

The Sword Expansion

Using the Expansion

The inclusion of the Sword Expansion is optional. You may use all, some or none of its components.

There are no requirements to have any of the other expansions in use.

Included in this set are five Elven Sword, Sword Deck Cards; One Excalibur, Sword Deck Card; One Elven Sword, Adventure Card; Sword in the Stone, Adventure Card; Merlin, Adventure Card; Elven Smiths, Adventure Card; Arthur, Character Card; Arthur, Character Token and this Rules Leaflet.



Excalibur

To Obtain the sword Excalibur, a Character must encounter the "Sword in the Stone" place and attempt to remove the sword. (See below)



The Sword in the Stone

When this Card is first drawn it is placed on the Ruins space.

Whenever a Character lands on this Place, they may attempt to take the Sword. Roll under your **"current"** Craft on six dice. If Successful, discard this card and take Excalibur from the Sword deck.

Sword in the Stone is immune to *Closed Shop* and *Ragnarok*. It is also immune to *the Destruction Spell*.



The Elven Smiths

Any Character, of any Alignment, may visit the "Elven Smiths" place, and exchange any Sword for one of the Elven Swords available from the Sword deck.

When there are no longer any Elven Swords available from the Sword deck, the Elven Smiths will close up shop. The Elven Smiths card goes to the discard pile.

When you visit the Elven Smiths, you may miss your next turn.

If you miss your next turn, you may exchange any *one* Sword for one from the Sword deck for the cost of one gold. Discard your Sword, and replace it with one of the Elven Swords from the Sword Deck.



The Elven Sword Cards

Each Sword in the Expansion has the special back, and a blue sword either side of the image. There are five different images available for each of the Elven Swords.

Also included in this set is an Elven Sword for the Adventure deck.



Merlin

Merlin will only become the follower of a Character carrying the Sword Excalibur.

Whilst Merlin is your follower you may add up to three to your Craft in Psychic Combat. Should you lose Excalibur for any reason, Merlin will leave you and go to the discard pile.





Arthur

1. At the start of the game, Arthur starts in the Village. Should Arthur acquire the Sword *Excalibur*, he is proclaimed King; and his starting place will now be the Royal Castle.
2. Arthur is always of Good Alignment. Ignore all instructions to change Alignment.
3. When Arthur attempts to remove the Sword from the Stone, he may deduct up to three from the dice roll.

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4. **Optional:** *Whilst Merlin is the follower of Arthur, he can never loose the Sword Excalibur.*
 5. **Optional:** *When Arthur loses his last Life, both Excalibur and Merlin go to the discard pile.*

The last two options on Arthur's Character card are Optional if all Players to their use or exclusion, as appropriate. The optional rules are not displayed on the Character Card as the illustration below shows.

ARTHUR

Special Abilities

You begin the game at the village.

When you have Excalibur, you Start at the Royal Castle.

You are always of Good Alignment. Ignore any instructions to change Alignment.

When attempting to remove the Sword from the Stone, you may deduct three from your roll.

Start: Village/Royal Castle • Alignment: Good

Strength: 3

Craft: 4

Fate: 7

Gold

Life: 4

Objects

Followers