

# HERO QUEST



Companion's Quest

INSTRUCTION  
BOOKLET







# HERO QUEST



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## Companion's Quest Pack

The adventure continues! The Companion's Quest Pack is a mini expansion set used with the original HeroQuest Game System by Milton-Bradley, and is designed as a follow-up to the adventures of the Companion characters from The Destruction of the Tomes Campaign Pack.



## Playing the Companion's Quest Pack

These new Quests are generally played the same way as the Quests in the Main System. Although the Heroes are not used, the Companion characters are returned to full strength between Quests. (All Body Points, Mind Points, and spells restored, unless otherwise noted in the Quest text).

There are a few game play differences in the Companion's Quest Pack.

### 1. The Companions

The main difference in this short pack is that the regular Hero characters are not used. Instead the Companion characters, introduced in "The Destruction of the Tomes" campaign are used. Refer to the Companion's cards for their stats. The Companions may use items, equipment, and artifacts the same way Heroes would. Additional details are listed below:

*Adventurer* – An adventurer and treasure hunter. At the beginning of each Quest the Adventurer may draw 6 Combat Cards at random, *except* Luck, Careful Aim, or Capture & Disarm.

*Starting Weapon:* Longsword, *Starting Armor:* Shield, Chainmail

*Archer* – An Elf archer who may use a Longbow to fight. He may never wear Plate Mail or a Shield. The Archer can cast only the following Elf Spells: Luck, Bolt, and Fleet Foot.

*Starting Weapon:* Longbow, *Starting Armor:* Elven Chainmail, Helmet

*Half-Orc* – Versed in the combat tactics of both the Orcs and Black Orcs, he was once the leader of a neutral Orc tribe. The Half-Orc has the ability to summon friendly Orcs from his tribe, as well as an Orc Shaman. May only use Chaos Spell scrolls, and no other Spells.

*Starting Weapon:* Broadsword, *Starting Armor:* Shield, Chainmail, Helmet

*Necromancer* – Skilled in the realm of magics used to animate the dead, as well as the workings of Chaos magic, the Necromancer now battles the forces of Chaos. The Necromancer can cast the following Necromancer Spells: Call Skeleton, Raise the Dead, Death Bolt, and Reanimation. May only use Chaos Spell scrolls, and no other Spells.

*Starting Weapon:* Staff, *Starting Armor:* Bracers

### 2. Starting and Ending a Quest

The Companions start and end their Quests on the spiral stairway. These are indicated on the Quest maps.

### 3. Mind Points

When a Companion reaches zero Mind Points, he is not dead but in shock. (A Companion cannot go below zero Mind Points) He rolls 1 red die for movement, attacks with 1 combat die, and rolls two combat dice for defense regardless of what weapons or armor is carried. The Companion's attack and defend dice can be increased by some spells and spell scrolls. A Companion with zero Mind Points, however, may not cast spells or use spell scrolls.

### 4. Equipment and Potions Purchasing

The Companions may purchase equipment, potions, and other items before any of the Quests begin.

### 5. Starting Equipment, Artifacts, Items, and Gold.








The Companions may *only* start these Quests with the items they had upon the completion of The Destruction of the Tomes. Any items which were in the possession of a Hero at the end of The Destruction of the Tomes must remain with them and may not be transferred. If in doubt, refer to the list of starting weapons and armor for the Companion's in section 1. The Companions.

Note: The only exception to the starting items is the Longsword of Galamar, which should be in the possession of the Adventurer if he was in possession of it upon completing The Destruction of the Tomes campaign; otherwise he will begin with the Longsword, as above.

### 6. Trap Doors

Trap doors are used to link two rooms. The Companion only needs to move onto the necessary tile and he will be re-located to the corresponding room. A Companion may travel through such a route only once per turn – therefore he must wait until his next turn to travel back to the previous room.

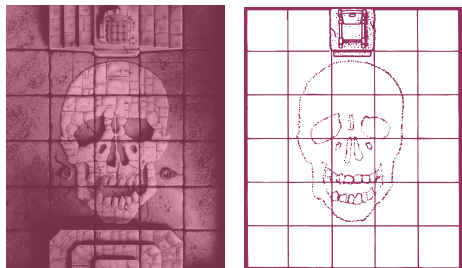
# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Giant Wolf		9	6	3	5	1
Ice Gremlin		10	2	3	3	3
Ogre		4	6	4	10	2
Covenant Warrior		6	4	5	3	4
Armed Orc		8	3	2	1	2
Unarmed Orc		8	1	2	1	2
Black Orc		6	5/5	3	4	2



### Throne Room

This large tile usually signified some significance to the room in which it is found.



### 7. Spells

The spells available to the Archer and Necromancer are limited to their specific spells only. Specifically, the Archer may only use the Spells: Fleet Foot, Luck, and Bolt; the Necromancer may only use the Spells: Call Skeleton, Death Bolt, Fear, Raise the Dead, Skulls of Doom, and Summon Mummy.

### 8. Treasure

The random treasure deck may be compiled with any and/or all other Quest Pack treasure cards, at the Game Controller's discretion. Note: Very special items such as the Cloak of Passage, may be best left for other Campaigns, although the inclusion of any of the HeroQuest treasures will not unbalance game play.

### 9. Special Artifact (The Longsword of Galamar)

The Longsword of Galamar is a powerful Legendary Artifact which may be in the possession of the Adventurer. It is the game controller's discretion whether to allow this weapon into the hands of another Companion in the event that the Adventurer character dies.

### 10. The Men-at-Arms

During these Quests the Companions will be accompanied by 4 Men-at-Arms. The Men-at-Arms units in this Quest Pack are troops of the Empire. As such they are *not* paid for their services.

The Men-at-Arms –

- can move and attack in the same way a Hero or Companion does.
- can open doors and jump pit traps
- may not search for secret doors or treasure
- *only* the Scout may search for, and disarm traps
- may not acquire new weapons, treasure or equipment
- they may carry and use a single potion bottle at a time, given to them by a Companion. These may be healing potions, or other potions the Companions have with them. In this way a Men-at-Arms unit who has reached zero Body Points may still use a Potion of Healing in the same way a Hero or Companion does.

Companions may also administer healing potions or healing Spells to the Men-at-Arms, but this must be done before the unit has reached zero Body Points and is considered dead. As well, both the Companion and Man-at-Arms cannot be adjacent to a monster if exchanging a potion.

### 11. Wandering Monsters

One Quest in this Quest Pack have multiple wandering monsters. These monsters may appear if a

Hero draws a Wandering Monster card from the Treasure card deck. For example, if the Quest notes say, "Wandering Monsters in this Quest: 3 Goblins," place 3 Goblins adjacent to the Hero who initiated the wandering monster encounter. If fewer than 3 adjacent squares are available, place the remaining monsters as close to the Hero as possible.

### 12. Large Monsters

When a monster takes up more than one square (the Giant Wolf in this Quest Pack, for instance), that monster can attack anyone in any adjacent square (including diagonally), even if the monster's figure is facing away from the target.

### 13. Multiple Attacks

A Hero rolls defend dice once for each attacking monster. For example, a Hero attacked by 3 Zombies gets 3 separate defend rolls. A Hero attacked by a monster with multiple attacks (such as the Black Orc), however, gets only 1 defend roll against that monster per turn, no matter how many of the monster's attacks are directed at the Hero.

## New Traps

The Swinging Blade trap does not have tiles.



**Long Pit Trap:** If a Hero wants to jump over this pit trap the long way, he must have at least 3 squares of movement left after he moves next to the pit. The Hero then rolls 1 combat die. A black shield means the Hero has jumped across safely, using up 3 squares of movement. The Hero can continue to move if he has more movement left. Any result other than a black shield means the Hero falls into the pit, suffering 2 Body Points of damage. The Hero must roll a 5 or 6 on a red die on a subsequent turn to climb out of the pit. While in the pit, the Hero rolls 1 less combat die when attacking or defending (but never less than 1 die).

Note: These traps can be jumped the short way, the same as regular pit traps.



**Swinging Blade Trap:** The trap is tripped when a character lands on a space marked with a black blade symbol: a huge blade swings down from the roof attacking any character in any one of the three spaces marked with a white or black blade symbol. These characters will be attacked with two combat dice which they may defend against





normally. A Swinging Blade Trap can only be detected by a search in the room or corridor containing the black blade symbol.

Any character with a Tool Kit may attempt to disarm a Swinging Blade Trap. To do so they must roll any shield, using only one combat die. If they roll a skull, they will set off the Swinging Blade Trap. The Dwarf may disarm a Swinging Blade Trap automatically once it has been discovered.



## New Magical Trap

Magical traps cannot be found by searching. They can only be disarmed with certain spells specified below. Magical traps may only be activated once. As soon as a magical trap has been activated, players can move safely through that room or corridor.

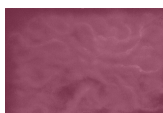
-  **Teleport Trap:** Any player who finishes their move on a square marked with symbol A, will instantly be transported to the square marked with symbol B, elsewhere on the map. Landing on a symbol B square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.
-  **Teleport Trap:** Any player who finishes their move on a square marked with symbol B, will instantly be transported to the square marked with symbol A, elsewhere on the map. Landing on a symbol A square has no effect. Once a character has been teleported, he is disorientated and his turn ends at once.



## Spell Special Effect

### Cloak of Shadows

Use this tile with the Cloak of Shadows spell.



## New Monsters

### Ogre

All Ogres occupy one space on the HeroQuest gameboard. No other figure may pass through the same space as an Ogre figure, whether they are good or evil. Once an Ogre blocks a corridor, it stays blocked until he moves or is killed.

### Ice Gremlin

During Zargon's turn, each Ice Gremlin can either attack a Hero or it can steal one item from one Hero

(Zargon's choice). The item stolen cannot be the armor or shield a Hero is using, nor the weapon he is wielding. As soon as an Ice Gremlin has stolen an item, it runs away at full speed. The Heroes can chase the Ice Gremlin on their turn. If they catch it and destroy it, they regain the stolen item. If no Hero can see the Ice Gremlin at the start of Zargon's turn, the Ice Gremlin has escaped with the item. The item should be crossed off the Hero's Character Sheet. Remove the Ice Gremlin figure from the gameboard.

### Black Orc

Black Orcs attack twice, once with each weapon they wield. Two attacks can be made against one opponent or one attack can be made against each of two different opponents.

### Armed Half-Orc

A Clansman of the Half-Orc Companion character, who is under player-control when encountered. This unit will not attack Heroes, Companions, or other friendly units. May not search for traps, treasure or secret doors.

### Unarmed Half-Orc

A Clansman of the Half-Orc Companion character, who is under player-control when encountered. This unit will not attack Heroes, Companions, or other friendly units. May not search for traps, treasure or secret doors.

### Warrior of the Covenant of Chaos

These battle-hardened warriors are members of the newly-formed "Covenant of Chaos". They are powerful opponents, but their power may be derived from an as-yet unknown source.



## New Tiles and Quest Map Symbols

### Portcullis

Heroes and monsters can "see" through a portcullis even before it is opened. Unless otherwise stated, portcullises may be forced open by Heroes or Henchmen. To do this the unit must roll less than his current number of Body Points on two red dice. Each unit may try once per turn to open a portcullis.



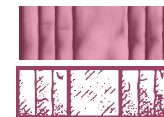
### Trap Door

Two trap doors are used to link 2 visually unconnected rooms via an unseen tunnel. When landing on 1 trap door, a Hero or monster immediately moves to the other trap door.



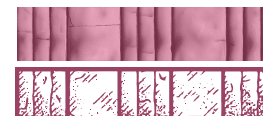
### Short Stairway

There are 3 movement squares on the short stairway. These tiles are used to create the effect of climbing up or down stairs.



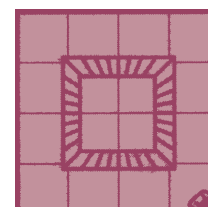
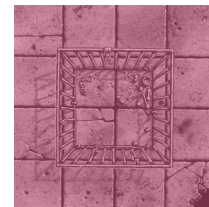
### Long Stairway

There are 5 movement squares on the long stairway. These tiles are used to create the effect of climbing up or down stairs.



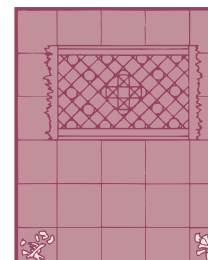
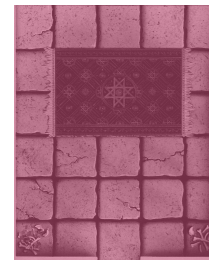
### Cage Room

This room serves as a prison. Prisoners within the cage cannot be freed without the cage key.



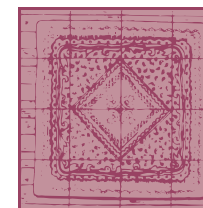
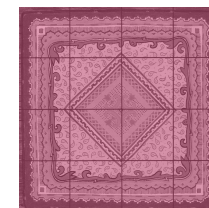
### Inner Sanctum and Sanctum Wall

This tile is placed *without* the Inner Sanctum Wall component usually associated with it.

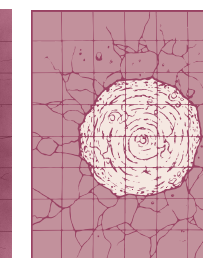
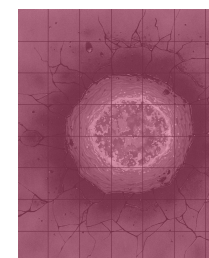


### Carpet Room

There are no special rules or effects for this tile.

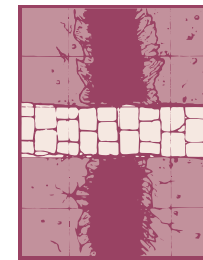
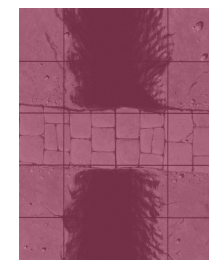


### Pit of Chaos



### Stone Bridge Room

This bridge may be crossed safely, however, if any Hero or monster somehow falls into the pit they are lost forever.



### Ice Gremlin Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Their booty is stored in this room.

