

APPENDIX

Effect Timing



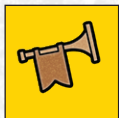
Immediate effects are resolved as soon as they are played. If gained from an Item, discard the Item, if gained from a resolved Encounter, flip that card over to its Rune side.



Ongoing effects are continuously available once they are played.



Reaction effects are triggered by a specific Location Action. Their effect may only be activated after you fully resolve the action. If multiple reactions apply, you may resolve them in any order.



Endgame scoring bonuses grant victory points during Final Scoring.



Pending effects are temporary ongoing effects or delayed immediate effects. Their effect is not resolved until a specific condition is met. If gained from an Item, discard the Item, if gained from a resolved Encounter, flip that card over to its Rune side.



Grace abilities are a one-time Free Action found only on Legendary Knight cards. Once used, turn the Legendary Knight sideways. Grace abilities can be refreshed by certain effects or by collecting a new set of four different Runes.

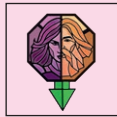


Fealty rewards can be activated anytime during the Day, before or after fully resolving a Location Action. Once used, place a Fealty token on them. They can only be used again once the Fealty token has been removed.

Reaction Trigger



Trigger the associated effect after you placed your Influence Marker on the indicated Location.



Trigger the associated effect after placing a Merlin or Morgana Sigil.



Trigger the associated effect after you recruited the indicated retainer.



Trigger the associated effect after you resolved an Encounter.



Trigger the associated effect after you sought an Audience with King Arthur at Camelot.

Pending duration



Discard this Pending Card to use the associated effect.



Discard this Pending Card after you sought an Audience with King Arthur at Camelot.

Limitations



This Icon limits the associated effect to "one use per Round".



This Icon limits the associated effect to "a Market Town one of your knights is currently visiting".



This Icon limits the associated effect to "one use per Region".

Effects



Gain 1 Coin.



Draw 1 Item.



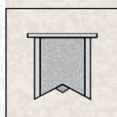
Draw the number of Items shown. Keep 1 and place the other(s) at the bottom of the Item deck.



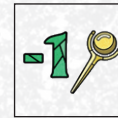
Increase your hand limit by 1.



If you have not yet enlisted a Legendary Knight, choose 1 Legendary Knight from the available card row and place it next to your Player Board. If you have already enlisted a Legendary Knight and used its Grace ability, refresh your Legendary Knight by turning the card upright.



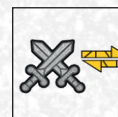
Spend the Skill(s) shown.



You get a discount of the indicated Skill for your local action or the associated effect.



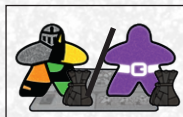
You do not spend any arms (sword) for your local action or the associated effect.



You can spend arms (sword) as guard (shield) and guard as arms.



Gain the depicted Retainer from the supply at no cost and add it to your Retinue bag. If none remain in the supply, gain the most expensive Retainer of that color from anywhere on the map (your choice if tied)



Recruit the depicted Retainer(s) from a Market Town one of your knights is currently visiting.



Gain 1 Brigand from the supply and add it to your Retinue bag.



You may return 1 Brigand from your Retinue Bag, your available pool, or your Player Board to the supply.



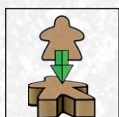
Only a Brigand may be placed here.



You can place a Brigand on a work space that normally is limited to a gray / yellow / orange/ green retainer that provides Persuasion (Cape).



You can place a white retainer on a work space that normally is limited to a gray / yellow / orange / green retainer.



You may place 1 retainer on a work space that already has exactly 1 other retainer. The retainer must still follow all the rules for placing a retainer.



Return 1 retainer from your Player Board to your available pool. You cannot return Merchants or Brigand with this effect.



You must return 1 Retainer from your available pool back to your Retinue bag.



Draw 1 Retainer from your Retinue Bag and add it to your available pool.



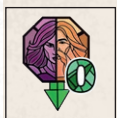
Increase your Authority by the indicated amount.



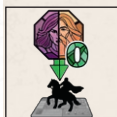
Place 1 Influence Marker from your Player Board in a Market Town one of your knights is currently visiting.



Place 1 Influence Marker from your Player Board in a Market Town one of your knights is currently visiting at no cost. Limited to Watchtowers, Monasteries and Village Pubs.



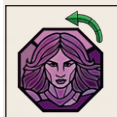
Place your leftmost Merlin or Morgana Sigil in any Market Town at no cost.



Place the leftmost Merlin or Morgana Sigil from your Player Board at no cost in a Market Town one of your knights is currently visiting.



Choose 1 region and conduct a Region Scoring there as if you were performing a Search for a Place of Power.



Remove the leftmost Sigil on your Player Board from either Merlin or Morgana, as indicated, and return the Sigil to the box. Receive any immediate rewards or unlocked abilities as normal.



Take an Influence marker from your Player Board and return it to the box.



Remove 1 Fealty token from a work space or a Fealty reward you have previously used.



Remove the topmost Camp from your Camp track and return it to the box.



Place the topmost Tent from your Player Board on the Encounter space were you just resolved the Encounter.



Place 1 Coat of Arms on any Court member's seat where you do not already have a Coat of Arms. Receive the reward shown.



Place 1 Coat of Arms on the indicated Court member's seat. If you already have a Coat of Arms on that Court member's seat, place your Coat of Arms on the next Court member in clockwise order where you do not already have a Coat of Arms. Receive the reward shown.



Move one of your Coat of Arms on the Round Table to a different Court member's seat and receive the reward shown.



Perform 1 additional Location Action with one of your Knights. The Knight must perform the action in the same location it is currently visiting.



Increase the number of movement steps available to your Knights during the Drawn phase of your turn by the indicated amount.



During the Day immediately move 1 Knight up to the shown amount. This effect is this is the only way to move a Knight during the Day.

Camp Track



Remove all Fealty tokens from your Player Board and any used card abilities.



If previously used, refresh your Legendary Knight.

Knights



Place a Fealty here:

Remove a Sigil of Morgana from your player board to the box (this triggers immediate effects, but does not count as placing a Sigil).



Ongoing:

When you observe courtesy towards another player's Knight, you also receive a Coin.

3 or 4 player games only.



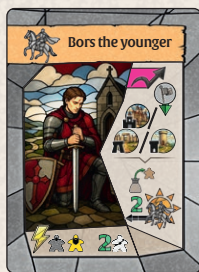
Place a Fealty here:

Remove a Sigil of Merlin from your player board to the box (this triggers immediate effects, but does not count as placing a Sigil).



Ongoing:

Once per turn you may use Command skills as Arms skills or vice versa.



Reaction:

After placing an Influence marker on a Keep, Watchtower, or a Place of Power, draw a retainer from your bag and up to twice move a Knight.



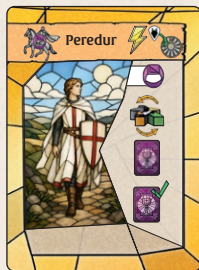
Reaction:

After placing an Influence marker on a Keep, you may spend a Lore and an Arms Skill to place a Coat of Arms on the Round Table.



Grace:

Spend 3 Persuasion skills to draw an Encounter card from the top of any of the decks and resolve an Encounter card from your hand for free (regardless of Location).



Grace:

Spend 1 Lore and 1 Counsel. Then put an available retainer back into your bag to place a Coat of Arms on the Round Table, starting from Galahad.



Grace:

Up to twice, draw a retainer from your bag (you may draw fewer). Perform 1 additional Location Action with one of your Knights. The Knight must perform the action in the same location it is currently visiting. This turn you may place one (additional) retainer placed on a work space containing exactly one other retainer.



Grace:

Place an Influence marker with 4 Arms/Persuasion discount at the Market Town where one of your Knights is present. When placing on a Watchtower, you may place it even if another player already has an Influence marker there.



Grace:

Put an available retainer back into your bag, and spend a Lore and a Counsel skill to place a Coat of Arms on the Round Table, starting from Galahad.



Grace:

Gain a retainer at no cost (excluding Squire, Factotum, Brigand), from the supply or from a market town, draw it from your bag, and place it, optionally on a work space containing exactly one other retainer.

Endgame:

For the purposes of set collecting retainers, you have one additional retainer of your choice.



Grace:

Draw one of your special Items from the supply or your Discard pile.

Ongoing:

Increase your hand limit by 1.



Grace:

Retrieve a retainer from your board. For the rest of this turn you are permitted to place Squires and Brigands into any work space restricted to other worker types (including generic ones).

Endgame:

You do not lose points for Brigands you have.

MERLIN & MORGANA OBJECTIVES



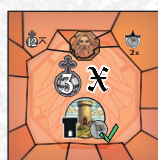
Score 2 victory points for each Sage (yellow) and Courier (orange) Retainer in your Retinue bag, available pool, or on your Player Board. (Max 12 VP)



Score 2 victory points for each of Morgana's Sigils removed from your Player Board.



Score 3 victory points for each instance of the depicted Rune in your Rune collection. (Max 12 VP)



Score 3 victory points for each Influence marker you have on a Watchtower anywhere on the board. (Max 12 VP)



Score 2 victory points for each Influence marker you have in Mercia or Anglia. (Max 12 VP)



Score 1 victory points for each unlocked work space on your Player Board. (The work space with two Influence markers counts as 1 unlocked work space if partially unlocked and 2 unlocked work spaces if fully unlocked.)



Score 2 victory points for each Militia (gray) and Villager (green) Retainer in your Retinue bag, available pool, or on your Player Board. (Max 12 VP)



Score 2 victory points for each of Merlin's Sigils removed from your Player Board.



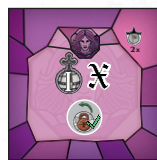
Score 2 victory points for each instance of the depicted Rune in your Rune collection. (Max 12 VP)



Score 3 victory points for each Influence marker you have on a Monastery anywhere on the board. (Max 12 VP)



Score 2 victory points for each Influence marker you have in Wales or Wessex & Cornwall. (Max 12 VP)



Score 1 victory points for each unlocked special ability space on your Player Board. (The special ability space with two Influence markers counts as 1 unlocked special ability space if partially unlocked and 2 unlocked special ability spaces if fully unlocked.)

Endgame Scoring



Score 2 VP for each Coat of Arms you have placed on the Round Table at games end. (Max 20 VP)



Score 1 VP for each Coat of Arms you have placed on the Round Table at games end.



Score 5 VP for each Region where you have at least 3 Influence marker at games end.



Score 5 VP for each Quest you have completed during the game. (Max 20 VP)



Score 5 VP at games end. In addition score 2 VP for each Militia /Sage/ Courier / Villager in your Retinue bag, available pool or on your Player Board at games end. (Max 20 VP)



Score 5 VP for each Encounter you have resolved during the game. (Max 20 VP)



Score 3 VP for each item you have in your discard pile at games end. (Max 21 VP)



Score 4 VP for each Influence marker you have on a Village Pub anywhere on the board at games end.