



SIR BEDIVERE

Lord of Dunraven Castle



Start = 4 Life pts
Max = 6 Life pts
Dead = 0 Life pts

Game lost if:

12 Siege Engines surround Camelot;
or 7 Black Swords sit on the Round Table;
or All Knights are dead (Traitor excepted).

Game won if there are 12 or more Swords on the Round Table, a majority of them White.

Tuck Loyalty card under here. Reveal it *only* when accused. *Then*, if you are the Traitor, flip this Coat of Arms over.

Special Power

During your turn, you may discard 1 White card and draw a new one to replace it.



Excalibur

Add +1 to any Combat you participate in. Discard Excalibur to counter any 1 Black Card just drawn.



Holy Grail

Any dying Knight who drinks from the Grail gains 4 Life points. Discard after use.



Lancelot's Armor

Anytime you must draw 1 Black card, draw 2 instead. Play 1, and place the other back under the Black Draw pile.

Game Turn

1. Progression of Evil (choose 1)

Draw 1 Black card and play it
or Add 1 Siege Engine to Camelot
or Lose 1 Life point

2. Heroic Action (choose 1)

Move to a new Quest
or Perform the Quest's Heroic Action
or Play 1 Special White card
or Discard 3 identical cards to gain 1 Life point
or Accuse 1 Knight (if ≥ 6 Siege Engines *or* 6 Swords).

- If desired, perform a second, different Heroic Action this turn, by sacrificing 1 Life point.
- If desired, play your Special Power.

TRAITOR



Reveal Yourself

Reveal yourself as the Traitor:
Turn your Loyalty card over.

- The Knight who accused you adds 1 White Sword to the Round Table.

You are now playing from the Shadows, out of reach from the other Knights.

- Remove your miniature from the board, and place it here.
- Remove your Life die.
- Discard all your White cards.
- If you have Excalibur or the Holy Grail, remove them from the Game.



Lancelot's Armor



Anytime you must draw 1 Black card, draw 2 instead. Play 1, and place the other back under the Black Draw pile.

Game Turn

1. Taunt the Knights

Pick 1 White card at random from the hand of a Knight of your choice and discard it.

2. Help Evil spread (choose 1)

Add 1 Siege Engine to Camelot
or Draw & play the top Black card

Victory

You are victorious the moment there are 12 Siege Engines surrounding Camelot
or 7 Black Swords on the Round Table
or when all the other Knights are dead.

The game also ends if there are 12 + Swords on the Round Table:
If at least half of them are Black, you Win!