# Trials of the Black Knight

## 1. Rules
### Background story
On the eve of time, before the Crown of Command was created, there were two opposing forces which battled over the control of all regions. The Mighty Wizard and The Black Knight clashed their might against each other. The Black Knight was vanquished but not fully, because his spirit still remains in the world and it seeks for its own hero who could take over Black Knight's status and rule the land in his name.

### Character Lore
The Mighty Wizard created Golem to protect the Crown of Command.  It was made from steel and enhanced with magic, so that the strength of its armour would surpass strength of any metal known in this realm. The Wizard protected Golem with his mightiest spells so no other than the command spell could harm it. Golem was protecting the crown from unworthy champions, so it needed to have an access to the crown and to the valley of fire, so the wizard imbued the golem with a talisman. Now millenniums later when the Crown of command is for to taken, Golem is woken again and its only goal is to get the Crown back and protect it as long as the Wizard comes back to claim it.

### Setup
Before the game begins, replace the original Black Knight tile with the **Trials of Black Knight** tile that comes with this expansion and place the **Black Knight Quest cards** on the top of that tile.

## 2-3. Character - Golem
Stats:
Strength: 6
Craft: 1
Life: 5
Fate: 1
Gold: 0
Alignment: Neutral
Starting place: Portal of power
Special abilities:
You may not use any objects.
You cannot cast Spells, other than the Command Spell.
No Spells will affect you, other than the Command Spell.
You don't need a Talisman since one is imbued on your chest.
You are magically armored. If you are defeated in battle and just lost a life, roll 1 die. If you roll 5 or 6, your magically created body protects you and you don't lose a life, though you still lost the battle.
You start with 0 gold.

## 4. Magic Object - Weapon - Black blade
- Add 2 to your Strength during battle.

### 5. Magic Object - Armour - Black armour
- add 1 to your strength during battle.
- If you are defeated in battle and just lost a life, roll 1 die. If you roll a 4, 5, or 6, black armour protected you and you don't lose a life, though you still lost the battle.

### 6. Magic Object - Armour - Black shield
- add 1 one to your craft during psychic combat
- If you are defeated in battle and just lost a life, roll 1 die. If you roll a 6, black shield protected you and you did not lose that life, though you still lost the battle.
- if you are attacked with spell, roll 1 die. If you roll 1, the black shield protects you and negated the spell effect.

### 7. Magic Object - Armour - Black helm
- add 1 to your craft during psychic combat
- add 1 to your maximum fate value and gain 1 fate

### 8. Magic Object - Artifact - Arms of Black Knight
- add 4 to your strength during battle.
- add 4 to your craft during psychic combat.
- If you are defeated in battle and just lost a life, roll 1 die. If you roll a 4, 5 or 6, arms of Black Knights protected you and you don't lose a life, though you still lost the battle.
- add 2 to your maximum fate value and gain 2 fate.
- if you are attacked with spell, roll 1 die. If you rolled 1 or 2, the spell is negated.

### 9. Black Knight Quest card
Kill animal
- Kill animal and bring trophy to Black knight

### 10. Black Knight Quest card
Kill monster
- Kill monster and bring trophy to Black knight

### 11. Black Knight Quest card
Kill spirit
- Kill spirit and bring trophy to Black knight

### 12. Black Knight Quest card
Defeat another character
-Defeat another character in combat or in psychic battle and force him to lose life and return then to Black knight.

### 13. Place - Trials of Black Knight
Black Knight gives you three options. Either choose to do his bidding and accept his quest (drawn at random), pay 1 gold (discard) or lose 1 hit point.
if there is no quest left you can only choose between one gold and losing one gold.
If you have all pieces of Black Knights armor and his blade you can choose to change it for his artifact.