

Errand Knights

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1 Introduction

This is a new category of Strangers I have introduced in my Deck. If defeated they must be discarded (they don't count for experience because they aren't Enemies). You may obtain only 1 wish from each Knight but you may do how many Quest you want.

Ronin card is a card of Jon New. Many thanks to him!!!

2 Quests

If you have a Quest, you can't take another until you accomplish first. When you accomplish a Quest you are teleported back to your starting place and gain a wish. Strength and Craft points gained with Quest are immune to Reverse Spell.

When you can get a Quest from any Knight, roll 1D8 die; you must:

1. Kill 1 Dragon and 1 Spirit and get no Experience.
2. Give all your Gold (at least 4) to Tavern beggars.
3. Starting from your initial number of Lives, reach 1 Life without healing.
4. Visit in this order: Graveyard, Chasm, Chapel and a Desert.
5. Change your Alignment.
6. Have 1 Life more than your starting value.
7. Give 2 weapons (at least one must be magical) to Warlock's Lair.
8. Have at least 1 Negative Follower (Poltergeist, Hag and Jester included).

After you have done any Quest roll a 8-sided die, if the result is 8 you get one random Knights Magic Object instead of a wish. That Object is tied to you and you attract it to yourself up to one space away.