## §QUIRE


§OLITAARE REOG

## INTIRODOCTION



The King called for the aid of ald those who would help in the diree situration. The Castle was under siege, a Monster revaged the countryside, and wicked Creatriees had breached the Castle walls. Among mapy, a young Sđuire came to the King's aid...

Squire solitaire $R_{6}$ PG is a simple roleplaying gampe played solo by one player using only a regular deck of poker cards, a pencilb (or per), abd some paper. In the game, the player plays the role of a Scuire on a quest to sxve a fantastical Kingidom from a deadlay and powerful Monster.

In order to play the game, the player must first divide the 52 card poker deck into two decks: 40 card deck consistirg of alb cards 1 through 10 (ace equals 1) and a 12 card deck consisting of all face cards (Jack, (Queer, King). These two decks will be deawn from to simulate alb gameplay. After a card is drawn and booked 2t, the card is immediately peturned to it's respective deck, ther that deek is shuffled. Never draw from a deck with less tham it's full amornt of cards. Never draw more than one card at a time.

## ขE §QUIRE ${ }^{3}$

The Squire is a young knight in service of the King.
The Squire has six statistics: Offerse, Deferse, Life, Elee, Befriend, apd Maggiek.

Offerse is used to strike in Battoe. Draw a card from the 40 card deck. The number on the card will be the number of the Squire's begibning Offerse.

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

Life is used to suroive damage. Draw a card from the 40 card deck. The number on the card will be the number of the squire's begipning Life.

Elee is used to escape Battle. Draw a card from the 40 card deck. The number on the card will be the number of the equire's beginning llee.

Befriend is used to get friemdly 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 equire's beginning Befriend.

Magick is used to resist or cast §pells, or to resist special attacks. Draw a card from the 40 card deck. The number on the caed wild be the number of the equire's begirning Magick.


Wher the equire encounters hostile Creatures or a Monster, Battle ersues. 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 strikees first in the Battue. If the card drawn is a black card, the Creature or Monster strilees first in the Battle

Wher a Squire, Creature, or Monster strikes, draw a card from the 40 card deck, adding the number on the card to their Offerse. Ther drew a card from the 40 card deck, adding the number on the card to the Deferse of the Squire, Creature, or Monster being struck at. If the Offerse + first card number is greater than the Deferse + second card number, the stroike hits. Otherwise, the strilke misses.

If the strike hits the Squire or Creatrue, the Squire or Creatree boses 1 Liffe. 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 Cerature'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, deaw a card from the 12 card deck. If the card is a King, the Monster boses 3 Life. If the card is a Queen, the Monster boses 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 Mobster is defeated and the Squire saves the King dom.

Instead of striking in Battle, the squire may attempt to flee from Battle To do so, drew a cerd from the 40 card deck. If the number on the card is less than the equire's llee, the squire flees from the Battle and the Battle ebds. Otherwise, the Battle continues and the equire's strike is forfeit (treat as a miss).

Mfter a strike is made (whether ith hits, misses, or is forfeit), the bext strife is made by the squire, Creature, or Monster struck at. This is continued until eithee the squire, Creature, or Monster in the Battle has their life reduced to zero or less, or it the Squire or Creature flees from Battles. As soon as the Battle ends, the Squire's Liffe returps to it's fulb amount if the Squire lost apy Loife in the Battle and did not perish.



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

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

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


The squire must explore the Castle in order to find the Magicke sword needed to slay the Monster. Once the Margick Sword is found and drawn by the equire, the equire 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 Cestle by drawing a card from the 40 card deck, using the following table to get the Creatrie excountered 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 $=$ Loed |
| 4 of flearts = Soldier | 4 of Diamonds $=$ Lady |
| 5 of Hearts $=$ Brigand | 5 of Diamonds $=$ Damse ${ }^{\text {c }}$ |
| 6 of Hearts $=$ Milatitama | 6 of Diamonds $=$ Maider |
| 7 of Hearts = Guard | 7 of Diamonds $=\mathrm{Monk}$ |
| 8 of Hearts $=$ Captails | 8 of Diamonds $=$ Goblin |
| 9 of Hearts = ¢quire | 9 of Diamonds = Ore |
| 10 of flearts = Rogue | 10 of Diamonds $=$ Ogre |




## SENTRy



Offerse 8, Deferse 8, Life 8, Magifick 8
The Squire chooses to either emsue Battle with or attempt to befriend the Sertry. If the Squire attempts to befriend the Sentry, draw a card from the 40 card deck. If the number on the card is bess than the Sequire's Befriend, the Sentry is friendly. Otherwise, the eentry is hostille and Battule ersues.
$\mathcal{A}$ friendly Sertry wilb show the Squire the way out of the Castles. If the squire sperds 120 Gold, the squire can leqve thee Castle This is the only way out the eentry offers, as defeating the Sertry in Battle will not allow the Squire to leave the Castle.

If the Sertry 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 earas the Squire 12 Cobld.

## $\mathcal{A D V I S O R}$.



Offerse 5゙, Defense 5゙, Life 50, Maģiek 7
The Squire chooses to eithaer ensue Battle with or attempt to befriend the $\mathfrak{H d v i s o r}$. If the Squire attempts to befriend the $\mathcal{A d v i s o r}$, draw a card from the 40 card deck. If the number on the eqed is less than the equire's Befriend, the $\mathcal{A}$ doisor is friendly. Otherwise, the $\mathcal{H}$ dvisor is hostile.
$\mathcal{A}$ friendly $\mathcal{A l d v i f o r}$ may allow a meeting with the King if the Squire spends 15 Gobl. If so, drew 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 (Queer, the spent Gold is returned to the equire. Otherwise, nothing hoppens.
$\mathcal{A}$ hostile $\mathcal{A d v i s o r}$ reacts the following way: Draw a card from the 13 card deck. If the card is a King, the Hdvisor calls in a hostile Cqptain to Battue the Squire (See Cqpain). If the card is a Queer, the $\mathcal{A d v i s o r}$ calls in a hostile Guard to Battbe the Squire (See Guard). Otherwise, the $\mathcal{A}$ (visor calls in a hostaile soldiler to Battoe the squire (eee soldiee).

If the $\mathcal{H d v i s o r}$ is in Battle, he wille attempt to flee instead of striking the Squire. The Advisor has Elee 7.
Defeating the $\mathcal{H}$ dvisor earns the Squire sf gold.

## EXECOTIONER



Offerse 8, Defense 8, Life 8, Magick 4
The Squire chooses to either ersue Battue with or attempt to befriend the Executioner. If the equire attempts to befriend the Executioner, drew a card from the 40 card deck. If the number on the card is less tharn the Sequire's Befriend, the Executionere is friendly. Otherwise, the Executioner is hostile and Battle ersues. A friendly Executioner wilb chabenge the squire to a giame of Executionere's Axe if the squire has apy 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 spert Gold. Otherwise, the squire earas an amount of Gold equal to twice the amount of Gold spent.
Wher the Executioner strikes in Battue and hits, draw a card from the 40 card deck. If the cres is a black 1 , the equire perishes. If the card is a red 1, the equire loses 2 Liffe. Otherwise, the Squire loses 1 Loffe gs normal.
Defeating the Exceutioner earns the squire 10 gold.
§OLDIER


Offerse G, Deferse G, Life G, Magitck G
The £quire chooses to either ersue Battle with or atteppot to befriend the eobdier. The equire atterppts to befriend the eobdier, draw a card from the 40 card deck. If the number on the card is Less than the equire's Befriend, the £obdier is friendly. Otherwise, the eobdier is hostile and Battbe ebsues.
$\mathcal{A}$ frieradly £obdier wibl offer conscription to the equire. If the §quire chooses, drew a card from the 12 card deck. If the card is a Heart, the squire Battles a hostile Peasabt (eee Peasant). If the card is a Díar ond, the equire Battles a hostilee Millitian ar (®ee Millitiaman). If the card is a Clurb, the equire Battles a hostile Brigara (eee Brigiand). Otherwise, the equire Battles a hostilee @oldier. If the creature is defeated, the equire earns G Gobd in addition to the Gold earned from the defeated creature.

If the eoldier is 1 Life in Battle abd it is his turb to strikee, draw a card from the 12 card deck. If the card is a eack, the eobdier wibl attempt to flee Ímstead of striking . Otherwise, the eobdier wilb strike. The eobdier has Elee G.

Defeating the eotdier earns the equire 6 Gobld

## BRIGGUND



Offerse G, Defense 5, Life G, Maggiek 5
The Squire chooses to either ensue Battle with or attempt to befriend the Briegand. If the squire attempts to befriend the Brigand, draw a card from the 40 card deck. If the number on the cerd is less than the equire's Befriend, the Brigand is friemdly. Otherwise, the Briggand is hostile and Battue ensues it the Squire does not sperd 5 Gold.
$\mathcal{A}$ friendly Brigand will hire out to the equire. If the equire chooses, the Sequire spends 5 coold and the Brigand willo Battle the Squire's next BattLe in place of the equire. If a Brigand is defeated in such a Battue, the squire takes the place of the Brigand for the rest of that Battle . Once the Brifgand Battles in place of the Squire, the Brigand is no bonger duty bound to the Squire and therefore leqves. The equire does not get apy Gold from a Creature defeated by the Brigand in such a Battle
If the Briggand is 20 or less Liffe in Battle and it is his ture to strike, drew a card from the 12 cared deck. If the card is red, the Brigand witb attempt to flee instead of striking. Otherwise, the Brigand wilb strike. The Brigand has Elee 6 .
Defeating the Brigend earns the equire 5 Gold.

## MILITLIMM\&N

Offerse 5́, Defense 5, Life 5, Magick 5
The Scuire chooses to either ersue Battle with or attempt to befriend the Moilotionman. If the Squire attempts to befriend the Mutationman, draw a card from the 40 card deck. If the number on the card is less than the Squile's Befriend, the Moilatiaman is friendla. Otherwise, the Mailotitaman is hostile and Battle emsues. $\mathcal{A}$ friendly Moilitiaman woild offer enlistment to the squire. If the Squire chooses, the equire wild be offerse 5, Defebse 5, or Life 5 for the Squire's next Battle. The Squire chooses which Statistic wilb be replaced for the Battle before the Battle starts, apd may choose up to ald three of the Statistics to replace.
If the Milatiarman is 2 or less Laife in Battle abd it is his turb to streike, draw a card from the 12 card deck. If the cared is a Jack, the Millititaman wild attempt to flee instead of striking. Otherwise, the TMilltitaman wild streike. The Mailititm
If the Millitiaman is defeated, drow a cord from the 12 card deck. If the cared is a King, a hostille Milatilaman pppears to Battole the Squire. Otherwise, the Millitignan is defeated as normal.
Defeating the Milatiaman earns the equire I Gold per Moilitiam ${ }^{2}$ an defeated.


Offerse G, Defense 8, Life G, Magick 6
The Scuire chooses to either ersue Battle with or attempot to befriend the Gerard. If the Squire attempts to befriend the Gured, drew a card from the 40 card deck. If the number on the card is Less tham the Squire's Befriend, the Gured is friendly. Otherwise, the Gerare is hostile and Battle emsues.
$\mathcal{A}$ friendly Gured may be bribed by the equire. If the equire spends 3 Gold, the Squire will artomatically succeed at fleeeing from Battle the next time the Squire attempts to flee from a Battle with a Guacd.

If the Gerare is 1 Life in Battle and it is his truen to strike, deaw a card from the 12 card deck. If the card is a red dack, the Gerard wild attempt to flee instead of strilking. Otherwise, the Gured will strifke. The Gured has llee 6.
If the cerard is defeated, draw a card from the 12 card deck. If the card is a black King, a hostile Gerasd apperas to Battle the Squire. Otherwise, the cerred is defeated as normal.
Defeating the Gurard earns the Squire 6 Gold per Gurad defeated.


Offarse 8, Deforse 8, Life 8, Magick G
The squire chooses to either ebsue Battle with or attempt to befriend the Captain. If the equire 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 Befriemd, the Captain is friemdly. Otherwise, the Captain is hostile and Battle easues.
$\mathcal{A}$ frierdly Captain may assign a Cerard to the equire. If the Squire sperds 6 Gold, a Guard wilb Battle in place of the Squire for the Squire's next Battbe (eee Guard). If a Gerard is defeated in such a Battoe, the squire takes the place of the Gured for the rest of that Battle. Once the Gerard Battoes in place of the Squire, the Cgurd leaves, taking all Gold from Creatrres defeated.

If the Cqutain is 2 or less Life in Battole and it is his truen to strifere, draw a card from the 12 card deck. If the card is a red erek, the Captain will attempt to flee instead of stoiking. Otherwise, the Cqptair wilb strike. The Cqptain has Elee 6.

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

Defeating the Captain earns the squire 8 Gold.

## §QUIRE



Offerse ?, Deferse ?, Life ?, Maggick ?
For the Statistice of the squire, drew cards as though creating a §quire character, including the Squire's Elee and Befriend (See Ye தєuire).

Your Squire chooses to either ensue Battle with or attempt to befriend the squire. If your Squire attempts to befriend the SGuire, draw a card from the 40 card deek. If the number on the card is less thap your Squire's Befriend, the equire is friendly. Otherwise, the squire is hostile and Battle ebsues.
$\mathcal{A}$ friendly Squire may permanattly peplace your equire if your Scuire so chooses. If so, your new equire has the same Statistics as the squire, but has no spellss, Items, or Gold to start with.
If the squire is 1 Life in Battle and it is his trien to strike, depw a card from the 12 crasd deck. If the card is red, the Squire will attempt to flee instead of striking. Otherwise, the equire will streike.
Defeating the Squire earns your squire 2 Gold.

## BOGOE



Offerse 4, Deferse 6, Life 5̌, Magick 6
The Squire chooses to either ensue Battle with or attempt to befriend the Rogue. If the equire attempts to befriend the Rogue, drew 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 Rogre is hostille apd Battle easues it the squire does not spend 4 gold.

Battle ensues with a friendly Bogue if the Squire does not spend 2 Cgobld. If the squire spends the 2 gold, the Bogre wilb teach the equire a dirty trick so as to be eithree +1 Offerse, +1 Defense, or +1 Elee for the equire's next Battle. The equire chooses which one statistic to raise before the Battle begins.
If the Rogre is hostile, drew a card from the 12 card deck. If the card is a King, the Rogre is +1 Offerse. If the card is a Queer, the Rogue is +1 Deferse. Otherwise, the Rogue is +1 Elee.

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 Rogre wilb attempt to flee instead of striking. Otherwise, the Rogre wild strike. The Rogue has Elee 7.
Defeating the Rogre erras the equire 4 Gold.


Offerse 4, Deferse 4, Lîfe 5, Maggick 5
Drew a card from the 12 card deck. If the card is a spade +4 to the Offerse and Deferse of the swordsman. If the card is a clur +3 to the Offerse and Deferse 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 ersue Battle with or attempt to befriend the swordsman. If the squire attempts to befriend the Swordsman, drew a card from the 40 card deck. If the number on the card is Less thar the equire's Befrierad, the swordsman is friendly. Otherwise, the swordsman is hostile and Battle ensues.
$\mathcal{A}$ friendly Swordsman chablenges the squire to a dueb it the Squire has apy Gold. If the equire chooses, the equire spends from 1 to 10 Gold ther Battle ensucs. If the Squire or Swordsman is reduced to 1 Loffe in the Bettbe, the BattJe ends. If the Swordsman was reduced to 1 Life ir the Battoe, the Squire earbs ar amornt of gold equal to twice the amornt of Gold spent. Otherwise, the sequre loses alb spert cold.

Defeating the Swordsman earns the Squire 7 Gold.

## PEASAMNT



Offerse 3, Defense 3, Life 3, Magick a
Draw a card from the 12 card deck. If the card is a King +1 to the Offerse of the Peasant. If the cered is a Queer, +1 to the Deferse of the Peasant. Otherwise, +1 to the Life of the Peasant.
The squire chooses to either ensue Battle withe 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. $\mathcal{A}$ friendly Deasant begs for Gold from the Squire. The equire must sperd 1 Gold if the squire has aby Gold.

If the Deasant is 1 Liffe in Bettole and it is his trieb to strike, deaw a card from the 12 card deck. If the card is a Jack or a (2ueer, 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, drow a card from the 12 cared deck. If the card is a King or a Queer, a hostille Peasant appears to Battle the equire. Otherwise, the Deasant is defeated as normal. Defeating the Peasant earns the equire 1 Gold per Peasant defeated.

## LORD ${ }^{D}$



Offarse 8, Deferse 8, Life 8, Magitck 8
Draw a card from the 12 card deck. If the card is a Spade, +1 to the Offerse of the Lord. If the card is a Cluro, +1 to the Deferse of the Lord. If the card is a Diamond, +1 to the Life of the Lord. Otherwise, +1 to the Magicte of the Lord.

The squire chooses to either ebsue Battle with or attempt to befrichd the Lord. If the equire attempts to befriend the Lord, drow a card from the 40 card dects. If the number on the card is Less than or equal to the equire's Befriend, the Lord is frierdly. Otherwise, the eentry is hostile ard Battle emsues.
$\mathcal{A}$ frierdlay Lord bequeathes Gobd to the equire. Draw a card from the 40 card deck. The equire earns an amount of Gold equat to the number on the card. Double the amount of Gold earbed 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 Kingi, a hostilde Coptain appocars to Battle the £quire ( (eee Cqptair). If the card is a red King , a hostilde Gurard appears to battle the equire (ङee Guard). Otherwise, the Lord is defeated as normal.

Defeating the Lord earns the equire 10 Gobd.

## Latdy



Offerse 1, Deferse 1, Life 2, Magick 4
The squire chooses to eithere ensue Battle with or attempt to befriend the Lady. If the equire attempts to befriend the Lagdy, drew a card from the 40 card deck. If the number on the card is less thar or equal to the Squiree's Befriend, the Lady is friendly. Otherwise, the Lady is hostile.
$\mathcal{H}$ frie.adly Lady bequeathes ab endowment. The equire earns 10 Gold which may only be spent to inprove statistices.
$\mathcal{A}$ hostile Lady reacts the following way: Draw a card from the 12 card deck. If the card is a King, the Lady calds in a hostitle Lood to Battole the Squire (see Lord). If the card is a Qureer, the Lady calds in a hostille Cqptair to Battoe the Squire (eee Cqpain)).
Otherwise, the Lady calls in a hostile Geraed to Battle the equire (See Gerard).
If the Lady is in Battle, she will attempt to flee instead of striking the equire. The Lady has Elee 8.
Defeating a Lady earas the squire 10 Gold.

## DHMSEL.



Offerse 2, Deferse 2, Loffe 2, Magitck 4
The equire chooses to either ersue Battue with or attempot 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 Befriemd, the Damsel is friemdly. Otherwise, the Damsel is hostile.
$\mathcal{A}$ friendly Damsel may be in distress. Draw a card from the 12 card deck. If the card is a King, at Ore qppears to Battlee the Squire (fee Ore). If the card is a (Queer, a Goblin qppears to Battle the Squire (See Goblin). Otherwise, the Damsel grants the Squire a reward for safe passage. The Squire earns 5 gobl.
A hostile Damsel is definitely in distress. Draw a card from the 12 card deck. If the card is a King, a citant appears to Battle the Squire (See giant). If the card is a (Queen, a Trolb appears to Battle the Squire (See Trobl). Otherwise, an Ogre apperes to Battle the Squire (®ee Ogre).
If the Damseb is in Battue, she woild attempt to flee instead of striking the squire. The Damsel has Elee 8.
Defeating the Damsel earns the squire 5 gold.

## TMAIIDEN



Offerse 2, Deferse 2, Liffe 4, Maggiek 8
The Squire chooses to either ersue Battle with or attempot to befriend the Maiden. If the Squire attempts to befriend the Maider, 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 Maider is friendly. Otherwise, the Maiden is hostile.
$\mathcal{A}$ friendly Maider grants a gift. Draw a card from the 12 card deck. If the care is a Jack or (2ueen, the Squire earas 4 Gold. Otherwise, a friendly Winged Steed appears (see Wibged Steed). The equire may not ensue Battle withe the Winged Steed. The Squire's Magick wild be +1 for being granted a ride this turn. A hostile Maider may cald 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 Maider is in Battle, she willd attempt to flee instead of striking the Squire. The Maiden has Elee 8.
Deferting the Maider earns the equire 8 gold.


Offerse 4, Deferse 4, Life G, Maggiek 6
The Squire chooses to eithare ensue Battle with, or attempt to befriend the Monk. If the squire attempts to befriend the Monk, draw a cared from the 40 card deck. If the number on the card is Less than or equal to the squire's Befriend, the Monk is friemdla. Otherwise, the Monk is hostile.
A friendly Monk will share secret wisdon for a smald donation. If the Squire sperds 1 Gold, draw a card from the 12 crard deck. If the card is a red King, the equire can levve the Castle. If the card is a red Queen, the equire will add their Deferse to their Offerse next time striking in Battole. If the card is a red Jack, the equire wild add their Offense to their Deferse next time being struck at in Battle. Otherwise, the equire wilb be +1 Magicick next turn.
A hostile Monk may attack. Drew a cerd from the 12 card deek. If the card is black, Battle ensures. Otherwise, the Monk flees.

In Battole, a Monk adds their (Offerse to their Defense wher being struck at, apd adds their Deferse to their Offerse wher strieking, unless the Monk's Life is 20 or less.
Defeating the Monk earas the squire 4 Gold.

GOBLIN


Offerse 4, Deferse 4, Liffe 4, Maggick 4
The Goblins is hostile. Battle ensucs.
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. Eithere way, Battle ersues. The Goblin King is Offerse 8, Deferse 8, Life G, and Magick 6. If the Goblin King is defeated, drew a card from the 12 card deck. If the card is a King, a Goblin pppears to Battle the Squire. Otherwise, the Goblin King is defeated as normal.

If the Goblin is 20 or less Life in Pattle and it is it's turn to streike, drew a card from the 12 card deck. If the card is red, the Goblin wilb attempt to flee instead of strikinges. Otherwise, the Goblin wild strike. The Goblin has Elee 4.

If the Goblin is defeated, drew a card from the 12 card deck. If the card is a Spade, Clum, or Diamond, a Goblin qppears to Battoc the equire. 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.


Offerse 5, Deferse 5́, Life 5., Magick 5
The ore is hostille. Battle ensucs.
Draw a card from the 12 card deck. If the card is the King of Spades, the Ore is replaced by the Ore Gereral. Otherwise, the Ore stays. Either way, Battle ensues. The Ore Generel is Offerse 9. Defense 9, Life 7, and Magick 7. If the Ore Gereral is defeated, draw a card from the 12 card deck. If the card is a King, ab Ore appears to Battle the equire. Otherwise, the Ore Gereral is defeated as normal.

If the Ore stays, draw a card from the 12 card deck. If the card is a King, +1 to the Offerse of the Ore. If the card is a Queen, +1 to the Deferse of the Ore. Otherwise, +1 to the Life of the Ore.

If the Ore is 2 or less Life in Battae and it is it's turp to strike, draw a card from the 12 card deck. If the card is a Jack, the ore will attempt to flee instead of striking. Otherwise, the Ore wild strike. The Ore has Elee 5.
If the Ore is defeated, draw a card from the 12 card deck. If the card is black, at Ore appears to Battle the Squire. Otherwise, the Ore is defeated as normal.
Defeating the Ore earns the equire 4 Gold per Ore defeated. Defeating the Ore Gereral in Battle earbs the Squire 40 Gold plus 4 gold per Ore defeated.


Offerse 7, Defense 7, Life 7, Maggick 7
The Ogre is hostile. Battle ensucs.
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. Eithere way, Battle ensues. The Ogre Magit is Offerse 7, Defense 7, Life 7, and Magick 8. Instead of the Ogre Magit striking in a Battle, draw a card from the 12 card decte. If the card is red, the Ogre Magil strifecs. Otherwise, the Ogre Magit attempts to cast a growth speebl. Draw 1 card from the 40 card deck. If the card is less than the Ogre Magit Magick, the Ogre Magit wild be +2 Offerse, +2 Deferse, and +2 Life for the rest of the Battle. Otherwise, the Ogre Magils strike is forfeit. Once the growth spetb is cast in a Battole, do not draw a card instead of the Ogre Magi striking

The equire is -1 llee when in Battue with the Ogre. The equire Is -2 Elee when in Battle with the Ogre Magit

Defeating the Ogre earas the Squire 15 Gold. Defeating the Ogre Magit earns the squire 30 Gold. The Squire may instead forfert the 30 gold to learn the Growth speld. Io use the growth Spelb, the equire draws a card from the 40 card deck before a Bettle ensues. If the number on the cared is less than the squiree's Magicke, the equire will be +2 Offerse, +2 Defense, and +2 Life for the Battle. Otherwise, Battle ersues as normal.


Offerse 8, Deferse 8, Life 8, Magitek 8
The Trolb is hostile. Battole ebsues.
The Squire is -1 Elee wher in Battle withe the Trobl
If the Troob has bess tham 8 Life and is strikking in Battoe, draw a card from the 12 card deck instead of the Trobl striking. If the card is a King, the Troll heals back 1 Life and the strike is forfeit. Otherwise, the Trobll strikes as normal.

If the Trobl is defeated, draw a card from the 12 card deck. If the card is a red King, the Trobl is not defeated and the Trouts Life becomes 1. Otherwise, the Tirolb is defeated as normal.
Defeating the Trobl earas the Squire 20 Gold. The Squire may forfert the 20 cobld from the Trolb to instead drew 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 Offerse in Battle If the card is a black Queen, the SGuire firds a Magick Brooch that adds +1 to the equire's Defense in Battle. If the card is a black Jack, the equire firbds a Magick Helmet that adds +1 to the equire's Life in Battole. If the card is a red King, the equire earns 15 Gold. If the card is a red (2ueer, the equire earns 10 Gobd. Otherwise, the Squire earns 5 Gobd. The Squire may only use one Magicick Roing, one Magitk Brooch, and one Magick Helmet at a time.


Offerse 9, Deferse 9, Life 9, Magick 9
The Giant is hostile. Battle ersucs.
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 Offerse 9, Defense 9, Life 9, and Magick 9. The Bis Hearted giant is friendly, but Battle may easue if the Squire chooses. If Battole does not ebsue, draw a casd from the 40 card deck. If the number on the card drawn is greater than the Squire's Befriend, the Big Hearted Giant lexves. Otherwise, the Big fearted giant wild fight in place of the equire for the Squire's next Battle. If the Big Hearted cilant is defeated in sucha Battole, the squire takes the place of the Big Hearted giant for the rest of that Battlee. Once the Big Hearted cjent Battles in place of the Squire, the Bigh Hearted Giant leaves. The Squire may ervn apy Gold from Creatures defeated by the Big Hearted Giant.
The equire is -1 lelee when in Battle with the Giant.
If the Giant or Big Hearted Giant strikes in Battle and hits, draw a cared from the 12 card deck. If the card is a King, the equire boses 2 Life. Otherwise, the equire loses 1 Life as normal.
Defeating the gitat earns the squire 40 Gold. Defeating the Bigh Hearted giant earas the Squire 50 Gold.


Offerse G, Deferse 4, Life G, Magick 4
Draw a card from the 12 card deck. If the card is a black King, the found is replaced by the Phantom Found and Battle ensues. Otherwise, the Hound stays. The Thantom Hound is Offerse $\mathfrak{G}$, Defense 4, Liffe 6, Magick 8. If the Phantom Hound is streuck at in Battle and is hith, draw a card from the 12 cred deek. If the card is black, the Phantom Hound does not lose Life from the strike. Otherwise, the Phantom found loses 1 Life as normal.
If the Hound stays, the equire chooses to eithere 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 thee number on the card is less than the Squire's Befriend, the Hound is friendly. Otherwise, the found is hostile and Battbe ensues.
$\mathcal{H}$ friendly Hound aids the squire. In the squire's next Battlee, the Scuire wilb be +1 to Offense, +1 to Life, and +1 to Elee.
The equire is -2 Clee wher in Battole with the Hound, and is -4 Elee when in Battole with the Phantom found.

Deferting the Hound earns the Squire 4 Gold. Deferting the Phantom found earas the squire 24 Gold.

## LITOABD



Offerse 7, Defense 5, Life 7, Ma\&ำた 5
The Litzard is hostíle. Battle emsucs.
Draw a card from the 12 card deck. If the card is a black dack, the Lizard is repgreed by the Thernder Lizard. Otherwise, the Lizard stays. Fither way, Battle ensucs. The Thurder Lizard is Offarse 7, Defarse 7, Life 7, and Magich 5. If the Thernder Lizard is struck at in Battle abd is hit, or strikes in Battle and hits, draw a card from the 12 card deck. If the card is black, the equire boses 1 Life if striking the Thumder Lizard, ard 2 Life if being struck by the Thunder Lizard. Otherwise, the equipe boses 1 Life if struck by the Thunder Lizard and no Life if striking the Thunder Lizard.

The £quire is -2 Elee wher in Battle with the Lizared. The Squire is -3 Flee wher in Battle with the Thurder Lizared.

If the Loizard or Thunder Lizard IS defeated, drow a Card from the 12 card deck. If the card is a red Jack, the Lotzard or Thurnder Lizard is bot defeated and It's Life becomes 1. Otherwise, the Lizard or Thurder Lizard is defeated as normal.

Defeating the Lizred earas the equire $G$ Gold. Defeating the Thunder Lizard earas the equire 36 Gobd.

## SERTOENTI



Offerse 5́, Defense 7, Life 5, Magick 7
The Serpert is hostile. Battle ensues.
Draw a card from the 40 card deck. If the card is a 1 , the Serpent is replaced by the Dlumed Serpert. Otherwise, the Serpent stays. Either way, Battle ebsues. The Plumed Serpent is Offerse 7, Deferse 9, Life 7, apd ${ }^{\circ} \mathrm{Magiof}$ 9. If the Dlumed Serpert is reduced to 2 or less Life in Battoe and it is it's turp to streike, draw a card from the 12 card deck. If the card is red, the Ploumed Serpert wild attempt to flee instead of striking. Otherwise, thee Plumed Serpent wild strike. The Plumed Serpent has Elee 9.
The Squire is -2 Elee wher in Battle with the Serpert. The Squire cannot flee when in Battle with the Plumed Serpent.
If the Serpent op plumed Serpent strikees in Pattle and hits, deaw a card from the 40 card deck. If the number on the card is less than the squire's Magiche, the equire loses 1 Lafe as normal. Otherwise, the squire boses 2 Life.
Defeating the Serpent earns the Squire 7 Gold. Defeating the Plumed Serpent carbs the Squire 46 gold. The Squire may forfeit the 46 Gold to instead find Wing Boots that allow the equile to leqve the Castle at the end of apy turp apd add +1 to the equire's Elee in Battle. The squire can only hrve one pair of Wing Boots.

## SPIDER.



Offerse 7, Defense 6, Life 7, Magick G
The £pider is hostíle. Battle ensues.
Draw a card from the 12 card deck. If the card is the Qurer of £pades, the epider is replaced by the epider Queer. Otherwise, the epider stays. Fither wry, Battle easues. The spider Qurer is Offanse 9, Defense 8, Life 9, and Magitek 8. If the £pider Qucer is defeated, draw a card from the 12 card dect. If the card IS a (2urera, a spider with +1 to alb etatistics appears to Battle the §quire. Otherwise, the £oider Qureb is defeated as normat.

Before Battle emsues with the epider or epider (Zurer, draw a card from the 40 card decte. If the bumber on the card is greater that or equal to the £quire's Magiick, the equire witb be -2 Offerse, -2 Defarse, and -3 Elee for the Battoe. Otherwise, the §氏uire wibl be -1 Elee for the Battle.

If the £pider or £oider (Queer strikes in Battle ard hits, draw a card from the 12 card deck. If the card is the (2ueer of spades, the £quire perishes. Otherwise, the equire loses 1 Life as normal.

Defeating the epider earns the equire 8 Gold. Defeating the §oider (2ucer earas the £quire 58 Gold. The §quire may forfeit the 58 Gold to instead find a Poison Blade. If the equire strikes in Battle with the Poison Blade abd hits, draw a card from the 12 card deck. If the card is the (Zueen of epades, the creature is defeated. Otherwise, the creature boses 1 Life as מormal.

## WINCGED STEED



Offerse 7, Defense 8, Liff 7, Maggick 8
The Squire chooses to either ersue Battle with or attempt to befriend the Winged Steed. If the Squire attempts to befriend the Winged steed, drew a card from the 40 card deck. If the number on the card is less than the Squire's Befriend, the Winged Steed is friemdly. Otherwise, the Winged steed is hostile.
$\mathcal{A}$ friendly Winged Steed may grant the Squire a ride. Draw a card from the 40 card deck. If the mumber on the card is less than the Squire's 'Magick, the equire can leave the Castle. Otherwise, the Winged steed flies off.
$\mathcal{A}$ hostile Wiaged Steed may attack on fly off. Draw a card from the 12 card deck. If the card is red, the Winged steed flese off. Otherwise, Battle ersues.

If the Winged steed is 4 or Less Life in Battue and it is it's turn to streike, draw a card from the 12 card deck. If the card is a fearet, the Winged steed wild attempt to flee instead of striking. Otherwise, the Wiaged steed wilb strike. The Winged steed has Elee 9 .

Defeating the Winged steed earns the sauire 18 Gold.

## MơHI MONSTER

Offerse 9, Defarse 9, Life 9, Magitck 9
The Moat Monster is hostîle. Battle emsucs.
Before Battle ensues, the equire cab choose to flee from the Moat Monster and quoid the Battle instead.

The equire cabrot flee obce in Battle with the Moat Monster.
If the Moat Monster is struck at in Battle abd is hit, draw a card from the 12 card deck. If the card is a King the Moat Monstere does not bose Life from the strike. Otherwise, the Moat Monster LOSeS 1 Life as bormal.

If the Moat Mobster strikes in Battle abd hits, draw a card from the 12 card deck. If the card is a King , the equire loses 2 Life. Otherwise, the equire boses 1 Life as bormal.

Defeating the Moat Monster earas the equire 60 Gold. The £氏uire may atternpt to leave the Castle after defoating the Moat Monster. To do so, draw a card from the 40 card decte. If the number on the card is Less than the equire's Life, the equire car Leave the Castbe. Otherwise, the equire cannot beave the Castle. If the Moat Monster is encountered agiain after being defeated, no ercounter occurs and the equire can Instead attempt to leave the Castle as per after defeating the Moat Monster.


Offerse 4, Deferse G, 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, drew a card from the 40 card deck. If the mumber on the card is Less than or equal to the equire's Befriend, the Druid is friendty. Otherwise, the Druid is hostile.
$\mathcal{A}$ frierdly Druid casts a Wellness spelt 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 Squiree's Magicke, the Squire wild be +2 Lofe in the equire's next Battle Otherwise, the equire wild be +1 Life in the equire's next Battoe.
$\mathcal{A}$ hostile Druid summons an animal giuardian. Draw a card from the 12 card deck. If the cred is a Spade, the Druid calds in a spider to Battle the Squire (eee spider). If the card is a Club, the Druid calts in a Serpert to Battle the Squire (See Serpent). If the card is a Diamond, the Druid calls in a Lizard to Battle the Squire (eee Lizaed). (Otherwise, the Druid calls in a hostile Found to Battle the §quire (®ee Нound).
Defeating the Druid earns the equire 4 Gold.

## BAB ${ }^{1}$ D



Offerse G, Deferse 4, Laffe G, Magick 8
The squire chooses to either ensue Battle with or attempt to befriend the Bard. If the equire attempts to befriend the Bard, draw a cared from the 40 card deck. If the number on the card is less than or equal to the squire's Befriend, the Bave is friendly. Otherwise, the Baed is hostile.
$\mathcal{A}$ friendly Bard sings a song of peace. Draw a card from the 12 card deck. If the card is a spade, the equire's Offerse wild be +3 next turn. If the cerd is a Club, the equire's Deferse will be +3 next turp. If the card is a Diamond, the Squire's Elee will be +3 next turp. Otherwise, the Squire's Magick wild 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 equire's Offerse wild be -3 next turp. If the card is a Club, the equire's Defense will be -3 bext turb. If the card is a Diamond, the equire's Elee wild be -3 ฉext turn. Otherwise, the Squire's 9aggick will be -3 next turn. No Statistic cen go below 1 from the song of strife.
Defeating the Bare earns the Squire 6 gold.

## §ORCEROR



Offerse G, Deferse G, Life 4, Magicek 8
The Sauire chooses to eithaer ersue Battle with or attempt to befriend the eorceror. If the squire attempts to befriend the Sorceror, draw a card from the 40 card deck. If the number on the card is less than the equire's Befriend, the eorceror is friendly. Otherwise, the sorceror is hostile and Battle ensues.
$\mathcal{A}$ friendly sorceror will selb the equire a sorcery Staff. If the Squire chooses, the squire spends 100 Gold and gets the eorcery Staff. To use the eorcery Staff, the squire draws a card from the 40 card deck when streuck ot in Battle. If the number on the card drawn is less than the Squire's 'Magick, the Creature's strike is forfeit. Otherwise, the Creatrire strikes as normal.

If the soreceror is struck at in Battoe, draw a card from the 40 card deck. If the number on the card is less than the Sorceror's Maggick, the Squire's strike is forfeit. Otherwise, the Squire strikes as bormal.

Defeating the sorceror earns the equire 25 cgold.

## WiAblock



Offerse 8, Defense 8, Liffe G, Magicto 8
The Squire chooses to either ensue Battle with or attempt to befriend the Warlock. If the equire attempts to befriend the Warlock, drew a card from the 40 card deck. If the number on the card is less thar the Squire's Befriend, the Warlock is friemdly. Otherwise, the Warlock is hostille and Battle emsues.
$\mathcal{A}$ friendly Warlock may still be hostile. Draw a card from the 12 card deck. If the card is black, Battle ersucs. Otherwise, the Warlock will sebl the equire a Wrelock Wand. If the Squire chooses, the squire sperds 100 Gold and gets the Warlock Wand. To use the Warlock Wand, the Scuire draws a card from the 40 card deck instead of strilhing in Battle. If the number on the card drawn is less than the Squire's Magicke, the Creature loses 1 Life. Otherwise, the equire's strike is forfeit.

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

Deferting the Wralock earns the Squire 35 Gobd.


Offerse 2, Deferse 2, Leffe 2, Magitek 6
The squire chooses to either ensue Battle with or attempt to befriend the toad. If the Squire attempts to befriend the Toad, drew a card from the 40 card deck. If the number on the card is less than the Surire's Befriend, the Toad is friendle. Otherwise, the Toad is hostíle and Battle ensues.
$\mathcal{H}$ friemdly Toad may teach the squire a Toad Spebl If the Squire chooses, the equire spends 100 Gold and learns the toad epell. To use the toad spebl the squire draws a card from the 40 card decte before a Battle ensues. If the number on the cered deaws is greater than or equal to the Sबuire's Magicke, the Battle ebsues as normal. Otherwise, draw a cerd from the 40 card deck. If the number on the card is greater than the Creatree's Magetk, the Creature will have the same statistices as a Toad for the Battle and campot flee. Otherwise, the Battle ensues as normal.
Before Battle ensucs 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 equire will hroe the same Statistice as a Toad for the Battle and cannot flee.

Defeating the Toad earns the equire 13 Gold.


Offerse 4, Defense 8, Life 4, Magick 8
The squire chooses to eithere ensue Battle with or attempt to befriend the grome. If the squire attempts to Befriend the Grome, dreaw a card from the 40 card deck. If the number on the capd is less than the Squire's Befriend, the Gome is friendla. Otherwise, the Grome is hostile and Battle ensues.
$\mathcal{A}$ friendly Grome teaches a Shrink epelb. If the Squire chooses, the Squire spends 50 Gold and learas the Shrink spelb To use the Shrink spebl, the squire draws a card from the 40 card deck before a Battoe ensues. If the number on the card is greater tham or equal to the equire's Magicke, 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 Maggick, Battle emsues as bormal. Otherwise, the Creature will be -2 Offerse, -2 Deferse, and -2 Life for the Battle.
Before Battle ensues with the Grome, 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 Offerse, -2 Defense, abd -2 Life for the Battle. Otherwise, the çnome will attempt to flee instead of striking in the Battle. The grome has Elee 8.
Defeating the Grome earns the squire 11 Gold.

## ENCHPMNTIRESS



Offerse 3, Deferse 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, drew 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 ebsues.
$\mathcal{A}$ frierdly Enchantress offers an Enchant Spebl. If the Squire chooses, the Squire spends 100 Gold and learas the Enchant Spell To use the Enchant Speoll, the Squire draws a card from the 40 card deck before a Battle ensucs. If the number on the card is greater than or equal to the Squire's Magicke, Battles ebsues as normal. Otherwise, draw a card from the 40 card deck. If the number on the card is less than the Creature's 'Magicke, Battore ensues as normal. Otherwise, Battle does not ersue and the Creature wilb be friemdly if possible (or else the Creature flees). Before Battle ensucs with the Enchantress, draw a card from the 40 card deek. If the number on the card is less than thee Squire's Magick, the Battar ensures as normal. Otherwise, the Squire flees and must Battle the next Creature encountered.
If the Enchantress is in Battle, she wolld attempt to flee instead of striking the Squire. The Enchantress has Elee 9 Defeating the Enchantress earns the equire 22 Gobl.


Offerse G, Deferse G, Life G, Magitck G
The equire chooses to either ebsue Battle with or atteppot to befriend the Maǵe. If the equire attempts to Befriend the Mage, draw a card from the 40 card deck. If the number on the card is Less than the equire's Befriend, the Mage is friendly. Otherwise, the Mage is hostile ard Battle easucs.
$\mathcal{H}$ frierdlly Magie sebls a swift epebl. If the equire chooses, the §ศuire sperds 100 Gold abd learas the ewift §pebl To use the £wift £pebl the £quire draws a card from the 40 card deck before a Battle emsues. If the bumber on the card is less than the §สuire's Magitck, thee equire strikes first (do not draw a card for such) and wilb be + 2 Ebee for the Battoe, plus the Creature must forfeit a number of strikes equal to the number on the card before the Creature car strike in the Battle. Otherwise, Battle easues as bormat. The ewift spebl does not work ob the Mage. Before Battle exsues with the Mage, draw a card from the 40 card deck. If the number on the card is less than the equire's Magick , Battle emsues as normal. Otherwise, the Mage strikes first (do bot drew a card for such), plus the squire wibl be -2 Elee for the Battle ard must forfeit a rumber of strikes equal to the number or the card before the equire car strike in the Battle. Defeating the Maǵe earns the equire 33 Gold.

## MAGICIMN



Offerse 7, Defense 7, Life 7, Mazgick 7
The sauire chooses to either ersue Battle with or attempot to befriead the Maggician. If the squire attempts to befriemd the Magician, drew a card from the 40 card deck. If the number on the card is less than the equire's Befriend, the Magician is friendly. Otherwise, the Magician is hostile and Battle ensues.
$\mathcal{A}$ friendly Magician offers an ESt §pelb. If the equire chooses, the equire sperds 100 gold and learns the Est spelb. To use the ESt Speld, the Squire draws a card from the 40 card deck before encountering a Creatrier. If the number on the card is less than the Squire's 'Magick, the squire draws a card to ercounter a Creature (See Ye Castle) and must encounter that Creature instead. Otherwise, the Creatrre is encountered as normal.
Before Battle ensules with the Magician, draw a card from the 40 card deck. If the number on the card is less than the squire's Magicke, Battle ensues as normal. Otherwise, Battle does not ensue apd the Squire wild be -1 to alb Statisties except Liffe next turp.
Defeating the Maghician earas the equire 44 Gobd.

## CONJOROR



Offerse 8, Deferse 8, Life 8, Magitek 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 deek. If the number on the card is less than the equire's Befriend, the Conjuror is friendlay. Otherwise, the Conjuror is hostile and Battle ensucs. $\mathcal{A}$ friendly Conjuror teaches a Cobjure §pelb. If the equire chooses, the Squire spends 150 Gold and learns the Conjure Spelb. To use the Comjure spell, the squire draws a casd from the 40 card deck before a Battle ensucs. If the number on the card is greater than or equal to the Squire's Masicke, Battore ensues as normal. Otherwise, draw a card to ercounter a Creature (See ye Castle). The Creature will Battle in place of the squire for the Battoe, ther 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, drew a card to ercounter a Cereatree. The Creature is hostile and Battle ensues.

Defeating the Conjurer earns the equire 55 colld.


Offerse 9, Deferse 9, Life 9, Magitck 9
The £quire chooses to either exsue Battle with or attempt to befriend the Wizard. If the equire attempts to Befriend the Wizard, draw a card from the 40 card deck. If the number on the card is less thar the equire's Befrierd, the Wizard is frierdly. Otherwise, the Wizard is hostilde ard Battle emsucs.
$\mathcal{H}$ friendly Wizard sebls a Eirebabl ecrobl If the equire chooses, the equire sperads 200 Gold abd giets the Firebabl ecrobl To use the Eirebabl ecrobl, the Scuire draws a card from the 40 card deck before a Battle emsucs. If the bumber on the card is greater than Or equal to the £quire's Magilck, Battle ensues as pormal. Otherwise, draw a card from the 40 card dects. If the number on the card is greater than the Creature's Magick draw a card from the 40 card deck. The craature loses an amount of Life equal to the pumber on the card. Otherwise, Battle emsues as bormal.
Before Battle ersues with the Wizard, drew a card from the 40 card deck. If the number on the card is less thar the equire's Magick, Battle ensues as bormal. Otherwise, draw a card from the 40 card dect. The equire loses an amount of Life equal to the number on the card.

Defeating the Wizard earbs the squire 66 Gold.

## MAGELCK SWORD



The Magick sword does not have apy Statistics.
The Magick sword car only be ercountered through
exploring the Castle (See o ye Castle). Draw a card to ebcounter a Cereatree if the Magick eword is ercountered due to apything other than the Squire drawing a card to encounter at the start of the Squire's turp. The Creature is ercountered insteed 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 Offerse, the Magick sword disqupears. Otherwise, draw a card from the 40 card deek. If the number on the card is greater than the Squire's Deferse, the Magick Sword disppperes. Otherwise, deaw a card from the 40 card deck. If the number on the card is greater than the Squire's Life, the Magick sword dispppears. Otherwise, drew a cered from the 40 card deck If the number on the card is greater than the Squire's "Magicke, the Magick sword disappears. Otherwise, the equire draws the Maggick sword and can Battle the Monster should a way out of the Castoe be found. If the squire has the Magitek sword and ebcounters the Magick sword agrair, nothing happens.

## УE MONSTIER.



If the squire bexves the Castle, the Monstee willd be found pappaging the countryside. If the squire does not have the Masgick sword, the Monster devours the squire and the 2dverture ends. If the Squire has the $\mathrm{Mag} \mathrm{gich}_{\mathrm{c}}$ Sword, the Squire Battles the Monster. Draw a card from the 12 cered deck, using the following table for the Monster:

Black King = Dragon
Red King $=$ Fire Drake
Black Queer $=$ Loch Monster
Red Queer $=$ Hydpae
Black Јack = Јabberwocky
Red Jack $=$ Tood Prince
The Squire cannot flee wher in Battle with the Monster.
The squire can only use the Magick sword to strike the Monstere in the Battole The Poison Blade, the Toad Speld, and the Enchant epell do not work on the Monster.

Defeating the Monstere saves the King iom. The equire may ther treroel to a new Castle to aid a new King. If so, the Maggick Sword dispppears and a new giame begirs witha the same Squire.


Offense 10, Deferse 10, Life 10, Maggick 10
Before Battole, drew a card from the 40 card deck. If the number on the card is less than the Squire's Magick, Battole easues as normal. Otherwise, the squire loses half their Life (round up).

If the Dragon is streking 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, deaw a card from the 40 card deck. If the number on the cerd is less than the equire's 'Magick, the strike is forfeit. Otherwise, the squire loses hale theil 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 Queer, the equire boses 2 Life. Otherwise, the Squire loses 1 Life as normal.

If the Dragon is streuck at in Battle, dreaw a card from the 12 card deck. If the card is a Black King, the strike is forfeit. Otherwise, the Scuire strikes as normol.

If the Deagon is structe at in Battle and is hith with the Masgicto Sword, draw a card from the 12 card deck. If the cred is a King, the Dragon does not lose Life from the strike. If the care is a Queen, the Dragon loses 1 Life from the strike. Otherwise, the Dragon loses Life from the strike as normal.

## EIRE DR, $\mathcal{A} K . E_{0}$



Offerse 10, Defense 10, Life 10, Magick 9
Before Battle ersues, draw a card from the 40 card deck. If the number on the card is Less than the equire's Magitek, Battle ersues as normal. Otherwise, draw a card from the 40 cared deck. The squire boses an amornt of Life equal to the number on the card.

If the Fire Drake is striking in Pattle, draw a card from the 12 card deck. If the card is not a red King, the Eree Drake strikes as normal. If the card is a red King, drew 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 Eipe Drake strikes in Battle and hits, draw a cared from the 12 card deck. If the card is a red King, the Squire boses a Lofe. If the card is a red Queer, the equire loses 2 Life. Otherwise, the Squire loses 1 Life as normal.

If the Fire Drake is streuck ot in Battle apd is hith with the Magick Sword, drew a card from the 12 card deck. If the card is a red King, the Eire Drake does not lose Life from the strike. If the card is a red Queem, the Fire Drake loses 1 Life from the strike. Otherwise, the Fire Drake loses Life from the strike as normal. The Eirebalb Scrobl does not work on the Eire Drake.

LOCH M,ON'STER


Offerse 10, Deferse 9, Life 10, Magick 10
Before Battle ersues, deaw a card from the 40 card deck. If the number on the card is less than the equire's Magiiek, Battle ensues as normal. Otherwise, draw a card from the 12 card deck. If the card is a black Queer, the squire perishes. Otherwise, Battoe ersues as normal.

If the Loch Monster is streiking in Battoe, deaw a card from the 12 card deck. If the card is not a black Queeb, the Loch Monster strikes as normal. If the card is a black Queer, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magick, the strike is forfeitb. 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 boses 1 Life as normal
If the Loch Monster is struck at in Battle, draw a cared from the 12 card deck. If the card is a Black (Queer, the strike is forfeit. Otherwise, the squire strikes as normal.


Offerse 9, Deferse 10, Life 10, Magick 10
Before Battle ersues, draw a card from the 40 card deck. If the number on the card is Less than the equile's Magiek, Battle easues Is normal. Otherwise, drew a card from the 12 card deck. If the card is a red Queer, the equire loses 4 hife. Otherwise, the equire loses 2 Life.

If the Hydrae has 8 or Less Loffe and is strikking in Battoe, draw a card from the 12 card deck instead of the Hydpee striking. If the card is a Queer, the Hydrae heals back 2 Life and the strike is forfeit. Otherwise, the Hydrea 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 Hydreae strifees in Battle apd hits, draw a card from the 12 card deck. If the card is a red, the squire loses 2 Life. Otherwise, the equire loses 1 Life as normal.

If the Hydeae is streuck at in Battole and is hit with the Magick sword, draw a card from the 12 card deck. If the card is a Bed Qucer, the Hydree does not lose Life from the strike. Otherwise, the Hydrea loses Lofe from the strike as normal.

## Ј J\&



Offerse 10, Deferse 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 equire's Magiick, Battle ensues as normal. Otherwise, drean 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 Qureen, the Squire loses 5 Life. If the card is a brack King, the Squire loses 44 Life. If the card is a red dack, the equire loses 3 Life. If the card is a red Queer, the Squire loses 2 Liffe. Otherwise, the equire loses 1 Liffe.
If the Jabberwocky strikees in Battle abd hits, draw a card from the 12 card deck. If the card is a black erek, the squire loses 6 Life. If the card is a black Queeen, the Squire boses 5s Life. If the card is a black King, the equire loses 4 Loffe. If thee card is a red Jack, the Squire loses 3 Life. If the card is a red Queer, the Squire loses 2 Life. Otherwise, thee squire loses 1 Life as normal.

If the dquberwocky is struck at in Battle and is hit withe the Magick Sword, drew a card from the 12 card deck. If the card is a black Jack, the eabberwocky does not lose Life from the strike. Otherwise, the dablerwocky boses Life from the strike as normal.

## TOHD PRINCE



Offerse 11, Deferse 11, Life 11, Magick 11
Before Battle ebsues, draw a card from the 40 card deck. If the number on the card is less than the Squire's Magichek, Battole ensucs as normal. Otherwise, the squire wild hove the same statistics as a Toad for the Battle (See Iord).

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 cared is not a red Jack, the Toad Prince strikes as bormal. 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 equire's Magick, the strike is forfeit. Otherwise, the Squile wild have the same Statistics as a load for the rest of the Battle.

If the Squire is striking at the Ioad Prince, the Squire may choose to strike at the Toad Prince's Crown. If so, strike as pormal. If the strike hits, the load Prince will be - to all Statistices. Once the Iord Prince's Crown îs streuck, the Squire cannot choose to strike at it agrain.
If the Toad Prince strikes in Battle and hits, draw a card from the 12 card deck. If the card is a red dack, the Squire will have the same Statistics as a load for the rest of the Battle. Otherwise, the Squire loses 1 Life as normal.


Squire solitaire $B_{9}$ Ce was written, created, and designed by Erpin Fabiglig. The rules for using two card decks is part of the Dice Decks system which uses a deck of poker cards to simulate the robling of a 4 -sided, 6 -sided, 8 -sidded, 10 -sided, 12 -sided, and 20sided die. In the case of this gempe, 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 Erpin Eamisglat.

Hlb art appears as a free courtesy of www.hassbefrecclipart.com



SQUIBE CHARARTER SHEET
Offerse:
Deferse:
Life:
Elee:
Befríerd:
Magitck:
Gold:
§pells:

Items:

## CASTLE TAABLE

1 of Hearts $=$ Sentry
2 of Hearts $=$ Advisor
3 of fererts $=$ Executioner
4 of Hearts $=$ Soldier
5 of Hearts $=$ Brigand
6 of Hearts $=$ Milatitiaman
7 of flearts = Guard
8 of Hearts = Captain
9 of Hearts = §quire
10 of fearts $=$ Rogiqe

1 of clubs $=$ Tisolb
2 of Clubs = Citant
3 of clabs $=$ Hound
4 of Clubs $=$ Lizard
5 of clubs $=$ Serpent
6 of Clubs = Spider
7 of Clubs $=$ Winged Steed
8 of clubs = Moot Monster
9 of Clubs = Druid
10 of clubs $=$ Baed

1 of Diamonds $=$ Swordsman
2 of Diamonds = Peasant
3 of Diamonds $=$ Lord
4 of Dipmonds = Lady
5 of Diamonds $=$ Damsel
6 of Díamonds $=$ Måiden
7 of Diamonds $=$ Monk
8 of Digmonds $=$ Goblin
9 of Diamonds = Ore
10 of Diamonds $=$ Ogre

1 of epades = £orceror
2 of spades = Wratock
3 of spades $=$ Toad
4 of spades = ¢̧nome
5 of Spades = Enchantreess
6 of spades = Mage
7 of Spades = Magician
8 of epades = Conjuror
9 of spades = Wizard
10 of spades $=$ Magick sword

