



KNIGHTS OF CAMELOT is protected under the copyright laws of the United States of America. Any reproduction or other unauthorized use of the material or artwork comprising the game is prohibited without the express written consent of TSR Hobbies, Inc.

This is an unauthorized "third edition" rule set, integrating a number of extensions to the original game rules as well as several interpretations and options of my own. – Daniel U. Thibault

INTRODUCTION

Knights of Camelot is a multi-player board game of knighthood during the legendary reign of King Arthur. Players assume the role of gallant knights adventuring across the land in the name of chivalry and virtue, to hopefully one day become a Knight of the Round Table. But that is not an easy task, for the road to King Arthur's court is fraught with peril; there abide fearsome monsters, ruthless brigands, and unpredictable ladies. Every encounter offers a challenge to the knights' resolve; testing their mettle and courage. If the players persevere and prove themselves worthy in the eyes of King Arthur, they may even be granted the Quest for the Holy Grail.

Knights of Camelot is more than just an exciting game. Drawing extensively from the works of Sir Thomas Malory, whose *Le Morte D'Arthur* retells the legends of King Arthur's Knights of the Round Table, it is an experience that allows you, the player, to participate in one of the greatest and noblest legends of all times—CAMELOT.

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GAME PARTS

Inventory of Game Parts

The *Knights of Camelot* game should consist of:

- This rule booklet
- One playing map
- Three dice: one pair and one odd die
- 75 KNIGHT cards (on 3 perforated sheets)
- 15 KING cards and 30 LADY cards (on 2 perforated sheets)
- One large sheet with REFERENCE TABLES
- One sheet of die-cut counters (chits)

Playing Pieces

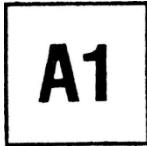
The multi-coloured, die-cut cardboard counters (chits) are used to represent various persons and creatures in *Knights of Camelot*. These include Animals, Brigands, Dwarves, Ladies, Monsters, Ships, common Player Knights, Arthurian Player Knights, non-player Knights, Castles, the Holy Grail, the Questing Beast, and Merlin/Morgan Le Fay (one chit for both). Some chits are only marked with a letter and number; these are used to mark Adventure sites.

Sample Chits

Player chits:



Common Player Knight



Adventure Marker



Arthurian Player Knight

Encounter chits:

Wound Level	Attack Dice
-------------	-------------



Monster



Animal



Brigand

Companion chits:



Dwarf



Lady



Pilgrim

Special chits:



Merlin/Morgan Le Fay



Questing Beast



Holy Grail

Encounter chits should be kept together in their appropriate groups to allow one to be drawn at random when the encounter dictates. Most of the non-player chits are used to represent travelling companions or to indicate the nature of an Adventure. These chits are all labeled to aid identification.

Game Map

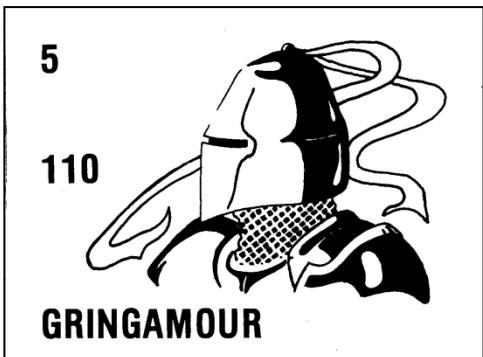
The game map depicts the realm of Arthurian Britain and nearby Kingdoms. Each Kingdom is represented by a different colour, to clearly define regional boundaries. The terrain (rivers, forests, and wastelands) affects movement and encounters. Inhabited locations are Castles, Towns, Ports, and Shrines. Some locations combine several features; for example, Camelot is a Castle, a Port, **and** a Town.

Map Legend: ☰ Castle; △ Town; ✚ Shrine; □ Port.

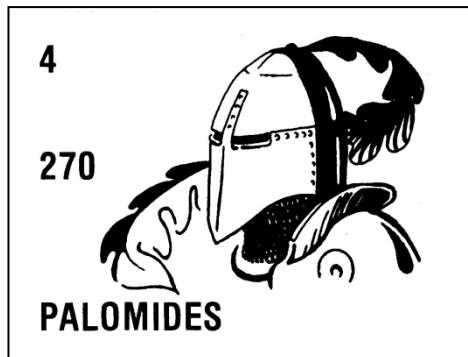
King Arthur's kingdom, Logres, dominates the centre of the map with its six castellanies ruling ten provinces: Lincoln, Mercia, Hereford, Warwick, Somerset, Hampshire, Buckingham, Surrey, Kent, and Sussex. Logres shares Great Britain with ten other Kingdoms, each made up of at most three provinces: Surluise, Scotland, Lothian, Northumberland, Listenoise, North Wales, Wales, Cornwall, Strangore, and Gore. Overseas are four more kingdoms: Ireland, Brittany, Gaul, and Benwick. Three islands complete the map: the Isle of Wight (part of the Jagent castellany), the Isle of Avalon (part of North Wales), and the Isle of Servage (independent). The Road to Rome represents the rest of Europe. The sea is divided into six regions. Finally, standing apart is the mysterious land of Faerie.

Cards

There are three types of cards used in *Knights of Camelot*:

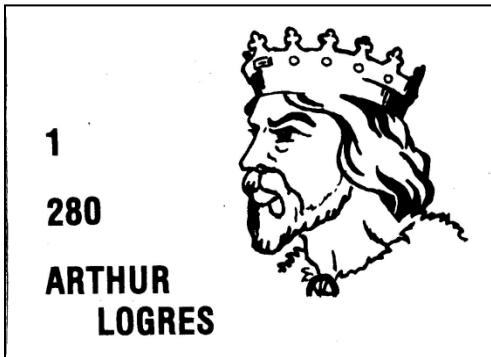


Common Knight

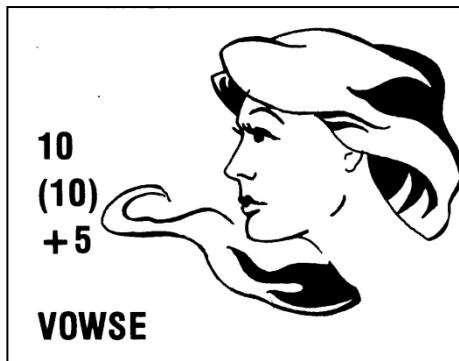


Arthurian Knight

Knight Cards: Each card depicts either a common Knight or an Arthurian Knight, giving his **Virtue Level** (top), **Chivalry Points** (middle), and name. The terms in **bold** are explained in the GENERAL TERMS section, below.



King Cards: These cards represent the various Kings of the land of legendary Britain and its neighbours as depicted on the map. Each card gives the King's **Virtue Level** (top), **Chivalry Points** (middle), name, and Kingdom.



Lady



Enchantress

Lady Cards: Each card depicts a Lady or Enchantress and lists the Lady's **Virtue Level** (top), **Service Award** (second, in parentheses), **Seduction Adjustment** (third), and name.

King and Lady cards, when discarded, are immediately shuffled back in. Knight cards are reshuffled once the discard pile is about the same size as the remaining deck. Kings, Ladies and Knights that are **slain** are **removed** from the game.

SETUP

Preparing for Play

Lay the map out on a table large enough to permit each player enough room to display their cards and to keep a piece of paper to keep records on. Backfolding (folding each crease in the map opposite of the way it was packaged) will allow the map to lie flat.

Carefully separate all of the cards from the sheets, and sort them into their three decks (Knights, Kings, and Ladies). Each deck should be shuffled thoroughly before beginning play.

Players should also punch out and sort the chits into their various groups as noted by chit type. Each player should choose a colour and take the appropriate common Knight, Arthurian Knight, and Adventure markers of that colour. The rest of the chits may be placed in the game box or stacked near the board for future use. Monster, Brigand, and Animal chits should either be kept face down in loose piles or placed in separate cups, so that a chit may be drawn at random when each is encountered.

Determining the Starting Player

Each player rolls the three dice. The player with the highest total will begin play. In case of a tie for the highest number, those who tied should roll again until one player rolls a number higher than the others.

Record Keeping

Each player will need to keep a record of his Chivalry Points, Virtue Points, equipment, Lord and Lady service, and other information necessary to play (Adventures, Oaths, Exiles, Enemies, etc.). The Adventure Journal provided in the back of this booklet should prove adequate. Record the information in pencil, as changes may be frequent.

Creating a Player Knight

The Chivalry Points and Virtue Points (and consequent Wound and Virtue Levels) a Player Knight starts with are specified by the scenario being played (see page 74). Unless the scenario states otherwise, each Player Knight also begins with a set of equipment: a sword, a shield, a lance, and a horse.

Unless the scenario states otherwise, each player rolls the three dice and refers to the Random Deployment Chart (page 14) to determine their homeland.

The 10 Logres provinces are organised into six castellanies: **Jagent** rules Somerset, Hampshire, and the Isle of Wight; **Beale-Valet** rules Warwick and Hereford; **Abblasore** rules Mercia; **Bedegraine** rules Lincoln; **Vagon** rules Buckingham; and **Magouns** rules Surrey, Kent, and Sussex. If a Player Knight begins play in a castellany of Logres, Camelot Castle is **not** their home castle, nor is King Arthur their Lord; rather, a Knight should be drawn at random from the Knight cards and his name recorded to represent the Player Knight's Lord.

The Player Knight is placed on the royal Castle in the indicated Kingdom or Logres castellany. The King or Knight Lord of that land (see Lord Service, page 11) is the Player Knights' Lord, to whom they pledge all their loyalty and in whose name they perform their deeds of daring. Each Player Knight begins with one castle in his list of Friendly Castles: his Lord's castle.

VICTORY CONDITIONS

The Victory Conditions depend on the scenario chosen. Typically, the winner will be the first Player Knight to reach certain minimum Wound and Virtue Levels, and then to accomplish a scenario-specific task, such as joining King Arthur's Round Table.

ABBREVIATIONS

In the rest of these rules, several abbreviations are used:

CP	Chivalry Points	PK	Player Knight	VP	Virtue Points
NPK	Non-player Knight	VL	Virtue Level	WL	Wound Level

GLOSSARY

Adventure: A task that a PK undertakes in order to gain VP (and sometimes CP) awards. A PK may hear of or be sent on an Adventure by a King or Castle owner, from an encountered person or Animal, or from Knight's Fate or a Trick (which prohibits awards for the Adventure). Most Adventures disappear if not pursued immediately; some allow one turn's grace. Some Adventures are Prophecies (see below). Note the Adventure Number as well as the Adventure marker used to note the Adventure Site on the map.

Arthurian Dwarf: A Dwarf granted by King Arthur. Unlike regular Dwarves, they will fight if the PK is defeated, tag along if he flees, and try to subdue him if he goes mad.

Arthurian Knight: A Knight in service to King Arthur. When encountering non-player Knights, the drawer of Knight cards must tell the player how many of the Knights are Arthurian. An Arthurian PK who attempts to avoid an encounter, fights a knightly foe unchivalrously, or flees combat loses **6** VP. Arthurian NPKs react at **-1** to Knaves (see p. 81); if a Knave commits an Act of Villainy while accompanied by a friendly Arthurian NPK, the latter immediately tests his VL, leaving the Knave if successful.

Attack Dice: The number of dice rolled when a creature or person attacks.

Chivalry Points (CP): A Knight's or King's skill and courage in battle are represented by CP. They also determine his level of experience and the number of wounds he may sustain in combat. CP are obtained through combat, daring Adventures, and service to a Lady. The number of CP can never exceed **300** nor fall below **10**.

Companions: Generic term for any person or Animal that accompanies the PK other than a comrade: Dwarfs, Ladies, Mascots, Pilgrims, etc.

Comrades: Non-player Knights and Kings who have decided to accompany the PK for a time. Their retention is checked at the end of each player turn. They may also leave if the PK is defeated in battle, goes mad, or completes an Adventure.

Dwarf: A diminutive manservant common in Arthurian legends who has agreed to take service with the PK. He acts as a squire and carries a spare set of equipment. He is **not** a comrade and will only leave if the PK is defeated in battle, flees, or goes mad (leaving behind any equipment he is carrying). A PK may not have more than one Dwarf at any one time.

Encounter Area: Any part of the map that cannot be further subdivided: a sea, countryside, forest, river, wasteland, Town, Castle, or (standalone) Shrine. Encounters occur in encounter areas, and movement is between encounter areas.

Encounter Roll: An Encounter Roll is the roll of **one die** to see if the PK encounters something or someone. In forests, rivers, and Shrines, a roll of **1** triggers an encounter. Elsewhere, a roll that is equal to or less than the PK's party's count of Knights (halving the count of Men-at-Arms, rounded up) triggers an encounter.

Equipment: Knightly equipment is made up of one horse, shield, lance, and sword. Each of these items has a bearing on combat. If one is lost or broken it may be replaced: when a Knight stops at a **friendly Castle**, all missing items will be replaced (except if the Knight is without a Lord, in which case he is only supplied with a sword). A character may carry only **one** set of equipment at a time, though a **Dwarf** may carry a spare set.

Exile: During the course of the game, a PK may be Exiled from (forced out of) a Kingdom or Logres castellany. Each Exile must be noted. Re-entering an area of Exile will cause the PK to lose **12** VP, but the area will then be struck from the list of Exiles.

Friendly Castles: Each PK maintains a list of Castles from which a friendly reaction has been obtained. Friendly Castles may be entered without checking Castle reaction and will resupply the PK's equipment—except if the Knight is without a Lord, in which case he may be given a sword and nothing else (his **Dwarf** receives nothing).

Homeland: This is the name of the Kingdom or Logres castellany in which the PK starts the game (for example, Listenoise or Jagent).

King: A ruler of one of the 15 Kingdoms depicted on the map.

Kingdom: A territory ruled by a King. The land part of the map is divided into 15 Kingdoms, to which must be added the Isle of Servage, the Road to Rome, and the land of Faerie.

Knight's Fate: Whenever a Knight is defeated by another Knight or King, he is subject to a Knight's Fate, chosen by a victorious PK or rolled by a victorious NPK. It ranges from receiving a boon to being outright slain.

Knightly Opponent: A PK, NPK, or King.

Lady: A woman of relatively noble birth, owner of a Castle, which the PK may serve. Some Ladies are Enchantresses (witches). The name of the Lady or Enchantress the PK is currently serving and the location of her Castle should be noted on the PK's Adventure Journal.

Local: If the PK is in a Town or Castle, local means in the enclosing encounter area. Otherwise, it means in the same encounter area (countryside, forest, river, or wasteland) as the PK.

Lord: A Lord is the ruler of a PK's Homeland or else the King or Knight whom a PK serves. If encountered during the game, one's Lord is always friendly. A Lord may be a King (lord of a Kingdom) or a Knight (lord of a Logres castellany).

Luck Test: A Luck Test is successful if the roll of **a single die** is equal to or greater than the PK's Luck-of-the-Day.

Mascot: A Mascot is a companion Animal, gained through an encounter, which travels with the PK. A Mascot may be ordered to fight for its owner. Mascots are faithful and will never leave the PK.

Men-at-Arms: These are Knights who have agreed to take service with the PK for one Adventure. They are **not** comrades and will only leave if the PK is defeated in battle, flees, goes mad, or completes the Adventure (successfully or not). A PK may not have more than one set of Men-at-Arms at any one time.

Non-Player Knight (NPK): There are two categories of NPKs as represented by the Knight cards: common Knights and Arthurian Knights. Common Knights are all Knights not in service to King Arthur. Arthurian Knights are more chivalrous and more virtuous than common Knights.

Oath: A method of behaviour which the PK is forced to assume, whether by Enchantment, Trick, Knight's Fate resulting from defeat, or any other encounter resolution.

Player Knight (PK): This term identifies each player's character and distinguishes it from the role played by NPKs.

Poisoned Wounds: These can be acquired during play by Enchantment, Knight's Fate, or a Penance (scourging). Poisoned Wounds are **not** healed at the end of a turn. They may be cured by Hermits and Wood Nymphs, or by the Prayer of a King, Lady, or Knight. A PK may **not** cure his own Poisoned Wounds.

Prophecy: A Prophecy is an Adventure which **must** be performed **before** its recipient ends the game. Prophecies are recorded as Adventures, prefixed by a "P". Unlike other Adventures, they persist on the map.

Province: The land part of the map is divided in provinces. Each Kingdom is made up of one to three provinces, except Logres, which is divided in six castellanies, each of which may have up to three provinces. Each Logres castellany has an NPK Lord other than King Arthur, ruling from a Castle other than Camelot. A province includes any adjoining forests, rivers, or wastelands (the first two typically belong to several provinces at once), and may also contain Castles, Ports, Towns, or a Shrine.

Seduction Adjustment represents the skill of a Lady or Enchantress to seduce or Enchant a Knight by craft and love potions. This number is added to the VL of a Knight before he checks to resist a seduction or Enchantment.

Service Award: This represents the CP a PK receives when he enters into a Lady's service. The Service Award is lost if the Lady is lost.

Summons: A Summons is a message received by a PK from his Lord or Lady. Upon receiving a Summons, the PK must return to the summoner's castle. If another message is received before the first message is answered, the PK will suffer some penalty, either the loss of VP or the death of one's Lady.

Token: A Token is a symbol of a Lady's favour. If a PK successfully Requests a Token of a Lady, that fact should be recorded. If carrying a Token while attending a Tournament, a PK will receive **6** extra VP and gain **+1** on combat rolls.

Virtue Level (VL): The moral quality of a Knight, King, or Lady—his or her sense of justice and kindness of heart—is represented by VL. VL is determined by **CP/VP** (rounding **up**). Therefore, the more virtuous (trustworthy and good) the Knight, the lower the VL will be. To maintain a low VL, a Knight must increase the number of VP as he gains CP. An individual with a VL of **0** would be goodness personified, a protector of fair play, while one with a VL of **13** would be evil, immoral, and a slayer of weaker opponents.

Virtue Points (VP): When a Knight performs gallant acts of knighthood through Adventures and penance, he is awarded VP. When a Knight fails to do his duty, some VP are lost. A Knight's VP can never fall below **1**.

VL Check: A VL Check is successful if the roll of **two dice** is equal to or greater than the VL tested.

VL Test: A VL Test is successful if the roll of **a single die** is equal to or greater than the VL tested.

Wound Level (WL): The number of wounds a person or creature may sustain before being defeated in battle is called its Wound Level. The WL of a Knight or King is determined by **CP/10** (rounded **down**). For example, a Knight with **165** CP has a WL of **16**. Poisoned Wounds lower the effective WL of a PK.

SERVICE

While a PK is in service to a King or Knight and a Lady, he performs his mighty deeds and challenges other Knights in the name of his Lord or Lady. A PK may never serve more than one Lord and one Lady at a time, but he may serve both.

Lord Service

While in service to a Lord, the PK has sworn loyalty to this King or Knight above all others.

This Lord is a King or Knight who will always be friendly, whether encountered in his castle or on the road, as long as the PK remains in his service. The Lord is considered to be in his castle if he is not on the board. The Lord's Castle will always be friendly to the PK, and no Castle reaction is required when visiting the castle. A PK's Lord will grant his Requests as he would for any other Knight, with one exception: when granting Men-at-Arms, the Lord (except King Arthur) will always grant the maximum number (three). Also, there is one Request which can **only** be made of a PK's Lord: the grant of a PK Castle.

A PK must always serve a Lord. There may, however, be a time when the PK has no Lord: this can happen if the PK's Lord is a Knight who is slain, or if the PK is Enchanted into abandoning his Lord. A PK without a Lord will not be given knightly equipment other than a sword when he re-equips at a friendly castle; his Dwarf won't re-equip at all. He cannot request for Arthur's Favour, Join (Arthurian Knight), Adventure, or Men-at-Arms. A King or Lady may be Escorted only if the PK has a horse. A granted Dwarf matches the PK's current equipment.

Obligations: If a PK receives a "Lord Summons", he or she should note it on the record and go to the Lord's castle as soon as possible. If a PK receives another "Lord Summons" before the first one is answered, he loses **6** VP. Each additional Summons will cost the PK **6** VP until the original Summons is answered.

King Arthur's Knights: Knights who serve King Arthur cannot be cowards and will lose **6** VP each time they **avoid** a possible combat situation, if they **flee**, or if they **fight unchivalrously** (for each opponent fought in this way; additionally, they forfeit any combat awards).

Changing Lords: A PK may wish to serve a Lord other than the one initially rolled. To do so, a PK must obtain a friendly Castle reaction, and successfully make a Request of the new King in order to enter his service (King Arthur is a special case). If the PK is under Summons to his Lord when attempting to change Lords, he loses **6** VP. Once a PK changes his Lord, the original Lord is no longer friendly and revokes any Castle he may have granted to the PK.

Lady Service

A PK may enter a Lady's service through courtship or seduction. To court a Lady, a PK must receive a friendly Lady reaction, be alone with her (no comrades), and make a successful Request to enter into her service. Seduction is a Lady's prerogative (Knights cannot seduce). A Knight who fails to resist seduction will also enter a Lady's service.

A PK entering the service of a Lady will receive a **service award** added to his CP.

This bonus is derived from the inspiration a PK receives from romance. A **seduced** PK, on the other hand, also loses VP equivalent to the Lady's VL.

When a PK enters the service of a Lady, her Castle is deployed randomly on the map if not already present. This friendly Castle is where the PK must return to when he receives a Summons from his Lady. The Lady is considered to be in her Castle if she is not on the board.



Obligations: If a PK receives a "Lady Summons", he should note it on the record and go to the Lady's Castle as soon as possible. If a PK receives another "Lady Summons" before the first one is answered, **the Lady will die of loneliness**.

Losing One's Lady: A PK may **not** leave his Lady voluntarily but may lose her to outside influences. The Lady may die of loneliness or the PK may lose her to another Knight who courts her or slays her. The PK may lose a challenge for her love in combat, may be seduced by another Lady, or may lose her by being Tricked. When a PK leaves a Lady's service, she ceases to be friendly and her Castle is removed from the board. He also loses the **service award** he had received earlier. If the Lady died, the PK loses **12 VP** and runs the risk of going mad (on a roll of **1**, see below).

Mad Player Knights

A PK may go mad upon receiving word of the death of his Lady (on a roll of **1**) or because of an Enchantment (page 44). If a PK goes mad, all equipment is immediately discarded, and all companions (Men-at-Arms, Dwarf, etc.) and comrades flee, except a Mascot. The Mad Knight will attack any PKs that were travelling with him. On the following turn, the PK begins moving (at the rate of **1** area per turn, on foot) toward the Castle of his Lady (or Lord, if no Lady). The PK will never actually arrive while mad, simply wandering in the Castle's encounter area until the madness departs. The madness ends if the PK makes **two** successful Luck Tests at the end of any turn after the madness strikes.

While mad, the PK may not gain or lose any CP or VP awards. The PK is not responsible for the actions performed while mad. Encounters for Mad PKs are determined normally, but the reactions depend on who or what is encountered.

- An **Animal** or **Monster** will attack him.
- A **Brigand**, **Common Knight**, **Dwarf**, or **Peasants** will automatically avoid him.
- An **Arthurian Knight** or a **King** will attack the Mad PK (the Mad Knight's Mascot won't interfere) and, if victorious, they will say a Prayer for his sanity. If the prayer succeeds, the cured PK will be given a Knight's Fate. If the prayer fails, the PK will be released to continue wandering.
- A **Lady** will say a Prayer for his sanity. If she succeeds, roll her reaction at **+1**. If she fails, she will flee.
- An **Enchantress** will automatically cure the PK's madness, but then Enchants him. The PK may not resist the Enchantment.
- A **Goodly Hermit Man**, a **Wood Nymph** or **Merlin** will cure the PK of his madness. The Hermit's or Merlin's reaction is then determined normally.
- A **PK** can choose to subdue him. The Mad Knight's Mascot won't interfere. If successful, the PK can then take him to a Shrine (or Camelot Castle, if the Mad PK is Arthurian) to be cured, or attempt to cure him himself by Prayer.

RANDOM DEPLOYMENT

It is required throughout the game that players "randomly deploy" or place various events and persons. To help with this placement, the lands of ancient Britain and its neighbours have been numbered from 2 to 12 on the map, which will allow placement determination by the roll of two dice. In a few cases the rolling of a third die is required: for Logres (which has castellanies 1 to 6), for Gore/Strangore and North Wales/Wales which require a high-low roll (4–6 high; 1–3 low), and for Gaul which is divided into 3 kingdoms (1–2: Brittany; 3–4: Gaul; 5–6: Benwick).

Example: The player is told to randomly deploy an Adventure to a countryside. He or she then rolls the three dice, getting a 1 and a 5 on the pair of dice (a total of 6) and a 5 on the odd die. Land number 6 on the map is Gore/ Strangore—and the "5" on the odd die is high (4–6), so the deployment is in Gore.

Note: Faerie, Rome, and the Isle of Servage will not be generated by this system. They are named by specific Adventures.

The 11 Logres provinces are organised into six castellanies: **Jagent** (#1) rules Somerset, Hampshire, and the Isle of Wight; **Beale-Valet** (#2) rules Warwick and Hereford; **Abblasore** (#3) rules Mercia; **Bedegraine** (#4) rules Lincoln; **Vagon** (#5) rules Buckingham; and **Magouns** (#6) rules Surrey, Kent, and Sussex.

When instructed to deploy to a **countryside**, the last column of the table below is used: when the Kingdom has more than one province (any Kingdom other than Listenoise, Ireland, Strangore, and Brittany), roll one more die to complete the determination (high-low for two-province Kingdoms, d3 for three-province Kingdoms). Proceed similarly for the Logres castellanies of Jagent, Beale-Valet, and Magouns.

Random Deployment Chart

Dice Roll	Kingdom	King	Countryside
2	Surluise	Galahaut	Argyll; Surluise
3	Scotland	Carados	Scotland; Strathclyde; Galloway
4	Lothian	Lot	Lothian; Bernicia
5	Northumberland	Clarivaus	Northumberland; Durham; Yorkshire
6 (high)	Gore	Uriens	Gore; Norfolk
6 (low)	Strangore	Brandegoris	Strangore
7 (1)	Logres (Jagent castellany)		Somerset; Hampshire; I. of Wight
7 (2)	Logres (Beale-Valet castellany)		Warwick; Hereford
7 (3)	Logres (Abblasore castellany)	Arthur	Mercia
7 (4)	Logres (Bedegraine castellany)		Lincoln
7 (5)	Logres (Vagon castellany)		Buckingham
7 (6)	Logres (Magouns castellany)		Surrey; Kent; Sussex
8 (high)	North Wales	Cradelment	Gwynedd; I. of Avalon
8 (low)	Wales	Royns	Dyfed; Powys
9	Cornwall	Mark	Cornwall; Devon
10	Listenoise	Pellam	Listenoise
11	Ireland	Agwisance	Ireland
12 (1-2)	Benwick	Ban	Benwick; Artois
12 (3-4)	Gaul	Bohrs	Gaul; Picardy
12 (5-6)	Brittany	Howell	Brittany

When deploying a Castle, Monster, Mad Knight, etc., however, forests, rivers, and wastelands are also possible. Hence this other chart below, which can require rolling up to five dice.

Random Deployment Chart (Castles)

2d6	d6	d6	d6	Area	2d6	d6	d6	d6	Area
2	1-2			Surluise	5	1-3	1-2		Durham
	3-4			Argyll			3-4		Northumberland
	5-6			Loch Linnhe			5-6		Yorkshire
3	1-4	1-2		Strathclyde	4-6	1-2			Bowland Forest
		3-4		Scotland			3		Eden
		5-6		Galloway			4		Humber
	5-6	1		Forest of Celidon			5		Wharfe
		2		Pentland Wood			6		Tees
		3		Forest of Ae	6	1-3	1-3	1-3	Gore
		4		Clyde			4-6		Norfolk
		5		Almond			4-6	1	Massingham Heath
		6		Nith				2	Breckland Forest
4	1-3	1-3		Lothian				3	Terrington Marsh
		4-6		Bernicia				4	Yare
	4-6	1-2		Pentland Wood				5	Orwell
		3-4		Almond				6	Ouse
		5-6		Tweed					

Random Deployment Chart (Castles) (continued)

2d6					2d6					Area					
	d6	d6	d6	d6		d6	d6	d6	d6		d6	d6	d6	Area	
6	4-6	1-3	—	—	Strangore	7	7	6	1-3	1-2	Surrey	8	1-3	1-2	
	4-6	1-2	Breckland Forest							3-4	Kent				3-4
	3	Lea								5-6	Sussex				5-6
	4-5	Mouth of the Thames								4-6	Bedgebury Forest				4-6
	6	Orwell								3	Medway				3
	7	1	1-3	1	Isle of Wight					4	Arun				4
7	2-4	Hampshire								5	Thames	9			5
	5-6	Somerset								6	Mouth of the Thames				6
	4-6	1	Bedgebury Forest			8	1-3	1-2	—	Dyfed				—	
	2	Brandon Forest							3-4	Powys				3-4	
	3	Test							5-6	1	10	Radnor Forest		1	
	4	Thames								2		Ysthwyth		2	
8	5	South Avon								3		Usk		3	
	6	North Avon								4		Lugg		4	
	2	1-3	Warwick							5		Wye		5	
	4-6	Hereford								6		Aran		6	
	4-5	1-2	Charnwood Forest							4-6	1-3	—	Gwynedd		
	3-4	Clun Forest								4-5	1	Radnor Forest		1	
9	5-6	Brandon Forest									2	Clocaenog Forest		2	
	6	1-2	Severn								3	Clun Forest		3	
	3	Welland									4	Dee		4	
	4	Usk									5	Aran		5	
	5	North Avon									6	Ysthwyth		6	
	6	Lugg								6	1-4	Isle of Avalon		6	
10	3	1-3	—	Mercia							5-6	Menai			
	4-5	1-2	Charnwood Forest			9	1-2				Devon				
	3-4	Clun Forest					3-4				Cornwall				
	5-6	Bowland Forest								5	Sharpenose Wood				
	6	1	Severn							6	Tamar				
	2	Ribble								10	1-3		Listenoise		
11	3	Dee									4	Bowland Forest			
	4	Trent									5	Ribble			
	5-6	Wharfe									6	Eden			
	4	1-3	—	Lincoln							11	1-5		Ireland	
	4	1-3	Charnwood Forest								6		Isle of Servage		
	4-6	Breckland Forest									12	1-2	1-2	Benwick	
12	5	1-3	Lincoln Marsh								3-4		Artois		
	4-6	Holbeach Marsh									5		Seine		
	6	1-2	Humber								6		Somme		
	3-4	Trent									3-4	1-2		Gaul	
	5	Glen									3-4	3-4		Picardy	
	6	Nene									5		5	Orne	
13	5	1-3	—	Buckingham							6		6	Seine	
	4-6	1	Breckland Forest								5-6	—		Brittany	
	2	Holbeach Marsh													
	3	Lea													
	4	Nene													
	5	Welland													
14	6	Thames													

SEQUENCE OF PLAY

Knights of Camelot is played in a series of game turns (the time scale is somewhat abstract; a turn lasts “a few days”, sometimes longer), each of which is subdivided into player turns. During a player’s turn, there are five phases.

- In the first phase, the PK rolls to determine his Luck-of-the-Day.
- In the second, he will move (or remain in place), rolling for encounters as he goes and resolving one if it occurs. Resolving an encounter may entail engaging in combat, escaping a trick, swearing an oath, resisting a seduction or enchantment attempt, etc. The movement and encounter phase is by far where most of the game happens. Imprisoned PKs may Appeal to Passerby or to Jailer during this phase.
- In the third phase, the PK checks to retain any comrades.
- In the fourth phase, the PK may Pray to achieve some effect, and, if the PK is in the presence of a friendly person, he may make a Request of that person.
- Finally, in the last phase the PK’s WL is restored to full (minus any Poisoned Wounds). Play then proceeds clockwise around the table to the next player.

Once each player has had their turn, the Merlin/Morgan Le Fay chit (see page 41) is randomly (re)deployed to a countryside, and then a new turn begins. **Option** (Requires a First Player marker of some sort): As each game turn is completed, either pass the First Player marker to the left, or to a randomly determined player.

Player Turn Sequence

- 1. Luck**
- 2. Movement & Encounters**
- 3. Comrade & Companion Retention**
- 4. Prayers & Requests**
- 5. Healing**

LUCK

The *Luck-of-the-Day* roll is made only **once** per turn and should be noted. Any situations requiring a Luck Test during that turn must be made against this number. It will not change during the turn.

To “test the luck”, a second die is rolled. If the number rolled is equal to or greater than the *Luck-of-the-Day*, then the PK is successful in the attempt.

When to make a Luck Test

- To avoid an Encounter (or a Wood Nymph)
- To escape a Trick
- To find a person or sight the Questing Beast
- To meet a friendly castle's owner
- To have a Request granted
- To pursue a fleeing Animal or a fleeing Knight or Knights
- To flee an attacking Knight or Knights
- To prevent a despondent Lady from committing suicide
- To recover from Madness (**two** Tests required)
- To survive a Sea Monster
- To retain the company of Knights who have joined a party (comrades)
- To retain one's companions after a personal defeat (when the PK's side wins; **optional**)
- To have an encounter in Faerie
- To retain one's comrades, companions, horse or equipment after a shipwreck (**optional**)
- As a Knave (see page 84):
 - to avoid an Hermit's dying curse
 - to distress a lone Lady without attracting a defender
 - to avoid a Camelot counter-storm
 - to become the leader of Brigands/Pirates
 - to retain Brigands outside a Castle
- During Combat: To pick an opponent
 - To flee an unknightly foe after a Combat Event
 - To remount a Horse
 - To gain a replacement lance, sword, shield, or horse from a Dwarf
 - To command a Mascot to attack a fresh opponent

Example: Sir Edgewick encounters a horrid ogre. Thinking it the better part of valour he decides to avoid the encounter. He earlier rolled the odd die to set his *Luck-of-the-Day* to 5. He then rolls a 3 on the second die and fails the "test of his luck". The creature is upon him before he has a chance to wheel his charger about. During the combat, one of his charges splinters his lance and he calls out for Nadling the Dwarf, his faithful companion, to bring him his second lance. His *Luck-of-the-Day* is still 5, but this time when he tests his luck he rolls a 5 (which is equal to or greater than his Luck) and he manages to retrieve his lance before it is too late. Unfortunately, the monster then slays poor Sir Edgewick's faithful steed and he must again call on Nadling to bring the other horse. This time he rolls a 2 and fails the "test of his luck". Shortly thereafter, the ogre slays the brave (but unlucky) Knight.

Persistence

If a PK tries to do the same thing every turn without doing anything else, the Luck test or reaction roll is modified by **+1** for each turn of persistence. This applies when trying to find or meet a person (page 20), when requesting something of a person other than King Arthur (page 22), and when trying to obtain a friendly reaction of a Castle (page 29). For example, the first Castle reaction is rolled normally; if hostile or neutral, and if the PK does not move off, the next turn's Castle reaction is rolled at +1. If still hostile or neutral, the turn after that the Castle reaction is rolled at +2, and so on.

Appeals to Jailer (page 48) are also affected by persistence, but in a more limited way: if the first Appeal is ignored, subsequent Appeals allow a single reroll if ignored again.

MOVEMENT & ENCOUNTERS

Encounter Areas

Movement is from one **encounter area** to another. An **encounter area** is a part of the map that cannot be further subdivided: a sea, countryside, forest, river, wasteland, Town, Castle, or (standalone) Shrine. Ports are features of Towns or Castles rather than distinct areas. The Carbonek Shrine is inside the Castle and again not a distinct area. Camelot is both a Town and a Castle, which is why the map shows two boxes for it. Encounter areas are grouped to form provinces which are in turn grouped to form Kingdoms, but these groupings have no meaning as far as **movement** is concerned.

Adventure Sites are not encounter areas. They generally lie in an encounter area or at a Castle (either a royal Castle or one lying in an encounter area). Moving into the countryside or Castle is all the movement required to reach the Adventure; however, when the Adventure is in an encounter area, the PK must first roll for an encounter upon entering the area because having an encounter will prevent him from reaching the Adventure Site. On his next turn, he does not move nor roll for an encounter, but rather reaches the Adventure Site. Adventures that specify an **automatic encounter** (such as 6:2 SLAY MONSTER) are an exception to this rule.

Ship Movement

Only ships may enter sea areas. Ships must be boarded at a Port (after resolving a Town encounter if in a Town), and can only be in a sea, in a Port (a Castle's or a Town's), in a navigable river (one that leads to a Port: the Test, the Orne, or the Thames and its Mouth), or on a coast (when debarking there).

While **on a ship**, a PK moves **once** into an adjoining sea area, coast, river, or Port, and then **automatically** encounters the Sea if in one (see page 31). In order to enter a Castle's Port, a friendly Castle reaction is first needed.

A ship in a river does not check for an encounter; it also ignores any land-bound PK in the same encounter area—unless a challenge is issued, in which case the ship-bound PK may disembark temporarily.

A PK may debark at a Port, in a navigable river, or at any coast encounter area (other than a Town or Castle). Debarking at a Port is part of a sea move, but the PK immediately encounters the Town (if a Town's Port). To debark in a river or on a coast takes a full turn but there is no encounter roll. When on a coast, on the following turn the PK must first move to the encounter area before he may move elsewhere.

Land Movement

If **on land**, the player should determine his PK's party's movement allowance (see below), moving at the speed of its slowest member. No more than two people may ride on one horse. Movement may also be affected by terrain or by some Adventures or penances. Movement does not occur if the PK is imprisoned (see page 46), in an Enchanted sleep, attending court, on PK Castle guard duty (see page 28), waiting for a river to cease flooding, or otherwise immobilised.

The PK's party may move up to its maximum allowance or any part thereof, or until an encounter occurs, at which point all movement ends for that turn and the encounter must be resolved. Boarding a ship also ends movement, although it does not **cost** movement (place a "Ship" chit on the map, and place the chits representing the PK and his party upon it).

Movement Allowance

On horseback, one rider per horse	3 areas/turn
On horseback, 2 riders on any one horse	2 areas/turn
On foot, any one member of the party	1 area/turn

Example: Sir Alfred the Bald travelling with Boldric the Dwarf and Sir Phelot, his Man-at-Arms, encounter and do battle with Sir Trian. During the battle, Alfred's horse is slain, and he mounts his Dwarf's steed to continue the contest. Unfortunately, that horse is also slain before brave Sir Alfred emerges victorious. Sir Alfred may demand his defeated rival's horse (see Knight's Fate, page 61). With the two horses, the three travellers (Alfred, Boldric, and Phelot) can manage a movement rate of **2** on the next turn since two of them must ride the same horse. If only one horse remained alive, one member of the party would have to walk, reducing the group's movement rate to **1**.

A subdued Mad Knight (see page 41) is carried bound and gagged on a horse's rump and thus will most likely slow the party down to 2 areas per turn.

Encounter Rolls

Each time a PK moves into an encounter area, an encounter roll is required. A PK who has some movement allowance but decides to remain in an encounter area without moving at all must also roll for an encounter. Encounters occur less often in forests, on rivers, or in Shrines: in these encounter areas, a roll of **1** triggers an encounter, regardless of the PK's party's size. In other encounter areas, the encounter value is the PK's party's number of Knights, including the PK and Mad Knights, and counting Men-at-Arms at half value (rounding **up**). The maximum encounter value is **5**. If the die roll is equal to or less than the encounter value, an encounter occurs and movement for that turn ends. Otherwise no encounter occurs and the PK may continue to move, up to the maximum movement rate allowed. Resolving encounters is explained later (see page 26).

Example: Sir Bernard, his Dwarf, and his three Men-at-Arms are on their way to avenge a baron (Adventure 4:4) in Listenoise. His encounter value is 3 (1 for him, 2 for his Men-at-Arms; the Dwarf does not count). Moving into Listenoise from the Mercia countryside, Sir Bernard rolls for an encounter and obtains a 2. Resolving the encounter, his party turns out to be held up by Peasants. Blast! He won't reach the Baron this turn. Had he rolled 4 or more, he would have been able to spend one more move to reach the Baron.

Merlin/Morgan Le Fay: A PK in Merlin/Morgan's area automatically encounters one or the other and does not get to move (or to board a ship, if in a Port). See page 41. A PK who debarks in Merlin/Morgan's area also automatically encounters him or her, except if debarking in a river.

Finding

Some tasks and Adventures require a person (including another PK who does not wish to be found) or creature to be found. To **find** them, the PK must move into the encounter area where the target is known to be. An encounter will prevent the PK from finding the target that turn. If the target is in a Castle or Shrine, the PK will **automatically** find them. Otherwise, the seeking PK must make a successful Luck Test to find the target. If the PK seeks the same thing repeatedly in the same place, apply **+1** to the roll for each turn of persistence. Seeking does **not** end the turn, so a PK could move on after an unsuccessful finding attempt.

Terrain Effects

Border: Borders separate one Kingdom from another Kingdom, or one Sea area from an adjoining Sea area. They have no effect on movement.

Coast: A PK may debark at any coast without getting off at a Port. It takes a full turn to debark on a coast but there is no encounter roll. On the following turn, the PK must first move to the countryside before he may move elsewhere.

Forest: Forests have no special effect on movement, but one can become lost in them.

Port: A PK who begins his turn in a Port Town may board a ship without rolling for a Town encounter. Debarking at a Port is part of a sea move, but the PK must immediately roll for a Town encounter if in a Town.

River: If an encounter occurs and is **avoided**, the PK has not crossed the river and will need to roll for an encounter on the river again next turn unless he turns back.

Sea: Encountering the Sea is automatic, but the Sea Encounters chart contains a number of "Nothing happens" results.

Town: Towns have no effect on movement, but having a town encounter will prevent the PK from boarding a ship that turn.

Wasteland: Mounted movement is not allowed in the Wastelands, so Knights must dismount and enter on foot. During the turn in which the PK moves **out** of the area, he is considered to still be on foot should combat ensue.

COMRADE & COMPANION RETENTION

During the adventuring career of a Knight it is probable he will gain and lose many comrades and companions. These may part company in a variety of ways.

The company of the PK's **comrades** (accompanying Kings and NPKs other than Men-at-Arms) is retained by Luck Tests. Knights who have just joined the PK during the current game turn do not check for leaving. Neither do comrades on board a ship or at a Shrine, Tournament, or friendly Castle. If the Luck Test fails, or if the PK completes an Adventure or is defeated in combat, the comrade will leave—unless the PK successfully appeals his decision with a VL Check (of the comrade's VL+4).

Comrade retention is not checked when encountering Merlin or Morgan Le Fay.

Companions are more steadfast. **Men-at-Arms** will leave a Knight when he is defeated, goes mad, or after the PK has attempted one Adventure. A **Dwarf** will remain with a PK throughout his career until the PK is defeated or goes mad. At that time the Dwarf will abandon the PK leaving behind any equipment he is carrying. **Optional Rule:** If the PK is defeated but his side wins, a Dwarf or Man-at-Arms leaves only if the PK fails a Luck Test. **Arthurian Dwarves** are of a hardier stock and will not flee: they will fight if the PK is defeated, and will try to subdue the PK if he goes mad. Should they succeed in the latter case, they will carry him towards the nearest Shrine (or Camelot Castle, if closer) to have him cured of his madness. Arthurian Dwarves fight from horseback (+1) but cannot use a lance.

Comrades or companions lost while the PK is on board a ship (by losing a challenge, for instance) will actually try to leave only once the ship lands.

Tournament defeats do not trigger comrade or companion departure.

PRAYERS & REQUESTS

Prayers

A prayer is often necessary to cure Poisoned Wounds, lift Enchantments (but not Enchantress service), cure a Knight of his madness, or even save a dying relative.

Prayer can be attempted once per turn, in the Request phase. Knights (including PKs), Kings, Ladies, and Hermits may pray. A person's Prayer is resolved by a VL Test of the person. Hermits automatically succeed, as do King Arthur, King Pellam, Lady Elaine, Sir Bors, Sir Galahad, and Sir Percival because of their low VL. A PK may **not** pray for himself. A successful Prayer by a PK earns **6 VP** (it is considered Aid rendered).

Requests

If the PK is, at the end of his turn, in the presence of a friendly person, he may make a Request of this person. PKs may **not** make Requests of unfriendly persons. Once the Request phase is ended, if the individual has not joined the PK's party, the card (if any) is shuffled back into its appropriate pile.

Requests can be made of Kings (and Castellans), Knights, Ladies, Dwarves and Hermits. The Request is granted if the Request is within the ability of the person and if the PK makes a successful Luck Test. The Castle Owner Requests can be made by a PK who is in a friendly Castle and makes a Luck Test to meet the owner. Healing Requests are automatically granted (no Luck Test required) by a PK's Lord or Lady, and Requests for an Appeal to Jailer are also automatically granted by Castle owners (the Appeal has a built-in failure rate). Some Requests can only be made of a PK's Lord or Lady (Castle and Token, respectively). **King Arthur** is special: he need not be friendly, and you roll on the King Arthur Request Reaction chart instead of doing a Luck Test. If the PK requests the same thing repeatedly of the same person (except Arthur), apply **+1** to the roll for each turn of persistence (do not test Luck to meet a Castle Owner again). This bonus is lost if the PK does anything else than the request (thus requests made of fellow travellers never accrue the bonus).

Table of Possible Requests

Arthurian Knight	Arthur's Favour; Heal; Join; Lift Enchantment
Castle Owner	Adventure; Appeal to Jailer; Welcome
Dwarf	Join
Goodly Hermit Man	Escort (unless at a Shrine); Heal; Lift Enchantment; Pilgrimage; Release from Enchantress's service; Release from Oath
King (or Castellan)	Adventure; Arthur's Favour (Castellan only); Castle (Lord only); Dwarf; Escort (unless at a Castle); Heal; Lift Enchantment; Men-at-Arms; Pardon; Service
Knight	Heal; Join; Lift Enchantment
Lady	Adventure; Escort (unless at a Castle); Heal; Lift Enchantment; Service; Token

Explanation of Requests

Adventure: The **King**, **Lady**, or **Knight** (Castle owner) tells the PK of a randomly determined Adventure (see page 63). From the PK's Lord, reroll a 2:2 VISIT LOCAL KING result, and treat a 6:5 result as SAVE YOUR LADY (reroll if no Lady is served). From the PK's Lady, reroll a 1:1 COURT LADY or 5:5 TOURNAMENT FOR A LADY result, and treat a 6:5 result as SAVE YOUR LORD. From King Arthur, add 1 to each Adventure die (treat any 7 as a 6); King Arthur also automatically assigns one Arthurian Man-at-Arms to the PK if he had none.

The PK may turn the Adventure down (unless receiving the Adventure from an Enchantress in whose service he is), but doing so will cause his host to become unfriendly (unless it is the PK's Lord). If the PK turns down an Adventure from his Lady, he is dismissed from her service, losing her Service Award. PKs may **not** grant this Request.

Appeal to Jailer: The PK may make one free Appeal to Jailer (see page 48). A **PK Castle owner** must grant Requests for an Appeal to Jailer (the Luck Test automatically succeeds) and is bound by their outcome.

Arthur's Favour: The **Arthurian Knight** or **Castellan** (Lord of a castellany) will put in a good word for the PK with King Arthur, so the **next** time the PK makes a Request of King Arthur, he or she will receive **+1** on King Arthur's reaction. Arthur's Favour is then consumed (erased from the PK's Adventure Journal); the PK can obtain it again by repeating the Request. Arthur's Favour is **not** cumulative (you may not have more than one such bonus at any given time). Arthurian PKs may **not** grant this Request.

Castle: This can only be Requested of the **PK's Lord**. The Lord will assign a randomly determined Adventure (reroll a 2:2 VISIT LOCAL KING result, and treat a 6:5 result as SAVE YOUR LADY, rerolling if no Lady is served) which the PK must successfully complete to be granted a Castle. If the Adventure is not completed successfully, the PK's Lord will assign another Adventure on the return of the PK. Awards for Adventures are gained normally. Once an Adventure is completed, the Lord will grant the PK a Castle within his Kingdom. If a PK ever changes Lords, any Castle granted to the PK by his old Lord will be taken away from him.

Dwarf: A Dwarf, with a full set of extra Equipment, is given to the PK. The Dwarf will remain with the PK until he is **defeated** in combat or goes mad. Then the Dwarf will run away, but if he was carrying any equipment, he will leave it behind. **Optional Rule:** If the PK is defeated but his side wins, the Dwarf leaves only if the PK fails a Luck Test. **Arthurian Dwarves** are of a harder stock and will not flee: they will fight if the PK is defeated, and will try to subdue the PK if he goes mad. Should they succeed in the latter case, they will carry him towards the nearest Shrine (or Camelot Castle, if closer) to have him cured of his madness. Arthurian Dwarves fight from horseback (+1) but cannot use a lance.

Escort: The PK Requests to be allowed to escort the **King**, **Lady**, or **Hermit**. A King is either going back to his royal Castle or on his way to another King's royal Castle or a Shrine (1–2 own royal Castle, 3–4 nearest royal Castle, 5 random Shrine, 6 random royal Castle other than own). A Lady is similarly either going back to her own Castle or to a royal Castle (1–2 own Castle (deploy as needed), 3–4 nearest royal Castle, 5 random Shrine, 6 random royal Castle). A Hermit is always headed for a random Shrine, but since he refuses to ride, the Escort will need to be conducted at a walk (movement allowance of **1**). Escorts must take the most direct route but can stop (for no more than one turn at a time) at Castles along the way if necessary (except in the case of an Hermit or Pilgrims). The Escort earns the PK **1 VP** per turn of duration (excluding stopovers) and allows Requests to be made along the way.

Heal: A PK's Lord or Lady will automatically grant this Request. The **Knight**, **King**, or **Lady** heals **one** of the PK's Poisoned Wounds if their prayer succeeds. **King Arthur** or a **Hermit** heal **all** of a PK's Poisoned Wounds automatically.

Join: The **Dwarf** or **Knight** will join the PK's party as a companion or comrade, respectively. An encountered Dwarf is not, however, carrying any extra Equipment.

Lift Enchantment: The **Knight**, **King**, **Lady**, or **Hermit** completely removes one Enchantment currently on the PK if their prayer succeeds (Hermit prayers are automatically successful).

Men-at-Arms: The PK is assigned 1–3 randomly drawn Knights as Men-at-Arms. The **PK's Lord** (except King Arthur) will always grant the maximum: 3 Knights. **King Arthur** will give 1–6 Arthurian Men-at-Arms. The Men-at-Arms will stay with the PK until he completes one Adventure (successfully or not), flees an Encounter, goes mad, or is **defeated** in combat (but only after all combat is over). A PK may not have more than one set of Men-at-Arms in his party at any one time, and may not Request additional Men-at-Arms until those initially acquired are gone. **Optional Rule:** If the PK is defeated but his side wins, each Man-at-Arms leaves only if the PK fails a Luck Test.

Pardon: This may only be Requested of the **King** from whose Kingdom the PK has been exiled. The PK is no longer exiled.

Pilgrimage: The **Hermit** grants the PK a Pilgrimage to a randomly determined Shrine (see page 32). The PK must travel to the Shrine by the most direct route. Upon arrival the PK will gain **12 VP**; however, if the PK makes any detour, he will lose **12 VP**.

Release from Enchantress's Service: The **Hermit** will release the PK from an Enchantress's service.

Release from Oath: The **Hermit** will negate one Oath that the PK has sworn, without penalty to the PK.

Service: Kings: The PK enters into the service of the new King, whose name is then noted on the PK's Adventure Journal as the PK's Lord. The old Lord will no longer be automatically friendly (and will revoke any Castle previously granted to the PK); a normal reaction roll must be made when encountering him. **King Arthur** has strict requirements for those who desire to serve him and of his Knights themselves (see page 74). If a King declines this Request, it may not be asked again until the PK has been awarded some CP and/or VP.

Service: Ladies: This can only be Requested if the PK is not already serving a Lady and is **alone** (no comrades; companions do not count) with the Lady. When Requesting this of a Lady who is friendly only because her Castle is friendly, a Lady reaction must first be rolled; the Luck Test can only be attempted if the Lady remains friendly. The PK enters into the service of the Lady, gaining **6 VP** for a successful courtship, and gaining the Service Award in CP from the Lady. The name of the Lady served is then noted on the PK's Adventure Journal (and the Lady's Castle placed on the map if not already deployed). A PK may **not** leave his Lady voluntarily but may lose her to outside influences (see page 12). If a Lady declines this Request, it may not be asked again until the PK has been awarded some CP and/or VP.

Token: This can only be Requested of the **PK's Lady**. She gives her Token to the PK for him to carry into battle. This should be noted on the PK's Adventure Journal. When a PK carries a Token while attending a Tournament Adventure, that PK gains an extra **6 VP** and a bonus of **+1** to his combat rolls. The Token is lost if the Lady is lost.

Welcome: The Castle becomes permanently friendly to **one other** PK accompanying the PK making the Request (see page 27).

King Arthur Request Reaction Chart

- 2. Exiles
- 3. Task: Slay Monster
- 4. Task: Adventure
- 5. Task: Mad Knight
- 6. Doubts PK's honour
- 7. Task: Joust 3 Knights
- 8. Task: Deliver Message
- 9. Task: Slay Brigands
- 10. Task: Attend court
- 11. Task: Attend feast
- 12+. Grants Request

Explanation of King Arthur Reactions

- 2. King Arthur refuses the Request. The PK is immediately thrown out of Camelot Castle, and exiled from Jagent castellany (Logres 1). In order to approach King Arthur again, the PK will have to absorb the **12 VP** loss for violating the exile, or meet him outside of Jagent castellany.
- 3. King Arthur does not grant the Request, but gives the PK the Task of finding and slaying a randomly deployed Monster. If the PK succeeds, he will gain **+2** on further King Arthur reactions.
- 4. King Arthur does not grant the Request (unless the Request was for an Adventure!), but sends the PK on an Adventure. If the PK has no Men-at-Arms, King Arthur immediately assigns him **one** Arthurian Knight as a Man-at-Arms. When rolling for the Adventure, add **+1** to each die (treat any 7 as a 6). If the PK succeeds (and the Request was **not** for an Adventure), he will receive **+1** on further King Arthur reactions.
- 5. King Arthur does not grant the Request, but gives the PK the Task of retrieving a Mad Knight (Adventure 5:3). If the PK succeeds, he will gain **+1** on further King Arthur reactions.
- 6. The PK makes a poor impression on King Arthur, who does not grant the Request and casts doubts on the PK's honour. The PK loses **6 VP**, but may remain in Camelot Castle. The PK may make a Request of King Arthur on the next turn.
- 7. King Arthur gives the PK the Task of defeating three Arthurian NPKs in tournament-style combat. If the PK is successful, King Arthur will be friendly and grant the Request. If the PK is defeated, King Arthur will assign a Knight's Fate. (Reroll if impossible, e.g. if the PK is currently enchanted into Animal form)
- 8. King Arthur gives the PK the Task of delivering a message to a random Kingdom by the most direct route (reroll any Logres Castellanies). A friendly reaction must be obtained from the royal Castle to deliver the message. If the Task is successfully completed, King Arthur will grant the Request upon the PK's return. The exact message need not be determined.
- 9. King Arthur gives the PK the Task of vanquishing Brigands (Adventure 2:4). If the Task is successfully completed, King Arthur will grant the Request upon the PK's return.

10. King Arthur will grant the Request if the PK will attend an upcoming court ceremony at Camelot Castle. To perform this Task, the PK must lose **two** turns.
11. King Arthur will grant the Request if the PK will join in a feast and celebration. To do so, the PK must lose **one** turn.
- 12+. King Arthur grants the PK's Request.

A PK may **not** refuse a Task and must attempt to complete it. If the Task has been successfully completed, Camelot Castle will be (temporarily) friendly upon his return and the PK will gain a cumulative **+1** (or **+2**, in the case of the Slay Monster Task) on further King Arthur reactions. If the PK fails to complete the Task, Camelot Castle will not be friendly (unless already permanently so) and a new Castle reaction must be determined before the PK can approach King Arthur again.

If a PK Requests to become an Arthurian Knight before earning **100** CP or with a VL of **6** or greater, King Arthur's reaction will **automatically** be "2. Exiles".

Should a PK encounter Arthur while he has a Task pending, Arthur will refuse to listen to any request.

HEALING WOUNDS

At the close of a PK's turn, his current WL returns to its full value, healing all normal damage incurred in that turn's combat, except for Poisoned Wounds (see page 63).

ENCOUNTERS

An encounter is a meeting between a PK and a randomly determined person or creature. Rolling to see whether or not an encounter occurs was explained earlier under Encounter Rolls (page 20). Resolving encounters is generally a three-tiered process. At the first tier, the encounter area determines who or what the encounter is. At the second tier (page 34), the person or creature encountered has a reaction. The last tier (page 43) determines the details of an occurrence related to the creature or person's reaction: Aid, Trick, Oath, Message, etc. Encounters can often lead to Combat, which has its own section of the rules (page 53).

Revealing Encounters

Whenever an encounter chit or card is drawn to represent the encounter, its face should **not** be revealed to the player whose turn it is until that player has decided on the course of action he or she will follow. When encountering a group of Knights, the player may ask the player on the left (who represents the encountered person or creature) for the number of Arthurian Knights present before announcing his choice of reaction. Arthurian Knights wear the colours of Camelot and can be recognised as such from a distance. Whenever a group of persons is encountered, they are encountered in the order in which they are revealed. A King is revealed along with his escort of Knights, while a Lady is revealed only once her escort has been dealt with.

Avoid, Attack, Await?

Except in certain circumstances, a PK may attempt to **avoid** an indicated encounter by making a successful Luck Test (see page 16). If the encounter is avoided, no further action occurs and the player's movement phase is ended at that point. If the encounter is **not** avoided, the PK **must** roll the encounter's reaction (if applicable) and may not initiate combat at this point. An Arthurian PK who attempts to avoid an encounter loses **6 VP**.

If the encounter is not avoided, the PK has the option of challenging and **attacking before** checking for the encounter's reaction. A PK who chooses to attack an encounter **must** fight any knightly foes (Knights and Kings) chivalrously, even though the opponents may not fight chivalrously themselves. See COMBAT, page 53.

If the encounter is not avoided and the PK does not attack, the reaction of the person or creature encountered must be determined. As a general rule, a reaction of **6 or less** is unfriendly, **7** is neutral, and **8 or more** is friendly, although resolving the reaction can sometimes change this outcome (for example, an unfriendly Castle reaction of "Knights attack" results in a friendly Castle if the Knights are defeated).

ENCOUNTERS: TERRAIN

Castle Encounters

A Castle is the abode and stronghold of some person of importance and is located within a Kingdom in a countryside, in a forest, on a river, or even in a wasteland. A Castle owner may be a King, Lady, or Knight (including a PK). A PK starts play in his Lord's Castle. That Castle will remain friendly to the PK until the PK leaves the service of the Lord. The Castle of the PK's Lady is also friendly, as is the PK's own Castle once he is granted one. Other castles may become friendly as a result of their reaction or their owner's reaction (e.g. King's reactions 8 and 10) and in some other circumstances (e.g. Knight's Fate 8).

Encountering a Castle is a voluntary decision on the PK's part, so he cannot "avoid" the Castle. If a friendly reaction is not received, the PK must remain outside the Castle (he is still **at** the castle, not in the surrounding encounter area). If the PK tries repeatedly to obtain a friendly Castle reaction, apply **+1** to the roll for each turn of persistence.

Friendly Castles

Entering a friendly Castle requires no Castle reaction roll. A friendly Castle will automatically resupply a PK with equipment, including any equipment his Dwarf might be carrying—unless the PK is without a Lord, in which case he will be given a sword and nothing else (his Dwarf will be ignored). A Castle remains friendly until its owner is slain or the PK is outlawed from that Castle. The location (and name, if a royal Castle) of each friendly Castle should be noted on the PK's Adventure Journal.

No encounters will occur while at a friendly Castle, nor will the PK's comrades leave (the PK need not check to retain them while at a friendly Castle). The owner of a friendly Castle is also automatically friendly, which means the PK may make Requests of him or her: an audience with the owner is granted if a Luck test is passed. However, if the Castle owner is a Lady and the PK wishes to Request entering her service, her reaction must first be determined (see page 40).

When PKs are travelling in a party, the Castle will be considered friendly to the party if the Castle is friendly to one of the PKs. This enables the party to be re-equipped at the Castle. However, the other PKs will **not** be able to make Requests of the owner, and the Castle will not be friendly to these PKs once the party leaves the Castle. The Castle may become friendly to these PKs on a permanent basis if the friendly PK successfully Requests friendship for each of them. This does not apply to Camelot Castle: being in the company of an Arthurian PK or NPK does not make Camelot Castle friendly.

Player Knight Castles

PKs may find it advantageous to Request a Castle of their Lord. Their own Castle will always be friendly, a place to resupply equipment and a refuge from harassing PKs. Here too a PK may send any defeated PKs for imprisonment to delay them in the game (see page 46). However, the PK will lose **3** VP per imprisoned PK every turn. If another PK visits the Castle, the Castle reaction will be an automatic "Lord not Home" if the owner is elsewhere, though he can storm the Castle if prisoners are held within, thus freeing them (this is Aid rendered). When first granted by one's Lord, the Castle's garrison consists of a single randomly-drawn NPK (non-Arthurian, unless the Lord is King Arthur).

To further arm his Castle, a PK may send any personally defeated Knights to guard it. The PK may not have more than 6 guards at one time or replace Knights already guarding the Castle with ones defeated later. NPK guards will not leave the Castle; a PK guard can leave by breaking his word (which costs him **12** VP). On his turn, a PK on guard duty rolls for an encounter using the Castle's encounter area chart (countryside, forest, river, or wasteland); his party size is the number of guards at the castle. Reroll a "Flooded River", "Lady Bathing", or "Wood Nymph" encounter. Treat a "Lost" forest encounter as 1–6 Knights. Most encounters can be ignored by remaining inside the Castle walls; attacking Knights and Kings will storm the Castle.

Finally, a PK may move his Lady to his own Castle (treat as a Request for Escort, page 23) to make her immune to imprisonment by a Message.

Camelot Castle

Camelot Castle is a special case. Any friendly reaction will be temporary, Camelot reverting to neutral as soon as the PK leaves it. If the PK obtains a friendly reaction when encountering King Arthur or when Requesting something from King Arthur, Camelot Castle becomes permanently friendly.

Castle Reactions Chart

- 2. Monster attacks
- 3. Knights (1–6) attack
- 4. Tricks
- 5. Gives a Message
- 6. Tests Virtue
- 7. Lord not home
- 8. Offers challenge
- 9. Informs of Adventure
- 10. Offers friendship
- 11. Offers Adventure
- 12. Shows magic gateway

Explanation of Castle Reactions

- 2. A randomly drawn Monster (see page 43) lurking in the shadow of the Castle attacks the PK. The PK may attempt to avoid the Monster. If the Monster is defeated, the Castle will become friendly; otherwise, the Castle remains unfriendly.
- 3. A group of 1–6 Knights sorties from the Castle and attacks the PK. If the Castle is Camelot, the Knights must all be Arthurian. If all of the Knights are defeated, the Castle will become friendly; otherwise, the Castle remains unfriendly. If the PK is defeated, he is subject to a Knight's Fate.
- 4. This Trick (see page 52) may be escaped (Luck Test), but the Castle will remain unfriendly regardless of the outcome.
- 5. The unfriendly Castle gives the PK a randomly determined Message (see page 48).
- 6. The Castle owner demands of those who would gain entrance that they prove their worthiness by completing a VL Test. If the PK succeeds, he will gain the friendship of the Castle. If the PK fails or refuses to try, he loses **3** VP and will be refused entrance; the PK must then leave the Castle and return to the countryside to roll for an encounter before returning to the Castle and rolling Castle reaction again.
- 7. The Castle owner is not currently in residence and the guards will not permit the PK to enter or resupply. The Castle is neutral.
- 8. The Castle's champion (a randomly drawn Knight; redraw if he has already challenged or been challenged by the PK; if the Castle is Camelot, the champion must be Arthurian) is sent forth and offers a challenge to the PK (see page 60). If the PK accepts and is victorious, the Castle will become friendly; otherwise, the Castle remains neutral.
- 9. The Castle is friendly and invites the PK and his party in. The PK is told of a randomly determined Adventure (see page 63). If the Adventure is not pursued **immediately**, it will disappear.
- 10. The friendly Castle invites the PK to enter and restock equipment.
- 11. The Castle is friendly. A randomly determined Adventure (reroll a 5:6 TOURNAMENT AT CAMELOT result or a 2:2 VISIT LOCAL KING result if already at the local royal Castle) is about to be pursued by 1–6 of the castle's NPKs (if the Castle is Camelot, they must all be Arthurian). The PK is invited to lead the party; the offer may be accepted or declined without penalty or change in Castle reaction. The Castle Knights are comrades and their retention must be checked at the end of each turn.
- 12. The friendly Castle offers to let the PK use a magic gateway to Faerie (see page 66). If the offer is accepted, the PK may **move** there on the next turn.

Countryside Encounters

When determining a countryside encounter, the roll is adjusted to reflect the state of civilization within and outside of the Arthurian realm.

- In Kingdoms 2–4 (Surluise, Scotland, and Lothian), **1** is subtracted from the roll to reflect the lack of civilization in the northern Kingdoms. A 1 is treated as a 2.
- In Kingdom 7 (Logres), **1** is added to the roll, to reflect the civilized state of Arthur's Kingdom. A 13 is treated as a 12.
- Countryside encounters in other lands are rolled normally.

Countryside Encounters Chart

2. Monster
3. Mad Knight
4. Animal
5. Knights (3)
6. Brigands (1–6)
7. Knights (1–6)
8. Peasants
9. Lady
10. Goodly Hermit Man
11. Dwarf
12. King

Resolve the specific encounter using the appropriate chart.

Forest Encounters

Encounters occur only on a roll of 1 in Forests, regardless of the PK's party's size.

Forest Encounters Chart

2–5	Monster
6–7	Animal
8–9	Lost
10	Brigands
11	Mad Knight
12	Wood Nymph

Explanation of Forest Encounters

- 8–9. The PK has lost his way and is wandering in the Forest. Next turn, roll for an encounter on a 1–3, and if there is no encounter, the PK is no longer lost and may leave the Forest.
12. The PK has encountered a beautiful Wood Nymph who attempts to distract him. The PK may attempt to avoid her (Luck Test). If he is unsuccessful, he will be distracted for 1–6 turns, but after that time he will be cured of all Poisoned Wounds and released from all Oaths, Enchantments, and Enchantress's service (including Morgan's). He will also no longer be lost (if applicable).

River Encounters

Encounters occur only on a roll of 1 on rivers, regardless of the PK's party's size.

River Encounters Chart

2–7	Attacking Knight
8	Animal
9	Highwayman
10	Flooded River
11	Troll
12	Lady bathing

Explanation of River Encounters

- 2–7. Arthurian legends often mention Knights who would wait at rivers for suitable opponents. When a PK encounters this Knight, the latter will attack him. If the PK **avoids** the encounter (Luck Test) and tries again to cross the river on the next turn, the hostile Knight will still be waiting. The PK must either turn around or spend one turn waiting for the hostile Knight encounter to disappear (though a new encounter roll could result in another Attacking Knight). If the PK loses, he suffers Knight's Fate.
9. The Highwayman is a solitary Brigand (whose WL is determined by an NPK draw) who will "rob" the PK if victorious. He will attack with sword and shield on horseback only (2 Attack Dice + 1 point). The Highwayman is **not** a Knight: he will not listen to requests to fight chivalrously, and can only be slain, but **does** suffer from the eventual loss of his shield.
10. The PK may not cross the River here at this time. The PK must either turn back or spend one turn waiting for the flood to abate.
11. The PK has encountered a Troll (WL **8**) at the River. The Troll will first attempt to Trick the PK. If the PK escapes the Trick (Luck Test), the Troll will then attack.
12. The PK has just surprised a Lady bathing (reveal her card immediately). It is too late for the PK to avoid this encounter. The Lady is embarrassed and her reaction is rolled at **-1** (a reaction of 1 is the same as a reaction of 2).

Sea Encounters

Sea Encounters may **not** be avoided.

Sea Encounters Chart

2.	Sea Monster
3.	Shipwreck
4.	Storm: move back
5.	No wind: lose one turn
6–8.	Nothing happens
9.	Good Winds: extra move
10.	Lady Stowaway
11.	Pirates
12.	Sea Monster

Explanation of Sea Encounters

- 2, 12. A Sea Monster is an unavoidable Monster encounter. A Monster chit is drawn to determine the type of Sea Monster (Sea Lion, Sea Troll, etc.). As with any Monster, it has three Attack Dice and will slay and devour any defeated opponents if not defeated first. Sea Monsters are usually deadly. A PK defeated by a Sea Monster may try to escape (by Luck Test) but is treated as shipwrecked (below) if successful.

3. The PK's equipment, companions, comrades, and ship are lost in a storm and the PK is washed up on the nearest non-Britain coast, away from Castles, Ports, and Shrines. When this occurs in the North Sea, this is considered to be one of the Wastelands. The PK will first need to move to the countryside before moving to any refuge. **Optional Rule:** Each equipment, horse, companion, or comrade gets a Luck Test "saving throw". A lost Mascot will be found again at the next Animal encounter. A lost companion required for the completion of the current Adventure (e.g. a Mad Knight being brought back to his Lord, Adventure 5:3) can be sought in the countryside.
4. A Storm returns the ship to the area it was in at the start of the turn, which could be back to its Port of departure.
5. The PK's ship is becalmed: the PK will lose his next turn.
9. The PK's ship makes an extra move without an extra sea encounter roll.
10. A randomly drawn Lady is revealed and her reaction determined normally. If she calls her champion to defend her, he is disguised as a sailor. Her Homeland should be determined randomly if necessary.
11. Most travellers by ship fear an encounter with these brigands of the sea. Pirates are represented by 10 Brigand chits, and will immediately attack when encountered. If Pirates are victorious in combat, the PK loses his companions and comrades as usual, and the Pirates will rob him of all his equipment, and then land him on the nearest non-Britain coast (if possible), away from any Castles, Towns or Shrines. In the North Sea, this is considered to be any one of the Wastelands. As usual when debarking on a coast, the PK will first need to move to the countryside before moving to any refuge. If debarked from a river (such as the Orne, the Test, or the Thames), the PK ends up on the river space.

Shrine Encounters

Encounters occur only on a roll of **1** in Shrines, regardless of the PK's party's size. The encounter is automatically a Goodly Hermit Man who may **not** be avoided.

A PK may be sent to a Shrine as a Penance, may escort Pilgrims to one, or may choose to travel to a Shrine for meditation. No combat will occur while at a Shrine, nor will the PK's comrades leave (the PK need not check to retain them while at a Shrine). For each **full** turn spent in a Shrine, the PK will receive **1 VP**; he can also try to **find** an Hermit if he wishes to do so (see page 20).

There are four Shrines on the map. To randomly determine a Shrine, roll a die:

- 1–2 Canterbury: in Kent (Magouns castellany, Logres 2).
- 3–4 Llanthony: in Wales (8L).
- 5–6 Carbonek: in Listenoise (10).
- — Rome: in the lower right-hand corner of the map.

Rome is a special case, the destination of an Adventure or Penance.

Town Encounters

Encounters in a town may **not** be avoided. A PK who slays a Lady, Priest, or Dwarf in town will automatically encounter the Town Watchmen on the next turn if he stays. This also happens if he defeats the Town Watchmen.

Town Encounters Chart

2. Plague
3. Town Watchmen
4. Brigands (1–6)
5. Knights (1–6)
6. Wanton Lady
7. Beggars
8. Lady with 3 Knights
9. Priest
10. Children
11. Dwarf
12. King & Knights

Explanation of Town Encounters

2. The PK catches the Black Death, but his will to live allows him to survive. However, the disease has weakened the PK: he loses **10–60 CP**. The loss may not be magically cured or restored.
3. Six town watchmen find the PK in a tavern and accuse him of riotous behaviour and unchivalrous conduct towards women. To convince them of his innocence, the PK must pass a VL Test. If unsuccessful, the watchmen are unconvinced and will attempt to imprison the PK. The PK can submit or resist. If he resists, he loses 3 VP for fighting with the local authorities and combat ensues (defeating a Watchman earns his WL in CP but no VP). Draw six Brigand chits to represent the watchmen; unchivalrous foes, they use sword and shield and attack with two dice. The PK must use only two dice as well, for horse and lance cannot be used in a town. If the PK submits or is defeated, he will be imprisoned.
6. Draw Lady cards until you find one with a VL of 6 or worse. Her automatic reaction will be to Seduce the PK (unless already seduced, in which case she will ignore him). The PK may attempt to resist (VL Check).
8. Roll a die: on anything but a **1**, the three Knights are escorting the Lady and her reaction is determined normally. On a **1**, the three Knights are distressing the Lady (redraw until each NPK's VL is 6 or worse) and she requests Aid from the PK. If the PK defeats the distressing Knights, she will be friendly.
9. A Priest is a holy man in the Town. He has the same reactions and abilities as a Goodly Hermit Man (see page 36), but is more easily encountered.
10. When Children are encountered in a Town, the PK's movement stops for that turn, and the next turn is lost amusing the Children with stories of chivalry and virtue. In compensation, the PK receives **3 VP**.

Wasteland Encounters

Wasteland encounters use the Countryside Encounters Chart (page 30), subtracting **1** from the die roll to reflect the hazards of the terrain (a net result of 1 is treated as a 2).

Animal Encounters

When a PK encounters an Animal, draw one chit at random from the cup containing all of the Animal chits. The Animal's name and WL are given on the chit drawn. If an Animal is not avoided, roll for its reaction. If it attacks, it will slay the PK if victorious. Animals use two attack dice and ignore all "opponent" Combat Events. After the encounter has been resolved, the chit should be returned to its cup, unless the Animal remains as a Mascot. A Mascot may be instructed to take part in combat, and a PK may have only one Mascot at any time.

The Animals and their respective WLs are:

Badger 1 Brachet (Dog) 2 Palfrey (Horse) 3 Hart (Stag) 4 Wolf 5 Boar 6

Animal Reactions Chart

- 2. Attacks with 1–6 others
- 3. Attacks steed
- 4. Speaks Prophecy
- 5. Gives Message
- 6. Flees, chased by a Knight
- 7. Runs away
- 8. Leads to local Adventure
- 9. Informs of Adventure
- 10. Stays as Mascot
- 11. Is an enchanted Lady
- 12. Leads to local friendly Castle

Explanation of Animal Reactions

- 2. The hostile Animal plus 1–6 others of the same type attack the PK.
- 3. The hostile Animal attacks the PK's horse, if he has one, or else it attacks the PK. The horse may be slain by Combat Event or if the Animal inflicts **3** wounds. The PK may fight for his horse, but the horse does not fight. Should the Animal slay the PK's mount, it will then attack the PK.
- 4. A randomly determined Adventure (see page 63) is assigned to the PK as a Prophecy.
- 5. A randomly determined Message (see page 48) is given to the PK by the neutral Animal.
- 6. The Animal flees, but a randomly determined Knight arrives, hot on its trail. Subtract **1** from the Knight's reaction roll.
- 7. The Animal flees. The PK may attempt to pursue the Animal (Luck Test). If followed, the Animal's reaction is determined anew.
- 8. If the PK chooses to follow the Animal, it will lead him next turn to a randomly determined local Adventure (rerolling any 5:6 TOURNAMENT AT CAMELOT or specifically non-local result, such as "Go to Rome"). If the PK chooses not to follow the Animal, nothing happens.
- 9. The Animal speaks and informs the PK of a randomly determined Adventure. If the Adventure is not pursued **immediately**, it disappears.
- 10. The Animal joins the PK's party as a Mascot. If the PK already has one, the encountered Animal will attack that Mascot. If the Animal is victorious, it will then attack the PK.

11. The animal explains that it is an Enchanted Lady, and appeals to the PK for a **prayer** to end the Enchantment. This is a Request for Aid, and **6** VP will be gained or lost accordingly (a failed prayer yields no reward nor penalty). If the Enchantment is lifted, the revealed Lady (redraw any Enchantress) will be friendly, otherwise the Animal will leave.
12. If the PK chooses to follow the Animal, it will lead him next turn to a friendly Castle in the local countryside. The Castle's owner is a Lady; her reaction must be determined if the PK wants to Request to enter her service.

Beggar Encounters

Beggars are simply a nuisance Town encounter, stopping the PK's movement for that turn. They have no rolled reaction and cannot attack or defend; always friendly, they merely get in the way while telling the PK of their troubles and asking for alms.

Brigand Encounters

Brigands are highwaymen and scoundrels who terrorize travellers and common folk. Only a Knight's long lance and sharp sword can stand against these villains and make the countryside safe. If a PK does not avoid encountered Brigands, they will always attack immediately. A Brigand has 2 attack dice. If Brigands are victorious in combat, they will rob the PK and his party of all equipment.

Dwarf Encounters

A Dwarf is a diminutive manservant common in Arthurian legends. If an encountered Dwarf is not avoided, his reaction must be randomly determined. All encountered Dwarves have 1 WL (as noted on the chit), and use two attack dice.

Dwarf Reactions Chart

2. Tricks into Faerie
3. Calls King & Knights
4. Calls Brigands
5. Tricks
6. Gives Message
7. Offers equipment
8. Requests Aid
9. Informs of Adventure
10. Requests to join
11. Is Knight in disguise
12. Leads to local castle

Explanation of Dwarf Reactions

2. The PK is tricked into going to Faerie (see page 66). The normal **12** VP or CP award for arriving there is **not** given.
3. A randomly drawn King arrives. The number of Knights in the King's escort is equal to the number of Knights in the PK's party (counting the PK). Subtract **1** from the King's reaction roll.
4. The Dwarf calls **6** Brigands to attack the PK and his party.
5. The hostile Dwarf attempts to trick the PK. The PK may escape the Trick (Luck Test). If unsuccessful, the type of Trick is randomly determined (see page 52).
6. A randomly determined Message (see page 48) is given to the PK by the neutral Dwarf.

7. The encountered Dwarf is on horseback, carrying a full set of equipment, and offers to resupply the PK. Note that this is the **only** case (other than in a castle) where an encountered Dwarf is carrying equipment. The Dwarf's reaction is neutral, **not** friendly, and he will **not** accompany the PK. If attacked, he fights at **+1** as long as he is on horseback.
8. The Dwarf Requests random Aid (see page 43). If granted, he becomes friendly.
9. The friendly Dwarf tells the PK of a randomly determined Adventure (see page 63). If the Adventure is not pursued **immediately**, it disappears.
10. The friendly Dwarf Requests to serve the PK. If the PK has no Dwarf, he will join, but has no extra equipment. If the PK already has a Dwarf, the two Dwarves will attack each other. Any Dwarf defeated in combat is slain. If the encountered Dwarf is victorious, he will then attack the PK.
11. The Dwarf is actually a (randomly drawn) Knight in disguise. Add **1** to the Knight's reaction roll.
12. The Dwarf is friendly. If the PK wishes, on the next turn, the Dwarf will escort him to a local friendly Castle. The Castle owner is a Lady; her reaction must be determined if the PK wishes to Request entering her service (see page 40).

Goodly Hermit Man Encounters

A Goodly Hermit Man is a reclusive, wandering priest of nature. If a PK does not avoid him (Luck Test), his reaction is randomly determined. All Hermits have a WL of **1** and use one attack die (though they never initiate combat). If a Goodly Hermit Man assigns a Penance, the PK will gain the VP indicated for performing the Penance, or will lose **12** VP for refusing it.

Goodly Hermit Man Reactions Chart

2. Penance: Go to Rome
3. Exacts Oath
4. Is Druid
5. Tricks
6. Prophesies
7. Requests services
8. Informs of adventure
9. Penance: scourge
10. Penance: fast
11. Penance: pilgrimage
12. Heals / Removes Oath

Explanation of Hermit's Reactions

2. The PK must travel to Rome by the shortest route. Any detours from this route are treated as if the PK refuses the penance. Upon arrival in Rome, the PK gains **18** VP.
3. The PK is forced to swear a randomly determined Oath (see page 51).
4. The supposed Goodly Hermit Man is actually a Druid—a dangerous woodland magician. His reaction is to Enchant the PK (see page 44). The PK may attempt to resist the Enchantment (VL Check). If successful, he may attack the Druid (without reward or penalty); the Druid will slay him if victorious.

5. The hostile Hermit attempts to trick the PK. The PK may attempt to escape the Trick (Luck Test). If successful, the PK gains **6** VP. Otherwise, he loses **6** VP and the type of Trick is randomly determined (see page 52).
6. A randomly determined adventure is assigned to the PK by the Hermit as a Prophecy (see page 63).
7. The Goodly Hermit Man requests services. The PK may decline and be on his way without penalty (but the Hermit will be neutral). If the PK accepts, he will rest and meditate (not move) during the next turn. The PK does not roll for encounters that turn, and gains **1** VP. The Hermit will be friendly at the end of that turn's services.
8. The friendly Hermit tells the PK of a randomly determined Adventure. If the Adventure is not pursued **immediately**, it disappears.
9. The friendly Hermit assigns a Penance of scourging. At the beginning of the next turn, roll one die to determine the maximum scourging possible. The PK may then inflict one or more Poisoned Wounds on himself, up to the maximum indicated. The PK receives **3** VP per wound of scourging. At least **one** wound must be taken to consider the Penance accepted. If the PK turns down the Penance, the Hermit will be neutral. The Scourging does not prevent the PK from having a normal turn.
10. A Penance of fasting is assigned by the friendly Hermit. The PK may go without food for up to six turns, beginning with the next turn. While fasting, the PK must divide all of his combat rolls in half, rounding **down**. For each turn spent fasting, the PK gains **3** VP. At the **end** of any turn, the PK may declare the fast at an end, and resume full combat ability on the next turn. At least one turn must be spent fasting to perform the Penance. If the PK turns down the Penance, the Hermit will be neutral.
11. A Pilgrimage to a randomly determined Shrine of Britain (see page 32) is assigned to the PK by the friendly Hermit. If the PK makes any detours along the way, this Penance has been refused. Upon arriving at the Shrine, the PK gains **12** VP.
12. The friendly Hermit offers to either remove one Oath the PK has sworn (without penalty to the PK), remove any one Enchantment currently in effect, release the PK from an Enchantress's service (including Morgan's), or cure all of the PK's Poisoned Wounds. The PK chooses.

King Encounters

A King is a ruler of one of the Kingdoms depicted on the map. A King is always accompanied by as many Knights as there are in the PK's party (counting the PK). If the King is Arthur, the Knights in his escort must all be Arthurian. A King's escort is always retained: do not check for retention (see page 21). The King's reaction represents the entire party's reaction. If a PK does not avoid an encountered King (Luck Test), the King's reaction must be randomly determined, unless he is the PK's Lord.

If the King is or becomes friendly (5–6, 8–12), once the encounter has been resolved the PK may challenge him if eligible (see page 60). The PK **must** fight chivalrously while the King **may** do so (VL Check of his VL). If the King wins the challenge, the PK suffers Knight's Fate.

King Reactions Chart

2. Attacks with d6 Knights
3. Exacts an Oath
4. Tricks
5. Challenges
6. Offers a challenge
7. Tells of Adventure
8. Requests Escort
9. Requests Aid
10. Invites to Castle
11. Gives a Message
12. Grants any Request

Explanation of King Reactions

2. The hostile King calls 1–6 additional Knights to attack the PK. The King's party will fight if necessary. If the King is Arthur, the Knights must all be Arthurian.
3. The hostile King forces the PK to swear an Oath (see page 51).
4. The hostile King attempts to Trick the PK. The PK may attempt to escape the Trick (Luck Test); if unsuccessful, the type of Trick is randomly determined (see page 52).
5. The neutral King **challenges** the PK (see page 60). If the PK has previously challenged or been challenged by this King, he instead challenges another eligible PK in the party (if any) or else remains neutral. If the PK declines, the PK's comrades and companions (Men-at-Arms and Dwarf but not Mascot) will abandon him. The PK is supplied with a lance and shield (from the King's escort) if missing either one (in a wasteland, the PK will be supplied with a sword and shield). If the PK is victorious, the King becomes friendly. If the PK is defeated, he will suffer Knight's Fate and the King remains neutral. If the challenge is inconclusive, the King also remains neutral but no Knight's Fate is suffered by the PK.
6. The neutral King **offers** a challenge to the PK. The PK may accept or decline the offer without penalty. If the PK declines the offer, the King's party will depart. Otherwise resolve as in reaction 5.
7. The neutral King tells the PK of a randomly determined Adventure (see page 63). If the Adventure is not pursued **immediately**, it disappears.
8. The friendly King Requests that the PK Escort him to his royal Castle, which will also be friendly (A King's royal Castle is the **named** Castle within the Kingdom noted on his card). If not escorted, the King (and his Castle) will **not** remain friendly. The Escort (see page 23) is treated as an Aid: **6** VP are gained for performing it (in addition to the escort's **1** VP per turn award) or lost for refusing it.
9. The neutral King Requests random Aid (see page 43). If granted, he becomes friendly.
10. The friendly King invites the PK to Escort (see page 23) him to his royal Castle. The Castle remains friendly even if the invitation is declined.
11. A randomly determined Message (see page 48) is given to the PK by the friendly King.
12. The friendly King offers to grant any one Request to the PK (see page 22).

Knight Encounters

Whenever a PK encounters Knights with a leader (a King or Lady), the leader's reaction takes precedence (the Knights' reaction is **not** checked).

If the Knights are or become friendly (7–11), once the encounter has been resolved the PK may challenge their leader (the first-drawn Knight) if eligible (see page 60). The PK **must** fight chivalrously while the NPKs **may** do so (VL Check of their VL). The Knights become neutral if the PK is vanquished.

Knight Reactions Chart

- | | |
|---------------------------|--|
| 2. Attacks with d6 others | 2. The hostile Knights call 1–6 other Knights to assist in attacking the PK. |
| 3. Fights for Lady | 3. The hostile Knights attack the PK. If the PK's side loses, he will suffer the loss of his Lady (if applicable) in addition to a normal Knight's Fate. The Service Award is lost, but there is no VP loss unless the PK was under Summons (6 VP in that case). |
| 4. Refuses to fight | 4. The encountered Knights are disdainful, refuse any challenge, and will not join the PK nor permit the PK to join them. The PK's honour is tarnished and he loses 3 VP. No CP will be awarded if combat is forced on them (but VP will). |
| 5. Tricks | |
| 6. Attacks | |
| 7. Offers challenge | |
| 8. Asks to Join | |
| 9. Gives Message | |
| 10. Asks for Aid | |
| 11. Offers Adventure | |
| 12. Flees | |
2. The hostile Knights call 1–6 other Knights to assist in attacking the PK.
3. The hostile Knights attack the PK. If the PK's side loses, he will suffer the loss of his Lady (if applicable) in addition to a normal Knight's Fate. The Service Award is lost, but there is no VP loss unless the PK was under Summons (**6** VP in that case).
4. The encountered Knights are disdainful, refuse any challenge, and will not join the PK nor permit the PK to join them. The PK's honour is tarnished and he loses **3** VP. No CP will be awarded if combat is forced on them (but VP will).
5. The hostile Knights try to Trick the PK (see page 52). The PK may attempt to escape the Trick (Luck Test); if unsuccessful, randomly determine the Trick.
6. The PK and his party are attacked by the hostile Knights. The PK may attempt to flee (Luck Test) before the combat. If defeated, the PK will suffer Knight's Fate.
7. The neutral Knights' leader (the first drawn) **offers** a challenge (see page 60), which may be accepted or declined without penalty to the PK. If the PK is victorious, the Knights become friendly. If the PK has previously challenged or been challenged by this Knight, he instead challenges another eligible PK in the party (if any) or else remains neutral.
8. The friendly Knights offer to join the PK's party as comrades.
9. The friendly Knights give a randomly determined Message to the PK (see page 48).
10. The neutral Knights request random Aid (see page 43). If granted, they become friendly.
11. The friendly Knights are on their way to a randomly determined Adventure, which they offer to share with the PK as comrades. If the PK pursues it, he will receive (and not share) normal awards for the Adventure.
12. The encountered Knights flee the Encounter. If the PK pursues successfully (Luck Test), their reaction must be determined anew.

Explanation of Knight Reactions

Lady Encounters

A Lady is a woman of relatively noble birth, owner of a Castle. A Lady's Castle (if relevant) is deployed randomly, unless specified as being local, and is garrisoned by 1–2 randomly-drawn NPKs (if relevant). All Ladies have a WL of **1** and use one attack die (though they rarely do so).

If a PK encounters a Lady outside of her Castle, roll one die to determine her status: if the result is 1–3, that number of admiring Knights are with the Lady. If the result is 4–5, the Lady is alone. On a result of 6, however, the Lady is being distressed by one NPK (redraw until the NPK's VL is 6 or worse), who will be unfriendly towards the PK; the Lady's reaction will be to request Aid (a rescue from her captor). She will become friendly if her captor is defeated.

If alone with a friendly Lady, a PK may try to court her (Request to enter her service); a Lady may **not** be courted until all her party is defeated. If a PK is already in service to the Lady, he may ask her for a Token (see page 22).

Enchantresses: Certain Ladies are Enchantresses (witches). When an Enchantress is encountered, her reaction (whether accompanied or not) will automatically be to Enchant the PK (see page 44); no reaction roll is needed. If the PK resists the Enchantment (VL Check), the Enchantress will **not** be friendly. Her Castle holds a random NPK prisoner on a roll of **1** on a d6.

Lady Reactions Chart

- 2. Attempts suicide
- 3. Exacts an Oath
- 4. Tricks
- 5. Knights defend her
- 6. Seduces
- 7. Informs of Adventure
- 8. Requests Escort
- 9. Requests Aid
- 10. Invites to Castle
- 11. Gives a Message
- 12. Offers her hand

Explanation of Lady Reactions

- 2. The Lady is despondent and attempts suicide. The attempt may be prevented if the PK makes a successful Luck Test; if saved, the Lady will immediately become friendly and the PK gains **6** VP for rendering Aid. If the Luck Test is not successful, the Lady dies and her card is removed from the deck.
- 3. The PK is forced to swear an Oath (see page 51).
- 4. The hostile Lady attempts to Trick the PK (see page 52). The PK may attempt to escape the Trick (Luck Test); if unsuccessful, randomly determine the Trick.
- 5. The Lady's Knights attack the PK and his party. If there are no Knights present, the Lady calls a champion to defend her.
- 6. The Lady attempts to seduce the PK (unless already seduced, in which case she will ignore him). Seduction is resolved by a VL Check against his VL plus the Lady's Seduction Adjustment. If successful, the seduction fails. A seduced PK gains the seductress's service award but loses VP equal to the Lady's VL. If the PK was already serving a Lady, the previous Lady's service award is lost. If this occurs while the PK was under his Lady's Summons, he loses another **6** VP. If two PKs are simultaneously seduced by the same Lady, they immediately fight. The winner takes the Lady and the loser takes the consequences.
- 7. The (neutral) Lady tells the PK of a randomly determined Adventure (see page 63). If the Adventure is not pursued **immediately**, it disappears.

8. The friendly Lady Requests that the PK accompany her to a randomly determined Town, Port, or Shrine (randomly determine a Kingdom; if Strangore or Logres is indicated, the destination is London; if Lothian, St. Andrew; if Benwick, Barflete). If the destination is a Castle (e.g. Carbonek, Tintagel, Howel, etc.), it is *not* friendly. The requested Escort (see page 23) is treated as Aid: **6** VP are gained for performing it (in addition to the Escort's **1** PV per turn award), or lost for refusing it. If not escorted, the Lady will **not** remain friendly.
9. The Lady Requests random Aid (see page 43). If granted, she becomes friendly.
10. The PK is asked to Escort (see page 23) the friendly Lady to her home Castle. The Castle remains friendly even if the Escort is refused. The Lady also remains friendly if the invitation is declined.
11. The friendly Lady gives the PK a randomly determined Message (see page 48).
12. The friendly Lady offers to admit the PK into her service. If the PK is already serving a Lady, he must decline.

Mad Knight Encounters

A Mad Knight is any Knight (NPK or PK) who has gone mad for some reason. A Mad Knight bears no equipment, but fights unarmed with two attack dice (instead of one for being weaponless) due to the rage of his Madness. If not avoided (Luck Test), a Mad Knight will always attack immediately, and will slay any defeated opponent if victorious in combat.

If a PK defeats a Mad Knight (earning half, rounding up, of the Mad Knight's WL in CPs), he must either slay the Knight (at no penalty), release him to continue his mad wanderings, attempt to cure him by Prayer (see page 21), or carry him, bound and gagged, to the nearest Shrine (or to Camelot Castle if it is an Arthurian Knight; Camelot Castle will be temporarily friendly) where the Knight's madness will be cured (this lesser act of kindness gains the PK **3** VP). The cured Knight will offer to serve as a Man-at-Arms if the PK has none, or will remain as a comrade otherwise. A bound Mad Knight counts against a PK's encounter value.

Merlin/Morgan Le Fay Encounters

Merlin the Magician is King Arthur's advisor and one of the most powerful wizards to ever live, while Morgan Le Fay, King Arthur's half-sister, is his most bitter enemy, plotting to gain control of the throne of England. Neither Merlin nor Morgan can be attacked; they do not die and cannot be killed.

A single chit represents both Merlin and Morgan Le Fay. At the **end** of each **game** turn, the counter is randomly deployed to some countryside on the map where it remains for the entire **following** turn. Merlin/Morgan is considered to be in that countryside, in any Shrines, Towns, or Castles in that province, and in all adjacent forests, rivers, and wastelands (Terrington Marsh is adjacent to both Gore provinces).

Whenever a PK begins a turn in (or enters) an encounter area containing Merlin/Morgan, he may not move any further for that turn, fight combat, nor make any Requests. The **only** thing that happens in that PK's turn (besides maybe some movement) is the Merlin/Morgan encounter. The PK does not check for comrade retention either.

A PK who is in a Castle or Town, on a Ship, or imprisoned may **not** avoid Merlin/Morgan. A PK who is in a Shrine or on a coast (as a result of being shipwrecked) or who starts or stops on a River bordering on where Merlin/Morgan is may **automatically** avoid the encounter. Otherwise, the PK may avoid the encounter normally (Luck Test).

If Merlin/Morgan is not avoided, the **first** PK to encounter him/her rolls one die to identify which of the two is present: low (1–3) means it is Morgan Le Fay, high (4–6) means it is Merlin. This result will remain the same throughout the game turn.

Merlin: When a PK encounters Merlin, he is cured of Madness (if Mad) and returned to human form (if enchanted into Animal form). Then roll Merlin's reaction:

Merlin Reactions Chart

- | |
|------------------------|
| 2. Changes into Animal |
| 3. Renews equipment |
| 4. Sends to Faerie |
| 5–9. Prophecy |
| 10–12. Gift |

Explanation of Merlin Reactions

- | |
|--|
| 2. The PK turns into a randomly drawn Animal. See Enchantment #4, page 45. |
| 3. The PK is entirely re-equipped: shield, sword, lance, horse, even a Dwarf. |
| 4. The PK is sent to Faerie (see page 66). |
| 5–9. Merlin gives the PK a Prophecy. |
| 10–12. Roll on the Merlin Gift Table, rerolling if the PK already has the particular gift. |

Morgan Le Fay: Whenever Morgan encounters a PK, her reaction will be to Enchant him (Morgan's Seduction Adjustment is **+5**; see page 44). If Morgan chooses to "Seduce" and the PK fails to resist the Enchantment (VL Check against the PK's VL+5), he must abandon any Lady he serves (with the usual CP and VP consequences) and enter Morgan's service. He gains her Service Award of **30** but loses **12** VP. If the PK was already in Morgan's service, nothing happens if she chooses to seduce him again. If the PK receives a Summons from her while in her service, he is magically transported to wherever Morgan is (if he was imprisoned, the Summons takes him out of prison), loses another **6** VP, and is subject to another Enchantment attempt (again treating "Seduce" as "nothing happens"). A Goodly Hermit Man or Wood Nymph may lift Morgan's spell of service.

Merlin Gift Table

- 2 **Magic Shield (-2)**: Each fight round, the Magic Shield absorbs the wielder's first **2** wounds. If broken as a result of a Combat Event, it absorbs just **1** wound, and becomes a normal shield upon breaking a second time.
- 3 **Magic Ring**: the PK can become invisible to automatically avoid an encounter (including one with Merlin/Morgan). However, doing so causes the loss of all comrades and companions (except a Mascot) and costs him **6** VP (corruption).
- 4 **Lucky Charm**: the PK rolls two dice and chooses one when rolling for his Luck-of-the-Day.
- 5 **Faithful Dwarf**: the PK gains a faithful Arthurian Dwarf who will **not** abandon him if he is defeated in combat (see page 35).
- 6-8 **Magic Talisman**: The wearer may add **+2** to his dice when attempting to resist Enchantment.
- 9 **Valiant Charger**: the PK is given a horse which may travel **4** encounter areas per turn (**3** if carrying two people) and gives the PK **+1** on combat rolls when he is on horseback. The Valiant Charger has WL **3+d3** and takes a wound every time it would be killed by a Combat Event; it will also fight for the PK, should he be defeated.
- 10 **Magic Girdle**: The wearer's WL is increased by **+5**.
- 11 **Unbreakable Lance**: This weapon does not break in combat.
- 12 **Magic Sword +4**: If broken as a result of a Combat Event, it loses one pip of bonus, becoming a normal sword upon reaching **+0**.

Monster Encounters

When a PK encounters a Monster, draw one chit at random from the cup containing all of the Monster chits. A Monster's name and WL are given on the chit drawn. If a Monster is not avoided (Luck Test), it will always attack immediately, and will slay the PK if victorious. Monsters use three attack dice and ignore all "opponent" Combat Events.

The Monsters and their respective WLs are:

Lion	5	Troll	7	Ogre	9	Dragon	12	Giant	18	Giant	22
Bear	6	Troll	8	Ogre	10	Serpent	26	Giant	20	Dragon	25

Peasant Encounters

Peasants are simply a nuisance countryside encounter, stopping the PK's movement for that turn. They have no rolled reaction and cannot attack or defend; always friendly, they merely get in the way while admiring the PK, telling him of their troubles, etc.

ENCOUNTERS: MISCELLANEOUS

Aids

A PK may be asked for Aid by an encountered person (King, Lady, Knight, or Dwarf). If the Aid is performed, the PK gains **6** VP; if it is refused, the PK loses **6** VP. If the request for Aid is impossible to fulfill (for instance, if a sword is requested of a PK who has none), the PK is unable to provide Aid, but will incur **no penalty**.

Aids Chart

2. Rescue from pursuit
3. Rescue from prison
4. Rescue from 3 captors
5. Court a Lady
6. Give shield
7. Give Dwarf
8. Give sword
9. Give horse
10. Escort home
11. Deliver a Message
12. Give directions

Explanation of Aids

2. The requesting person is being pursued by a randomly determined local Monster, whom the PK must fight to fulfill the request for Aid. If the PK decides to attempt giving this Aid, the person remains as a comrade and the PK encounters the Monster next turn; if he is victorious, the person aided will be friendly.
3. An NPK is imprisoned in a local Castle (which could be a royal Castle). The PK may attempt to release him either by storming the Castle or by "Appeal to Jailor" (see page 46). The attempt need not be successful to qualify as giving Aid. If the attempt is successful, both the person aided and the person released will be friendly.
4. The requesting person is being detained by three Knights whom the PK must fight. If the PK defeats all three, the person aided will be friendly.
5. The PK is asked to approach a local (friendly) Castle and, after entering, seek the service of the owner, a Lady. A PK already in the service of a Lady must refuse this aid (and suffers the usual penalty for doing so).
6. The PK is asked to give away a shield (this may be a spare shield).
7. The PK must give away his Dwarf (plus any surplus equipment) to fulfill this request for Aid.
8. The PK is asked to give away a sword (this may be a spare sword).
9. The PK is asked to give away a horse (this may be a spare horse).
10. The PK is asked to Escort the encountered person to his or her Home Castle (see page 23). The royal Castle of a randomly determined Kingdom (or castellany) is the Home Castle for a Knight; a Lady has her own randomly deployed Castle. A King's Home Castle is the royal Castle of his Kingdom. A Dwarf is a subject of the King in whose area the encounter occurred (roll randomly if in Faerie or the Road to Rome), and his home is that King's royal Castle.
11. The PK is asked to carry a message to a randomly determined royal Castle. A friendly Castle reaction must be obtained before the message can be delivered (and thus the request for Aid fulfilled). The exact message need not be determined.
12. This request for Aid is considered to be automatically fulfilled.

Enchantments

An Enchantment is a magical spell which may be cast on a PK. Whenever a PK encounters a Lady who is an Enchantress, the Lady will attempt to Enchant the PK. In addition, an Enchantment will be attempted whenever a PK encounters a Druid disguised as a Hermit (see page 36). Whenever an Enchantment is attempted, the PK may try to resist it.

To resist Enchantment, the PK must pass a VL Check against his VL plus the Lady's Seduction Adjustment. A Druid has an adjustment of **+3**; Morgan Le Fay has an adjustment of **+5**. If the roll is failed, a randomly determined Enchantment is placed on the PK. Otherwise, a lone Enchantress will stomp off, frustrated and hostile. If escorted, she will direct her escort to attack (the NPKs roll to resist the Enchantment; if they resist, they're too befuddled to obey).

The PK may Request of a Knight, King, Lady, or Hermit that they lift an Enchantment by Prayer (see page 21). The PK may request of a friendly Hermit his release from an Enchantress's service. A Wood Nymph will remove **all** Enchantments on a PK and release him from an Enchantress's service.

Enchantments Chart

- 2. Abandon Lady
- 3. Abandon Lord
- 4. Change into Animal
- 5. Imprison
- 6–8. Seduce
- 9. Poisoned Wound
- 10. Rob
- 11. Madness
- 12. Sleep, 1–6 turns

Explanation of Enchantments

2. The PK is forced to abandon the Lady currently served, losing **6 VP** (**12 VP** if under Summons) and the Service Award CP. If the PK serves no Lady, treat this result as Seduce.
3. The PK's Lord must be abandoned, resulting in the loss of **6 VP** (**12 VP** if under Summons). The Lord and his Castle will no longer be automatically friendly, and the Lord revokes any Castle granted to the PK. The PK will only be given a sword when visiting friendly Castles (his Dwarf gets nothing) until he enters the service of another Lord. If the PK serves no Lord, treat this result as Seduce.
4. The PK turns into a randomly drawn Animal, losing all equipment and any companions (Dwarf, Mascot, or Men-at-Arms) and comrades. A captive Mad Knight is loosed and will need recapturing. The PK's movement allowance will be 2 until the Enchantment is lifted. The PK rolls normally for encounters and reactions, but may avoid them at will (no Luck Test needed). **Exception:** if another Animal is encountered, it may **not** be avoided, and its reaction will be to attack the PK. If already in Animal form, the Enchantress turns the PK into a different one.

While in Animal form, a PK is **not** required to fight chivalrously. The PK may talk, and will receive all awards and penalties normally. If defeated in any combat, the PK/Animal will be slain. The PK retains his normal WL, fights as a normal Animal (using 2 dice), does not suffer from being shield-less, and is able to give a Knight's Fate when defeating a worthy opponent. The PK is barred from Tournaments, however.

Once the Enchantment is lifted, the next encounter(s) with an Animal or Dwarf will reunite the PK with his lost Mascot or Arthurian Dwarf, if applicable.

5. The PK is immediately imprisoned in a local Castle. A direct "Appeal to Jailer" may **not** be made (see page 46).

6–8. The PK is seduced, loses VP equal to the VL of the Enchantress, and enters into the service of the Enchantress. If the PK is already serving a Lady, the PK will lose **6** VP for abandoning her (**12** VP if under Summons), as well as the Service Award CP. The Enchantress's Service Award is gained. Enchantress service is a stronger Enchantment that Prayer cannot lift. If already in the Enchantress's service, nothing happens—she ignores him.

If a Druid chooses this reaction, he leads the PK to a cottage in the countryside where a randomly drawn Lady rests. The Druid uses his magic to seduce the PK with the innocent Lady (or not-so-innocent Enchantress). No Lady reaction needs to be rolled.

9. One Poisoned Wound is received by the PK; this should be noted on his Adventure Journal.
10. All of the PK's equipment (including a Dwarf, if applicable) disappears magically. If the Enchantment is removed, the equipment will reappear around the PK, wherever the PK may be at the time.
11. The PK goes mad immediately and must abandon all equipment, companions and comrades (see page 12).
12. The PK falls into an enchanted slumber for 1–6 turns. All companions and comrades will depart, but the PK's equipment will remain. Encounters will **not** occur while the PK is asleep. Another PK may lift the enchantment by a successful Prayer at the enchanted PK's side, but that PK must first **find** the Enchanted PK (Luck Test).

Imprisonment

A PK may be imprisoned (thrown into a cell within a Castle or Town Jail) by Knight's Fate, Trick, Enchantment, or by Town Watchmen. An imprisoned PK immediately loses all equipment, companions, and comrades. A PK may make one Appeal per turn. If imprisoned by a King, the PK may make a direct **Appeal to Jailer**; if imprisoned by another PK, the jailor PK can choose to let the prisoner make a direct Appeal to Jailer; otherwise, the PK may only **Appeal to a Passerby**. If the passerby agrees to help, and if the terms are satisfactory to the PK, the PK immediately resolves the Appeal to Jailer. A PK making the same appeal twice in a row is **persisting**, which allows a reroll when the appeal is ignored.

Rescuing a Prisoner

A PK might pursue an Adventure involving the rescue of an imprisoned person. Upon arriving at the imprisoning castle, the PK may either **Appeal to Jailer** or **Storm the Castle**. To Appeal to Jailer, the PK must first resolve a Castle reaction. If it is friendly, the PK may make the Appeal. To Storm the Castle, the PK's party must defeat 1–6 Knights; if defeated, the PK is imprisoned. PK Castles' garrisons are determined differently (see page 28).

Player Knight Jailors

If a PK is the owner of a Castle, any Knight he defeats (PK or NPK) may be imprisoned in that Castle or sent to that Castle as a guard. The Castle owner **must** abide by the results of any Appeal to Jailer (whether on behalf of a PK or NPK) made by a PK or a passerby. The Jailer loses **3** VP per imprisoned PK, every turn.

Appeals to Passerby Chart

2. Must abandon Lady (Lord)
3. Must swear an Oath if released
4. Must fight an enemy immediately after release
5. Must attempt a prison rescue if released
- 6–8. Passerby ignores prisoner (reroll once if persisting)
9. Must deliver a message if released
10. Must Escort Pilgrims if released
11. Must attempt an Adventure if released
12. Passerby will make a free Appeal to Jailor

Explanation of Appeals to Passerby

2. The passerby will make an Appeal to Jailor if the PK will abandon his Lady, suffering any penalties that accrue thereby. If the PK serves no Lady, his Lord must be abandoned. Note that the PK must do this **before** the Appeal to Jailor is attempted.
3. If released as the result of a passerby's Appeal to Jailor, the PK must immediately swear an Oath (see page 51).
4. If released, the PK must immediately fight a random NPK. Any Equipment the PK possessed when imprisoned will be returned before the combat. The PK **may** request that the opponent fight chivalrously (see page 54).
5. If released, the PK must go to a randomly deployed Castle and attempt to free an imprisoned NPK from that Castle. Three unsuccessful Appeals to Jailor or one Storm the Castle constitute a valid attempt at rescue.
- 6–8. The appeal to the passerby is ignored. If the PK was persisting, reroll (no more than once per turn).
9. If released, the PK must immediately deliver a message to a randomly determined royal Castle. The message cannot be delivered until a friendly Castle reaction is received. The exact message need not be determined.
10. The PK, if released, must immediately Escort Pilgrims (see page 23) to a randomly determined Shrine (see page 32), but will receive **no** awards for the Escort. The PK may **not** detour nor ignore the Escort.
11. A randomly determined Adventure (rerolling any 5:6 TOURNAMENT AT CAMELOT or local result) must be performed by the PK at some time after the release from prison (as if a Prophecy). **No** adventure awards will be gained.
12. The passerby agrees to Appeal to Jailor at no cost.

Appeals to Jailor Chart

- 2. No release; prisoner tortured
- 3. Prisoner released: Exile
- 4. Prisoner released: Oath
- 5. Prisoner released: fight 3 Knights
- 6-8. Appeal ignored (reroll once if persisting)
- 9. Prisoner released: challenge a Knight
- 10. Prisoner released without equipment
- 11. Prisoner released without horse or lance
- 12. Prisoner released with all equipment

- 4. The prisoner will be released if the PK (whether prisoner or appealor) swears a randomly determined Oath.
- 5. The prisoner will be released if the PK (whether prisoner or appealor) **fights** and defeats three random NPKs. If the PK is the prisoner, a full set of equipment is provided; if victorious, unbroken equipment may be kept. Whether the PK is prisoner or appealor, no Knight's Fate is suffered.
- 6-8. The jailor ignores the Appeal. If made by a PK and persisting, reroll (no more than once per turn).
- 9. The prisoner will be released if the PK (whether prisoner or appealor) wins a **challenge** against the Jailor's champion (a random NPK; redraw if he has already challenged or been challenged by the PK). Otherwise same as in #5 (above).
- 10. The prisoner is released, stripped of all equipment.
- 11. The prisoner is released, stripped of horse and lance.
- 12. The prisoner is released with all normal equipment (**not** including a Dwarf).

Messages

A Message is special news received by the PK from a messenger. The Message may be a Summons from the PK's Lord or Lady or it may bring news of Adventure or of tragedy. Some Messages **require** a response, while others are merely informative.

A Summons need not be answered immediately upon receiving the Message, but a penalty may occur if it is not answered before the PK receives a second Summons (see SERVICE, page 11). Ignoring a Lord's Summons may cost the PK VP, each time the Lord summons again. Ignoring a Lady's Summons may cause her to die of loneliness!

Explanation of Appeals to Jailor

- 2. The prisoner is not released. If a PK, he is tortured, suffering one Poisoned Wound.
- 3. The prisoner will be released if the PK (whether prisoner or appealor) accepts an Exile from the area in which the imprisoning Castle stands.

Messages Chart

2. Lady (Lord) is imprisoned
3. Relative near Death – Go Home Swiftly
4. PK is Outlawed from a Friendly Castle
5. Wedding of State
6. Lady's Virtue is challenged
7. Lord Summons
8. Lady Summons
9. Informed of an Adventure
10. Raiders attacking coast
11. Special Tournament at Camelot Castle
12. Report of the Questing Beast

Explanation of Messages

2. This Message should be treated as a Lady Summons. If the PK does not serve a Lady (or he serves Morgan), then the Summons is from his Lord. If the Summons is not answered before the PK receives a second Summons, he will suffer the appropriate consequences.

When the PK returns to the appropriate castle, he will find the castle to be unfriendly, with 1–6 Knights in control, and his Lady or Lord imprisoned. The PK must storm the Castle (attack the Knights in control and defeat them) in order to free his Lady or Lord. The Summons cannot be answered until his Lady or Lord is freed.

3. This Message **must** be answered at once, by returning to the PK's **original** (start of game) Home Castle by the shortest route possible. The Castle will be at least temporarily friendly. There, the PK's relative has taken violently ill and awaits death. The PK must remain at his side Praying for his health or until death claims the relative. The PK Prays each turn, and if successful (earning the usual **6 VP** for Aid rendered) he may return to adventuring. If by the **third** turn of Praying the PK is still unsuccessful, the relative dies, freeing the PK from his long vigil.
4. The PK has just received word that he has been outlawed by a friendly Castle, meaning the Castle is now neutral. The PK may choose which of the friendly Castles has outlawed him, but the PK's Lord's Castle will **not** outlaw the PK (nor will the PK's own Castle). If the PK has no eligible friendly Castles, roll for another Message.
5. The PK has just been informed of a Wedding of State that duty demands he **must** attend. The wedding is to be held in a randomly deployed Castle. The PK must proceed by the shortest path to that Castle; it will be **temporarily** friendly. After the wedding, which consumes a turn, the PK may approach the Castle's Lord and make a Request. The PK receives **3 VP** for attending the wedding. If the PK refuses to attend, he loses **6 VP**.
6. The PK hears of an insult made to his Lady. The PK may challenge the random Knight who made the insult (redraw until the Knight has a VL of 6 or worse, unless the PK's Lady is an Enchantress; also redraw if this Knight has already challenged or been challenged by the PK) for the Lady's honour. A PK in the service of an Enchantress may **not** ignore the insult. If the PK ignores the insult or loses the challenge, then his Lady releases him from her service and he loses the Service Award in CP (and another **6 VP** if under Summons). If the PK is victorious he receives **6 VP**.

If the PK has no Lady, he may challenge the Knight. If he wins, the randomly drawn Lady will automatically be friendly when he visits her Castle. If she turns out to be an Enchantress, she will instead try to Enchant him (see page 44).

7. The PK has received a Summons from his Lord (note this on his Adventure Journal). The summons need not be answered immediately, **but** if the PK receives another Summons before the first is answered, he loses **6 VP**. This loss can be repeated until he answers the Summons. To do so, the PK must return to his Lord's Castle.
8. If the PK serves a Lady, he has received a Summons from her (note this on his Adventure Journal). If no Lady is served, the Summons may be ignored. The Summons need not be answered immediately, **but** if the PK does not reach his Lady before she sends a second one, **she will die of loneliness!** The PK loses her Service Award and **12 VP**. Additionally, he goes mad on a die roll of **1** (see page 12).
9. The PK is told of a randomly determined Adventure (see page 63). If the Adventure is not pursued **immediately**, it disappears.
10. The PK has learned that Viking raiders are attacking the coast of a random kingdom (if Logres is indicated, then the raiders have landed in Lincoln). The PK **may** ride immediately to the indicated kingdom and join in the battle. If the PK delays in leaving for the battle, it will be over and the raiders fled before he reaches the coast. In the battle, the PK faces a randomly drawn Knight, the raiders' leader. He is not a Knight: he will not fight chivalrously, uses only a sword from horseback, and does not suffer from being shield-less. If the PK is defeated by the raider, he will be robbed of all of his equipment and receive neither CP nor VP. If the PK beats the raiders' leader, the raiders will flee and the PK will gain **6 VP** and CP equal to the leader's WL.
11. **All** PKs are informed of a Special Tournament at Camelot Castle to be held **three** turns from now (see page 68). **Optional Rule:** The SPECIAL TOURNAMENT AT CAMELOT can only occur once per game.
12. The Questing Beast is a fabulous creature, with the head of a serpent, the body of a leopard, the hind quarters of a lion, and the feet of a hart; it makes a noise like a multitude of yapping hounds, and is always pursued but never caught. The pursuit of this creature is considered to be a highly virtuous act.

The PK has just gained word that the Questing Beast has been sighted in a randomly determined Kingdom. Only the PK receiving the Message may pursue the Beast. If the PK travels by the shortest route to the Beast and **finds** it (Luck Test), he has sighted it and gains **12 VP**. Whether he found it or not, the Beast is then redeployed (rerolling a current Kingdom result) and the PK may pursue it and try to glimpse it again for **6 VP** each additional time it is sighted. The PK may continue to pursue the Questing Beast, but once the PK deviates from the quest, the Beast will disappear.

Oaths

An Oath is an indicated course of action to which the PK must adhere. If a sworn Oath is broken, the PK immediately loses **12 VP**. Oaths may be forced on a PK by Knight's Fate, by a Trick, as a result of meeting a Lady, King, or Hermit, or during a prison release. A PK may be Tricked (see page 52) into breaking an Oath. A PK **cannot** break an Oath voluntarily unless he has enough VP to pay the penalty. An Oath may be removed without penalty by a Goodly Hermit Man, either through a Request or by obtaining a "release from oath/heal" reaction from him. A Wood Nymph will also release a PK from any Oaths. The Oath should be noted on the PK's Adventure Journal and erased once broken or removed. Several Oaths may be sworn (or broken) at one time. If a duplicate Oath is rolled, roll again.

Oaths Chart

2. Never Yield
3. Use no weapons
4. Always help Ladies
5. Always grant Requests
6. Fight without advantage
7. Spare the lives of Knights
8. Serve only present Lord
9. Never break Oaths
10. Always travel alone
11. Do not eat
12. Never avoid Encounters

4. Whenever the PK encounters a Lady, any of her Requests (such as for Aid or Escort) must be granted. When receiving a Message of Lady Summons, the PK must **immediately** travel to her Castle by the shortest route (if he serves a Lady). When hearing of an Adventure involving a Lady, the PK **must** pursue it. When hearing of an insult to a Lady, the PK **must** challenge the Knight who insulted her.

5. The PK must grant any requests for Aid (including Escorts) or Prayers made of him.
6. The PK must always fight chivalrously against Knightly opponents (see COMBAT: CHIVALRY, page 54).
7. The PK must not slay **any** Knights he or she defeats.
8. The PK may never change Lords (thus, may never become an Arthurian Knight if not already one...).
9. No Oaths sworn by the PK may be **willingly** broken. This Oath also protects the other Oaths: in order to be released from **any** Oath, the PK must **first** be released from this one.
10. The PK may never have companions (a Dwarf, Mascot, or Man-at-Arms), nor may Escorts be performed; the PK will not permit others (comrades) to join him.

Explanation of Oaths

2. The PK must never give up once combat has begun. If the PK is defeated, he or she must either be killed or lose **12 VP** for Yielding and breaking this Oath. The PK may, however, agree to stop a combat in progress due to a Combat Event, since this is not Yielding (see page 59).

3. One die must always be used in combat, as the PK may not use a sword or lance.

4. Whenever the PK encounters a Lady, any of her Requests (such as for Aid or Escort) must be granted. When receiving a Message of Lady Summons, the PK must **immediately** travel to her Castle by the shortest route (if he serves a Lady). When hearing of an Adventure involving a Lady, the PK **must** pursue it. When hearing of an insult to a Lady, the PK **must** challenge the Knight who insulted her.

5. The PK must grant any requests for Aid (including Escorts) or Prayers made of him.
6. The PK must always fight chivalrously against Knightly opponents (see COMBAT: CHIVALRY, page 54).
7. The PK must not slay **any** Knights he or she defeats.
8. The PK may never change Lords (thus, may never become an Arthurian Knight if not already one...).
9. No Oaths sworn by the PK may be **willingly** broken. This Oath also protects the other Oaths: in order to be released from **any** Oath, the PK must **first** be released from this one.
10. The PK may never have companions (a Dwarf, Mascot, or Man-at-Arms), nor may Escorts be performed; the PK will not permit others (comrades) to join him.

11. The PK must not eat anything. This will have the same effect as (but not the awards of) a Penance of fasting (all combat rolls are divided in half, rounded down). This Oath may only be broken at the **end** of a turn.
12. No Encounter may ever be avoided. The PK may not flee as a result of a Combat Event either.

Tricks

An encountered person may attempt to Trick a PK. The PK may attempt to escape a Trick (Luck Test). If a PK successfully escapes a **Hermit's Trick**, the PK will gain **6 VP**; this is the **only** case where an award results from escaping a Trick. If the attempt fails, the PK loses **6 VP** and the Trick is randomly determined.

Tricks Chart

2. Abandon Lady (Lord)
3. Imprisonment
4. Fight enemy unarmed
5. Break (swear) an Oath
6. Lose horses
7. Tell a lie
8. Fight an enemy
9. Lose lance
10. Escort Pilgrims
11. Deliver a Message
12. Prophecy

Explanation of Tricks

2. The PK is tricked into abandoning his Lady (including an Enchantress), which results in the loss of **6 VP** (**12 VP** if under Summons) and the Service Award. If the PK is not serving a Lady, the PK will abandon his Lord, for a loss of **6 VP** (**12 VP** if under Summons).
3. The PK is immediately imprisoned; a Castle is deployed on top of the PK if he is not already at one (or in a Town). No Appeal may be made to the Jailer (see page 46) until next turn.
4. A random NPK must be fought immediately by the **unarmed** PK. No combat awards are given, but the PK has a chance to request chivalrous combat.
5. One of the PK's sworn Oaths must be broken (with the consequent VP loss). If no Oaths have been sworn, the PK must swear one.
6. The PK is Tricked into giving away his horse (and that of his Dwarf, if applicable).
7. This most common Trick results in the PK telling a lie; however, only **1 VP** is lost (instead of the normal **6 VP** loss).
8. A random NPK must be fought by the PK, **alone**. The PK's companions and comrades may not aid in the combat. If the PK is defeated, he will suffer Knight's Fate.
9. The PK is Tricked into giving away his lance (plus the extra one, if applicable).
10. As if a Penance, the PK must Escort Pilgrims (see page 23) by the shortest path to a randomly determined Shrine (see page 32). **No** awards are given for completing the Escort. If the PK refuses or if a detour is made, the PK loses **12 VP**.

11. The PK must immediately travel to a randomly determined royal Castle, and must obtain a friendly Castle reaction to deliver a message. The PK will receive no awards for completing the task, and will lose **12 VP** for detouring or refusing the task. The exact message need not be determined.
12. A randomly determined Adventure is given to the PK as a Prophecy. The PK **will** receive awards for the performance of the Adventure.

COMBAT

There are several possible situations which will lead to combat. There are in turn three broad "types" of combat: the fight, the challenge, and the joust. An unknightly foe (Monster, Animal, Brigand, Mad Knight, Dwarf) may attack or be attacked: this is a **fight**, which can end with the death of either foe or with the PK fleeing. Against **hostile** knightly foes (Kings and Knights, including other PKs), the fight ends with either side's defeat (leading to a Knight's Fate) or with both Knights agreeing to break off. Against **neutral or friendly** knightly foes, the combat is a **challenge**, which generally ends before either side is defeated, and may or may not lead to Knight's Fate. Finally, in a friendly Castle context, knightly combat takes the form of **tournaments** conducted in a series of **jousts**. In all cases, each engagement is one-on-one, pitting the PK against a foe, controlled by the player to his left.

PKs will want to challenge other Knights and Kings to improve themselves through combat experience. PKs gain **CP equal to the WL** of each knightly foe defeated chivalrously (challenges earn as many CP as WLs inflicted on the loser), plus **6 VP**. If a PK is defeated in combat, he gains **6 CP** for the lesson. Combat is the best way for a PK to gain CP and increase his WL. Unknightly foes also bring their share of combat awards.

Party Combat

When facing multiple foes (such as a group of NPKs), the PK engages them in the order they were drawn (in a combat between two PK parties, each side decides on its order of battle) unless he passes a Luck Test; if successful, he picks the opponent from the line-up. If there are several PKs in the party, the **leader** picks his engagement first, then the other PKs in turn sequence. These engagements may be run simultaneously. If there are PKs on both sides, the PKs must pair off first. There is one exception to the PK-first rule: if the PK was "Charged with Adventure" by an NPK (see Knight's Fate, page 62), treat that NPK as a PK leader.

Against an unknightly foe, once all PKs are defeated, the NPKs (comrades first, Men-at-Arms second) and then any eventual fighting companions (Arthurian Dwarves and Valiant Chargers) continue fighting like the PKs did.

Against a knightly foe, including another PK party, once all PKs (on both sides) are defeated, the remaining combat is resolved using an accelerated procedure known as NPK Party Combat.

Non-Player Knight Party Combat

Total up all the **remaining** WLs of the combatants on each side and add two dice. Whichever side has the higher total (WLs plus dice roll) is declared victorious.

If a PK's side is victorious, that PK is **not** subject to Knight's Fate, even if the PK was personally defeated. If a PK's side is defeated, the PK is subject to a Knight's Fate based on the VL of the Knight who defeated him, except if the victorious side was led by a King or Lady, in which case the VL of that King or Lady is used to determine his fate.

Replacing Equipment

When a PK loses his horse or breaks a piece of equipment during a fight or challenge due to a Combat Event (or on a roll of 11 for his lance), he can replace it immediately if he has a Dwarf with a spare and he makes a successful Luck Test. Companions and comrades other than a Dwarf (such-as Men-at-Arms) will **never** "loan" equipment to a PK. During a joust, there are no Combat Events, and lances are replaced as they break by the hosting Castle.

Knightly Methods of Combat

A PK may always decide on his method of combat within the restrictions of the rules, providing he possesses the necessary equipment. NPKs and Kings will always choose the best method available unless they agree to fight fairly with the same weapons as their opponent (see Chivalry, below).

METHOD OF COMBAT

On a horse with lance •

ATTACK DICE

= 3 dice

On a horse with sword

= 2 dice + 1 point

On foot with sword

= 2 dice

Unarmed

= 1 die

If knightly opponent has no shield ••

= +2 points

If carrying a Lady's Token in a Tournament

= +1 point

If fasting

= divide roll in half (rounding **down**)

For each full 60 CP (optional Stamina rule)

= +1 point

• A lance may only be used from horseback; if a Knight does not have a horse for some reason, he may not fight with a lance.

•• A Knight or King relies on his shield as a means of defence in combat. Without his shield a Knight is at a disadvantage against his foes. A Knight fighting without a shield rolls his attack dice normally, but his opponent (knightly or not) adds **+2** to its attack dice roll.

The Attack Dice of other creatures and persons are unvarying: 3 for Monsters; 2 for Animals, Brigands, Dwarves, Mad Knights, and Ships' Crews; 1 for Hermits, Ladies, and Pilgrims. Mad Knights **do** suffer from being shield-less.

Chivalry

Chivalrous Knights observe a special code of honour and conduct with other Knights. They always face their foes on even terms, using the same weapons and dismounting if their opponent is on foot, so that neither has an advantage over the other.

PKs are not required to fight unknightly foes (Brigands, Monsters, Animals, Dwarves, Mad Knights) chivalrously, as they are not considered opponents worthy of chivalry.

If a PK uses any advantage when fighting a Knight or King (e.g. using a lance vs. a sword, or fighting on a horse when one's foe is on foot), he will receive **no** awards of VP or CP for the combat (or Adventure, if the combat is part of one). A PK who is at a disadvantage versus a King or Knight may appeal to his opponent to fight chivalrously with the same method as himself. The opponent will agree if a VL Check of the opponent's VL succeeds.

PKs who challenge other PKs **must** fight chivalrously at all times. Those PKs who are challenged by another PK are not so restricted, but will still lose any awards from the combat if they decide to fight unchivalrously.

Town Combat

Neither horses nor lances may be used during combat while in a town, except for challenges, which are resolved in the Town's lists.

Wasteland Combat

Neither horses nor lances may be used during combat while in a wasteland. During the turn in which the PK moves **out** of a wasteland, he is considered to still be on foot. If the reaction of an encountered person or creature is to attack, a successful Luck Test is required to remount before combat (this does **not** apply to an offered challenge, rather than an attack reaction).

Combat Aboard Ships

Ships are drawn at random from the appropriate chits. Each Ship counter has a number in the upper left hand corner which represents the WL total of the captain and crew of the ship. The ship's crew will enter combat once the PK and his party are defeated. The ship's crew fights as a single individual with 2 attack dice.

Knights involved in combat at sea may not use lances or fight on horseback. They may only attack with sword and shield. They do not suffer Combat Events.

Fights

Fights are resolved by a series of passes. In a pass, both players roll the proper number of Attack Dice as determined by weapon or creature type. The player with the higher total subtracts the lower total from his score. The difference is the number of wounds inflicted upon the one with the lower score.

Example: Sir Geoffrey of Leigs has been challenged by Sir Bryan of the Lake. Both attack with lance from horseback which allows each to roll 3 attack dice. Geoffrey rolls a total of 9 while Sir Bryan rolls a total of 13. Bryan rolled the highest and thus inflicts 4 wounds on Sir Geoffrey ($13 - 9 = 4$). Since Geoffrey has a WL of 5, and he has received 4 wounds, he can still take 1 more wound before being reduced to zero and defeated.

The fight continues until the PK is victorious, flees (if facing an unknightly foe), yields or breaks off (if facing a knightly foe), or is defeated.

When the WL of a PK or opponent reaches zero as the result of wounds received in combat, that person or creature is defeated. A PK may yield (concede defeat) at any time during a battle before being reduced to zero wounds, but is subject to the same penalty as if defeated in combat.

A PK that wins a fight in a disadvantaged position (if he dismounted to match an unhorsed opponent, for example) may remount and retrieve spare equipment from his Dwarf before facing his next opponent.

Mascot Combat

A PK may instruct his Mascot to fight for him every time he is about to fight. Mascots may **not** be used during challenges or jousts. For the first fight of the combat, the Mascot's engagement is automatic; for later fights, a Luck Test is required. Once a PK has been defeated, he may no longer instruct his Mascot to fight. While the Mascot fights, the PK may use the time to get back on a horse, get a replacement weapon from a Dwarf, and so forth. If the PK fails the Luck Test, he must fight (or yield to, if that option exists) the next opponent. The Mascot itself may not retreat until its opponent has been defeated or the Mascot is dead. Mascots ignore Combat Events that would affect them. All awards or penalties resulting from a Mascot's fights are gained by the owning PK.

Breaking Lances

A Knight or King using a lance in combat will break his lance if a result of “11” is rolled on the three attack dice (before any addition such as the +2 for fighting a shield-less knightly opponent). In a Tournament, breaking a lance is considered a mark of skill, and therefore earns the lance breaker **1 CP** every time it occurs.

Combat Events

Whenever opponents in combat roll the same total and tie, so that neither suffers any wounds, a **Combat Event** occurs. Each player then rolls one die, and the total of the two dice is looked up in the Combat Events Chart. Unknightly foes (Brigands, Monsters, Animals, Dwarves, Mad Knights, etc.) ignore all Combat Events affecting them. However, their knightly opponents **do not**.

When determining Combat Events between two PKs, each should roll a die to determine who is, for that single event **only**, the “Player Knight” (the lower roll) and the “opponent” (the higher roll). Reroll ties.

If a PK is facing an unknightly foe and suffers a Combat Event, he may attempt to flee further combat by making a successful Luck Test. But there are consequences (see page 59).

Combat Events Chart

2. Player Knight's party leaves
3. Player Knight's shield broken
4. Player Knight's weapon broken
5. Player Knight's horse killed
6. Player Knight unhorsed (horse still alive)
7. Offer to break off combat
8. Opponent unhorsed (horse still alive)
9. Opponent's horse killed
10. Opponent's weapon broken
11. Opponent's shield broken
12. Reinforcement arrives (a Knight joins the PK)

Explanation of Combat Events

2. Any Men-at-Arms and Dwarf (unless Arthurian) in the PK's party leave the scene of the combat, deserting the PK. Comrades leave if they fail a VL Check. A Mascot stays.
3. The opponent of the PK will gain a +2 on his Attack Dice for the rest of the combat. The PK may attempt to recover a spare shield from his Dwarf (Luck Test).
4. The PK may switch to another available weapon or attempt to get a replacement weapon from his Dwarf (Luck Test).
5. If the PK is on horseback, his horse is killed, and he is unhorsed and reduced to fighting on foot with a sword. Otherwise, this result has no effect. The PK may attempt to mount his spare horse, if he possesses one, by making a successful Luck Test.
6. The PK is knocked off his horse. The PK may attempt to remount (Luck Test). If he fails to remount, he must fight on foot with a sword. **Optional rule:** If the PK's CP is at least 50 more than his opponent's, he takes a wound instead of being unhorsed.
7. If the PK wishes to stop the fighting, the opponent will agree if he passes a VL Check. If the fight stops, award CP and VP as if it had been a challenge (see page 60). Any remaining hostile NPKs will also stop on a successful VL Check (and also become neutral). No Knight's Fate may be assigned by either side if this fight stops, even if other fights break out. If the fight was to bring Aid (to a distressed Lady, for example), the Aid is successful.
8. The opponent is knocked off his horse and will not remount. If the PK is still on horseback, he must choose whether or not to fight chivalrously (dismount). **Optional rule:** If the opponent's CP is at least 50 more than the PK's, he takes a wound instead.
9. If the opponent is on horseback, his horse is killed and he must fight on foot with a sword. The PK must decide whether or not to fight his disadvantaged foe chivalrously.
10. The opponent will change weapons if he has another (each NPK initially has a full set of knightly equipment). If an advantage is gained by the PK, he must choose whether or not to fight chivalrously.
11. If the opponent is a knightly foe, his shield is broken, and the PK will gain +2 on his Attack Dice if he still uses a shield. Should this result give the PK an advantage, he must choose whether or not to fight chivalrously.

12. A randomly drawn NPK arrives. He joins the PK's party and will assist in combat if the PK is defeated. If the PK has sworn an Oath to always travel alone, the reinforcement may be told to depart **after** the combat, and the PK will not be penalized in any way because of his arrival.

Outcomes

Victory

Against an unknightly foe, victory usually means the PK's foe is dead. If a PK personally slays an Animal, Monster, or Dwarf, he will gain an award of CP equal to the WL of the slain opponent (slaying a Monster also earns the same amount of VP). Otherwise he earns half (rounding up). There is no penalty or bonus for slaying a Druid; however, a PK who slays a Goodly Hermit Man will lose **12** VP.

Personally defeating a Mad Knight gains an award of CP equal to half (round up) the WL of the opponent. The defeated Mad Knight may be either slain, left behind, or taken to a Shrine (or Camelot Castle, if Arthurian) for 3 VP and his service as Man-at-Arms. When a King is defeated, he may **not** be slain nor be assigned a Knight's Fate and **must** be freed, but will thereafter be friendly to the PK if he passes a VL Check—otherwise he will be neutral.

Against a knightly foe that the PK has personally defeated, however, the victorious PK assigns a Knight's Fate (chart, page 62), except that PKs may **not** slay other PKs, either directly or by giving them Poisoned Wounds. Knights defeated by the PK's **party** in NPK Party Combat (page 53) will flee once they are defeated and the party will **not** attempt to restrain them in order to enforce a Knight's Fate. Defeated PKs **must** yield to any Knight's Fate a victorious PK deems appropriate, though some may be refused.

Whenever an NPK is defeated in a fight, the victorious PK must roll a VL Check against the defeated Knight's VL. If unsuccessful, that Knight refuses to yield. The PK must then either slay the defeated Knight (it is a wicked and cowardly act to slay a good Knight) or allow him to leave without assigning a Knight's Fate. If a defeated NPK is slain, roll a VL Check against the slain Knight's VL; if successful, the slaying PK loses **15** CP and **6** VP.

There is no baser betrayal of the knightly code than to kill a woman; therefore, any PK who slays a Lady loses **20** CP and **12** VP. For slaying an Enchantress, the VP loss is equal to **12** minus the Enchantress's VL. A PK may not attack or slay an Enchantress as long as he is under an Enchantment from her.

Example: If Sir Rufus the Redoubtable slew the Queen of North Wales (Enchantress, VL 9), his VP loss would be $12 - 9 = 3$ VP.

All slain King, Knight, or Lady cards are **removed** from play, while other eliminated encounter chits are returned to the common pile to be possibly brought into play again at a later point.

Awards

Knights may gain awards or penalties for participating in combat. After all combat is over, the appropriate combat awards and penalties are determined and applied (see the table, page 88). A PK who fought a knightly foe unchivalrously gets **no** awards; an Arthurian PK who fought a knightly foe unchivalrously **also** loses **6 VP**.

Defeat

Several results are possible if a PK is defeated. When the opponent is a King or Knight, the PK is subject to **Knight's Fate** (page 61) and earns **6 CP**. If the opponent is a Brigand, the PK is **robbed** of all equipment. When the victorious opponent is an Animal, Dwarf, Mad Knight, or Monster, the defeated PK is **slain**. In the unlikely event that the PK was defeated by a Lady, Hermit, or Pilgrim, he also suffers Knight's Fate. A surviving PK loses his Dwarf and Men-at-Arms at the end of the turn in which he was defeated. Comrades will leave if they fail a VL+6 Check. An Arthurian Dwarf or Mascot will remain.

Slain Player Knights

The player may continue the game by starting another PK. Any PK thus created must begin with the same CP, VP, and equipment as stated at the **start** of the game. A new Homeland (and thus Lord) must be determined.

Fleeing

Any PK who flees suffers the loss of his Dwarf, Men-at-Arms, and comrades. An Arthurian PK who flees also loses **6 VP**.

Yielding

If a PK yields, that PK is considered defeated (even if his WL has not yet reached zero). A PK may find it advantageous to yield if he expects eventual defeat (for instance, when facing a large number of hostile Knights) and if the Knight currently being fought has a low VL (which will result in a relatively mild Knight's Fate). If a defeated PK does not yield, the victor NPK **will slay him at once**. A PK defeated by another PK **must** yield.

Breaking off

If a combat event allows the PK to ask his foe to call off the fight and the foe acquiesces, the combat is over and the parties are now neutral.

If the PK is defeated, then his comrades and companions face the remaining foes using the NPK Party Combat rule (see page 53) and the victorious side determined. If combat has occurred between knightly foes, when one side is defeated the victor may assign a Knight's Fate (see page 61) to the vanquished.

Challenges

A challenge may be received by a PK as a King or Knight's neutral reaction, or can be offered by a PK to another **friendly** Knight (PK or NPK) or King they meet. A PK can challenge multiple times per turn (but keep in mind that wounds heal only once the turn is over), once per Knight present. A challenge by or from a particular person can be resolved (fought) **once per game**. Issuing a challenge concludes a player's movement phase. A challenge received can usually be declined without penalty. Between PKs, the moving player has the first opportunity to offer challenge. If PKs first meet at a Tournament, resolve the Tournament first and consider any jousts between PKs as their mutual challenges. PKs should keep track of whom they've fought in a challenge on their Adventure Journal.

Example: Sir Alfred, a PK, has just reached a Castle where the rest of the players (Sirs Baudrand, John, and Maurice) have been awaiting him to begin a tournament. This is the first time Sir Alfred has met the others. During the tournament, Sir Alfred jousts Sir John and is eliminated. Once the tournament is concluded, Sir Alfred challenges Sir Baudrand. If Sir Baudrand declines the challenge or if Sir Alfred comes out of the combat relatively unharmed, he could also challenge Sir John or Maurice this turn. When Sir Maurice's turn comes around, he may challenge Sir Alfred at the end of his turn. If Sir Maurice instead leaves the Castle, they would have to wait until they meet again before resolving their mutual challenge.

A challenge is a single combat, involving only the PK and the encountered leader (King or first-drawn Knight). A challenger always fights chivalrously, although his non-player opponent could choose not to (VL Check). When offering a challenge to an NPK, a successful VL Check of the latter means the challenge is accepted; otherwise the NPK declines it (and challenge may not be offered again until they go their separate ways).

Resolve the challenge as a normal fight except that comrades and companions cannot intervene. Keep track of the wounds suffered on either side. After **three passes** (not counting those that yielded a Combat Event) or as soon as a lance breaks, the challenge is complete, unless inconclusive (same amount of wounds suffered on either side). In the latter case, continue the challenge (using swords and shields if a lance has broken) to break the tie. The winner is the one who inflicted the most wounds on the other. Occasionally, a Knight may win the challenge by wound count but lose it by being felled; apply both the winning and losing awards in such a case.

Combat Events are **not** ignored, so the challenge could also end with the foes breaking off. Knight's Fate is **not** suffered unless a King wins the challenge. A PK who loses a challenge will suffer the loss of his comrades and companions (except for a Mascot or Arthurian Dwarf). If held at a friendly Castle, broken equipment is replaced once the challenge is complete. A victorious PK receives as many CP as he inflicted wounds on his opponent; the VP award is unchanged, as is the CP award for losing.

Between PKs, if the challenged PK has a Lady, the challenging PK can put her service at stake (see Message 6, page 49). Should the challenger win, the Lady's Castle is now friendly to him, and he could go meet her in order to Request entering her service (unless already in service to another Lady, of course).

Tournaments

Tournaments are formal events during which multiple jousts may take place. They can be triggered by an Adventure (5:5 Tournament for a Lady; 5:6 Tournament at Camelot; 6:3 Tournament), a Message (Special Tournament at Camelot), or be organised by a PK Castle owner; see page 68. Lady's Tokens grant **6 VP** and **+1** to all combat rolls during a tournament.

No Combat Events or Knight's Fate occur, lances are replaced by the host Castle as they break (breaking a lance in a Tournament is considered a mark of skill, and therefore earns the lance breaker **1 CP** every time it occurs), and the contestants are healed immediately after the conclusion of each joust. This is the **only** case where a PK's wounds are cured before the end of a turn. Comrades and companions are automatically retained. See page 66 for further details.

Each joust can only end in two ways: victory or defeat. In either case, the PK receives each joust's award **immediately** (a PK could therefore become progressively stronger as he fights his way up the Tournament list).

Knight's Fate

Whenever a Knight is defeated by another Knight or King in a fight (and some challenges), the defeated Knight is subject to a Knight's Fate. The defeated PK rolls one die and adds it to the VL of the victor (or the VL of the King or Lady leading the victor); the resulting number is then looked up on the Knight's Fate chart, below.

A PK who surrenders to a victor's terms is honour-bound to observe them. If the PK strays from the agreed terms, he loses **12 VP**. Only certain Knight's Fates may be refused by PKs: these are marked with an asterisk (*) after the number on the Knight's Fate chart. Other Fates may **not** be refused (meaning 12 VP cannot be lost for "disobeying" them). Certain Knight's Fates have no game effects when chosen for vanquished NPKs; to facilitate matters, those that can be meaningfully chosen for NPKs are marked with a dagger (†).

Example: Sir Eric, a PK, is bested in combat by Sir Galahad. A die roll of 2 added to Galahad's VL (0) gives a Knight's Fate result of 2 – Sends to Shrine. Eric elects not to go on the long journey, and loses **12 VP** at once. Had Sir Eric accepted the pilgrimage, and then at some point before its completion strayed from the direct path (to pursue an Adventure, for example), he would not suffer the **12 VP** loss until he actually left the path (or stopped for something other than encounters).

Knight's Fate Chart

- 1.† **Grants Request:** In a rare burst of generosity the victor offers to grant **any** one Request of the loser's. These include: Join, Give Equipment (if available), Heal, Lift Enchantment, or Arthur's Favour. A losing NPK will Request to Join the victor as a comrade.
- 2.* **Sends to Shrine:** The victor sends the loser on a pilgrimage to a random Shrine (page 32). If a PK chooses this fate for another PK, he may **choose** the Shrine (but not Rome).
3. **Commends on Skill:** The victor admires the skill of the defeated and instructs the loser in combat. The loser gains **6** VP.
- 4.† **Free Release:** The victor exacts no penalty.
- 5.* **Exact Oath:** The loser must swear one random Oath (page 51). If a PK chooses this fate for another PK, he may **choose** the Oath.
- 6.* **Sends to Lord:** The loser must report to the victor's Lord. If the victor is an Arthurian Knight, the Lord is King Arthur; otherwise, a Lord must be determined at random. To complete this Fate, the loser must obtain a friendly Castle reaction, but the Castle will not remain friendly after the PK leaves. If the victor is a King, the loser must Escort the King to his royal Castle (see page 23); the Castle reaction is normal. If assigned at the destination Castle, treat as 5.
- 7.†* **Demands Company:** If the victor is a PK, he may choose this Fate for a losing Knight only if currently pursuing an Adventure; the NPK becomes a Man-at-Arms (if the PK has none) or comrade (otherwise). If the victor is an NPK, the losing PK must accompany him on a randomly determined Adventure (rerolling any 5:6 TOURNAMENT AT CAMELOT result) as a Man-at-Arms. The PK will **not** receive any awards for the Adventure. The victor is the leader and will thus fight first in each encounter. If he is defeated and the PK proceeds to win the day, he can then leave without any penalty (like a Man-at-Arms), or stay with his victor and **share** the Adventure normally.
- 8.† **Will Join:** The victor will ride with the loser for a time as a comrade. If the victor is an NPK, his Castle is added to the PK's list of friendly castles. If he is a PK, it's as if the loser had joined the victor, except that the retention test is based on the PK's VL.
- 9.* **Charges with Adventure:** The victor sends the loser on a randomly determined Adventure (rerolling any 5:6 TOURNAMENT AT CAMELOT result), which the loser must immediately undertake. Normal awards will be given if successful, but **no** points will be awarded for failure. If a PK chooses this fate for another PK and the location of the Adventure is random, the PK may **choose** where the Adventure occurs (except in Faerie or the Road to Rome).
- 10-11.† **Robbs:** The victor steals all of the loser's equipment. A PK may choose to rob in order to replace broken or stolen items or slain horses. **Optional Rule:** If the PK initiated the combat and chooses to rob his foe, he forfeits any VP award.

- 12.* **Exiles:** The loser must leave by the most direct means and never return to the Kingdom or Logres castellany in which the combat occurred. If he should return to the area, the PK loses **12** VP, but may remove the Exile (if he does not have 12 VP to lose, the Exile remains). If King Arthur assigns this Fate, the Exile concerns all of the Logres castellanies.
- 13.+† **Declared Enemy:** The victor scars the loser for life (he loses **20** CP), and declares him an enemy. If enemy Knights meet each other later during the game, their reaction will automatically be to attack and they will fight till one or the other is **slain**. A PK who defeats another PK may not choose this Fate.
- 14.+† **Imprisons:** The victor takes the loser to a nearby Castle and imprisons him there. A PK who wishes to Imprison must own a Castle (page 28) and **escort** the defeated Knight to it (no VP are awarded). A PK can alternately **send** the defeated Knight to his Castle or to the Castle of his Lady as a guard. A defeated PK may not refuse to be imprisoned, but he may refuse to be sent as a guard.
15. **Poisoned Wounds:** The victor inflicts up to 5 Poisoned Wounds upon the loser. The number given to the loser must **not** slay him. A PK may choose to give any number of Poisoned Wounds up to a maximum of 5, as long as the restriction is obeyed.
- 16.+† **Slay:** The victor slays the loser immediately. A PK may **not** slay another PK or a King.

Poisoned Wounds

A PK may receive Poisoned Wounds as a result of Knight's Fate, Enchantment, or Scourging (a Penance). A Poisoned Wound does **not** heal at the end of a turn; instead, it remains (lowering the current WL) until cured by a King, Lady, Knight, Goodly Hermit Man, or Wood Nymph.

A Wood Nymph will cure a PK of **all** of his Poisoned Wounds. A Hermit may cure **all** of a PK's Poisoned Wounds by Request or reaction. A King, Knight, or Lady may cure **1** Poisoned Wound per turn, if Requested and if their Prayer succeeds (see page 21). **King Arthur** heals all of a PK's Poisoned Wounds if the Request is granted.

While possessing a Poisoned Wound, a PK may **not** increase his WL, even though he might gain enough CP to do so; the CP earned while poisoned are "held". **After** all of his Poisoned Wounds are cured, the PK will gain all additional WLs that have been accumulated while poisoned. Until that time, the WL at the healing phase of each turn is **only** equal to the WL **before** the poisoning **minus** the Poisoned Wounds.

ADVENTURES

An Adventure is a task that a PK undertakes in order to gain VP (and sometimes CP) awards. A PK may hear of or be sent on an Adventure by a King or Castle owner, from an encountered person or Animal, from Knight's Fate or a Trick (which prohibits awards for the Adventure), or as a Prophecy (see below).

Determining an Adventure

To determine an Adventure, roll two dice, one of which is the odd die. The result is read as two numbers, the odd die first: one-five (1:5), three-four (3:4), and so forth. The **Adventure List** (page 68) should then be consulted to determine the details of and awards for the Adventure. If the PK decides to undertake the Adventure (or in the case of a Prophecy, **must** eventually undertake it), the information should be noted on the PK's Adventure Journal, and a corresponding Adventure marker (such as A-1 or F-3) should be placed at the site.

Most Adventures are randomly deployed to a royal Castle or encounter area. If an Adventure is stated to be "local", it will take place in the same encounter area as the PK or in the surrounding countryside if the PK is in a Castle, Town, or Shrine.

Pursuing Adventures

An Adventure must be pursued by following the **shortest possible route** to the site (which almost never involves taking ship). Figure the route assuming no encounters and a fixed rate of movement; recall that a mounted Knight travels 3 land encounter areas per turn whereas a ship moves 1 sea or river area per turn. A PK hearing of an Adventure may remain in the same area for **one** turn for the purpose of acquiring aid before undertaking the Adventure, unless the circumstances state otherwise. An Adventure granted by **King Arthur** also does **not** suffer any delay (but if the PK has no Men-at-Arms, King Arthur immediately assigns him **one** Arthurian Knight as a Man-at-Arms). If a PK delays more than one turn or if any detours or stops are made along the route to the Adventure, the Adventure **disappears** and may no longer be pursued. A visit to a Castle (to restock equipment, for example) **is** a detour; encounters occurring while travelling to the Adventure, whether avoided or not, are **not** detours. A PK can resolve a secondary Adventure without abandoning another Adventure he was previously pursuing, as long as the "side-Adventure" is local and immediate (2:4 Vanquish Brigands, for example). In rare instances, two Adventures may reside in the same encounter area and can be pursued simultaneously (for example, 1:3 Escort Pilgrims (to Canterbury) and 4:3 Pilgrimage to Canterbury). A **Prophecy** (see below) will not disappear until it has been attempted.

An Adventure is abandoned once a PK tarries or deviates from the prescribed path. There is no penalty save that the Adventure can no longer be pursued.

Example: Sir Robert Hightower, a PK, receives a friendly reaction from Castle Tintagel, and decides to Request an Adventure of King Mark. Sir Robert rolls a *Luck-of-the-Day* of 3, and then a successful Luck Test of 4, so the Request is granted and King Mark tells Sir Robert of an Adventure. Sir Robert remains in Tintagel on the following turn, because he would like to Request Men-at-Arms. Whether that Request is granted or not, Sir Robert **must** pursue the Adventure on the next turn, or it will vanish.

Prophecies

A Prophecy is an Adventure which **must** be completed by the PK at some time **before** ending the game. The PK may choose when he will undertake the Adventure. If the PK's goal is to become an Arthurian Knight, a Prophecy must be attempted before he is knighted; if the goal is to recover the Holy Grail, a Prophecy must be completed before beginning to seek it; and so forth. A Prophecy **must** be honestly attempted, but if a PK is defeated in the attempt, the Prophecy is nevertheless considered fulfilled. If a PK is issued a Prophecy that matches an Adventure he is currently pursuing (same numeric identifier), that Adventure becomes a Prophecy.

Competing Obligations

When a PK is facing multiple simultaneous and contradictory obligations such as an Arthurian task, a Camelot Tournament and a Wedding of State message, they should be pursued in the order in which they occurred or were received. For example, a PK pursuing an Arthurian task (page 25) when the Tournament at Camelot (page 67) is triggered and who then receives a Relative near Death message (page 49) as a result of an encounter must first conclude the Arthurian task, then go to the Camelot Tournament, and then proceed to his original Home Castle. To further the example, if this PK had also sworn an Oath to always grant Requests and encountered a Lady who Requests an Escort, he would be forced to break his Oath unless the route were compatible.

Awards

Awards for encounters which occur while pursuing an Adventure are given as normal. While performing the actual Adventure, however, the Adventure awards will be given **instead** of the awards normally gained through an encounter, replacing the normal combat awards where applicable.

Awards of VP and sometimes CP will be received for the successful completion of an Adventure. Some Adventures also award a King or Lady's friendship, etc. If an Adventure is attempted but not completed successfully, the PK will only gain **half** of the **VP** award (rounding up). Any CP awards are **only** given for successfully completing the Adventure. An impossible Adventure (one requiring a Prayer from a PK with a VL of 7+, for example) yields the half VP award only if the PK spends three turns in place. Unless an Adventure requires the PK to **personally** defeat a foe, it is successful if the foe is defeated by the PK's party.

Sharing an Adventure

A PK may invite one or more PKs to share in an Adventure (to increase chances of survival and success). A PK who does so is designated as the **leader** of the group. A PK who has been invited to share in an Adventure must join the leader before the Adventure site is reached. An invited PK need not begin the pursuit of the Adventure with the leader, but must meet the leader at some point along the route by moving into the same encounter area as the leader. The invited PK need not **find** the leader by Luck Test.

An Adventure which depends on the courting of a Lady may **not** be shared.

Dividing Awards

All PKs—and **only** PKs—who are present when the Adventure is performed and who have been asked to share the Adventure are entitled to an equal portion of the Adventure awards. They do not need to actually participate. Companions (such as Dwarves and Men-at-Arms) and comrades **never** receive any share in the awards. If an Adventure award cannot be equally divided between the participating PKs, the leader will receive the leftover points.

Example: Sir Harold the Doleful, a PK, invites Sir Alyn and Sir John the Boarkiller (also PKs) to share in Adventure 6:5, which requires that a huge dragon be slain. Sir Harold has a Dwarf and two Men-at-Arms; Sir Alyn travels with a Mascot (a brachet); and Sir John has a Dwarf and one Man-at-Arms. The group immediately travels to the Adventure site on horseback, and prepares to combat the dragon. Sir Harold, who first heard of the Adventure, enters into combat first; he reduces the dragon to a WL of **17** before he is defeated. Sir John lands several good blows before he, too, is felled, and the dragon is down to a WL of **4**. Sir Alyn sends his brachet into combat, and the Mascot actually defeats the dragon! In this Adventure all three PKs participated; but even if Sir Harold had slain the dragon by himself, the three PKs would have shared the CP and VP awards equally. In this example, each PK would receive **10** VP ($30/3 = 10$) and **8** CP ($25/3 = 8$), with Sir Harold (who first learned of the Adventure) getting the extra **1** CP.

Unusual Adventures

Carbonek and Rome

Carbonek is a Castle and a shrine. To access the Shrine, you must obtain a friendly Castle reaction. Rome is a Shrine and a Town. The Adventures all refer to the Shrine. Upon arriving in Rome, a PK first reaches the Shrine. At the beginning of each full turn spent in Rome, the PK must choose between being in the Shrine or in Town.

Faerie

Whenever a PK travels to the land of Faerie (by Adventure or magic gateway), he will immediately gain **12** VP or CP (his choice). The PK, along with any carried equipment (including horse) will arrive intact, but any companions (Dwarf, Man-at-Arms, etc.) and comrades will remain behind and be lost to the PK, except for a Mascot. If this Adventure was shared, it is the **amount** that is shared (e.g. in a two-way split, one PK could get 6 CP and the other 6 VP).

While a PK is in Faerie, the following Sequence of Play must be used instead of the normal sequence:

1. Luck-of-the-Day: As usual.
2. Encounters: The PK does not move, and has a normal countryside encounter if he passes a Luck Test. If a Mad Knight, Monster, or Goodly Hermit Man is indicated, **no** encounter occurs, as these beings are not found in Faerie. The encounter may **not** be avoided.

3. Magic: Roll one die. The result gives the number of points which may be exchanged from CP to VP or vice-versa. The PK may either exchange **exactly** that number of points, or not exchange any points at all. **Prayer** does not work while in Faerie. **Healing** is normal.

Example: A PK with 85 CP and 20 VP rolls a 5; the adjusted totals may become either 80 CP and 25 VP (desirable for the gain in VL) or 90 CP and 15 VP (desirable for the gain in WL). Remember that a PK must have at least **1** VP and **10** CP at all times.

4. Departure: If the PK wishes, he may remain in Faerie. However, leaving the enchanted land is difficult: when the PK wishes to leave, an Appeal to Jailer is resolved. When the PK is released from Faerie, he returns to a randomly determined countryside (do not roll for an encounter). He loses any companions (except for a Mascot) or comrades he may have acquired while in Faerie, in addition to any losses indicated by the Appeal's result. An Arthurian Dwarf left behind upon initially getting to Faerie will be the first Dwarf encountered later on.

Tournaments

During a Tournament, the host Castle is temporarily friendly to all. Meeting the host (the Castle's lord) requires a successful Luck Test.

A PK participating in a Tournament Adventure will be awarded the indicated CP and VP if **personally** victorious; this is **not** divided by the number of PKs participating. If he is defeated, the Adventure just ends for him and he gains the usual half VP award (again not divided by the number of PKs participating). The PKs also get full awards for each joust. If a PK wears a Lady's Token in a tournament, an additional award of **6** VP will be given. PKs carrying Tokens also benefit by adding **+1** to their combat rolls during the tournament. See also the Short Tournaments optional rule, page 77.

To resolve the Tournament, sort the participating Knights (PKs and NPKs) in order of decreasing CP (breaking ties in order of decreasing VP; if still tied, PKs lose to NPKs). The first joust pits the **last** Knight against the one above him. The winner gets to fight the Knight above, and so forth until the top of the list is reached and a Tournament winner is decided.

After the Tournament ends and all awards are given, if a Tournament was attended by more than one PK, play resumes with the person to the left of the one who **first** heard of the Tournament.

Tournament at Camelot

Adventure 5:6 involves a Tournament at Camelot Castle (Optionally, this may occur only once per game). Whenever this Adventure is revealed, it is assumed that **all** of the PKs have heard of it at the same time. PKs hearing of this Adventure may complete an Adventure, Escort, Penance, Pilgrimage, etc., in which they are currently engaged, but **must** then proceed to Camelot Castle by the shortest possible route.

For each turn that a PK waits in Camelot Castle for other PKs to arrive, the waiting PK will receive **1** VP (note that visiting Camelot Town forfeits this award). When all PKs have arrived, the waiting PKs stop accumulating VP, three NPKs are randomly drawn, and the tournament begins.

See also the optional Signal Honour, page 78.

Special Tournament at Camelot

Message 11 involves a Special Tournament at Camelot Castle (Optionally, this may occur only once per game). Whenever this Message is received, it is assumed that **all** of the PKs have heard of it at the same time. PKs hearing of this Adventure may complete an Adventure, Escort, Penance, Pilgrimage, etc., in which they are currently engaged, but **should** then proceed to Camelot Castle by the shortest possible route. The special tournament occurs three turns after the Message is revealed, whether PKs have reached it in time or not. If no PKs reach Camelot Castle in time, the special tournament does not occur. Five randomly drawn NPKs complete the list of participants.

For each turn that a PK waits in Camelot Castle for the special tournament to begin, the waiting PK will receive **1** VP (note that visiting Camelot Town forfeits this award).

The winner of the Special Tournament gains **12** VP and rolls a die to determine his special prize.

1. **King's Honour:** the PK gains **20** CP and may make a Request of King Arthur with a one-time **+2** to the King Arthur Request reaction roll (see page 25).
2. **Lady's Favour:** the PK is granted service with a randomly drawn Lady (redraw any Enchantress), if desired.
3. **Faithful Dwarf:** the PK gains a faithful Arthurian Dwarf who will **not** abandon him if he is defeated in combat (see page 35).
4. **Valiant Charger:** the PK is given a horse which may travel **4** encounter areas per turn (**3** if carrying two people) and gives the PK **+1** on combat rolls when he is on horseback. The Valiant Charger has WL **3+d3** and takes a wound every time it would be killed by a Combat Event; it will also fight for the PK, should he be defeated.
5. **Unbreakable Lance:** the PK is given a lance that will not break.
6. **Free Passage:** the PK is given a writ which may be used to negate **one** Exile result, without penalty. The writ is not used until the PK re-enters the land from which he has been exiled.

Player Knight Tournaments

While a PK is in his Castle, he may declare a Tournament. **All** other PKs automatically and immediately receive a Message informing them of the event, and should inform the PK Castle owner whether or not they wish to attend the Tournament. Once all the PKs planning to attend have arrived at the Castle, the Tournament begins. The Castle owner may participate, and may **not** prevent any other PK from attending. The list is augmented by **three** randomly drawn NPKs. The champion of the Tournament gains **12** VP and **10** CP.

LIST OF ADVENTURES

1:1 COURT LADY: Go to a local Castle and obtain a friendly reaction. Meet the randomly drawn Lady owner and roll her reaction. Court her successfully (i.e. successfully Request to enter her service) for **6** VP and her Service Award. If she turns out to be an Enchantress, there is no Adventure award. This Adventure may **not** be shared. If the PK already serves a Lady, reroll.

1:2 ESCORT LADY: Place a randomly drawn friendly Lady (redraw any Enchantress) with the PK. Escort her (see page 23) to a randomly determined Shrine (see page 32) for **6** VP. Requests may be made along the way.

1:3 ESCORT PILGRIMS: Escort Pilgrims (deploy a Pilgrim chit) to a randomly determined Shrine for **6** VP. The Pilgrims walk, limiting the PK's movement allowance to **1**.

1:4 FIND ANIMAL: Randomly deploy a randomly drawn Animal; find it (Luck Test) for **6** VP. Determine the Animal's reaction normally.

1:5 KING'S HUNT: Go to the local royal Castle, but do not roll for Castle reaction. Join the King (and his escort) next turn for a move to the countryside, and automatically encounter a randomly drawn Animal, which will automatically attack. **Personally** defeat it for **6** VP and CP equal to its WL.

1:6 VISIT KING ARTHUR: Go to Camelot Castle and obtain a friendly reaction. Enter and meet King Arthur for **6** CP. This Adventure **cannot** be granted by King Arthur (reroll).

2:1 VISIT A LADY: Go to a local Castle and obtain a friendly reaction (if Message 6 (page 49) is received from this Castle and the PK has no Lady, the Lady insulted is the Castle owner), then meet a randomly drawn friendly Lady (the Castle owner) for **6** CP. If she turns out to be an Enchantress, there is no Adventure award.

2:2 VISIT LOCAL KING: Go to the local royal Castle (or castellany's Castle if in Logres) and obtain a friendly Castle reaction. Enter and see the friendly King (or Knight if in Logres) for **6** VP. This Adventure **cannot** be granted by a King (or Castellan) in his own Castle (reroll).

2:3 VANQUISH KNIGHT: Deploy a randomly drawn local hostile Knight (other than your Lord). **Personally** defeat him for **6** VP and CP equal to his WL.

2:4 VANQUISH BRIGANDS: Randomly deploy **5** local Brigands. Defeat them for **5** VP and **17** CP.

2:5 AVENGE KNIGHT: An ogre has slain your closest friend. Randomly deploy an Ogre (monster, WL = 10) and defeat it for **12** VP and **10** CP.

2:6 LIFT ENCHANTMENT: Randomly deploy a randomly drawn NPK. The Knight is under the spell of an Enchantress. Defeat the Knight, then lift the Enchantment by **prayer** (see page 21) for **12** VP and CP equal to his WL. **One** of the PK's Men-at-Arms can pray in the PK's stead every turn.

3:1 CURE WOUNDED KNIGHT: Randomly deploy a randomly drawn Knight. Go to him and cure his Poisoned Wound by **prayer** (see page 63) for **12 VP**. **One** of the PK's Men-at-Arms can pray in the PK's stead every turn.

3:2 DISTRESSED LADY: Randomly deploy a randomly drawn Lady (other than your own) with one randomly drawn Knight (redraw until the NPK's VL is 6 or worse). The Knight is behaving unchivalrously towards the Lady. Go to them and **personally** defeat the Knight for the Lady's friendship, **12 VP**, and CP equal to the WL of the Knight. If she turns out to be an Enchantress, subtract **6 VP** from the Adventure award.

3:3 VISIT FAERIE: Randomly deploy a Dwarf. When reached, he will lead the PK into the land of Faerie without the PK's companions (except his Mascot) and comrades. The PK receives **12 VP** or CP (his choice) upon arriving in Faerie. If the Adventure is shared, each PK chooses whether to receive CP or VP, but only the leader actually ends up in Faerie. When the PK arrives back from Faerie, the Dwarf will be waiting for him.

3:4 WHITE HART LEADS TO FAERIE: Randomly deploy a Hart chit; it is the legendary White Hart. When the PK arrives, the White Hart will lead him into the land of Faerie without his companions (except his Mascot) and comrades. If the PK had no Mascot, the White Hart (WL 8) becomes his. Upon arrival the PK receives **12 VP** or CP (his choice). If the Adventure is shared, each PK chooses whether to receive CP or VP, but only the leader actually ends up in Faerie.

3:5 DEFEAT IRISH BRIGANDS: Go to Ireland. At the first encounter indicated, automatically meet **7** Brigands. Defeat them for **7 VP** and **24 CP**.

3:6 KING'S CHAMPION: Randomly select a royal Castle (if Logres 1, Jagent). Go to it, **personally** defeat one randomly drawn Knight (other than your Lord) for the King's friendship (if your Lord, for an automatic Request), **12 VP**, and CP equal to the WL of the Knight. This Adventure may **not** be shared.

4:1 SEEK QUESTING BEAST: Randomly deploy the Questing Beast chit (see MESSAGES, page 48, #12, for details about the Questing Beast). **Find** it (Luck Test) for **12 VP**, and then randomly redeploy it. The PK may pursue it repeatedly for **6 VP** per additional sighting (the PK must **find** it every time). However, if the PK fails to take the shortest route to the Questing Beast, it will vanish. This Adventure may **not** be shared.

4:2 VOYAGE TO SERVAGE: Sail to the Isle of Servage, which has been plagued by Brigands. The first encounter on the island is automatically **5** Brigands; defeat them for **5 VP** and **17 CP**.

4:3 PILGRIMAGE TO CANTERBURY: **Walk** to Canterbury; upon arrival, gain **12 VP**. Equipment need not be discarded, but the movement rate while walking is **1**.

4:4 AVENGE BARON: Go to a randomly deployed Castle and meet the wronged Baron outside of his Castle (a randomly drawn friendly Knight other than your Lord), who will assist you in combat. Defeat two other randomly drawn Knights (other than your Lord) for the friendship of the Baron, **18 VP**, and CP equal to the WL of the defeated Knights.

4:5 AVENGE LADY: Knaves have taken over a randomly drawn Lady's (other than your own) randomly deployed Castle. Go to it and defeat three randomly drawn Knights (other than your Lord) to gain the dispossessed Lady's friendship, **24 VP**, and CP equal to the WL of the defeated Knights. If she turns out to be an Enchantress, subtract **12 VP** from the Adventure award.

4:6 CURE LADY: Go to a randomly deploy Castle, obtain a friendly reaction, and see a randomly drawn Lady (other than your own) in an Enchanted sleep. If she is **not** an Enchantress, awaken her by **prayer** for her friendship and **18 VP**. **One** of the PK's Men-at-Arms can pray in the PK's stead every turn. If she is an Enchantress, there is no Adventure award.

5:1 FREE KNIGHT: Go to a randomly deployed Castle and free a randomly drawn imprisoned NPK (other than your Lord, either by Appeal or storm; see page 46) for his service as a Man-at-Arms and **18 VP**, plus CP equal to the WL of the defeated Knights if the release was obtained through combat.

5:2 FREE LADY: Go to a randomly deployed Castle and free a randomly drawn imprisoned Lady (other than your own, either by Appeal or storm; see page 46) for her friendship and **18 VP**, plus CP equal to the WL of the defeated Knights if the release was obtained through combat. If she turns out to be an Enchantress, subtract **9 VP** from the Adventure award.

5:3 MAD KNIGHT: Randomly deploy a randomly drawn Mad Knight (other than your Lord, see page 41). **Find** (Luck Test required) and subdue him. Take him home (to a random royal Castle, which will be friendly) for **18 VP** and the friendship of the King or Castellan (if your Lord, for an automatic Request). If the Mad Knight is Arthurian, take him to a temporarily friendly Camelot for **18 VP** and Arthur's Favour (you may approach him with a Request as usual). If the Mad Knight is cured by Prayer during the trip, escort him home for the same rewards.

5:4 PILGRIMAGE TO ROME: Go to Rome. Upon arrival, gain **18 VP**.

5:5 TOURNAMENT FOR A LADY: Randomly select a royal Castle. Defeat **4** randomly drawn Knights (Tournament-style) for the King's friendship (if your Lord, for an automatic Request), the randomly drawn Lady's (other than your own) offer of service, **12 VP**, and **10 CP** (see page 66). If she turns out to be an Enchantress, the Adventure award is the same.

5:6 TOURNAMENT AT CAMELOT: All PKs go to Camelot Castle for King Arthur's Tournament. Defeat all other PKs plus **3** NPKs for **12 VP** and **10 CP** (see page 67). **Optional Rule:** The TOURNAMENT AT CAMELOT can only occur once per game.

6:1 RESCUE LADY: Randomly deploy a Serpent (Monster, WL 16). Defeat it for the friendship of a randomly drawn Lady (other than your own) it was terrorizing, **22 VP**, and **16 CP**. If she turns out to be an Enchantress, the Adventure award is the same.

6:2 SLAY MONSTER: Randomly deploy a randomly drawn Monster, which you encounter **automatically**. Slay it for VP and CP equal to the Monster's WL.

6:3 TOURNAMENT: Randomly select a royal Castle (if Logres 1, Jagent). Go to it and defeat **4** randomly drawn NPKs (other than your Lord) for the King's friendship (if your Lord, for an automatic Request), **12 VP**, and **10 CP** (see page 66).

6:4 RESCUE LADY FROM TROLLS: Go to a randomly deployed Castle and defeat two Trolls (Monsters, WLs 7 or 8 each) for the Castle owner's friendship (a randomly drawn Lady other than your own), **22 VP**, and **15 CP**. If she turns out to be an Enchantress, the Adventure award is the same.

6:5 SAVE YOUR LADY (LORD): This Adventure is also a Summons. Go to your Lady's Castle (Lord's if no Lady is served). Defeat the huge Dragon (Monster, WL = 25) for one automatic Request (no Luck Test necessary; see page 22), **30 VP**, and **25 CP**.

6:6 VANQUISH REBELS: Randomly select a royal Castle (if Logres 1, Jagent; reroll if your Lord). Defeat five randomly drawn Knights (other than your Lord, redrawing any Arthurian Knights) and then the King, for King Arthur's friendship (if your Lord, for an automatic Request) and **40 VP** plus CP equal to the WL of the defeated King and Knights.

OPTIONAL ADVENTURES

When using these Adventures, replace the first Adventure die with a d8.

7:1–2 PICT REVOLT: Travel to Surluise and **find** six Brigands (Luck Test) led by a randomly drawn renegade non-Arthurian NPK (other than your Lord). Defeat the Picts and their leader. Bring the renegade back to King Galahaut, determining the royal Castle's reaction normally, for his friendship (if your Lord, for an automatic Request), **18 VP**, and CP equal to the total WLs of the Brigands and renegade.

7:3–4 JOURNEY TO LONDON: You must deliver an item to London from the person giving you this Adventure. To complete the delivery you must **find** the item's recipient (Luck Test). This earns **18 VP** and **10 CP**. If you are robbed, shipwrecked, or otherwise lose the item, the Adventure yields **no** awards.

7:5–6 JOURNEY TO YORK: Same as JOURNEY TO LONDON, substituting York for London.

8:1 DRUID STONE RING: Randomly deploy a Stone Ring (like a Castle). Go there, **find** the Ring (Luck Test) and encounter a Druid (see page 36) and his **6** Mascots. Defeat them for **10 VP** and CP equal to the Animals' WLs.

8:2 BARBARIAN RAIDERS: Raiders threaten either the Isle of Wight (low) or Avalon (high). Go there to **automatically** encounter seven Brigands. Defeat them for **7 VP** and **24 CP**.

8:3 WANDER IN WILDERNESS: Seek spiritual guidance in the Wastelands by traversing them alone, on foot, armed with only sword and shield. You must enter each of the three marshes (Lincoln, Holbeach, Terrington) at least once. Upon exiting the Wastelands, **find** a random Man-at-Arms carrying the rest of your gear (Luck Test). Complete the Adventure by reaching a Castle or Town for **20 VP** and **25 CP**.

8:4 SCOUR THE WASTELANDS: A band of seven Brigands (six random ones plus a leader of WL 10) is pillaging the countryside from its base in a random wasteland. You must **find** or encounter them (result 6 on the Countryside Encounters table). Successful eradication of these base varlets earns the PK **10 VP** and **40 CP**.

8:5-6 TREASON AFOOT: **Three** renegade randomly drawn non-Arthurian NPKs (other than your Lord) are meeting with three barbarian chieftains (Brigands) in Benwick (on a 1-2), Gaul (on a 3-4) or Brittany (on a 5-6). Slay the chieftains and deliver either the renegades' persons or their heads to King Arthur for his friendship (if your Lord, for an automatic Request), **24 VP**, and **40 CP**. This Adventure may **only** be granted by King Arthur.

PLAYER INTERACTION

Players will discover in *Knights of Camelot* there are several ways they may interact with other PKs:

Travelling in Groups: PKs may wish to travel together. Doing so will increase the chances of survival for both PKs, as well as the possible number of companions and comrades. PKs who desire to travel together may do so by meeting each other in the same encounter area. When PKs travel together they take one joint turn. One of the PKs is designated "leader", and moves those he leads in a stack in his turn. The PKs should decide together on movement, actions, order of combat, and so forth. A PK may leave a group any time he desires, but if he moves in a group during one game turn, he may not move again independently that same turn. If travelling in a group, the reaction of encounters is toward the whole party. However, determining Luck-of-the-Day, Knight's Fate, Requests, and Oaths should be determined separately by each PK.

Dividing Awards: While in a group, awards and penalties gained through combat are credited to each PK for the **actual** fighting performed. PKs who took part in the defeat of any one opponent will share equally any awards or penalties gained. A PK must inflict at least one wound to be included in the division of points. However, when performing an Adventure, all PKs present who have agreed to **share** the Adventure will share equally in the awards, with the PK who first heard of the Adventure receiving any points left over after the division. There are three exceptions: if the success of the Adventure depends on the courting of a Lady (1:1), on defeating a King's champion (3:6), or on finding the Questing Beast (4:1), it may **not** be shared. The Faerie Adventures (3:3, 3:4) are also special cases: these may be shared, although only the leader will actually end up in Faerie. The amount of the award is shared, with each PK choosing whether to receive it in CP or in VP.

Lady Competition: When they meet, a PK may challenge another for the love of his Lady. If the challenger is victorious, the loser will be dropped from her service and she will be friendly to the victor. However, the victor must still make a successful Request to enter the Lady's service. PKs may also slay another PK's Lady, but this is not very chivalrous and heavily penalized; see page 58.

Challenging a PK: A PK may challenge any **friendly** knightly opponent (Knight or King) **once** per game (challenge may be offered repeatedly but may be resolved just once). Once Knights and Kings start travelling together, they may not fight each other unless one goes mad.

Fighting a PK: PKs may play hardball and fight each other. If they were travelling together, they must separate for a turn before they can fight each other when they rejoin. The following points are also important:

- A PK may not slay another PK.
- A PK challenger **must** fight chivalrously at all times, though the PK challenged need not.
- Wounds are not healed until the end of a turn.

SCENARIOS

King Arthur

Whenever a PK starts a game (other than the Grail scenario) in Logres 1 (Jagent castellany), Jagent will be his Home Castle, **not** Camelot Castle. An NPK should be drawn from the Knight deck to serve as the Lord of that castellany for the game. A friendly reaction from Camelot Castle is temporary (see page 28), though it becomes permanent if King Arthur's Request reaction is friendly (8 or greater). If a PK starts the game as an Arthurian Knight, King Arthur and Camelot Castle are automatically friendly. If a PK becomes an Arthurian Knight, King Arthur and Camelot Castle become friendly to him.

King Arthur (should the PK wish to meet him) will always have a neutral reaction to any Knight who does not serve him. Anyone meeting King Arthur may make a Request of him (although anyone else will only hear Requests after a friendly reaction). King Arthur's reaction to a Request must be determined using the King Arthur Request Reaction Chart.

Basic Scenario

In the Basic Scenario of *Knights of Camelot*, PKs begin as young Knights errant—skilled but untried, anxious to increase their mastery at arms and to prove their worth as Knights, so that finally they may finally become one of King Arthur's selected Knights of the Round Table.

Start: Each PK begins as a common Knight with **50** CP and **5** VP. He has a WL of **5** (CP/10, round fractions down), and a VL of **10** (CP/VP, round fractions up).

Goal: The purpose of the Basic Scenario is to become an Arthurian Knight. Before seeking the court of King Arthur, a PK must gain, through adventure, a total of **100** or more CP and reduce his VL to **5** or less. When ready, a PK can go to Camelot Castle, obtain a friendly Castle reaction, and then Request from King Arthur permission to become a Knight of the Round Table (to enter King Arthur's service). King Arthur's reaction to the Request will typically set a Task for the PK, which he must attempt before approaching King Arthur to renew his Request. Each Task successfully accomplished improves King Arthur's subsequent reaction, so eventually the Request will be granted (possibly conditionally). Being enchanted into Animal form is **not** an impediment to joining the Round Table.

Steps to Seeking King Arthur's Court

1. Go to Camelot Castle and obtain a friendly Castle reaction.
2. Request from King Arthur permission to petition to become a Knight of the Round Table (to enter King Arthur's service) and roll for King Arthur's reaction.
3. Attempt any Task assigned. If the Task is failed (reactions 3–9) or if it is successful but the Request was not granted (reactions 3–6), return to Step #1 or 2 (depending on Camelot Castle's friendliness) and Request again. Succeeding at Tasks grants a cumulative bonus to subsequent reactions by King Arthur.
4. King Arthur has now granted the PK's Request for permission to petition for Round Table membership. The PK must prove that he is virtuous enough. Test the PK's **VL+1**: if successful, King Arthur appoints him as a Knight of the Round Table. Otherwise, he must return to Step #2 and roll King Arthur's reaction (on his next turn), adding another **+1** to the cumulative bonus.

If Tasked to Attend Court or Attend Feast, the test occurs at the end of the last 'lost' turn.

Advanced Scenario

Start: Each PK begins the game with **40** CP and **4** VP. This gives each PK a VL of **10** and a WL of **4**. The purpose of the scenario is again to be the first PK to become an Arthurian Knight. Each PK should follow the same steps to become an Arthurian Knight outlined in the Basic Scenario.

Quest of the Holy Grail

Start: All PKs begin the game as Arthurian Knights, with **100** CP and **25** VP. This is a VL of **4** and a WL of **10**. For all PKs the Homeland is Jagent castellany (Logres 1), the Home Castle is Camelot Castle, and the Lord is King Arthur.

The Holy Grail is initially located in the Castle/Shrine of Carbonek, in Listenoise, and will redeploy to other royal Castles as the game unfolds. Carbonek Castle is always friendly to Knights on the Quest of the Holy Grail. PKs setting forth on the Quest of the Holy Grail must either head straight for the Grail Bearer or, if there is no such Knight, first travel to Castle Carbonek, even if the Grail is no longer there. If the Grail is no longer at Castle Carbonek (and there is still no Grail Bearer), the PK may then set off towards its current position: he need **not** visit each place the Grail has been in order to seek it.

In order to seek the Grail, a PK must gain a friendly Castle reaction and then Request permission of the King to see the Grail. In order to **see** the Grail, a PK must pass a VL Test against his **VL+1**. Otherwise, the Knight has been deemed unworthy at this time. Once a PK sees the Grail, he may attempt to **grasp** the relic. In order to grasp it, the PK must once again pass a VL Test against his **VL+1**. If unsuccessful, he is judged unworthy of carrying the Grail at this time.

Seeing and grasping the Grail occurs in the Prayers & Requests phase of a player's turn.

If several PKs travel together or attempt to see and grasp the Grail in the same turn, each is given his chance to see and grasp it. If **all** have been judged unworthy in their attempts to **see** the Grail in a turn, the Grail is immediately relocated to **another** random royal Castle. As long as at least one PK sees the Grail in a turn, it stays put. If the Grail relocates to Logres 1, it will be placed in Jagent, not Camelot Castle. If a PK has a VL of **6** or greater, his futile attempts at seeing the Grail will **not** cause it to change location: that PK is ignored.

Once the Holy Grail is grasped, the PK must return it to Camelot Castle to win the scenario. While carrying the Grail, the PK must test his **VL** at the beginning of each turn: if the test is failed, the Grail instantly transports itself away to a randomly determined royal Castle.

While a PK is in possession of the Holy Grail, he adds **+1** to all of his combat rolls. If the Grail Bearer is defeated in combat (whether his side loses or not), the Grail is instantly transported away to a randomly determined royal Castle. Other PKs may attempt to **find** him and challenge his right to carry the Grail. They need not journey to a Castle to discover the Grail's current location; it is assumed that they know of the Grail's capture by the PK. In order to confront the Grail Bearer, PKs must move to the same encounter area he is in and **find** the Bearer (Luck Test). The Grail Bearer may **not** avoid the encounter, since it does not occur during his turn. As with any PK-vs.-PK combat, the challenger **must** fight chivalrously at all times, and neither PK may slay the other. However, if the Grail Bearer does not fight chivalrously, the Grail instantly teleports away from him.

If a PK receives a Prophecy before beginning the Quest of the Holy Grail, that Adventure must be completed before seeking the Holy Grail. If a PK receives a Prophecy before **grasping** the Grail, the Prophecy must be completed before resuming the search. A PK bearing the Grail is immune to Prophecies.

If a PK is enchanted into Animal form, he cannot see nor grasp the Grail. A PK bearing the Grail is immune to Enchantment.

Campaign Game

Start: Each PK begins the game with **30** CP and **3** VP. This gives each PK a VL of **10** and a WL of **3**.

The purpose of the game is to become an Arthurian Knight, gain permission to search for the Holy Grail (this works the same way as when requesting permission to petition for Round Table membership, but without the VL+1 Test), and finally to bring it back to Camelot Castle. Once a PK has gained permission to search for the Holy Grail, the remaining Arthurian PKs are all assumed to have gained that permission as well.

Designing a Scenario

After playing some or all of the suggested games of *Knights of Camelot*, players may wish to design an original scenario for use with the game system. Before doing so, players should be familiar with **all** of the rules described in this booklet.

To design a scenario, a theme or **purpose** should be selected first. The starting positions, VP, CP, Lord, and other possible variables (such as the amount of equipment) should be specified in the description of the scenario. Any alterations to existing rules should be carefully checked for their effect on the situations they apply to; if a seemingly minor rule change results in major variations, the proposed rule should be **very** carefully considered before being added.

OPTIONAL RULES

Limited Luck

[Timothy Kask] Knights having 100 CP or less may attempt a Luck Test no more than once every three fight rounds. Knights having 101–200 CP may attempt a Luck Test every other fight round, and Knights with 201+ CP may attempt a Luck Test every fight round.

Stamina Attack Bonus

In order to account for greater stamina of Knights with higher CP, for every full **6** WLs (**60** CP), a Knight adds **+1** to his attack dice. This does **not** apply to Mad Knights or PKs enchanted into Animal form, but **should** be applied to ship crews (see page 55).

Superior Knights

A Superior Knight is one with a CP total at least **50** greater than his opponent's. Superior Knights cannot be unhorsed by Combat Events. Instead of being unhorsed, the superior Knight's opponent breaks his lance or, if he did not use one, the superior Knight takes a wound.

Short Tournaments

In order to speed up the play of Tournaments, each joust can be shortened to **three passes** (rolls of the Attack Dice) per opponent. The Knight who inflicts the most wounds in those three passes is declared the victor of that joust. Passes that end in neither opponent receiving any wounds are not counted. If a tie in the number of wounds inflicted exists at the end of the three passes, the Knights should continue to joust until the tie is broken. A victorious PK receives as many CP as he inflicted wounds on his opponent; the VP award is unchanged, as is the CP award for losing.

Player Knights Tricking Player Knights

Whenever two PKs joust or when one fights the other for his Lady, either may attempt to Trick the other. A PK may only attempt to Trick another PK at the beginning of a turn. If the Trick fails, the tricking PK must then fight the opponent. The PK being tricked may escape the Trick by making a successful Luck Test. Tricking is not a chivalrous activity for a Knight to be involved in, but sometimes it is the only way to defeat a more powerful foe. A PK who attempts to Trick another loses **12** VP. A PK may not attempt to Trick an opponent if his VP total is less than 13. A tricking PK may **choose** the Trick (page 52).

Seeking Encounters

If a PK wishes to increase his chances of an encounter during movement, he may make a Luck Test after each non-encounter to Find one. This cannot be repeated in the same encounter area.

Delaying the Pursuit of Adventures

Whenever a PK deviates from the most direct route to an Adventure (other than a Prophecy) or otherwise delays in the pursuit, the Adventure vanishes only if a Luck test is failed.

Devils

Whenever a Monster is randomly encountered, roll a die: on a **1**, it is a Devil. Devils must be fought on foot, as war horses and Mascots refuse to approach them. Devils fight with 3 Attack Dice, have a WL of **d6+4**, and ignore Combat Events that would affect them. A Knight must subtract his VL from each of his attack rolls against a Devil. If the Knight is in the company of an Hermit, the latter adds his Attack Die to the Knight's through continuous prayer.

When a Devil wins a pass, instead of inflicting a number of wounds, it inflicts a **single** Poisoned Wound unless the Knight passes a VL Test. After each pass, roll a die: if it is less than or equal to the number of Poisoned Wounds inflicted so far (or if one more Poisoned Wound would slay the PK), the Devil vanishes, its work done. Vanquishing a Devil earns the usual WL CP and WL VP; if the Devil vanishes before being vanquished, the Knight earns as many CP and VP as he managed to inflict wounds on it during the fight.

Signal Honour

When a PK wins a Tournament at Camelot, he may be awarded a **Signal Honour**. Roll a die: on a 1–3, he is offered the position of Ambassador-at-Large; on a 4, that of Lord Admiral; on a 5, that of War Duke; on a 6, there is no special offer. Accepting one of these positions replaces the VP award for the Tournament.

Ambassador-at-Large

The PK acts as Ambassador-at-Large for Camelot, earning a **+3** to all Castle reactions and **+2** on all King reactions. A later unfriendly King Arthur Request reaction (6–) forfeits the title.

Lord Admiral

There may be only one at any time, and he must be an Arthurian PK. The Lord Admiral travels on the Arthurian flagship, which has a crew value of 35, starts in Camelot Port, and benefits from Good Winds on a 6–9 on the Sea Encounters Chart. If sailed into a Port, the ship will be there when you return. If you go instead to another Port, you must **find** the flagship (Luck Test; you may wait and test your Luck each turn until it arrives, if you wish). Being shipwrecked forfeits the title, as does a later unfriendly King Arthur reaction.

War Duke

There may be only one at any time, and he must be an Arthurian PK. In recognition of your martial prowess, you are made War Duke. Whenever you Request Men-at-Arms, King Arthur grants you an extra d3, up to a maximum of six at a time. A later unfriendly King Arthur reaction forfeits the title. Having a Knight's Fate imposed by anyone but King Arthur also causes forfeiture of the title.

Foreign War

When a PK answers his Lord's Summons, there is a chance that the latter is mustering his Knights for war. This is the case on a die roll of 1–3. A turn elapses in preparation and travel to the theatre of war. The PK is alone. When a turn elapses, the PK is re-equipped and healed. Remove the PK's marker from the map and start the following turn at line A.

- A. The war rages. If the PK seeks glory in battle, next turn go to B. If he would avoid danger for as long as possible, next turn go to C.
- B. The PK finds himself at the heart of a mighty battle. Roll a die. On a 1–3, immediately go to D; on a 4, next turn go to X; on a 5, next turn go to Y; on a 6, immediately go to E.
- C. The PK spends a week without seeing an enemy. Roll a die. On a 1–2, next turn go to F; on a 3–4, next turn go to G; on a 5, next turn go to H; on a 6, next turn go to I.
- D. The PK encounters 1–3 randomly drawn enemy Knights. If he defeats them, immediately go to J; if he is defeated, next turn go to K.
- E. The PK sees a randomly drawn friendly King beleaguered by 1–6 randomly drawn enemy Knights (if the King is Arthur, the enemy Knights cannot be Arthurian). If the PK flees, next turn go to F; if he fights side by side with the King, next turn go to L if the enemy are defeated, otherwise next turn go (alone) to K.
- F. A randomly drawn Knight has observed the PK's behaviour and calls him a coward. Unless the PK can defeat the Knight, he loses **12** VPs. Next turn go to A.
- G. While riding along a supposedly safe road, the PK is surprised by 1–3 randomly drawn enemy Knights. If he defeats them, next turn go to A; if he is defeated, next turn go to K.
- H. The PK manages to avoid fighting until his Lord leads him home. The PK loses a turn travelling back to his Lord's Castle.
- I. While keeping close to camp, the PK notices a randomly drawn Lady (redraw any Enchantress), a princess come to visit her kingly father. Reveal the Lady card. If the PK wishes to meet the Lady, roll a die. On a 1–3, immediately go to M; on a 4–6, immediately go to N.
- J. The PK is victorious over his foes. Roll a die. On a 1–2, next turn go to O; on a 3–4, immediately go to P; on a 5–6, next turn go to Q.

- K. The PK is a prisoner of the enemy. Roll a die. On a 1-2, next turn go to R; on a 3-4, next turn go to S; on a 5, next turn go to T; on a 6, next turn go to W.
- L. The PK has won the permanent friendship of the King. Roll a die. On a 1-3, next turn go to A; on a 4-6, next turn go to U.
- M. She spurns the PK, thinking him a poltroon. She asks her father why this brave-talking Knight is wearing unscarred armor. The King wonders why too. Next turn go to B.
- N. The Lady falls in love with the PK. He may enter her Service if he wishes. If he does, roll a die. On a 1-3, next turn go to H; on a 4-6, next turn go to A. If he does not, the Lady becomes angry. Roll a die. On a 1-3, next turn go to M; on a 4-6, next turn go to A.
- O. The PK has done only what his Lord expects of him. Next turn go to A.
- P. The PK takes an item of great value from his vanquished foe. Roll once on the Prize table (below) to determine its nature. Immediately go to A.
- Q. The PK's stout arm has helped to put the enemy to flight. His Lord offers him a Prize. Roll once on the Prize table (below), then the PK loses a turn travelling back to his Lord's Castle.
- R. The PK is thrown into the enemy's prison. Bad food and treatment cause him to lose **2-12** CP, which could kill him. If still alive, next turn go to K.
- S. The PK is offered freedom if he betrays his Lord . If he refuses, next turn go to R; if he agrees, next turn go to V; if he pretends to agree in hopes of a chance to escape, next turn go to Z.
- T. The PK's Lord pays his ransom. Roll a die. On a 1-3, next turn go to A; on a 4-6, the PK loses a turn travelling back to his Lord's Castle.
- U. The King shows the PK his gratitude. The PK is offered a choice: he can roll on the Prize table (below) and next turn go to A, or enter the service of the King and earn passage to his royal Castle, spending a turn travelling. A PK cannot enter King Arthur's service this way. Instead, the PK receives the **permanent** gift of Arthur's Favour and one roll on the Prize table before spending a turn travelling back to his Lord's Castle.
- V. The PK has bought his freedom at the cost of his honour. Lose a turn travelling, then debark the PK, fully equipped, on any coast of the map (the PK's first move will be to the coast's encounter area). His Lord has cast him from his service, Exiled him from his Kingdom, and Declared him Enemy.
- W. The daughter of the PK's captor has seen the PK and has become enamored of him. If the PK will enter her Service, she will bring the key, a shield and a sword. The guard down the hall (a randomly drawn Knight) is similarly equipped; if the PK defeats him, he may return to the map next turn at his new Lady's Castle, located in the Road to Rome. If defeated by the guard, next turn go to R. If the PK cannot or does not want to serve the Lady, next turn go to K.

- X. Roll a die. On a 1–3, the PK is struck with a poisoned arrow, making him lose **20** CP (this could kill him). On a 4–6, the PK's brave deeds earn him **20** CP and **10** VP. Roll a second die. On a 1–4, next turn go to A; on a 5–6, the war is over: the PK loses a turn travelling back to his Lord's Castle.
- Y. The PK bursts into the enemy camp leading 1–6 randomly drawn Knights. They encounter the enemy commander (a randomly drawn King) and 1–6 randomly drawn enemy Knights. If the PK defeats the enemy, next turn go to Q; if the PK is defeated, next turn go to K.
- Z. The PK has deceived his captors, but he must bolt before they suspect the truth. He recovers his equipment and races from camp pursued by enemy riders. Roll a die. On a 1–4, he must fight that many randomly drawn Knights. If the PK is defeated, he is **slain**. On a 5–6 or if he defeats the pursuing Knights, he wins free: next turn, go to A.

Foreign War Prize Table

1. **Valiant Charger:** (see page 68).
2. **Magic Girdle:** The wearer's WL is increased by +5.
3. **Unbreakable Lance:** This weapon does not break in combat.
4. **Magic Shield (-2):** Each fight round, the Magic Shield absorbs the wielder's first 2 wounds. If broken as a result of a Combat Event, it absorbs just 1 wound, and becomes a normal shield upon breaking a second time.
5. **Magic Sword +4:** If broken as a result of a Combat Event, it loses one pip of bonus, becoming a normal sword upon reaching **+0**.
6. **Magic Talisman:** The wearer may add **+2** to his dice when attempting to resist Enchantment.

Like other equipment, the prizes may be stolen or lost. If a PK receives a Prize from another PK (by gift or by robbery), he may use it normally.

Knaves

Few Knights met the standards of those who aspired to Camelot. Many rough, ill-natured knights spent their days robbing, slaying, and challenging the honor of British maidenhood. In the course of their lives, they experienced excitement and peril equal to any known by the knights of the Round Table. If the knights of Camelot did not have these knaves to foil and chasten, the legends of Arthur would have been so impoverished that only a few experts would have bothered to read them at all. Where the Knave differs from the Knight is in his indifference to the glow of Camelot, in his desire to be feared in Britain, to reap fortune and pleasure by means fair and foul.

How to win as a Knave

A player wins as a Knave if their character is the first Knave to acquire ten **Knave Victory Points** (KVP) by committing **Acts of Villainy**. There are several different Acts of Villainy. A Knave may commit a single type of Act any number of times, but he is penalized for his lack of variety; that is, the number of times he must commit the same Act in order to earn another KVP keeps doubling.

For example, if a Knave slays a good Knight, he chalks up one KVP. But this same Knave must slay **two** more good Knights to earn a second KVP with the same Act. Should he wish to earn a third point by killing good Knights, he must slay **four** more. If he hopes to earn ten KVPs solely by this single type of Act of Villainy, the Knave will have to slay 1,791 good Knights—a hopeless task, as there are only 75 non-player Knights in the game. Clearly, a Knave will win more quickly if he commits as many different types of Acts of Villainy as he can.

The Acts of Villainy

Distressing a Lady

If a Knave intends to distress an encountered Lady, he must first defeat any companions with her. If the Lady is not accompanied, the Knave makes a Luck Test. If it fails, one randomly-drawn Knight will hear the Lady's scream and combat the Knave on her behalf. When there is no one left to defend the Lady, she will defend herself—first by Enchantment attempt (if an Enchantress) and then, if necessary, by using one combat die.

Since the Knave's wish is to distress and not to slay, he must defeat her bare-handed (one die). Performing the Act of Villainy costs the Knave **6** VP. A defeated Lady may be forced to accompany a Knave to one of his Castles and be imprisoned.

Imprisoning a Person

A King, Knight or Lady whom the Knave personally defeats may be forced to accompany him to one of his Castles and be therein imprisoned (see page 46). The Act of Villainy is completed when the prisoner enters the controlled Castle.

If another PK or Knave wishes to free any of the Knave's prisoners, he may do so as per "Rescuing a Prisoner" (page 46). A PK receives **6** VP for each prisoner he frees, and the friendship of those he rescues. Should a Knave happen to imprison the Lord or Lady of another PK, that PK immediately receives the Message that his "Lady (Lord) is Imprisoned" (#2, page 49). Until freed, the imprisoned Lord or Lady cannot grant Requests.

A Knave may free his own prisoners. However, this action will erase his credit for an Act of Villainy for taking the prisoners.

Looting a Shrine

To commit this Act, the Knave must enter a Shrine and announce his intent to loot it. D6–3 (i.e. 1–3: none; 4–6: 1–3) Knights will appear to defend the Shrine. To bring off this act successfully, any defenders must be defeated. Looting a Shrine penalizes the Knave **12** VP. Looting Carbonek Shrine requires storming Carbonek Castle.

Piracy

A Knave who turns pirate (see page 86, below) commits an Act of Villainy if he attacks and defeats any non-pirate ship upon the seas. This includes any non-pirate ship carrying another PK, as well as non-player Merchant Ships. When rolling on the Sea Encounters Chart (page 31), "No encounter" can be read as "Merchant Ship Sighted" by the Knave. Non-player (rival) Pirates may attack a Knave-pirate's Ship.

To determine the strength of the Merchant Ship, the Knave player draws a random Ship counter. On the basis of its printed strength, the Knave must decide whether or not to attack it. Only after he has committed himself to the attack may the Knave player roll on the Merchant Ship Chart to determine what passengers may be on board.

Merchant Ship Chart

2. **Ghost Ship:** no passengers, no crew. The superstitious pirates are frightened and maroon the Knave for a Jonah. Treat as a "Shipwreck" (see page 31).
3. **Druid:** attempts to Enchant the Knave.
4. **1–6 Knights.**
5. **d6–3 Knights** (1–3: no Knights, 4–6: 1–3 Knights).
6. **Dwarf.**
7. No passengers.
8. **Lady and d6–3 Knights.** If alone, roll reaction normally.
9. **Priest;** treat him as a Goodly Hermit Man.
10. **Disguised pirates.** Combating this ship is not an Act of Villainy. Draw 7 Brigand chits to serve as the rival pirate ship's crew.
11. **King with 0–5 Knights.**
12. **Magic Ship.** The PK is immediately whisked away to Faerie, alone. The usual 12 VP or CP award is **not** given to the PK.

When a Knave-pirate attacks another vessel, his Ship's crew fights first, then himself, then his comrades and companions. The Knave's ship is not eliminated until the Knave has fought and been defeated. If the PK prefers to fight before his Ship's crew (perhaps to win CP, VP or SP—see Knave Combat, page 86, for the latter), he may; but when his crew of pirates sees both the Knave and his knightly comrades and companions defeated, they will leave the PK behind and flee. Any Kings or Knights on board the merchant ship are automatically hostile.

If the Knave-pirate is defeated, he will continue on the merchant ship to a randomly determined port or coast, where he will debark. Any Knight's Fate which could not be enacted upon the sea will be put into effect immediately upon landing. If the Fate is to be imprisoned, the Knave is placed in a Castle at once.

If there is no Knight or King to give the Knave his Knight's Fate, the defeated PK's Fate is automatically imprisonment. He is placed in the Castle of the King or Provincial Lord of the area in which the Ship lands. If sent to Logres #5 (Vagon castellany, which has no coast), the Ship's destination is instead randomly determined: 1–2 Brittany; 3–4 Gaul; 5–6 Benwick.

The Kings of Britain resent Pirates preying on their coasts, so it is wise for the Knave to keep moving. If a Knave captures a non-piratical vessel in a Sea and then remains in that Sea, the next Merchant Ship he encounters on a roll of "7" will be a warship dispatched to fight Pirates, and it will contain 1–6 Knights. Combat with the warship is compulsory.

Seizing a Castle by Storm

Successfully storming a Castle (page 46), if done for the purpose of controlling the Castle in future game turns, is an Act of Villainy. The Knave may not storm the Castle of his own Lord or Lady. Otherwise, any Castle may be stormed. Camelot will be defended by 2–12 Arthurian Knights; any Knave who successfully storms Camelot must deal with an automatic counter-storm by 1–6 Arthurian Knights on each turn that he fails a Luck Test. Taking Camelot and holding it for three complete turns earns the Knave an additional 1 KVP (no further KVP can be acquired this way).

If the lord of the Castle is a King, that King will defend himself in his throne room. The use of horses or lances is prohibited in interior fighting of this type. If the Castle owner is a Lady, she will defend herself with 1 combat die, and may be Distressed. Any defeated King or Lady may be imprisoned.

The loot a Knave takes from a Castle allows him to hire 1–3 randomly drawn NPKs to defend his own Castle (redrawing any Knight with a VL less than 6) as Castle guards. Other Knights (those whom the Knave personally defeats) may be sent to the Castle to reinforce its hired garrison. A Castle guard defeated in combat ceases to be a Castle guard.

The Knave may treat a Castle he takes by storm like one which he Requested from his Lord. However, a Castle taken by storm can only be taken away by force. If PKs or NPKs storm it successfully, it is lost. If a PK defeats the Knave in battle, the Knave must surrender control of his Castles upon demand (they are restored to their original Lords; the conquering PK does not win control from the Knave, and neither does he gain VP for the automatic release of any prisoners held in the Knave's lost Castles). The Knave also loses the Castles he won by storm if he is defeated in combat by an Arthurian Knight who gives him a Knight's Fate greater than 4.

A Knave who successfully storms the Castle of a Knave automatically releases the first Knave's prisoners. He cannot claim any Act of Villainy by keeping them imprisoned.

Slaying a good Knight

It is an Act of Villainy to deal out the Knight's Fate of death to a good Knight. But it is not possible to know beforehand that a foe's death is undeserved. If the slain Knight's VL Check results in the usual penalty of 15 CP and 6 VP, the Knave has also committed an Act of Villainy.

Slaying a Goodly Hermit Man

Slaying a Hermit is an Act of Villainy, unless he is a druid in disguise. With a WL of 1 and only one combat die, the Hermit is an easy target, but a Goodly Hermit Man or druid can sometimes place a dying curse upon his slayer. If the Knave fails a Luck Test, he has been cursed. Roll a die:

Goodly Hermit Man & Druid Curse Chart

- 1 **The Brittle Lance:** The Knave's lance will break if a 10–12 is rolled on the three attack dice (instead of just on an 11).
- 2 **The Fateful Encounter:** The Knave receives a Prophecy he will encounter 1–6 Knights. They attack him on sight. If defeated by these Knights, the Knave will be **slain**.
- 3 **The Prophecy of the Beast:** The Knave receives a Prophecy that he will encounter a Monster.
- 4 **The Mark of the Knave:** The Knave player must subtract **-1** from any encounter reaction dice he rolls.
- 5 **The Life of Misfortune:** The Knave player must subtract 1 from all his Luck Tests.
- 6 **Doleful Retribution:** Increase any Knight's Fate the Knave suffers by **+2** in severity.

To remove a curse, the Knave must first Request successfully a "Lift Enchantment" or "Heal" of a Goodly Hermit Man, King, Lady, or Knight, and he must then complete a pilgrimage to Rome.

Lord and Lady Service

It is usually a bad master who has a bad servant. After the Knave has committed his first Act of Villainy, he is apt to be looked upon with scorn by those of higher moral values. If he was an Arthurian Knight, he is dismissed from Arthur's service. No Knave may serve Arthur.

When visiting his Lord or Lady or Summoned by them (see page 11), the Knave's activities since his last visit/Summons (or since he entered service, if this is his first visit/Summons) are reviewed upon reaching the Castle of his Lord or Lady. If the Lord or Lady has a lower VL than the Knave and passes a VL Test, the Knave is spurned and cast out from service to that Lord or Lady. The Lord's Castle remains friendly, but the Lady's does not.

Should the Knave approach a King or Lady to request service, the same moral judgement is made. Only if the VL test is *failed* will the person permit him to Request entering into service. A Knave who enters a Lady's service through seduction is exempt from this initial test, but his actions **will** be reviewed when he answers any Summons his new Lady later issues.

Should a Knave not heed his Lord's Summons, a second Summons will not only cost him **6 VP**, but the Lord will revoke any Castle that he happens to have granted the Knave earlier.

Encounters with Arthurian Knights

Since Arthurian Knights customarily ride around the countryside vanquishing Knaves, a Knave cannot expect to be well received by an Arthurian Knight. If an Arthurian Knight or a group containing an Arthurian Knight encounters a Knave, their reaction suffers from a **-1** modifier. Additionally, if a Knave commits an Act of Villainy while accompanied by a friendly Arthurian Knight, that Knight will make a moral judgement: if the Arthurian Knight passes a VL Test, he will immediately leave the company of the Knave.

Encounters with Brigands

If a Knave encounters Brigands, they will not attack him if the player can make a successful Luck Test. Instead, they will accept the Knave as their leader. Brigands will travel with the Knave at the foot movement rate and do not count against the Knave's party size for encounter determination purposes. The Knave may mount his Brigands on horses robbed from defeated Knights and from Castles he controls. Mounted Brigands fight with swords (2 dice +1); the only Combat Events they heed are "horse killed" and "unhorsed."

In large knightly combat, the WLs of the Brigands are not totalled with those of the Knave's party. In this and all other combat, the Brigands fight before the Knave, should he wish them to fight at all. If the Knave is defeated in combat, any Brigands he leads will run away. If the Brigands defeat another PK, the Knave player may administer the Knight's Fate.

Knave-led Brigands may not enter any Castle unless it is controlled by the Knave. Neither may they take passage on Ships. If a Knave enters a Castle and leaves his Brigands outside, they will vanish at the end of the third complete turn afterward unless the Knave makes a successful Luck Test (test again after each further turn spent inside the Castle).

Turning Pirate

If a Knave encounters Pirates, they will not attack his Ship if a successful Luck Test is made. The Brigand chits that represent the Pirates are exchanged for a Ship counter of a strength equal to or less than the combined strength of the Brigands. The other Ship on which the Knave was riding (unless the Knave is already a Pirate) is removed from the map. A Knave may command any number of Pirate Ships, amassing a pirate fleet!

A Knave on a Pirate Ship who runs across a PK in a river (or vice-versa) may temporarily disembark to fight, but the crew will not help in any way.

Knave Combat

A Knave would not be much of a knave if he had to fight fair all the time. Hence, a Knave is never forced by the rules to fight without advantage. If he fights unchivalrously and wins, he earns **Scoundrel Points (SP)** equal to **half** the WL of any Knightly opponent he defeats. If defeated while fighting unchivalrously, he earns **3 SP**. A Knave's WL is equal to his CP plus his SP (maximum of 300), divided by 10 (rounded down). This explains how some wicked Knights have large WLs.

Many things a Knave is expected to do will cost him CP penalties. However, the Knave's lost CP is merely **converted** to SP on a one-for-one basis. A Knave cannot lose (convert) CP he does not have. Knaves who defeat Kings unchivalrously do not win their friendship.

A Knave Repentant

If for any reason a PK no longer wishes to be a Knave, the character must go to a Shrine and there spend (in meditation) a number of turns equal to the number of KVP he has accumulated. Then he must renounce all his SP (and undergo the consequent WL reduction). At that point he must randomly determine an Adventure (rerolling any 5:6 TOURNAMENT AT CAMELOT) and attempt it. If he succeeds, he is no longer a Knave. If he fails and still wants to repent, he must go to a Shrine and determine a new Adventure.

A repentant Knave may backslide any time he wishes prior to completing his required Adventure. To do so, he need only take back the SP (and WL) he previously renounced. This does not rule out attempting to repent later on.

Once the PK attempting to repent has successfully completed the Adventure asked of him, he is no longer a Knave; his SP are permanently lost. If he later wishes to revert to Knavery, he must build up his KVP and SP from scratch. Being an ex-Knave will not prejudice Arthur against a Knight.

Interaction of Knights and Knaves

The Knave variant may be played simultaneously with other players using the standard rules. A non-Knave PK who vanquishes a Knave in combat receives a VP bonus of **+6**. The Knave must commit a new act of villainy before this bonus can be earned again. Non-Knave PKs are subject to the usual penalties if they fight a Knave unchivalrously, if they imprison him, etc.

In a mixed game there will be a Knave winner and a Knight winner. The objectives of the two types are too divergent to bear logical comparison.

Now go forth, ye wicked knights of romance and legend, knaves, dastards, and caitiffs! Pillage, besmirch, damage and despoil; all of Britain waits trembling before you!

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Glenn Rahman (*Away to the Wars! A Foreign War Variant for Knights of Camelot*, Adventure Gaming vol. 1, no. 1, July 1981)

Glenn Rahman (*Being a Bad Knight*, Dragon Magazine #58 (vol VI no 8), 1982)

Toby Howes, a.k.a. Grand Caliph (*Adventures disappearing if not immediately pursued*, BoardGameGeek, 20 October 2020)

AWARDS AND PENALTIES

	CP	VP
Adventure, successfully completing unsuccessfully attempting	+listed —	+listed +½ listed
Aid, giving (freeing prisoner; performing escort; aiding by prayer) refusing	— —	+6 -6
Animal, slaying (half, rounded up, if not personally)	+WL	—
Arthur, being doubted by	—	-6
Arthurian Knight, avoiding, fleeing, unchivalrous combat	—	-6
Brigand, defeating	+WL	+1
Camelot Castle, awaiting Tournament start	—	+1/turn
Children, entertaining	—	+3
Druid, slaying	—	—
Dwarf, slaying (half, rounded up, if not personally)	+WL	—
Escort, performing (requested by the PK) refusing to	— —	+1/turn -6
Exile, breaking	—	-12
Faerie, entering	(choose one)	+12
Hermit, attending services of escaping Trick of slaying	— — —	+1 +6 -12
Imprisoning another PK	—	-3/turn
Knight, defeating (challenge: replace WL with wounds inflicted) unchivalrous combat (forfeit awards) being defeated by slaying (if slain VL Check) attempting to trick (a PK)	+WL — +6 -15 —	+6 — — -6 -12
Knight's Fate, refusing	—	-12
Lady, successfully courting (entering service) being seduced by abandoning (by enchantment or trick) loss by fight abandoning/seduced/loss while under Summons loss by death of (regardless of Summons) slaying normal slaying Enchantress	+Service Award +Service Award -Service Award -Service Award -Service Award -Service Award -20 -20	+6 -VL -6 — further -6 -12 -12 -(12 - VL)
Lance, breaking in Tournament	+1	—
Lord, abandoning by enchantment abandoning while under Summons each additional Summons	— — —	-6 further -6 -6
Mad Knight, personally defeating taking to a Shrine (or Camelot Castle) Slaying	+WL/2 (up) — —	— +3 —
Monster, slaying (half, rounded up, if not personally)	+WL	+WL
Morgan, being seduced by summoned by	— —	-12 -6
Oath, breaking	—	-12
Penance, accepting rejecting	— —	+listed -12
Pilgrimage, completed	—	+12
Shrine, meditating in	—	+1/turn
Token, carried in Tournament	—	+6
Town Watchmen, fighting with	—	-3

ENCOUNTERS

COUNTRYSIDE ENCOUNTERS

(Surluise, Scotland, Lothian, Wastelands -1; Logres +1)

2. Monster
3. Mad Knight
4. Animal
5. Knights (3)
6. Brigands (1-6)
7. Knights (1-6)
8. Peasants
9. Lady
10. Goodly Hermit Man
11. Dwarf
12. King

SEA ENCOUNTERS

(unavoidable)

2. Sea Monster
3. Shipwreck
4. Storm: move back
5. No wind: lose one turn
- 6-8. Nothing happens
9. Good Winds: extra move
10. Lady Stowaway
11. Pirates
12. Sea Monster

FOREST ENCOUNTERS

(on a 1 only)

- | | |
|-----|------------|
| 2-5 | Monster |
| 6-7 | Animal |
| 8-9 | Lost |
| 10 | Brigands |
| 11 | Mad Knight |
| 12 | Wood Nymph |

RIVER ENCOUNTERS

(on a 1 only)

- | | |
|-----|------------------|
| 2-7 | Attacking Knight |
| 8 | Animal |
| 9 | Highwayman |
| 10 | Flooded River |
| 11 | Troll |
| 12 | Lady bathing |

TOWN ENCOUNTERS

(unavoidable)

- | | |
|-----|---------------------|
| 2. | Plague |
| 3. | Town Watchmen |
| 4. | Brigands (1-6) |
| 5. | Knights (1-6) |
| 6. | Wanton Lady |
| 7. | Beggars |
| 8. | Lady with 3 Knights |
| 9. | Priest |
| 10. | Children |
| 11. | Dwarf |
| 12. | King & Knights |

SHRINE ENCOUNTERS

(on a 1 only)

2-12. Goodly Hermit Man

ENCOUNTER REACTIONS

ANIMAL REACTIONS

2. Attacks with 1-6 others
3. Attacks steed
4. Speaks Prophecy
5. Gives Message
6. Flees, chased by a Knight
7. Runs away
8. Leads to local Adventure
9. Informs of Adventure
10. Stays as Mascot
11. Is an enchanted Lady
12. Leads to local friendly Castle

ANIMALS

They use 2 attack dice and always slay whomsoever they defeat.

Animals and their WLs

Brachet	1
Palfrey	2
Badger	3
Hart	4
Wolf	5
Boar	6

BRIGANDS

They are drawn randomly from the brigand chits and always attack.

If a PK is defeated by brigands, he will be robbed of all knightly equipment.

Brigands are always found on foot. They use 2 attack dice (swords).

CASTLE REACTIONS

(+1 per turn of persistence)

2. Monster attacks
3. Knights (1–6) attack
4. Tricks
5. Gives a Message
6. Tests Virtue
7. Lord not home
8. Offers challenge
9. Informs of Adventure
10. Offers friendship
11. Offers Adventure
12. Shows magic gateway

DWARF REACTIONS

2. Tricks into Faerie
3. Calls King & Knights
4. Calls Brigands
5. Tricks
6. Gives Message
7. Offers equipment
8. Requests Aid
9. Informs of Adventure
10. Requests to join
11. Is Knight in disguise
12. Leads to local castle

They fight with 2 dice.

MAD KNIGHTS

They always attack, fighting bare-handed with 2 attack dice (due to their madness) and suffering from lacking a shield. They slay whomsoever they defeat.

PEASANTS

They never fight but will waylay a Knight for the remainder of his turn.

HERMIT REACTIONS

2. Penance: Go to Rome
3. Exacts Oath
4. Is Druid
5. Tricks
6. Prophesies
7. Requests services
8. Informs of adventure
9. Penance: scourge
10. Penance: fast
11. Penance: pilgrimage
12. Heals / Removes Oath

They fight with 1 die.

KING REACTIONS

2. Attacks with d6 Knights
3. Exacts an Oath
4. Tricks
5. Challenges
6. Offers a challenge
7. Tells of Adventure
8. Requests Escort
9. Requests Aid
10. Invites to Castle
11. Gives a Message
12. Grants any Request

MONSTERS

They always attack, using 3 attack dice, and always slay whomsoever they defeat.

Monsters and their WLs

Lion	5	Dragon	12
Bear	6	Serpent	16
Troll	7	Giant	18
Troll	8	Giant	20
Ogre	9	Giant	22
Ogre	10	Dragon	25

KNIGHT REACTIONS

2. Attacks with d6 others
3. Fights for Lady
4. Refuses to fight
5. Tricks
6. Attacks
7. Offers challenge
8. Asks to Join
9. Gives Message
10. Asks for Aid
11. Offers Adventure
12. Flees

LADY REACTIONS

2. Attempts suicide
3. Exacts an Oath
4. Tricks
5. Knights defend her
6. Seduces
7. Informs of Adventure
8. Requests Escort
9. Requests Aid
10. Invites to Castle
11. Gives a Message
12. Offers her hand

They fight with 1 die.

KING ARTHUR

REQUEST REACTIONS

(+1 for Arthur's Favour;
+X for Tasks previously accomplished)

2. Exiles
3. Task: Slay Monster
4. Task: Adventure
5. Task: Mad Knight
6. Doubts PK's honour
7. Task: Joust 3 Knights
8. Task: Deliver Message
9. Task: Slay Brigands
10. Task: Attend court
11. Task: Attend feast
- 12+. Grants Request

ENCOUNTER RESOLUTION

AIDS

2. Rescue from pursuit
3. Rescue from prison
4. Rescue from 3 captors
5. Court a Lady
6. Give shield
7. Give Dwarf
8. Give sword
9. Give horse
10. Escort home
11. Deliver a Message
12. Give directions

ENCHANTMENTS

2. Abandon Lady
3. Abandon Lord
4. Change into Animal
5. Imprison
- 6–8. Seduce
9. Poisoned Wound
10. Rob
11. Madness
12. Sleep, 1–6 turns

MERLIN REACTIONS

2. Changes into Animal
3. Renews equipment
4. Sends to Faerie
- 5–9. Prophecy
- 10–12. Gift

LUCK TESTS (d6)

- Avoiding an encounter
- Escaping a Trick
- Finding a person or thing (+X for persistence)
- Meeting a friendly castle's owner (id.)
- Having a Request granted (id.)
- Pursuing an Animal or Knights
- Fleeing attacking Knights
- Saving a Lady from suicide
- Recovering from Madness (**two tests**)
- Surviving a Sea Monster
- Retaining comrades
- Retaining companions after a personal defeat when the PK's side wins (**optional**)
- Having an encounter in Faerie
- Picking an opponent in combat
- Fleeing an unknightly foe after a Combat Event
- Getting back on a horse in combat
- Replacing equipment or horse from a Dwarf
- Getting a mascot to attack a fresh opponent
- Keeping a comrade, companion, horse or equipment after a shipwreck (**optional**)
- Knave: Avoiding a Hermit's curse
- Knave: Distressing a lone Lady without attracting a defender
- Knave: Avoiding a Camelot counter-storm
- Knave: Becoming the leader of Brigands/Pirates
- Knave: Retaining Brigands outside a Castle

MESSAGES

2. Lady (Lord) is imprisoned
3. Relative near Death – Go Home Swiftly
4. PK is Outlawed from a Friendly Castle
5. Wedding of State
6. Lady's Virtue is challenged
7. Lord Summons
8. Lady Summons
9. Informed of an Adventure
10. Raiders attacking coast
11. Special Tournament at Camelot Castle
12. Report of the Questing Beast

OATHS

2. Never Yield
3. Use no weapons
4. Always help Ladies
5. Always grant Requests
6. Fight without advantage
7. Spare the lives of Knights
8. Serve only present Lord
9. Never break Oaths
10. Always travel alone
11. Do not eat
12. Never avoid Encounters

TRICKS

2. Abandon Lady (Lord)
3. Imprisonment
4. Fight enemy unarmed
5. Break (swear) an Oath
6. Lose horses
7. Tell a lie
8. Fight an enemy
9. Lose lance
10. Escort Pilgrims
11. Deliver a Message
12. Prophecy

COMBAT

METHOD OF COMBAT

	ATTACK DICE
On a horse with lance•	= 3 dice
On a horse with sword	= 2 dice + 1
On foot with sword	= 2 dice
Unarmed	= 1 die
Knightly opponent has no shield••	= +2
Lady's Token in Tournament	= +1
Each full 60 CP (optional rule)	= +1
Fasting	halve roll (down)

- A lance may only be used from horseback.
- Without his shield a Knight is at a disadvantage against his foes: they add +2 to their attack rolls.

COMBAT EVENTS CHART

2. Player Knight's party leaves
3. Player Knight's shield broken
4. Player Knight's weapon broken
5. Player Knight's horse killed
6. Player Knight unhorsed (horse still alive)
7. Offer to break off combat
8. Opponent unhorsed (horse still alive)
9. Opponent's horse killed
10. Opponent's weapon broken
11. Opponent's shield broken
12. Reinforcement arrives (a Knight joins the PK)

IMPRISONMENT

APPEALS TO PASSERBY

2. Must abandon Lady (Lord)
3. Must swear an Oath if released
4. Must fight an enemy immediately after release
5. Must attempt a prison rescue if released
- 6–8. Passerby ignores prisoner (reroll once if persisting)
9. Must deliver a message if released
10. Must Escort Pilgrims if released
11. Must attempt an Adventure if released
12. Passerby will make a free Appeal to Jailor

APPEALS TO JAILOR

2. No release; prisoner tortured
3. Prisoner released: Exile
4. Prisoner released: Oath
5. Prisoner released: fight 3 Knights
- 6–8. Appeal ignored (reroll once if persisting)
9. Prisoner released: challenge a Knight
10. Prisoner released without equipment
11. Prisoner released without horse or lance
12. Prisoner released with all equipment

POSSIBLE REQUESTS

Arthurian Knight	Arthur's Favour; Heal; Join; Lift Enchantment
Castle Owner	Adventure; Appeal to Jailor; Welcome
Dwarf	Join
Goodly Hermit Man	Escort (unless at a Shrine); Heal; Lift Enchantment; Pilgrimage; Release from Enchantress's service; Release from Oath
King (or Castellan)	Adventure; Arthur's Favour (Castellan only); Castle (Lord only); Dwarf; Escort (unless at a Castle); Heal; Lift Enchantment; Men-at-Arms; Pardon; Service
Knight	Heal; Join; Lift Enchantment
Lady	Adventure; Escort (unless at a Castle); Heal; Lift Enchantment; Service; Token

VIRTUE TESTS AND CHECKS

VIRTUE TESTS (d6)

When to Test your VL:

- To see if a prayer succeeds
- To prove one's worthiness (Castle reaction 6)
- To convince Town watchmen of one's innocence (Town reaction 3)
- To be admitted to the Round Table (VL+1)
- To see the Holy Grail (VL+1)
- To grasp the Holy Grail (VL+1)
- To avoid a Devil's Poisoned Wound

When to Test another person's VL:

- To see if a prayer succeeds
- Knave: To be expelled from one's Lord or Lady's service upon answering a Summons
- Knave: To be denied permission to request entering a Lord or Lady's service
- Knave: To lose an Arthurian Knight's comradeship after committing an Act of Villainy

VIRTUE CHECKS (2d6)

When to Check your VL:

- To resist a Seduction or Enchantment (VL + Enchantress or Druid's Seduction Adjustment)

When to Check another person's VL:

- To retain a comrade despite a failed Luck test (VL+4)
- To prevent a comrade from deserting (combat event 2)
- To prevent a comrade from leaving after the PK is defeated (VL+6)
- To request that a knightly foe fight chivalrously
- To request that a knightly foe break off combat (combat event 7)
- To see if a defeated King is friendly
- To see if a defeated knightly foe yields
- To see if slaying a knightly foe incurs a penalty
- To see if a knightly foe accepts a challenge

Random Deployment Chart

Dice Roll	Kingdom	King	Countryside
2	Surlise	Galahaut	Argyll; Surlise
3	Scotland	Carados	Scotland; Strathclyde; Galloway
4	Lothian	Lot	Lothian; Bernicia
5	Northumberland	Clarivaus	Northumberland; Durham; Yorkshire
6 (high)	Gore	Uriens	Gore; Norfolk
6 (low)	Strangore	Brandegoris	Strangore
7 (1)	Logres (Jagent castellany)		Somerset; Hampshire; I. of Wight
7 (2)	Logres (Beale-Valet castellany)		Warwick; Hereford
7 (3)	Logres (Abblasore castellany)		Mercia
7 (4)	Logres (Bedegraine castellany)	Arthur	Lincoln
7 (5)	Logres (Vagon castellany)		Buckingham
7 (6)	Logres (Magouns castellany)		Surrey; Kent; Sussex
8 (high)	North Wales	Cradelment	Gwynedd; I. of Avalon
8 (low)	Wales	Royns	Dyfed; Powys
9	Cornwall	Mark	Cornwall; Devon
10	Listenoise	Pellam	Listenoise
11	Ireland	Agwisance	Ireland
12 (1-2)	Benwick	Ban	Benwick; Artois
12 (3-4)	Gaul	Bohrs	Gaul; Picardy
12 (5-6)	Brittany	Howell	Brittany

Random Deployment Chart (Castles)

2d6	d6	d6	d6	Area	2d6	d6	d6	d6	Area
2	1-2			Surluise	5	4-6	1-2		Bowland Forest
	3-4			Argyll			3		Eden
	5-6			Loch Linnhe			4		Humber
3	1-4	1-2		Strathclyde			5		Wharfe
	3-4			Scotland			6		Tees
	5-6			Galloway	6	1-3	1-3	1-3	Gore
	5-6	1		Forest of Celidon			4-6	4-6	Norfolk
		2		Pentland Wood				1	Massingham Heath
		3		Forest of Ae				2	Breckland Forest
		4		Clyde				3	Terrington Marsh
		5		Almond				4	Yare
		6		Nith				5	Orwell
4	1-3	1-3		Lothian				6	Ouse
		4-6		Bernicia	4-6	1-3		—	Strangore
	4-6	1-2		Pentland Wood			4-6	1-2	Breckland Forest
		3-4		Almond				3	Lea
		5-6		Tweed				4-5	Mouth of the Thames
5	1-3	1-2		Durham				6	Orwell
		3-4		Northumberland					
		5-6		Yorkshire					
7	1	1-3	1	Isle of Wight	7	6	1-3	1-2	Surrey
		2-4		Hampshire			3-4	3-4	Kent
		5-6		Somerset			5-6	5-6	Sussex
	4-6	1		Bedgebury Forest			4-6	1-2	Bedgebury Forest
		2		Brandon Forest				3	Medway
		3		Test				4	Arun
		4		Thames				5	Thames
		5		South Avon				6	Mouth of the Thames
		6		North Avon	8	1-3	1-2	—	Dyfed
2	1-3	1-3		Warwick			3-4	—	Powys
		4-6		Hereford			5-6	1	Radnor Forest
	4-5	1-2		Charnwood Forest				2	Ysthwyth
		3-4		Clun Forest				3	Usk
		5-6		Brandon Forest				4	Lugg
6	1-2	Severn						5	Wye
	3	Welland						6	Aran
	4	Usk			4-6	1-3	—		Gwynedd
	5	North Avon				4-5	1	Radnor Forest	
	6	Lugg					2	Clocaenog Forest	
3	1-3	—	Mercia				3	Clun Forest	
	4-5	1-2	Charnwood Forest				4	4	Dee
		3-4	Clun Forest				5	5	Aran
		5-6	Bowland Forest				6	6	Ysthwyth
6	1	Severn			6	1-4			Isle of Avalon
	2	Ribble				5-6			Menai
	3	Dee							Devon
	4	Trent							Cornwall
	5-6	Wharfe							Sharpenose Wood
4	1-3	—	Lincoln						Tamar
	4	1-3	Charnwood Forest	10	1-3				Listenoise
		4-6	Breckland Forest			4			Bowland Forest
5	1-3	1-3	Lincoln Marsh			5			Ribble
		4-6	Holbeach Marsh			6			Eden
6	1-2	Humber		11	1-5				Ireland
	3-4	Trent			6				Isle of Servage
	5	Glen		12	1-2	1-2			Benwick
	6	Nene				3-4			Artois
5	1-3	—	Buckingham					5	Seine
	4-6	1	Breckland Forest					6	Somme
	2	Holbeach Marsh			3-4	1-2			Gaul
	3	Lea				3-4			Picardy
	4	Nene					5		Orne
	5	Welland					6		Seine
	6	Thames			5-6	—			Brittany

LIST OF ADVENTURES

1:1 COURT LADY	3:4 WHITE HART LEADS TO FAERIE	6:1 RESCUE LADY
1:2 ESCORT LADY	3:5 DEFEAT IRISH BRIGANDS	6:2 SLAY MONSTER
1:3 ESCORT PILGRIMS	3:6 KING'S CHAMPION	6:3 TOURNAMENT
1:4 FIND ANIMAL	4:1 SEEK QUESTING BEAST	6:4 RESCUE LADY FROM TROLLS
1:5 KING'S HUNT	4:2 VOYAGE TO SERVAGE	6:5 SAVE YOUR LADY (LORD)
1:6 VISIT KING ARTHUR	4:3 PILGRIMAGE TO CANTERBURY	6:6 VANQUISH REBELS
2:1 VISIT A LADY	4:4 AVENGE BARON	Optional Adventures
2:2 VISIT LOCAL KING	4:5 AVENGE LADY	7:1-2 PICT REVOLT
2:3 VANQUISH KNIGHT	4:6 CURE LADY	7:3-4 JOURNEY TO LONDON
2:4 VANQUISH BRIGANDS	5:1 FREE KNIGHT	7:5-6 JOURNEY TO YORK
2:5 AVENGE KNIGHT	5:2 FREE LADY	8:1 DRUID STONE RING
2:6 LIFT ENCHANTMENT	5:3 MAD KNIGHT	8:2 BARBARIAN RAIDERS
3:1 CURE WOUNDED KNIGHT	5:4 PILGRIMAGE TO ROME	8:3 WANDER IN WILDERNESS
3:2 DISTRESSED LADY	5:5 TOURNAMENT FOR A LADY	8:4 SCOUR THE WASTELANDS
3:3 VISIT FAERIE	5:6 TOURNAMENT AT CAMELOT	8:5-6 TREASON AFOOT

COMBAT TRACKER

30	29	28	27	26	25
24	23	22	21	20	19
18	17	16	15	14	13
12	11	10	9	8	7
6	5	4	3	2	1

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30