

THE KNIGHT'S VIGIL

Don Quixote, Vól 1: Chapter III



To be properly knighted, you must stand vigil all night over your armor in a castle (actually an inn.) The other guests are angry.

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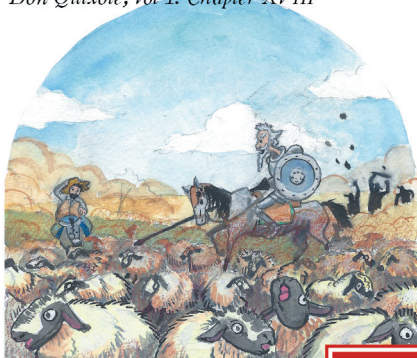
DIFFICULTY

All strength bonuses from armor are negated during this Feat.



AN ARMY OF SHEEP

Don Quixote, Vól 1: Chapter XVIII



You see two armies charging towards one another. You don't realize they are actually two herds of sheep. Their shepherds throw rocks at you.

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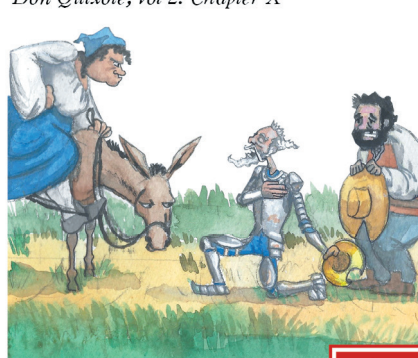
DIFFICULTY

Helmets have -1 their normal strength.



A TEST OF LOVE

Don Quixote, Vól 2: Chapter X



Your squire says that your love approaches, but you just see angry looking villagers. Regardless, you must show your devotion.

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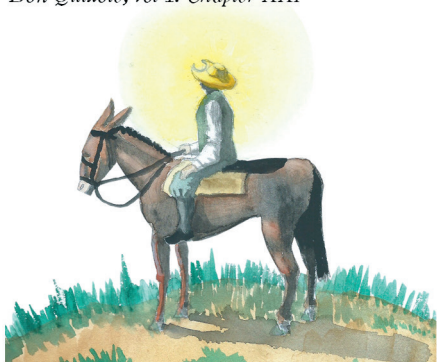
DIFFICULTY

Knights who fail on an attempt cannot use Love Cards on their next attempt.



THE GLITTERING HELMET

Don Quixote, Vól 1: Chapter XXI



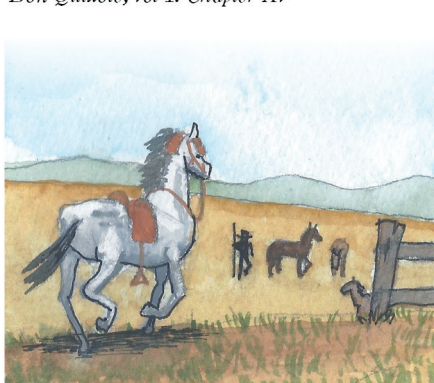
You pass a barber on the road carrying his shaving basin on his head. You instead think that he is a knight with a glittering helmet.

Knights, how do you get the helmet from this innocent and confused person (the judge)?



THE AMOROUS NAG

Don Quixote, Vól 1: Chapter XV



Your horse focuses its attention on a passing mare. Its owners are not pleased.

Knights, talk down the enraged owner (the judge) and convince them not to fight you.



THE ANGRY INNKEEPERS

Don Quixote, Vól 1: Chapter XVII



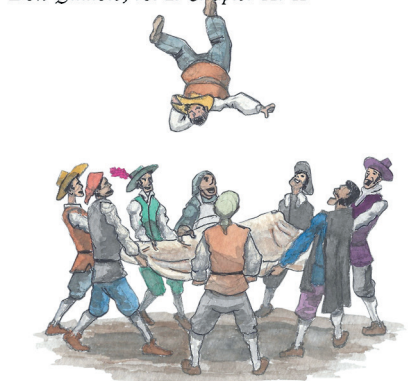
You stay at an inn, but believe it to be a fine castle whose lord will give you free room and board in accordance with the laws of chivalry.

Knights, convince the staff (the judge) to go along with this.



THE BLANKETED SQUIRE

Don Quixote, Vól 1: Chapter XVII



After refusing to pay for your stay at an inn, your squire is captured by the other guests and thrown up and down in a blanket.

Knights, tell your squire (the judge) how you will rescue them.



THE LADY'S BODYGUARD

Don Quixote, Vól 1: Chapter VIII



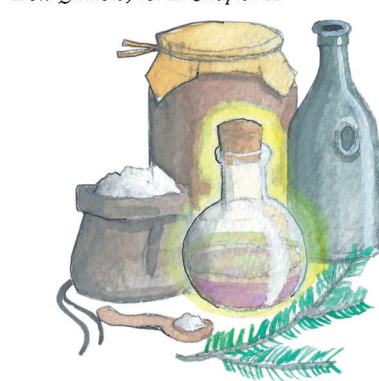
You see a cart carrying a noblewoman and believe she is in need of saving. You mount a rescue but her very real bodyguard appears.

Knights, tell a story of how your battle with the bodyguard (the judge) goes.



THE MAGIC BALM

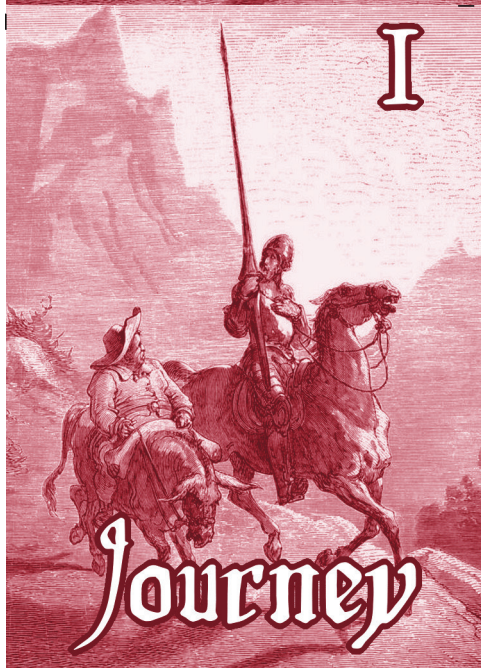
Don Quixote, Vól 1: Chapter X



You and your squire are wounded in battle but you know a magic cure that will save you!

Knights, describe the balm's ingredients and convince your squire (the judge) to take it.





THE SKEPTICAL SPOUSE

Don Quixote, Vol 2: Chapter V



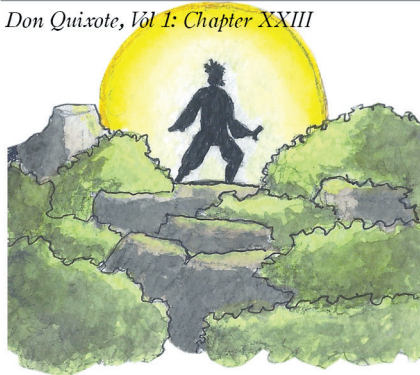
Your significant other, ever of great wisdom and virtue, is not keen on your leaving for knightly adventures yet again.

Knights, convince your spouse (the judge) to let you leave by describing the treasures and fame you will surely earn.



THE HEARTSICK WILD MAN

Don Quixote, Vol 1: Chapter XXIII



You climb a mountain to perform the ultimate romantic act: going mad in the wilderness to show devotion to your love, but someone else is already there doing the same for their own love.

Knights, talk to this person (the judge) and either console them or try to take their spot.



CARDENIO

+3
STRENGTH



A gentleman driven mad by an affair between his betrothed and the scoundrel, Fernando. Don Quixote finds him living as a wild man in the Sierra Morena mountains.



DULCINEA DEL TOBOSO

+1
STRENGTH



Don Quixote's lady love for whom he relentlessly fights. May be a peasant girl or may just be in his head.

After the first time you fail a feat attempt, gain +2 strength for the rest of the Feat.



FERNANDO

+2
STRENGTH



An arrogant duke who seduces people away from their loves. A coward when confronted.

When a Feat starts, roll a die. On 4+, choose another knight's love: this card is the same as them. On 3-, skip the Feat.



GRISOSTOMO

+2
STRENGTH



A shepherd who dies of a broken heart when rejected by his beloved, Marcela.

Strength bonuses for this card are negated once you fail a feat attempt and do not return until the next Feat begins.



LUCINDA

+1
STRENGTH



Cardenio's dutiful betrothed. Despite an infidelity, she proves herself faithful in the end.

Lucinda's favor cannot be stolen by another knight under any circumstances.



MARCELA

+1
STRENGTH



A wealthy girl who rejects the traditions of romantic love to commune with nature.

At the beginning of a Feat, you may negate all knights' love cards until the end of the Feat. Discard this card afterward.



TERESA PANZA

+0
STRENGTH



Sancho Panza's wife. She doubts Sancho's adventures but supports him with her prayers.

You may hold 1 extra Chivalry Card in your hand.





WINDMILLS

Don Quixote, Vol 1: Chapter VIII



You see 30 or 40 windmills with gently spinning blades and believe them to be giants. You attack!

10
DIFFICULTY

Knights who fail on a feat attempt cannot use their weapon or helmet on the next attempt



KNIGHT OF THE MIRRORS

Don Quixote, Vol 2: Chapter XII



You meet a knight who claims to have beaten all the knights in Spain - including you! Time to set him right...

8
DIFFICULTY

This opponent is clumsy. Knights receive +1 strength after a successful feat attempt.



AN ADVENTURE OF LIONS

Don Quixote, Vol 2: Chapter XVII



You spy a cart carrying two lions and convince the driver to open the cages to test your courage.

9
DIFFICULTY

The lion wants to go back to sleep - the first successful attempt wins the Feat.



THE CHAIN GANG

Don Quixote, Vol 1: Chapter XXII



You see a chain gang and, convinced by the prisoners of their innocence, try to free them.

9
DIFFICULTY

Add 1 strength after your first successful feat attempt as the prisoners help you.



THE WINE SKINS

Don Quixote, Vol 1: Chapter XXXV



You fight giants to protect a companion. They may actually be an inn's wine containers.

7
DIFFICULTY

The wine makes you tipsy: Lose 1 strength after your first successful feat attempt.



THE BOOK BURNING

Don Quixote, Vol 1: Chapter VI



Your niece, housekeeper, and friends are concerned that books of chivalry have dried out your brain. They burn your library.

Do not play a normal Encounter. All knights discard 3 Chivalry Cards and 1 Treasure or Love card.



THE CURATE AND BARBER

Don Quixote, Vol 1: Chapter XLVII



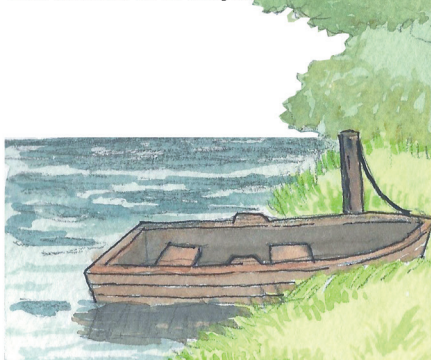
Your village's priest and your barber have caught up with you and intend to send you home in a cage.

Do not play a normal Encounter. All knights give their equipped treasure and love cards to the knight on their left.



THE ENCHANTED BARK

Don Quixote, Vol 2: Chapter XXIX



You discover a small boat without oars. Believing it to be a great bark (a ship) sent for you, you get in and cut the mooring rope.

Knights: where does the boat go and how do bystanders on the shore (the judge) save you?



THE FLATTERING HISTORY

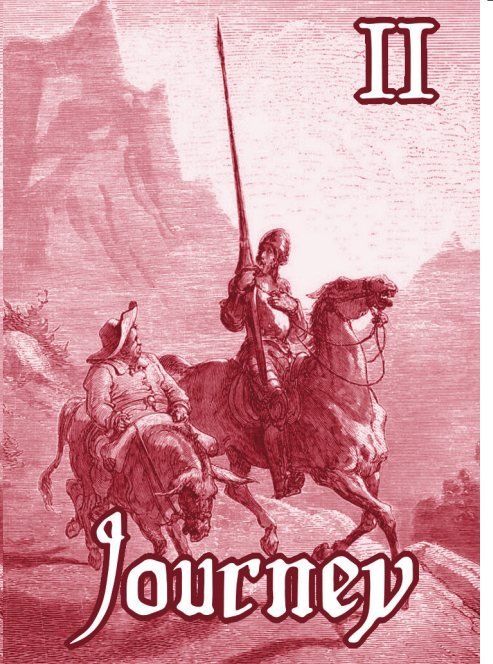
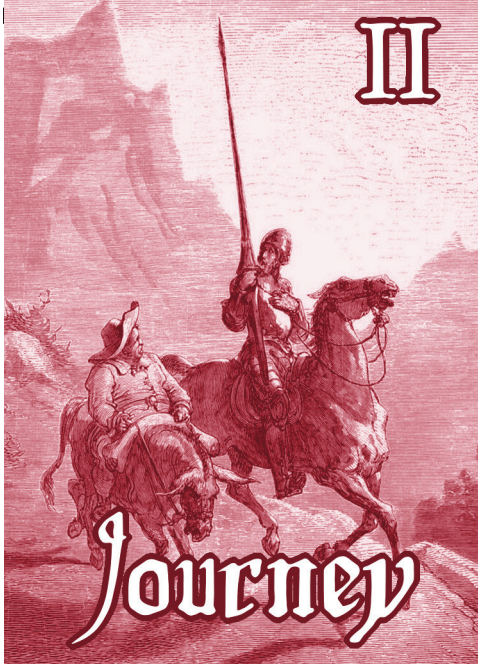
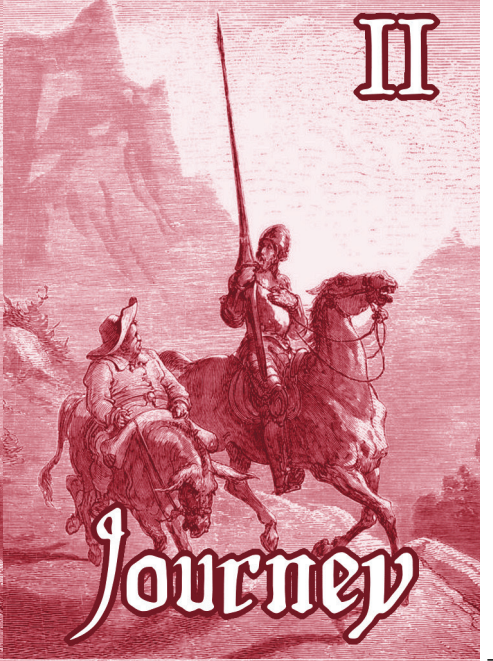
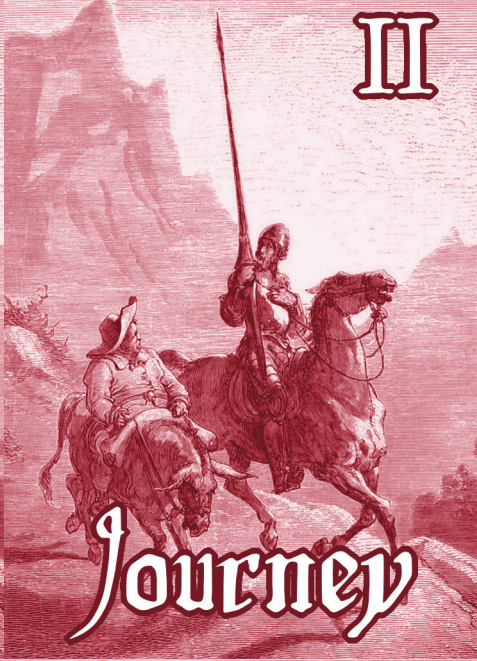
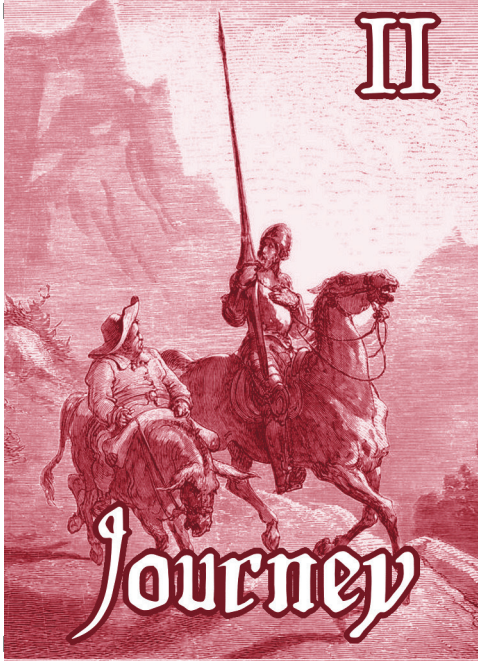
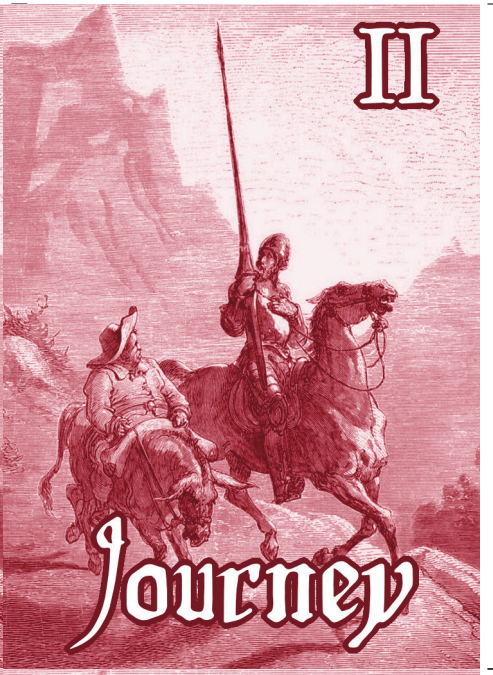
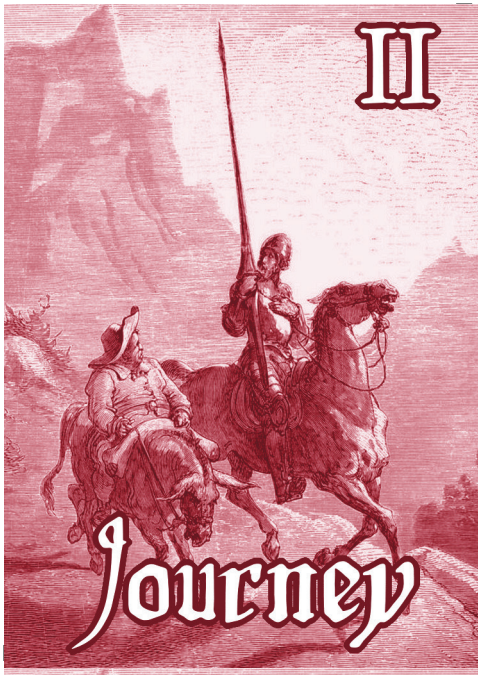
Don Quixote, Vol 2: Chapter II



You are so renowned that a book has been written about your adventures. It accurately depicts your feats and valor.

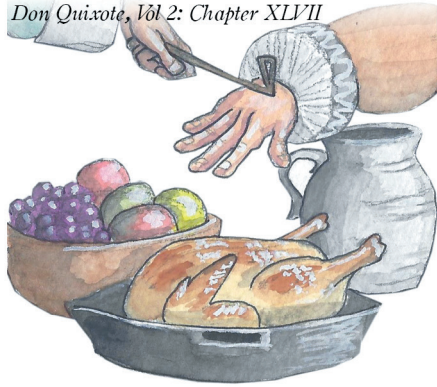
Knights, react to the news! Maybe sign a copy for a fan (the judge.)





THE OVERZEALOUS DOCTOR

Don Quixote, Vól 2: Chapter XLVII



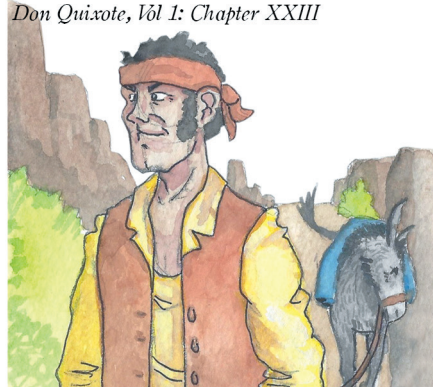
A great feast has been laid in front of you. A doctor monitors and swats every dish away, calling them "too hot" or "too moist" for you.

Knights, you are frustrated and hungry. How do you tell off the doctor (judge)?



THE PERSISTENT THIEF

Don Quixote, Vól 1: Chapter XXIII



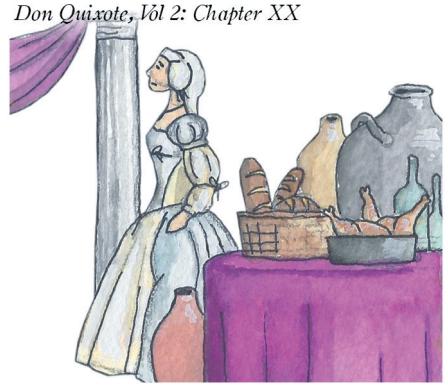
The famous thief, Ginés de Pasamonte, is attempting to steal your steed from under you. What do you do?

Shuffle this card back into the Journey Deck when you have resolved it. Ginés de Pasamonte is slippery and will return!



THE RICH MAN'S WEDDING

Don Quixote, Vól 2: Chapter XX



A poor man's love left him for a rich man. You sneak into the wedding to make them reconsider but your squire loudly raids the buffet.

Knights, stealthfully talk to the love (judge) despite the scene your squire is making.



DOROTHEA

+2
STRENGTH



Fernando's former lover, who is chasing him for his infidelity. She is smart, aggressive, and well-read in books of chivalry.

The knight with Dorothea as a love may hold 2 extra Chivalry Cards in their hand.



ANSELMO

-1
STRENGTH



A distrustful man who tests his wife's fidelity.

Choose a knight with a love to be judge. All others (including you) may try to woo the love. If none attempt, the love stays. Discard this card after using its effect.



BASILIO

+1
STRENGTH



Stabs himself with a fake knife to save his love from marrying another against her will.

During any Feat, you may discard your entire hand to steal a Treasure from another knight.



LOTHARIO

+1
STRENGTH



Reluctantly helps Anselmo test his wife Camilla's fidelity, then falls in love with her.

When a Feat starts, roll a die. On 4+, choose another knight's love: this card has their strength and effect.



RUY PEREZ

+1
STRENGTH



A Spanish sailor who was held captive. He escaped with the help of Zoraida.

On your turn, draw the top 3 Journey cards and play one of them. Place the other 2 cards back onto the Journey Deck.



ZORAIDA

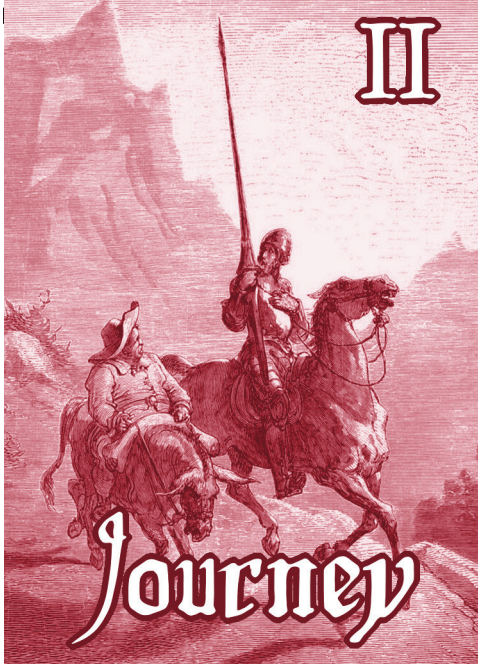
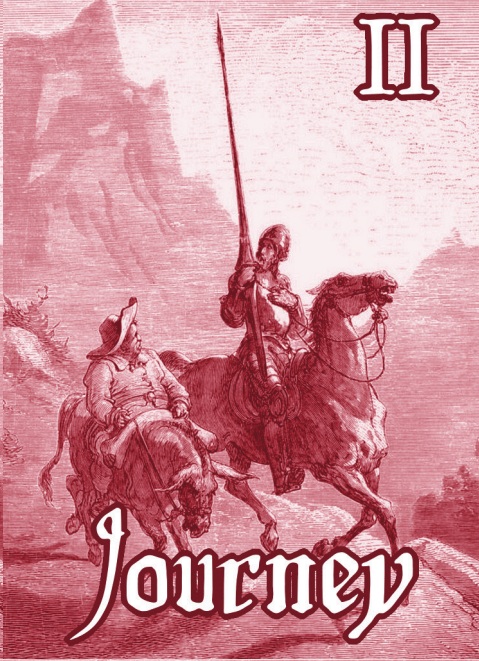
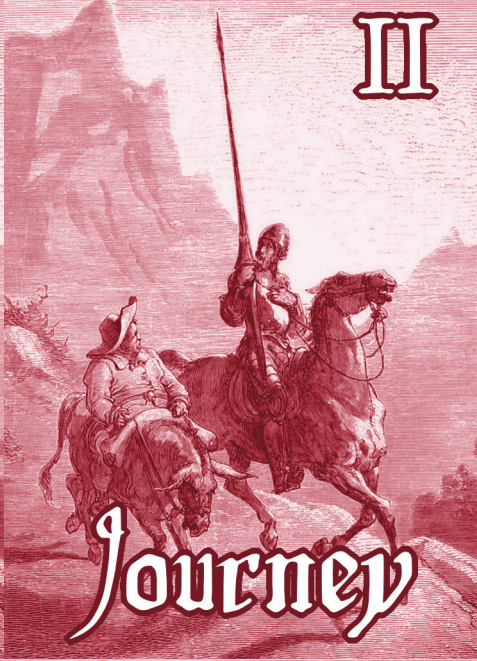
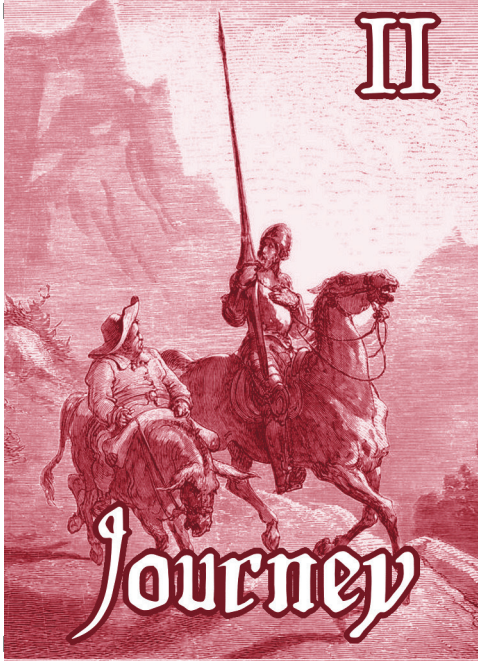
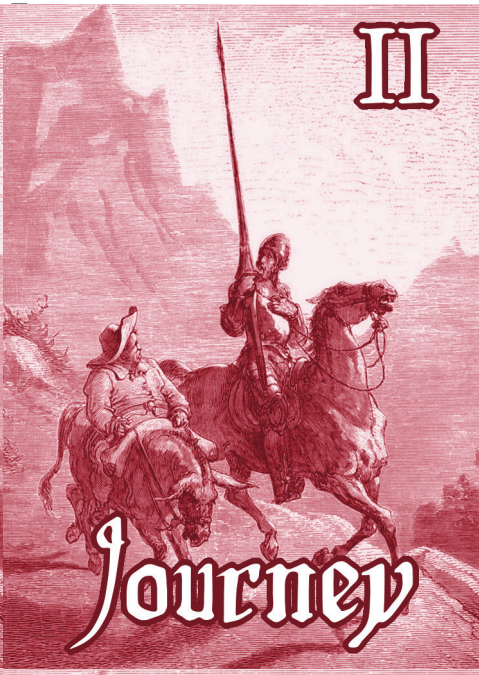
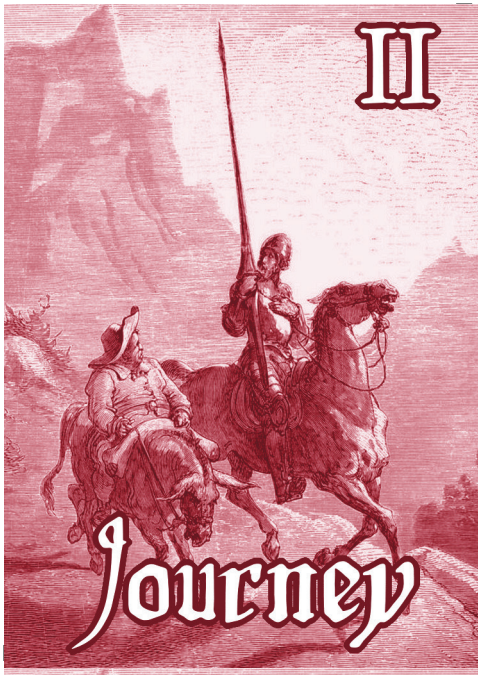
+0
STRENGTH



She helps the sailor Ruy Perez escape from her own countrymen and flees with him to Spain.

During one feat attempt per Feat round, you may ignore any negative effects or conditions on the Feat card.





A DEAL WITH MERLIN

Don Quixote, Vol 2: Chapter XXXV



In a prank by the Duke and Duchess, "Merlin" appears to offer you boons if your squire flogs himself 3,300 times.

9

DIFFICULTY

-1 strength if you have Treasures with "squire" in the title or Dapple as a Steed.



RULING AN ISLAND

Don Quixote, Vol 2: Chapter XLV



In recognition of your feats, the Duke gives you governorship of an island. He also sends lackeys to undermine everything you do.

8

DIFFICULTY

Treat any die roll of 6 as a roll of 3.



THE WOODEN HORSE

Don Quixote, Vol 2: Chapter XL



The Duke and Duchess's servants tell you the story of Clavileño the Swift, a flying wooden horse, and challenge you to ride him.

9

DIFFICULTY

Negate your steed and replace it with a +1 strength bonus during this Feat.



THE CAVE OF MONTESINOS

Don Quixote, Vol 2: Chapter XXII



You visit the Cave of Montesinos so that the spirits inside will tell you where to go next.

8

DIFFICULTY

All strength bonuses from helmets are negated during this Feat.



KNIGHT OF THE WHITE MOON

Don Quixote, Vol 2: Chapter LXIV



You are confronted by a knight wishing to duel. If you lose, you must give up your own knighthood.

10

DIFFICULTY

When you fail a feat attempt, discard one of your Treasure Cards.



THE DUEL

Don Quixote, Vol 2: Chapter LXI



The daughter of a countess was abandoned by her lover. You agree to duel the lover's servant.

9

DIFFICULTY

If a knight rolls a 6, the servant and the daughter fall in love and that knight instantly twins the Feat.



FALSE HOSPITALITY

Don Quixote, Vol 2: Chapter XXXI



A Duke and Duchess invite you to stay in their castle. They secretly want to play cruel pranks on you.

10

DIFFICULTY

Before your successful feat attempt you have +1 strength. Afterward you have -2 strength.



THE PUPPET ARMY

Don Quixote, Vol 2: Chapter XXVI



You see a puppet show. You think the enemy army in the show is real and attack.

9

DIFFICULTY

A feat attempt that results in a total of 11 or above kills the puppeteer and the Feat ends with no winner.



THE CORTES OF DEATH

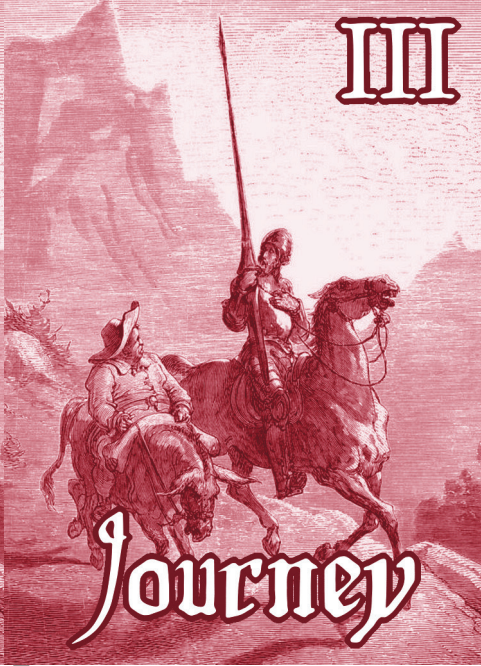
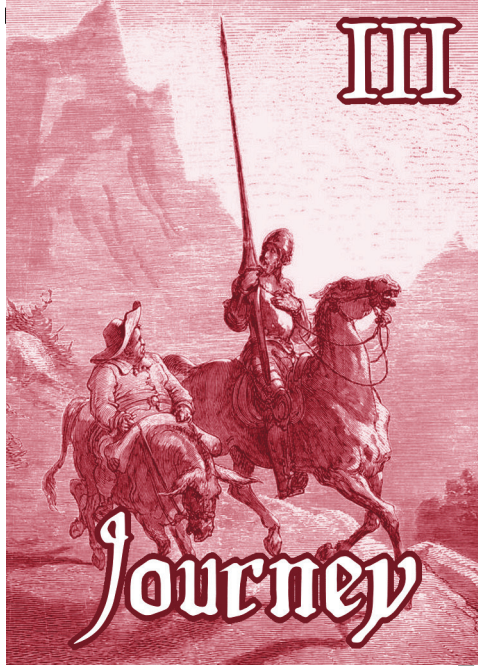
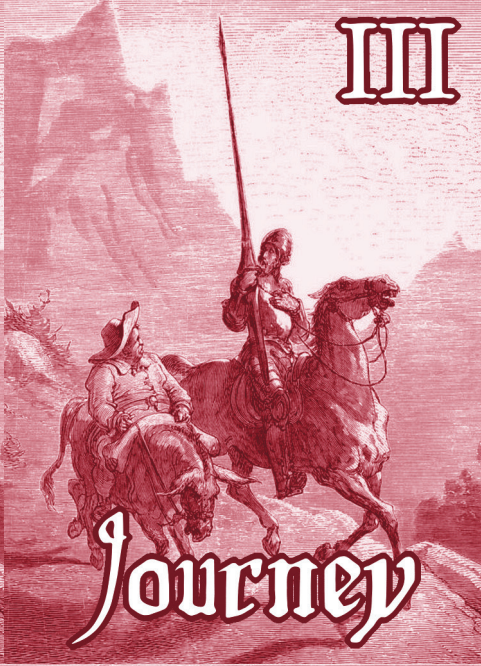
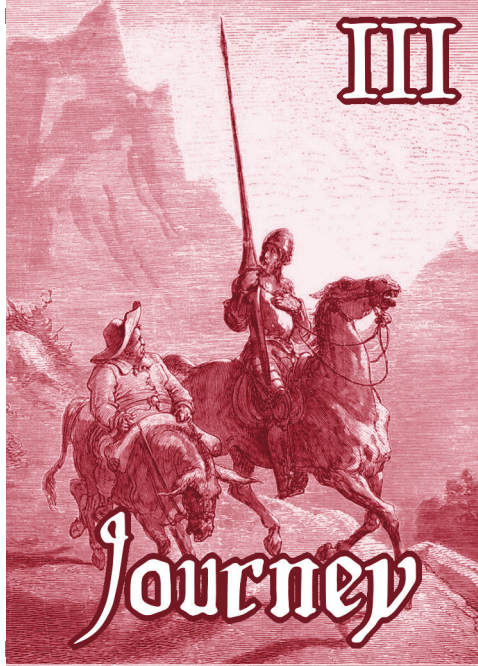
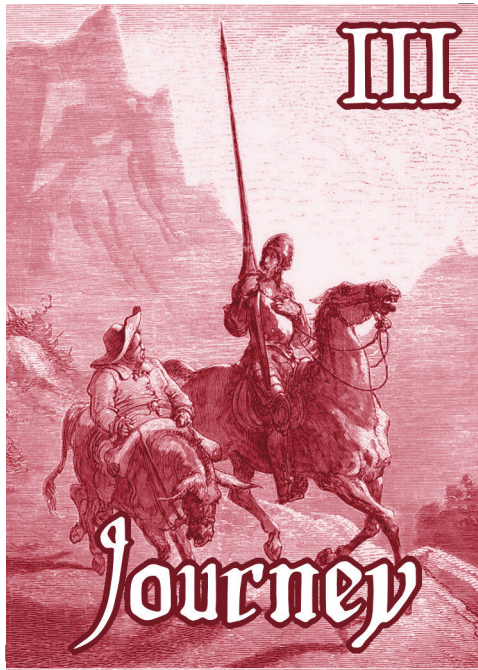
Don Quixote, Vol 2: Chapter XI



You see a cart, ridden by Death, the Devil, and an assortment of other demons. You don't realize that they are actors going to a performance and looking for a laugh.

Knights, how do you greet this group (the judge) and how do the actors react?





THE COUNTERFEIT HISTORY

Don Quixote, Vól 2: Chapter LIX



You hear a reading of an unauthorized sequel to your story. The book gets much wrong, like saying that you have forsaken your love.

Knights, tell the readers (the judge) who you are and what you think of this book.



THE CUNNING BACHELOR

Don Quixote, Vól 2: Chapter LXV



Sanson Carrasco, a scholar from your village, has caught you in a trap to make you give up knighthood.

Do not play a normal Encounter. Gather everyone's Chivalry Cards, shuffle, and re-deal them to all knights. Repeat with Treasures and Loves.



THE HOLY BROTHERHOOD

Don Quixote, Vól 1: Chapter X



Your chivalric acts (property damage and assault) have caught the attention of the authorities.

Do not play a normal Encounter. All knights give their Chivalry Cards to the knight on their right.



THE DRUDGERY OF WRITING

Don Quixote, Vól 2: Chapter XLIV



The game's designer recognizes that it can feel tiring to tell stories about just one subject. Play this Encounter as normal, but tell a story about a character from any other genre except knights and chivalry.

The winner gets 2 treasure cards.



THE KNIGHT'S DEATH

Don Quixote, Vól 2: Chapter LXXIV



Returning to your village, you fall ill and lie in bed for six days. With your end in sight, you wish to write your will.

Should you die, what will your final words and wishes be?



THE YEAR OF SHEPHERDING

Don Quixote, Vól 2: Chapter LXVII



You have been defeated and your rival has ordered you to give up knighthood. You and your squire become shepherds.

Knights: you get bored and start talking to your sheep (the judge.) How were you defeated and how do you feel about it?



ALTISIDORA

-1
STRENGTH



A maid who tries to seduce Don Quixote and mock his idea of romantic love.

At the beginning of a Feat, roll a die. On 4+, give this card to another knight and take their Love if they have one.



ANNA FELIX

+1
STRENGTH



An exiled pirate captain. She returns to Spain to search for treasure buried by her father.

At the end of your turn, you may roll a die. On a result of 5+, you may take any Treasure Card equipped by another knight.



TOSILOS

+1
STRENGTH



A servant forced to fight Don Quixote.

Once per Feat, after an opposing knight makes a successful feat attempt, you may negate one of their Treasures for the rest of the feat.



