

# QUESTING KNIGHT

A SOLO OR CO-OP CAMPAIGN FOR BRUTAL QUEST

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Massive thanks to Nic Evans for creating such fun rulesets and sharing them with our little community.

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## WHAT IS QUESTING KNIGHT?

Recently, **Mammoth Miniatures** has created an open license for working with their existing rulesets. I thought this would be a great opportunity to do some work for a game that I love playing: **Brutal Quest**. This book is based on a solo campaign that I created and ran for myself over the last year. I have modified a few rules and left a lot of things open to interpretation (just like this core rules do!).

This booklet will hopefully inspire you to enjoy a new campaign using the **Brutal Quest** rules.

## WHAT YOU WILL NEED:

- A copy of the **Brutal Quest** rules, which can be found on the Mammoth Miniatures webstore, or on [wargamevault.com](http://wargamevault.com).
- All of the gaming essentials, like dice, paper, and tokens – see the **Brutal Quest** Rules for specifics.
- A handful of **miniatures** – your questing knights, as well as whatever vile foe they run into along their journey. These rules do put an emphasis on undead creatures, but you can modify the rules to account for whatever creature type you have on hand.
- A **reliquary** miniature – don't worry! This can be as simple as a token or bead to represent your holy cargo.
- A desire to see your journey through to the end!

## THE CAMPAIGN

The campaign revolves around a group of knights transporting a reliquary through dangerous lands. It's up to you to decide what kind of knights they are, and what is contained in their holy cargo. Are they warriors of a religious order who carry the bones of a high priest, bound for the holy land where his remains can be interred? Are they a sisterhood of knights who carry their holy relics deep into a land dominated by evil, to cleanse away the corruption? Or, are they Knights Hospitaller, bringing artefacts of divine healing to a land ravaged by disease? Create your warband as normal for a game of Brutal Quest and add whatever flavour you need to bring your order of knights to life.

Regardless of what order your knights serve, or what their aims, just know that they carry an artefact of great value through contested lands - a reliquary. If you don't have a model ready for your reliquary or don't plan on making one, you can use a token or a die to represent your treasure. If you are not sure what a reliquary is - it's anything that contains a relic - so it can truly be anything you desire (a quick google search for 'reliquary' should give you lots of ideas!). It could be a large golden box covered in gems, or it could be a small painted container containing a lock of hair.

**A successful campaign involves surviving your quest and transporting your reliquary to its intended destination, wherever that destination is, and however long it takes to get there.**

## ADDITIONAL MECHANICS

There are a few brief mechanics that will be new additions or will differ from rules in the Brutal Quest rulebook.

In addition to the standard 'Enemy Actions' in the Brutal Quest rules, enemy models will try to steal your reliquary! The standard enemy action rules are as follows, with new additions bolded:

- If the enemy character is in combat, they will continue to fight until they or their opponent is slain.
- If the enemy character is not in combat and there is a player controlled character within line of sight, the enemy character will attempt a shooting action or use an ability if possible.
- If a shooting action is not possible and the enemy character has no relevant abilities, the enemy character will move up to their movement speed directly towards the nearest visible player controlled character **or towards the reliquary, whichever is closer**. If two characters are equidistant from the enemy, randomly select which character the enemy moves towards.
- If the character is not in combat and no player controlled characters are visible, the enemy character will move up to their full movement speed **towards the reliquary, in an attempt to move it off the table**.
- **If the enemy character has reached the reliquary and control is not contested by a player controlled character, the enemy will move at half speed (with the reliquary) towards the nearest table edge.**

# THE RELIQUARY

Once per game at the start of a turn, your reliquary can unleash a holy (or unholy) wave of energy across the battlefield (a 30cm diameter centered on the relic). **You may choose the effect:**

- Turn Undead
  - **All undead creatures** in the area of effect spend the turn fleeing their full movement speed directly away from the reliquary.
- Healing Light
  - A warm healing light spreads across the battlefield. **All creatures** in the area of effect heal D6+3 HP.
  - Optional: If your healing light is holy, have it damage unholy creatures for D6 HP or vice versa (unholy light damaging holy creatures).
- Madness
  - Psyche test – Roll a D10 for **each sentient creature** in the affected area (undead and automatons would not be affected), if the roll meets or exceeds the creature's Psyche stat then roll for effect (e.g. A knight with a Psyche stat of 5 would be affected on a roll of 5+).
    - Effects (D3):
      - **Injure self** – The creature immediately makes an attack roll against themselves. After rolling for armour, the creature takes half damage rounded up.
      - **Wander aimlessly** – Roll a D20 (or any die with a pointed face) and move the creature their full movement in the direction indicated by the point at the top of the die. The creature will stop if they bump into terrain or another creature.
      - **Catatonia** – Focus fades from the creature's eyes. The creature will take no actions this turn – and if they are wounded in combat, they will take an additional D4 damage.
- Bloodlust
  - **All creatures** in the area of effect become enraged, moving towards and attacking the **nearest creature** (whether it be friend or foe) this turn.

## MOVING THE RELIQUARY

While I am including rules for how to move the reliquary, do not let these rules get in the way of your enjoyment – if you don't want a unit to be tied up with this task, then just have the reliquary attach to a character and “float” around the battlefield while they fight and explore.

The reliquary does not move on its own, so one of the player characters will need to be responsible for transporting it across the battlefield. When a player character comes into base contact with the reliquary, they can immediately pick it up and carry it – they do not need to spend a turn or an action to start. Characters can move at their regular movement speed when carrying the reliquary, but if they are attacked or choose to fight, they must drop the reliquary until they are out of combat (meaning that it can be taken by enemy NPC's while the character is otherwise engaged).

**You might consider creating a squire or a monk character to carry the reliquary, allowing you to allocate precious stat resources to your other knights (I picture the coconut toting squires from Monty Python and The Holy Grail, but that's just me...).**



# SCENARIOS

In this section I will provide a few scenarios to get you started on your quest, but you should not feel limited to these scenarios. Your quest can be as long or short as you desire (or as long as your knights can hang on to their reliquary and their lives).

## THE GRAVEYARD

Setting off on their quest, your knights begin the grim task of escorting their reliquary to its final destination. However, not many days after beginning their journey, they arrive at a massive necropolis – a graveyard spanning many miles in all directions. Travelling around the necropolis might take many days, so your knights make the decision to brave this hallowed ground for the sake of expedience.

The necropolis proves much larger than initially expected and the knights are forced to make camp overnight amidst the graves. The knights awake to the sounds of scratching, sighing, and shuffling. Rushing to arm themselves, they find that the camp has been surrounded by a horde of the shambling dead! On a small rise in the distance, they can see some creature on dark robes waving his arms in the air – almost as if he is orchestrating the dead.

## SETUP AND OBJECTIVES

Start this scenario with your knights surrounding the reliquary in the center of the table. Around them in a circle are 8 (or a reasonable number of) **undead** forms. Outside of that circle, somewhere on the table, place a **Necromancer**.

You are surrounded by undead! To complete this scenario, you should attempt to defeat the necromancer (Is it a necromancer? Maybe a vampire or a lich?). When the necromancer has been killed, the undead will lose their purpose the scenario will end. If this proves too difficult, move your reliquary and knights off the table edge to end the scenario, but gain no additional rewards.



## ADDITIONAL RULES

Each turn more undead will arrive from the table edge – randomly determine which edge by rolling a D4 (or just pick the side with the least undead).

The necromancer will always attempt to stay out of combat, using its movement to stay a reasonable distance from your knights.

## PROFILES

All profiles in this book are just suggestions. Please modify them to fit the game as you see fit!

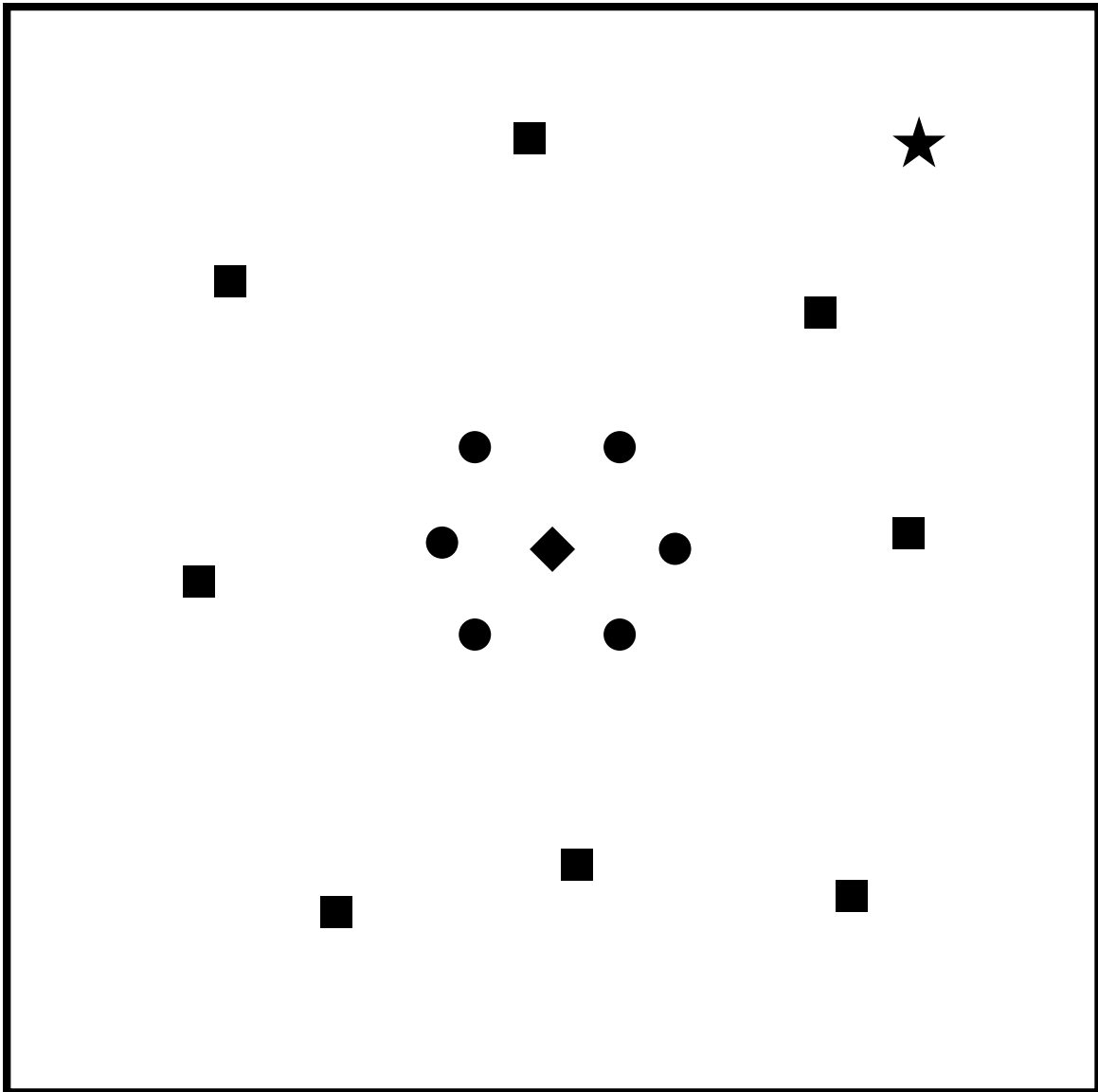
### Undead

HP	A	M	R	AW	P	S
15	3	3	3	2	2	6
No Armour			Terrifying			
Short Sword						

### Necromancer

HP	A	M	R	AW	P	S
20	3	5	3	4	5	10
Leather Armour			Foul Aura			
Staff (use Heavy Club)						

# GRAVEYARD MAP



## Legend

- Player Characters ●
- Reliquary ◆
- Undead ■
- Necromancer ★

## REWARDS

If the knights are able to destroy the necromancer, they find in his cloak pockets an **Amulet of Protection**. This item will protect the wearer from 10 points of damage, at which time it will be destroyed. Damage is cumulative and will carry over between scenarios.

## PUSH THROUGH

Cresting a broad hill, your knights immediately see the remains of a great battle in the valley below. Bodies of soldiers, horses, and strange creatures lie side by side, covering the field. There are great scorch marks and craters in the earth, and there are some small fragments of palisade and barricades placed in defensive positions. Slowly, the knights realize that they are not alone. Among the dead are scavengers! There are many small creatures bustling about, defiling corpses and looting the dead. More and more of them begin turning your direction until they all silently stare up at you. It looks like the only way out is to push through!



## SETUP AND OBJECTIVES

In this scenario, players will start touching one table edge and the field will be filled with a variety of scavenging creatures (These can be orcs and goblins, kobolds, gnolls, centaurs, or any other fun models you have laying around). To complete this scenario, you will need to move the reliquary to the opposite table edge from which you begin.

## ADDITIONAL RULES

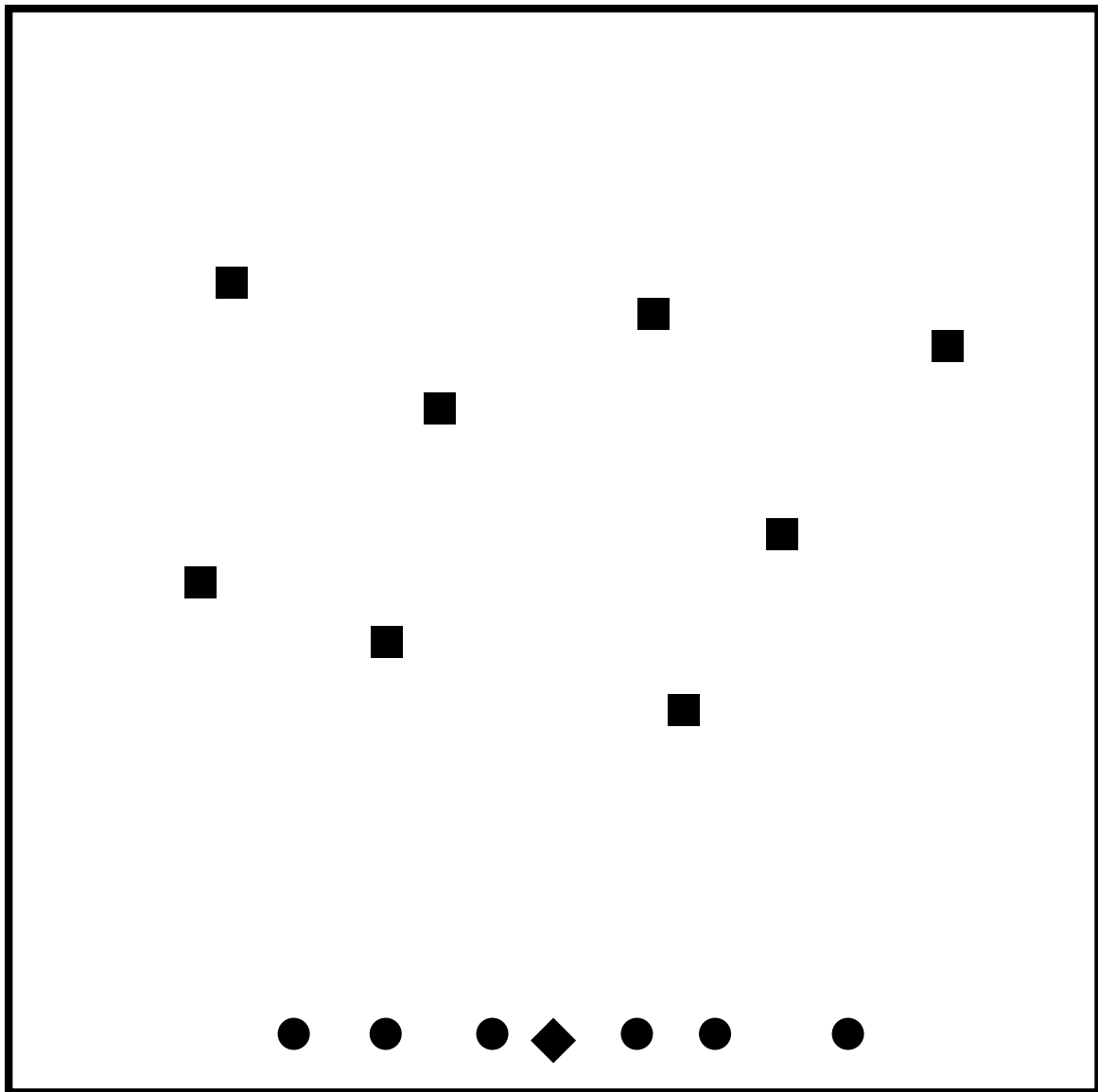
Reinforcements: If you find the scenario is too easy or too difficult, it is entirely up to your discretion to add additional scavengers, or to remove some from the board.

## PROFILES

Scavengers							
HP	A	M	R	AW	P	S	
20	3	4	3	3	7	10	
Leather Armour			Fast				
Shortsword/Axe/Shortbow							

(Scavengers should have a variety of weapons. If your models already have different weapons try a 'what you see is what you get' approach).

# PUSH THROUGH MAP



## Legend

- Player Characters ●
- Reliquary ◆
- Scavengers ■

## REWARDS

As you flee the field, one of the knights in your party grabs a spear with a long flowing **pennant**. The heraldry on the pennant shows a majestic stag standing tall against a background of trees. The pennant provides the **Inspiring** trait to whoever carries it.

## HOLD THE LINE

In a land where death is so common, the undead are never far behind. Your knights find themselves pursued through the night by undead hordes. They skirmish and retreat throughout as the night progresses, but their energy is waning. Eventually they find themselves in a somewhat defensible position with nowhere to run. They must make a last stand and hope that the sun will arrive in time to drive away the creatures of the night! As they settle in to defend the position, a rumbling footsteps strikes the earth, and the knights realise that something big is coming.



# SETUP AND OBJECTIVES

Survive the night! **The game will last 4+D4 turns.** After the final turn is complete, the rays of the sun streak across the sky and destroy whatever undead remain on the battlefield.

## ADDITIONAL RULES

None

### PROFILES

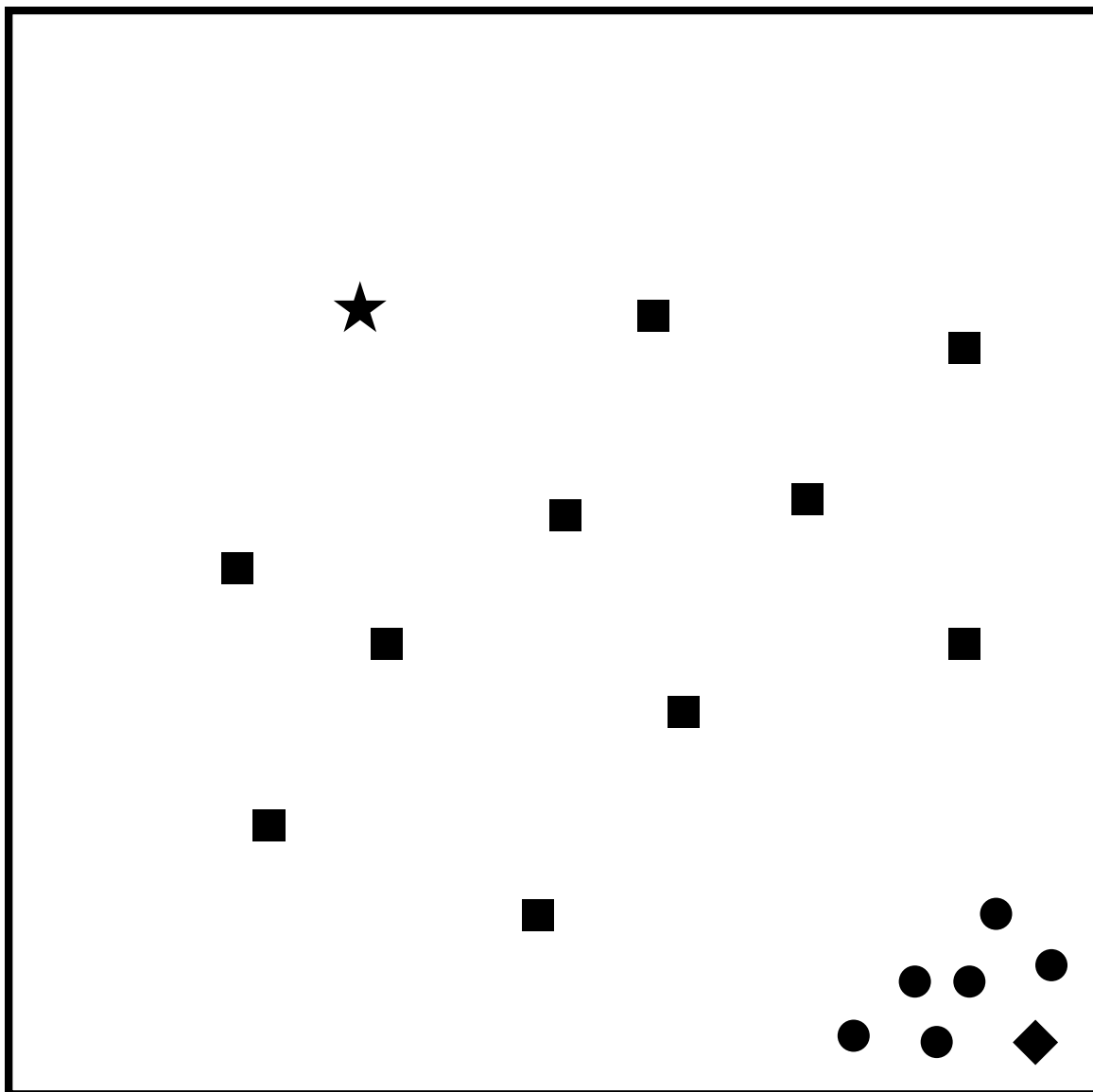
#### Skeletons

HP	A	M	R	AW	P	S
20	3	5	3	3	5	10
Leather Armour			Terrifying			
Longsword/Warhammer						

#### Zombie Ogre

HP	A	M	R	AW	P	S
30	2	5	0	3	3	8
No Armour			Fearsome			
Maul			Big			

# HOLD THE LINE MAP



## REWARDS

### Legend

- Player Characters ●
- Reliquary ◆
- Skeletons ■
- Zombie Ogre ★

Around the neck of the destroyed zombie ogre hangs an **hourglass** on a chain. After several minutes of examining the artefact, you begin to understand that this is a powerful magical device. This item can be used once - upon use it will allow the user to activate a second time during a turn. The turn will proceed as normal, and after all other models have gone, the user will activate a second time. After use, the artefact is destroyed.



## WAYLAID

Travelling through mountain passes, the knights come upon a large gate blocking the road. Penned in on both sides, there isn't much of an option to go around. As you approach the gate, a small hairy face pokes up over the top of the gate. "The roads closed" warns the dwarf, "You'd best turn around and go home". Several crossbows slowly poke up over the lip of the gate, keeping the knights in their sights.



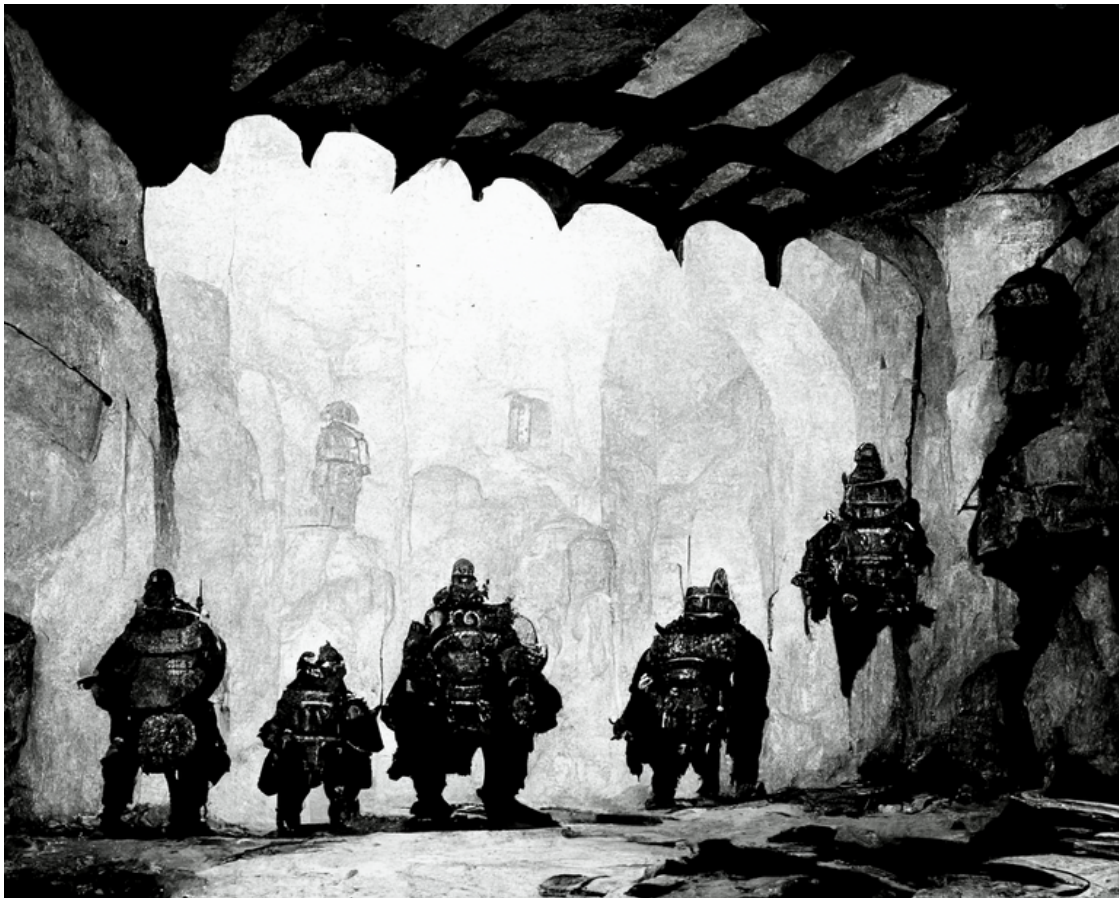
## SETUP AND OBJECTIVES

Set up the terrain in such a way to create an alley or funnel for the checkpoint. You can set this up however it makes the most sense for your existing terrain.

Your objective is to get the reliquary through the dwarven barricade and cross over the opposite table edge. You can climb the barricade, break through it, or kill all the dwarves.

## ADDITIONAL RULES

Break down the door! – You can use a Fight action to attack the door, **add +2 to your (M) stat**, as the door doesn't fight back. The door has 2D6 armour and 50 HP.



# PROFILES

## Dwarf Skirmishers

HP	A	M	R	AW	P	S
15	3	3	4	4	5	8

Mail Armour

Brave

Crossbow

## Dwarf Warriors

HP	A	M	R	AW	P	S
15	3	4	3	4	5	8

Mail Armour and  
Wooden Shield

Brave

Warhammer

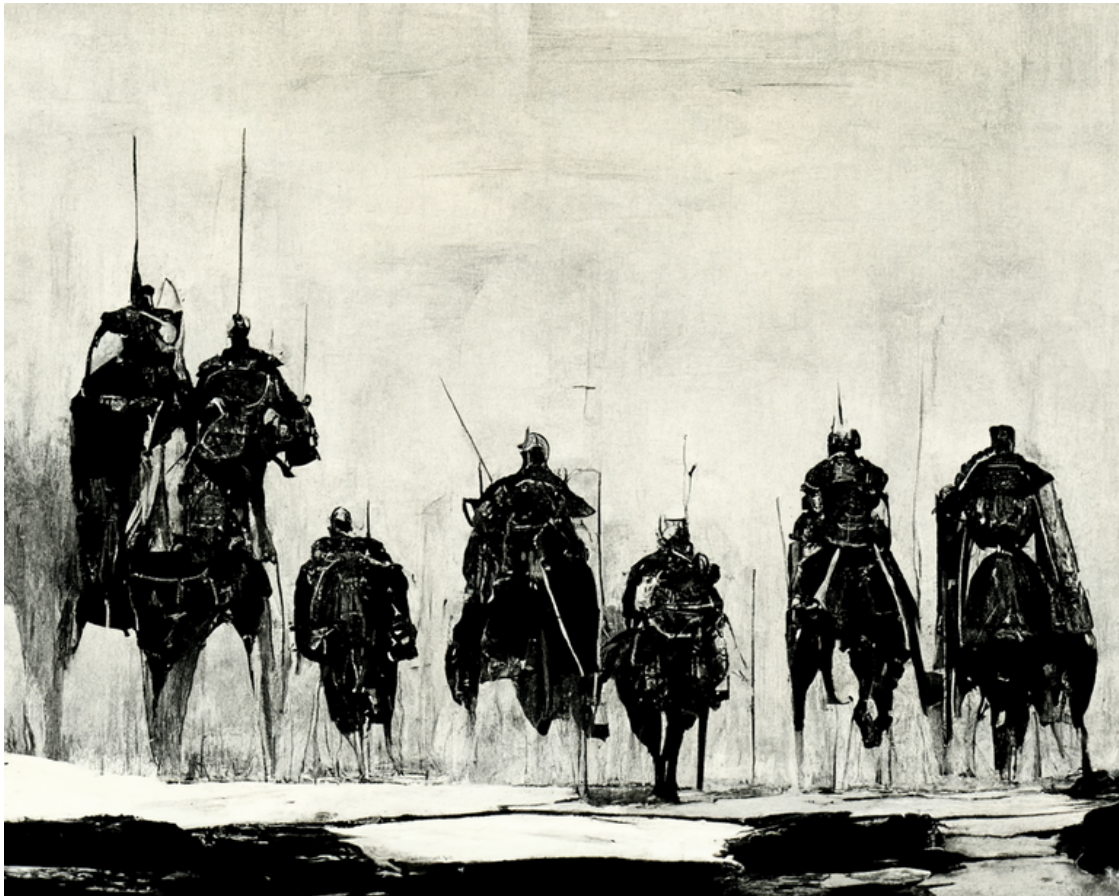
# REWARDS

On your way through the gate you see a shield painted in a deep blue colour with beautiful heraldry designs. You snatch it up and keep moving. Once you reach safety, you find the shield to have an amazing magical property - any ranged projectiles that pass with 10cm of the shield are redirected at the shield bearer. It is an arrow magnet!

## QUESTING BEAST

The knights find themselves in a low furrow as morning fog swirls and clings to the low ground. As they approach a small pond, something stirs on the other side. It begins to rise and circle the pond, but the mist obscures it from view until it's too late, a Questing Beast!

A Questing Beast is a chimera animal, with the tail and haunches of a lion, the body of a leopard, the legs and hooves of a hart, and the neck and head of a serpent. However, whatever beast you have on hand will do the trick!



## SETUP AND OBJECTIVES

You see the Questing Beast on the other side of a pond – if you do not have a pond, cut out a sheet of paper, or use a piece of fabric to indicate the pond on the table. Your knights and the beast will start on opposing sides of the table.

The objective of this scenario is to defeat the beast. While you may want to flee, the beast has spotted you and is bearing down upon you – running is not an option!

## ADDITIONAL RULES

The Questing Beast is incredibly nimble. It takes two activations every turn, going BOTH first AND last. If the Questing Beast starts an activation in combat, it will finish the activation by disengaging and moving its full distance away from any nearby knights. The Questing Beast is free to disengage and takes no penalty for doing so.



## PROFILES

### Questing Beast

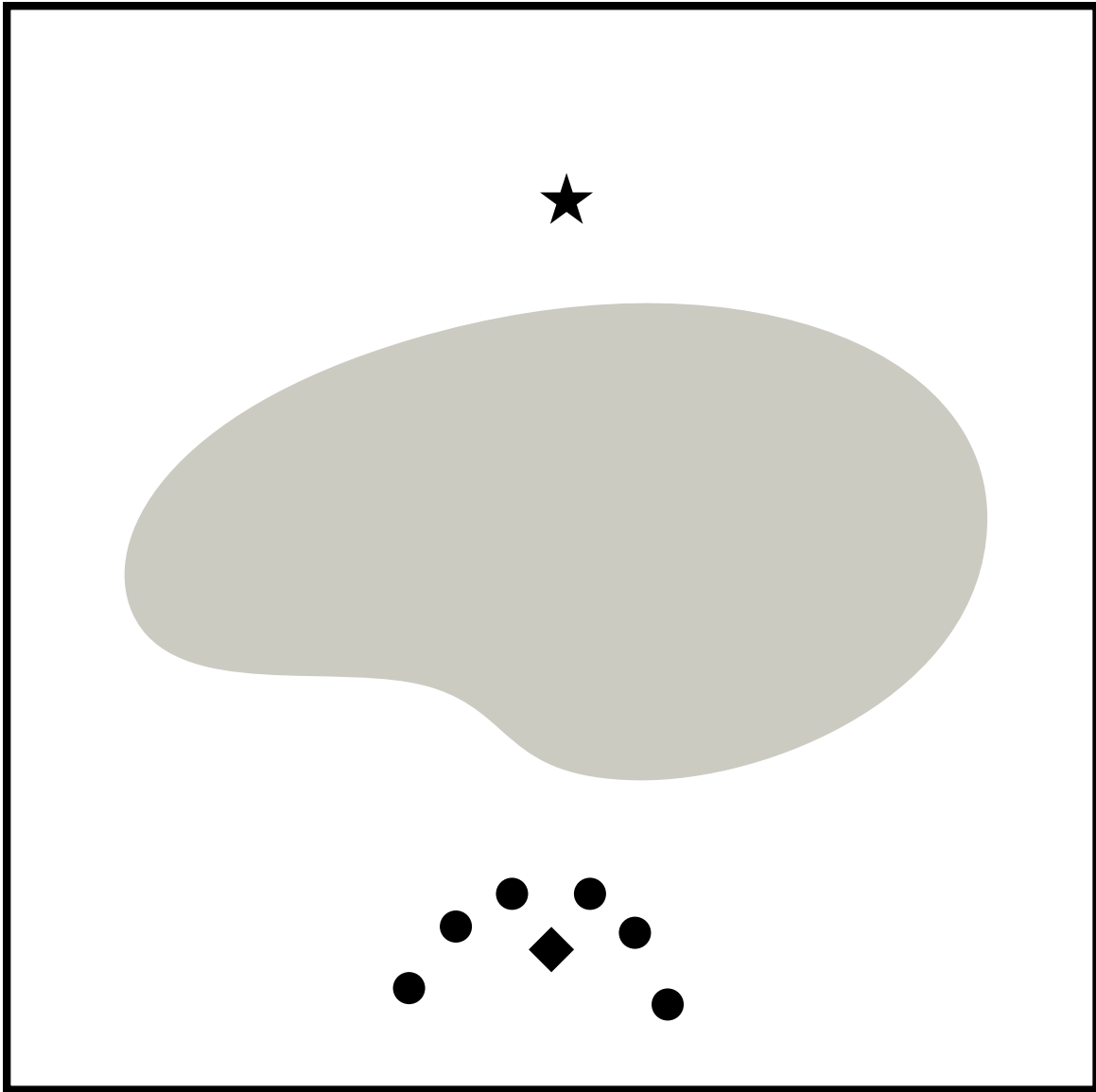
HP	A	M	R	AW	P	S
50	7	5	0	7	7	20
Natural Armour (2D6)			Fast			
Tooth and Claw (2D6+3)			Attacks Twice			

## REWARDS

Just when it seems like the Questing Beast may lay down and die, it stands up to its full height and points a menacing claw in the direction of the setting sun. With a deep baritone voice that does not seem to come from the creature, it says “your destination draws near. In this direction will your quest finally come to an end”. With a flourish of its tail, the Questing Beast seems to dissolve into thin air, but the voice remains, “It is time that I should take my leave, but you have proved the righteousness of this quest, good knights. Stay true upon this path and you will prevail”.

On the ground where the Questing Beast stood lies a rich green sash with gilded tassels. This sash prevents all damage from the wearer the first time they would take damage each game (each subsequent time they would take damage, receive damage as normal).

# QUESTING BEAST MAP



## Legend

- Player Characters ●
- Reliquary ◆
- Questing Beast ★





## **PROVE YOUR WORTH**

Following the directions of the Questing Beast the knights travel deep into an unfamiliar land. The ground itself seems unfamiliar, and strange plant life grows in abundance. The knights hear the faintest of whispering, constantly, tempting them to lay down their arms and wander into the swirling mists. The knights manage to steel their courage, and they finally arrive at their destination.

Between the knights and their goal, something begins to disturb the ground. Rising slowly, a titan of bone and sinew stands tall. The giant moss-covered skeleton pulls a massive claymore from the earth and begins to wield it as if it were a short sword. The terrifying undead creature positions itself between the knights and their goal. Placing the point of the sword into the earth with its bony hands rested atop, the creature stands at attention, barring the way.

(The destination of your knights depends on the quest you have set them upon! Use your imagination and narrative skills to describe where they have arrived and what their victory would mean!)

## **SETUP AND OBJECTIVES**

The battlefield is covered in swirling mists obscuring the grave titan and terrain. Place 4 or 5 pieces of paper on the battlefield, roughly 10cm x 10cm to represent the mist. At the start of every turn, most the mist 2D6cm in a random direction. The mist blocks line of sight for any ranged weapons or spells.

# ADDITIONAL RULES

At the end of each turn that the grave titan has not been killed, it will recover 2D4 health as it reaches into the ground pulling up more moss and bones to repair itself.

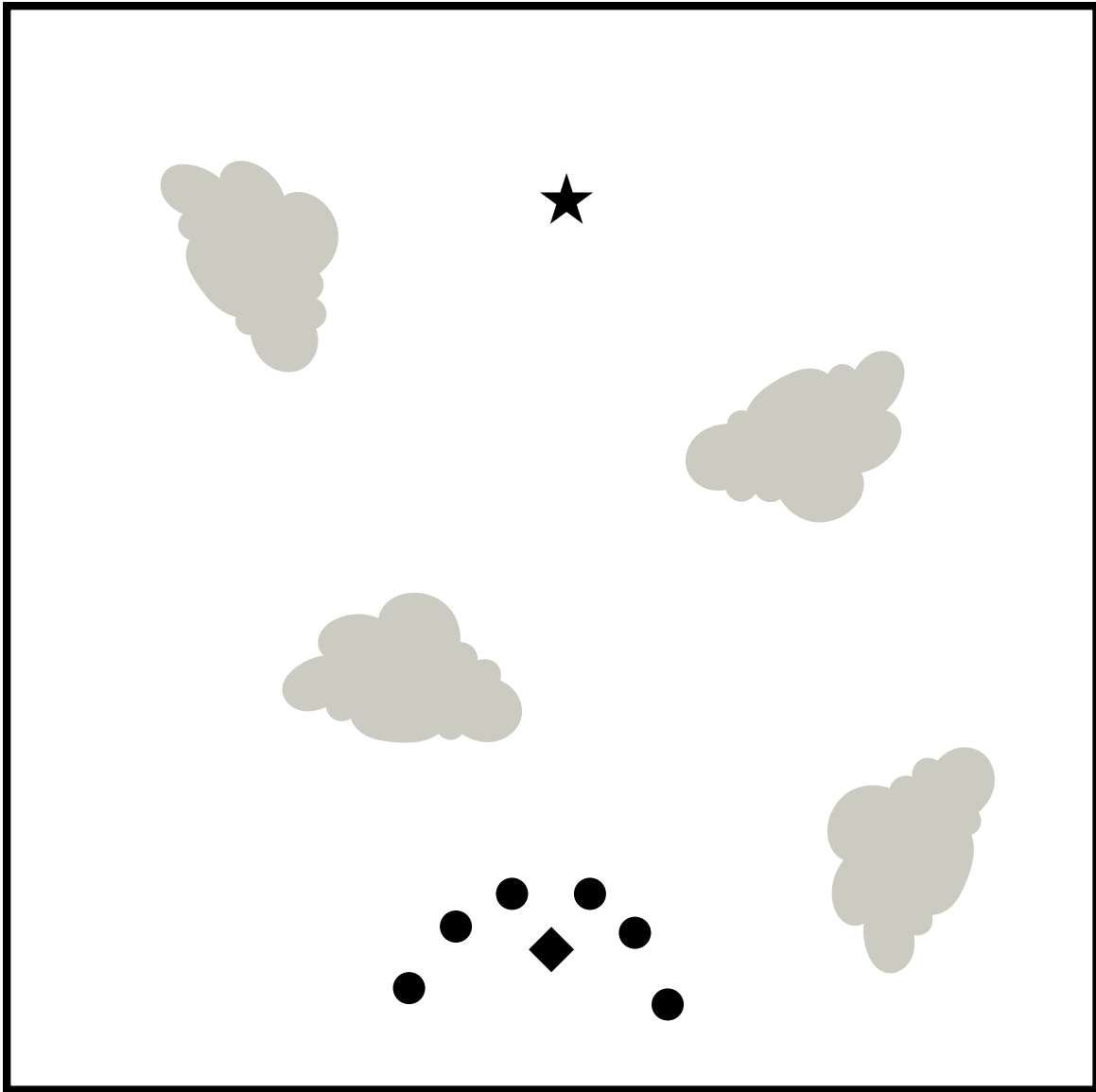
The Grave Titan has the **Drain** ability

## PROFILES

Grave Titan						
HP	A	M	R	AW	P	S
60	5	6	0	4	4	15
Mail Armour			Gigantic			
Zweihander			Attacks Twice			



# PROVE YOUR WORTH MAP



## Legend

- Player Characters ●
- Reliquary ◆
- Grave Titan ★

## REWARDS

Your quest is complete. Lay down your weapons and rejoice. Through strength of arms and devotion to your cause, you have succeeded against all odds. Rejoice, and reflect on the dangers and lessons you have faced. But of course, this is not the end. There are more brutal quests in the world, requiring the skill and fortitude of questing knights!



