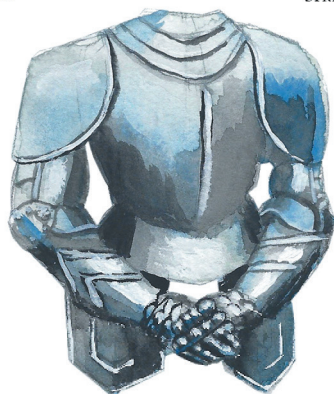


# FINE ARMOR

Armor

+2  
STRENGTH



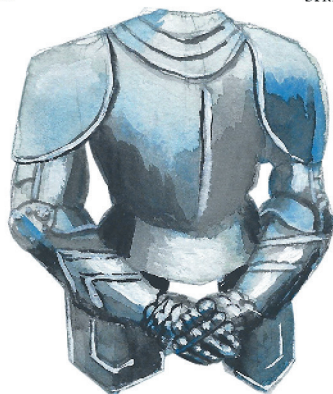
An actual knight's suit of armor



# FINE ARMOR

Armor

+2  
STRENGTH



An actual knight's suit of armor



# GENTLEMAN'S DOUBLET

Armor

+0  
STRENGTH



A close-fitting padded jacket: not very practical, but the absolute height of fashion

Once during each Encounter, you may exchange a card in your hand for the one at the top of the Chivalry Deck.



# GENTLEMAN'S DOUBLET

Armor

+0  
STRENGTH



A close-fitting padded jacket: not very practical, but the absolute height of fashion

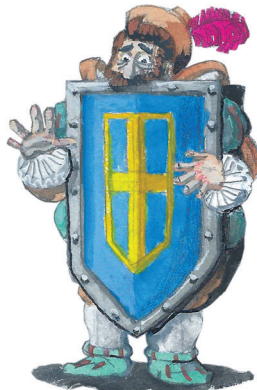
Once during each Encounter, you may exchange a card in your hand for the one at the top of the Chivalry Deck.



# GOVERNOR'S ARMOR

Armor

+3  
STRENGTH



The Duke gives you an island but there's an uprising! Your aides tie two shields around you protection. This is definitely not a prank.

You cannot use Weapons or Shields while this armor is equipped.



# MIRRORED GOLDEN CLOAK

Armor

+0  
STRENGTH



The cloak worn by Sanson Carrasco in his guise as the Knight of the Mirrors

Once per Feat round, you may negate the effect of a card of any type played against you.



# A SQUIRE'S ARMOR

Armor

+1  
STRENGTH



Not terribly fashionable, but practical for long journeys.

When equipped alongside a "Squire's Hat", "Dapple", or "Teresa Panza" card, this card has a value of +2



# A SQUIRE'S ARMOR

Armor

+1  
STRENGTH



Not terribly fashionable, but practical for long journeys.

When equipped alongside a "Squire's Hat", "Dapple", or "Teresa Panza" card, this card has a value of +2



# A SQUIRE'S ARMOR

Armor

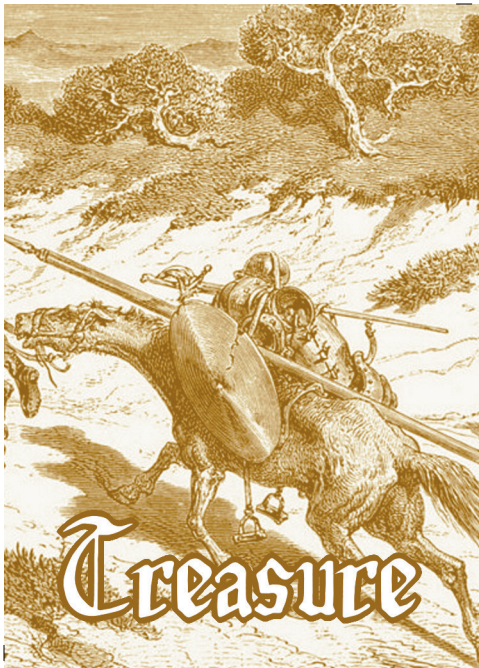
+1  
STRENGTH



Not terribly fashionable, but practical for long journeys.

When equipped alongside a "Squire's Hat", "Dapple", or "Teresa Panza" card, this card has a value of +2







## TIRANT'S WHITE ARMOR +2

Armor

STRENGTH



The armor of Tirant, who fought the Ottoman invaders threatening Constantinople. The book about him is a favorite of Cervantes'.

Once per Feat round, you may ignore the effects of a card played against you.



## A BEARD +0

Helmet

STRENGTH



A disguise!

At the start of a Feat, choose one of another knight's Treasure Cards. This card acts like a copy of that card until end of the Feat. Discard this card when the Feat ends.



## A FINE HELMET +2

Helmet

STRENGTH



A actual knight's helmet.



## A GENTLEMAN'S HAT +0

Helmet

STRENGTH



A fine hat. Not terribly sturdy but very sophisticated.

You may hold 1 extra Chivalry Card in your hand.



## A KNIGHT'S HELMET +1

Helmet

STRENGTH



This helmet is the envy of all the knights errant in the land. Your squire keeps trying to water the horses with it for some reason.



## A KNIGHT'S HELMET +1

Helmet

STRENGTH



This helmet is the envy of all the knights errant in the land. Your squire keeps trying to water the horses with it for some reason.



## A KNIGHT'S HELMET +1

Helmet

STRENGTH



This helmet is the envy of all the knights errant in the land. Your squire keeps trying to water the horses with it for some reason.



## MAMBRINO'S HELMET +2

Helmet

STRENGTH



A Moorish king's helmet of pure gold that renders its wearer invulnerable. Maybe also a barber's basin.

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



## A SQUIRE'S HAT +1

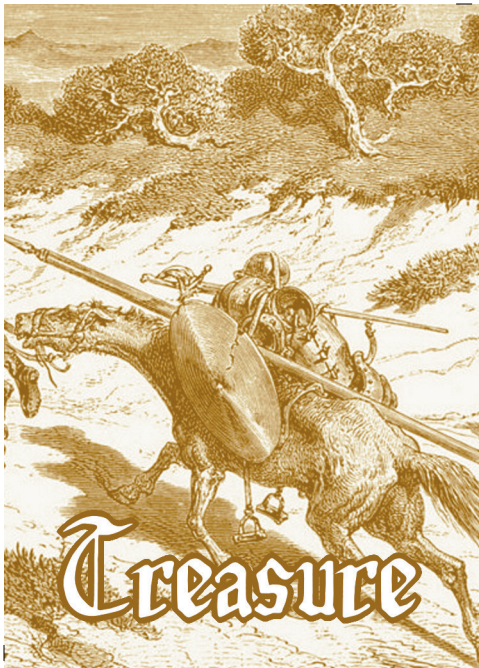
Helmet

STRENGTH



An honest and sturdy hat







# A SQUIRE'S HAT

Helmet

+1  
STRENGTH



An honest and sturdy hat

# A SQUIRE'S HAT

Helmet

+1  
STRENGTH



An honest and sturdy hat

# BISCAYAN BUCKLER

Shield

+1  
STRENGTH



When a bodyguard from Biscay defends the coach he was guarding from Don Quixote, he grabs the first shield he can find: a pillow.

Roll a die at the beginning of each Feat. On a result of 4+, this card has a value of +2.

# BOOK OF CHIVALRY

Shield

+0  
STRENGTH



A book about the heroic deeds of knights errant.

Your other Treasures each gain +1 to their strength value.

# THE SHIELD OF EL CID

Shield

+2  
STRENGTH



The shield of a Castilian nobleman and military leader whose prowess in battle made him a folk hero in Spain.

# A KNIGHT'S SHIELD

Shield

+1  
STRENGTH



Behold the mightiest of shields, sure to protect you in many battles. To think, the louts in your village were using this treasure to cover their cooking pot!

# A KNIGHT'S SHIELD

Shield

+1  
STRENGTH



Behold the mightiest of shields, sure to protect you in many battles. To think, the louts in your village were using this treasure to cover their cooking pot!

# A KNIGHT'S SHIELD

Shield

+1  
STRENGTH



Behold the mightiest of shields, sure to protect you in many battles. To think, the louts in your village were using this treasure to cover their cooking pot!

# RUSTY SHIELD

Shield

+1  
STRENGTH



It looks like this was once a very nice shield.





# RUSTY SHIELD

Shield

+1  
STRENGTH



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# RUSTY SHIELD

Shield

+1  
STRENGTH



It looks like this was once a very nice shield.



# WHITE MOON SHIELD

Shield

+2  
STRENGTH



The shield used by Sanson Carrasco in his guise as the Knight of the White Moon.

Choose one other knight at the beginning of each Feat round, their weapon's strength value decreases by 1 for the duration of that Feat.



# DAPPLE

Steed

+2  
STRENGTH



Sancho Panza's beloved gray donkey. Sturdy and reliable.

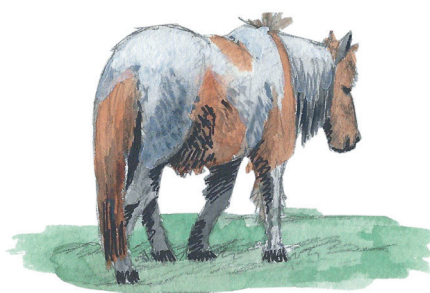
*Knights with Dapple as a steed cannot lose him by any means except by their own choice.*



# GALICIAN PONY

Steed

+1  
STRENGTH



A pony adapted to rough hilly regions of Spain. This one is from a pack owned by carriers from the town of Yanguas.

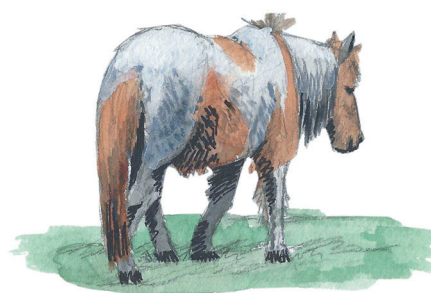
*Hardy: Any strength bonuses assigned to this card cannot be negated.*



# GALICIAN PONY

Steed

+1  
STRENGTH



A pony adapted to rough hilly regions of Spain. This one is from a pack owned by carriers from the town of Yanguas.

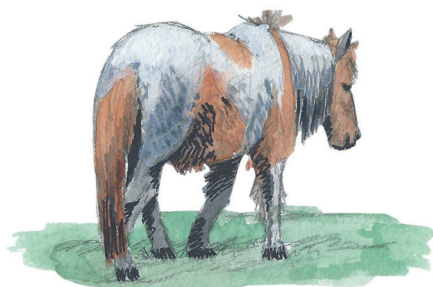
*Hardy: Any strength bonuses assigned to this card cannot be negated.*



# GALICIAN PONY

Steed

+1  
STRENGTH



A pony adapted to rough hilly regions of Spain. This one is from a pack owned by carriers from the town of Yanguas.

*Hardy: Any strength bonuses assigned to this card cannot be negated.*



# HEROIC PALFREY

Steed

+2  
STRENGTH



A highly valued and lightweight horse.



# HEROIC PALFREY

Steed

+2  
STRENGTH



A highly valued and lightweight horse.







LLAMREI, ARTHUR'S HORSE **+1**  
 Steed STRENGTH

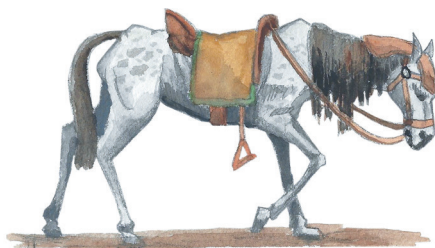


King Arthur's swift horse. Legends say that stones throughout Great Britain still bear her hoofprint.

*Great Speed:* At the beginning of any Feat round, you may become the first player as though you held the turn card. Discard this card after using its effect.



ROCINANTE **+2**  
 Steed STRENGTH



Don Quixote's heroic steed, actually an old nag. Occasionally gets his master in trouble by being amorous with mares.

*Upon a successful feat attempt, you may make your second attempt immediately.*



SHEEP **+0**  
 Steed STRENGTH



Livestock kept by shepherds in the many pastures of La Mancha.

*Defy Convention:* If you decline to equip a Treasure Card that you draw from the Treasure Deck at any time, this card gains a strength value of +2.



SHEEP **+0**  
 Steed STRENGTH



Livestock kept by shepherds in the many pastures of La Mancha.

*Defy Convention:* If you decline to equip a Treasure Card that you draw from the Treasure Deck at any time, this card gains a strength value of +2.



DON QUIXOTE'S LANCE **+2**  
 Weapon STRENGTH



Despite its plain appearance, it was used by Don Quixote to win many contests.

*Add 1 to this Weapon's strength if you have Rocinante as a Steed or Dulcinea del Toboso as a Love.*



GIANT'S BANE **+2**  
 Weapon STRENGTH



A mighty lance for killing giants. May also be a tree branch found by the side of the road when your other lance broke.



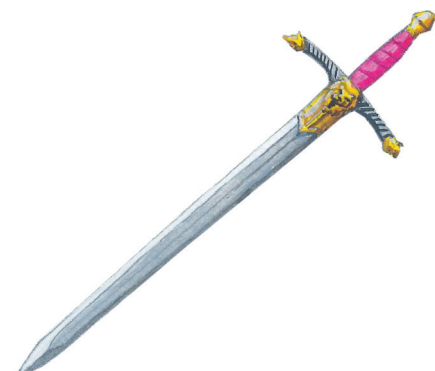
GIANT'S BANE **+2**  
 Weapon STRENGTH



A mighty lance for killing giants. May also be a tree branch found by the side of the road when your other lance broke.



LANCELOT'S SWORD **+2**  
 Weapon STRENGTH



A sword belonging to the famous Knight of the Round Table and friend to King Arthur.

*Add +1 to all die rolls.*



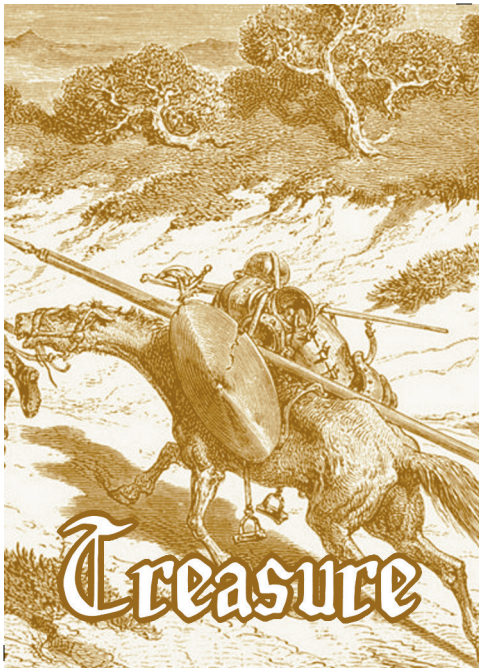
MARITONES' LASSO **+0**  
 Weapon STRENGTH



A length of rope that Maritones the serving woman used to pull a prank on Don Quixote.

*Steal one equipped Treasure card from another knight. If you steal a Weapon, discard this card and replace it with the one you take.*



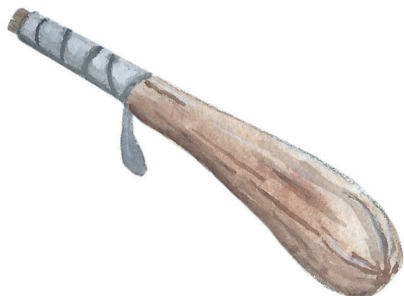




# PEASANT'S CLUB

Weapon

+2  
STRENGTH

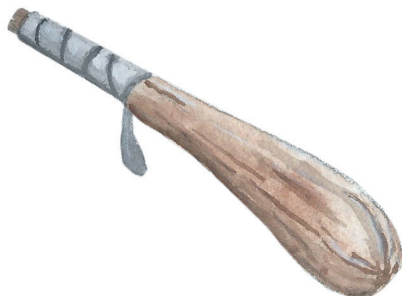


A simple but effective weapon.

# PEASANT'S CLUB

Weapon

+2  
STRENGTH



A simple but effective weapon.

# PEASANT'S CLUB

Weapon

+2  
STRENGTH



A simple but effective weapon.

# SANSON CARRASCO'S LANCE

Weapon

+3  
STRENGTH



The lance wielded by Sanson Carrasco in his quest to bring Don Quixote back to his village.

At the beginning of a Feat round, roll a die. If the result is 2 or less, this weapon has a strength value of +1 instead of +3.



# THE SWORD OF AMADIS

Weapon

+3  
STRENGTH



The sword belonging to a famous knight who had courteous manners, but was invincible in battle. Don Quixote was inspired by many of his adventures.



