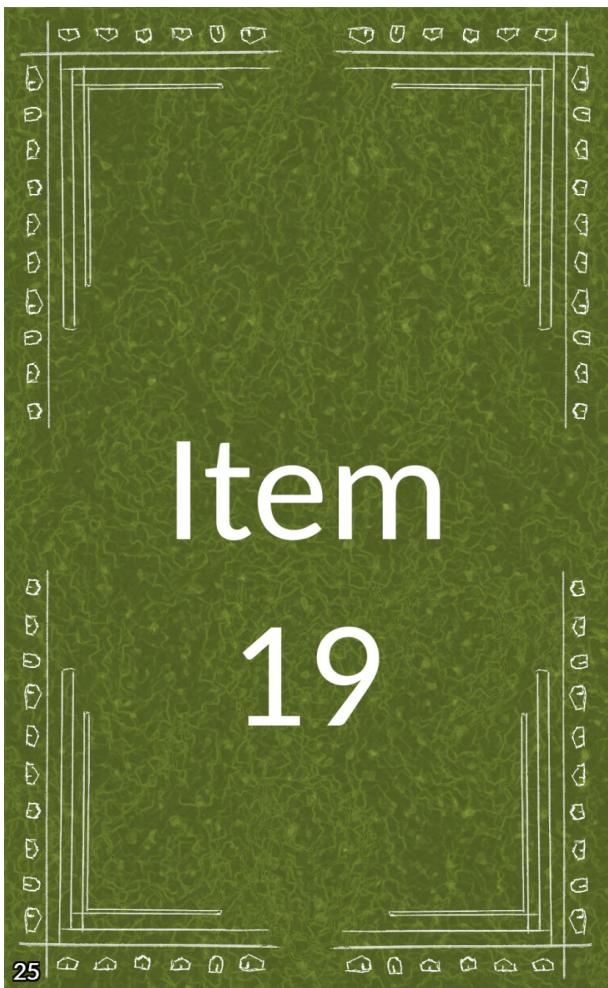
Item 15



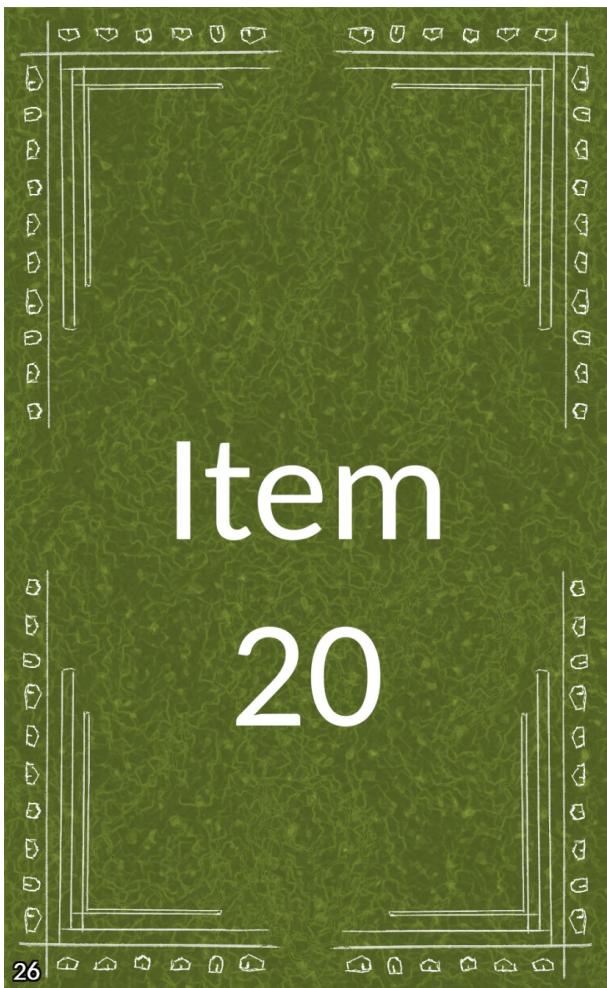
Item
17



Item
18



Item
19



Item
20

Phil's body lies in a heap on the ground. Blood begats blood, begats blood, begats blood... One can only hope that as his death ripples through time that the impact is reasonably contained.

If you do not already have them, take Item 19 and token .

Item 18

"You only see what you want to believe, when you light up in the back with those tricks up your sleeve...", you overhear the last whispers of a dying man before he expires. Rifling through the dead man's pockets you find a T.I.M.E Agents ID. Opening it slowly reveals the photo of the dead man and the name 'Keith Fitzgerald, T.I.M.E Agent Second Class'. So this is the elusive, rogue agent you have been struggling so fervently to apprehend. It appears this mission has reached its conclusion. If you have the token , take the card



otherwise take



Item 20

Nail Gun



"Nail gun" states the text on the item: "Nothing better than a good old carpenter tool..." You pull the trigger on the device and jump aside as a nail is shot out of the device, embedding itself deeply into the nearby wall. A good old carpenter tool indeed.

The nail gun gives you one extra die to roll during a  challenge.

- This item cannot be used by familiars.

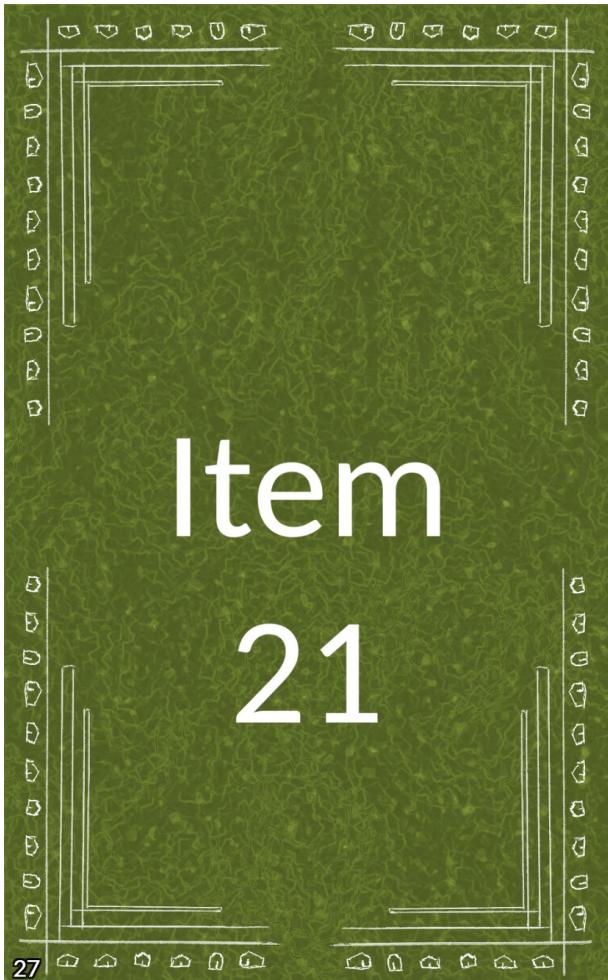
Item 17

Phil,

We are making a lot of progress, but all this jumping back and forth in time is wearing me a bit thin. I need you to run some temporal errands for me while I deal with the collection of more souls. Here are the basic instructions on how to use the portal. Familiarize yourself with the controls and let me know when you are ready to use the device solo. Just a few more trips and I think we might even be able to get Bob off our backs.

Keith.

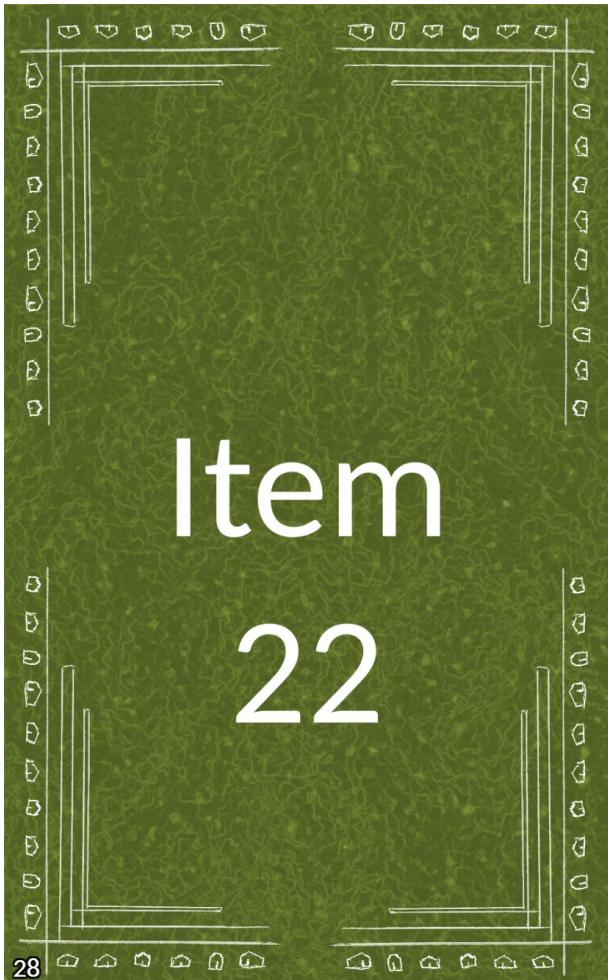
Item 19



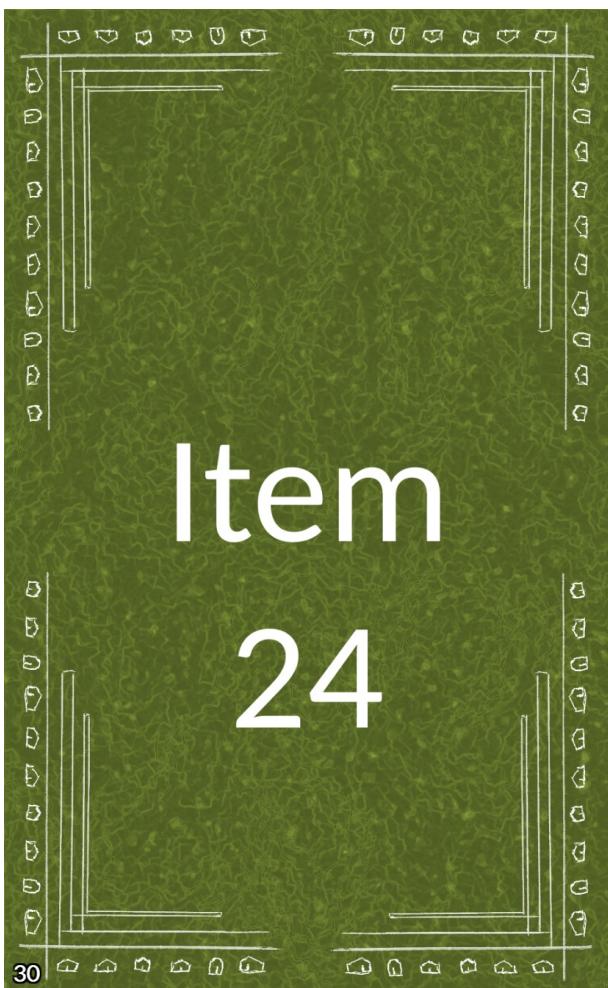
Item
21



Item
23



Item
22



Item
24

"Daisy" Shorts



As you put on these shorts you have the sudden urge to ask where Boss Hogg is holding Uncle Jesse... A questionable fashion statement in any timeline. However, if you wear them in combat, they will distract your adversary.

Take one less from any combat rolls where one appears.

Item 22

A nuanced verbal exchange ensues. It quickly becomes obvious that he is a T.I.M.E Agent as well. "Agent Smith", he relates. Shaking your hands, "I have been tracking Keith as well. It looks like you came just in time to help me put a stop to his plans. He has been wreaking havoc with these strands of time and the local gentry. It is only a matter of time before he irreparably alters our timeline. I believe the man in the Electronics section is Keith himself. Why don't you head over there and confront him? I will join you shortly."

He makes it all sound so simple. Logical perhaps, but a bit too convenient. Can you trust this man, "Smith" was it? You can't seem to recall an agent Smith. What if he is lying to you? You can always choose to fight this man if need be, right now or by coming back to visit him again. He is not leaving this location.

Item 21

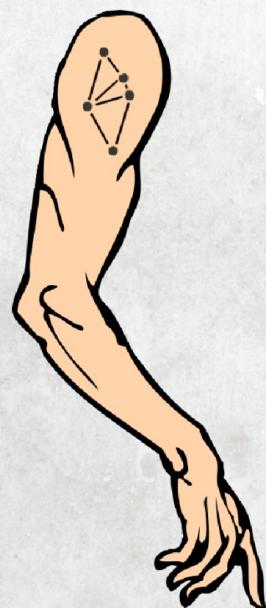
Left Arm



A human arm, ripped from a body still warm. A sorrowful reminder of a soul recently rendered free of this existence.

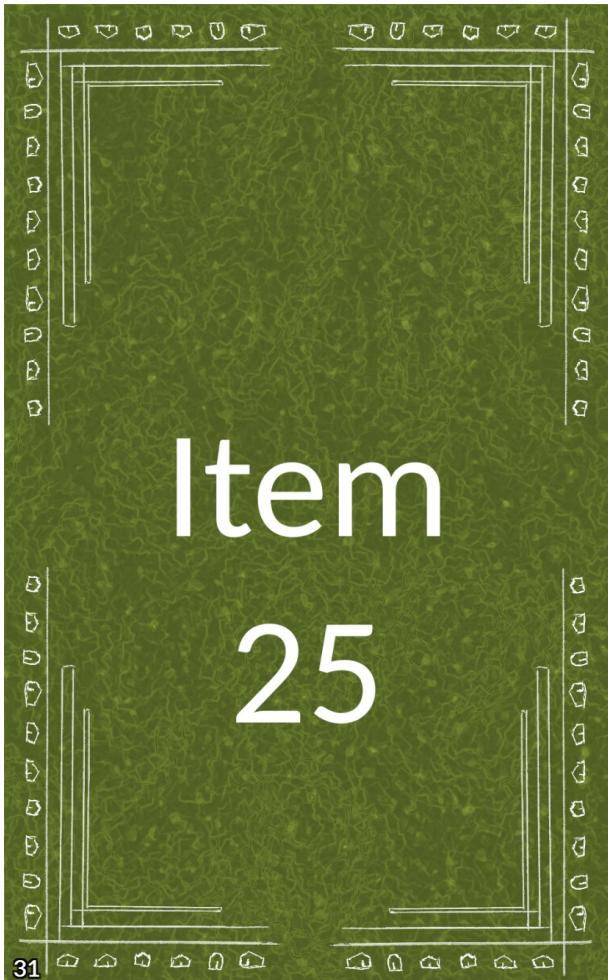
Item 24

Right Arm

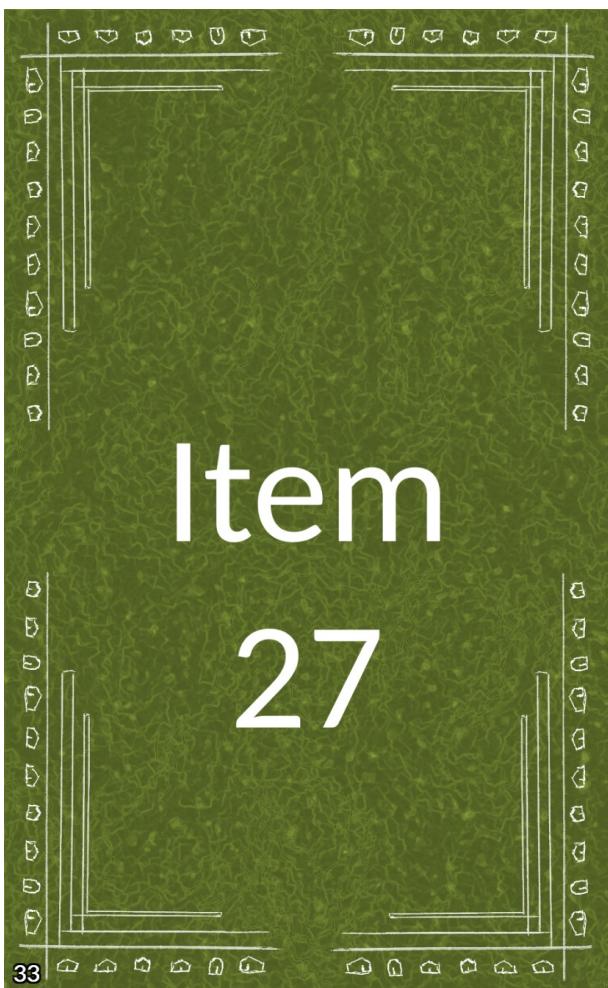


A human arm, cleft at the shoulder. The tattoo looks to be made with modern ink and technique. It is unlikely that Martin was native to this timeline.

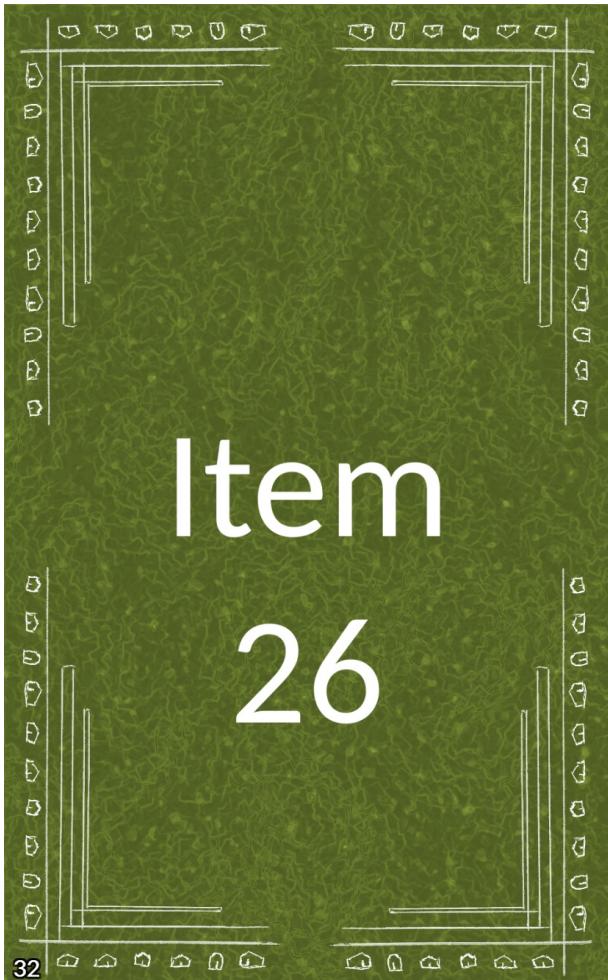
Item 23



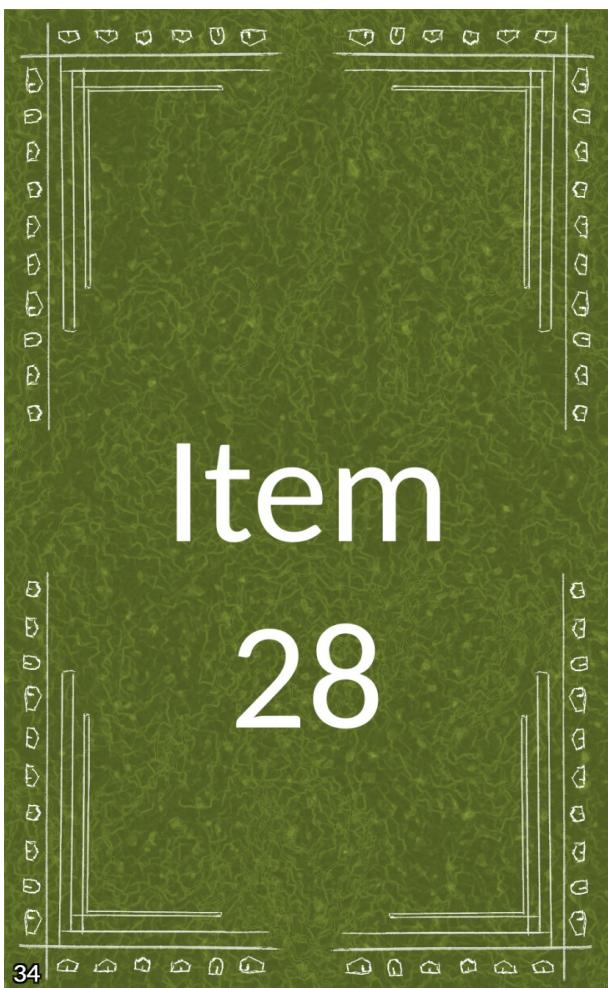
Item
25



Item
27



Item
26



Item
28

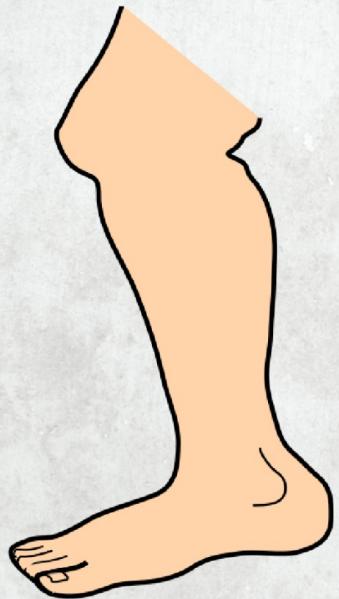
Left Leg



You find a portion of a human leg inside the armor! Just what kind of macabre experiments are in progress down here?

Item 26

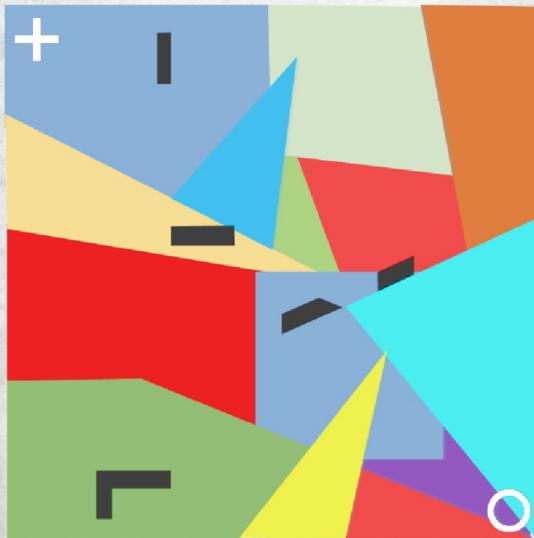
Right Leg



The flames were not as thorough as they should have been in this case. The bulk of a human leg is still intact. A rather gruesome reminder of man's inhumanity to other men or in this case, women. Perhaps you should help find a final resting place for this one...

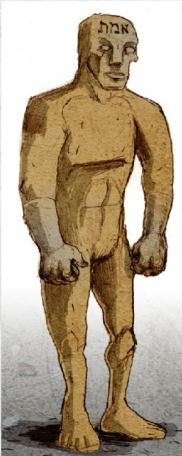
Item 25

Stained Glass Rectangle



What is this? It seems to have curious markings and little to do with filtering light? The housemaid said it was important to the inquisitors...

Item 28



The Golem

You have created...life?? You place all of the collected body parts together and breathe life into the beast. It rises and speaks in a deep, broken voice: "You give life, I give loyalty. I am yours, master." The golem always follows one character around and can participate in challenges. It cannot be healed and cannot use any items.

Golem attributes are based on the number of body parts in the party's possession when it was built. Once created, additional body parts may be added to the golem, nor may a second golem be constructed in this run. Items 23, 24, 25 and 26 count as body parts. If less than two body parts were used, the golem cannot leave this card.



Item 27



2 parts:1
3 parts:2
4 parts:3

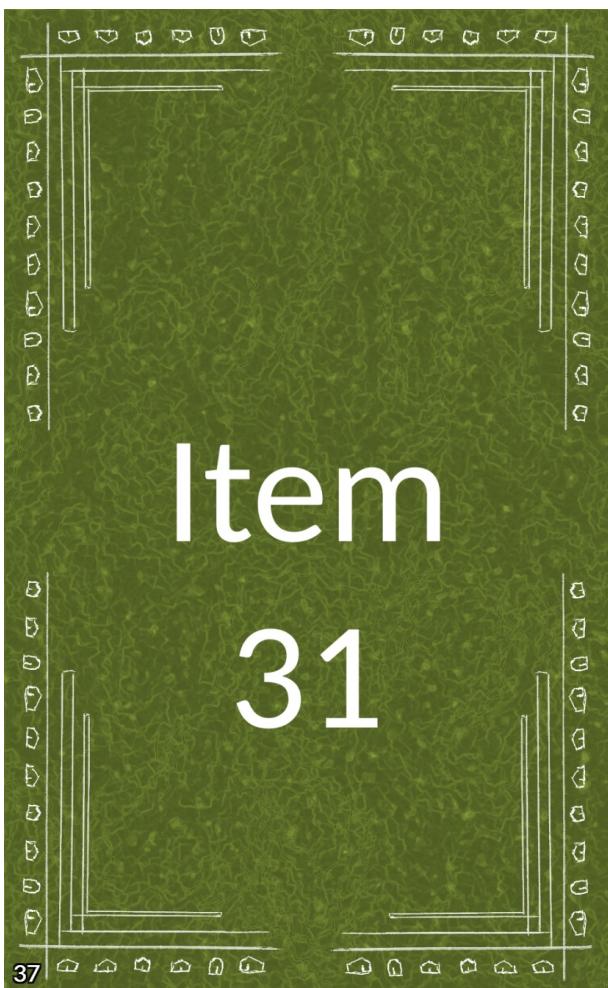


2 parts:2
3 parts:2
4 parts:3

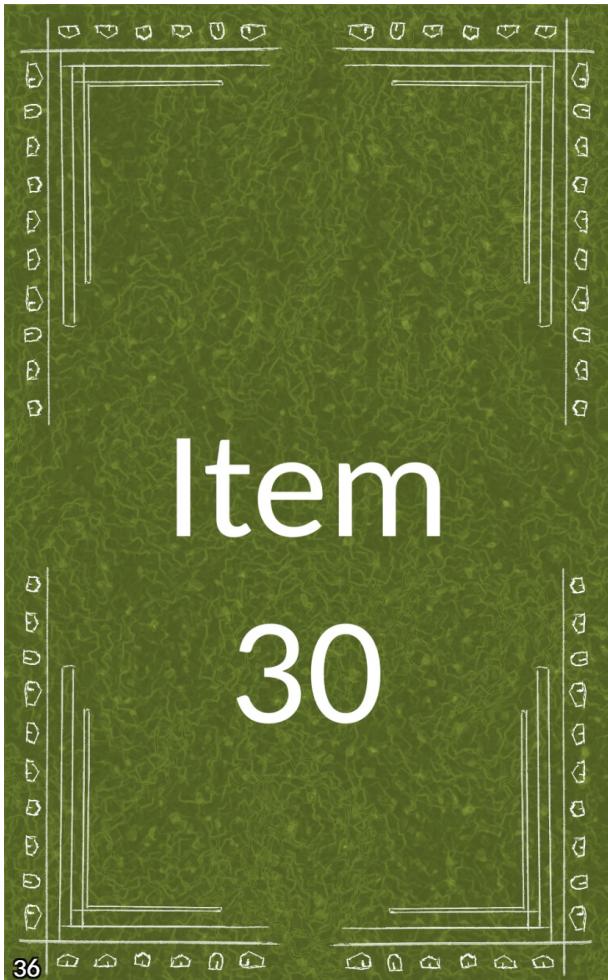




Item
29



Item
31

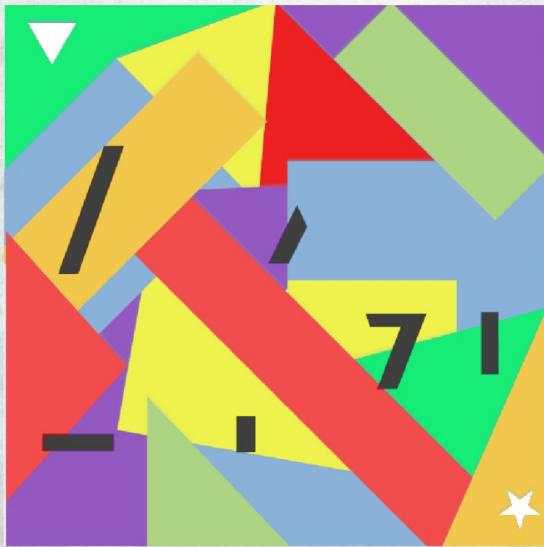


Item
30



Item
32

Stained Glass from the Woodpile



Another piece of curiously marked glass with no obvious picture... One wonders what it is intended for. What is its purpose?

Item 30

Stained Glass from a Tombstone



A very odd piece to leave on a tombstone. One would think they could find a better use for such a decorative piece.

Item 29

The Cat Doña Ortiz's familiar



Inventory:



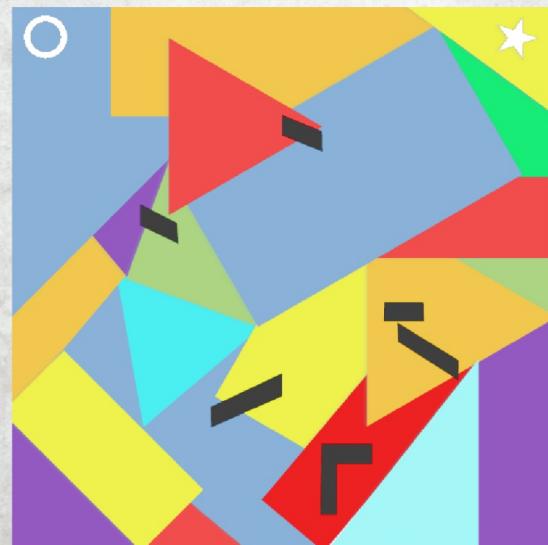
As smoke rises from the ashes, her spirit is... moved. Her essence is transferred to her guardian familiar. Discard the Doña's character card and use this familiar card instead.

The cat can communicate with and influence humans. It retains any health packs the Lady had before conversion and can still use them. The cat may leave combat (even locked) at any time. This card may only be held by the player who selected the Doña character for this run.

The cat can not use Items. Items held by the Doña pass to the player on your left.

Item 32

Bench Decorative Stained Glass

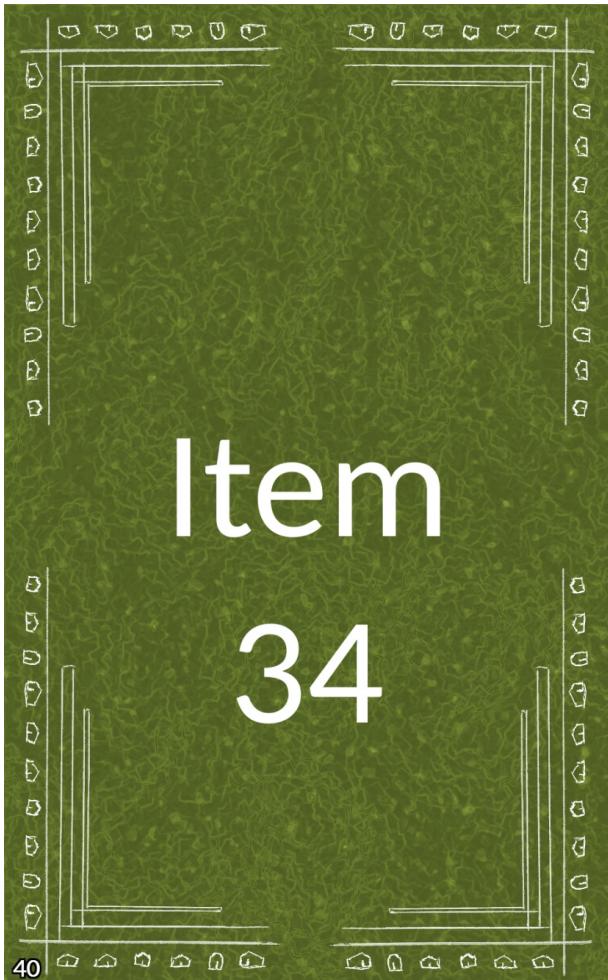


A very peculiar piece of art in this bench. It took some skill to obtain this from its protector. Why would there be a single, fully colored glass panel in this dark place of desperation?

Item 31



Item
33



Item
34



Item
35



Item
36



The Crow

Sr. de la Cruz's familiar

Inventory:



As smoke rises from the ashes, her spirit is... moved. Her essence is transferred to her guardian familiar. Discard the Sister's character card and use this card instead. The crow is not locked into combat and may leave at any time. The crow may also fly between any two cards in the current location in the same turn. It may only participate in a single challenge roll per time-unit, but can move between and read two location cards in the same \textcircled{G} . This card may only be held by the player who selected the Sister for this run. The crow can not use Items. Items held by the sister pass to the player on your left.

Item 34



The Snake

Isabel de Luján's familiar

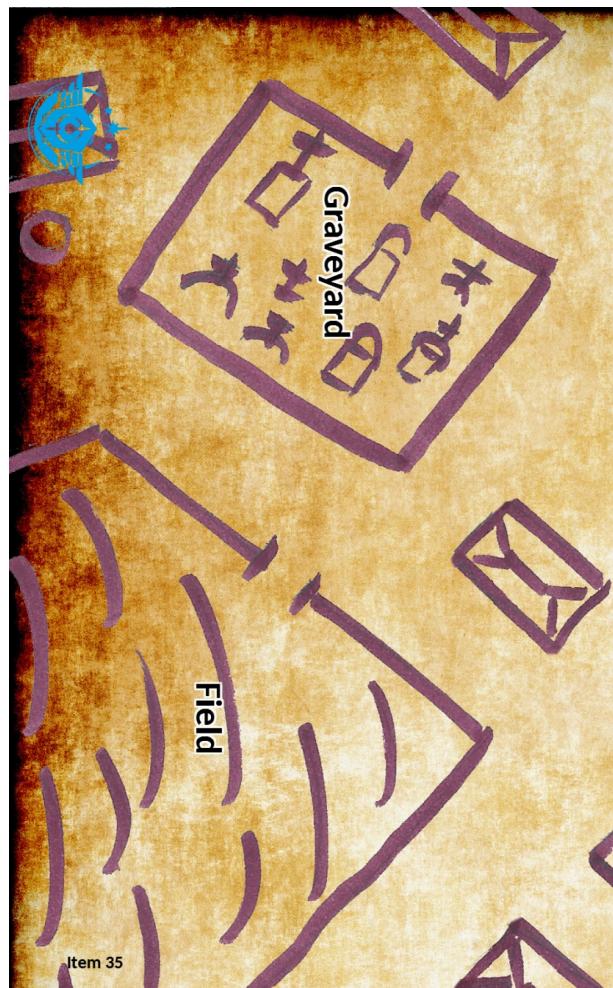
Inventory:



As smoke rises from the ashes, her spirit is... moved. Her essence is transferred to her guardian familiar. Discard Isabel's character card and use this card instead. The snake can make a poison attack that recharges in 5 \textcircled{G} . When the poison attack token \textcircled{G} is used, it is placed on the timeline, 5 \textcircled{G} in the future. When the time counter arrives at the token, remove it from the timeline and place it on this card. A poison attack adds two die to a combat attack. This card may only be held by the player who selected Isabel for this run.

The snake can not use Items. Items held by Isabel pass to the player on your left.

Item 33

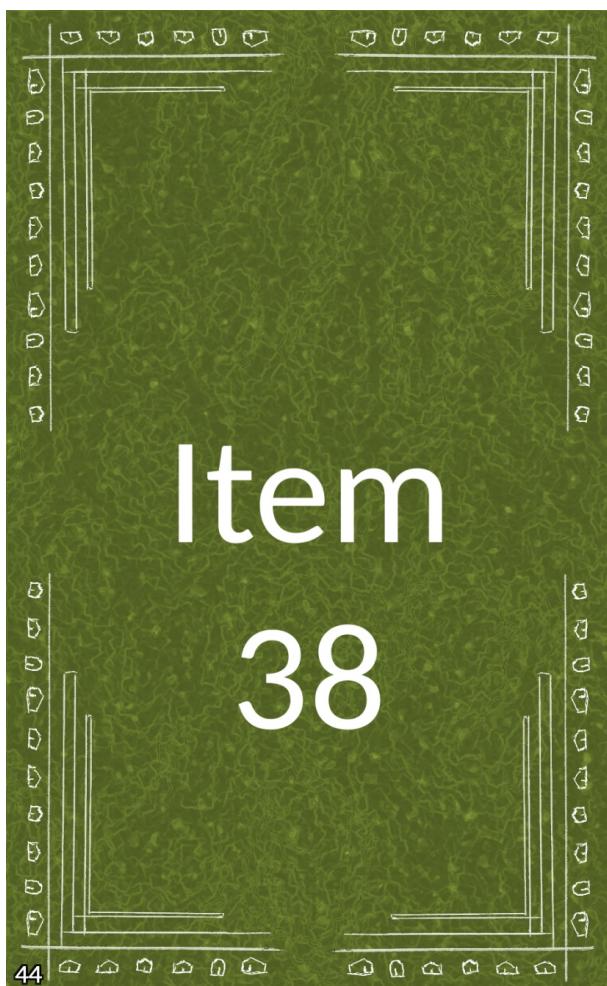




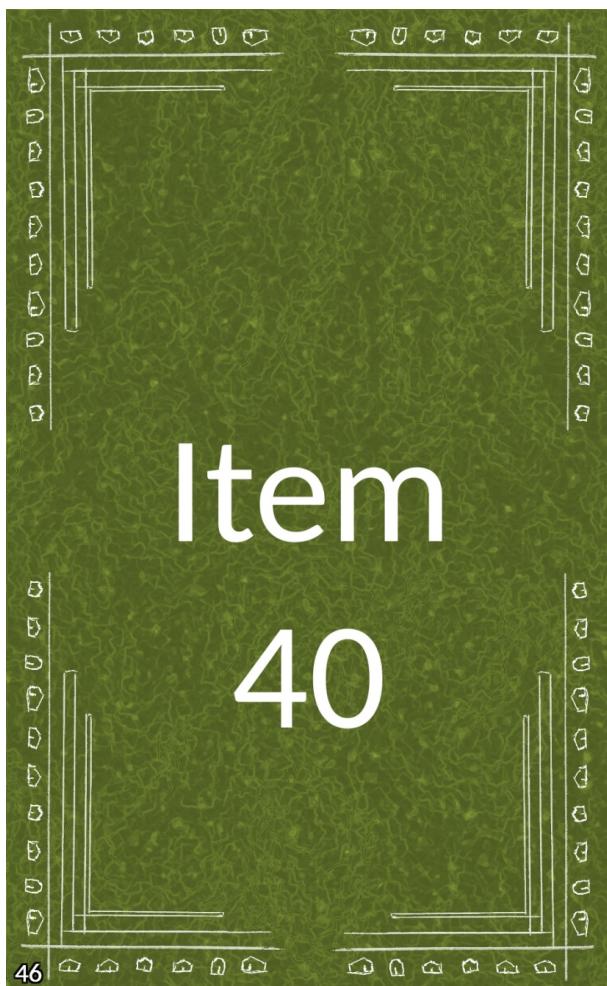
Item
37



Item
39



Item
38



Item
40



An Unfamiliar Drink

A mug of liquid with a most curious perfume. When Isabel takes a sip she immediately sits up straight and shakes her head, fighting the internal demons stirred up by the drink. After a few seconds she regains her composure, but an odd glint remains in her eye as if something has ... awoken.

- Isabel takes the token 

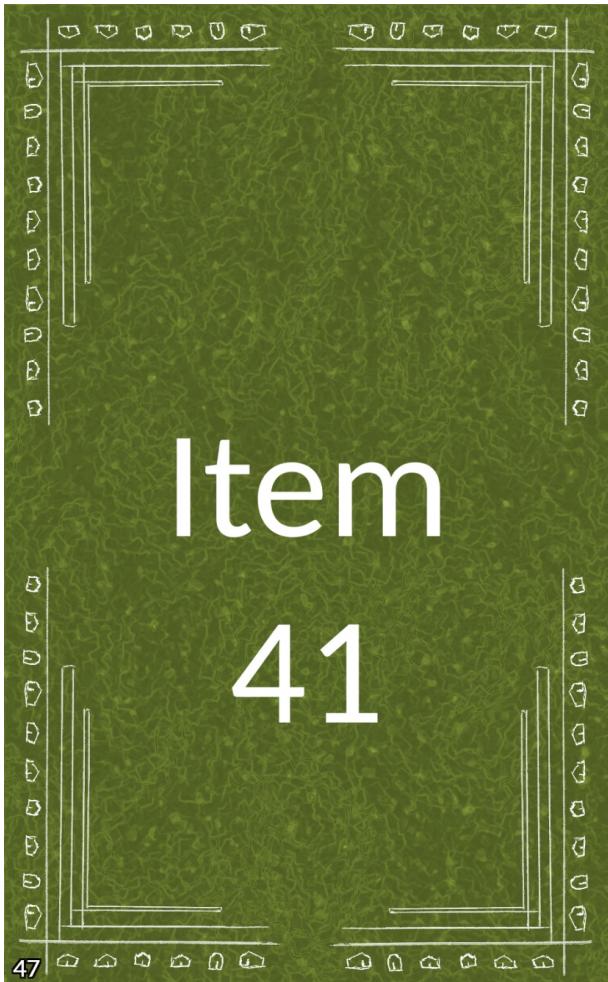
Item 40

A Child's Saint Foillan Medal

A thin chain dangles over the top of the grave. Hanging from the chain, a tiny Catholic medal. Sister María approaches, but gasps and falls to her knees as soon as she reads the name on the cross. That grave, the grave of the little child who died under her care so long ago. "Sorry... so sorry... I tried to save, tried to save ...I am....I am... nothing." She reaches out and picks up the medal, tucking it beneath her robes, a reminder of a time and decision she has tried so desperately to forget. Head bowed, she sobs quietly to herself.

- The Sister María takes the token 

Item 39



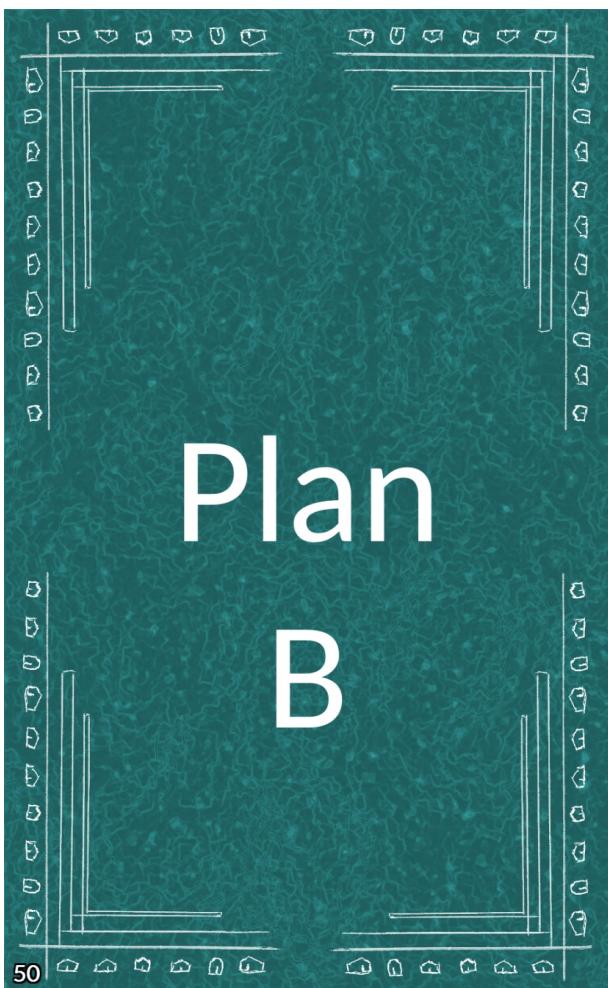
Item
41



Item
42



Plan
A



Plan
B



The housemaid says, "I believe you can help, but we can't talk here. Meet me at the Tavern." Take token .

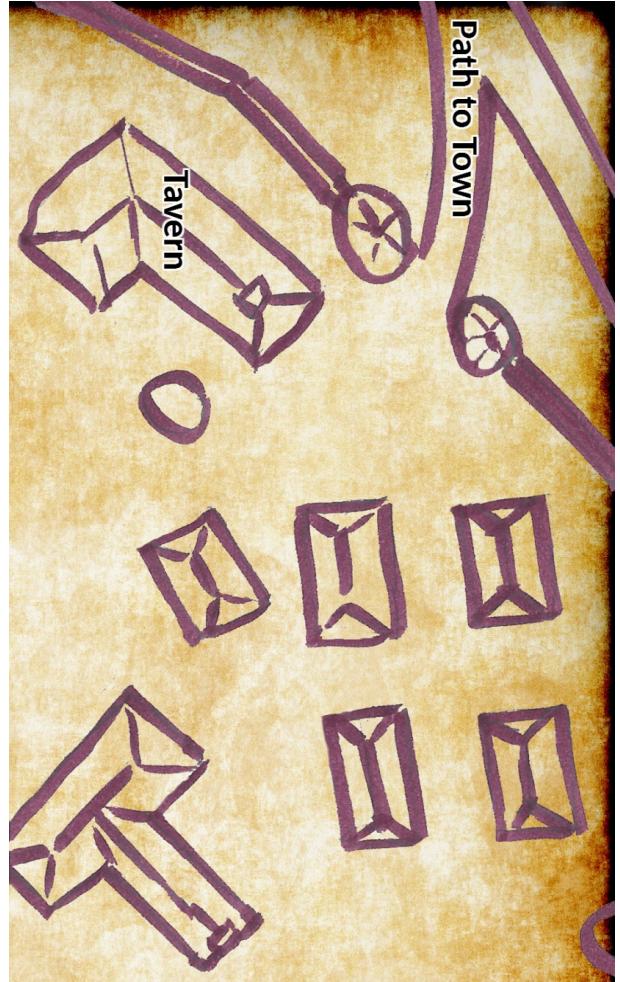
Item 42

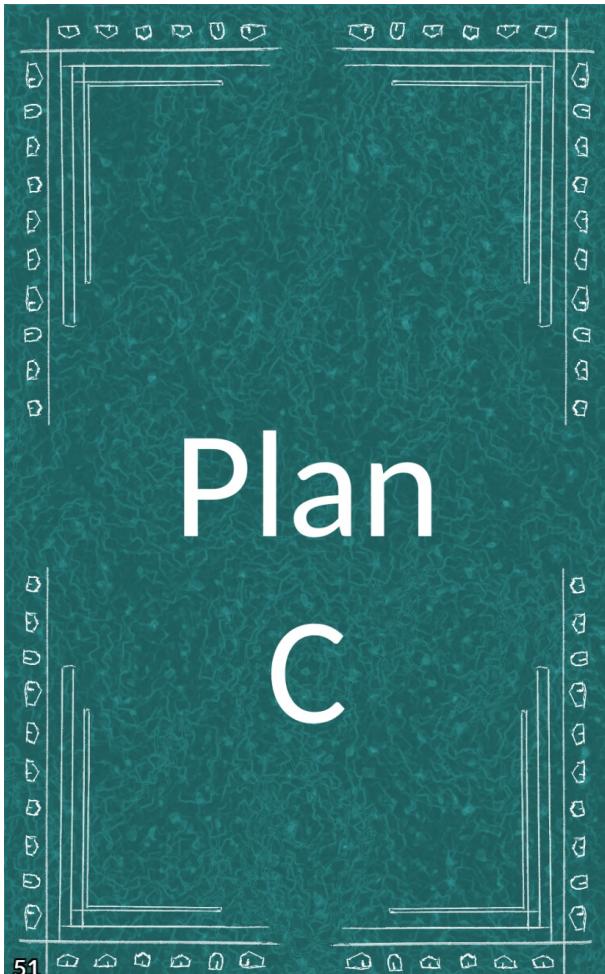
Pouch of Drugged Dust

Leaning close to the mesh, to hear the priest's response to her request for absolution, Doña Ortiz is startled by a puff of powder coming through the mesh. She pulls back to avoid the stinging particles, but it is too late, she has most definitely inhaled the plume. She pauses for a moment, listening to sounds unheard by anyone but her. She shakes her head to clear her mind before returning to the present. A forced smile graces her face.

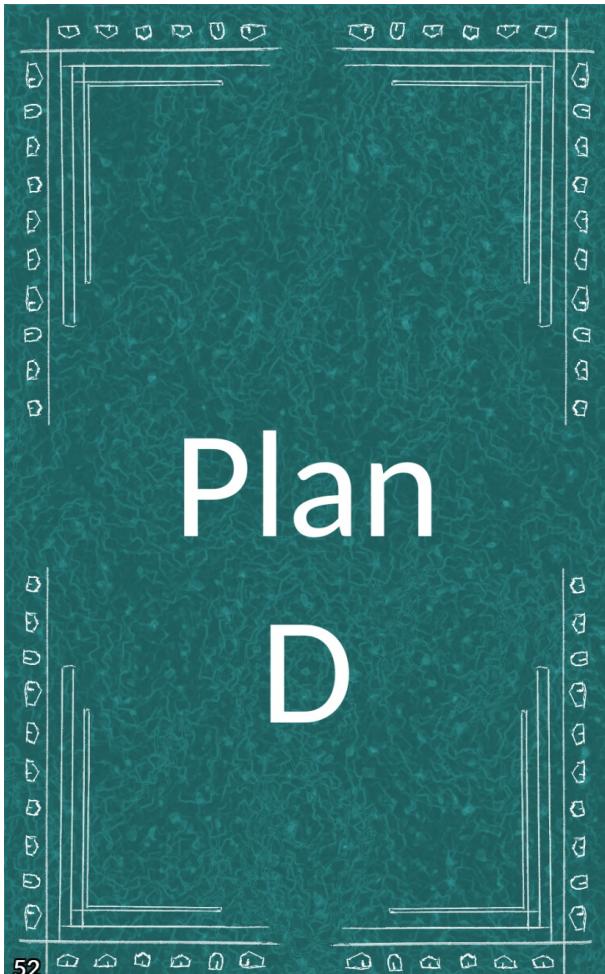
- The Doña Ortiz takes the token .

Item 41





Plan C



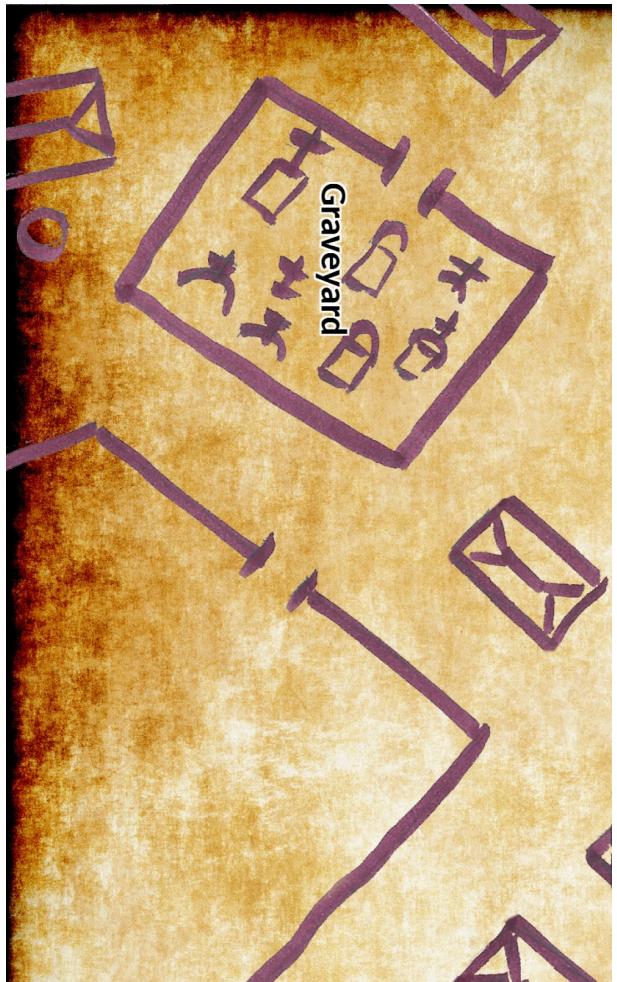
Plan D



MISSION SUCCESSFUL



MISSION SUCCESSFUL



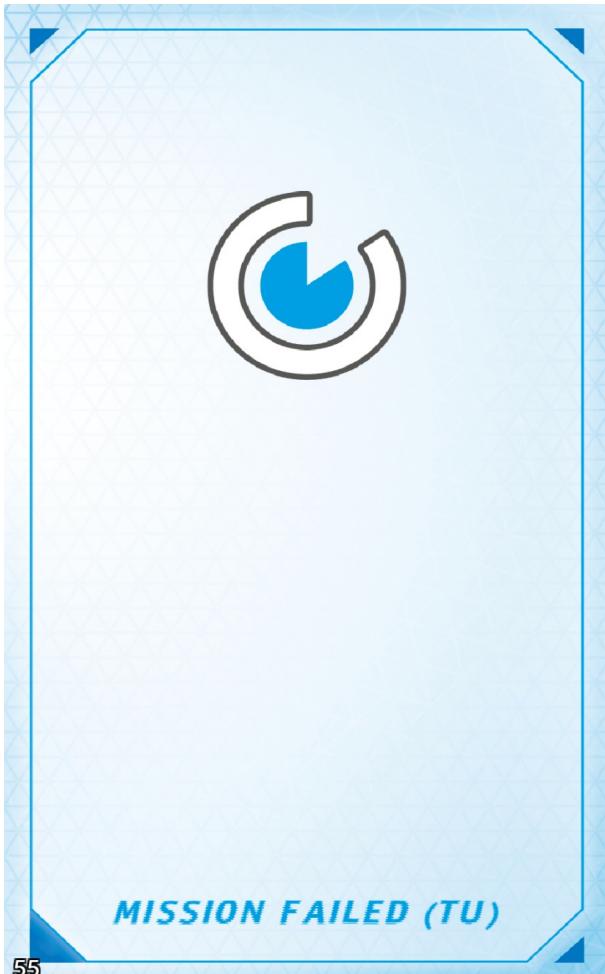
You are greeted by Bob's smiling face as you exit the caissons. News of your skillful handling of a tricky situation must have preceded you. "Congratulations, the rift is closed and Keith's plans have been thwarted. I do hope his impact on the timelines has been minimized. Please continue into the next room and Laura will debrief you. I am so pleased with your performance this time around, that I have a special treat for you in mind... What do you think of a paid vacation in some exotic place in time? I will bring it up with management! In the meantime, Laura is waiting in the next room..."

Congratulations for a job well done!

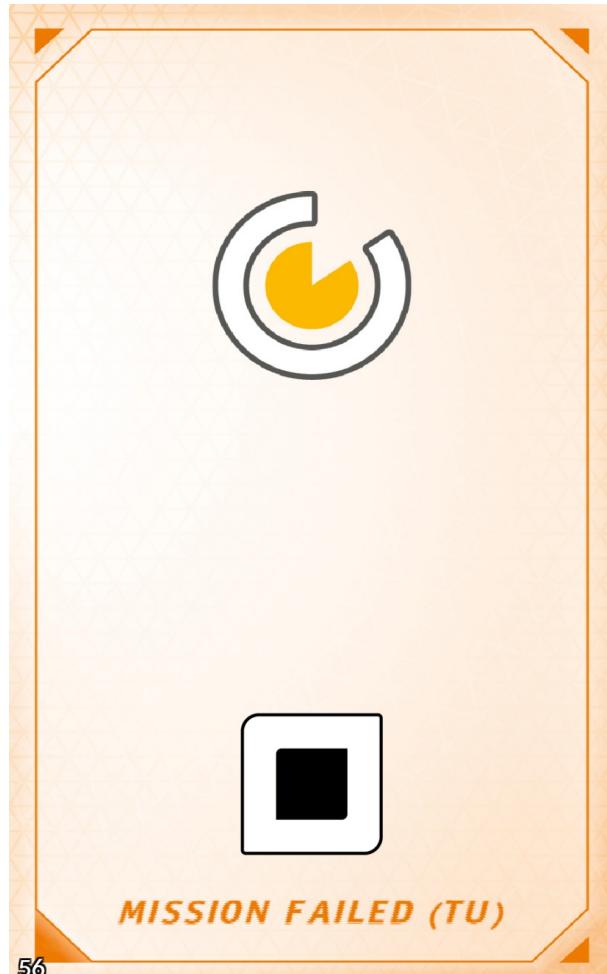


A happy but reserved Bob is waiting for you as you exit the caissons. Things seem fine, but was Bob wearing that "bishop" garb when we left? And where did that inquisition logo come from? "Welcome back, the rift has been successfully closed, Keith has been stopped and time once again flows undisturbed. To tell the truth, I struggled with the decision to send you. To have to deal with a great man like Keith, I sort of felt like Pilate. But I knew I could count on you to put things right! I'm sure we will have more tasks for you, but first let's get you out of those old outfits and into something more appropriate." He gestures to fresh uniforms in the corner, topped with glowing soul medallions...

Congratulations for a job well done! ... ?



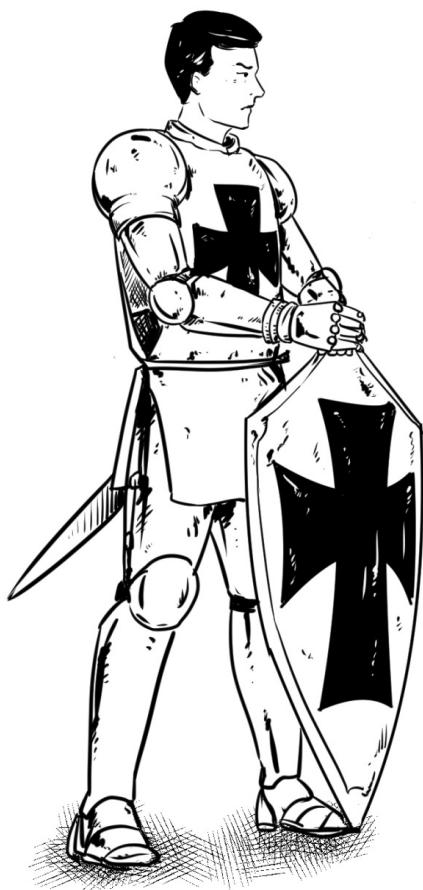
55



56



57



58



Laura greets you in a sullen voice, "Bob has been acting strangely in your absence. I think he is considering sending a new team. I fear you may be our last hope." Bob stamps into the room, anger obvious in his face, but was that a soul medallion tucked under his shirt? "There is no time to talk, you have to get back to it and immediately! Let's get it done this time and close that rift." You avoid his gaze and climb back into the caissons as Laura counts down...

Leave in place all items marked but reset the rest of the game. Return the other item cards to the deck. Reread cards E and F of the **Base** location and follow the instructions. Three more things:

- Take token .
- You may start from any location listed on the visible plan cards.
- Increase the starting to 50.



Bob is there as you climb out of the caissons. He is not smiling. "I expect the best from my agents and you are making me reconsider my recommendations", he laments. "We still have a chance to stop Keith, but the window is narrowing. Get back in there and track him down, quickly!" You respond by turning around and getting back into the caissons. The all too familiar countdown begins...

Leave in place all items marked but reset the rest of the game. Return the other item cards to the deck. Reread cards E and F of the **Base** location and follow the instructions. Two more things:

- Take token .
- You may start from any location listed on the visible plan cards.



Alonso Galán
Knight

Inventory:



Recently returned from serving the "League of Venice" in the First Italian War, Alonso helped drive the French from Italy. War weary, but still a knight in his prime, Alonso comes home to his native Spain only to encounter a countryside besieged by the Inquisition.

An experienced warrior, Alonso is a master of survival. When he has less than three health tokens left, he rolls an extra die when in combat challenges.



Francisco de Aguilar
Catholic Bishop

Inventory:



A Catholic bishop on his annual visits to the parishes in his diocese. He is looking to spread the word of God and secure funding for a new cathedral.

The bishop has the option to pray for one companion when both the bishop and the companion are in the same combat challenge. When he chooses to pray for protection, he increases the resistance of the companion by two for one time unit, but the bishop does not participate in the challenge for that round (he rolls no dice). If the protected companion takes damage, both the companion and the bishop take the same damage.



59



60



61



62



Sr. María de la Cruz

Catholic Nun

Inventory:



A longstanding nun with a questionable reputation. She has been reassigned to the local parish after an infant in her care came down with a mysterious affliction and parishioners petitioned to have her moved. She has been given a second chance and is looking to re-establish herself as a solid woman of faith and dedication to the Church.

The sister can call on her faith to re-roll a die during a challenge. Re-rolling a die consumes one blessing token. Only one blessing can be used per TU. If she goes to confession, her blessing count will be reset to two.

Gaspar el Rojo

Stone Mason

Inventory:



Gaspar's skin is heavily tanned, like leather, from working in the sun. His hands, callused from years of hard work, remain nimble and strong. Something about him makes you feel he has a secret.... A skilled tradesman and "road scholar", Gaspar is on his way to start work on a new home for a local businessman.

Gaspar gains one extra glibness in challenges involving females.



Isabel de Luján

Woman of the Streets

Inventory:



Young, full of life but of lower upbringing, Isabel weaves a web of intrigue wherever she goes. Leveraging her quick wit, exceptional gifts of perception and beauty, she has made her way by crafting barely legal, astucious plans. Always one step ahead of the authorities, she is presently on the run from one such plan that has gone astray.

Isabel gains one extra glibness in challenges involving males.



Doña Mencía Ortiz

Noble Woman

Inventory:



The Doña is a Noble woman of a neighboring state. She is traveling to visit her sister Beatriz at her villa just outside of town. Middle-aged, savvy and witness to many a political power play she draws her strength from cunning and inner resolve.

The lady starts with two healing poultices that can be applied to any companions that are in the same location card as she is. Each potion restores one health token.

ICON REFERENCE

Skills



Agility



Glibness



Combat

Tokens



Blessing



Healing
Poultice



Bullet



Soul

Miscellaneous



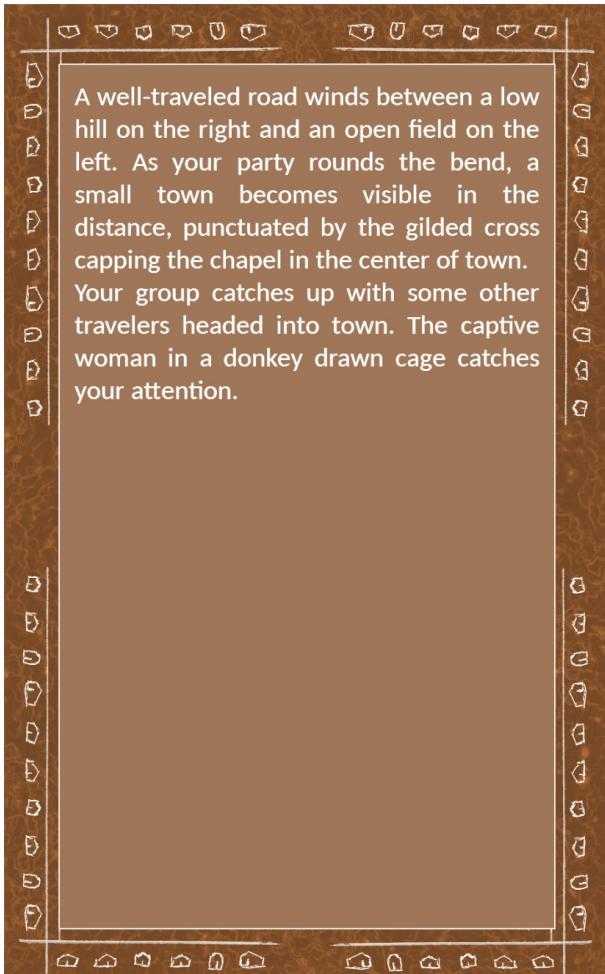
It is impossible to leave this card until the test has been completed. Character special abilities may allow them to escape locked tests.



If this symbol is present and the party has the required colored unlock token. The pictured party member must go to this card when entering this location. The card should be revealed to all party members.

63





A well-traveled road winds between a low hill on the right and an open field on the left. As your party rounds the bend, a small town becomes visible in the distance, punctuated by the gilded cross capping the chapel in the center of town. Your group catches up with some other travelers headed into town. The captive woman in a donkey drawn cage catches your attention.

ICON REFERENCE

Equipment:

	Blessings can be used by the holding agent on any agent on the same card during any challenge. Spending a blessing allows one to re-roll one challenge die.
	Healing poultices can be used at any time by the holding agent on any agent on the same card. Each token recovers one lost health .
	A soul, the incorporeal essence of a living being. These are very powerful and very scarce resources. How they might be used...
	Ammunition for a weapon of some sort. Every time the weapon is used, one of these tokens must be spent.

The peasant pulls you out of earshot of the cart party. "My name is Diego Rodríguez and I need your help. My sister Catalina was working in the local tavern when the Inquisition came into town. After a few minutes of questioning they took her in a cart like this one to the town up ahead and we have not heard from her in a week. In fact I think she wanted to go with them! I have heard stories about what they do with these girls and I fear for her life. Here is a picture of Catalina. If you find any information about her, please let me know. I plan to visit the tavern in town. Drink makes for loose lips they say."

- Take Item 2

A young woman wearing a silver cross necklace is locked in the cage. When you look into her eyes she seems... distant... not fully aware of your presence. You ask her name and she responds in slow, slurred speech, "I seem to be called ... 'Juana'". When quizzed about her predicament, she only gestures to the tall man and smiles.



67

Path to Town - D



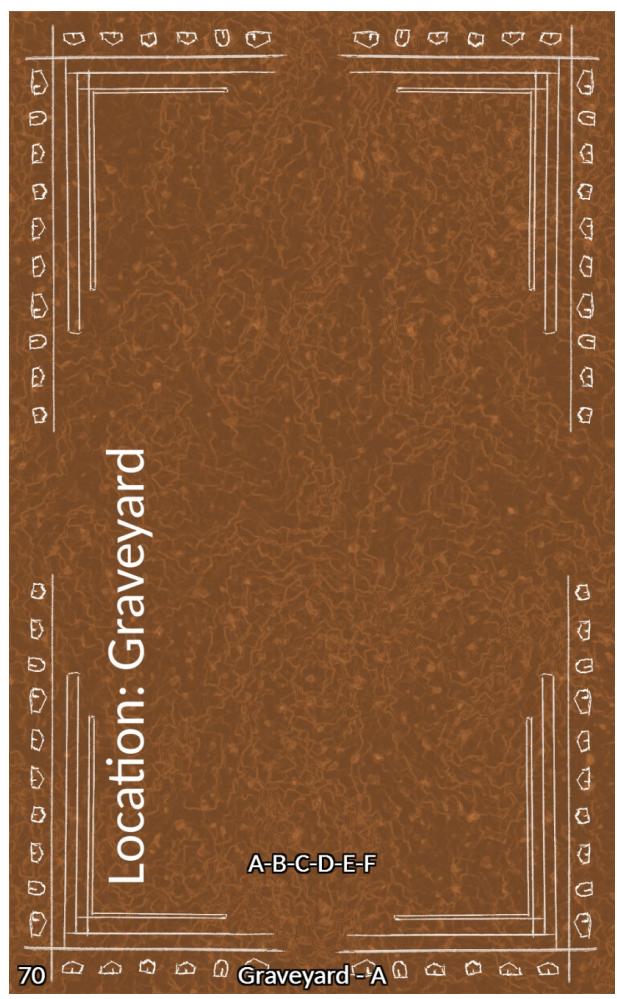
68

Path to Town - E



69

Path to Town - F



70

Graveyard - A

Location: Graveyard

A-B-C-D-E-F

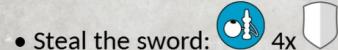


The tall man hears you approach and addresses you without turning around. "You are coming to this village in dark times, my friend. The forces of evil seem to be particularly strong in this area. But do not worry: His Holiness the Pope prays for us every day, and is sending here his most trusted men to bring these poor lost souls back onto the path of righteousness, saving them from eternal damnation. Women are particularly weak and attract the forces of evil, so we must help them the most. We have to stay strong and have faith: the fight will be long and fierce, but the forces of Heaven will prevail. *Mala tempora currunt, sed peiora parantur.*"

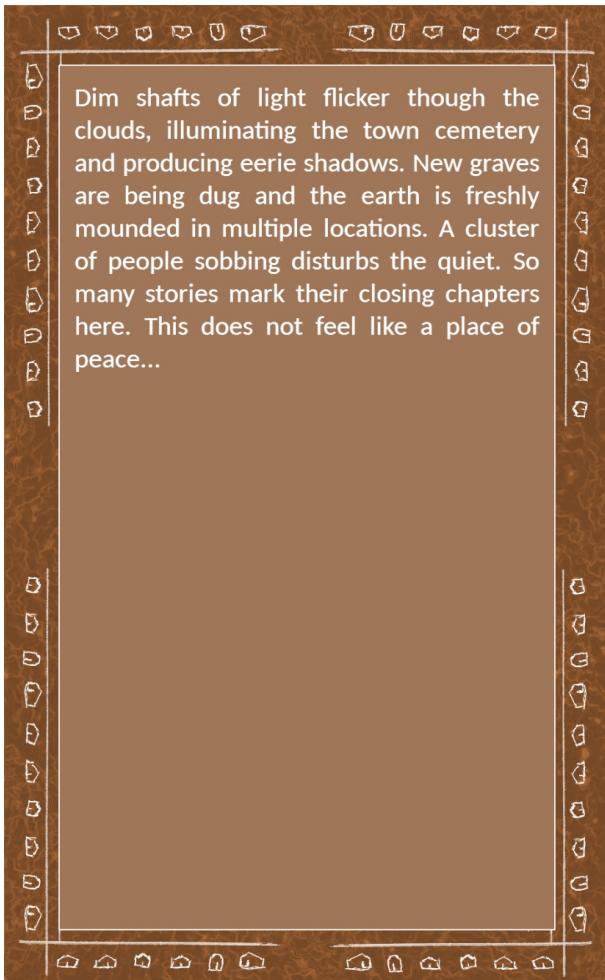


The acolyte warns you not to speak with the prisoner. "One cannot trust those in league with the unnamed one. They have ways of turning your mind and clouding your judgement. But we will take care of them, we will save them... all!". He begins singing a hymn and ignores you further.

- If you have **Item 4** you may try to steal his sword, replacing it with the item.

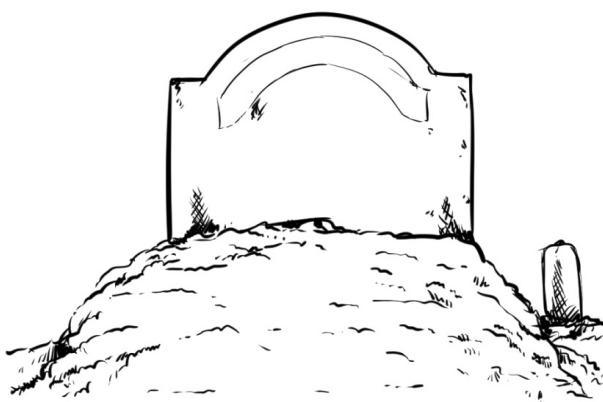
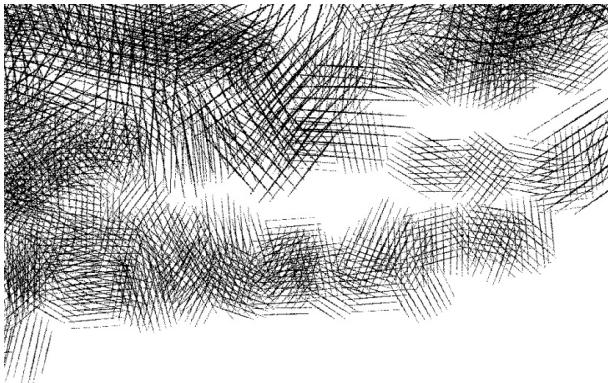


On success take **Item 5**, lose **Item 4**.



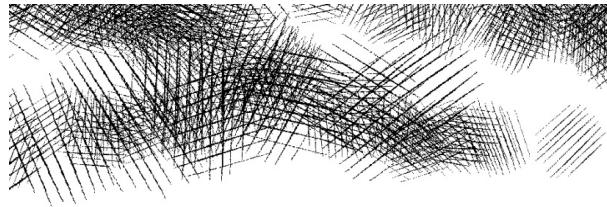
You step into a stand of small saplings and break off a short wooden stick.

- Take **Item 4**



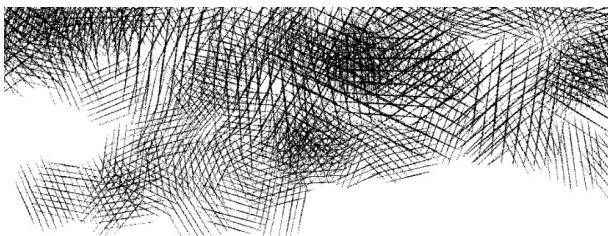
71

Graveyard - B



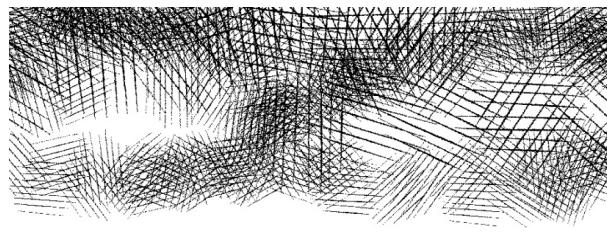
72

Graveyard - C



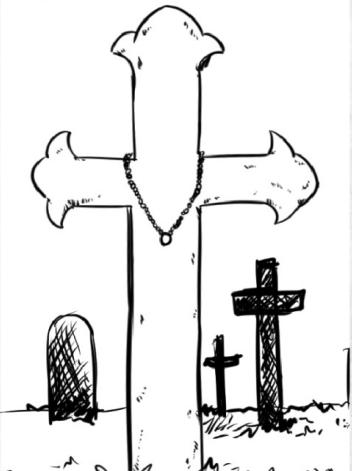
73

Graveyard - D



74

Graveyard - E



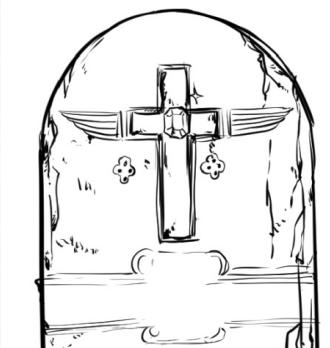
A simple cross marks a tiny, child's grave.
"Here lies our beloved son, called to our Father long before his time"

- If Sister María visits the grave, she takes **Item 39**.



"Martin, a soul displaced in time. May he find his peace in death."

- If you have **Item 1** you sift through the soil and make a most curious discovery. Take **Item 23**.



The tombstone reads "*Here lies Maria Felicia: mother, wife, purified witch. May the Heavens forgive her*". There seems to be a glass shard embedded as decoration in the face of the tombstone.

- If you choose to examine the decoration further, take **Item 29**.

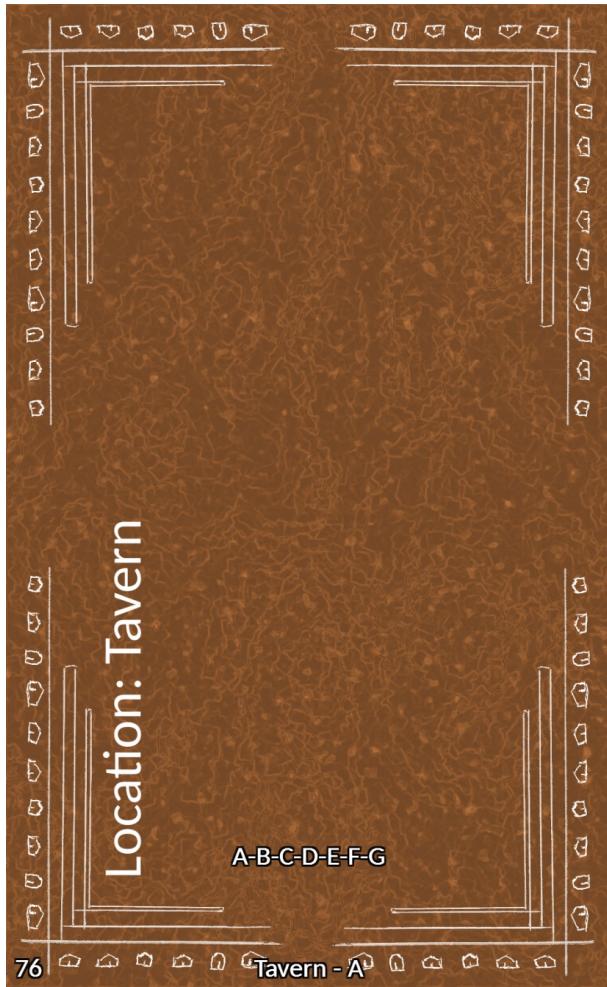


A group of women has their backs turned to you. They are looking at a fresh grave. You get close enough to the group to hear their cries between sobs "... why ... how! she never did ... witch ... impossible! ... and the fire... her poor soul ... into ...sphere. ...pray for her...". You leave without interrupting their mourning.



75

Graveyard - F



76

Tavern - A



Tavern - B



78

Tavern - C



A man sits on a stone, resting from digging, a shovel at his feet. "Hello visitors, I am Gonzalo the groundkeeper. Looking for a grave in particular? Please excuse the current conditions of the cemetery, we have been busier than usual lately. Indeed my siesta is over, I need to continue digging new graves. Please let me know if you need anything."

- You may try to obtain his shovel. This can be done by either:
 - Talking him out of it: 2x 2x
 - Stealing it from him: 2x 2x
 On success take Item 1.



Three men seated around a table make eye contact and shake their heads. The visibly drunk men appear to be in a fighting mood. The nearest one sneers and spits out an angry "What did you say about my mother?"

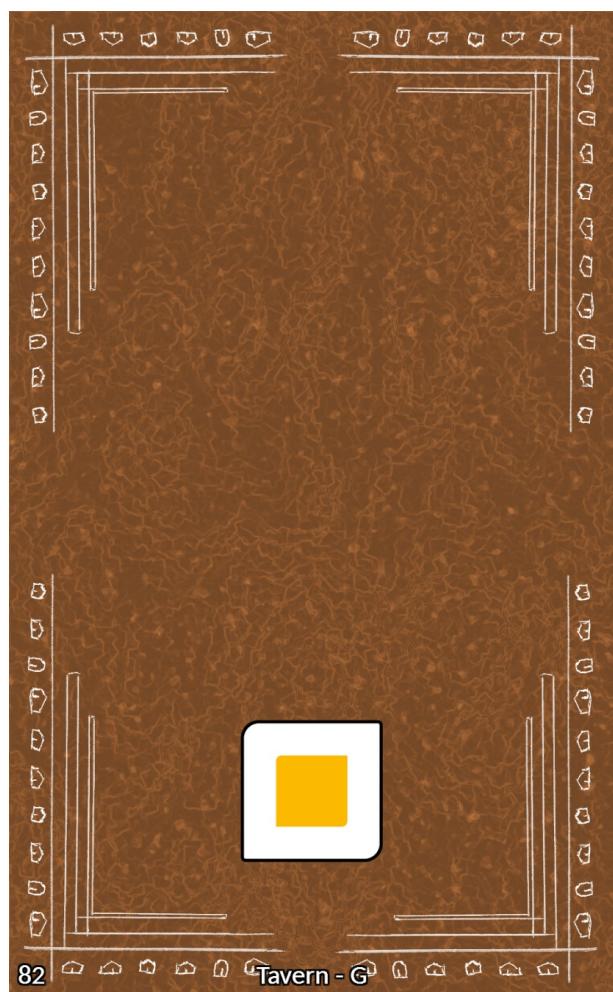
- A fight ensues:
 - They attack: 1x 3x

On success ... you walk away from three downed fools.



The common bar is here with a barkeep keeping watch over those entering his establishment. "Welcome weary travelers! What brings you into our arms today?"

- If Gaspar visits the bar, he takes Item 7.





A slightly intoxicated man sits at a table alone with a large pouch. When you come close, he looks at you with a puzzled look on his face while grasping his bottle.

- If Bishop Aguilar is on this card he takes **Item 8**.



You take a seat at an empty table in the back of the tavern and begin to drink off the day's struggles. Two acolytes trundle into the tavern, going from table to table, interrupting conversations with troubling, pointed questions. They approach your table. "Strangers, this is a holy town, take care to mind your vices here. You look like trouble to us and we have ways of dealing with trouble!"

- Two ways to resolve this situation:
 - Placate them: 2x
 - And leave in peace, or
 - Confront them: 1x 2x 1x
 - On success take **Item 12**.

The chapel housemaid makes eye contact and discretely gestures for you to join her. "I must warn you: be wary of the clergy in this town. They say beautiful things about freeing women from their dark sides, but are quick to summary judgment and punishment. I would not be so sure about their intentions either. They have exotic objects that they hide from everyone's sight. God forgive me, I suspect they use black magic themselves. I stole this from their study. It seemed very important, perhaps you can investigate this matter further?"

- She hands you **Item 28**.

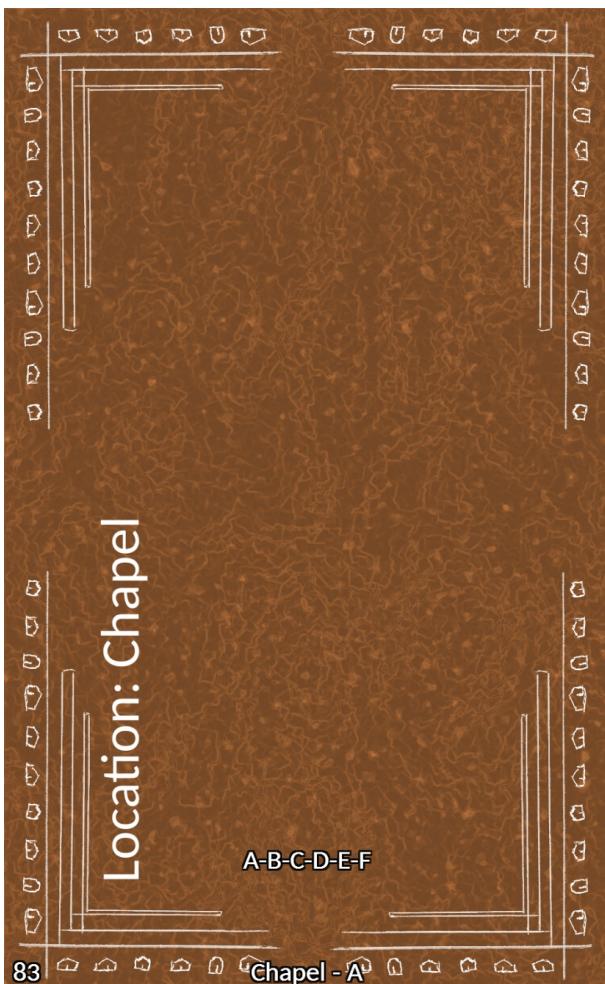


You take a seat across from a hooded, quiet man with strange tattoos on his face. He does not seem to want to talk, but does not seem to mind you sitting with him. Who might be able to coerce him into divulging his secrets?

- If Isabel is on this card the man might be convinced to speak. Only Isabel can do the challenge, alone:

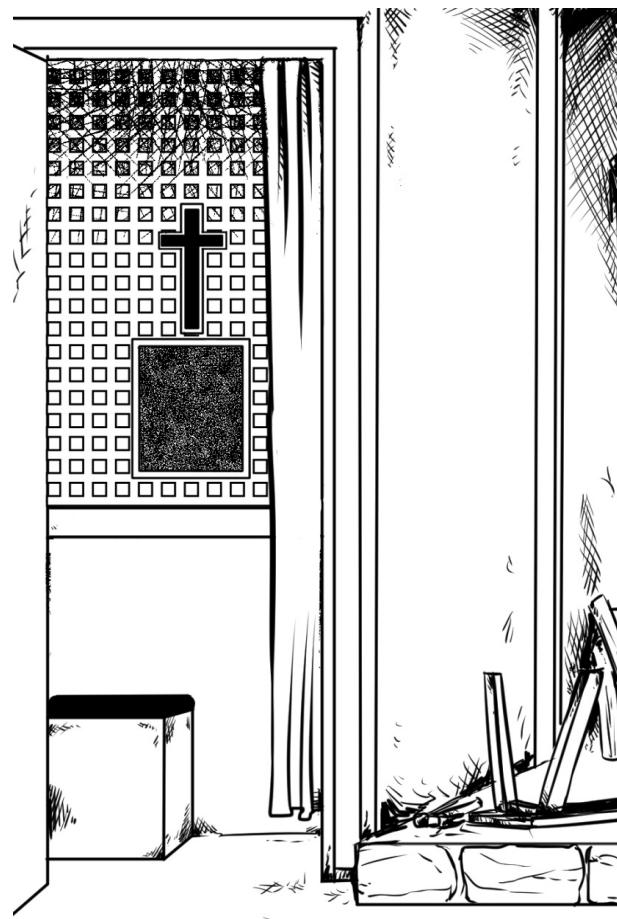


On success, Isabel takes **Item 40**.



83

Chapel - A



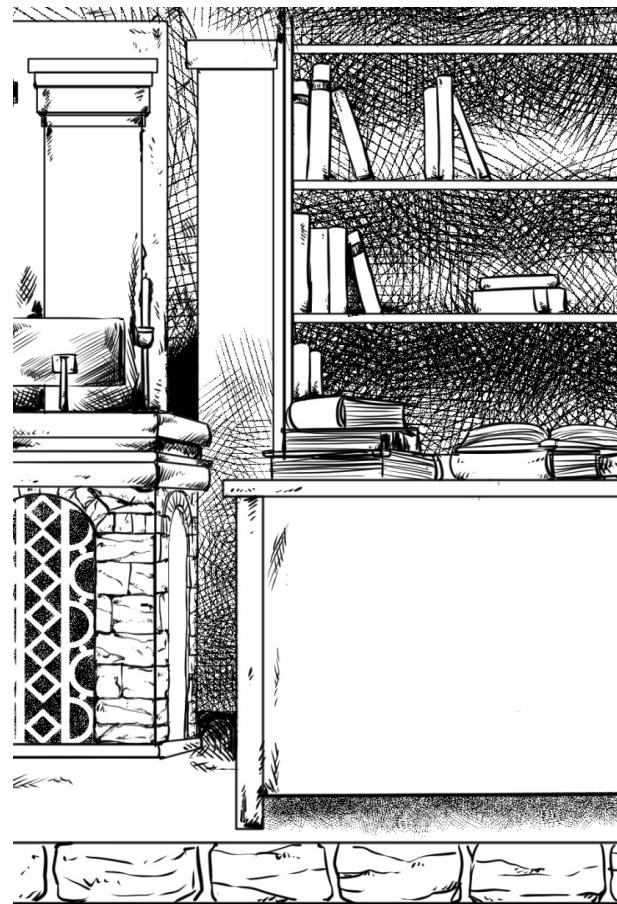
84

Chapel - B



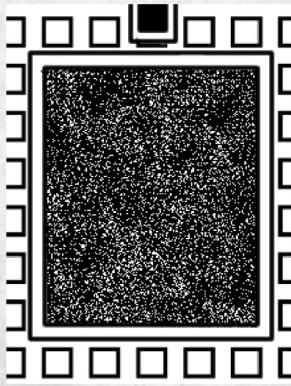
85

Chapel - C



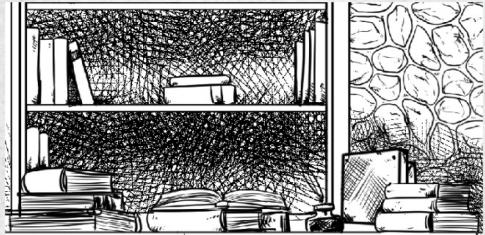
86

Chapel - D



You enter the confessional, a claustrophobic box with a small grille on one of the walls. You close the door behind you and face the grille.

- You may confess: "*Bless me, Father, for I have sinned...*" or leave the confessional.
- If Doña Ortiz confesses, she takes item **Item 41**
- If Sister María confesses, she may refill her blessings tokens  to 2.
- If other characters confess, their sins are forgiven.



A few stacks of books sit on a table with a sparsely populated bookcase in the background. This "library" has most obviously been heavily used and is very rare for a small village chapel. Some of the books are in English and do not appear to be handwritten. Many of the books are of non-ecclesiastical content. They include works on astronomy by Ibn Zarqala and surgery by Albucasis mixed with works on alchemy and celestial formations.

- You leaf through the book open on the desk. Take **Item 11**.

You enter an austere stone building. The interior shares the same aged look as the exterior. Scarred stone walls enclose the space. At the entrance is a confessional booth, door open, inviting confessors. In the center is a small altar with unfinished wooden benches in front. Behind a partition, book stacks are visible and a most curious door.

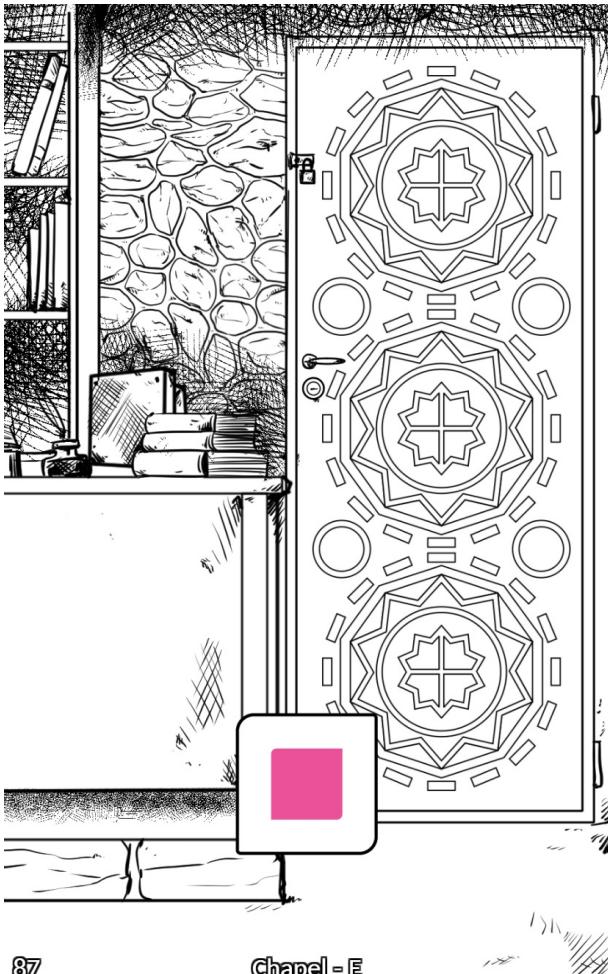


A housemaid is cleaning altar fixtures and looks nervously toward your group "You are not from here are you?" she asks in a hushed voice. You mention that you have followed the cart into town and ask if that is a common sight here. "You must be very careful around the clergy here...", the maid remarks.

- You may engage the young woman in conversation:

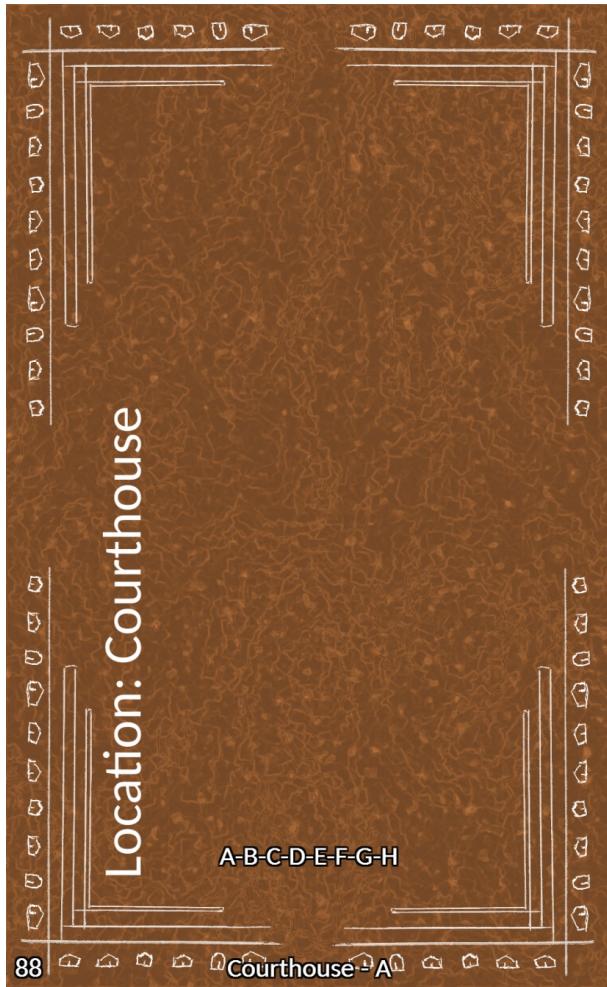


On success, take **Item 42**.



87

Chapel - E



88

Courthouse - A



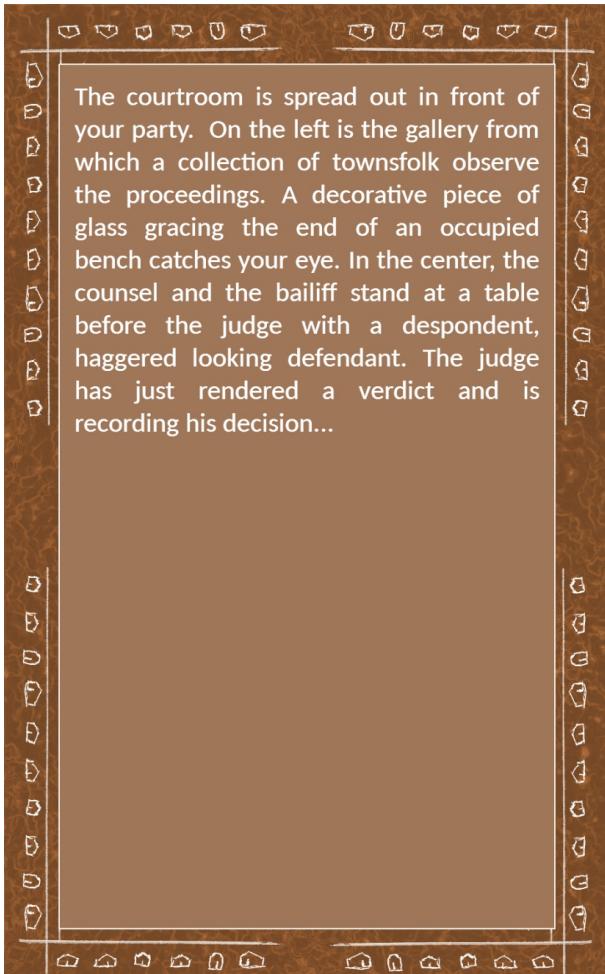
89

Courthouse - B

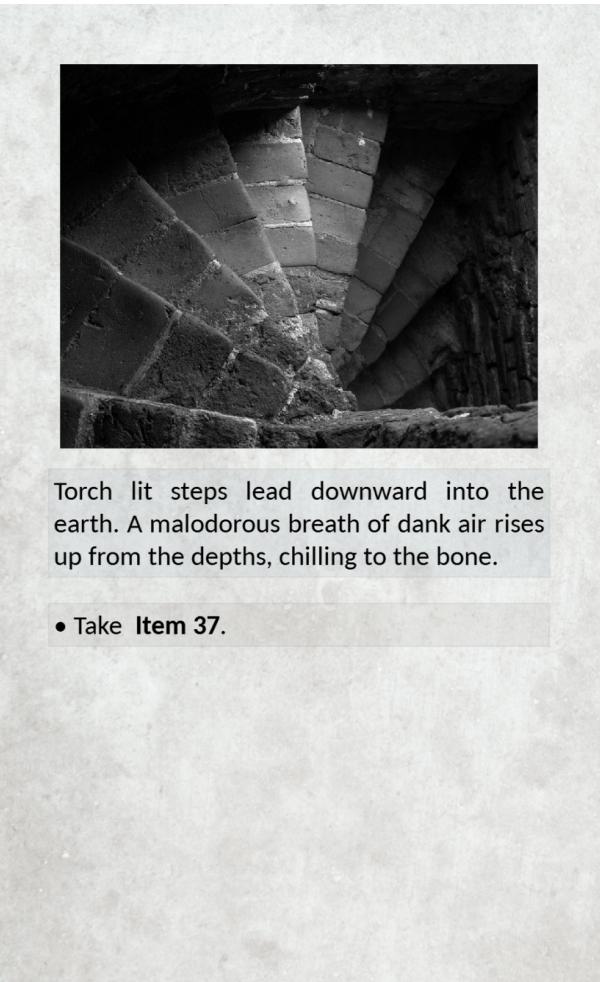


90

Courthouse - C



The courtroom is spread out in front of your party. On the left is the gallery from which a collection of townsfolk observe the proceedings. A decorative piece of glass gracing the end of an occupied bench catches your eye. In the center, the counsel and the bailliff stand at a table before the judge with a despondent, haggard looking defendant. The judge has just rendered a verdict and is recording his decision...



Torch lit steps lead downward into the earth. A malodorous breath of dank air rises up from the depths, chilling to the bone.

- Take Item 37.



A female defendant sits with her counsel in front of the judge. The defendant quietly sobs, "But they took my sister... I'm telling the truth! They drugged her and took her from us!" The prosecutor whispers, "be quiet child! You must have been dreaming. Tell them you were just confused... for your own sake!"

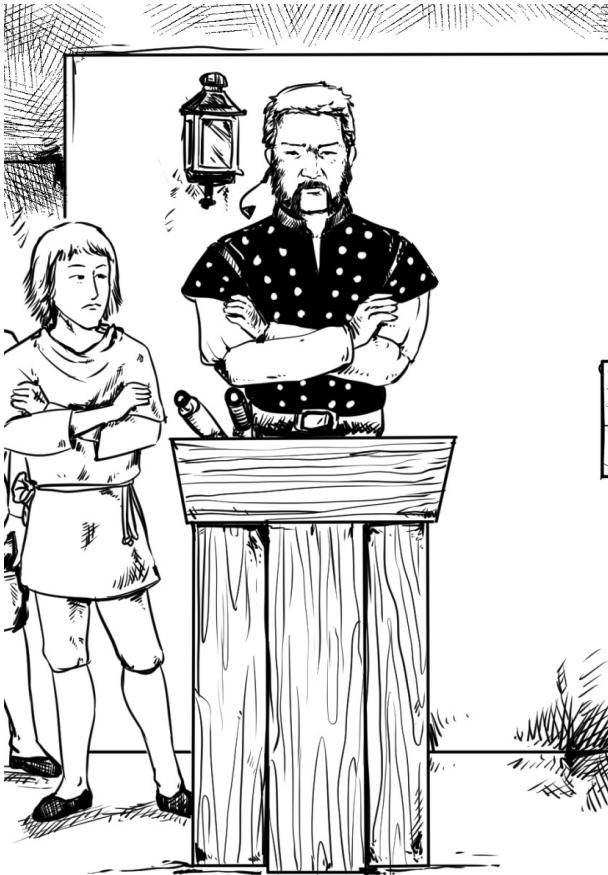
- The defendant turns to you and hands you a little package, "They dropped this piece of witchcraft when they took her. Please, find my sister!" Take Item 14.



The gallery consists of occupied, decorative wooden benches. There is an odd-looking piece of stained glass attached to the end of a bench, "guarded" by a stern looking woman. If you want the glass...

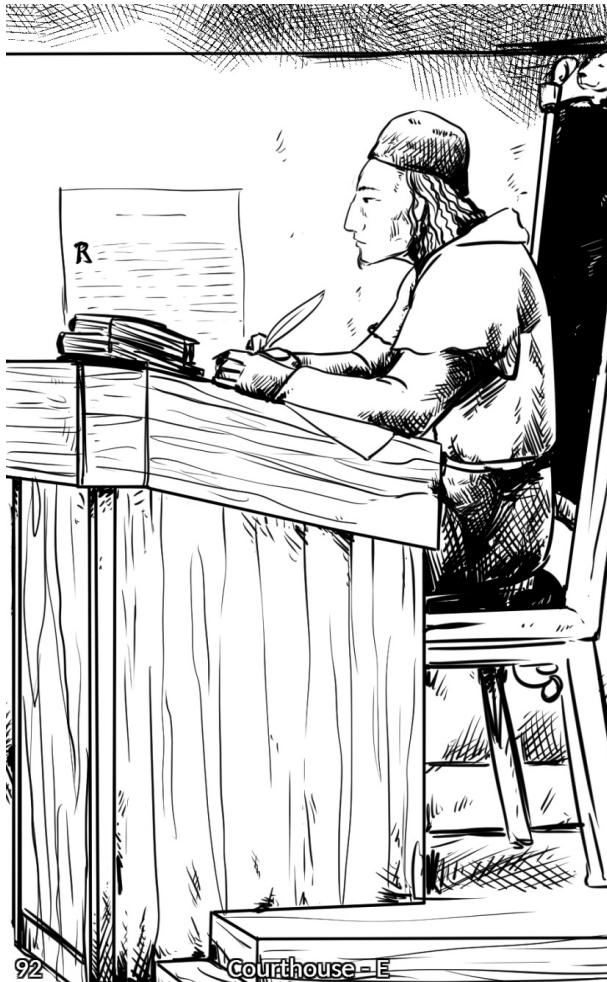
- There are two ways to obtain the stained glass.

- Pilfer it:  4x , or
 - Convince the woman you need to remove it for "cleaning":  4x .
- On success, take Item 31.



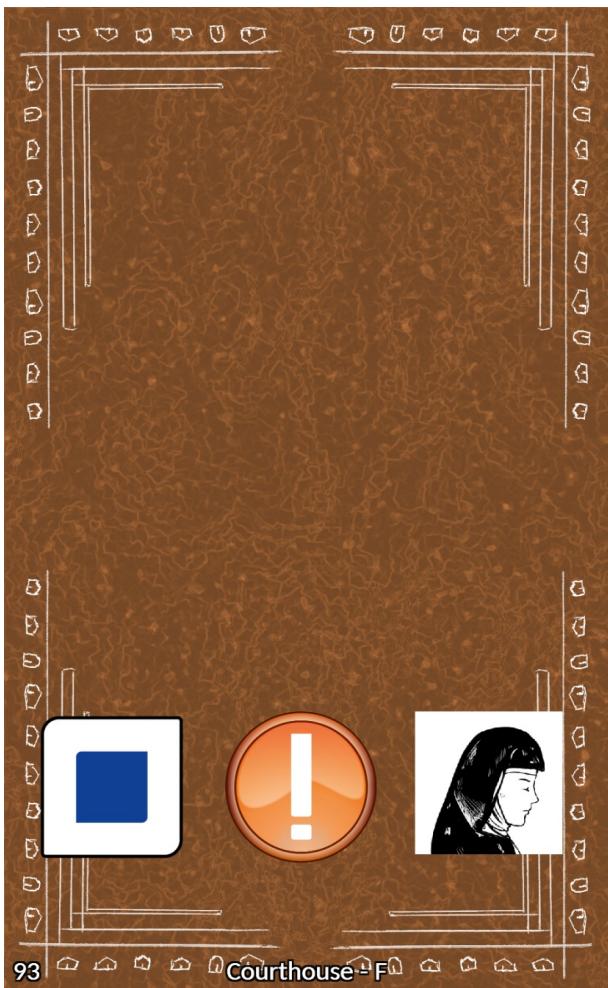
91

Courthouse - D



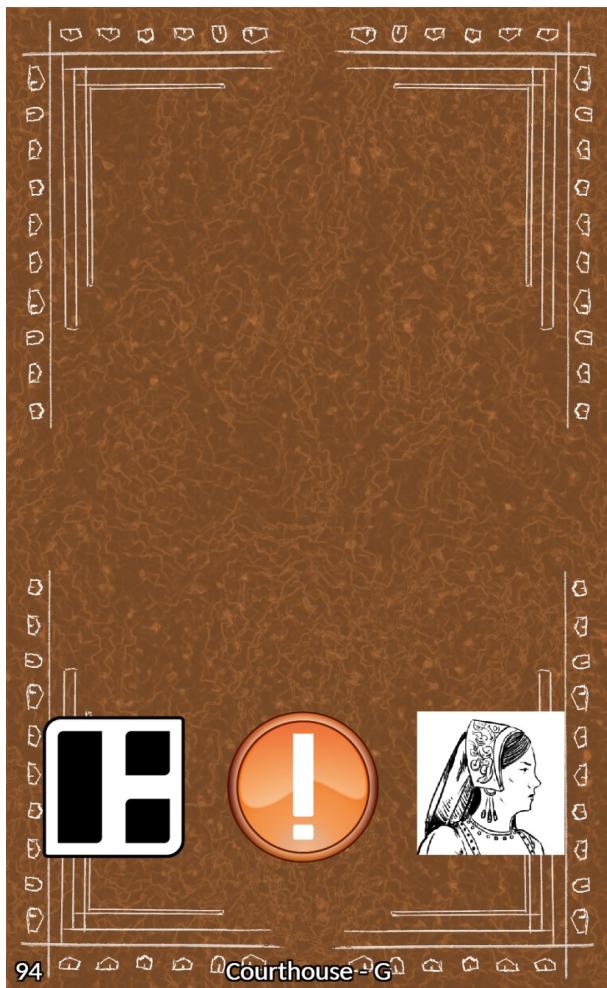
92

Courthouse - E



93

Courthouse - F



94

Courthouse - G



A Saint Inquisitor is sitting on a high chair behind a desk full of books and sheets of papers. As you approach the judge's bench: "I find the defendant guilty. We will not tolerate the spread of seditious lies about the Inquisition." growls the magistrate. "Perhaps a session with the interrogators will help you see the error of your ways. Yes, that should prove very effective. Veritas fidelis defendit!" The defendant covers her face in horror. The judge is busy writing on a piece of paper and pays little attention to you as you approach.

- You may try to steal his notes



On success, take **Item 35**.



A menacing bailiff stands, arms crossed, behind a podium rising like a tombstone between you and the bailiff. "Stand back" warns the bailiff as you approach the podium "Unless you want to become a defendant!" An appropriate epitaph for folk who fail to heed his warning? A scroll on the podium catches your eye.

- If you try to take the scroll the bailiff will confront you: "Miscreant!"



On success, take the scroll, **Item 13**, and what the bailiff was reaching for, **Item 16**.



The judge turns slowly to the Doña Ortiz and utters the bone chilling words: "Witch, how dare you defile my courtroom with your presence! Your ill-begotten status will not save you this time. Look around you, there are no nobles here to help you today! I find you guilty and sentence you to a session with the interrogators."

- The Doña cannot leave this card and when the group chooses to leave the **Courthouse** location, they must next go to the **Dungeon** location. Take **Item 36** and the Doña takes

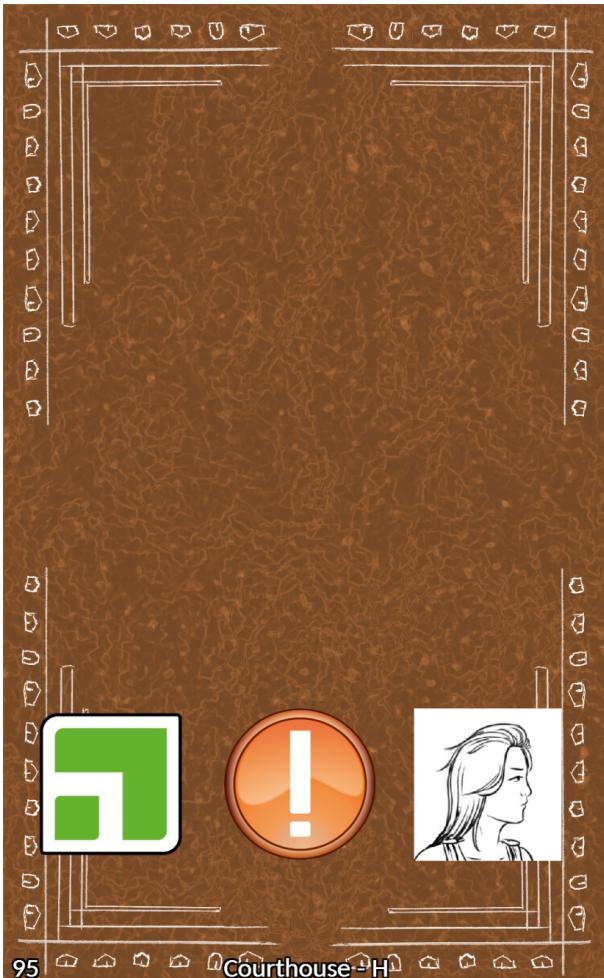
the token



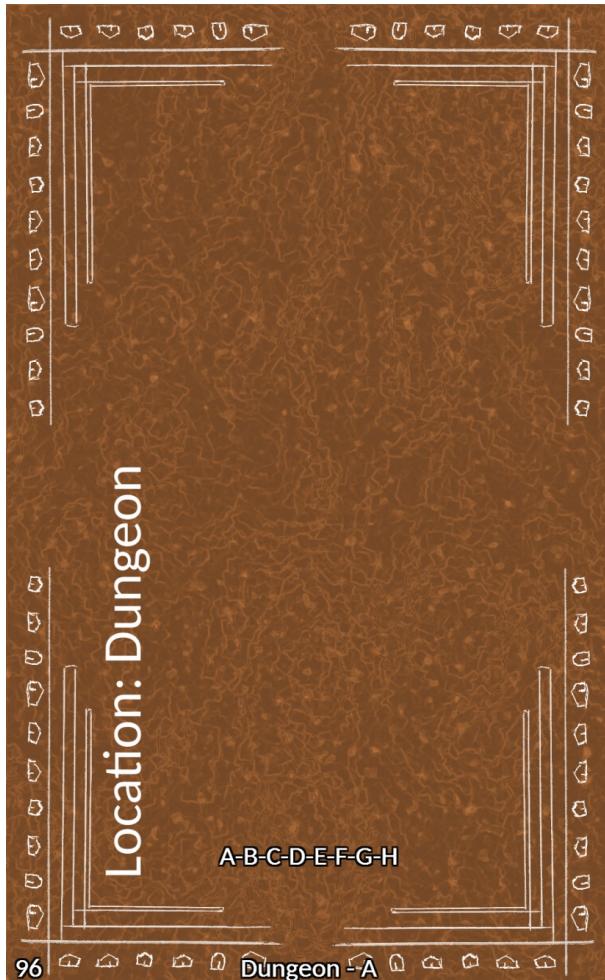
The judge turns slowly to the Sister and utters the bone chilling words: "Witch, how dare you defile my courtroom with your presence! Your actions were of the highest intended good, but the dark ways are never the solution. I find you guilty and sentence you to a session with the interrogators. May God have mercy."

- The Sister cannot leave this card and when the group chooses to leave the **Courthouse** location, they must next go to the **Dungeon** location. Take **Item 36** and the Sister takes

the token



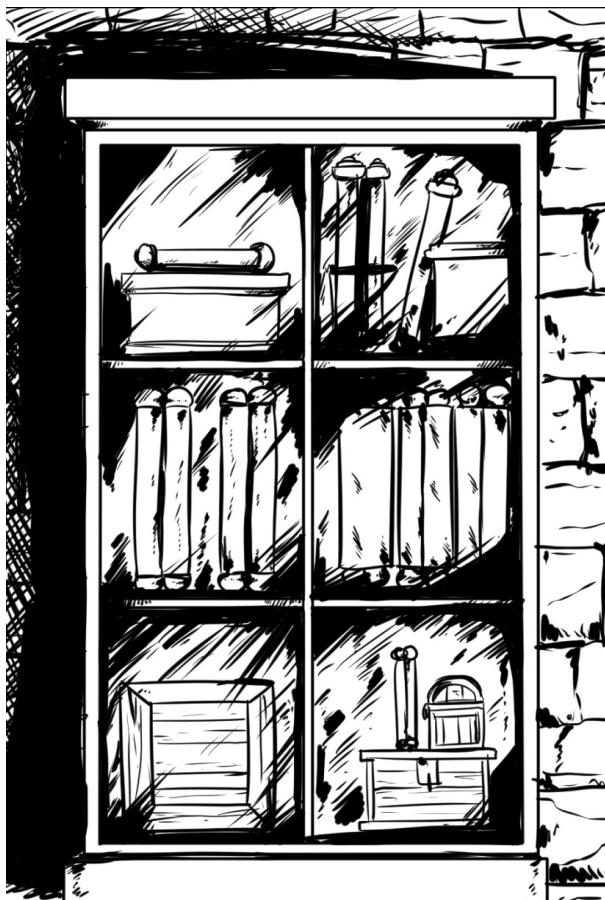
95 Courthouse - H



96 Dungeon - A

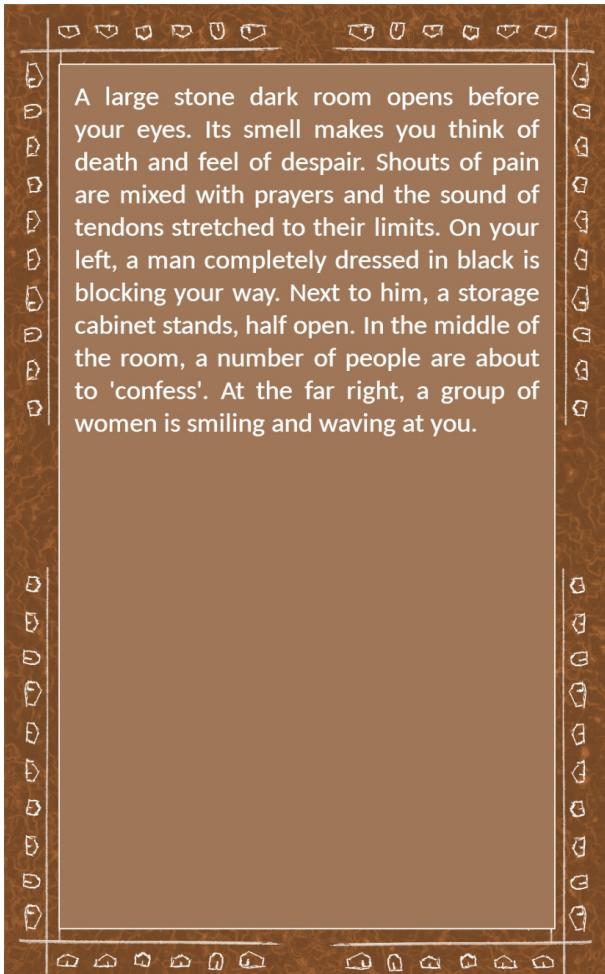


Dungeon - B



98

Dungeon - C



The judge turns slowly to Isabel and utters the bone chilling words: "Witch, how dare you defile my courtroom with your presence! You've tricked and beguiled your way out of many such situations in the past, but not this one. I will spare these God-fearing folks from your temptations. I find you guilty and sentence you to a session with the interrogators."

- Isabel cannot leave this card and when the group chooses to leave the **Courthouse** location, they must next go to the **Dungeon** location. Take **Item 36** and Isabel takes the token.

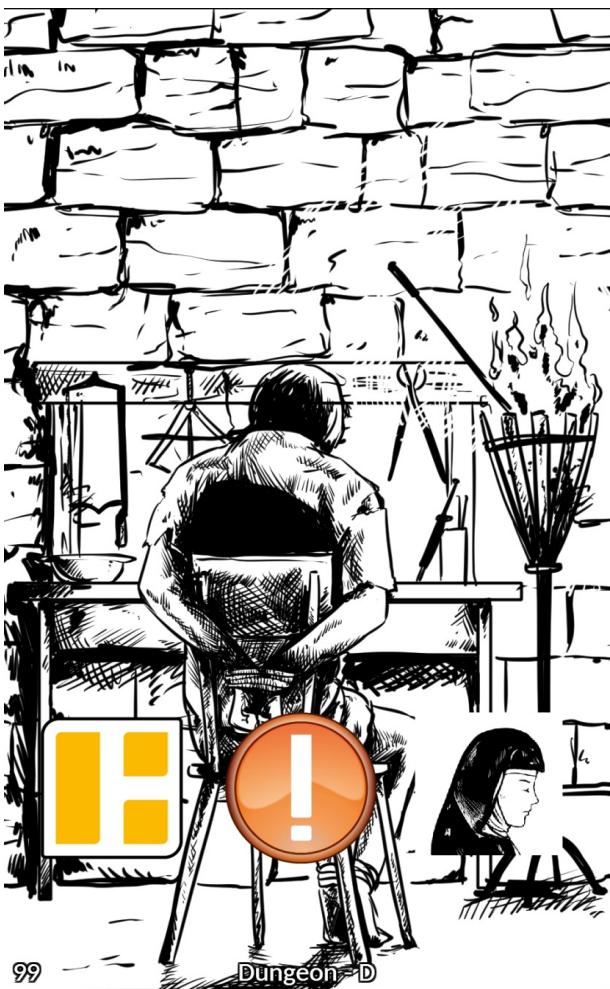
A cupboard with glass windows. The cupboard is locked, but an odd box and a scroll are visible through the glass.

- To open the cupboard, you must complete the challenge:

3x

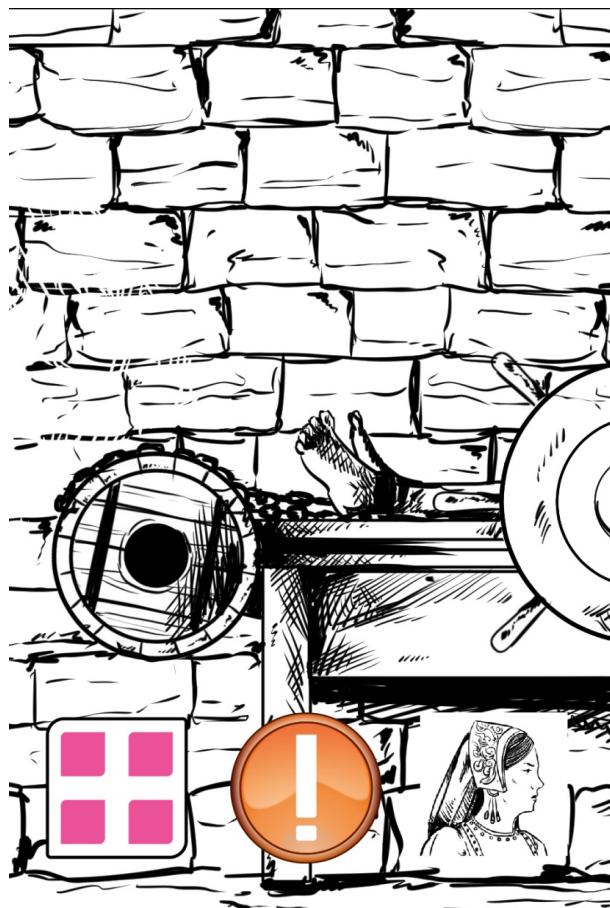
On success, take **Item 10**.

"We do not usually allow visitors in the inquisitor chambers, but you seem a tight group. Maybe your presence can help these women confess faster. Do not touch anything! There are plenty of objects filled with dark magic in this room. With the help of God, this will all be over soon."



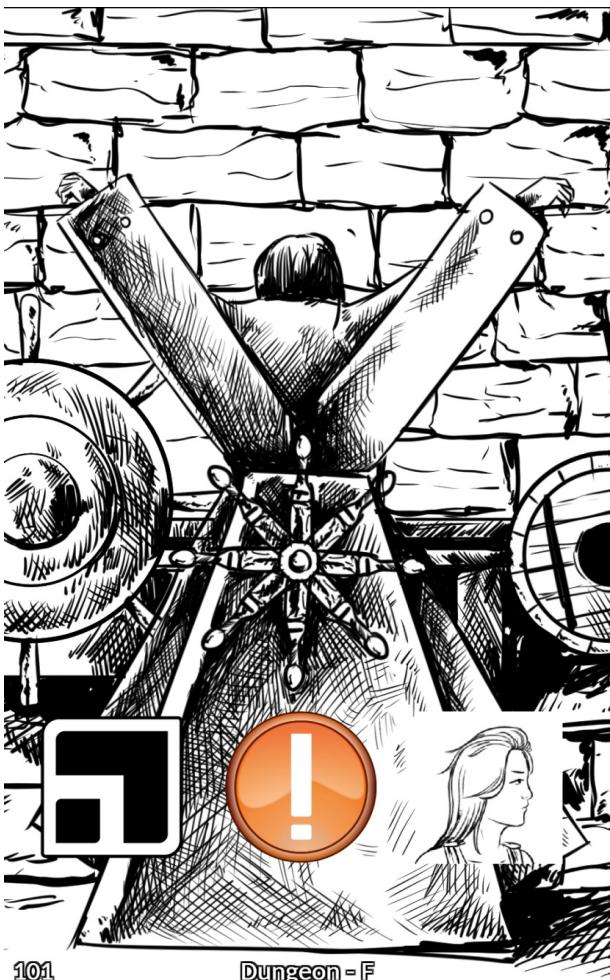
99

Dungeon - D



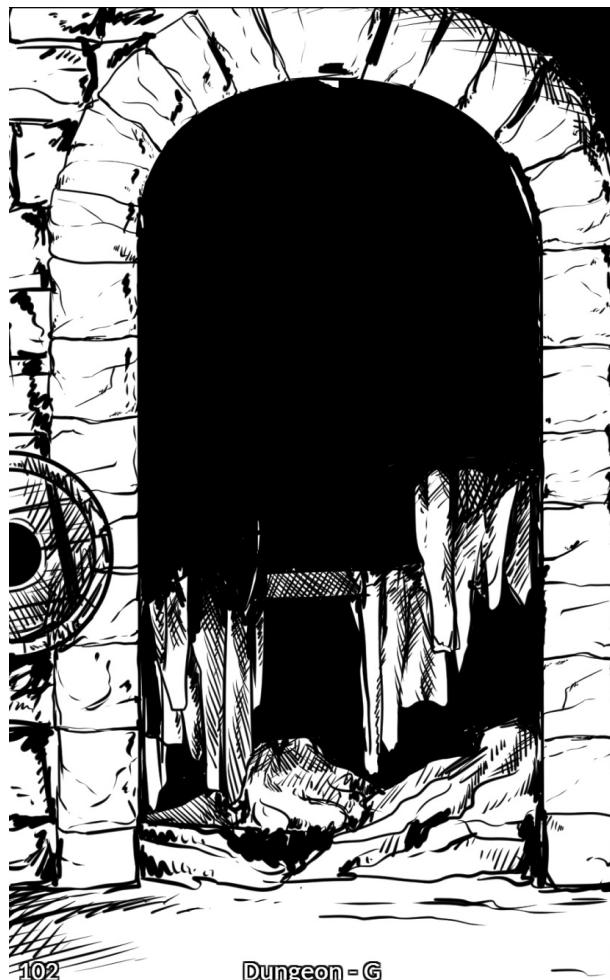
100

Dungeon - E



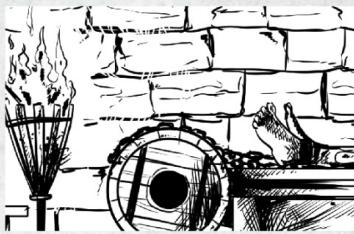
101

Dungeon - F



102

Dungeon - G



Doña Ortiz lies on a metal bed with hands and feet bound. A brazier in the corner has long handled iron brands sticking out of it. Still under the effects of the drugs, the Doña is mesmerized by the flames from the braziers in the corner and for the first time loses her composure and admits to practicing witchcraft. A black cat observes from the safety of a dark corner. A man solemnly nods to the guards in the corner. They approach...

- Doña Ortiz cannot leave this card and when the group chooses to leave the **Dungeon** location, they must next go to the **Field** location. Take **Item 35** and the Doña takes the token .



Sister María is bound to a chair in front of a table of questionable instruments. She breaks down completely, unable to hide her secret any longer. *"I had no choice don't you see? God did not answer my prayers and I could not let the child die. What else could I have done? I have committed grave sins for which there can be no atonement. Do with me what you will, my soul is in your hands."* A lone crow lands on an overhead beam as she admits to having embraced the dark arts. A tear rolls down the face of the man in front of her as he slowly makes the sign of the cross.

- Sister María cannot leave this card and when the group chooses to leave the **Dungeon** location, they must next go to the **Field** location. Take **Item 35** and the Sister takes the token .



The smell becomes particularly strong. You suddenly realize you have stepped on something. You reach down to pick it up, careful not to be seen by the guards.

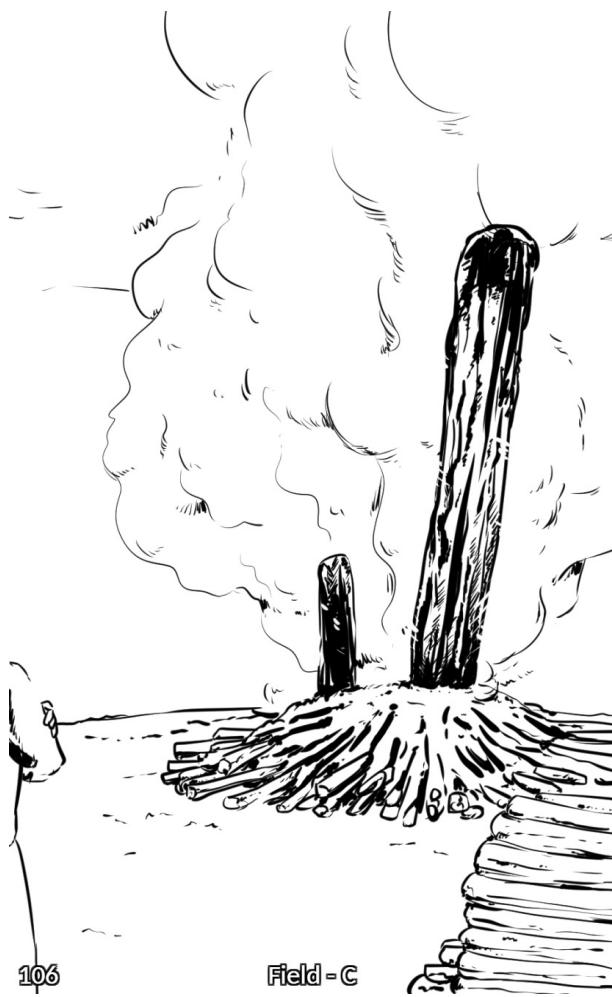
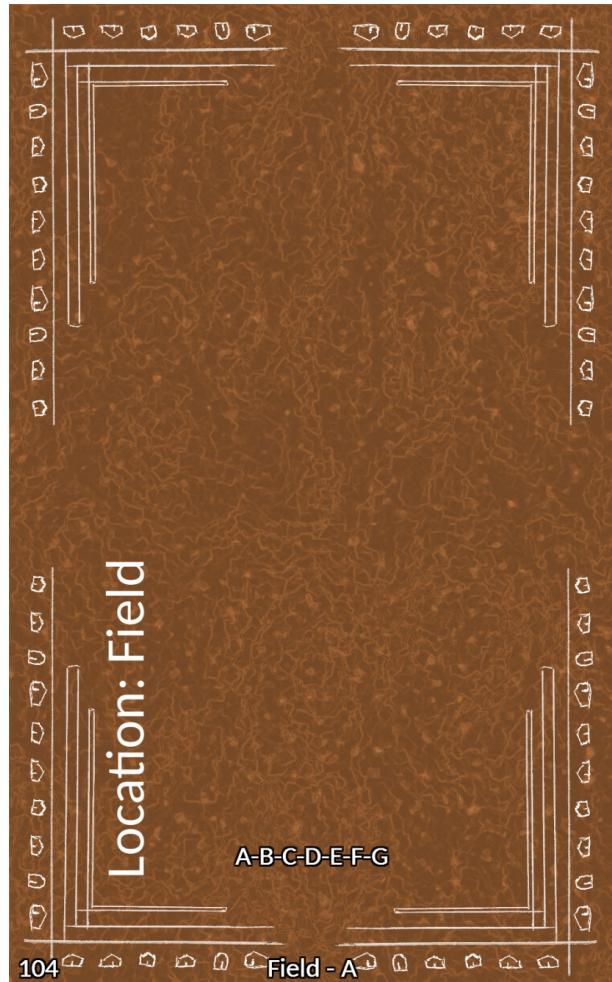
- Take **Item 24**.



Isabel has been lashed to the wheel. A man covered by a black mask asks her one question after the other without waiting for your reply. That voice, the cadence, the drink... Madness! Isabel shrieks with laughter, unable to fight the influences of the evil brew any longer *"Yes, yes I am the witch that you seek!"* Silently, a snake coils in the corner. The man laughs out loud, *"I was expecting more fight from one like you. No matter, you shall reap now what you have sown."* Guards release her and escort her roughly out of the room.

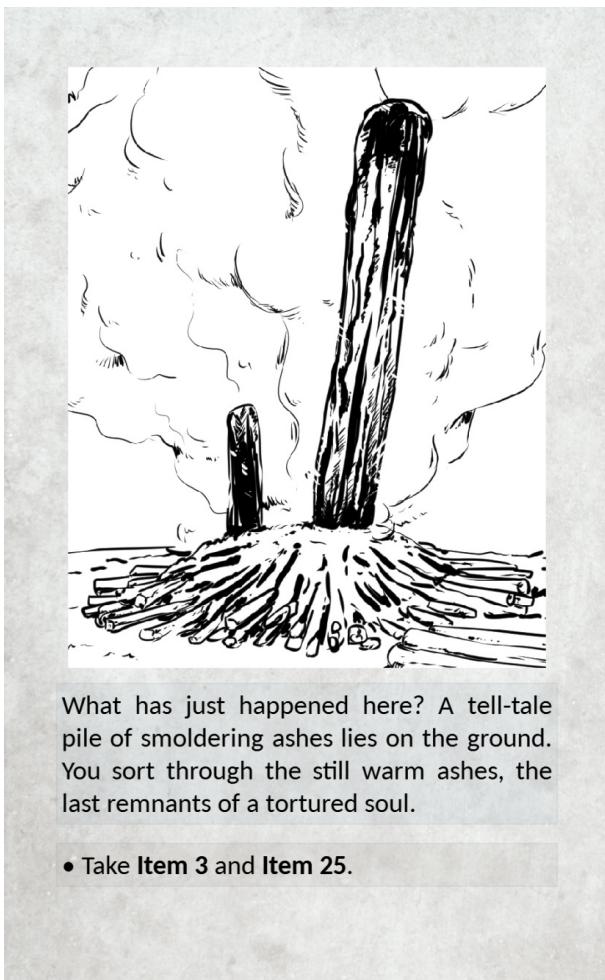
- Isabel cannot leave this card and when the group chooses to leave the **Dungeon** location, they must next go to the **Field** location. Take **Item 35** and Isabel takes the





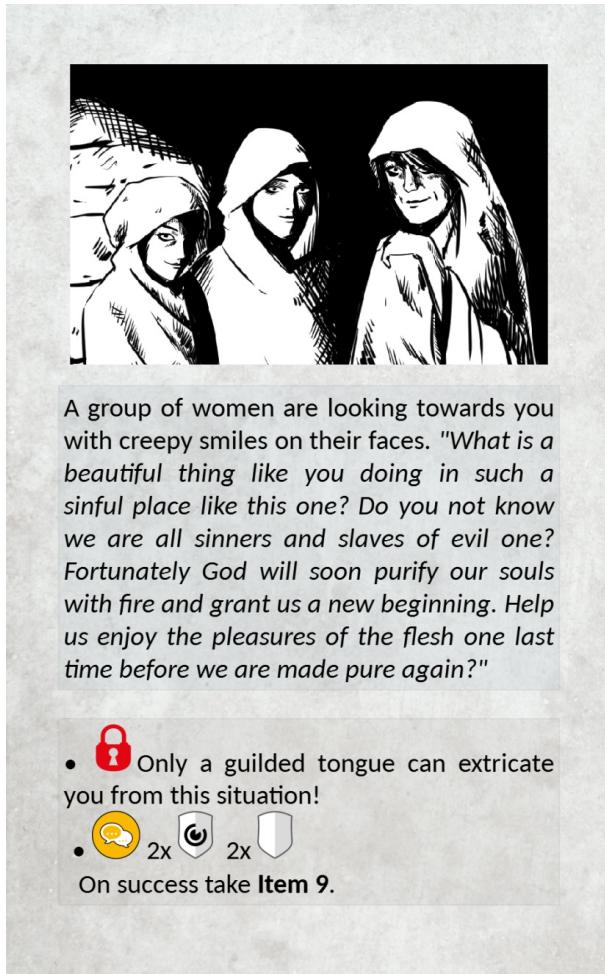


A grassy hill on the outskirts of town provides a scenic location for an otherwise grisly ritual. A foul smell permeates the air. Ashes still swirl in the mid-afternoon breeze.



What has just happened here? A tell-tale pile of smoldering ashes lies on the ground. You sort through the still warm ashes, the last remnants of a tortured soul.

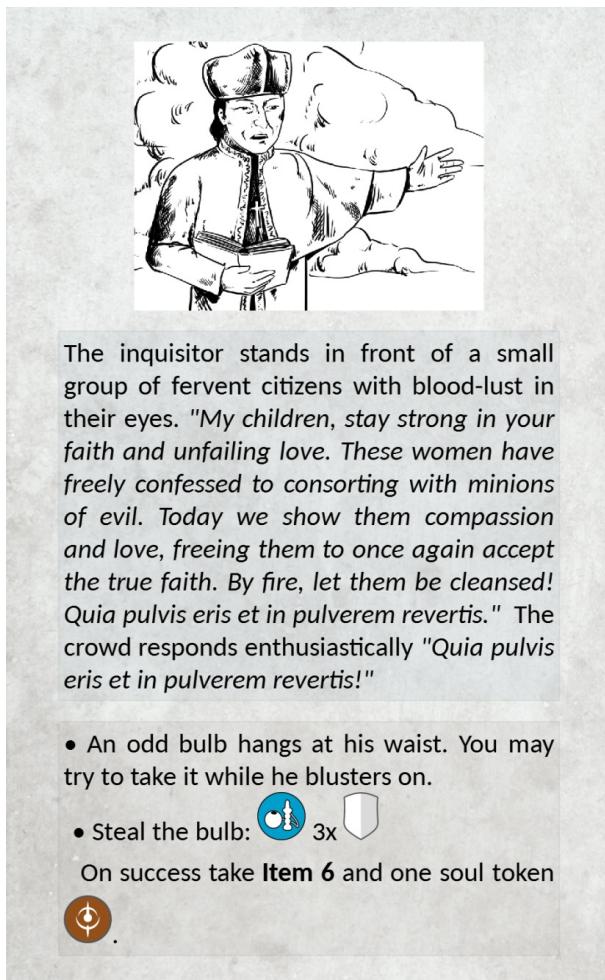
- Take Item 3 and Item 25.



A group of women are looking towards you with creepy smiles on their faces. "What is a beautiful thing like you doing in such a sinful place like this one? Do you not know we are all sinners and slaves of evil one? Fortunately God will soon purify our souls with fire and grant us a new beginning. Help us enjoy the pleasures of the flesh one last time before we are made pure again?"

- Only a gilded tongue can extricate you from this situation!
- 2x 2x

On success take Item 9.



The inquisitor stands in front of a small group of fervent citizens with blood-lust in their eyes. "My children, stay strong in your faith and unfailing love. These women have freely confessed to consorting with minions of evil. Today we show them compassion and love, freeing them to once again accept the true faith. By fire, let them be cleansed! Quia pulvis eris et in pulverem revertis." The crowd responds enthusiastically "Quia pulvis eris et in pulverem revertis!"

- An odd bulb hangs at his waist. You may try to take it while he blusters on.
- Steal the bulb: 3x

On success take Item 6 and one soul token





An intensely macabre sight, but surprisingly serene. Sister María is tied to a stake as a crow looks onward from a safe distance. A pair of acolytes stand, burning torches in hand. Around their necks are odd, glowing orbs. The pair lash the sister to the stake. One of the acolytes tosses a small metallic sphere into the base of the kindling as the other dispassionately lights the fire... You avert your eyes from the horrific scene, awaiting screams that... never come? She behaves very oddly, no struggling, no screaming and seems to pass quickly, in peace. Interestingly, you notice a flash of blue light coming from within the fire just before she passes into inactivity and the crow makes a familiar call. Your party quietly mourns the loss of an honored comrade. There can be no solace...

- The Sister María character card is removed. Her essence transfers to her familiar, take **Item 34** and continue the mission using the new character. Take one soul token .



A pile of kindling and construction materials lie off to the side. A lone peasant looks forlornly at the proceedings. You strike up a conversation with the peasant. "So many women, so much death... It is almost like he 'harvests' them. When will it all end?"

- A flash of light catches your eye in the pile of sticks and grasses. If you choose to investigate you must accept the challenge.



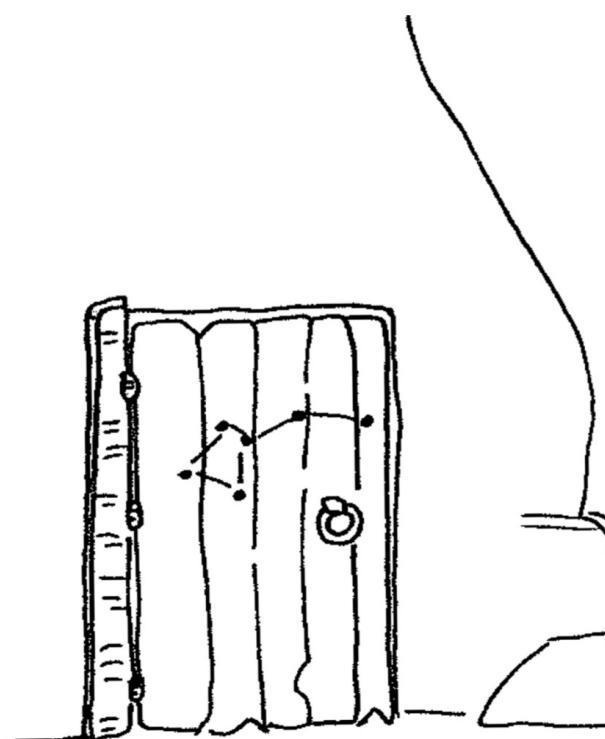
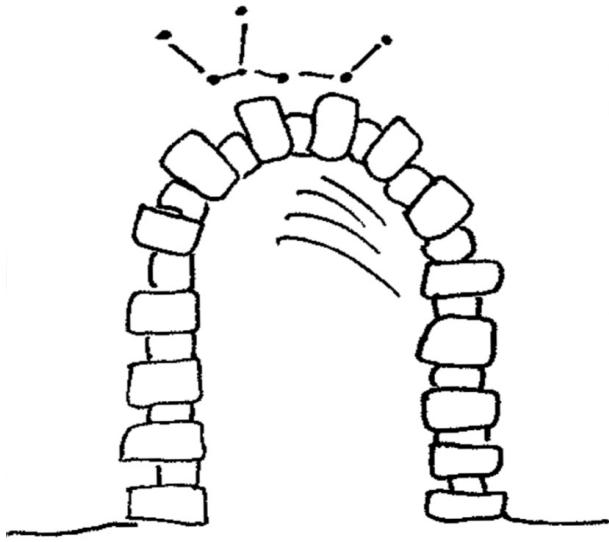
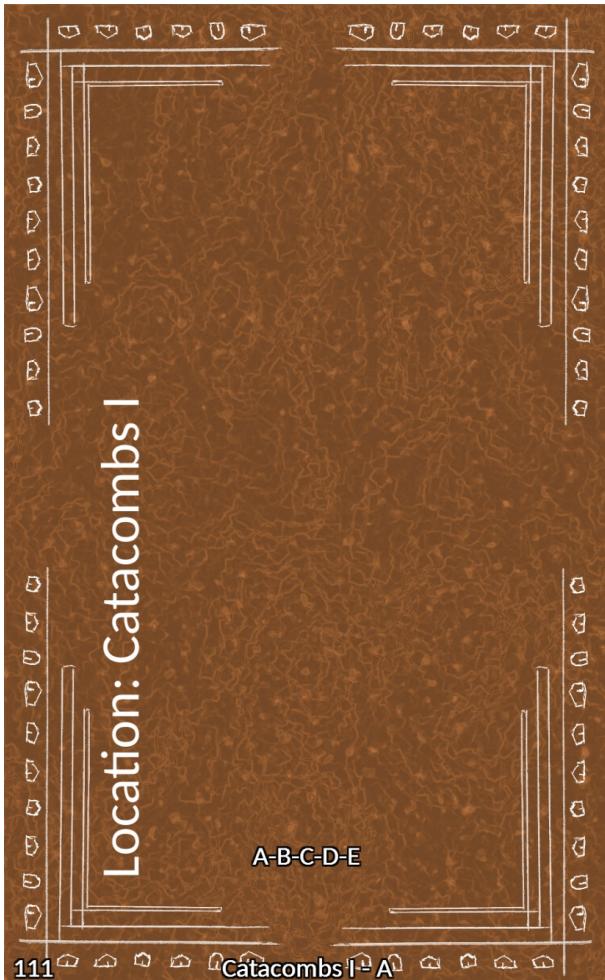
On success take **Item 30**.

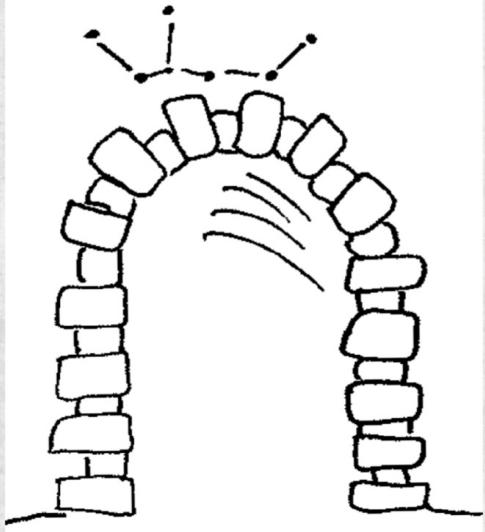
You stare at the scene in disbelief. Isabel is tied to a stake as a snake looks onward from a safe distance. A pair of acolytes stand, burning torches in hand. Around their necks are odd, glowing orbs. One of the acolytes tosses a small metallic sphere into the base of the kindling as the other dispassionately lights the fire. You find it impossible to look away as the flames climb higher and Isabel... remains still? Her eyes roll back into her head and the snake passes into the deeper grass. You notice a flash of blue light coming from within the fire just before she passes into inactivity. Your gaze passes to your feet as you try to make sense of the scene.

- The Isabel character card is removed. Her essence transfers to her familiar, take **Item 33** and continue the mission using the new character. What is this? Take one soul token .

A shocking scene unfolds before you. The Doña Ortiz stands in regal defiance in front of a stake as a black cat appears from behind a rock. A pair of acolytes stand, burning torches in hand. Around their necks are odd, glowing orbs. The pair lash her to the stake. One of the acolytes tosses a small metallic sphere into the base of the kindling as the other dispassionately lights the fire. Your eyes lock with hers, but she seems to lack concern? As the sphere drops into the flames, her body goes limp as the cat lies down in the grass. You notice a flash of blue light coming from within the fire just before she passes into inactivity. You can stand the sight no longer and turn away as a tear dampens your cheek.

- The Doña Ortiz character card is removed. Her essence transfers to her familiar, take **Item 32** and continue the mission using the new character. Take one soul token .





You pass through the door without incident, but it just seems to lead onward. To where you wonder... I guess we'll find out.

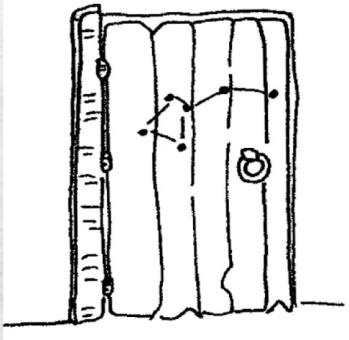
- Travel to location **Catacombs II**, do not increment the TU counter  for this location change.



You turn the corner to reveal the end of a short rocky passage. Some rubble and a broken pickaxe lie on the floor. Even the builders of this passage decided it was not worth finishing.

Many paths lay before you. Your entire party must visit a specific card. If you have Item 34, you may use the ability listed on the item to look at one other card before ending up on the same card as the rest of the party. Note: the rest of the party must select the destination card before the ability can be used.

Charlotte's Nightmare Web



Your party runs into an enormous spider web. Thank goodness its matron is nowhere to be seen, but your party must hack and slash its way out of the sticky mess... and quickly, lest she returns before you are free.

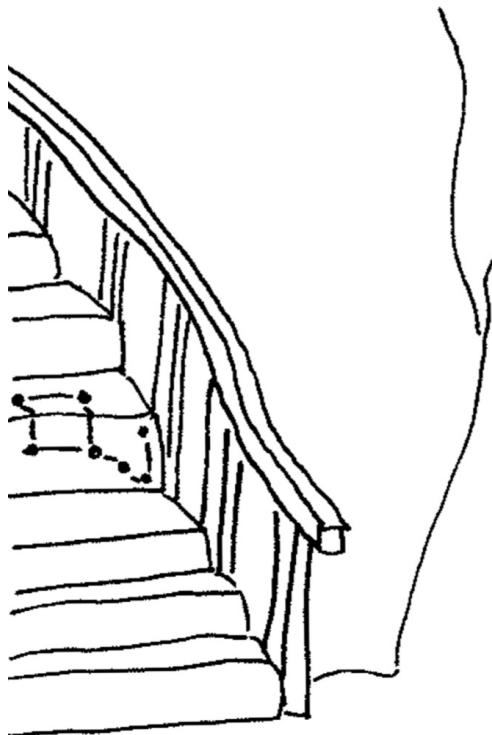
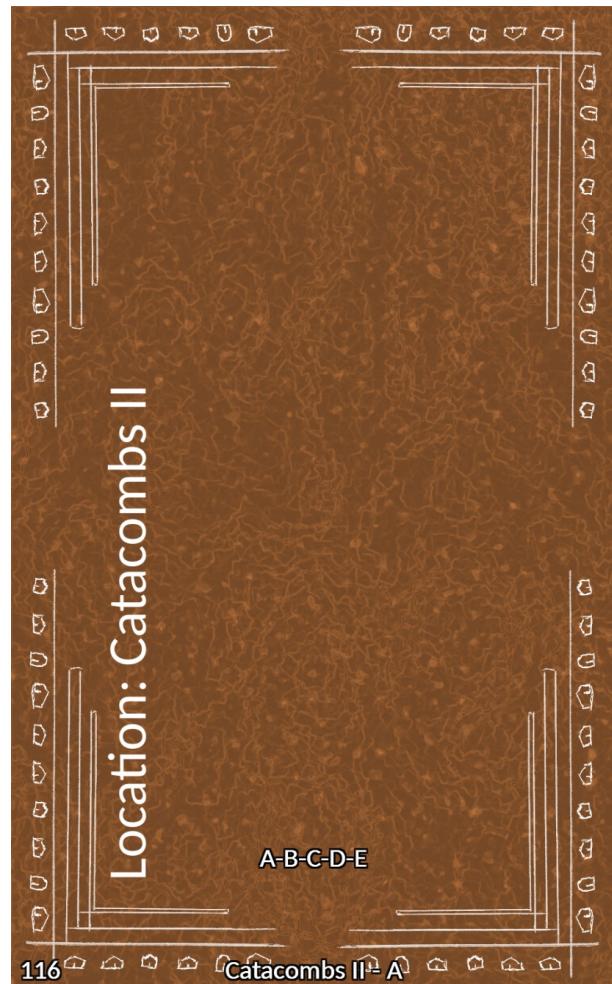
-  You hack your way out of the web
-  2x  5x 

On success you may leave this card.



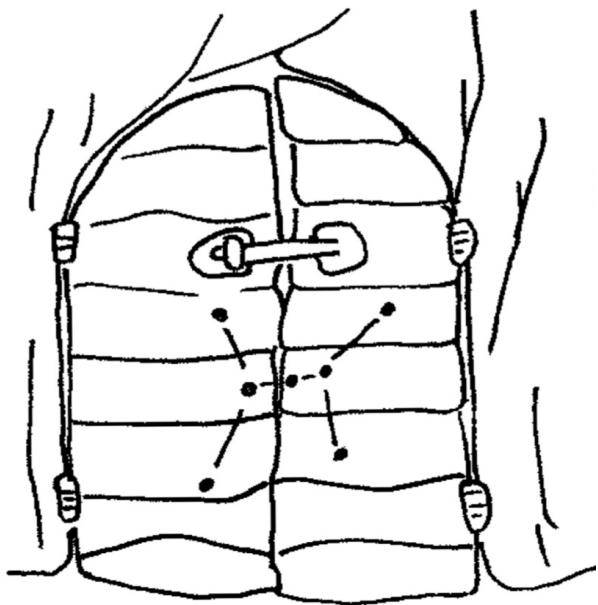
115

Catacombs I - E



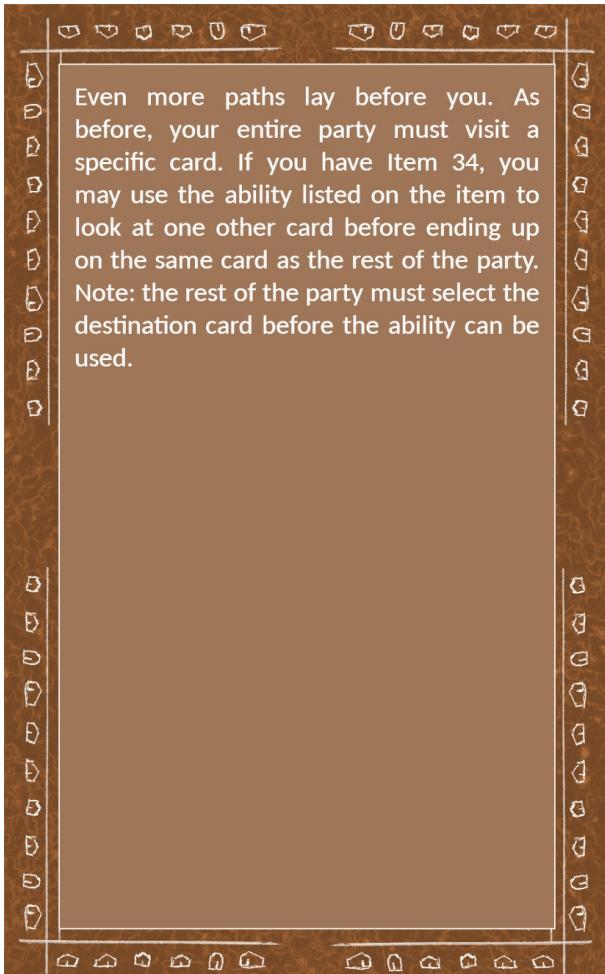
117

Catacombs II - B



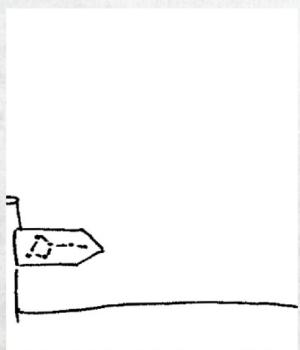
118

Catacombs II - C



Even more paths lay before you. As before, your entire party must visit a specific card. If you have Item 34, you may use the ability listed on the item to look at one other card before ending up on the same card as the rest of the party. Note: the rest of the party must select the destination card before the ability can be used.

The Lost Soul

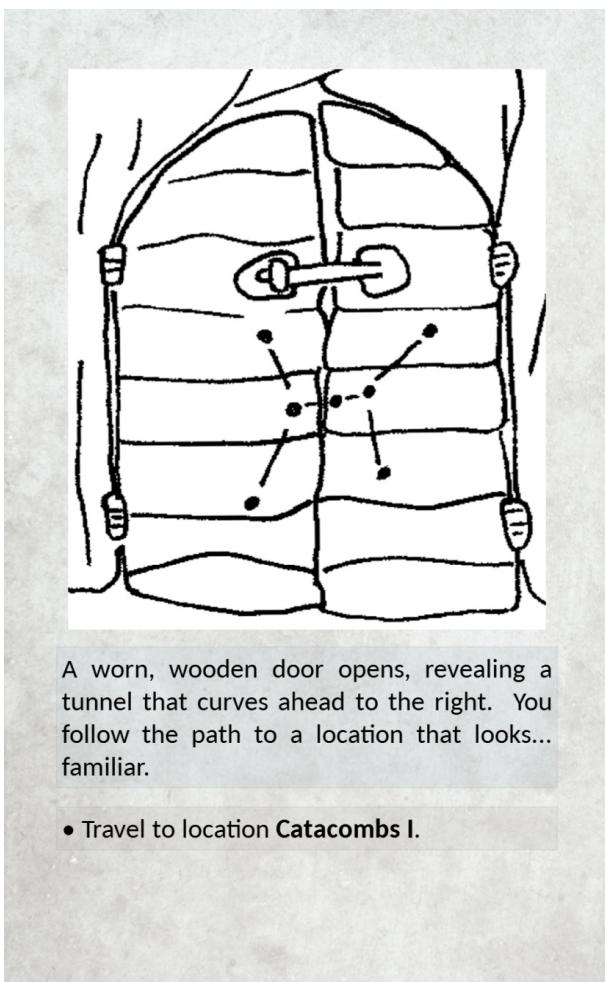


The spectral apparition of an old woman emerges from the mist at the floor. Cold vapor tendrils reach out to your party. She is warning you not to proceed further. The tendrils send a literal chill up the spines of your party members. How can you combat an ethereal soul? Perhaps she will listen to reason?

- You talk your way out of this one. The spirit is definitely female.

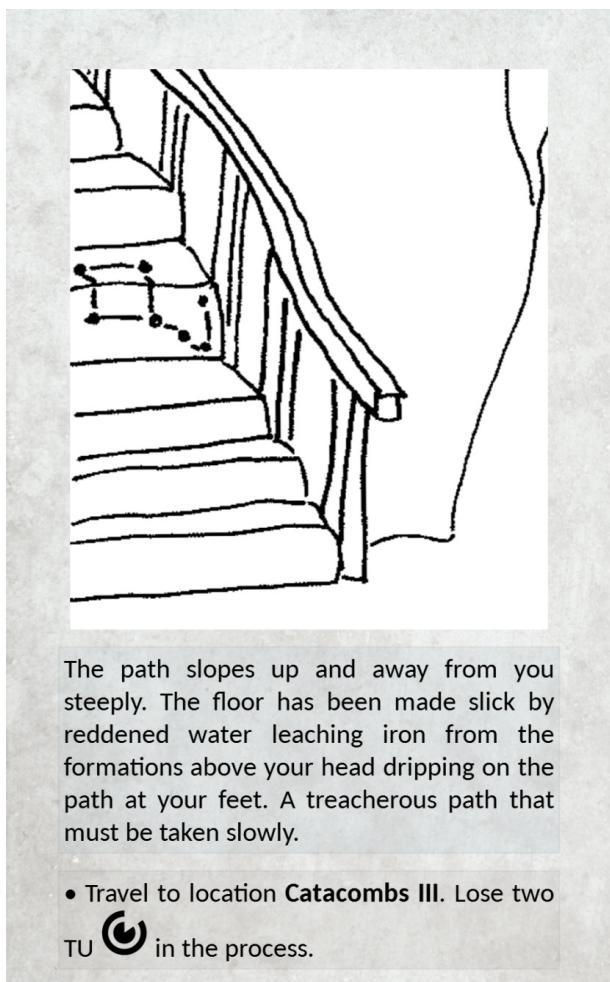


On success you may leave this card.



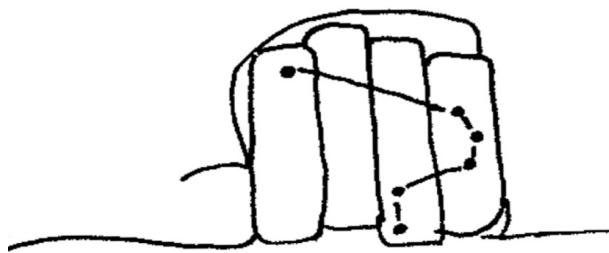
A worn, wooden door opens, revealing a tunnel that curves ahead to the right. You follow the path to a location that looks... familiar.

- Travel to location **Catacombs I.**



The path slopes up and away from you steeply. The floor has been made slick by reddened water leaching iron from the formations above your head dripping on the path at your feet. A treacherous path that must be taken slowly.

- Travel to location **Catacombs III.** Lose two in the process.



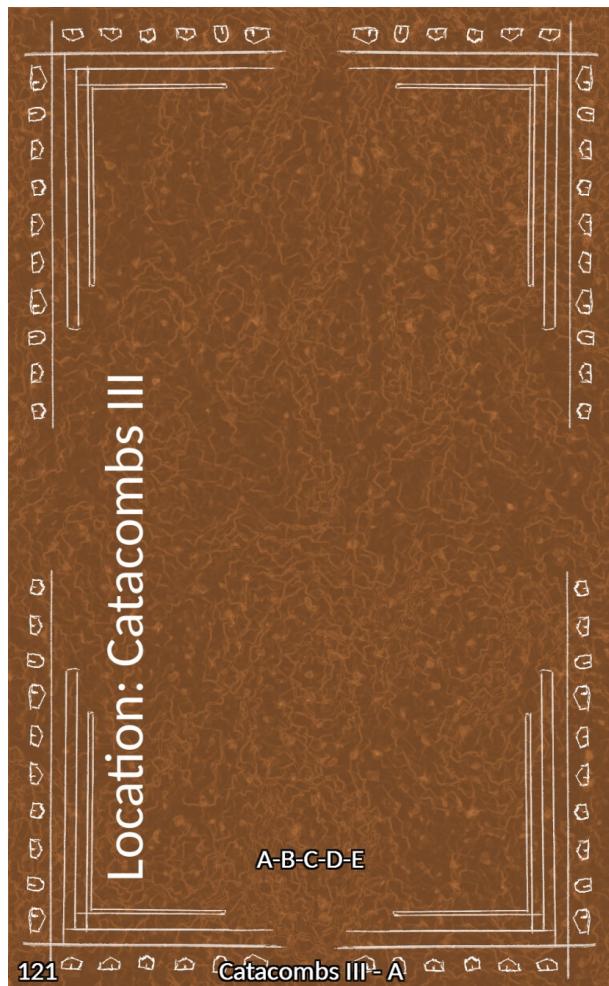
119

Catacombs II - D



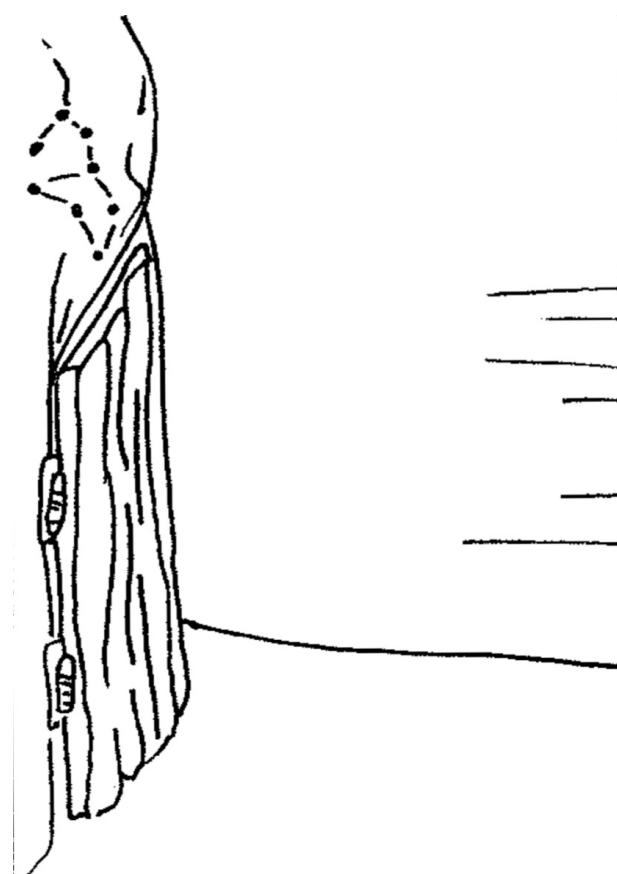
120

Catacombs II - E



121

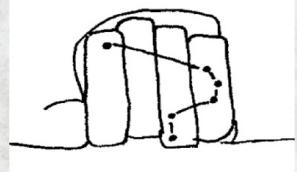
Catacombs III - A



122

Catacombs III - B

A Company of Henchmen



Total providence? The path seems to lead to a new location. Perhaps this leads to the laboratory?

- Travel to location **Catacombs III**, do not increment the TU counter for this location change.

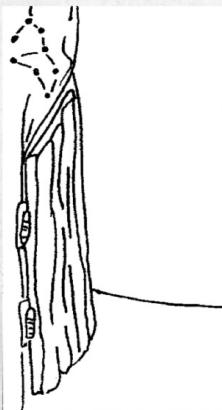
A dozen heavily armed men run up to you asking if you have seen an escaped witch. You need to point them in another direction quickly before they have a chance to size up your party and start asking questions. Take advantage of their sense of urgency and send them off in another direction.

- Talk them out of asking more questions.



On success you may leave this card.

A Dance of Death



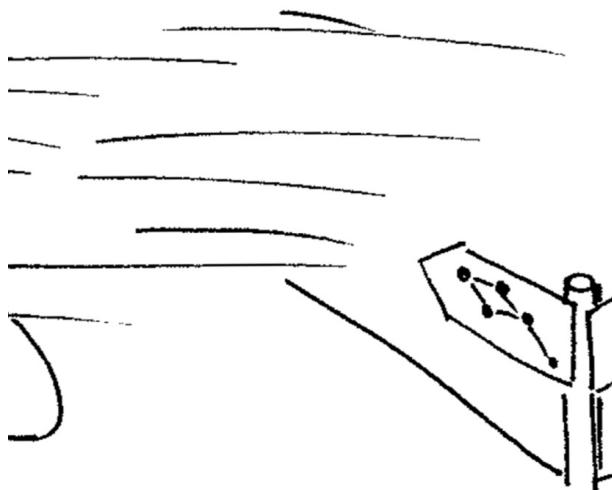
Click... uh oh. A split second later a dart shoots across the room, narrowly missing your party. You've stumbled into a blow dart trap! Who knows what panel or floor tile will trigger the next dart? Keep your wits about you. Moving with caution and celerity you make your way out of the room.

- Step lively and make it quick.



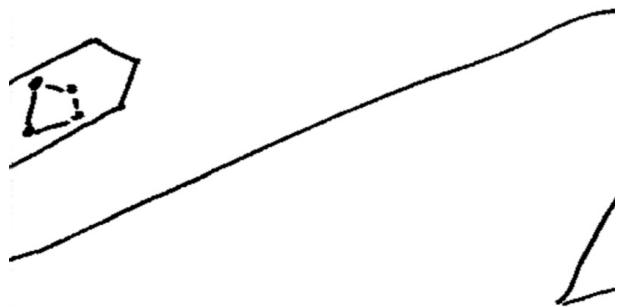
On success you may leave this card.

This is getting crazy, a spate of additional paths lay before you. Oh and did I mention, your entire party must visit a specific card? If you have Item 34, you may use the ability listed on the item to look at one other card before ending up on the same card as the rest of the party. Note: the rest of the party must select the destination card before the ability can be used.



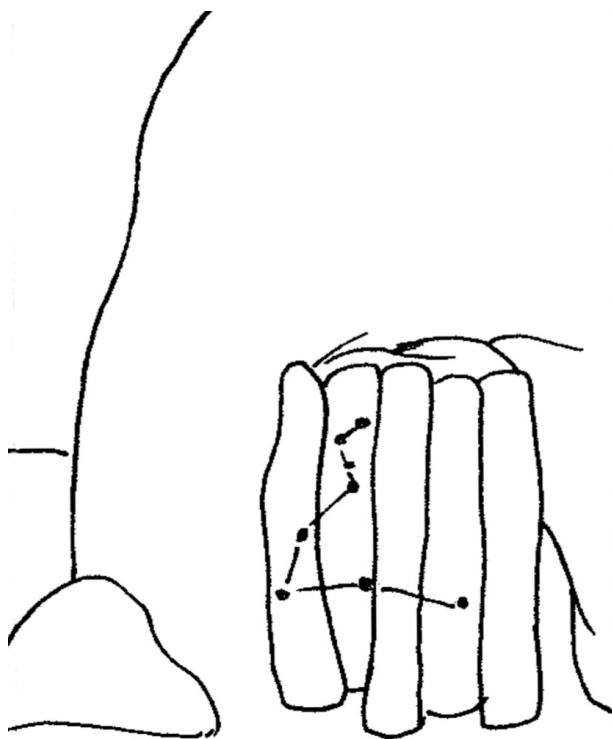
123

Catacombs III - C



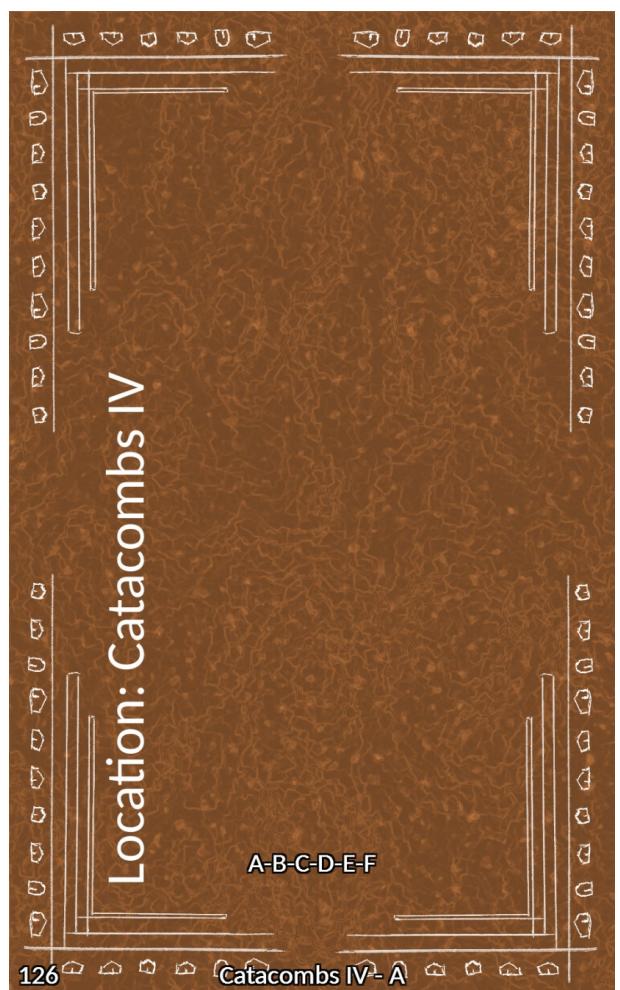
124

Catacombs III - D



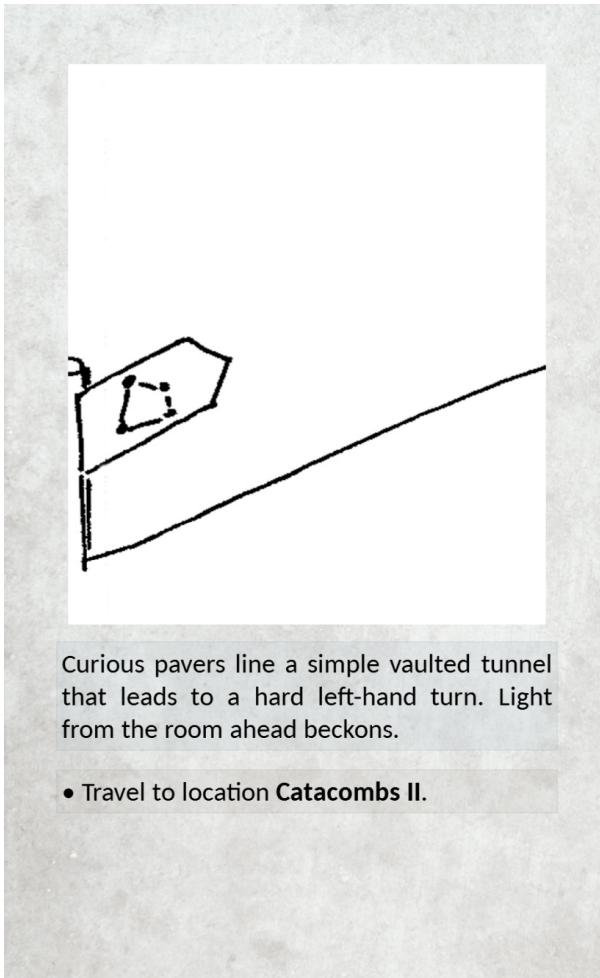
125

Catacombs III - E



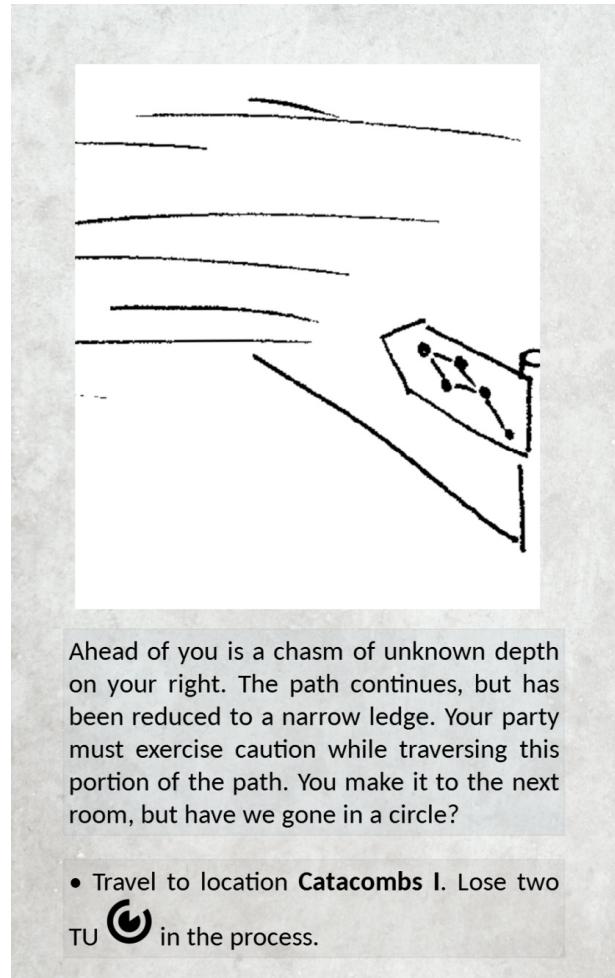
126

Catacombs IV - A



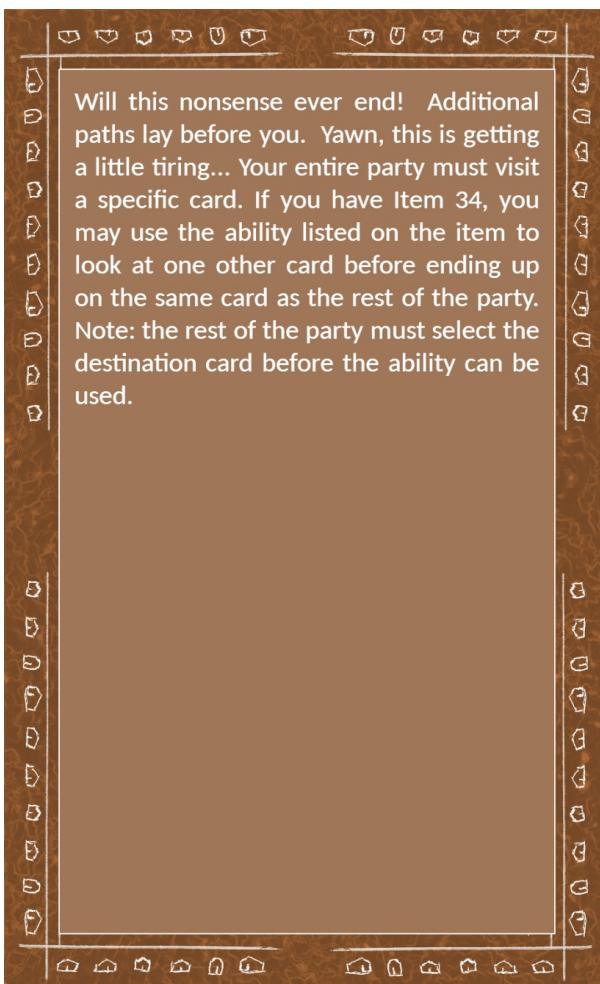
Curious pavers line a simple vaulted tunnel that leads to a hard left-hand turn. Light from the room ahead beckons.

- Travel to location **Catacombs II**.

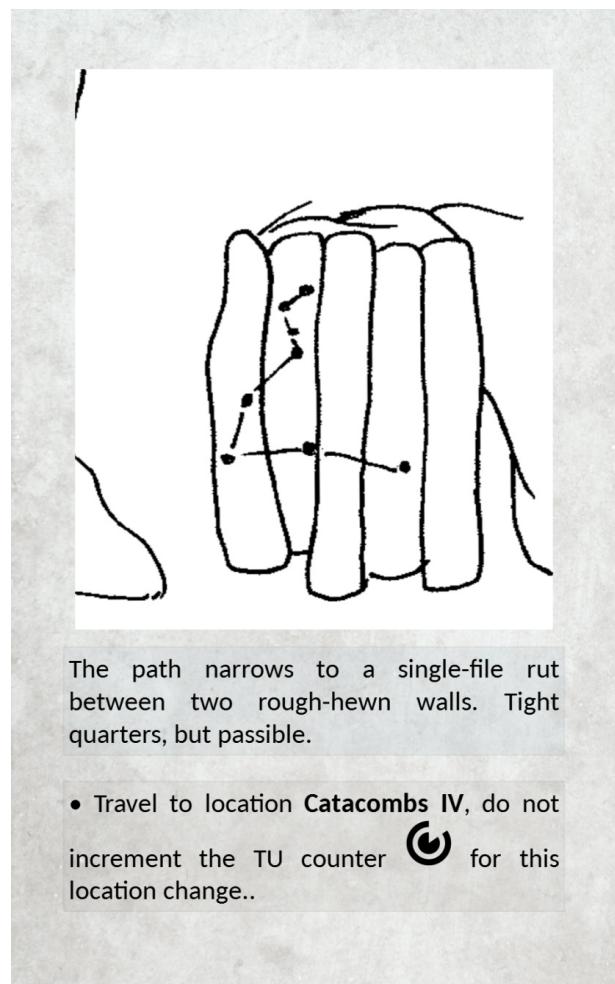


Ahead of you is a chasm of unknown depth on your right. The path continues, but has been reduced to a narrow ledge. Your party must exercise caution while traversing this portion of the path. You make it to the next room, but have we gone in a circle?

- Travel to location **Catacombs I**. Lose two TU  in the process.



Will this nonsense ever end! Additional paths lay before you. Yawn, this is getting a little tiring... Your entire party must visit a specific card. If you have Item 34, you may use the ability listed on the item to look at one other card before ending up on the same card as the rest of the party. Note: the rest of the party must select the destination card before the ability can be used.



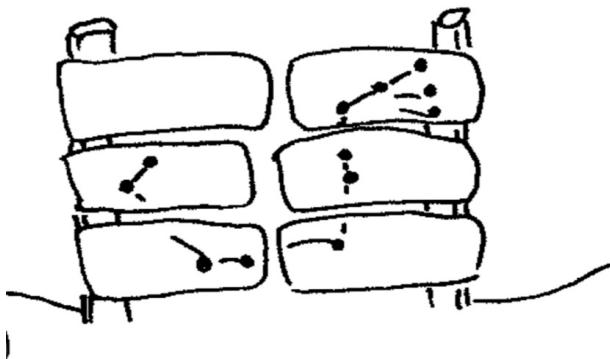
The path narrows to a single-file rut between two rough-hewn walls. Tight quarters, but possible.

- Travel to location **Catacombs IV**, do not increment the TU counter  for this location change..



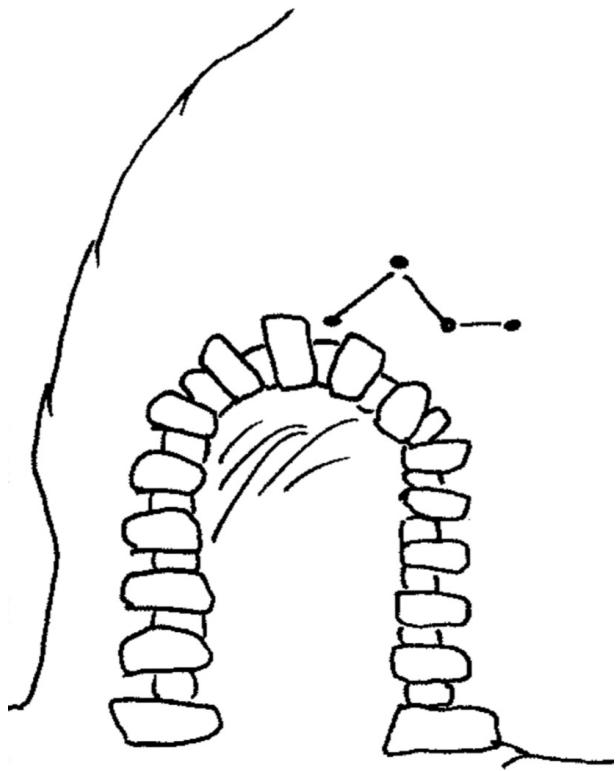
127

Catacombs IV - B



128

Catacombs IV - C



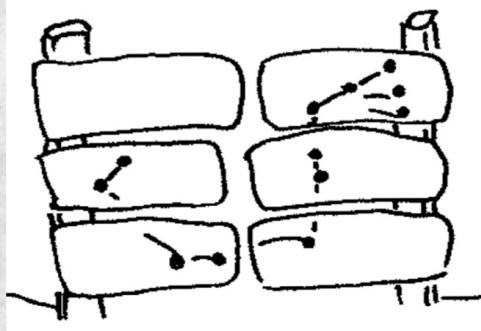
129

Catacombs IV - D



130

Catacombs IV - E



A gate on rusty hinges opens surprisingly easily, as if it has been used recently. A good omen perhaps?

- Travel to location **Catacombs I.**



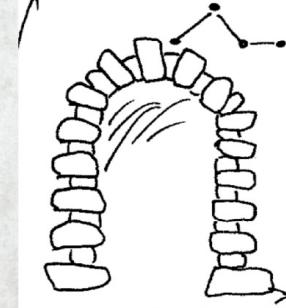
An end to this journey appears in the distance? A glowing door enters your vision as you proceed. In pertinacia victoria!

- Take token  and immediately reveal card F.



Crude rock walls give way to a wooden buttressed path. As you round the bend, things begin to get familiar...

- Travel to location **Catacombs III.**

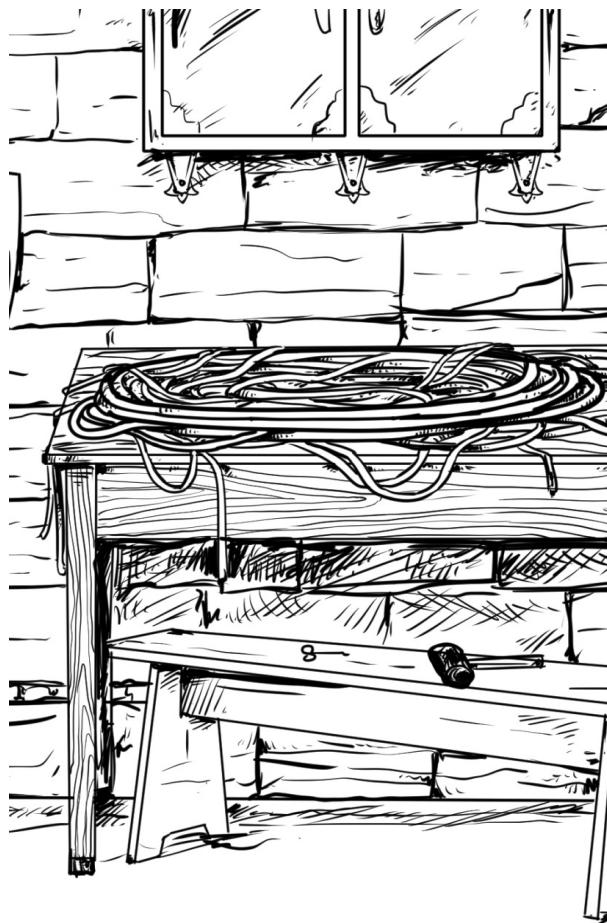
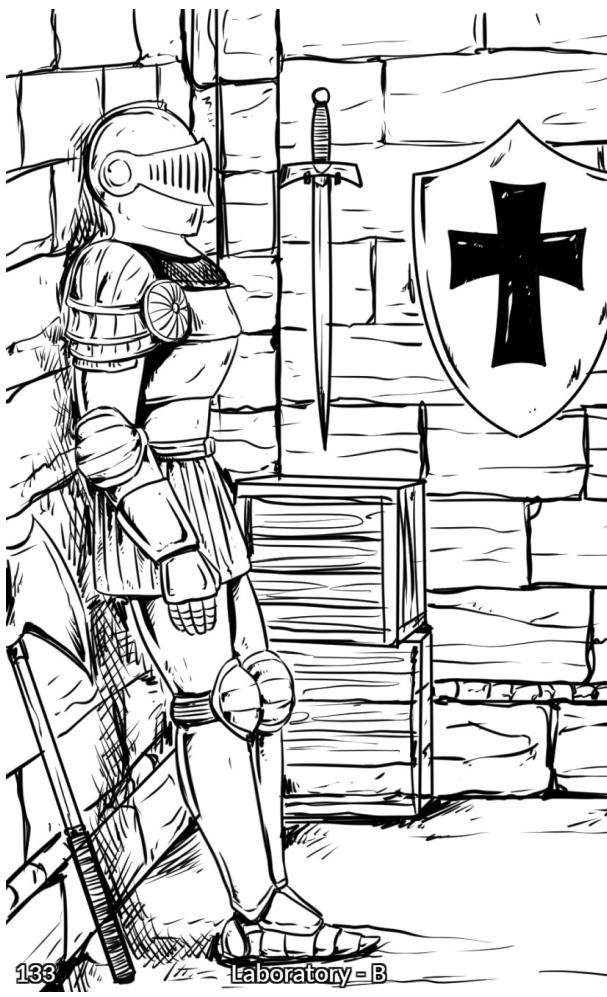
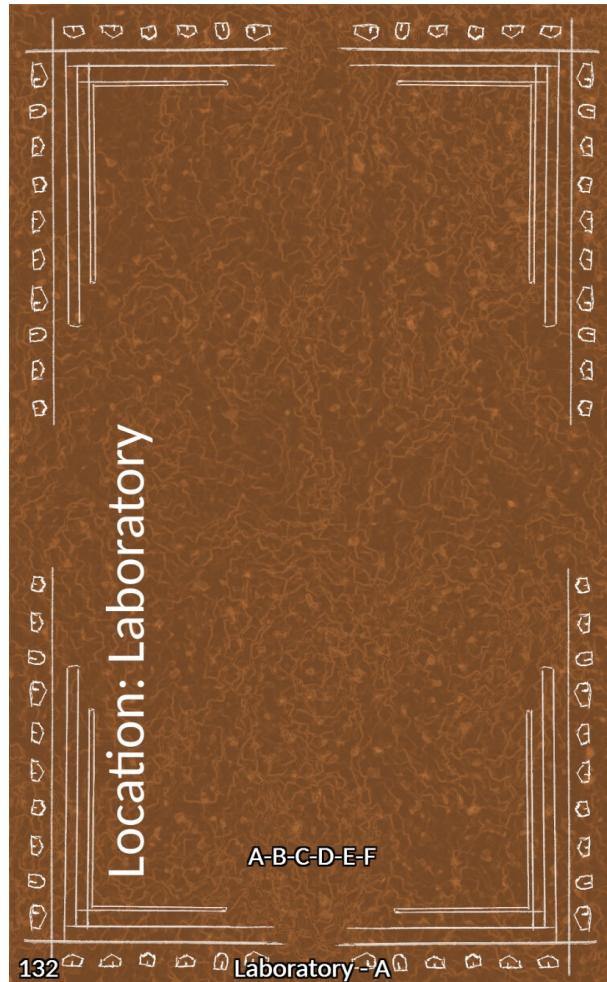
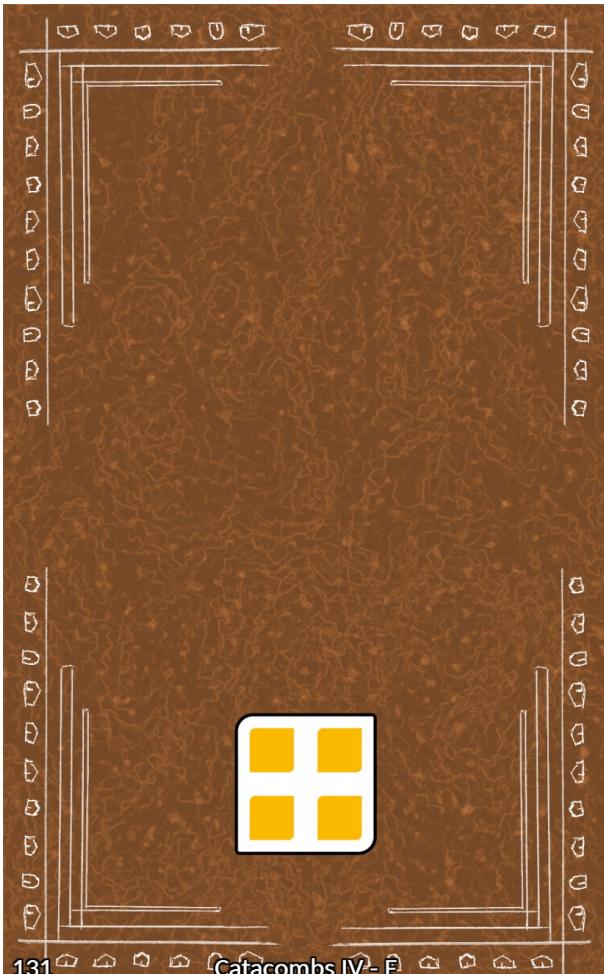


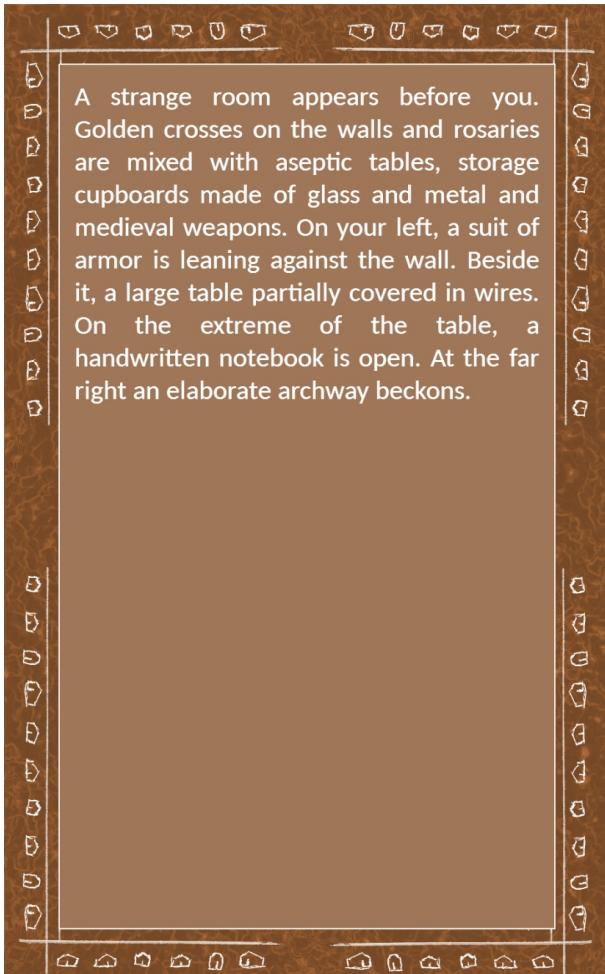
A woman is weeping loudly and walking towards you. She closes with your party and makes a plea "My daughter, have you seen my daughter Maria? They took her! I followed them here, but lost sight of them... Can you help me find my daughter?" She grabs your sleeves and does not let you go.

-  It takes time to soothe a grieving mother.



On success you may leave this card.





A strange room appears before you. Golden crosses on the walls and rosaries are mixed with aseptic tables, storage cupboards made of glass and metal and medieval weapons. On your left, a suit of armor is leaning against the wall. Beside it, a large table partially covered in wires. On the extreme of the table, a handwritten notebook is open. At the far right an elaborate archway beckons.

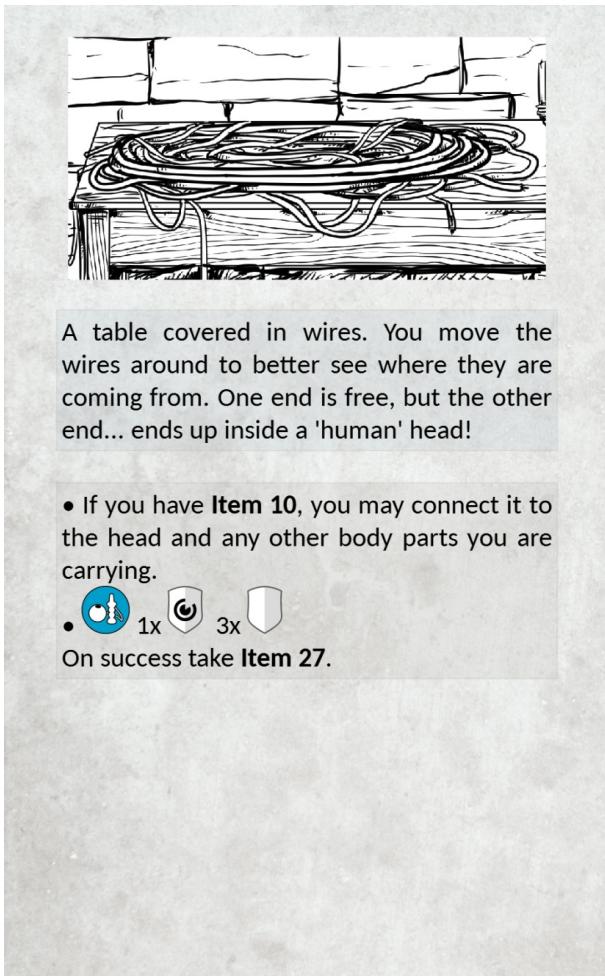


A heavy door adorned with iron fixtures. The fixtures hum oddly and crackle with live energy. The door appears to be protected by some sort of invisible fire. Something important may be behind it...

- It can be opened in one of two ways:
 - If you have items 32, 33 or 34, they may exploit the transom to bypass the door and open it from the other side safely and at no cost, or
 - You can destroy the door using brute force:



On success, take Item 38.

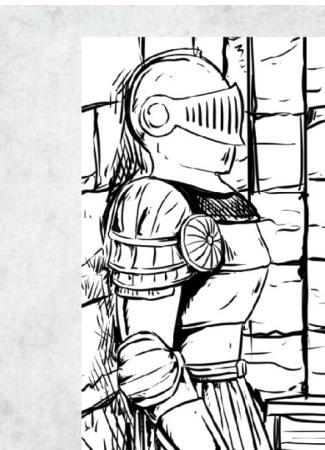


A table covered in wires. You move the wires around to better see where they are coming from. One end is free, but the other end... ends up inside a 'human' head!

- If you have Item 10, you may connect it to the head and any other body parts you are carrying.



On success take Item 27.



A suit of medieval armor leans against the wall. This armor is the ultimate model available for crusade: light and powerful. What is it doing in a priest's office? ... wait, what is that stuck inside it?

- If you choose to search the armor:

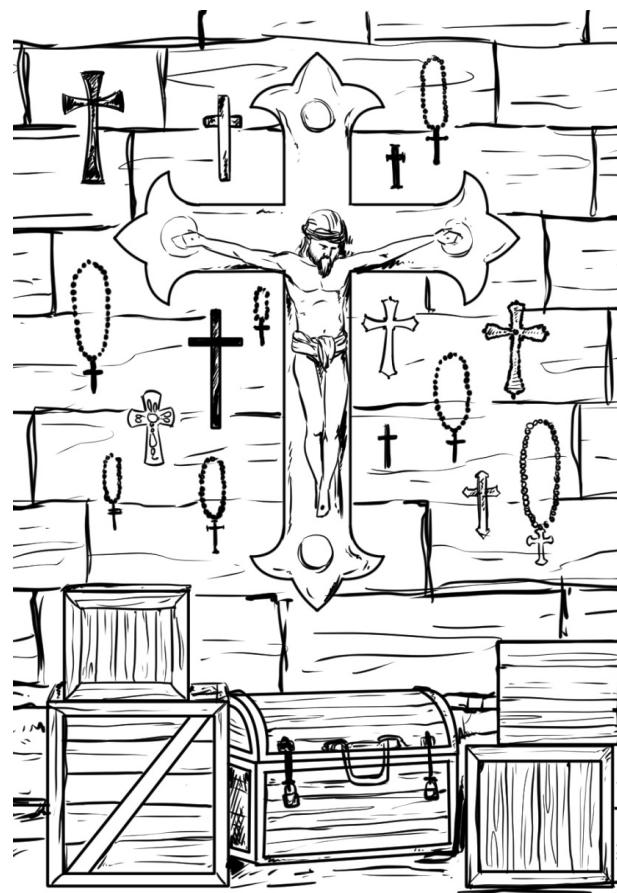


On success take Item 26.



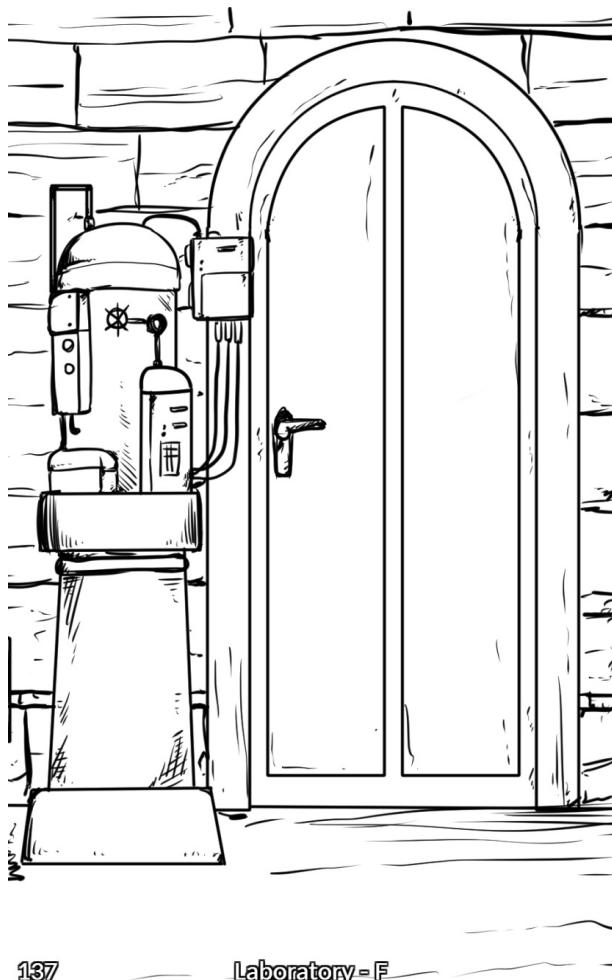
135

Laboratory - D



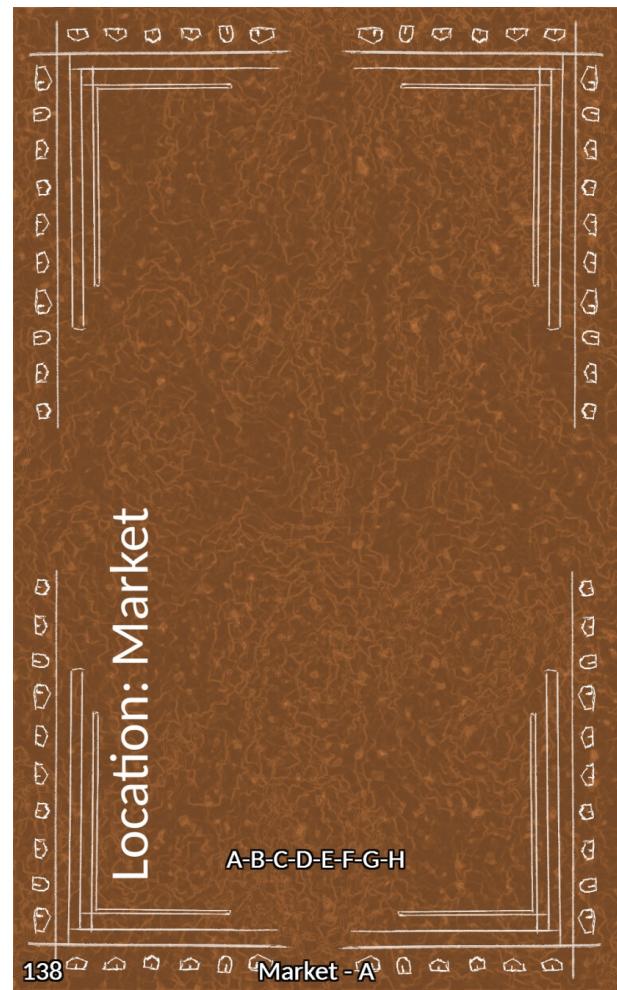
136

Laboratory - E



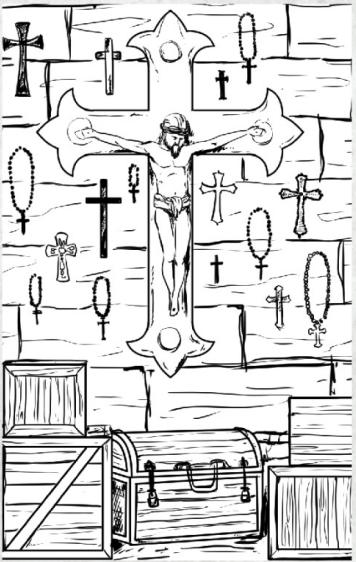
137

Laboratory - F



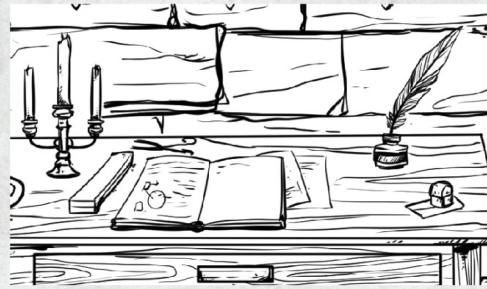
138

Market - A



The wall is covered by golden crosses. On the floor, some boxes. You open the boxes on the grounds. They contain small, cylindrical objects, shiny and cold to the touch.

- Take 3 ⚭ tokens.

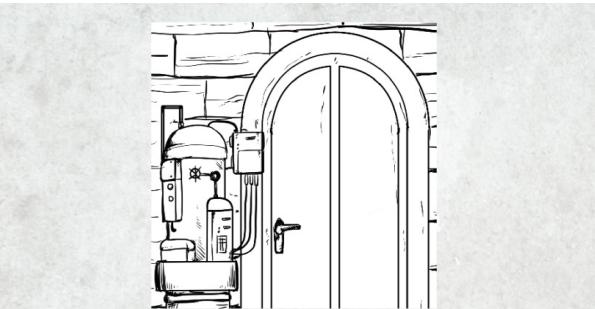


On the far end of the table, there is an open notebook. You rifle through the pages until you see a shopping list?

Emere

- 3 malefica anima for the time engine
- 2 membra for the Beta soldier
- 2 apparatus gun
- 1 tumultuantem device

You enter a large, 2010 N.T. era building. Advertisements with pricing abound. It appears to be some kind of shopping facility, likely the source of the 'future' artifacts you have encountered earlier. It seems strangely deserted except for robed acolytes. Note: if your party has the ⚫ token, the portal was destroyed when you used it. You cannot leave this location and the remainder of your time units will be spent here.



A strange door. It hums with unnatural energy. A "window" on the device reads: "Hypermarket", 17 Jun 2015.

- If you have **Item 6** you may choose to activate the device by spending one ⚭ token. When activated, the party is immediately transported to location **Market**. A time captain roll is still required.
- Additionally, you may also jury-rig the device to self destruct when activated. To do so either:
 - Spend **Item 7** or
 - Empty the powder from 3 bullets (3 ⚪). If you jury-rig the device to self-destruct, take token ⚫ when you activate it.



139

Market - B



140

Market - C



141

Market - D



142

Market - E



The Garden Center. An altar boy is filling a bag with fire starter boxes. He turns towards you, laughing, "I think I'll need a bigger cart!"

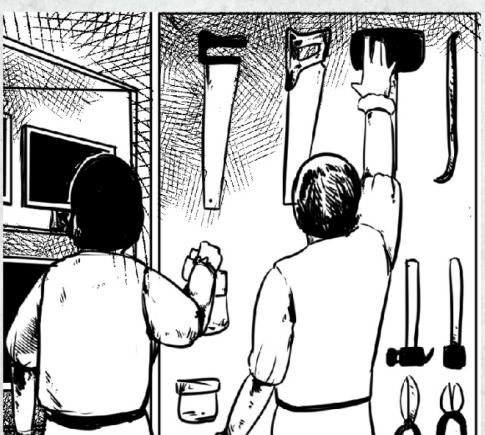
- He comes at you, brandishing a scythe:
 4x 4x

On success, you may leave this card.



You step into the entryway of the building. In front of a row of shopping carts stands a young, nervous greeter. Impressed by the fact that you have followed the trail this far he warns you to leave or suffer the consequences. "Who are you, and what are you doing here? We all live in fear since our new master, Keith, chose this location for his shopping. He dresses and talks strangely, but pays with gold coins. Come back another day, for your own sake. Everyone here is armed and will defend themselves!"

- Two ways to handle this challenge:
 - 2x 2x or
 - 2x 2x
- On success take token .



The Hardware Center. Paint, tools, collections of odd fasteners and tape populate this aisle. Two interrogators have their backs turned to you, busily grabbing stuff from the shelves. The men are stocking up on nails and nail guns. One murmurs to the other "This will make our job much ... easier. They move too much when they are simply tied to the stake."

- You may choose to fight them:



On success take Item 17.



The Electronics Center. A hooded figure is looking at the cellular telephones. Arch-henchman 'Phil', according to the name on his badge, panics when he sees you coming. He drops a phone and prepaid cards he was looking at and starts to run away.

- You have three choices:

- Chase him away: 4x

On success take Item 19.

- Attack him: 4x 4x

On success take Item 18.

- Let him run away.

No matter what you choose, Phil will not be here if you return to this card in this run.



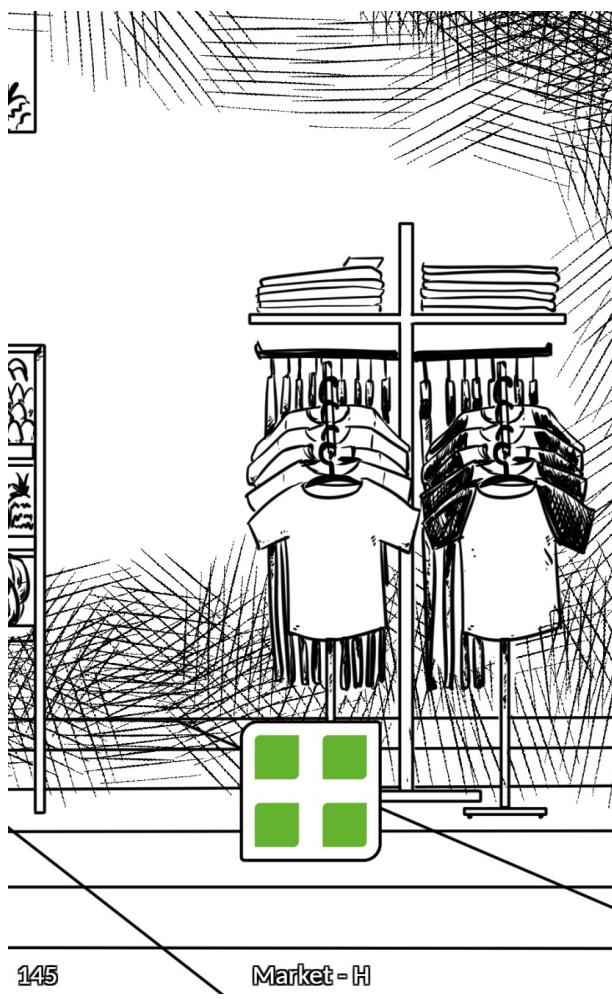
143

Market - F



144

Market - G



145

Market - H

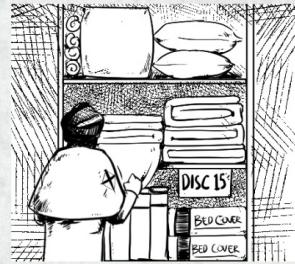


The Food Center. Crates of fruits and vegetables. An altar boy is packing Avocados into a big bag. "Whatever these are, they must be the food of heavens!", he comments to himself.

- You may try to steal one for yourself:

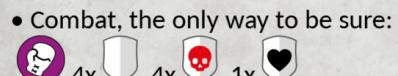


On success, increase the health of all characters participating in the challenge by one (it is ok to exceed the maximum health on the character card). This action may be performed only once per run.



A slight man in inquisitor garb peruses the 1000 count bed linens. "*The simple things can be so difficult to do without.*" he mutters. He stiffens, detecting your presence in the aisle, slowly turning to face you. There is a noted lack of fear in his demeanor. "*I assume Bob has sent you? Did he give you any messages for me?*" Recognizing your confusion, his disposition changes abruptly. "*Ah, your appearance serves a different purpose?*"

- You have two choices:



On success take Item 20.

- Or get him to reveal his secrets:



On success take Item 21.



The Clothing Aisles. Bright, colourful articles of clothing on racks and shelves of varying sizes and designs. You quickly scan through the offerings until you find ... THEM! They are a perfect fit too.

- Take Item 22.