

Camelot Legends



RULES OF CHIVALRY

WELCOME TO CAMELOT!

The tales of King Arthur and the Knights of the Round Table have inspired artists, scholars, and dreamers for over a thousand years. Now you can relive the legends of Camelot by sending powerful knights to mysterious lands in order to accomplish the world's greatest adventures!

I. Quick Start Beginner Rules

Set-Up

Place the 3 Location Cards in the center of the playing area, at least 12 inches apart from each other in a pattern resembling the one shown at right.



In the upper right corner of every card in the game is a "Game Level" icon that matches one of three colors (White = Beginner, Blue = Standard, Red = Advanced). Separate the cards by Game Level, and place all the Blue (Standard) and Red (Advanced) cards back in the box; they will not be used during the Beginner Game. Note that the three **Special Cards** and the three **Final Events** are not introduced until the Standard Game.

Shuffle the remaining Event Cards and place them in a face down stack near the center of the playing area. Shuffle the Character Cards, deal five to each player to form their starting hands, and then place the remainder in a face down stack beside the Event deck. Leave space for a separate discard pile for each deck.

Shuffle the Reference Cards (one for each player), making sure you include the Reference Card with the Pendragon Symbol in the upper left corner. Deal each player a face up Reference Card for referral throughout the game. The player who was dealt the Reference Card with the Pendragon Symbol will go first.

Each player is now assigned a color that matches one of the four sides of the Location Cards (blue, red, yellow, or green); choose the color closest to each player on the Location Cards. This is the side of the Locations where each player will play his Characters during the game. Starting with the first player and continuing clockwise around the table, each player now plays one **Starting Character** from his hand beside the Location of his choice, making sure his Starting Character is placed beside the appropriately colored side of the Location (blue side for the blue player, red side for the red player, and so on).

Overview of the Game

Each Character possesses six **Ability Icons** (Combat, Diplomacy, Adventure, Cunning, Chivalry and Psyche) followed by **Ability Scores** that range from -1 to 6. Players play Characters from their hands beside the Location Cards. A group of Characters belonging to the same player at the same Location is called a **Company**. Characters belonging to the same player at two different Locations are *not* considered part of the same Company.



Each Character with a Shield in the upper left corner is a **Knight**. The symbol on each Knight's Shield denotes the **Allegiance** he shares with certain other Knights. Although the Allegiance Shield has no game rules associated with it, a Knight's Allegiance might be referred to on other cards. The back of the Rulebook lists all the game's Allegiances.



Throughout the game, **Location Events** are drawn from the Event deck and placed on top of their corresponding Locations. *For example, the Black Knight is a Forest Event, so it would be placed on top of the Perilous Forest.*

Each Location Event lists a **Requirement** in the lower right corner needed to complete the Event. This Requirement consists of one or more Ability Icons, each of which is followed by a number ranging from 6 to 18. A Company of Characters at the appropriate

Location needs to possess combined Ability Scores that equal or exceed the Requirements in order to complete the Event. *For example, a Company at the Perilous Forest would need a combined Combat Score of 12 or higher to complete the Black Knight Event.*

Each Event is worth a number of Victory Points ranging from 1 to 6. At the end of the game, the player who has acquired the most Victory Points wins the game!

Playing the Game

Starting with the first player and continuing clockwise around the table, each player takes a turn as the active player by following, in strict order, the following four phases of the turn. Play will continue until the Event Deck is empty and all the Event Cards are completed.

1. Draw Event Card: At the beginning of every turn, the active player *must* draw the top card of the Event deck. If the card drawn is a Special Event, it is resolved immediately and then discarded. If it is a Location Event (Camelot Event, Cornwall Event, or Forest Event), it is placed face up on top of its corresponding Location, beside any other Location Events already placed there.

2. Use Optional Card Text ("may"): Each Character possesses Card Text that allows him to function during the game in a special way. If this Card Text includes the word "may," then the Text is considered optional and can only be used once per turn during the second phase of the active player's turn. Some Characters possess a **Threat Icon** (see right) embedded in their Card Text. These Characters possess Text that allows them to discard an opponent's Character at the same Location.



3. Complete Location Events: The active player now checks to see if any of his Companies have met the Requirements for any Location Events (see page 3 above). If so, the player can complete the Location Event(s) and place the completed Event(s) face up in front of him in an area called his **Victory Display**. A player may only complete one Location Event per turn at each Location.

4. Two Card Actions: The active player now performs two of the following **Card Actions**. A player may perform the Card Actions in any order, and may even perform the same Card Action more than once (provided he spends one of his Card Actions each time).

Draw a Character: A player can spend an Action to draw a new Character Card from the Character deck and place it into her hand. No player can exceed her **Hand Limit** of 5 cards. Players may *not* voluntarily discard cards from their hands.

Play a Character: A player can spend an Action to play a Character Card from his hand to a Location on the table. There is a **Company Limit** of 6 Characters per Location for each player.

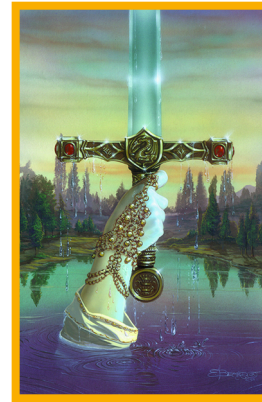
Move 1 or 2 Characters: A player can spend an Action to move 1 or 2 of her Characters from one Location to any other Location, as long as this will not increase the size of any of her Companies past the **Company Limit**. If a player chooses to move two Characters together as part of the same Action, those Characters must begin and end their movement together.

Winning the Beginner Game

When the Event deck is empty and the last Location Event on the table has been completed, each player totals up the Victory Points in his Victory Display. The player with the most points wins!

Moving on to the Standard Game

Play the Beginner Game only once or twice to familiarize yourself both with the general rules of the game and with many of its Characters. You should then read the full Rulebook and play the Standard Game, which incorporates all the White Icon cards and the Blue Icon cards.



You will find that the Standard Game is much more strategic and interactive. Also, once you start playing the Standard Game, you will find that each game is completely different because you play with a random pool of Events each time!

II. Standard Game Rules

The Standard Rules are very similar to the Beginner Rules, but also add many new elements such as Final Events and Special Cards. Note that the Standard Rules incorporate both the White Icon (Beginner) *and* Blue Icon (Standard) cards. You will not be able to play a full game with just the Blue Icon cards.



Camelot Legends also includes Red Icon (Advanced) cards that add even more interaction, strategy, and flavor to the game. However, there are not separate Advanced Rules for these cards. Instead, once you've become comfortable with all the White Icon and Blue Icon cards, start adding Red Icon cards into the Standard Game to enjoy the full experience of the legendary tales of Camelot!

Character Cards

Each Character Card shares the same characteristics, as detailed below.



ALLEGIANCE: Every Character with an **Allegiance Shield** is considered a **Knight**. Characters without an Allegiance Shield are not affected by cards that refer to "Knights." The symbol on each Knight's Shield denotes the Allegiance he shares with certain other Knights. Although the Allegiance Shield has no game rules associated with it, a Knight's Allegiance might be referred to on other cards. Some Knights possess two different Allegiance Shields and are considered to be part of both of those Allegiances. Many Knights possess a gray Allegiance Shield (see right). Although these Characters are also Knights, they have no Allegiance, even to other Knights bearing a gray Allegiance Shield.



CARD TEXT: Special Card Text allows each Character to perform in a way that reflects his role in the Arthurian legends. Note that unless a Character's Card Text specifically mentions the phrase "from hand" or "from your hand," the Character must already be placed on the table for his Card Text to become effective.

HELPER ICON: If a Character's Card Text includes a "Threat" or "Romance" Icon, then that Character's Card Text can negatively affect his opponents' Characters (see page 13). This Icon signals other players to be wary of that Character.

QUOTATION: The italicized text represents classic quotations spoken by the Characters. These quotations have no effect on gameplay.

GAME LEVEL: As discussed in the Beginner Rules, this signifies the card's overall level of complexity. These icons range from White (Beginner) to Blue (Standard) to Red (Advanced).

ABILITY ICONS: Every Character possesses 6 different Ability Icons followed by corresponding Ability Scores that range from -1 (Detrimental) to 6 (Best in the World). What follows is a brief description of each of the 6 Abilities.



Combat represents a Character's ability to succeed in battle, whether engaged with opponents in a civilized tournament or leading armies during an all-out war.



Diplomacy represents a Character's ability to discuss matters of state or to bluff powerful enemies, as well as to survive in the ritualistic atmosphere of the Court.



Adventure represents a Character's ability to overcome the unusual challenges of the wilderness, as well as to decipher the mysteries of the supernatural world.



Cunning represents a Character's skills at deception, treachery, disguise, and trickery. It can also help a Character see through the insidious designs of others.



Chivalry represents a Character's nobility of spirit, social status, and/or adherence to feudal law. This ability ultimately signifies the way the Character is viewed by those of chivalric society.



Psyche represents a Character's strength of will, her ability to resist mental control or attack, and her ability to keep a calm demeanor during periods of stress or hardship.

ABILITY SCORES: Each Ability Icon on a Character Card is followed by an Ability Score that represents the degree of perfection attained by that Character in that particular Ability. The Chart to the right defines each of the Scores as it compares to that of an average Knight of Camelot.

ABILITY SCORES

-1	Detrimental
0	Unskilled
1	Below Average
2	Average
3	Above Average
4	Exceptional
5	Renowned
6	Best in the World

Event Cards

There are several different types of Event Cards, including **Location Events**, **Heraldic Events**, **Bidding Events**, and **Special Events**. There are also 3 **Final Events** that are distinguished from the other Event Cards. Only one Final Event is used each game. When the Final Event is completed, the game immediately ends.



VICTORY POINTS: Many Events have a Victory Point value. Players place completed Events face up in front of them in their Victory Display.

EVENT TYPE: Location Events are categorized by the Locations where they are played (Camelot Events, Cornwall Events, and Forest Events). There are also Heraldic Events, Bidding Events, Special Events, and Final Events (see page 12).

CARD TEXT: Special Card Text often grants a bonus to the player or Company that completes the Event.

FLAVOR TEXT: The italicized text helps players understand the Event's significance in the Arthurian world. Flavor text has no effect on gameplay.

REQUIREMENTS: A Company at the appropriate Location must possess combined Ability Scores that equal or exceed the Event's Requirements in order to complete a Location Event. In the example above, a Company at the Perilous Forest would need a combined Cunning Score of 15 or higher to complete *Theft of Excalibur*.

Special Cards

There are three Special Cards in the game: *The High King*, *Excalibur*, and *The Love Potion*. These Special Cards are not shuffled into any deck, but are placed face up near the main playing area. When a Character receives a Special Card (usually as the result of an Event), place the Special Card beneath the Character in such a way that the Title and Card Text of the Special Card can still be seen.

That Character now gains the special ability described in the Card Text. Additionally, the player who controls the Character earns bonus Victory Points if that Character is still in possession of the Special Card by the end of the game. If, however, the Character is discarded or returned to your hand during the course of the game, return the Special Card to its place face up beside the main playing area. Similarly, if another Character is instructed to obtain the same Special Card, then the current owner must surrender control of the card.

When a Character obtains the *High King* Special Card, the player who controls that Character gains a third Card Action whenever that Character is at Camelot. The bonus Action is acquired as soon as the Character becomes the High King at Camelot (or whenever that Character moves to Camelot from another Location). However, the bonus Action is lost as soon as the Character loses the Title or moves away from Camelot. Note that the Character can choose to move away from Camelot as his third Action.



Location Cards

All the adventure in the game takes place at three **Main Locations**: *Camelot*, *Cornwall*, and the *Perilous Forest*. Throughout the game, **Location Events** (such as Camelot Events, Cornwall Events, and Forest Events) are placed on top of their corresponding Locations.



Each Location also contains two Ability Icons. These Icons represent the Abilities which are considered the most useful at these Locations. For example, Camelot (shown above) displays both a Combat Icon and a Chivalry Icon. That is because Combat and Chivalry are the two Abilities most commonly associated with Camelot Events. That is not to say that other Abilities, such as Diplomacy and Adventure, are insignificant at Camelot. The Ability Icons simply point players in the proper direction when making choices about where to build their Companies, especially early in the game.

Special Locations

When the Final Event of the game (*Dragonslayer*, *Sacred Quest*, or *The Final War*) is drawn, it is placed face up beside the main playing area and is treated as a **Special Location** where Characters can be played and moved, just like other Locations. There are also two Special Location cards included among the Red Icon (Advanced) Event Cards (*Isle of Avalon* and *Castle of Maidens*). Characters played or moved to these Locations are subject to the same Company Limit of 6 that applies to other Locations. Note that Card Text which uses the term **Main Location** refers only to *Camelot*, *Cornwall*, and the *Perilous Forest*, and does not apply to Special Locations.

Setting Up the Standard Game

Setting up the Standard Game is the same as for the Beginner game, with the following additions and changes:

- Lay the 3 Special Cards face up beside the main playing area; these cards should remain in full view during the game.
- Shuffle the 3 Final Events and place one of them face down near the center of the main playing area; set aside the other 2 Final Events without looking at them.
- Shuffle the main Event Deck (including the White Icon, Blue Icon, and, if desired, Red Icon Events). Stack a number of Event Cards face down on top of the Final Event as determined by the number of players and as outlined on the chart at right. The remaining Event Cards, as well as the 2 Final Events, are permanently removed from play. No one is permitted to examine the removed Event Cards at any time during the game.

<u>EVENT DECK</u>	
<u>Players</u>	<u>Events</u>
2	17
3	20
4	23

The remainder of Set-Up (including the placement of Location Cards, dealing out random Reference Cards to determine the first player, dealing out Character Cards and playing each player's Starting Character to the Location of his or her choice) is done precisely as in the Beginner Game (see page 2).

Playing the Standard Game

Just as in the Beginner Game, each player takes his turn as the active player in clockwise order starting with the player who received the Pendragon symbol on his Reference Card. Each player's turn uses the same phases outlined in the Beginner Rules on page 4, and as summarized on each player's Reference card. What follows is an in-depth look at each of the four phases, including special rules not introduced in the Beginner Game.



Drawing Event Cards

At the beginning of every turn, the active player must draw the top card of the Event deck and bring it into play.

Location Events: A Location Event (Camelot Event, Cornwall Event, or Forest Event) is placed on top of its corresponding Location, beside any other Location Events already placed there. Each Location, however, can only hold 3 Events at one time. If a new Event is drawn for a Location that already has 3 Events placed on it, the new Event is discarded. (**Special Note:** Whenever the *Black Knight* is drawn and there are already 3 Forest Events in play, the player who drew the Event can choose to discard it or to place it on top of another Forest Event).

Special Events: Special Events are resolved as soon as they are drawn. After a Special Event's instructions have been followed, discard it beside the Event Deck.

Heraldic Events: A Heraldic Event is placed beside the main playing area, covering any previous Heraldic Event(s) in play. Each Heraldic Event benefits the Knights of one Allegiance by giving them a bonus in a specified Ability. Each Heraldic Event remains in play until the next Heraldic Event is placed on top of it.

Bidding Events: When a Bidding Event is drawn, the player who drew the Event decides whether to bid 1 Character face up to the Event or to pass. She can bid a Character either from her hand or from one of her Companies on the table. The player to her left now decides whether to bid 1 Character or pass, and so on clockwise around the table. When the bid returns to a player who previously passed, that player can now choose to bid a Character, or to pass again. Bidding continues in this manner (1 Character at a time) until all players have passed consecutively, or all players have bid the maximum number of Characters as specified on the Bidding Event.

At this time, check to see which player bid the Characters with the highest combined total in the Event's specified Abilities. The player with the highest total wins the Bidding Event and places it in her Victory Display. After a Bidding Event is resolved, *all* Characters bid to the Event are discarded, including those bid by the winning player. If one or more players are tied for the highest total, the Bidding Event is discarded along with all the Characters bid. Keep in mind that a player need not bid the maximum number of Characters in order to complete a Bidding Event. It is even possible to win a Bidding Event with only one Character. However, if no one bids any Characters at all, simply discard the Bidding Event and proceed with the game as normal.



For the purposes of Character Card Text, a Bidding Event is temporarily considered a Location, and all of a player's Characters bid to that Event are considered part of the same Company. However, because a Bidding Event is resolved *before* the **Use Optional Card Text** phase of the turn, no player can use Optional Card Text (text that includes the word "may") to boost his Characters' Ability Scores during a Bidding Event.

Using Optional Card Text

Many Characters possess Card Text which is always in effect, or which automatically comes into effect when certain conditions are met. Optional Card Text, on the other hand, always uses the word "may" (for example, "*may add +3 to his Combat for one turn*"). A player can use the Optional Card Text on each of his Characters once per turn during the Use Optional Card Text phase of his own turn. Sometimes a "may" ability specifies that it can be used during your "opponent's turn" under special circumstances.

A "may" ability often causes one of your Characters to be discarded either immediately or "at the end of that turn." Newer players should feel free to use some form of counters or markers (such as pennies or glass beads) to help them remember which of their Characters are set to be discarded at the end of the turn. Such Characters are otherwise considered in play until the end of the turn. It is therefore possible for a single Character to be the subject of several card effects at the same time even though each of those effects would cause him to be discarded at the end of the turn.

Many Characters possess Card Text which can adversely affect other players' Characters. In order to help players determine at a glance whether their opponents' Characters possess such abilities, one of two **Helper Icons** will be embedded into such Characters' Card Text. These Icons include the **Threat Icon** (see page 4) which indicates that the Character possesses a special ability that may allow him to discard an opponent's Character at the same Location. Some female Characters possess a **Romance Icon** (see right) which indicates that the Character possesses a special ability that may allow her to affect an opponent's male Character at the same Location in a unique way.



Completing Location Events

After using Optional Card Text, the active Player checks to see if his Characters can complete any Location Events in play. After consulting the Requirements for a Location Event, he checks to see if his Characters at that Location possess combined Ability Scores that equal or exceed the listed Requirements. If two different Abilities are listed, he needs to fulfill *both* Requirements. Any Optional Card Text which was used to boost a Character's Ability Scores will help a Company complete these Events. Keep in mind, however, that a player can only complete a Location Event during the Complete Location Events phase of his own turn. A player may not complete Location Events once he has begun performing Card Actions, nor may he complete a Location Event during his opponent's turn.

A player can complete several Location Events during the course of one turn *as long as each one is located at a different Location*. If a player can complete more than one Event at the same Location during the same turn, she must choose which one she will complete. When a player completes a Location Event, she places it face up in front of her in an area called her **Victory Display** (but unlike Bidding Events, Characters are *not* discarded when they complete a Location Event). The cards in a Victory Display are public knowledge; they must remain in full view of the other players throughout the game.



Many Location Events possess Card Text which comes into effect when the Event is completed. Sometimes this Card Text gives the player a bonus for the remainder of the game. Other times it allows him to earn one of the coveted Special Cards, or permits him to discard one of his opponents' Characters. Some Location Events specify that they are discarded upon completion. These Events allow an individual Character to gain one of the Special Cards but are not themselves worth any Victory Points. After the Character completing the Event gains the appropriate Special Card, the Event is discarded.

Performing Card Actions

Each turn, a player can perform two Card Actions. The player chooses from among the following list of Actions, and may perform these Actions in any order or even multiple times, as long as he spends one Action each time.

- **Draw a Character:** A player can spend an Action to draw a new Character into her hand, but may never exceed the **Hand Limit** of 5 cards. Players may *not* voluntarily discard cards from their hands.
- **Play a Character:** A player can spend an Action to play a Character Card face up from his hand beside one of the Locations, but may never exceed the **Company Limit** of 6 Characters per player at each Location. Players may only discard Characters from play if a Card's Text allows them to do so.



- **Move 1 or 2 Characters:** A player can spend an Action to move one or two of her Characters from one Location to any other Location, assuming this will not cause the player to exceed her **Company Limit** of 6 Characters at the new Location. If a player wishes to move two Characters together as part of the same Action, those Characters must begin and end their movement together.

Winning the Standard Game

When the **Final Event** of the game is drawn, place it face up beside the main playing area and treat it as a **Special Location** where Characters can be played and moved to (see page 10). A Company located at the Final Event that meets or exceeds the Event's Requirements can complete the Event during the Complete Location Events phase of its turn.

As soon as the Final Event is resolved, the game ends. Unlike the Beginner Game, the Standard Game can end even while unresolved Location Events remain elsewhere on the table. Note that all Characters scheduled to be discarded at the end of the turn (as well as any Special Cards placed on those Characters) are removed *before* Victory Points are totaled.



Each player now adds up the points in his Victory Display and on any Special Cards his Characters still possess. The player with the most Victory Points wins the game!

III. The Characters of Camelot

The *Camelot Legends* card game was inspired by the fantastic events of the Arthurian tradition. Yet it is the characters that exist in that rich world who have made the tales of Camelot so appealing to readers and artists over the centuries. Each of the quotations included on the Character Cards in this game is drawn from the great body of Arthurian literature and reveals the inspiration for the characters' unique Card Text in *Camelot Legends*.



What follows is a **Glossary of Characters** that lends further insight into the natures of these colorful personalities. Many of the entries also provide gameplay clarifications that may help during games of *Camelot Legends*. If questions arise concerning specific Characters during the game, consult the entries that include an asterisk (*) for more information regarding the particular Characters' unique Card Text.

Sir Accolon is the once noble knight who fell to the charms of Morgan le Fay and helped her steal King Arthur's sword, Excalibur.

Sir Agloval is one of the older sons of King Pellinore. He escorted his young brother Percival to the Court of Camelot. * *Agloval and another De Gales Knight can move together for "free," which means they don't use up a Card Action.*

Sir Agravain is the malicious brother of Sir Mordred who hatches deadly plots against Sir Lancelot, his hated foe.

Sir Alisander stands guard in the Forest to defend the honor of his lady. * *Sir Alisander has no effect on Knights who are played from hand to the Forest.*

Sir Andred is the conniving lackey of King Mark who schemes against the happiness of Tristan and Isolde.

The Archbishop of Canterbury is a shrewd political figure whose authority validates the office of High King.

King Arthur is the lord of the Round Table, the son of the fallen Uther Pendragon. Arthur rose to power as Britain's great High King. * *King Arthur's ability can only be used once per game, even if he is later returned to hand or returned from the discard pile.*

King Bagdemagus is the diplomatic but sorrowful father of the evil Meleagant.

Sir Balin succeeds at many important quests but often at a great price, including the death of his own brother. * *Sir Balin's ability cannot be used against Events that are discarded upon completion (such as Sword in the Stone), since those Events are discarded before he can use his Card Text.*

King Ban is the noble head of the De Ganis knights, and Sir Lancelot's father.

Sir Bedivere is the fiercely loyal attendant who serves King Arthur his goblet.

Sir Bors became a Holy Knight when he joined Percival and Galahad as one of the three Knights of the Grail.

Dame Bragwaine is the gossiping attendant of Princess Isolde who acts as her messenger to Sir Tristan.

Sir Breunis is the most vile and dastardly of rogues; he always flees from battle when challenged for his crimes.

La Cote Male Taile wears the tattered, blood-soaked coat of his dead father. He is known for frequently bungling quests.

Sir Dagonet is King Arthur's fool, who furthers the humor of the Court by brazenly impersonating great heroes and then chasing down cowardly knights. * *Because Dagonet's text does not include the word "target," he can replace any Character in the game (except for the Knight targeted by the Siege Perilous). When Dagonet replaces a Character, he retains that Character's Special Cards. If bid to a Bidding Event, he must replace someone already bid to the Event; he then takes up that Character's slot.*

Sir Dinadan is not a coward, but is very pragmatic; he does not bother facing any peril he knows he cannot overcome.

Sir Dinas is one of the few goodhearted advisors of the vile King Mark.

Sir Ector is the noble brother of Sir Lancelot; he spends much of his time looking for his famous sibling.

Lady Ettard scorns the dotting Sir Pelleas, who follows her incessantly.

Sir Gaheris is the young, brash sibling of Sir Gawain. He often charges first into battle... and almost certain defeat.

Sir Gareth is a fair knight who grows to mistrust his malicious Orkney kin; he later becomes a follower of Lancelot and an accomplished adventurer.

Gareth's Dwarf is the squire of Sir Gareth. Although literature never graced us with the name of this noble character, the squire is extremely loyal and devoted to Gareth. Despite the title "Gareth's Dwarf," this character is not owned by Gareth, but is rather his faithful companion and close friend.

Sir Galahad is the powerful and nigh supernatural knight who serves the Grail with the utmost devotion. He is Sir Lancelot's son by Lady Elaine.

Sir Gawain was once the shining star of Camelot who was later eclipsed by Sir Lancelot. His destiny grows darker throughout his life.

Gouvernail was once the tutor of Sir Tristan, but eventually becomes his faithful, if somewhat older, squire.

Sir Griflet is one of the devoted stewards of King Arthur.

Princess Guinevere is the betrothed lady of King Arthur, who inspires his greatest knights to unparalleled deeds.

Hellawes is the twisted enchantress who desires to kill Lancelot and preserve his corpse for her sinister pleasure. * *The player controlling Hellawes is permitted to examine the Character discard pile before deciding to use her Card Text.*

Princess Isolde is the betrothed of King Mark of Cornwall who falls hopelessly in love with Mark's champion, Sir

Tristan. * *Add all relevant modifiers to a Knight's Combat Score before doubling it with Isolde's Card Text.*

Sir Kay seeks to uphold the honor of Camelot by insulting and challenging all newcomers in order to test their mettle.

Sir Lambegus seeks to preserve Tristan's honor by saving Isolde in his absence. * *If another Knight in Lambegus' Company is discarded for any reason during an opponent's turn, Lambegus can be discarded instead; this cannot be done during a Bidding Event.*

Sir Lamorak defeated scores of Knights but was slain by the Orkney brothers for his tryst with their mother, Queen Morgause. * *If 2 Orkney Knights are at his Location at the beginning of his owner's turn, he must be discarded even before an Event Card is drawn.*

Sir Lancelot is the greatest knight of Camelot; he later betrays King Arthur through his love for Guinevere.

King Lot leads the Orkney clan; his ambition against Arthur leads to his death at the hands of King Pellinore.

Sir Lionel is the brother of Sir Bors; he attacks his sibling in rage for choosing to save an endangered maiden rather than his own brother.

Sir Lucan is King Arthur's loyal butler.

Lady Lunete is the energetic and clever matchmaker who helped unite Sir Owain with her mistress.

Lady Lyonesse granted the gift of her protective ring to her beloved Gareth.

Sir Marhaus is the Irish adventurer and champion who battles Tristan over the truage that Cornwall owes to Ireland.

King Mark is the malevolent, petty, and cowardly lord of Cornwall.

Merlin is the wise diplomat, counselor, and wizard of King Arthur. Although powerful in his craft, he does not directly engage in battle.

Sir Mordred is Arthur's treasonous son. He rebels against his father in a mighty war that ends in both their deaths.

Morgan le Fay is Arthur's sometime mischievous, sometime deadly half-sister. Despite her lethal games, she displays surprising devotion to her brother.

Queen Morgause is the wife of Lot who spies on (and later seduces) Arthur; she then gives birth to his son, Mordred.

Nascien is the wise hermit who guides the righteous knights during the Quest of the Holy Grail. * *Add all relevant modifiers to a Knight's Adventure Score before doubling it with Nascien's Text.*

Nimue is the enchantress who ensnares Merlin for doting too long upon her.

Sir Owain is the cousin of Gawain, driven to madness after failing to keep a promise to his lady. During his dark journey, he befriends a courageous lion.

Sir Palomides is the Saracen knight who is the sometime friend, sometime enemy of Tristan and Isolde.

Sir Pelleas dwells in the forest for many long, miserable days, pining away for the scornful Lady Ettard.

King Pelles is the lord of the Grail Castle and grandfather of Sir Galahad.

King Pellinore is the fierce lord of the adventurous De Gales family. He spends much of his time on a futile search for

the elusive Questing Beast.

Sir Percival is the naive but powerful young knight who becomes one of the three successful Grail Knights.

Sir Peris is the craven warrior who waylays ladies in the depths of the Perilous Forest.

Sir Priamus is the African knight who first battled, then befriended Gawain during Arthur's Roman War in Italy. Priamus bears enchanted vials containing water from the earthly Paradise of Eden. * *Sir Priamus may not use his Card Text during a Bidding Event.*

Sir Sagramore is the brutish challenger of knights, often defeating those of little renown but ultimately falling before the greatest knights of the land. * *Add all relevant modifiers to Sagramore's Combat Score before doubling it.*

Sir Tor is the simple but strong son of Pellinore; he was raised by a cowherd.

Sir Tristan is the champion of Cornwall who desperately loves Isolde; his passion drives him to bouts of madness.

Sir Turquin forges a villainous career out of murdering or imprisoning any knights that cross his path. * *Knights placed beneath Turquin are not in play for purposes of normal gameplay; Turquin is always considered a single Character when moving. When using Turquin's ability, the controlling player can only take 1 Card Action, even if one of his Characters is the High King.*

The White Knight defeated the greatest knights of Camelot, and was later revealed to be Sir Lancelot in disguise. * *The Knight who replaces the White Knight during this phase can immediately use his own Optional Card Text.*

Bibliography

All quotations and flavor text included on the cards of *Camelot Legends*, as well as the research for the Glossary of Characters, was derived from the following sources. Players of the game are encouraged to read these classic masterpieces to learn more about their favorite knights, ladies, and villains!

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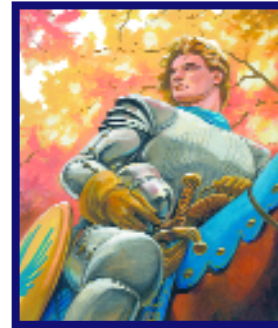
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Camelot Legends ALLEGIANCE SHIELDS



PENDRAGON



DE GANIS



STEWARD



ORKNEY



HOLY
KNIGHTS



DE GALES



DOLOROUS
TOWER



CORNISH



NO
ALLEGIANCE

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