

HeroQuest™

Companion's Quest

Q U E S T



B O O K

A Message from Mentor

The Adventurer, Necromancer, and Archer have joined the elite ranks of the Emperor's High Council, and have begun overseeing matters in the border lands and out-lying towns.

Troublesome news has reached the Empire, however, news even more troubling to the Half-Orc.

Although it has only been 6 months since the fall of the last Black Orc, Fell Blackhammer, who had enslaved many of the Orc clans and tribes, there had been some promise that there might be a tentative peace between the Orc clans and the Empire.

Stories are now spreading that the most powerful Orc Clans have retreated from the Empire's borders and are no longer in contact. The Half-Orc, fearing his peoples may have quickly returned to their old ways takes his leave of the Imperial Court to journey to the borderlands.

After only a few short weeks the Half-Orc returns to the Empire with news that one of Fell Blackhammer's lieutenants, known as Brokentoath has somehow taken control of the larger allied Orc clans. Although many of his brethren are nowhere to be found, the Half-Orc was quickly met with opposition from the Goblin Chiefs and Fimir tribes.

Having sword vengeance upon Fell Blackhammer and all Black Orcs, and unable to go into an out-numbered battle alone, the Half-Orc has returned to the Emperor's Court in search of aid. Having sworn his sword to any who would help to free his brethren, his former companions agree to join him in battle once again.

Brokentoath is the last of the wandering Black Orcs, but he apparently still poses a threat to the Empire and its best chance at knowing any peace with the allied Orc clans.

Conclusion...

The last members of the Covenant of Chaos have been slain, and with them the chain of destruction that was beginning to wend its way into the Empire's borders has ended.

Upon returning to the Emperor's Court you present the broken helms of the Covenant of Chaos. So impressed by your resourcefulness and action the Emperor's Court appoints each of you the honorable title of "Imperial Emissary". The Emperor also rewards you with 200 gold coins each, and you are each awarded a Medal of Heroism by the Captain of the Imperial Guard.

You have fought with promise, courage and honor, and are worthy of the title of Heroes.

Until the next adventure... Heroes!

Mentor

Each Companion who receives the Medal of Heroism gains the following bonuses:

Adventurer:

2 red dice movement

+2 Body Points, +1 Mind Point

Is otherwise treated as an Elf Hero for determining what types of Weapon and Armor can be used.

Archer:

2 red dice movement

+2 Body Points

May choose from any other Elf Spells at the start of each Quest (*for a total of 3 Spells*).

Is otherwise treated as an Elf Hero for determining what types of Weapon and Armor can be used. May still never use Plate Mail or a Shield.

Half-Orc:

2 red dice movement

+2 Body Points

May use regular Artifacts, or Chaos Artifacts.

Is otherwise treated as a Barbarian Hero for determining what types of Weapon and Armor can be used.

Necromancer:

2 red dice movement

+1 Mind Point

May use regular Artifacts, or Chaos Artifacts, and may also select 3 Spells from either the Fire, or Darkness Spell group at the start of each Quest (*for a total of 9 Spells*).

Is otherwise treated as a Wizard Hero for determining what types of Weapon and Armor can be used.

NOTES continued:

- And knows the following Chaos Spells: Summon Undead, Fear, and Reanimation. Once slain, searching for treasure will reveal Malvinious had in his possession the Cage Key, which opens room G and the cage within. There is also an Elixir of Life Artifact, and a Treasure Hoard Spell Scroll in the chest. *Note: Only after freeing the Orcs in room G will searching for treasure reveal 300 gold coins beneath the throne.*
- G** Once the Orcs are freed read the following aloud: *"We owe you thanks. Search beneath the throne, we saw something beneath it glitter."*

Quest Map Guide

The Quest map symbols are color-coded to help you guide the Heroes through these Quests. Here's what the various map symbol color mean.



Gold: This color is used to highlight traps that the Heroes can detect by searching.

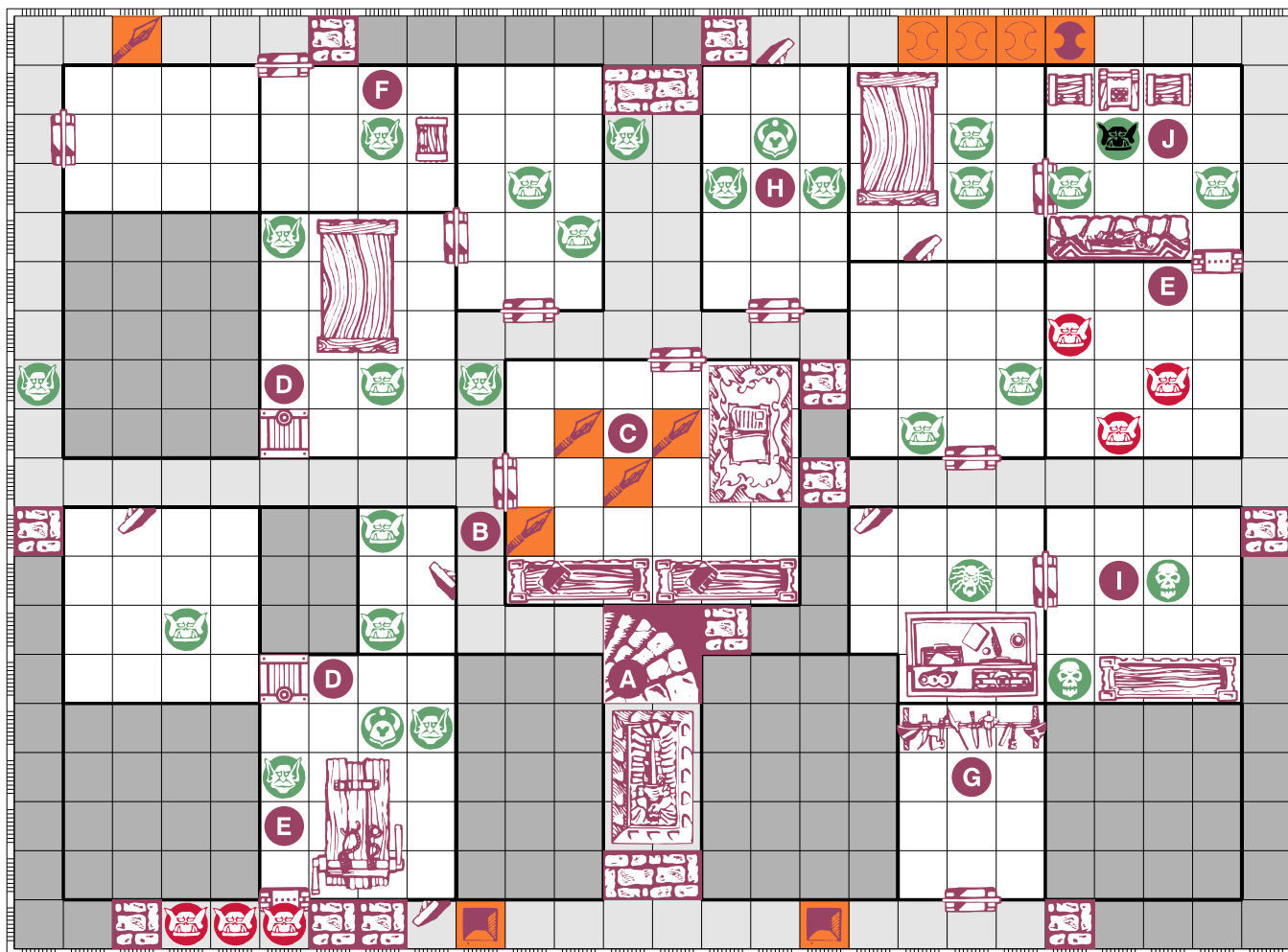


Light Green: This color is used to highlight traps and other hazards that the Heroes can neither see nor detect by searching.



Dark Green: This color is used to highlight monster symbols. See the Monster Chart for actual symbols.

In each Quest, notes prefaced with a capital letter correspond to a matching letter location on the Quest map.



Quest 4

Convening the Covenant

Aided by the Orc clans, you have spent weeks scouring the borderlands for any sign of the remaining members of the Covenant of Chaos; following the rumors further into the North. Finally, at dusk, an Orc Runner catches up with your group and reports that an Orc recently escaped from a dungeon not far from your current encampment. The Runner tells you that the Orcs and Humans in this area have known tales of a reclusive Sorcerer for many years. In the past he was seldom seen, but

was known to have the ability to raise the dead, creating animated corpses. The recently-escaped Orc was not only a captive of this evil Sorcerer, but he saw members of the Covenant of Chaos within the dungeon as well! Reaching the area of the Dungeon you realize there are two entrances! Dividing up is the only way to be certain none escapes! The Emperor assures you that each of you who survives will be handsomely rewarded for victory this day!

NOTES:

This is an adventure for the Adventurer, Archer, Necromancer, and Half-Orc. They are accompanied by 4 Men-at-Arms, of the players choice. Note: Orcs designated with a red border on the map are friendly, and will not attack.

- A** The Companions and Men-at-Arms *must* split up into equal numbered groups, and enter through either of these entrances.
- B** When the door to this room is opened read the following aloud: *"This member of the Covenant of Chaos seems to have hardly noticed you and is slowly swaying back and forth in place."* If attacked it has the same stats as a member of the Covenant of Chaos, once slain, however it will rise one turn later with the same stats, but with zero Mind Points, as only 3 Defend dice. If slain again it will remain dead.
- C** Searching for secret doors reveals a button under the desk. When pressed read

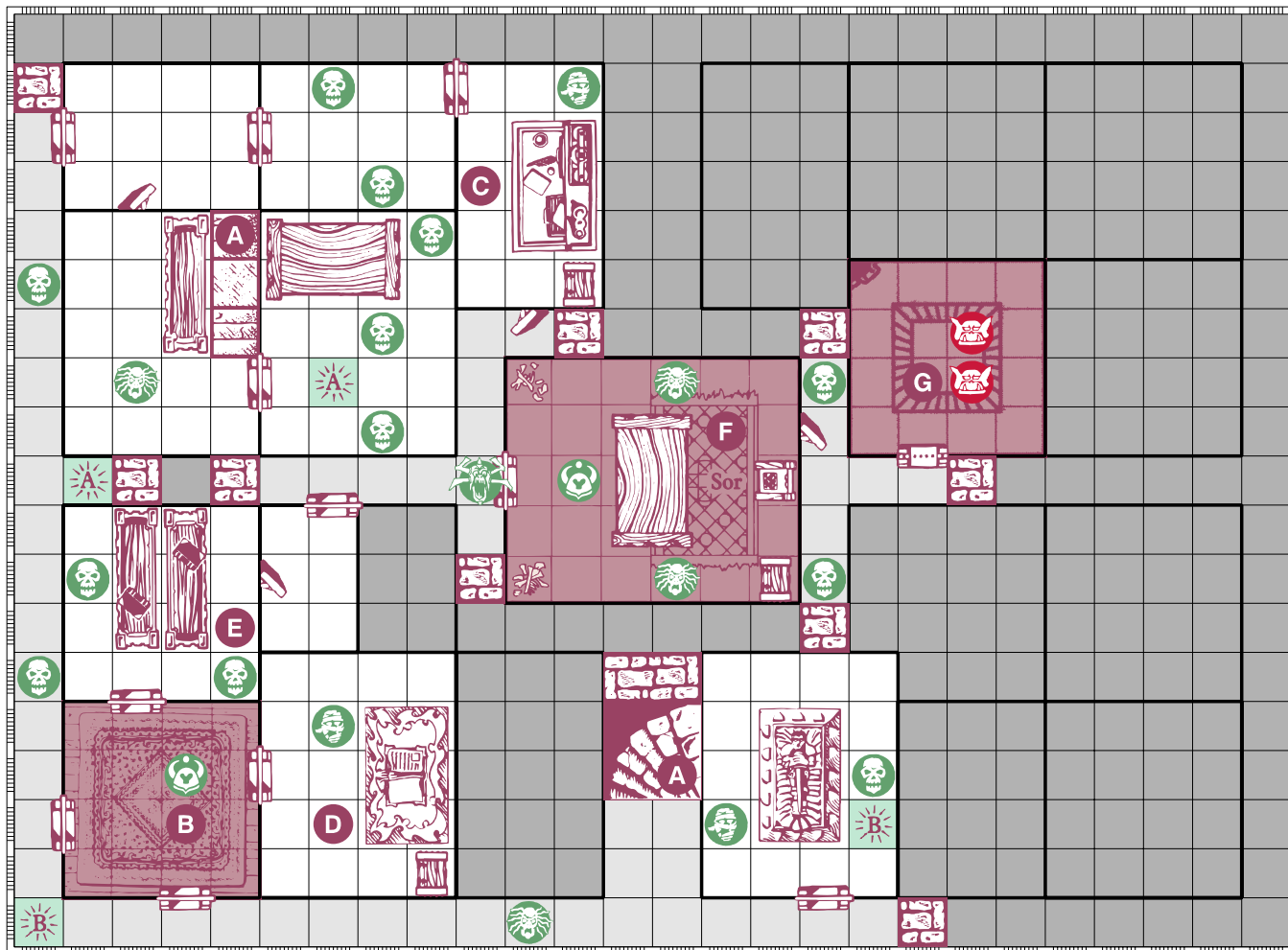
the following aloud: *"A door can be heard creaking open far off in the distance."* This opens the hidden door in room E.

- D** Searching for secret doors reveals a button behind the altar. When pressed read the following aloud: *"A door can be heard creaking open far off in the distance."* This opens the hidden door in room C. Searching for treasure reveals Necromatic Spell Book Chaos Artifact.
- E** Searching for treasure reveals a few missing pages that belong to the Necromatic Spell Book. If the Necromatic Spell Book with missing pages has already been found it is now complete.
- F** The square marked Sor is the evil Sorcerer Malvinious, he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	4	5	6



Wandering Monster in this Quest: Skeleton



Quest 1

Scattering the Horde

The Emperor has taken up the gauntlet, and intends to strike quickly at the new threat of a Black Orc-led attack.

With the aid of several Imperial Men-at-Arms, the Half-Orc leads the party into the eastern borderlands, where the Black Orc, Brokentoath, has established his lair.

The Emperor knows that Brokentoath must be stopped, and offers each of you 100 gold coins for leading the attack to overthrow him. As well, an extra 100 gold coins will be given to whomever lands the killing blow upon Brokentoath!

NOTES:

This is an adventure for the Adventurer, Archer, Necromancer, and Half-Orc. They are accompanied by 4 Men-at-Arms, of the player's choice. Note: Red Orcs on the map are friendly, and will not attack.

- A** The Companions and Men-at-Arms begin their Quest here.
- B** When the first unit looks down this corridor the secret door will open immediately.
- C** Searching for treasure in this room reveals that this was once home to a powerful wizard, the books are now torn and magic items broken.
- D** These trapdoors are linked.
- E** The cell doors in these rooms can only be opened with the Small Brass Key, obtained from room H. The red Orcs are captives, and will not attack the Companions or Men-at-Arms. They are controlled by whoever opened the cell

door, and must reach the spiral stairway alive to escape. As they are unarmed, they have the stats of an unarmed Orc Clansman, but may attack other Monsters. Upon opening either cell door read the following aloud: *"You found several captured Orc Warlords and Warchiefs, as they are allies of the Half-Orc you should ensure their safe retreat."* Each group awards one Companion with a Potion of Healing which will restore up to 4 lost Body Points.

- F** Searching for treasure reveals a Tool Kit, and the Rabbit Boots Artifact.
- G** Searching for treasure reveals a pair of Bracers, a Crossbow, and two Magic Crossbow Quarrels.
- H** The Chaos Warrior is Morokk, a member of the Covenant of Chaos. The first Companion to search for treasure will find a Small Brass Key.
- I** Searching this room for treasure reveals two Potions of Healing one will restore 2 Body Points, and the other will restore 4 Body Points.



Wandering Monster in this Quest: 2 Goblins

NOTES continued:

J The Black Orc is Brokentooth, he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
6	5/5	3	4	2

He also has the Chaos Combat Ability: Orc Resilience.

Searching for treasure turns up the Spell Ring and 40 gold coins.

NOTES continued:

- H** Any stolen items may be recovered in this room.
- I** This is Balthazar, a member of the Covenant of Chaos.
- J** The red Orc is one of the Half-Orc's Clansmen. He is controlled by whoever slays the last Monster, and has the same stats as the Orcs in room E *from the previous Quest*. If he escapes alive he will grant the Companions 50 gold coins each.
- K** Searching for treasure will reveal the Arm Band of Healing Artifact.
- L** This is Ithicus, a member of the Covenant of Chaos. He knows the Chaos Spells: Rust, and Tempest. Once all of the members of the Covenant of Chaos have been slain the Quest is finished.

Scattering the Horde Conclusion...

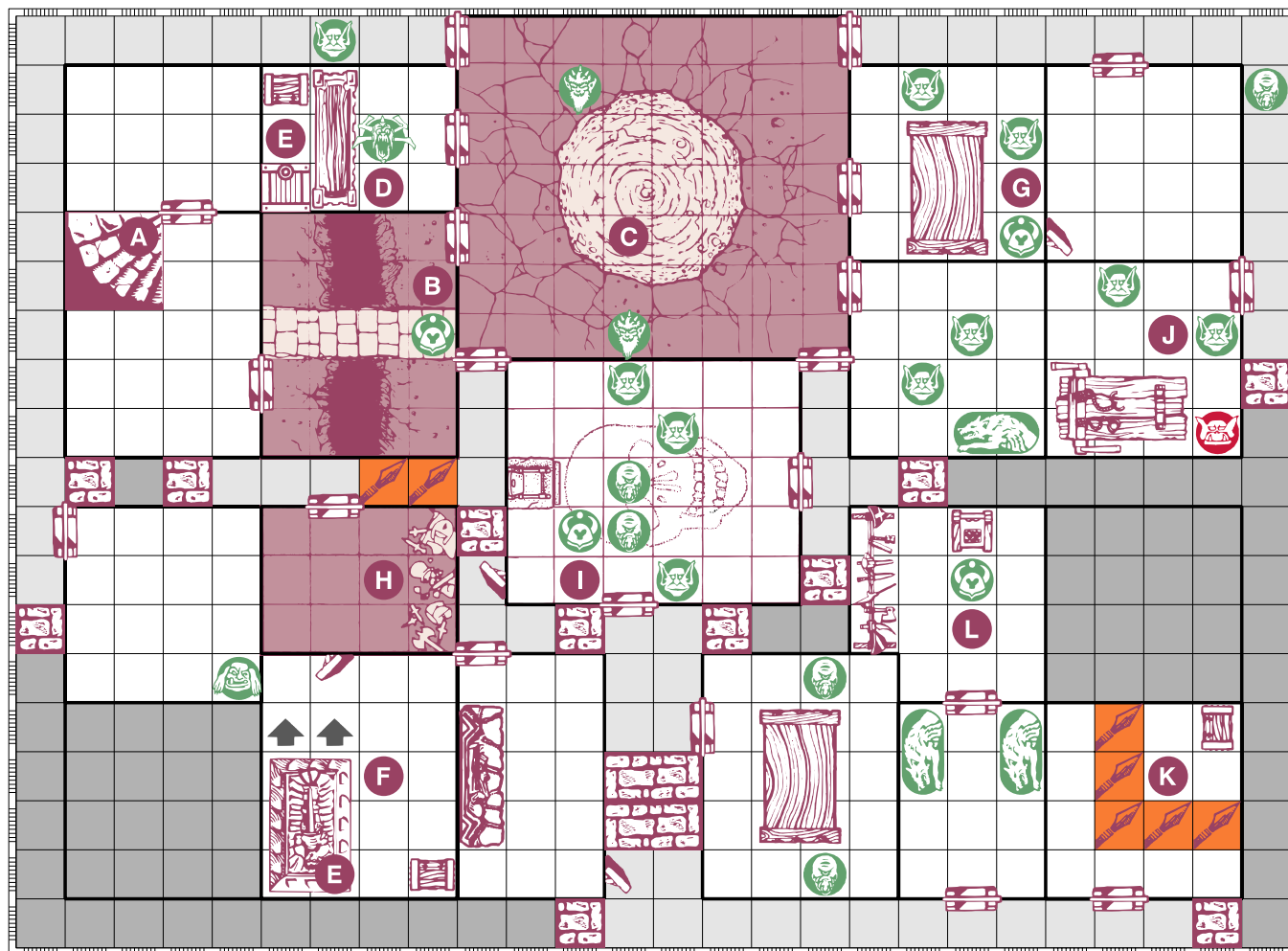
With the defeat of Brokentoorth the captured Orc Warlords and Warchiefs are safe. They were leaders of a newly-formed alliance between the Orc Stonehammer and Ironmaw Clans. Their clans had been helped by Heroes from the Empire during the Black Orc occupation during the last great war, and had since been at peace with the Empire.

The Orcs continue to explain that they were captured when their clan's main stronghold had been over-run by Brokentoorth and members of the Covenant of Chaos. Many more Orcs were slain in battle until the Orcs could no longer resist. With many of the allied clan leaders and elders either slain, or in captivity, the Covenant will likely take the opportunity to subvert the peaceful ties with the Empire for their own ends.

The previous occupation of the smaller Orc clans by the Black Orcs, and now this new threat by the Covenant the Half-Orc swears that he will exact vengeance upon any who would enslave his people again!

The rest of the group agrees that they will join the Half-Orc, and aid him in storming the occupied stronghold, freeing the Orcs within. Such a gesture may well afford an unheard-of peace between the Orcs and the Empire!

Armed Friendly Orc (Under the control of the Hero who triggered it, and takes its turn immediately. Will remain for 2 turns)



Quest 2

Uniting the Clans

An Imperial messenger brings news from the Emperor. He implores you to track this new threat from the Covenant of Chaos. He offers a sum of 100 gold coins for each member of the Covenant slain!

Led by the Warchief of the Ironmaw Clan the party travels several days south, to the Orc Stronghold. It is hoped that there

is still some chance of resurrecting the former unity of the lesser Orc clans, and that the Covenant has not yet done irrevocable damage. As you reach the stronghold the Warchief leads the way into the fortified underground, eager to lead the charge. You must be wary, members of the Covenant lie within, and they are likely to have already found allies to fight at their side!

NOTES:

This is an adventure for the Adventurer, Archer, Necromancer, and Half-Orc. They are accompanied by 3 Men-at-Arms, and 1 Orc Warchief. Note: Orcs designated with a red border on the map are friendly, and will not attack.

- A** The Companions, Men-at-Arms, and Warchief begin their Quest here. At the start of each Player's first turn their units is placed here.
- B** The secret door to this room will be open, but this room is not accessible. This room is only here for the sake of continuity (see Quest 4 of "The Gathering of the Horde").
- C** The Fimir will not attack the Orc or Goblin. Once the Fimir are killed the Orc and Goblin are free, they will not attack, and they cannot be used or moved. Read the following aloud *"The Orc, scarred and beaten, thanks you for rescuing them both. The Orc is a Chieftain, and explains that he and the Goblin were being held prisoner so their clans could be misled into believing*

they were in league with the Covenant of Chaos. The Orc tells you to search the old weapons room for a lever that will open the passage to a room where some of the Covenant are hiding."

- D** When the Companions reach this room read the following aloud: *"At the table stands a weakened Orc Chieftain, and at his side a large Chaos Warrior. He quickly turns to you: 'You dare barge in here and oppose the Covenant? We shall crush you as we have all others!'"* The Orc Chieftain may be controlled by a Player. The monsters will attempt to kill the Orc Chieftain, he has the same stats as a normal Orc, but has only has 1 Attack die.
- E** This trap door can only be triggered in room H.
- F** These trap doors are linked.
- G** These are Orc Clansmen. They will not attack the Companions or Men-at-Arms, and are controlled by whoever opened the door. As they are unarmed,



Wandering Monster in this Quest: Fimir

NOTES continued:

they have the stats as an Orc with 1 Attack die. These Orcs, however, may move freely and attack other Monsters.

H These are Orc Clansmen, refer to room G for details. Searching for secret doors will reveal a hidden lever behind the empty weapons rack, it opens door E, leading to room (I).

I The Chaos Warrior is Fistulus, a member of the Covenant of Chaos. He will attempt to kill the Orc prisoner. This Orc Chieftain has the same stats as an Orc (with 1 Attack die), he may be controlled by a Player.