



Recover

You may exhaust one non-nemesis enemy engaged with you.

REST: . If you are engaged with enemies and did not exhaust one, gain one  for each enemy you are engaged with.

Ready all of your actions.

Basic REST






Rally

AID:  

The target hero may ready one action.



You may suffer up to two  in order to remove the same number from the target hero.

Basic Aid




Seek Favor

You may engage one enemy.

EXPLORE:  

Draw and resolve one dungeon card.

If you engaged an enemy with this action, gain one .

Basic EXPLORE



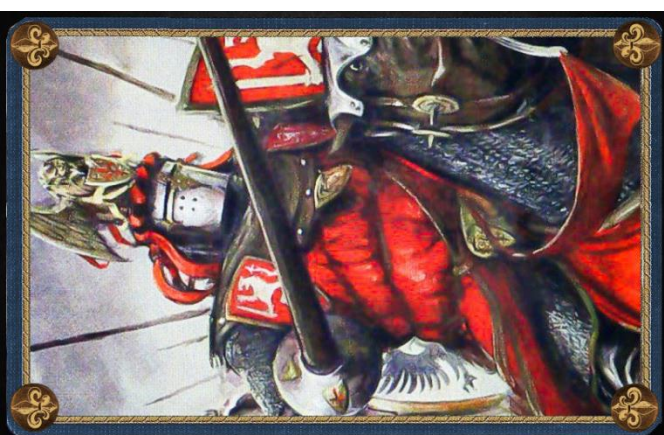
Hammer Blow

You may engage up to two enemies.

You may exhaust one non-nemesis enemy engaged with you.




ATTACK:   

Basic ATTACK



Mend Wounds

You may exhaust one non-nemesis enemy engaged with you.

REST:  . If you are engaged with enemies and did not exhaust one, gain one  for each enemy you are engaged with, and become *Empowered*.

Ready all of your actions.


ADVANCED REST



Inspire

AID:   



The target hero may ready one action.

You may suffer up to two  in order to remove the same number from the target hero.

ADVANCED AID

Honor Bound

You may engage one enemy.

EXPLORE:   


Draw and resolve one dungeon card.

If you engaged an enemy with this action, gain two .

ADVANCED EXPLORE

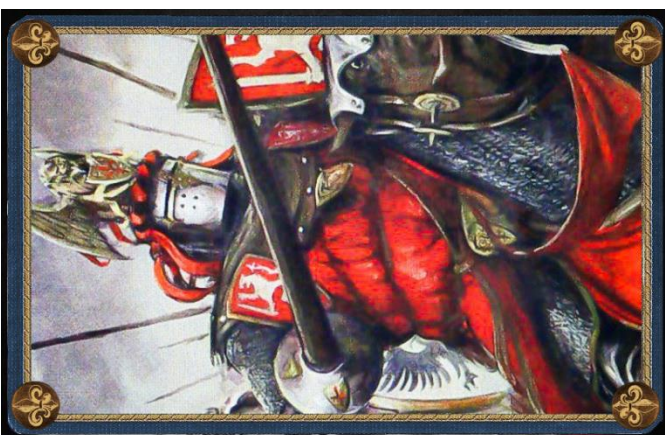
Unstoppable Might

You may engage up to two non-nemesis enemies.

You may exhaust one enemy engaged with you, it also suffers one .

ATTACK:   

ADVANCED ATTACK

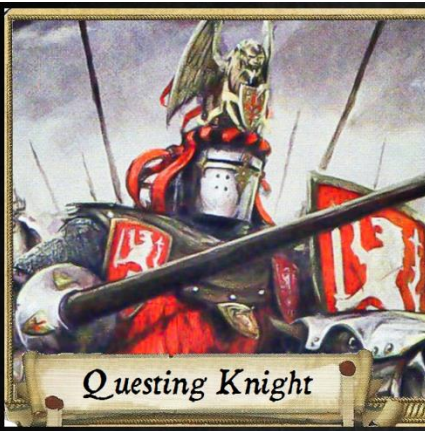




Questing Knight

A Bretonnian Questing Knight may venture deep into any dangers in search of glory, favor or repentance.

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ARMOUR - LIGHT

Great Helm
Questing Knight

Add two to your health.
When performing any action, add one ☐ to your dice result.



WEAPON - MELEE

Heirloom Dagger
Questing Knight

When performing an action, any enemy which scores a ☐ result against you suffers one ☐.



ACCESSORY - ITEM

Holy Pendant
Questing Knight

This item may be played once per quest to immediately destroy one non-pentis enemy engaged with the bearer.