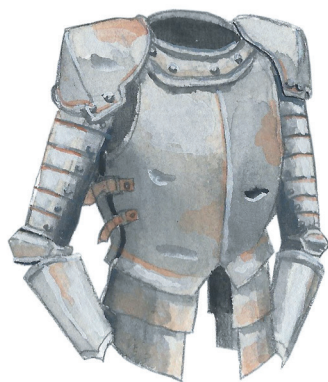


KNIGHT'S ARMOR

Armor

+1
STRENGTH



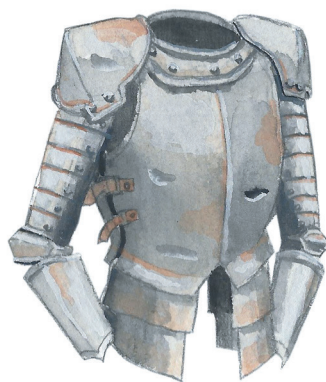
A finer set of armor you will never see. It has led me through countless battles, won innumerable hearts, and turned the blades of many enemies. So what if it's a little...tarnished?



KNIGHT'S ARMOR

Armor

+1
STRENGTH



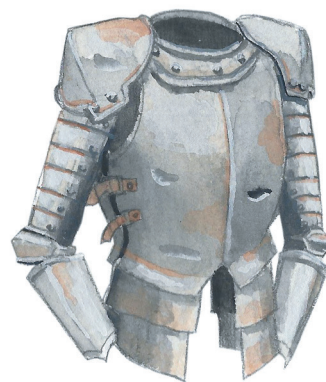
A finer set of armor you will never see. It has led me through countless battles, won innumerable hearts, and turned the blades of many enemies. So what if it's a little...tarnished?



KNIGHT'S ARMOR

Armor

+1
STRENGTH



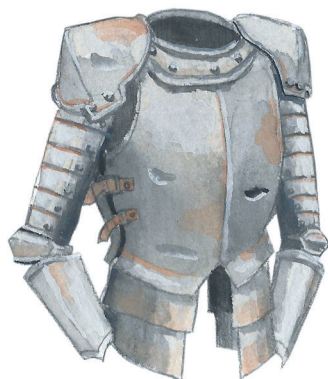
A finer set of armor you will never see. It has led me through countless battles, won innumerable hearts, and turned the blades of many enemies. So what if it's a little...tarnished?



KNIGHT'S ARMOR

Armor

+1
STRENGTH



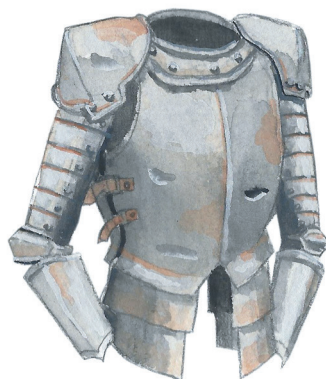
A finer set of armor you will never see. It has led me through countless battles, won innumerable hearts, and turned the blades of many enemies. So what if it's a little...tarnished?



KNIGHT'S ARMOR

Armor

+1
STRENGTH



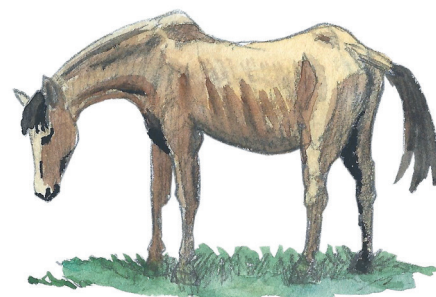
A finer set of armor you will never see. It has led me through countless battles, won innumerable hearts, and turned the blades of many enemies. So what if it's a little...tarnished?



OLD HACK

Steed

+1
STRENGTH



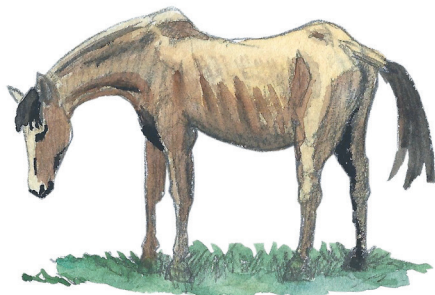
I never sally forth without my noble steed, swift and reliable. Perhaps a bit less swift...and reliable...than he once was...



OLD HACK

Steed

+1
STRENGTH



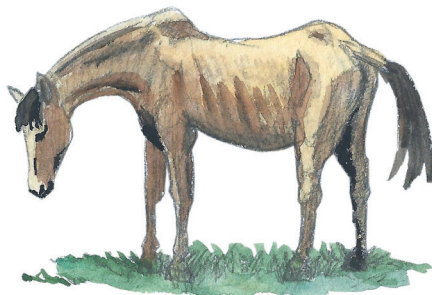
I never sally forth without my noble steed, swift and reliable. Perhaps a bit less swift...and reliable...than he once was...



OLD HACK

Steed

+1
STRENGTH



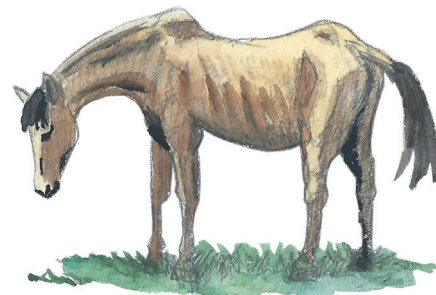
I never sally forth without my noble steed, swift and reliable. Perhaps a bit less swift...and reliable...than he once was...



OLD HACK

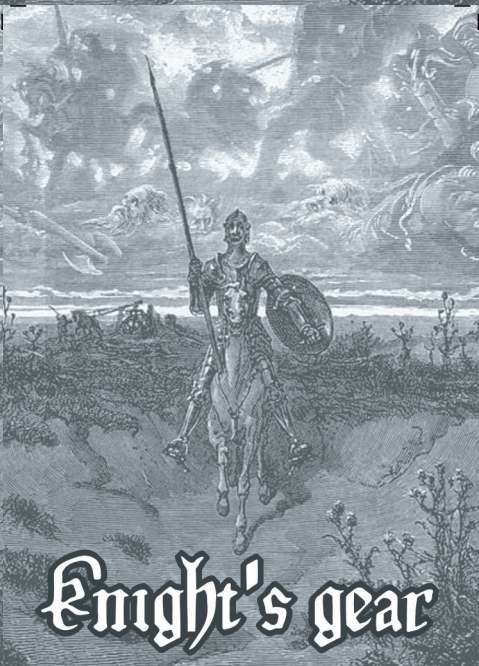
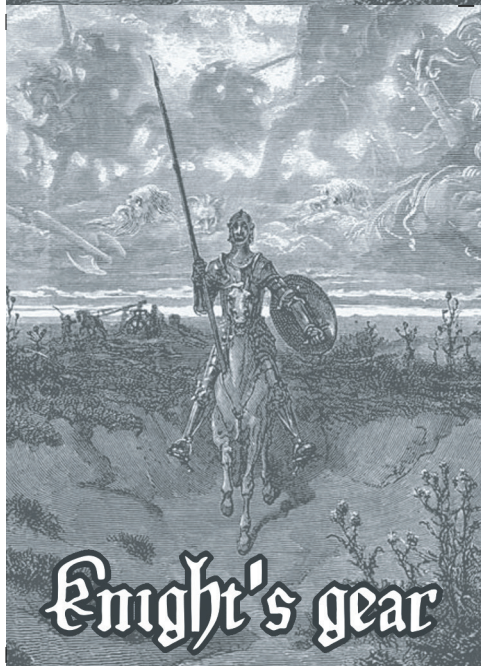
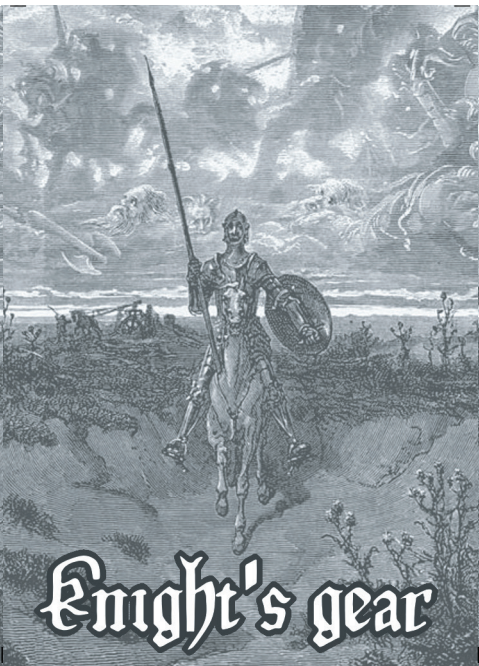
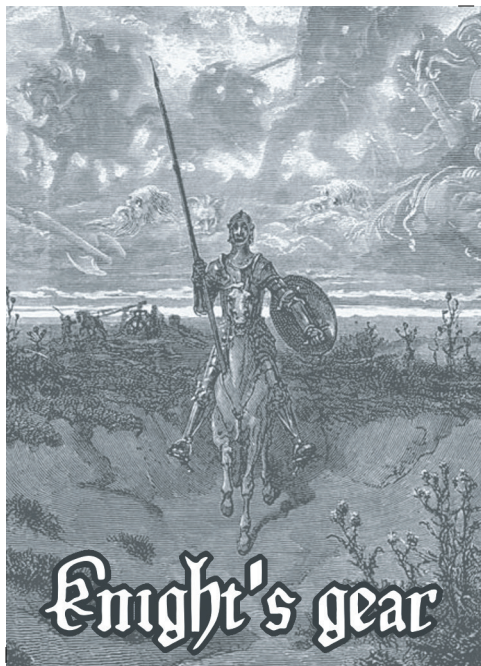
Steed

+1
STRENGTH



I never sally forth without my noble steed, swift and reliable. Perhaps a bit less swift...and reliable...than he once was...

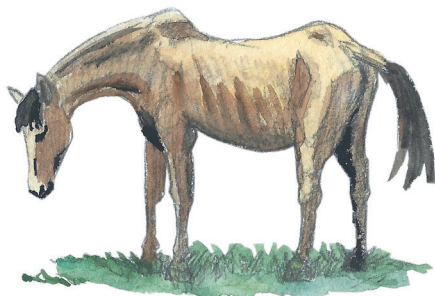




OLD HACK

Steed

+1
STRENGTH



I never sally forth without my noble steed, swift and reliable. Perhaps a bit less swift...and reliable...than he once was...



KNIGHT'S LANCE

Weapon

+1
STRENGTH



Foes tremble in fear at this, the mightiest lance in all the land! I've had to patch it once or twice after run-ins with giants, no matter that my squire calls them windmills.



KNIGHT'S LANCE

Weapon

+1
STRENGTH



Foes tremble in fear at this, the mightiest lance in all the land! I've had to patch it once or twice after run-ins with giants, no matter that my squire calls them windmills.



KNIGHT'S LANCE

Weapon

+1
STRENGTH



Foes tremble in fear at this, the mightiest lance in all the land! I've had to patch it once or twice after run-ins with giants, no matter that my squire calls them windmills.



KNIGHT'S LANCE

Weapon

+1
STRENGTH



Foes tremble in fear at this, the mightiest lance in all the land! I've had to patch it once or twice after run-ins with giants, no matter that my squire calls them windmills.



KNIGHT'S LANCE

Weapon

+1
STRENGTH





Foes tremble in fear at this, the mightiest lance in all the land! I've had to patch it once or twice after run-ins with giants, no matter that my squire calls them windmills.








REFERENCE

 **Encounter Card:**
Tell a story that includes the text of 1 Chivalry Card.


 **Love Card:**
Compose a love poem that includes the text of 3 Chivalry Cards.


 **Feat Card:**
Take turns adding the numbers from Knight's Gear, Treasure, Love Cards, and a die roll to make feat attempts. The first to 2 successful attempts wins.


 **Treasure Card:**
Equip to increase your strength. You may only have 1 of each type: Helmet, Weapon, Shield, Armor, Steed.


 **Knight's Gear:**
Your starter gear. Cannot be stolen or discarded. Cover with Treasures.


REFERENCE

 **Encounter Card:**
Tell a story that includes the text of 1 Chivalry Card.


 **Love Card:**
Compose a love poem that includes the text of 3 Chivalry Cards.


 **Feat Card:**
Take turns adding the numbers from Knight's Gear, Treasure, Love Cards, and a die roll to make feat attempts. The first to 2 successful attempts wins.


 **Treasure Card:**
Equip to increase your strength. You may only have 1 of each type: Helmet, Weapon, Shield, Armor, Steed.


 **Knight's Gear:**
Your starter gear. Cannot be stolen or discarded. Cover with Treasures.


REFERENCE

 **Encounter Card:**
Tell a story that includes the text of 1 Chivalry Card.


 **Love Card:**
Compose a love poem that includes the text of 3 Chivalry Cards.


 **Feat Card:**
Take turns adding the numbers from Knight's Gear, Treasure, Love Cards, and a die roll to make feat attempts. The first to 2 successful attempts wins.


 **Treasure Card:**
Equip to increase your strength. You may only have 1 of each type: Helmet, Weapon, Shield, Armor, Steed.


 **Knight's Gear:**
Your starter gear. Cannot be stolen or discarded. Cover with Treasures.


REFERENCE

 **Encounter Card:**
Tell a story that includes the text of 1 Chivalry Card.


 **Love Card:**
Compose a love poem that includes the text of 3 Chivalry Cards.


 **Feat Card:**
Take turns adding the numbers from Knight's Gear, Treasure, Love Cards, and a die roll to make feat attempts. The first to 2 successful attempts wins.


 **Treasure Card:**
Equip to increase your strength. You may only have 1 of each type: Helmet, Weapon, Shield, Armor, Steed.


 **Knight's Gear:**
Your starter gear. Cannot be stolen or discarded. Cover with Treasures.


REFERENCE

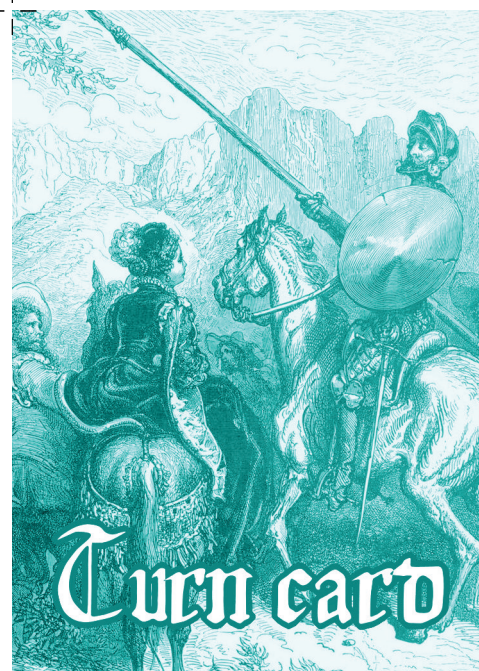
 **Encounter Card:**
Tell a story that includes the text of 1 Chivalry Card.

 **Love Card:**
Compose a love poem that includes the text of 3 Chivalry Cards.

 **Feat Card:**
Take turns adding the numbers from Knight's Gear, Treasure, Love Cards, and a die roll to make feat attempts. The first to 2 successful attempts wins.

 **Treasure Card:**
Equip to increase your strength. You may only have 1 of each type: Helmet, Weapon, Shield, Armor, Steed.

 **Knight's Gear:**
Your starter gear. Cannot be stolen or discarded. Cover with Treasures.



La Mancha

REFERENCE AND TURN CARDS
©2019 Pie for Breakfast, LLC.

La Mancha

REFERENCE AND TURN CARDS
© 2019 Pie for Breakfast, LLC.

