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<p>Excalibur</p> <p>10</p> <p>Ongoing. For each use of 'Hop', select an enemy adjacent to your origin/departure space and slash it for 5 damage. If you damage an enemy this way, draw a card.</p>	<p>Damsel in Distress</p> <p>10</p> <p>Ongoing. You must make haste to save your maiden. Landing a successful 'Lance' attack allows you to play another non-'Lance' card this turn and place the Lance card back in your hand.</p>	<p>Lance</p> <p>7</p> <p>Attack a square that is 2 spaces in one direction and then 1 space in a different direction that is not directly backwards from your current tile. Attack path forms an 'L' shape. Attack may reach over other pieces. 7 damage. After attacking, move to an adjacent tile.</p>
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<p>The Holy Grail</p> <p>10</p> <p>Ongoing. When your played card is resolved, you have the option to drink from the Holy Grail instead. Return the played card to your hand and heal 2 damage.</p>	<p>Plate Mail</p> <p>10</p> <p>Ongoing. You don a thick plate of mail. Reduce the damage of incoming attacks by 2.</p>	<p>Squire</p> <p>10</p> <p>Ongoing. Reduce the speed of your cards by 2. Additionally draw an extra card at the end of each turn.</p>
<p>Charge</p> <p>10</p> <p>Ongoing. If you use 'Hop' to land next to an adjacent enemy, you may play another card this turn.</p>	<p>Chivalry</p> <p>9</p> <p>Select X number of your own Ongoing cards to discard. You may then discard up to 2*X enemy Ongoing cards across multiple enemies.</p>	<p>Chivalry</p> <p>9</p> <p>Select X number of your own Ongoing cards to discard. You may then discard up to 2*X enemy Ongoing cards across multiple enemies.</p>
<p>Godspeed</p> <p>10</p> <p>You may play up to 3 cards on your next turn.</p>	<p>Godspeed</p> <p>10</p> <p>You may play up to 3 cards on your next turn.</p>	<p>Lancealots</p> <p>10</p> <p>Ongoing. Your 'Lance' attack may now attack up to 2 different squares.</p>

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