

# SQUIRE



SOLITAIRE RPG



## INTRODUCTION

The King called for the aid of all those who would help in the dire situation. The Castle was under siege, a Monster ravaged the countryside, and wicked Creatures had breached the Castle walls. Among many, a young Squire came to the King's aid...

Squire solitaire RPG is a simple roleplaying game played solo by one player using only a regular deck of poker cards, a pencil (or pen), and some paper. In the game, the player plays the role of a Squire on a quest to save a fantastical Kingdom from a deadly and powerful Monster.

In order to play the game, the player must first divide the 52 card poker deck into two decks: a 40 card deck consisting of all cards 1 through 10 (ace equals 1) and a 12 card deck consisting of all face cards (Jack, Queen, King). These two decks will be drawn from to simulate all gameplay. After a card is drawn and looked at, the card is immediately returned to its respective deck, then that deck is shuffled. Never draw from a deck with less than its full amount of cards. Never draw more than one card at a time.

## YE SQUIRE



The Squire is a young knight in service of the King.

The Squire has six Statistics: *Offense*, *Defense*, *Life*, *Flee*, *Befriend*, and *Magick*.

*Offense* is used to strike in *Battle*. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's beginning *Offense*.

*Defense* is used to avoid being struck in *Battle*. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's beginning *Defense*.

*Life* is used to survive damage. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's beginning *Life*.

*Flee* is used to escape *Battle*. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's beginning *Flee*.

*Befriend* is used to get friendly responses from *Creatures* met in the *Castle*. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's beginning *Befriend*.

*Magick* is used to resist or cast *Spells*, or to resist special attacks. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's beginning *Magick*.

## BATTLE



When the Squire encounters hostile Creatures or a Monster, Battle ensues. Battle also ensues sometimes if the Squire chooses.

At the start of a Battle, draw a card from the 40 card deck. If the card drawn is a red card, the Squire strikes first in the Battle. If the card drawn is a black card, the Creature or Monster strikes first in the Battle.

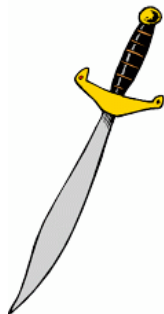
When a Squire, Creature, or Monster strikes, draw a card from the 40 card deck, adding the number on the card to their Offense. Then draw a card from the 40 card deck, adding the number on the card to the Defense of the Squire, Creature, or Monster being struck at. If the Offense + first card number is greater than the Defense + second card number, the strike hits. Otherwise, the strike misses.

If the strike hits the Squire or Creature, the Squire or Creature loses 1 Life. If a Squire's Life is reduced to zero or below (from a strike or otherwise), the Squire perishes and the adventure ends. If a Creature's Life is reduced to zero or below (from a strike or otherwise), the Creature is defeated.

If the strike from the Magick Sword hits a Monster, draw a card from the 12 card deck. If the card is a King, the Monster loses 3 Life. If the card is a Queen, the Monster loses 2 Life. Otherwise, the Monster loses 1 Life. If a Monster's Life is reduced to zero or below (from a strike or otherwise), the Monster is defeated and the Squire saves the Kingdom.

Instead of striking in Battle, the Squire may attempt to flee from Battle. To do so, draw a card from the 40 card deck. If the number on the card is less than the Squire's Flee, the Squire flees from the Battle and the Battle ends. Otherwise, the Battle continues and the Squire's strike is forfeit (treat as a miss).

After a strike is made (whether it hits, misses, or is forfeit), the next strike is made by the Squire, Creature, or Monster struck at. This is continued until either the Squire, Creature, or Monster in the Battle has their Life reduced to zero or less, or if the Squire or Creature flees from Battle. As soon as the Battle ends, the Squire's Life returns to its full amount if the Squire lost any Life in the Battle and did not perish.



## GOLD

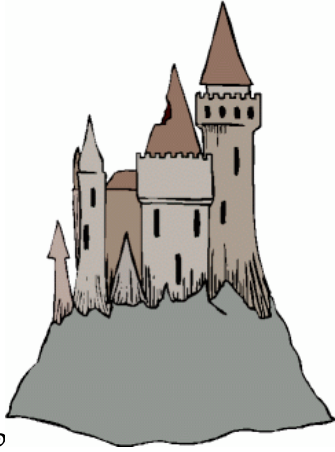


Gold is earned from defeating Creatures in Battle. It may also be found in the Castle through other encounters with Creatures.

Gold is mainly used to improve the Squire's Statistics through training, which can be done at any time between turns. For every 20 Gold the Squire spends on training, one Statistic can be raised by 1, though no Statistic can ever go above 10. Gold used this way is removed from the amount of Gold the Squire has.

Gold may also be used in various ways according to Creatures encountered within the Castle. Any time Gold is spent, the amount used is removed from the amount of Gold the Squire has.

## YE CASTLE



The Squire must explore the Castle in order to find the Magick Sword needed to slay the Monster. Once the Magick Sword is found and drawn by the Squire, the Squire must find a way out of the besieged Castle in order to reach the countryside and Battle the Monster.

Each turn, the Squire explores the Castle by drawing a card from the 40 card deck, using the following table to get the Creature encountered by the Squire:

1 of Hearts = Sentry	1 of Diamonds = Swordsman
2 of Hearts = Advisor	2 of Diamonds = Peasant
3 of Hearts = Executioner	3 of Diamonds = Lord
4 of Hearts = Soldier	4 of Diamonds = Lady
5 of Hearts = Brigand	5 of Diamonds = Damsel
6 of Hearts = Militiaman	6 of Diamonds = Maiden
7 of Hearts = Guard	7 of Diamonds = Monk
8 of Hearts = Captain	8 of Diamonds = Goblin
9 of Hearts = Squire	9 of Diamonds = Orc
10 of Hearts = Rogue	10 of Diamonds = Ogre



1 of Clubs = Troll

2 of Clubs = Giant

3 of Clubs = Hound

4 of Clubs = Lizard

5 of Clubs = Serpent

6 of Clubs = Spider

7 of Clubs = Winged Steed

8 of Clubs = Moat Monster

9 of Clubs = Druid

10 of Clubs = Bard

1 of Spades = Sorcerer

2 of Spades = Warlock

3 of Spades = Toad

4 of Spades = Gnome

5 of Spades = Enchantress

6 of Spades = Mage

7 of Spades = Magician

8 of Spades = Conjuror

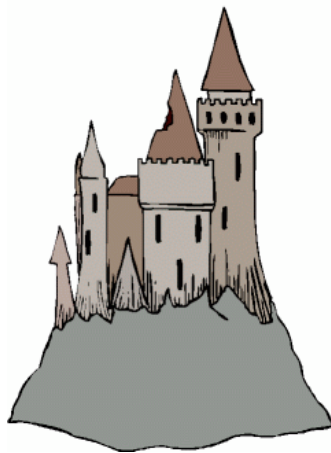
9 of Spades = Wizard

10 of Spades = Magick Sword

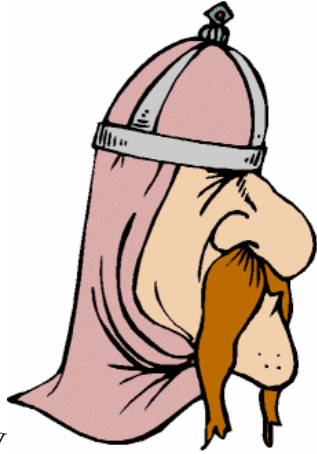
Each Creature will have an Offense, Defense, Life, and Magick, as well as it's own rules for how it is encountered.

Once an encounter with a Creature ends, the turn ends.

The next turn begins for the Squire in the Castle if the Squire has not found a way out of the Castle. If the Squire leaves the Castle, the Squire's next turn is spent searching the countryside to Battle the Monster.







## SENTRY

Offense 8, Defense 8, Life 8, Magick 8

The Squire chooses to either ensue *Battle* with or attempt to befriend the Sentry. If the Squire attempts to befriend the Sentry, draw a card from the 40 card deck. If the number on the card is less than the Squire's *Befriend*, the Sentry is friendly. Otherwise, the Sentry is hostile and *Battle* ensues.

A friendly Sentry will show the Squire the way out of the Castle. If the Squire spends 120 Gold, the Squire can leave the Castle. This is the only way out the Sentry offers, as defeating the Sentry in *Battle* will not allow the Squire to leave the Castle.

If the Sentry is struck at in *Battle*, draw a card from the 40 card deck. If the card is a 1, the strike is forfeit. Otherwise, the Squire strikes as normal.

Defeating the Sentry in *Battle* earns the Squire 12 Gold.



## ADVISOR

Offense 5, Defense 5, Life 5, Magick 7

The Squire chooses to either ensue Battle with or attempt to befriend the Advisor. If the Squire attempts to befriend the Advisor, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Advisor is friendly. Otherwise, the Advisor is hostile.

A friendly Advisor may allow a meeting with the King if the Squire spends 15 Gold. If so, draw a card from the 12 card deck. If the card is a King, the Squire may raise one Statistic by 1 (No Statistic may be raised over 10). If the card is a Queen, the spent Gold is returned to the Squire. Otherwise, nothing happens.

A hostile Advisor reacts the following way: Draw a card from the 12 card deck. If the card is a King, the Advisor calls in a hostile Captain to Battle the Squire (See Captain). If the card is a Queen, the Advisor calls in a hostile Guard to Battle the Squire (See Guard). Otherwise, the Advisor calls in a hostile Soldier to Battle the Squire (See Soldier).

If the Advisor is in Battle, he will attempt to flee instead of striking the Squire. The Advisor has Flee 7.

Defeating the Advisor earns the Squire 5 Gold.



## EXECUTIONER

Offense 8, Defense 8, Life 8, Magick 4

The Squire chooses to either ensue Battle with or attempt to befriend the Executioner. If the Squire attempts to befriend the Executioner, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Executioner is friendly. Otherwise, the Executioner is hostile and Battle ensues.

A friendly Executioner will challenge the Squire to a game of Executioner's Axe if the Squire has any Gold. If the Squire chooses, the Squire spends from 1 to 10 Gold and draws a card from the 40 card deck. If the card is a black 1, the Squire perishes. If the card is a red 1, the Squire flinches and loses all the spent Gold. Otherwise, the Squire earns an amount of Gold equal to twice the amount of Gold spent.

When the Executioner strikes in Battle and hits, draw a card from the 40 card deck. If the card is a black 1, the Squire perishes. If the card is a red 1, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

Defeating the Executioner earns the Squire 10 Gold.



## SOLDIER

Offense 6, Defense 6, Life 6, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Soldier. The Squire attempts to befriend the Soldier, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Soldier is friendly. Otherwise, the Soldier is hostile and Battle ensues.

A friendly Soldier will offer conscription to the Squire. If the Squire chooses, draw a card from the 12 card deck. If the card is a Heart, the Squire Battles a hostile Peasant (See Peasant). If the card is a Diamond, the Squire Battles a hostile Militiaman (See Militiaman). If the card is a Club, the Squire Battles a hostile Brigand (See Brigand). Otherwise, the Squire Battles a hostile Soldier. If the Creature is defeated, the Squire earns 6 Gold in addition to the Gold earned from the defeated Creature.

If the Soldier is 1 Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is a Jack, the Soldier will attempt to flee instead of striking. Otherwise, the Soldier will strike. The Soldier has Flee 6.

Defeating the Soldier earns the Squire 6 Gold.



## BRIGAND

Offense 6, Defense 5, Life 6, Magick 5

The Squire chooses to either ensue Battle with or attempt to befriend the Brigand. If the Squire attempts to befriend the Brigand, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Brigand is friendly. Otherwise, the Brigand is hostile and Battle ensues if the Squire does not spend 5 Gold.

A friendly Brigand will hire out to the Squire. If the Squire chooses, the Squire spends 5 Gold and the Brigand will Battle the Squire's next Battle in place of the Squire. If a Brigand is defeated in such a Battle, the Squire takes the place of the Brigand for the rest of that Battle. Once the Brigand Battles in place of the Squire, the Brigand is no longer duty bound to the Squire and therefore leaves. The Squire does not get any Gold from a Creature defeated by the Brigand in such a Battle.

If the Brigand is 2 or less Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is red, the Brigand will attempt to flee instead of striking. Otherwise, the Brigand will strike. The Brigand has Flee 6.

Defeating the Brigand earns the Squire 5 Gold.

## MILITIAMAN



Offense 5, Defense 5, Life 5, Magick 5

The Squire chooses to either ensue Battle with or attempt to befriend the Militiaman. If the Squire attempts to befriend the Militiaman, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Militiaman is friendly. Otherwise, the Militiaman is hostile and Battle ensues.

A friendly Militiaman will offer enlistment to the Squire. If the Squire chooses, the Squire will be Offense 5, Defense 5, or Life 5 for the Squire's next Battle. The Squire chooses which Statistic will be replaced for the Battle before the Battle starts, and may choose up to all three of the Statistics to replace.

If the Militiaman is 2 or less Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is a Jack, the Militiaman will attempt to flee instead of striking. Otherwise, the Militiaman will strike. The Militiaman has Flee 5.

If the Militiaman is defeated, draw a card from the 12 card deck. If the card is a King, a hostile Militiaman appears to Battle the Squire. Otherwise, the Militiaman is defeated as normal.

Defeating the Militiaman earns the Squire 4 Gold per Militiaman defeated.





## GUARD

Offense 6, Defense 8, Life 6, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Guard. If the Squire attempts to befriend the Guard, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Guard is friendly. Otherwise, the Guard is hostile and Battle ensues.

A friendly Guard may be bribed by the Squire. If the Squire spends 3 Gold, the Squire will automatically succeed at fleeing from Battle the next time the Squire attempts to flee from a Battle with a Guard.

If the Guard is 1 Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is a red Jack, the Guard will attempt to flee instead of striking. Otherwise, the Guard will strike. The Guard has Flee 6.

If the Guard is defeated, draw a card from the 12 card deck. If the card is a black King, a hostile Guard appears to Battle the Squire. Otherwise, the Guard is defeated as normal.

Defeating the Guard earns the Squire 6 Gold per Guard defeated.





## CAPTAIN

Offense 8, Defense 8, Life 8, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Captain. If the Squire attempts to befriend the Captain, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Captain is friendly. Otherwise, the Captain is hostile and Battle ensues.

A friendly Captain may assign a Guard to the Squire. If the Squire spends 6 Gold, a Guard will Battle in place of the Squire for the Squire's next Battle (See Guard). If a Guard is defeated in such a Battle, the Squire takes the place of the Guard for the rest of that Battle. Once the Guard Battles in place of the Squire, the Guard leaves, taking all Gold from Creatures defeated.

If the Captain is 2 or less Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is a red Jack, the Captain will attempt to flee instead of striking. Otherwise, the Captain will strike. The Captain has Flee 6.

If the Captain is defeated, draw a card from the 12 card deck. If the card is a King, a hostile Guard appears to Battle the Squire. Otherwise, the Captain is defeated as normal.

Defeating the Captain earns the Squire 8 Gold.



## SQUIRE

Offense ?, Defense ?, Life ?, Magick ?

For the Statistics of the Squire, draw cards as though creating a Squire character, including the Squire's Flee and Befriend (See Ye Squire).

Your Squire chooses to either ensue Battle with or attempt to befriend the Squire. If your Squire attempts to befriend the Squire, draw a card from the 40 card deck. If the number on the card is less than your Squire's Befriend, the Squire is friendly. Otherwise, the Squire is hostile and Battle ensues.

A friendly Squire may permanently replace your Squire if your Squire so chooses. If so, your new Squire has the same Statistics as the Squire, but has no Spells, Items, or Gold to start with.

If the Squire is 1 Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is red, the Squire will attempt to flee instead of striking. Otherwise, the Squire will strike.

Defeating the Squire earns your Squire 2 Gold.



## ROGUE

Offense 4, Defense 7, Life 5, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Rogue. If the Squire attempts to befriend the Rogue, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Rogue is friendly. Otherwise, the Rogue is hostile and Battle ensues if the Squire does not spend 4 Gold.

Battle ensues with a friendly Rogue if the Squire does not spend 2 Gold. If the Squire spends the 2 Gold, the Rogue will teach the Squire a dirty trick so as to be either +1 Offense, +1 Defense, or +1 Flee for the Squire's next Battle. The Squire chooses which one Statistic to raise before the Battle begins.

If the Rogue is hostile, draw a card from the 12 card deck. If the card is a King, the Rogue is +1 Offense. If the card is a Queen, the Rogue is +1 Defense. Otherwise, the Rogue is +1 Flee.

If the Rogue is 3 or less Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is red, the Rogue will attempt to flee instead of striking. Otherwise, the Rogue will strike. The Rogue has Flee 7.

Defeating the Rogue earns the Squire 4 Gold.



## SWORDSMAN

Offense 4, Defense 4, Life 5, Magick 5

Draw a card from the 12 card deck. If the card is a Spade, +4 to the Offense and Defense of the Swordsman. If the card is a Club, +3 to the Offense and Defense of the Swordsman. If the card is a Diamond, +2 to the Offense and Defense of the Swordsman. Otherwise, +1 to the Offense and Defense of the Swordsman.

The Squire chooses to either ensue Battle with or attempt to befriend the Swordsman. If the Squire attempts to befriend the Swordsman, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Swordsman is friendly. Otherwise, the Swordsman is hostile and Battle ensues.

A friendly Swordsman challenges the Squire to a duel if the Squire has any Gold. If the Squire chooses, the Squire spends from 1 to 10 Gold then Battle ensues. If the Squire or Swordsman is reduced to 1 Life in the Battle, the Battle ends. If the Swordsman was reduced to 1 Life in the Battle, the Squire earns an amount of Gold equal to twice the amount of Gold spent. Otherwise, the Squire loses all spent Gold.

Defeating the Swordsman earns the Squire 7 Gold.



## PEASANT

Offense 3, Defense 3, Life 3, Magick 3

Draw a card from the 12 card deck. If the card is a King, +1 to the Offense of the Peasant. If the card is a Queen, +1 to the Defense of the Peasant. Otherwise, +1 to the Life of the Peasant.

The Squire chooses to either ensue Battle with or attempt to befriend the Peasant. If the Squire attempts to befriend the Peasant, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Peasant is friendly. Otherwise, the Peasant is hostile and Battle ensues.

A friendly Peasant begs for Gold from the Squire. The Squire must spend 1 Gold if the Squire has any Gold.

If the Peasant is 1 Life in Battle and it is his turn to strike, draw a card from the 12 card deck. If the card is a Jack or a Queen, the Peasant will attempt to flee instead of striking. Otherwise, the Peasant will strike. The Peasant has Flee 3.

If the Peasant is defeated in Battle, draw a card from the 12 card deck. If the card is a King or a Queen, a hostile Peasant appears to Battle the Squire. Otherwise, the Peasant is defeated as normal.

Defeating the Peasant earns the Squire 1 Gold per Peasant defeated.



## LORD

Offense 8, Defense 8, Life 8, Magick 8

Draw a card from the 12 card deck. If the card is a Spade, +1 to the Offense of the Lord. If the card is a Club, +1 to the Defense of the Lord. If the card is a Diamond, +1 to the Life of the Lord. Otherwise, +1 to the Magick of the Lord.

The Squire chooses to either ensue Battle with or attempt to befriend the Lord. If the Squire attempts to befriend the Lord, draw a card from the 40 card deck. If the number on the card is less than or equal to the Squire's Befriend, the Lord is friendly. Otherwise, the Sentry is hostile and Battle ensues.

A friendly Lord bequeathes Gold to the Squire. Draw a card from the 40 card deck. The Squire earns an amount of Gold equal to the number on the card. Double the amount of Gold earned from the Lord if the card is red.

If the Lord is defeated in Battle, draw a card from the 12 card deck. If the card is a Black King, a hostile Captain appears to Battle the Squire (See Captain). If the card is a red King, a hostile Guard appears to battle the Squire (See Guard). Otherwise, the Lord is defeated as normal.

Defeating the Lord earns the Squire 10 Gold.





## LADY

Offense 1, Defense 1, Life 2, Magick 4

The Squire chooses to either ensue Battle with or attempt to befriend the Lady. If the Squire attempts to befriend the Lady, draw a card from the 40 card deck. If the number on the card is less than or equal to the Squire's Befriend, the Lady is friendly. Otherwise, the Lady is hostile.

A friendly Lady bequeathes an endowment. The Squire earns 10 Gold which may only be spent to improve Statistics.

A hostile Lady reacts the following way: Draw a card from the 12 card deck. If the card is a King, the Lady calls in a hostile Lord to Battle the Squire (See Lord). If the card is a Queen, the Lady calls in a hostile Captain to Battle the Squire (See Captain). Otherwise, the Lady calls in a hostile Guard to Battle the Squire (See Guard).

If the Lady is in Battle, she will attempt to flee instead of striking the Squire. The Lady has Flee 8.

Defeating a Lady earns the Squire 10 Gold.





## DAMSEL

Offense 2, Defense 2, Life 2, Magick 4

The Squire chooses to either ensue Battle with or attempt to befriend the Damsel. If the Squire attempts to befriend the Damsel, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Damsel is friendly. Otherwise, the Damsel is hostile.

A friendly Damsel may be in distress. Draw a card from the 12 card deck. If the card is a King, an Orc appears to Battle the Squire (See Orc). If the card is a Queen, a Goblin appears to Battle the Squire (See Goblin). Otherwise, the Damsel grants the Squire a reward for safe passage. The Squire earns 5 Gold.

A hostile Damsel is definitely in distress. Draw a card from the 12 card deck. If the card is a King, a Giant appears to Battle the Squire (See Giant). If the card is a Queen, a Troll appears to Battle the Squire (See Troll). Otherwise, an Ogre appears to Battle the Squire (See Ogre).

If the Damsel is in Battle, she will attempt to flee instead of striking the Squire. The Damsel has Flee 8.

Defeating the Damsel earns the Squire 5 Gold.



## MAIDEN

Offense 2, Defense 2, Life 4, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Maiden. If the Squire attempts to befriend the Maiden, draw a card from the 40 card deck. If the number on the card is less than or equal to the Squire's Befriend, the Maiden is friendly. Otherwise, the Maiden is hostile.

A friendly Maiden grants a gift. Draw a card from the 12 card deck. If the card is a Jack or Queen, the Squire earns 4 Gold. Otherwise, a friendly Winged Steed appears (see Winged Steed). The Squire may not ensue Battle with the Winged Steed. The Squire's Magick will be +1 for being granted a ride this turn.

A hostile Maiden may call for help. Draw a card from the 12 card deck. If the card is red, a hostile Winged Steed appears to Battle the Squire. Otherwise, the Maiden flees.

If the Maiden is in Battle, she will attempt to flee instead of striking the Squire. The Maiden has Flee 8.

Defeating the Maiden earns the Squire 8 Gold.



## MONK

Offense 4, Defense 4, Life 6, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Monk. If the Squire attempts to befriend the Monk, draw a card from the 40 card deck. If the number on the card is less than or equal to the Squire's Befriend, the Monk is friendly. Otherwise, the Monk is hostile.

A friendly Monk will share secret wisdom for a small donation. If the Squire spends 1 Gold, draw a card from the 12 card deck. If the card is a red King, the Squire can leave the Castle. If the card is a red Queen, the Squire will add their Defense to their Offense next time striking in Battle. If the card is a red Jack, the Squire will add their Offense to their Defense next time being struck at in Battle. Otherwise, the Squire will be +1 Magick next turn.

A hostile Monk may attack. Draw a card from the 12 card deck. If the card is black, Battle ensues. Otherwise, the Monk flees.

In Battle, a Monk adds their Offense to their Defense when being struck at, and adds their Defense to their Offense when striking, unless the Monk's Life is 2 or less.

Defeating the Monk earns the Squire 4 Gold.



## GOBLIN

Offense 4, Defense 4, Life 4, Magick 4

The Goblin is hostile. Battle ensues.

Draw a card from the 12 card deck. If the card is the King of Clubs, the Goblin is replaced by the Goblin King. Otherwise, the Goblin stays. Either way, Battle ensues. The Goblin King is Offense 8, Defense 8, Life 6, and Magick 6. If the Goblin King is defeated, draw a card from the 12 card deck. If the card is a King, a Goblin appears to Battle the Squire. Otherwise, the Goblin King is defeated as normal.

If the Goblin is 2 or less Life in Battle and it is its turn to strike, draw a card from the 12 card deck. If the card is red, the Goblin will attempt to flee instead of striking. Otherwise, the Goblin will strike. The Goblin has Flee 4.

If the Goblin is defeated, draw a card from the 12 card deck. If the card is a Spade, Club, or Diamond, a Goblin appears to Battle the Squire. Otherwise, the Goblin is defeated as normal.

Defeating the Goblin earns the Squire 2 Gold per Goblin defeated. Defeating the Goblin King in Battle earns the Squire 20 Gold plus 2 Gold per Goblin defeated.



## ORC

Offense 5, Defense 5, Life 5, Magick 5

The Orc is hostile. Battle ensues.

Draw a card from the 12 card deck. If the card is the King of Spades, the Orc is replaced by the Orc General. Otherwise, the Orc stays. Either way, Battle ensues. The Orc General is Offense 9, Defense 9, Life 7, and Magick 7. If the Orc General is defeated, draw a card from the 12 card deck. If the card is a King, an Orc appears to Battle the Squire. Otherwise, the Orc General is defeated as normal.

If the Orc stays, draw a card from the 12 card deck. If the card is a King, +1 to the Offense of the Orc. If the card is a Queen, +1 to the Defense of the Orc. Otherwise, +1 to the Life of the Orc.

If the Orc is 2 or less Life in Battle and it is its turn to strike, draw a card from the 12 card deck. If the card is a Jack, the Orc will attempt to flee instead of striking. Otherwise, the Orc will strike. The Orc has Flee 5.

If the Orc is defeated, draw a card from the 12 card deck. If the card is black, an Orc appears to Battle the Squire. Otherwise, the Orc is defeated as normal.

Defeating the Orc earns the Squire 4 Gold per Orc defeated. Defeating the Orc General in Battle earns the Squire 40 Gold plus 4 Gold per Orc defeated.



## OGRE

Offense 7, Defense 7, Life 7, Magick 7

The Ogre is hostile. Battle ensues.

Draw a card from the 40 card deck. If the card is a 1, the Ogre is replaced by the Ogre Magi. Otherwise, the Ogre stays. Either way, Battle ensues. The Ogre Magi is Offense 7, Defense 7, Life 7, and Magick 8. Instead of the Ogre Magi striking in a Battle, draw a card from the 12 card deck. If the card is red, the Ogre Magi strikes. Otherwise, the Ogre Magi attempts to cast a Growth spell.

Draw 1 card from the 40 card deck. If the card is less than the Ogre Magi's Magick, the Ogre Magi will be +2 Offense, +2 Defense, and +2 Life for the rest of the Battle. Otherwise, the Ogre Magi's strike is forfeit. Once the Growth spell is cast in a Battle, do not draw a card instead of the Ogre Magi striking.

The Squire is -1 Flee when in Battle with the Ogre. The Squire is -2 Flee when in Battle with the Ogre Magi.

Defeating the Ogre earns the Squire 15 Gold. Defeating the Ogre Magi earns the Squire 30 Gold. The Squire may instead forfeit the 30 Gold to learn the Growth Spell. To use the Growth Spell, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card is less than the Squire's Magick, the Squire will be +2 Offense, +2 Defense, and +2 Life for the Battle. Otherwise, Battle ensues as normal.





## TROLL

Offense 8, Defense 8, Life 8, Magick 8

The Troll is hostile. Battle ensues.

The Squire is -1 Flee when in Battle with the Troll.

If the Troll has less than 8 Life and is striking in Battle, draw a card from the 12 card deck instead of the Troll striking. If the card is a King, the Troll heals back 1 Life and the strike is forfeit. Otherwise, the Troll strikes as normal.

If the Troll is defeated, draw a card from the 12 card deck. If the card is a red King, the Troll is not defeated and the Troll's Life becomes 1. Otherwise, the Troll is defeated as normal.

Defeating the Troll earns the Squire 20 Gold. The Squire may forfeit the 20 Gold from the Troll to instead draw a card from the 12 card deck. If the card is a black King, the Squire finds a Magick Ring that adds +1 to the Squire's Offense in Battle. If the card is a black Queen, the Squire finds a Magick Brooch that adds +1 to the Squire's Defense in Battle. If the card is a black Jack, the Squire finds a Magick Helmet that adds +1 to the Squire's Life in Battle. If the card is a red King, the Squire earns 15 Gold. If the card is a red Queen, the Squire earns 10 Gold. Otherwise, the Squire earns 5 Gold. The Squire may only use one Magick Ring, one Magick Brooch, and one Magick Helmet at a time.





## GIANT

Offense 9, Defense 9, Life 9, Magick 9

The Giant is hostile. Battle ensues.

Draw a card from the 12 card deck. If the card is the King of Hearts, the Giant is replaced by the Big Hearted Giant and Battle does not ensue. Otherwise, the Giant stays and Battle ensues. The Big Hearted Giant is Offense 9, Defense 9, Life 9, and Magick 9. The Big Hearted Giant is friendly, but Battle may ensue if the Squire chooses. If Battle does not ensue, draw a card from the 40 card deck. If the number on the card drawn is greater than the Squire's Befriend, the Big Hearted Giant leaves. Otherwise, the Big Hearted Giant will fight in place of the Squire for the Squire's next Battle. If the Big Hearted Giant is defeated in such a Battle, the Squire takes the place of the Big Hearted Giant for the rest of that Battle. Once the Big Hearted Giant Battles in place of the Squire, the Big Hearted Giant leaves. The Squire may earn any Gold from Creatures defeated by the Big Hearted Giant.

The Squire is -1 Flee when in Battle with the Giant.

If the Giant or Big Hearted Giant strikes in Battle and hits, draw a card from the 12 card deck. If the card is a King, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

Defeating the Giant earns the Squire 40 Gold. Defeating the Big Hearted Giant earns the Squire 50 Gold.



## HOUND

Offense 6, Defense 4, Life 6, Magick 4

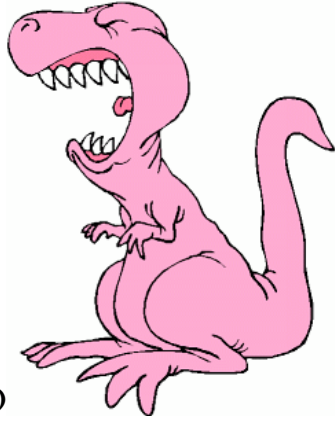
Draw a card from the 12 card deck. If the card is a black King, the Hound is replaced by the Phantom Hound and Battle ensues. Otherwise, the Hound stays. The Phantom Hound is Offense 6, Defense 4, Life 6, Magick 8. If the Phantom Hound is struck at in Battle and is hit, draw a card from the 12 card deck. If the card is black, the Phantom Hound does not lose Life from the strike. Otherwise, the Phantom Hound loses 1 Life as normal.

If the Hound stays, the Squire chooses to either ensue Battle with or attempt to befriend the Hound. If the Squire attempts to befriend the Hound, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Hound is friendly. Otherwise, the Hound is hostile and Battle ensues.

A friendly Hound aids the Squire. In the Squire's next Battle, the Squire will be +1 to Offense, +1 to Life, and +1 to Flee.

The Squire is -2 Flee when in Battle with the Hound, and is -4 Flee when in Battle with the Phantom Hound.

Defeating the Hound earns the Squire 4 Gold. Defeating the Phantom Hound earns the Squire 24 Gold.



## LIZARD

Offense 7, Defense 5, Life 7, Magick 5

The Lizard is hostile. Battle ensues.

Draw a card from the 12 card deck. If the card is a black Jack, the Lizard is replaced by the Thunder Lizard. Otherwise, the Lizard stays. Either way, Battle ensues. The Thunder Lizard is Offense 7, Defense 7, Life 7, and Magick 5. If the Thunder Lizard is struck at in Battle and is hit, or strikes in Battle and hits, draw a card from the 12 card deck. If the card is black, the Squire loses 1 Life if striking the Thunder Lizard, and 2 Life if being struck by the Thunder Lizard. Otherwise, the Squire loses 1 Life if struck by the Thunder Lizard and no Life if striking the Thunder Lizard.

The Squire is -2 Flee when in Battle with the Lizard. The Squire is -3 Flee when in Battle with the Thunder Lizard.

If the Lizard or Thunder Lizard is defeated, draw a card from the 12 card deck. If the card is a red Jack, the Lizard or Thunder Lizard is not defeated and its Life becomes 1. Otherwise, the Lizard or Thunder Lizard is defeated as normal.

Defeating the Lizard earns the Squire 6 Gold. Defeating the Thunder Lizard earns the Squire 36 Gold.



## SERPENT

Offense 5, Defense 7, Life 5, Magick 7

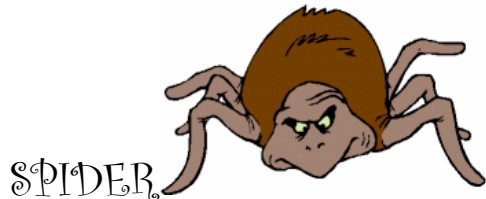
The Serpent is hostile. Battle ensues.

Draw a card from the 40 card deck. If the card is a 1, the Serpent is replaced by the Plumed Serpent. Otherwise, the Serpent stays. Either way, Battle ensues. The Plumed Serpent is Offense 7, Defense 9, Life 7, and Magick 9. If the Plumed Serpent is reduced to 2 or less Life in Battle and it is its turn to strike, draw a card from the 12 card deck. If the card is red, the Plumed Serpent will attempt to flee instead of striking. Otherwise, the Plumed Serpent will strike. The Plumed Serpent has Flee 9.

The Squire is -2 Flee when in Battle with the Serpent. The Squire cannot flee when in Battle with the Plumed Serpent.

If the Serpent or Plumed Serpent strikes in Battle and hits, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the Squire loses 1 Life as normal. Otherwise, the Squire loses 2 Life.

Defeating the Serpent earns the Squire 7 Gold. Defeating the Plumed Serpent earns the Squire 47 Gold. The Squire may forfeit the 47 Gold to instead find Wing Boots that allow the Squire to leave the Castle at the end of any turn and add +1 to the Squire's Flee in Battle. The Squire can only have one pair of Wing Boots.



## SPIDER

Offense 7, Defense 6, Life 7, Magick 6

The Spider is hostile. Battle ensues.

Draw a card from the 12 card deck. If the card is the Queen of Spades, the Spider is replaced by the Spider Queen. Otherwise, the Spider stays. Either way, Battle ensues. The Spider Queen is Offense 9, Defense 8, Life 9, and Magick 8. If the Spider Queen is defeated, draw a card from the 12 card deck. If the card is a Queen, a Spider with +1 to all Statistics appears to Battle the Squire. Otherwise, the Spider Queen is defeated as normal.

Before Battle ensues with the Spider or Spider Queen, draw a card from the 40 card deck. If the number on the card is greater than or equal to the Squire's Magick, the Squire will be -2 Offense, -2 Defense, and -3 Flee for the Battle. Otherwise, the Squire will be -1 Flee for the Battle.

If the Spider or Spider Queen strikes in Battle and hits, draw a card from the 12 card deck. If the card is the Queen of Spades, the Squire perishes. Otherwise, the Squire loses 1 Life as normal.

Defeating the Spider earns the Squire 8 Gold. Defeating the Spider Queen earns the Squire 58 Gold. The Squire may forfeit the 58 Gold to instead find a Poison Blade. If the Squire strikes in Battle with the Poison Blade and hits, draw a card from the 12 card deck. If the card is the Queen of Spades, the Creature is defeated. Otherwise, the Creature loses 1 Life as normal.





## WINGED STEED

Offense 7, Defense 8, Life 7, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Winged Steed. If the Squire attempts to befriend the Winged Steed, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Winged Steed is friendly. Otherwise, the Winged Steed is hostile.

A friendly Winged Steed may grant the Squire a ride. Draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the Squire can leave the Castle.

Otherwise, the Winged Steed flies off.

A hostile Winged Steed may attack or fly off. Draw a card from the 12 card deck. If the card is red, the Winged Steed flies off. Otherwise, Battle ensues.

If the Winged Steed is 4 or less Life in Battle and it is its turn to strike, draw a card from the 12 card deck. If the card is a Heart, the Winged Steed will attempt to flee instead of striking.

Otherwise, the Winged Steed will strike. The Winged Steed has Flee 9.

Defeating the Winged Steed earns the Squire 18 Gold.





## MOAT MONSTER

Offense 9, Defense 9, Life 9, Magick 9

The Moat Monster is hostile. Battle ensues.

Before Battle ensues, the Squire can choose to flee from the Moat Monster and avoid the Battle instead.

The Squire cannot flee once in Battle with the Moat Monster.

If the Moat Monster is struck at in Battle and is hit, draw a card from the 12 card deck. If the card is a King, the Moat Monster does not lose Life from the strike. Otherwise, the Moat Monster loses 1 Life as normal.

If the Moat Monster strikes in Battle and hits, draw a card from the 12 card deck. If the card is a King, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

Defeating the Moat Monster earns the Squire 60 Gold. The Squire may attempt to leave the Castle after defeating the Moat Monster. To do so, draw a card from the 40 card deck. If the number on the card is less than the Squire's Life, the Squire can leave the Castle. Otherwise, the Squire cannot leave the Castle. If the Moat Monster is encountered again after being defeated, no encounter occurs and the Squire can instead attempt to leave the Castle as per after defeating the Moat Monster.



## DRUID

Offense 4, Defense 6, Life 4, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Druid. If the Squire attempts to befriend the Druid, draw a card from the 40 card deck. If the number on the card is less than or equal to the Squire's Befriend, the Druid is friendly. Otherwise, the Druid is hostile.

A friendly Druid casts a Wellness spell on the Squire. Draw a card from the 40 card deck. If the number on the card is equal to the Squire's Magick, the Squire will be +4 Life in the Squire's next Battle. If the number on the card is less than the Squire's Magick, the Squire will be +2 Life in the Squire's next Battle. Otherwise, the Squire will be +1 Life in the Squire's next Battle.

A hostile Druid summons an animal guardian. Draw a card from the 12 card deck. If the card is a Spade, the Druid calls in a Spider to Battle the Squire (See Spider). If the card is a Club, the Druid calls in a Serpent to Battle the Squire (See Serpent). If the card is a Diamond, the Druid calls in a Lizard to Battle the Squire (See Lizard). Otherwise, the Druid calls in a hostile Hound to Battle the Squire (See Hound).

Defeating the Druid earns the Squire 4 Gold.



## BARB

Offense 6, Defense 4, Life 6, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Bard. If the Squire attempts to befriend the Bard, draw a card from the 40 card deck. If the number on the card is less than or equal to the Squire's Befriend, the Bard is friendly. Otherwise, the Bard is hostile.

A friendly Bard sings a song of peace. Draw a card from the 12 card deck. If the card is a Spade, the Squire's Offense will be +3 next turn. If the card is a Club, the Squire's Defense will be +3 next turn. If the card is a Diamond, the Squire's Flee will be +3 next turn. Otherwise, the Squire's Magick will be +3 next turn. No Statistic can go above 10 from the song of peace

A hostile Bard sings a song of strife. Draw a card from the 12 card deck. If the card is a Spade, the Squire's Offense will be -3 next turn. If the card is a Club, the Squire's Defense will be -3 next turn. If the card is a Diamond, the Squire's Flee will be -3 next turn. Otherwise, the Squire's Magick will be -3 next turn. No Statistic can go below 1 from the song of strife.

Defeating the Bard earns the Squire 6 Gold.



## SORCEROR

Offense 6, Defense 6, Life 4, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Sorcerer. If the Squire attempts to befriend the Sorcerer, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Sorcerer is friendly. Otherwise, the Sorcerer is hostile and Battle ensues.

A friendly Sorcerer will sell the Squire a Sorcery Staff. If the Squire chooses, the Squire spends 100 Gold and gets the Sorcery Staff. To use the Sorcery Staff, the Squire draws a card from the 40 card deck when struck at in Battle. If the number on the card drawn is less than the Squire's Magick, the Creature's strike is forfeit. Otherwise, the Creature strikes as normal.

If the Sorcerer is struck at in Battle, draw a card from the 40 card deck. If the number on the card is less than the Sorcerer's Magick, the Squire's strike is forfeit. Otherwise, the Squire strikes as normal.

Defeating the Sorcerer earns the Squire 25 Gold.



## WARLOCK

Offense 8, Defense 8, Life 6, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Warlock. If the Squire attempts to befriend the Warlock, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Warlock is friendly. Otherwise, the Warlock is hostile and Battle ensues.

A friendly Warlock may still be hostile. Draw a card from the 12 card deck. If the card is black, Battle ensues. Otherwise, the Warlock will sell the Squire a Warlock Wand. If the Squire chooses, the Squire spends 100 Gold and gets the Warlock Wand. To use the Warlock Wand, the Squire draws a card from the 40 card deck instead of striking in Battle. If the number on the card drawn is less than the Squire's Magick, the Creature loses 1 Life. Otherwise, the Squire's strike is forfeit.

If the Warlock is striking in Battle, draw a card from the 40 card deck instead. If the number on the card is less than the Warlock's Magick, the Squire loses 1 Life and the strike is forfeit. Otherwise, the strike is forfeit.

Defeating the Warlock earns the Squire 35 Gold.



Offense 2, Defense 2, Life 2, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Toad. If the Squire attempts to befriend the Toad, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Toad is friendly. Otherwise, the Toad is hostile and Battle ensues.

A friendly Toad may teach the Squire a Toad Spell. If the Squire chooses, the Squire spends 100 Gold and learns the Toad Spell. To use the Toad Spell, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card drawn is greater than or equal to the Squire's Magick, the Battle ensues as normal. Otherwise, draw a card from the 40 card deck. If the number on the card is greater than the Creature's Magick, the Creature will have the same Statistics as a Toad for the Battle and cannot flee. Otherwise, the Battle ensues as normal.

Before Battle ensues with the Toad, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battles ensues as normal. Otherwise, the Squire will have the same Statistics as a Toad for the Battle and cannot flee.

Defeating the Toad earns the Squire 13 Gold.





## GNOME

Offense 4, Defense 8, Life 4, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Gnome. If the Squire attempts to Befriend the Gnome, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Gnome is friendly. Otherwise, the Gnome is hostile and Battle ensues.

A friendly Gnome teaches a Shrink Spell. If the Squire chooses, the Squire spends 50 Gold and learns the Shrink Spell. To use the Shrink Spell, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card is greater than or equal to the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 40 card deck. If the number on the card is less than the Creature's Magick, Battle ensues as normal. Otherwise, the Creature will be -2 Offense, -2 Defense, and -2 Life for the Battle.

Before Battle ensues with the Gnome, draw a card from the 40 card deck. If the number on the card is greater than or equal to the Squire's Magick, the Squire will be -2 Offense, -2 Defense, and -2 Life for the Battle. Otherwise, the Gnome will attempt to flee instead of striking in the Battle. The Gnome has Flee 8.

Defeating the Gnome earns the Squire 11 Gold.



## ENCHANTRESS

Offense 3, Defense 3, Life 3, Magick 9

The Squire chooses to either ensue Battle with or attempt to befriend the Enchantress. If the Squire attempts to Befriend the Enchantress, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Enchantress is friendly. Otherwise, the Enchantress is hostile and Battle ensues.

A friendly Enchantress offers an Enchant Spell. If the Squire chooses, the Squire spends 100 Gold and learns the Enchant Spell. To use the Enchant Spell, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card is greater than or equal to the Squire's Magick, Battles ensues as normal. Otherwise, draw a card from the 40 card deck. If the number on the card is less than the Creature's Magick, Battle ensues as normal. Otherwise, Battle does not ensue and the Creature will be friendly if possible (or else the Creature flees).

Before Battle ensues with the Enchantress, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the Battle ensues as normal. Otherwise, the Squire flees and must Battle the next Creature encountered.

If the Enchantress is in Battle, she will attempt to flee instead of striking the Squire. The Enchantress has Flee 9

Defeating the Enchantress earns the Squire 22 Gold.



## MAGE

Offense 6, Defense 6, Life 6, Magick 6

The Squire chooses to either ensue Battle with or attempt to befriend the Mage. If the Squire attempts to Befriend the Mage, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Mage is friendly. Otherwise, the Mage is hostile and Battle ensues.

A friendly Mage sells a Swift Spell. If the Squire chooses, the Squire spends 100 Gold and learns the Swift Spell. To use the Swift Spell, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card is less than the Squire's Magick, the Squire strikes first (do not draw a card for such) and will be +2 Flee for the Battle, plus the Creature must forfeit a number of strikes equal to the number on the card before the Creature can strike in the Battle. Otherwise, Battle ensues as normal. The Swift Spell does not work on the Mage.

Before Battle ensues with the Mage, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, the Mage strikes first (do not draw a card for such), plus the Squire will be -2 Flee for the Battle and must forfeit a number of strikes equal to the number on the card before the Squire can strike in the Battle.

Defeating the Mage earns the Squire 33 Gold.



## MAGICIAN

Offense 7, Defense 7, Life 7, Magick 7

The Squire chooses to either ensue Battle with or attempt to befriend the Magician. If the Squire attempts to befriend the Magician, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Magician is friendly. Otherwise, the Magician is hostile and Battle ensues.

A friendly Magician offers an ESP Spell. If the Squire chooses, the Squire spends 100 Gold and learns the ESP Spell. To use the ESP Spell, the Squire draws a card from the 40 card deck before encountering a Creature. If the number on the card is less than the Squire's Magick, the Squire draws a card to encounter a Creature (See Ye Castle) and must encounter that Creature instead. Otherwise, the Creature is encountered as normal.

Before Battle ensues with the Magician, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, Battle does not ensue and the Squire will be -1 to all Statistics except Life next turn.

Defeating the Magician earns the Squire 24 Gold.



## CONJUROR

Offense 8, Defense 8, Life 8, Magick 8

The Squire chooses to either ensue Battle with or attempt to befriend the Conjuror. If the Squire attempts to befriend the Conjuror, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Conjuror is friendly. Otherwise, the Conjuror is hostile and Battle ensues.

A friendly Conjuror teaches a Conjure Spell. If the Squire chooses, the Squire spends 150 Gold and learns the Conjure Spell. To use the Conjure Spell, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card is greater than or equal to the Squire's Magick, Battle ensues as normal. Otherwise, draw a card to encounter a Creature (See Ye Castle). The Creature will Battle in place of the Squire for the Battle, then the Creature leaves. If the Creature is defeated, the Squire takes the place of the Creature for the rest of the Battle.

If the Conjuror is defeated, draw a card to encounter a Creature. The Creature is hostile and Battle ensues.

Defeating the Conjuror earns the Squire 55 Gold.





## WIZARD

Offense 9, Defense 9, Life 9, Magick 9

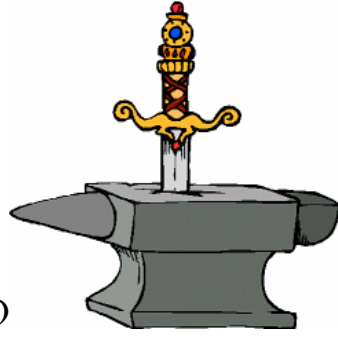
The Squire chooses to either ensue Battle with or attempt to befriend the Wizard. If the Squire attempts to Befriend the Wizard, draw a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Wizard is friendly. Otherwise, the Wizard is hostile and Battle ensues.

A friendly Wizard sells a Fireball Scroll. If the Squire chooses, the Squire spends 200 Gold and gets the Fireball Scroll. To use the Fireball Scroll, the Squire draws a card from the 40 card deck before a Battle ensues. If the number on the card is greater than or equal to the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 40 card deck. If the number on the card is greater than the Creature's Magick, draw a card from the 40 card deck. The Creature loses an amount of Life equal to the number on the card. Otherwise, Battle ensues as normal.

Before Battle ensues with the Wizard, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 40 card deck. The Squire loses an amount of Life equal to the number on the card.

Defeating the Wizard earns the Squire 66 Gold.





## MAGICK SWORD

The Magick Sword does not have any Statistics.

The Magick Sword can only be encountered through exploring the Castle (See Ye Castle). Draw a card to encounter a Creature if the Magick Sword is encountered due to anything other than the Squire drawing a card to encounter at the start of the Squire's turn. The Creature is encountered instead of the Magick Sword.

To get the Magick Sword, the Squire must draw a card from the 40 card deck. If the number on the card is greater than the Squire's Offense, the Magick Sword disappears. Otherwise, draw a card from the 40 card deck. If the number on the card is greater than the Squire's Defense, the Magick Sword disappears.

Otherwise, draw a card from the 40 card deck. If the number on the card is greater than the Squire's Life, the Magick Sword disappears. Otherwise, draw a card from the 40 card deck. If the number on the card is greater than the Squire's Magick, the Magick Sword disappears. Otherwise, the Squire draws the Magick Sword and can Battle the Monster should a way out of the Castle be found. If the Squire has the Magick Sword and encounters the Magick Sword again, nothing happens.



## YE MONSTER

If the Squire leaves the Castle, the Monster will be found rampaging the countryside. If the Squire does not have the Magick Sword, the Monster devours the Squire and the adventure ends. If the Squire has the Magick Sword, the Squire Battles the Monster. Draw a card from the 12 card deck, using the following table for the Monster:

Black King = Dragon

Red King = Fire Drake

Black Queen = Loch Monster

Red Queen = Hydrae

Black Jack = Jabberwocky

Red Jack = Toad Prince

The Squire cannot flee when in Battle with the Monster.

The Squire can only use the Magick Sword to strike the Monster in the Battle. The Poison Blade, the Toad Spell, and the Enchant Spell do not work on the Monster.

Defeating the Monster saves the Kingdom. The Squire may then travel to a new Castle to aid a new King. If so, the Magick Sword disappears and a new game begins with the same Squire.



## DRAGON

Offense 10, Defense 10, Life 10, Magick 10

Before Battle, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, the Squire loses half their Life (round up).

If the Dragon is striking in Battle, draw a card from the 12 card deck. If the card is not a black King, the Dragon strikes as normal. If the card is a black King, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the strike is forfeit. Otherwise, the Squire loses half their Life (round up).

If the Dragon strikes in Battle and hits, draw a card from the 12 card deck. If the card is a King, the Squire loses 3 Life. If the card is a Queen, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

If the Dragon is struck at in Battle, draw a card from the 12 card deck. If the card is a Black King, the strike is forfeit. Otherwise, the Squire strikes as normal.

If the Dragon is struck at in Battle and is hit with the Magick Sword, draw a card from the 12 card deck. If the card is a King, the Dragon does not lose Life from the strike. If the card is a Queen, the Dragon loses 1 Life from the strike. Otherwise, the Dragon loses Life from the strike as normal.



## FIRE DRAKE

Offense 10, Defense 10, Life 10, Magick 9

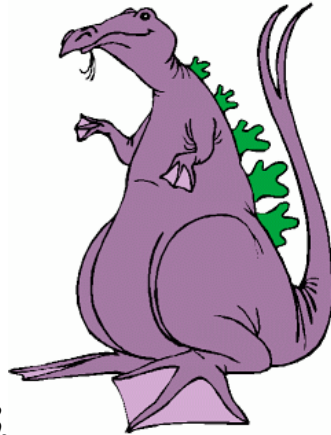
Before Battle ensues, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 40 card deck. The Squire loses an amount of Life equal to the number on the card.

If the Fire Drake is striking in Battle, draw a card from the 12 card deck. If the card is not a red King, the Fire Drake strikes as normal. If the card is a red King, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the strike is forfeit. Otherwise, draw a card from the 40 card deck. The Squire loses an amount of Life equal to the number on the card.

If the Fire Drake strikes in Battle and hits, draw a card from the 12 card deck. If the card is a red King, the Squire loses 3 Life. If the card is a red Queen, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

If the Fire Drake is struck at in Battle and is hit with the Magick Sword, draw a card from the 12 card deck. If the card is a red King, the Fire Drake does not lose Life from the strike. If the card is a red Queen, the Fire Drake loses 1 Life from the strike. Otherwise, the Fire Drake loses Life from the strike as normal.

The Fireball Scroll does not work on the Fire Drake.



## LOCH MONSTER

Offense 10, Defense 9, Life 10, Magick 10

Before Battle ensues, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 12 card deck. If the card is a black Queen, the Squire perishes. Otherwise, Battle ensues as normal.

If the Loch Monster is striking in Battle, draw a card from the 12 card deck. If the card is not a black Queen, the Loch Monster strikes as normal. If the card is a black Queen, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the strike is forfeit. Otherwise, draw a card from the 12 card deck. If the card is a black Queen, the Squire perishes. Otherwise, the strike is forfeit.

If the Loch Monster strikes in Battle and hits, draw a card from the 12 card deck. If the card is a black Queen, the Squire perishes. Otherwise, the Squire loses 1 Life as normal.

If the Loch Monster is struck at in Battle, draw a card from the 12 card deck. If the card is a Black Queen, the strike is forfeit. Otherwise, the Squire strikes as normal.



## HYDRAE

Offense 9, Defense 10, Life 10, Magick 10

Before Battle ensues, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 12 card deck. If the card is a red Queen, the Squire loses 4 Life. Otherwise, the Squire loses 2 Life.

If the Hydrae has 8 or less Life and is striking in Battle, draw a card from the 12 card deck instead of the Hydrae striking. If the card is a Queen, the Hydrae heals back 2 Life and the strike is forfeit. Otherwise, the Hydrae strikes as normal.

If the Hydrae is defeated, draw a card from the 12 card deck. If the card is a red Queen, the Hydrae is not defeated and the Hydrae's Life becomes 2. Otherwise, the Hydrae is defeated as normal.

If the Hydrae strikes in Battle and hits, draw a card from the 12 card deck. If the card is a red, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

If the Hydrae is struck at in Battle and is hit with the Magick Sword, draw a card from the 12 card deck. If the card is a Red Queen, the Hydrae does not lose Life from the strike. Otherwise, the Hydrae loses Life from the strike as normal.





## JABBERWOCKY

Offense 10, Defense 10, Life 9, Magick 10

Before Battle ensues, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, draw a card from the 12 card deck. If the card is a black Jack, the Squire loses 6 Life. If the card is a black Queen, the Squire loses 5 Life. If the card is a black King, the Squire loses 4 Life. If the card is a red Jack, the Squire loses 3 Life. If the card is a red Queen, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life.

If the Jabberwocky strikes in Battle and hits, draw a card from the 12 card deck. If the card is a black Jack, the Squire loses 6 Life. If the card is a black Queen, the Squire loses 5 Life. If the card is a black King, the Squire loses 4 Life. If the card is a red Jack, the Squire loses 3 Life. If the card is a red Queen, the Squire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

If the Jabberwocky is struck at in Battle and is hit with the Magick Sword, draw a card from the 12 card deck. If the card is a black Jack, the Jabberwocky does not lose Life from the strike. Otherwise, the Jabberwocky loses Life from the strike as normal.



## TOAD PRINCE

Offense 11, Defense 11, Life 11, Magick 11

Before Battle ensues, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battle ensues as normal. Otherwise, the Squire will have the same Statistics as a Toad for the Battle (See Toad).

If the Toad Prince is striking in Battle and the Squire does not have the same Statistics as a Toad, draw a card from the 12 card deck. If the card is not a red Jack, the Toad Prince strikes as normal. If the card is a red Jack, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the strike is forfeit. Otherwise, the Squire will have the same Statistics as a Toad for the rest of the Battle.

If the Squire is striking at the Toad Prince, the Squire may choose to strike at the Toad Prince's Crown. If so, strike as normal. If the strike hits, the Toad Prince will be -1 to all Statistics. Once the Toad Prince's Crown is struck, the Squire cannot choose to strike at it again.

If the Toad Prince strikes in Battle and hits, draw a card from the 12 card deck. If the card is a red Jack, the Squire will have the same Statistics as a Toad for the rest of the Battle. Otherwise, the Squire loses 1 Life as normal.

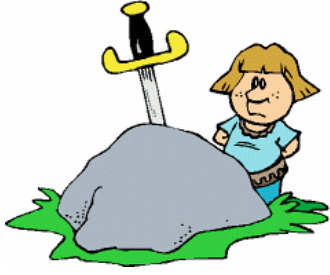
## YE CREDITS



Squire Solitaire RPG was written, created, and designed by Errin Famiglia. The rules for using two card decks is part of the Dice Decks system which uses a deck of poker cards to simulate the rolling of a 4-sided, 6-sided, 8-sided, 10-sided, 12-sided, and 20-sided die. In the case of this game, a 4-sided die, a 6-sided die, a 10-sided die, and a 12-sided die were simulated for all gameplay. The Dice Decks system was created by Errin Famiglia.

*All art appears as a free courtesy of [www.hasslefreeclipart.com](http://www.hasslefreeclipart.com)*





## SQUIRE CHARACTER SHEET

Offense:

Defense:

Life:

Flee:

Befriend:

Magick:

Gold:

Spells:

Items:

# CASTLE TABLE

1 of Hearts = Sentry  
2 of Hearts = Advisor  
3 of Hearts = Executioner  
4 of Hearts = Soldier  
5 of Hearts = Brigand  
6 of Hearts = Militiaman  
7 of Hearts = Guard  
8 of Hearts = Captain  
9 of Hearts = Squire  
10 of Hearts = Rogue

1 of Diamonds = Swordsman  
2 of Diamonds = Peasant  
3 of Diamonds = Lord  
4 of Diamonds = Lady  
5 of Diamonds = Damsel  
6 of Diamonds = Maiden  
7 of Diamonds = Monk  
8 of Diamonds = Goblin  
9 of Diamonds = Orc  
10 of Diamonds = Ogre

1 of Clubs = Troll  
2 of Clubs = Giant  
3 of Clubs = Hound  
4 of Clubs = Lizard  
5 of Clubs = Serpent  
6 of Clubs = Spider  
7 of Clubs = Winged Steed  
8 of Clubs = Moat Monster  
9 of Clubs = Druid  
10 of Clubs = Bard

1 of Spades = Sorcerer  
2 of Spades = Warlock  
3 of Spades = Toad  
4 of Spades = Gnome  
5 of Spades = Enchantress  
6 of Spades = Mage  
7 of Spades = Magician  
8 of Spades = Conjuror  
9 of Spades = Wizard  
10 of Spades = Magick Sword

