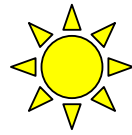




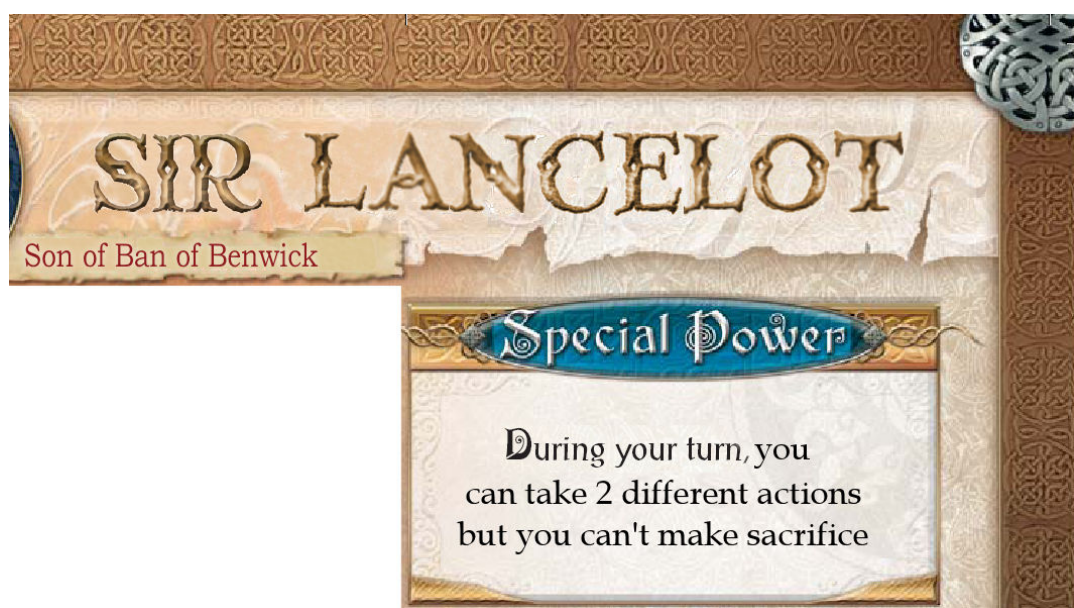
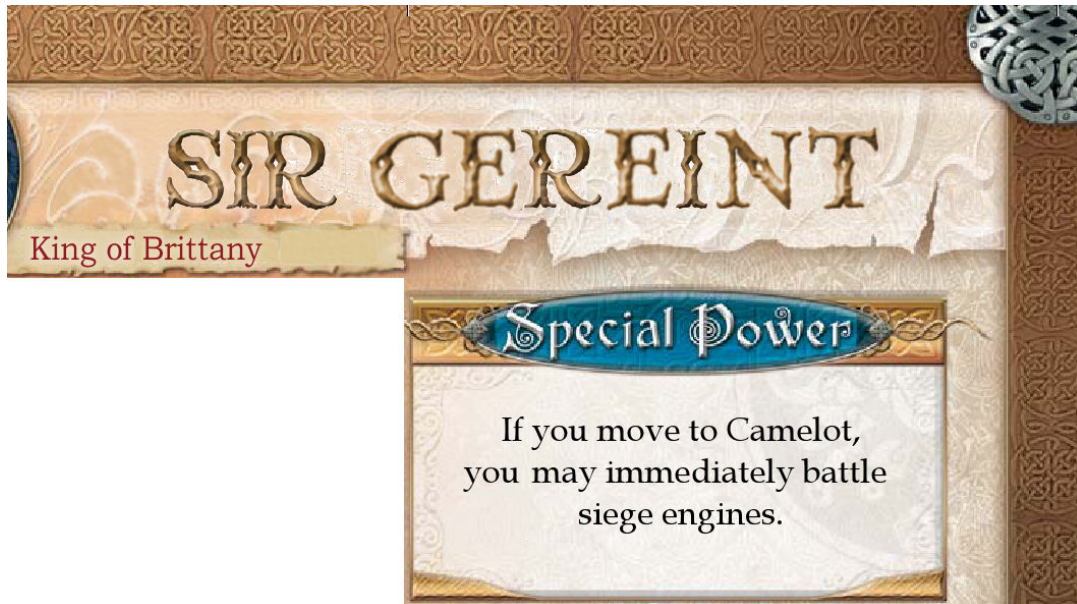
New Knights

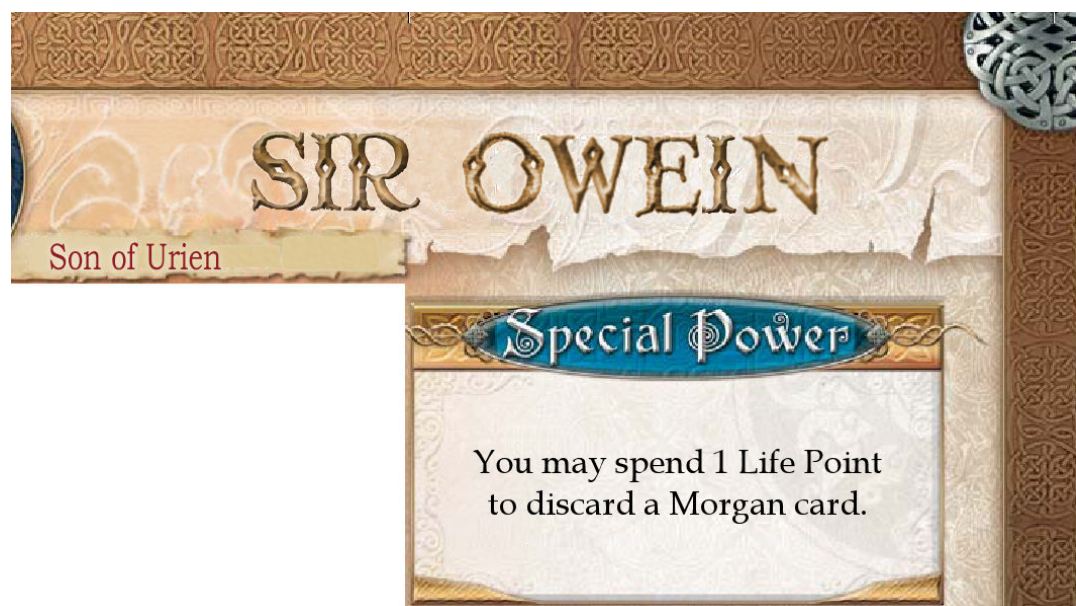
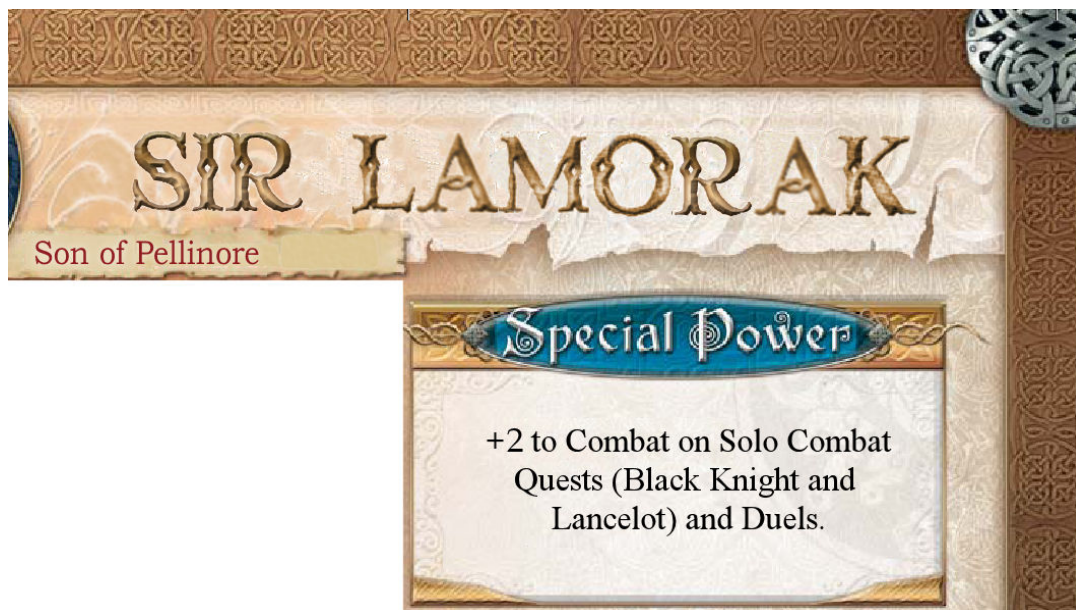


Cut and use.



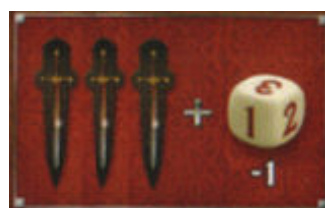








Lancelot's Redemption



Alternative Quest for the Holy Grail



The following board is made up of two different parts.



Tomb of Mordrain

Graphic arts by veldom (veldom@libero.it)
Original painting by dMikulec (www.rdimages.com)
Original idea by jellospike (jellospike@hotmail.com)



Mount Dolom

Tree of Soreery

test of willpower
(4+life)
evil: 1d8

+1 white
card



discard one or
more Fight card
totalling 3 or
more

Ghost Monks



Spear of Destiny



+2 -1 life or +1 Saxon	+1 discard any one Relic	+2 discard 2 white cards	+2 go to Grail quest	+3	+1 draw three black cards	+2 +1 siege engine	
+1 +1 black sword	+1 Arthur is wounded	+3	+3	+3	+2 -1 life or discard Merlin	+1 Percival is lost	+3

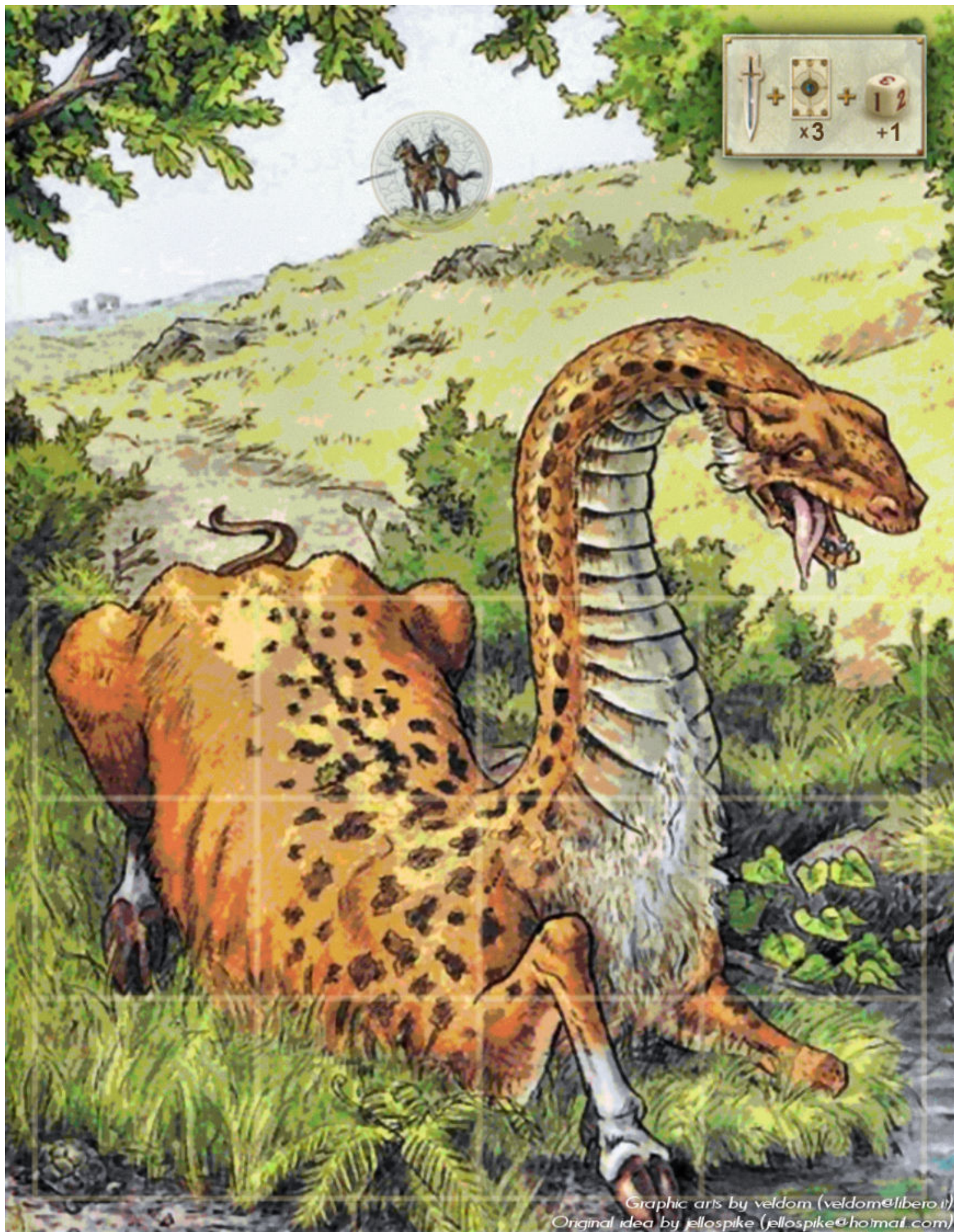
Cards	Special Effect (applies to the knight that drew the Tile unless indicated otherwise)
3	-
3	-
3	-
3	-
3	-
2	Discard 1 Merlin <i>or</i> Lose 1 Life Point
2	Discard 2 White Cards
2	You are moved to the Grail Quest
2	Add 1 Siege Engine
2	Add 1 Saxon <i>or</i> Lose 1 Life
1	Add 1 Black Sword
1	Draw 3 Black Cards
1	Discard any 1 Relic, even if it's not yours.
1	If Percival is in play, he is now <i>Lost</i> (whether if it's your knight or not)
1	If Arthur is in play, he is now <i>Wounded</i> (whether if it's your knight or not)



Graphic arts by Vaidom (vaidom@tut.by)
Original idea by jellospike (jellospike@hotmail.com)

The hunt for the Questing Beast





Graphic arts by veldom (veldom@libero.it)
Original idea by jellospike (jellospike@hotmail.com)