

# Questing Order

## Skilled warriors, glorious heroes

- Brave citizens
- Quest bound
- Band united in purpose
- Fight heroically, strive for glory

Rough 1:1:1 mix of Questing Knight, Knight Errant and War Witch  
Knight Commander has +1 hit and +1 mana or hero point

*“Glory to Dawn; Together we Quest; Witness our Eternal Deeds!”*

### Questing Knight

- Ideally Heavy armour
- Dreadnought
- Spear or Great Weapon
- 4 hits
- 3 hero points
- Mighty Strikedown or Mortal Blow

### Knight Errant

- Any armour
- Spear or Shield + Sword
- 4 hits
- 3 hero points
- Cleaving Strike
- Get it Together

### War Witch

- Mage armour
- Rod + Weapon
- 3 hits
- 6 Personal Mana
- 2 hero points
- Cleaving Strike
- Repel