

THE BOOK OF QUESTS



*A manuscript for the vigilant knight
& cunning traitor*



THE BOOK OF QUESTS

Quests are the driving force in the life of every noble Knight. So it should be no surprise to find Quests at the very heart of Shadows over Camelot.

While the content of the Rules Booklet should be familiar to every aspiring Knight, the Book of Quests is primarily a reference, written for inquisitive Knights in search of insight, or the scheming Traitor looking for a lethal edge.

In the back of this book you will find two appendices. The first, unearthed from old manuscripts, offers a glimpse of each Knight's personality. The second is a detailed manifest of each card used in the game.

In this booklet, page numbers given in reference point to the corresponding entries in the Rules booklet, unless indicated otherwise.

THE QUESTS

There are several "Standard" Quests in Camelot's immediate vicinity:

- ◆ The Tournament against the Black Knight
- ◆ The Quest for Lancelot
- ◆ The Dragon's Quest
- ◆ The Quest for Excalibur
- ◆ The Quest for the Holy Grail
- ◆ The Pict and Saxon Wars

each with its own entry in the Book of Quests. For each Quest won or lost, new Swords are laid onto the Round Table. As the game progresses, the Swords show which side currently has the advantage.

There are also two "Special" Quests within Camelot proper, where a defeat spells immediate doom for the Loyal Knights:

- The Siege of Camelot, which is lost if 12 Siege Engines ever surround Camelot;
- and The Quest of the Round Table, where the outcome of the game is decided in favor of whichever color Swords have the majority, once 12 or more have been laid down.

Standard Quests

The Standard Quests share a common structure and some standard traits:

- A name and a symbol, used to represent that Quest on various game elements and on the cards;
- An illustration on the board map or a punch board of the countryside location where the Quest occurs, and in some cases, of the foes you will face there;
- Pre-designated Knight positions to indicate whether this is a Group Quest (open to all Knights) or a Solo Quest.



- Pre-designated card spots, when appropriate, where a variety of Black and White cards may be played to hinder or further the Quest;
- Victory and Defeat pictograms, showing the spoils granted to the victors (including the Relic won, if any) and punishment dealt to the vanquished.

Good and Evil Actions

Each Quest usually has one or more Black cards or Evil actions attached to it; one or more White cards that can be played on it or Heroic Actions that can be performed to advance it. These are described in the Progression of Evil (p 10-11) and Heroic Actions (p 12-17) phases of the main Rules Booklet, and thus not repeated in each Quest's description. Where appropriate, a list of pointers to the relevant entries in the extensive Card Manifest of Appendix 2 is given.

Solo Quests

A Quest featuring a single Knight spot on its map (the Tournament against the Black Knight, the Quest for Lancelot) is a Solo Quest. Solo Quests may not be pursued by more than one Knight at any given time.

If, for any reason, a Knight on a Solo Quest chooses, or is forced, to abandon the Quest before its completion, any White card played on it thus far is automatically removed from the Quest as a penalty, and discarded. Any Black card played on the Solo Quest thus far remains in play.

The Quest is not lost or completed, nor the consequences of a loss applied, but the Quest suffers a major setback!

Combat Quests

The Tournament against the Black Knight, the Quest for Lancelot's Armor and the Dragon's Quest are Combat Quests.

In Combat Quests, the Knight(s) progressively play Fight cards in a pattern dictated by the Quest (pairs, three-of-a-kinds, full-house), while trying to make sure the sum total of the value of the White cards played remains greater than the values of any Black cards played on the Quest.

A Combat Quest ends the moment all White (or Black) card spots are filled. Victory goes to the camp with the highest total card value.

Perpetual Quests

A few of the Quests (The Tournament against the Black Knight, the Pict and Saxon Wars) are Perpetual Quests. Once won (or lost) and the consequences of victory (or defeat) applied, an identical Quest starts anew.

The end of a Quest

A Quest often ends the moment all empty card spots on one of its sides are filled; Victory typically hinges on the value of the White cards played on the Knights' side exceeding the value of the Black cards played on the Evil side. Where appropriate, different ending conditions have been outlined in the respective Quests' descriptions.

Upon a Quest's completion, all of the cards (Black and White) and Pict or Saxon figures played on the Quest are removed from the board and put back in their respective discard piles or the Reserve. All of the Knights present on the Quest are at once sent back to Camelot, with no Action cost. The effects of the Quest's victory or loss are then applied, in accordance with the Quest's Victory or Loss pictograms. The Relic, if any, is awarded to the Knight who won the Quest. If the Quest is lost, remove any Relic from that Quest.

Of Victory and Defeat

Each Quest usually displays two sets of pictograms, a light-colored one depicting the spoils of Victory, and a dark-colored one depicting the consequences of Defeat.



The Quests' various Victory and Defeat pictograms are:



Life points gained/lost

All Knights present on the Quest when it is won or lost immediately gain or lose the number of Life points indicated. No Knight may ever go above 6 or below 0 Life points.



When SIR PALAMEDES is present on a Quest that ends victoriously for the Knights, he gains 1 more Life point than indicated by the Quest's victory pictograms.

White cards shared



Draw from the top of the White draw pile as many cards as indicated. Those cards are then shared among all the Knights present on the Quest. If no agreement can be reached, these cards are shuffled and dealt out randomly to all Knights present, starting with the Knight who won the Quest.



White/Black Swords added

Add to the Round Table the number of White/Black Swords indicated by this icon.

Relic won



If the Quest is won, the winner of the Quest (i.e. the player responsible for the last Action that successfully completed the Quest) takes the Relic and places it on his Coat of Arms. If the Quest is lost, the Relic is removed from play and put away in the game box.



Add a Siege Engine

This symbol in the Defeat pictograms of the Pict and Saxon Wars indicate that Siege Engines must be placed around Camelot each time a War is lost.

Play as a Siege Engine



Once the Dragon, Excalibur or the Holy Grail's Quests have been completed (and won, or lost), any Black card associated with them (Lancelot/Dragon card, Excalibur, Despair, Desolation, Dark Forest) that is drawn later in the game adds a Siege Engine to Camelot instead.

Important Note

A Quest might be lost while no Knights are on it! In that case, there is no loss of Life points suffered, but any Black Sword(s) or Siege Engine(s) indicated in the Consequences of Defeat must still be added to the Round Table or Camelot, and any Relic discarded, if applicable.



The Tournament Against The Black Knight

Object of the Quest

The Tournament against the Black Knight is a Perpetual, Solo, Combat Quest in which a single Knight attempts to progressively play two pairs of White Fight cards of distinct values (e.g. 1,1 and 3,3, but not 1,1 and 1,1); in the meantime, the forces of Evil progressively lay Black Knight cards on their side. When the Quest ends, the side with the highest total value wins!



Progression of Evil

Whenever a Black Knight card is drawn. If a fourth Black Knight card is laid down, the Quest ends immediately.



Heroic Action

Playing a White Fight card (see Black Knight p 14). When the second card in a second pair of White Fight cards is laid down, the Quest ends immediately.

Win/Loss Conditions

At the end of the Quest, the Knight wins if the sum of the White Fight cards is greater than the sum of the Black Knight cards laid on it. Any other result (including a tie) is a Loss for the Knight.

The Quest is perpetual. Once ended, all cards are removed and the Quest starts anew.

Spoils of Victory

The Knight on the Quest, when the Black Knight is defeated, wins a Life point, draws 3 White cards into his hand, and immediately goes to the Round Table where 1 new White Sword is laid.



Consequences of Defeat

Add 1 new Black Sword to the Round Table. Any Knight present on this Quest loses 1 Life point and immediately goes back to the Round Table.





The Quest for Lancelot

Object of the Quest

The Quest for Lancelot is a Solo Combat Quest in which a single Knight attempts to progressively play a full house of White Fight cards of distinct values (e.g. 1,1 and 3,3,3 but not 1,1 and 1,1,1); in the meantime, the forces of Evil progressively lay Lancelot's cards on their side. When the Quest ends, the side with the highest total value wins!



Progression of Evil

Whenever a Lancelot card is drawn. If a fifth Lancelot card is drawn, the Quest ends immediately.



Heroic Action

Playing a White Fight card (see Lancelot p 14). If the fifth card of a full house of White Fight cards is played, the Quest ends immediately.

Win/Loss conditions

If the sum of the White Fight cards is greater than the Black Lancelot cards played on the Quest, the Knight wins. Any other result (including a tie) is a Loss for the Knight.

This Quest can only be attempted once. As soon as it is completed (whether won or lost), it disappears, replaced by the Dragon's Quest (on the reverse side of the Quest board).

Spoils of Victory

The Knight present on the Quest, when Lancelot is won, wins 1 Life point; draws 4 White cards from the top of the draw pile; claims Lancelot's Armor and places it on his Coat of Arms; he then immediately goes to the Round Table where 1 new White Sword is laid. Flip this Quest's board over.



Consequences of Defeat

Add 1 new Black Sword to the Round Table. Any Knight present on this Quest when it is lost loses 1 Life point and immediately goes back to the Round Table. Flip this Quest's board over.



Relic: Lancelot's Armor

Power: Whenever the owner of Lancelot's Armor draws a Black card, he draws the top 2 Black cards instead, keeps one of them as his draw, and places the other one back at the bottom of the Black Draw pile. Unlike the other relics, Lancelot's Armor remains with the Traitor after he has been unmasked. The power of the relic thus remains available to him each time he chooses to draw a Black card. Lancelot's Armor may never be "loaned" or passed on to another Knight. It stays with its winner until his death. It is the only Relic that stays with its owner, even if he is unmasked as the Traitor.



The Dragon's Quest

Object of the Quest

The Dragon's Quest only appears once Lancelot's Quest has been completed. Unlike Lancelot's Quest, this is a Group Combat Quest that will often require multiple Knights to join forces. The Knights must progressively play 3 three-of-a-kind sets of White Fight cards of distinct values (e.g. 1,1,1, 2,2,2 and 4,4,4). In the meantime, the forces of Evil progressively lay Dragon cards on their side. When the Quest ends, the side with the highest total value wins.



Progression of Evil

Whenever a Dragon card is drawn. If a fifth Dragon card is laid down, the Quest ends immediately.



Heroic Action

Playing a White Fight card (see Dragon p 14). When the third card of the third three-of-a-kind set of White Fight cards is laid down, the Quest immediately ends.

Win/Loss conditions

At the end of the Quest, the Knights win if the sum of the White Fight cards is greater than the sum of the Dragon cards laid on it. Any other result (including a tie) is a Loss for the Knights.

Once won or lost, the Quest is removed from the game. Any future Lancelot/Dragon cards drawn will add a Siege Engine around Camelot in lieu of being played normally.

Spoils of Victory

Knights who are on the quest when the Dragon is defeated each win 2 Life points; share 7 White cards drawn from the top of the White Draw pile; and return to the Round Table where 2 new White Swords are laid. Remove the board from the game.



Consequences of Defeat

Add 2 new Black Swords onto the Round Table. Any Knight who is on the Quest when it is lost loses 2 Life points and immediately goes back to the Round Table. Remove the board from the game.





The Quest for Excalibur

Object of the Quest

The Quest for Excalibur is a Group Quest, won by progressively moving the fabled sword to the (green-colored) Knights' side of the river.

The Knight whose action moves Excalibur onto the victorious last spot on the Knights' side wins the fabled sword.



Progression of Evil

Drawing an Excalibur card causes Excalibur to move one step closer to oblivion (the frozen side of the river).



Heroic Action

Discarding a White card while on the Quest for Excalibur causes the sword to move one step closer to the (green-colored) Knights' side.

Win/Loss Conditions

Moving Excalibur to either side of the river ends the Quest - with a win if Excalibur reaches the Knights' side, with a loss if it reaches the Dark side.

Once Excalibur is won (or lost), the Quest board is turned over. Any future Black Excalibur card drawn will add a Siege Engine to Camelot in lieu of being played normally.

Spoils of Victory

Any Knights who are on the Quest when Excalibur is won, each win 1 Life point. They also share 7 White cards drawn from the top of the Draw pile, and whoever played the final Action that brought Excalibur home wins the famed sword and places it on his Coat of Arms. The victorious Knights all return to the Round Table where 2 new White Swords are laid. Flip this Quest's board over.



Consequences of Defeat

Add 2 new Black Swords to the Round Table. Any Knights on the Quest when Excalibur is lost lose 1 Life point and immediately goes back to the Round Table. Excalibur is removed from the game and put out of reach forever! Flip the board over.



Relic: Excalibur

Powers: For as long as a Knight yields Excalibur, he adds +1 to the outcome of any combat Quest he is currently on. To do so, simply add 1 to the sum of the White Fight cards played before comparing them to the value of the opposing Black cards. This applies to any Combat Quest, as well as to any fight against the Siege Engines. At any point in the game, even out of his turn, the Knight who owns Excalibur may decide to sacrifice it, to cancel any one Black card drawn - Special or Standard. Excalibur is the only way to prevent a Standard Black card from coming into play at the time it is drawn. This sacrifice takes effect immediately before the consequences of the Black Card that was about to occur. Excalibur is then consumed forever and removed from the game. Excalibur may never be "loaned" or passed on to another Knight.



The Quest for The Holy Grail

Object of the Quest

The Quest for the Holy Grail is a Group Quest, won when the Knights have successfully laid 7 White Grail cards face up on the Quest.



Progression of Evil

Whenever a Desolation, Despair or Dark Forest card is drawn.



Heroic Action

Playing a Grail card (see p 15).

Win/Loss Conditions

When 7 cards of the same color cover the Quest, it ends. If all these cards are Grail cards, the Knights win. If all the cards are a combination of Desolation and Despair cards, they lose the Quest (and the Holy Grail!). Once the Grail is won (or lost), the Quest board is turned over. Any future Dark Forest, Despair or Desolation card drawn adds a Siege Engine to Camelot in lieu of being played normally.

Spoils of Victory

Any Knights who are on the quest when the Holy Grail is won, each win 1 Life point. They also share 7 White cards drawn from the top of the draw pile, and whoever played the final Action that found the Holy Grail wins it and places it on his Coat of Arms. The victorious Knights then all return to the Round Table where 3 new White Swords are laid. Flip this Quest's board over.



Consequences of Defeat

Add 3 new Black Swords to the Round Table. Any Knights who are on the Quest when it is lost lose 1 Life point and immediately go back to the Round Table. The Holy Grail is also removed from the game, lost forever! Flip the board over.



Relic: The Holy Grail

Power: At any time during the game, if a Knight falls to zero Life points and is about to die, the owner of the Holy Grail may decide to let him drink from the Grail instead. The beneficiary is immediately restored and recovers his initial 4 Life points. This power may be used on the Knight who holds the Grail, if necessary.

Once used, the Holy Grail immediately vanishes, and is removed from the game.





The Pict and Saxon Wars



Object of the Quest

The Pict and Saxon Wars are two similar, but distinct, Perpetual Group Quests. In these wars, the Knights try to progressively lay an ascending series of 5 straight White Fight cards (from 1 to 5) before 4 warrior figures (Picts or Saxons, depending on the War fought) appear on the board.



Progression of Evil

Whenever a Pict, Saxon or Mercenary card is drawn. If a 4th figure is placed on the board of a given War, that War is immediately lost.



Heroic Action

Playing a White Fight card (see Pict and Saxons p 15). If the fifth card of an ascending straight of five White Fight cards is laid on the board of a given War, that War is immediately won.

Win/Loss Conditions

Victory or Loss is decided by whether the 5 cards needed to complete the straight, or the 4 warrior figures of the enemy, reach the board first. Once the Quest ends, a new War starts.

Spoils of Victory

Any Knights on the Quest when the Picts or Saxons are repelled, win 1 Life point each; they share 4 White cards from the top of the draw pile, and immediately go back to the Round Table where 1 new White Sword is laid.



Consequences of Defeat

Add Two Siege Engines to Camelot and 1 new Black Sword to the Round Table. Any Knights on the Quest when a War is lost, lose 1 Life point each, before fleeing back to the relative safety of Camelot.





Camelot

Camelot is not an ordinary Quest, but truly the heart of the game. If Camelot falls, all hope (and the game!) is lost.

Camelot is divided into two distinct locales: The Round Table, and the Siege Area outside the walls. Please note that these two areas form a single entity for the purpose of movement (i.e. no action is required to go from one to the other; they are simply two sides of the same location).

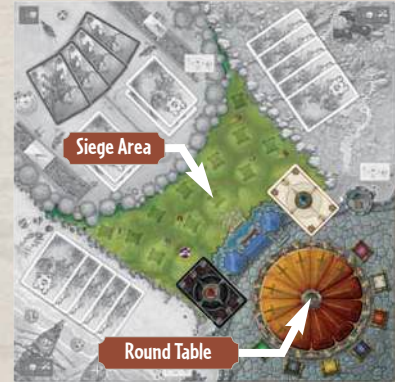
the Round Table

The Round Table, inside Camelot, is where the Swords are laid throughout the game, to track the Knights progress against the forces of Evil.

The Round Table is also the place where all Knights start the game.

When spending a turn in Camelot a Knight may either:

- Stay at the Round Table, in which case he may draw 2 White cards from the draw pile (unless he already has 12 or more White cards in hand);
- Or visit the Siege area to try and destroy a Siege Engine.



The Siege Area

The Siege Area, located just outside Camelot's walls, is the area where the Siege Engines are placed.

This occurs each time:

- A player chooses this as his Evil Action during the Progression of Evil phase.
- A player draws a Black card pertaining to a Quest no longer in play.

In addition, whenever a Saxon or Pict War is lost, 2 Siege Engines are added to the Siege Area. One of the Morgan card also adds 2 Siege Engines, if drawn and not countered.

To fight a Siege Engine, first select and play as many Fight cards as desired from your hand onto the table. Then roll the 8-sided die:



- If the sum of the White Fight cards you played is greater than the value displayed on the die, you win the fight; Move the Siege Engine off the board and back into Reserve.
- If the sum of the White Fight cards is lower than or equal to the value of the die roll, Remove 1 Life point from your total by shifting your Life die down to its next lower value. If this brings you to zero, you die (see Losing a Life point, above).

Victory in Camelot

The game stops immediately after the first Action in which a 12th Sword is laid on the Round Table. Note that if several Swords were laid at once during the game's final Action, the game may end with more than twelve Swords on the Round Table.

If the Traitor is still alive and undetected at this point, he reveals his Loyalty card, and two White Swords on the Round Table are now flipped to their Black side.

The Black and White Swords on the Round Table are then tallied up separately. If the number of White Swords laid is greater than the number of Black ones, the Knights (Traitor excepted) win the game. Otherwise, they lose and the Traitor may revel in his victory.

Sudden Defeat in Camelot

If at any point during the game, there are 7 or more Black Swords on the Round Table, the Knights will have failed in their defense of Camelot and lost the game.

If at any time during the game a 12th Siege Engine is laid, Camelot falls, bringing the Knights down with it.



APPENDIX I

THE KNIGHTS & THE TRAITOR

In *Shadows over Camelot*, each player represents a Knight of the Round Table.

Each Knight has its own figure, and his own Coat of Arms sheet, on which appears:

- An illustration of the Knight;
- The Knight's unique Special Power;
- A summary of the Knight's game turn;
- A spot for the Life point dice, which reflects the Knight's health and stamina;
- Designated spots where to place the relics the Knight may win during his Quests (Excalibur, the Holy Grail, and Lancelot's Armor)

The back of each Knight's Coat of Arms is used if that Knight is unmasked as the Traitor.

The Knights that stand ready to defend Camelot are:

King Arthur - Son of Uther Pendragon

When in play, King Arthur begins the game. Any player joining a game mid-way sits to his immediate left.

At any point during his turn, King Arthur may pass one White card to any other Knight, regardless of their respective location on the gameboard. The recipient must return one White card in exchange. Both exchanges are made with the cards face down, unknown to the other players.

Sir Galahad - Son of Lancelot

During the Heroic Action phase of his turn, Sir Galahad may play one Special White card of his choice as a free Action. If he does so, he must choose (or have chosen) a *different* Action as his regular action.

Sir Gawain - Son of King Lot

When at the Round Table, if he chooses to draw White cards as his Heroic Action, Sir Gawain draws 3 cards instead of 2.

Sir Kay - Seneschal of King Arthur

If Sir Kay is on a Quest when a combat ends, he may opt to play an additional White Fight card of his choice, *after* the Black cards in play have been revealed. Sir Kay may do so even if he was not the last character to play a Fight card, as long as he is still on the Quest at the end of combat. Sir Kay may also use his Special Power when fighting a Siege Engine.

Sir Palamedes - Saracen Knight

For each victorious Quest he is on when the Quest ends, Sir Palamedes gains an additional Life point, above and beyond any that may be granted by the Quest's Victory Spoils. He is still limited to a maximum of 6 Life points.

Sir Percival - Son of Pellinore

During his Progression of Evil phase, Sir Percival may look at the Black card on top of the Draw pile, before deciding which Evil Action he chooses. If he owns Lancelot's Armor, Sir Percival draws 2 Black cards and places 1 at the bottom of the Black draw pile, before deciding if he will play the other card or put it back in place and choose another Evil Action instead.

Sir Tristan of Lyonesse

Whenever Sir Tristan departs from the Round Table, he does so at no Action cost. His standard Heroic Action that turn cannot be another Move.

The Traitor

The Traitor is a Knight whose allegiance now lies with the forces of Evil (as dictated by the luck of the draw when Loyalty cards are handed out at the start of the game).

During the game's early stages, the Traitor plays his role as any normal Knight would, while secretly working against his fellow Knights without raising their suspicion.

Once there are 6 or more Siege Engines surrounding Camelot, or 6 Swords lay on the Round Table, Accusations may be made as to who is the Traitor.

If a Knight (correctly) accuses the Traitor, the accused must immediately reveal his true nature by turning over its Loyalty card, and his Coat of Arms to its traitorous side.

The Traitor must now discard all of his cards, turn over his Coat of Arms to its Traitor side and remove his miniature from the board to place it in front of him.

If he owned Excalibur or the Holy Grail, these Relics are now lost to all and removed from play. The Traitor may retain Lancelot's Armor if he has it.

The Traitor also discards his Life die, which he no longer needs. From now, until the game ends, the Traitor works in the Shadows, out of reach from all other Knights.

After being exposed, the Traitor now follows the instructions on the back of his Coat of Arms *in lieu* of playing a regular turn. Thus he:

- Picks a White card at random from the hand of the player of his choice and immediately discards it;

And

- Adds a Siege Engine to Camelot OR Draws (and immediately plays) a Black card from the top of the Black draw pile.

APPENDIX II

CARDS MANIFEST

There are three major categories of cards in Shadows over Camelot:

The **Loyalty cards**, one of which is given to each Knight at the start of the game to determine his allegiance (to Camelot, when Loyal or to the forces of Evil, when a Traitor).

The **White cards**, recognizable by their White border, represent "Good" characters or events which usually help the Knights along in their Quests.

The **Black cards**, recognizable by their Black border, are bad omens for the Knights (though welcome news for the Traitor!), as they help spread Evil throughout the Land.

In each of the Black and White sets of cards, there are a few subsets:

Special cards: A few of the Black and White cards are Special cards, referred to as Special Whites or Special Blacks. They are recognizable by their distinctive symbol on top of each card. The Special Whites are usually played as a Heroic Action (see Playing a Special White card p 16), while the Special Blacks typically trigger nasty events whenever drawn (see Special Blacks p 10).

The regular Black and White cards are sometimes referred to as Standard cards. Several of them also belong to a specific sub-type, namely:

Combat cards: All White Fight cards, the Black Knight, Lancelot & the Dragon Black cards are all referred to as Combat cards. They are recognizable by the numerical value displayed in their upper corners, which indicates the strength of the card when played on Combat Quests or in combat against a Siege Engine.

Quest-specific cards: When a card (Standard or Special) is tied to some specific Quest or Quests, the icon(s) of that Quest(s) are displayed on the card, most often in the upper corner. When that space is unavailable, as is the case for Special cards and Combat card, the Quests' icon(s) are displayed in the center of the card itself, above the text area.

A few important rules about Cards

A player has no limit to the number of White cards he may keep in hand, but if he has 12 or more, he cannot choose to draw 2 White cards as his Heroic Action of choice when in Camelot.

A player may never reveal his hand to others. He can only discuss his cards in general, non specific terms. (see A word about Collaborating p 8)

A player's Loyalty card always remains secret from the other players, unless the player is forced to reveal it to answer an Accusation.

If either of the Black or White draw pile runs out during the course of the game, the corresponding discard pile is immediately reshuffled to form a new draw pile; *and the discard and draw pile of the other color is also immediately reshuffled into a new draw pile as well.*

STANDARD WHITES



FIGHT CARD (51 cards: 14 ones, 12 twos, 10 threes, 8 fours, 7 fives)

Type: Combat card

Fight cards are played during a player's Heroic Action phase.

A single White Fight card may be played on any of the Black Knight, Dragon, Lancelot, Pict or Saxon Wars Quests, during a player's Heroic Action phase, as long as the player's Knight is on the Quest, and the card's fight value meets the requirements of the Quest it is played on (respectively, a double pair, a triple three-of-a-kind, a full house, or an ascending straight).

Multiple White Fight cards may be played simultaneously, in any combination, to fight a Siege Engine in Camelot. Three Fight cards of identical value (i.e. 1,1,1) may also be played as a Heroic Action to gain 1 Life point back.



GRAIL CARD (18 cards, all identical)

Type: Holy Grail's Quest

The Grail card is played as a single card onto the Holy Grail Quest's board during a player's Heroic Action phase, if the player's Knight is on that Quest.

The Grail card is always played on the first available card spot closest to the Holy Grail relic.

Holy Grail Relic



If there are no spots available but some are filled with Despair (or Desolation) cards, the card is not laid on the board, but instead is used to discard the Despair (or Desolation) card closest to the Holy Grail.



If the Grail Quest is over, Grail cards may still be used as discards (either as single discards to advance Excalibur, or in groups of three to heal one's self).

SPECIAL WHITES



CONVOCAATION CARD (1 card)

When played, this card allows any or all of the Knights (if they choose) to immediately go back to Camelot, out-of-turn and at no cost. For each Knight now in Camelot, a White card is drawn and laid face up; these cards are shared at the participating players' discretion. If no agreement can be reached, the cards are shuffled and dealt to the players randomly.

**FATE CARD** (1 card)

If the player of this card is Loyal, all living Knights draw a White card into their hand. As long as his identity remains unknown, the Traitor may choose to play this card as a Loyal Knight, to try and convince his fellow Knights of his honesty!

If the player of this card is the Traitor and he chooses to play this card to reveal his true nature, he shows his Loyalty card to the others and turns his Coat of Arms over to its Traitor side. His opponents are so unsettled by this treason that they must immediately discard 2 (or less, if they don't have 2) White cards of their choice into the White discard pile.

If he wishes, the Traitor may play this card on his turn, even before he normally could be accused (ie before there are 6 Siege Engines around Camelot or 6 Swords on the Round Table).

**HEROISM CARD** (1 card)

When played, this card is laid on the Quest of the player's choice, except for Camelot and its Siege Engines. It stays there until the Quest is won (or lost) at which point the card automatically adds one additional Sword of the color of the victorious side.

**LADY OF THE LAKE CARD** (1 card)

If Excalibur's Quest has not yet been completed when this card is played, Excalibur is moved one spot closer to the Knights' side of the river; If the Quest for Excalibur is over, the card's player gains 2 additional Life points instead. The player's Life point total may exceed its initial 4, but never more than 6. This card may be played regardless of the location where its owner currently is.

**MERLIN CARD** (7 cards)

The player of this card may use it, during his turn, to: remove 1 Siege Engine from Camelot, back into Reserve; or remove the last Standard Black card played on any Quest of his choice (i.e. the last Combat card played on the Black Knight, Lancelot or the Dragon, or the last Despair card played on the Grail); or remove one warrior from the War Quest (Saxon or Pict) of his choice;

In addition, one or more players may use 3 Merlin cards, out of turn if necessary, to instantly cancel a Special (but not a standard) Black card that was about to come into play as a result of the Progression of Evil. The three Merlin cards are played after the Special Black card has been drawn and revealed, but before any of its effects take place. The 3 Merlin cards and the Special Black they cancel are then discarded.

**MESSENGER CARD** (1 card)

When played, this card allows its player to pass up to 3 White cards to the player of his choice, regardless of their respective location. When played by King Arthur, this card does not interfere with Arthur's Special Power and may be played in conjunction with it, to pass up to 4 cards to one player or to give Arthur the possibility, within the same turn, of passing 1 card to a Knight and up to 3 cards to another within the same turn.

**PIETY CARD** (1 card)

This card gives its owner a choice: to add 3 Life points to his current total (up to a maximum of 6); or to give 1 Life point to each of the other (living) Knights. Even if you suspect another Knight might be the Traitor, unless he is unmasked, he receives 1 life point.

**CLAIRVOYANCE CARD** (1 card)

This card allows you to draw the first 5 Black cards from the top of the Black draw pile, look at them, and rearrange them in the order of your choice before putting them all back on top of the Draw pile. In no case can you communicate any of the specific information learned (i.e. name or value of the cards) to the other players.

**REINFORCEMENTS CARD** (1 card)

When played, this card lets you draw 4 White cards into your hand, regardless of your location or number of White cards in hand. Alternatively, you may opt to use the card to let each of the Knights, except you, draw 1 White card into their hand, regardless of their location, number of cards in hand or Loyalty.

STANDARD BLACKS**BLACK KNIGHT CARD** (11 cards: 5 ones, 3 threes, 2 fives, 1 seven)**Type:** Combat card

When drawn, this card must be placed on the first empty card spot on the Black Knight's Quest. If played face down, value unseen by the other players, this card lets you draw a White card in compensation.

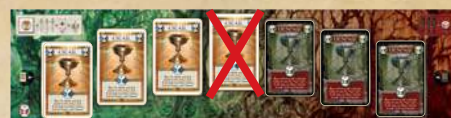
If the card fills the fourth and last spot on the Black Knight's side, the tournament ends immediately. The Black cards are shuffled, before being added up and compared to the sum of the White Fight cards played, if any. If the value of the White cards is higher, the tournament is won; otherwise it is lost. All cards are then discarded.

**DESPAIR CARD** (15 cards)**Type:** Holy Grail's Quest

When drawn, this card must be placed on the first available card spot the furthest away from the miniature of the Holy Grail (closest to Defeat).



If there are no spots available but some are filled with Grail cards, the card is not laid on the board, but instead used to discard the Grail card the furthest away from the Holy Grail.



If the Holy Grail's Quest is no longer in play, add a Siege Engine to Camelot instead.

**EXCALIBUR CARD** (15 cards)**Type:** Excalibur's Quest

When drawn, this card forces Excalibur to move one step closer to oblivion (the frozen side of the river).
If Excalibur's Quest is no longer in play, add a Siege Engine to Camelot instead.

**LANCELOT/DRAGON CARD** (11 cards)**Type:** Combat card**Left Side:** Lancelot's Quest (4 ones, 3 threes, 3 fives, 1 seven cards)**Right Side:** The Dragon's Quest (4 fives, 3 sevens, 3 nines, 1 eleven cards)

When drawn, this card must be placed on the first empty card spot on Lancelot's Quest (if in play), or the Dragon Quest (if in play). When played face down, value unseen by the other players, this card lets you draw a White card in compensation.

If this card is the fifth Lancelot/Dragon card played, the Quest ends immediately. The Black cards are shuffled, before being added up and compared to the sum of the White Fight cards played. If the value of White cards is higher, the Quest is won; otherwise it is lost; all cards are then discarded.

If neither Lancelot nor the Dragon Quest are in play, add a Siege Engine to Camelot instead.

**MERCENARIES, PICTS AND SAXONS WAR CARDS** (4 cards each)**Type:** Pict Wars'and/or Saxon Wars'Quests

When drawn, these cards all force you to take a warrior figure from the Reserve (Pict if Pict Wars, Saxon if Saxon Wars, your choice if Mercenaries) and place it on its corresponding Quest. Once the figure is placed, the card is discarded.

If this card adds a fourth figure to the War, the War is lost and all cards and figures on it discarded.

**SPECIAL BLACKS****DESOLATION CARD** (2 cards)**Type:** Holy Grail's Quest

When drawn, this card forces you to discard the Grail card lying farthest from the Holy Grail's relic; this card is then laid down on the Grail's Quest like a regular Despair card.

If there is no Grail card to remove, simply play this card as a Despair card. If the Grail's Quest is no longer in play, add a Siege Engine to Camelot instead.

**DARK FOREST CARD** (1 card)**Type:** Holy Grail's Quest

When drawn, this card must be immediately placed on the Holy Grail's Quest. No further Grail card may be played until another Quest (Camelot and the

Siege Engines excepted) has been won. Once that has been achieved, discard this card and resume play on the Holy Grail as normal.

Note that Despair and Desolation cards are still played normally; it is only the White Grail cards that cannot be played while the Dark Forest is there.

If the Grail's Quest is no longer in play, add a Siege Engine to Camelot instead.

**GUINEVERE CARD** (1 card)

When drawn, this card immediately sends all the Knights to Camelot, regardless of their Loyalty, location or game turn. The Knights receive no White cards, and the player who drew Guinevere sees his turn end immediately.

If some Knights are forced to abandon their Solo Quests, you must remove all White cards from these forfeited Quests as they leave them.

**MISTS OF AVALON CARD** (1 card)

After this card is drawn, for the remainder of the game, an additional Black Sword will be laid on the Round Table for each Quest lost.

**MORDRED CARD** (1 card)**Type:** Pict or Saxon Quests

When drawn, this card must be placed on either the Saxon War or the Pict War, at the player's choice. Winning the Quest with Mordred attached to it now

requires an additional Fight card of value 5 to be played (i.e. 1, 2, 3, 4, 5, 5). Upon the War's victory (or loss), Mordred is discarded along with the other cards.

**MORGAN CARD** (5 cards)**Type:** Various Quests

Beware; each of the five Morgan cards has a different effect on the game:

1st Morgan: Each Knight immediately loses 1 Life point, regardless of his Loyalty or location in the game.

2nd Morgan: One Knight with at least 3 White cards in hand may volunteer to discard 3 Whites in sacrifice; or all Knights with at least 1 White in hand must each discard 1 card, regardless of his Loyalty or location in the game.

3rd Morgan: Draw and play at once the next 3 Black cards from the top of the Black draw pile.

4th Morgan: Immediately adds 2 Siege Engines to Camelot.

5th Morgan: One Knight may volunteer to lose 2 Life points at once; or all Knights with 1 or more White card in hand must each discard 1 card, regardless of his Loyalty or location in the game.

**VIVIEN CARD****Type:** Special Black

Vivien prevents any Merlin card from being played (either as a single card during a player's Heroic Action phase, or when played in threes to cancel a Special Black) until the next Quest is won. Winning a fight against a Siege Engine does not count as a Quest won, for this purpose. Note that Vivien may still be cancelled by 3 Merlin cards *at the time it comes into play* since Merlin's power would take effect before Vivien gathers strength.