

HEROQUEST

COMPANION'S QUEST
EDITION



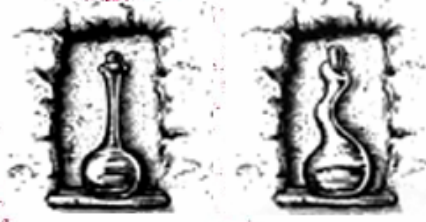
These items may only be purchased at the beginning of a Quest.

Alchemist's Shop

Potion of Dexterity

Cost: 100 Gold Coins

This sparkling liquid adds 5 movement squares to your next die roll OR guarantees 1 successful pit jump. If you purchase more than one of these potions, you may use only 1 per turn.



Potion of Rejuvenation

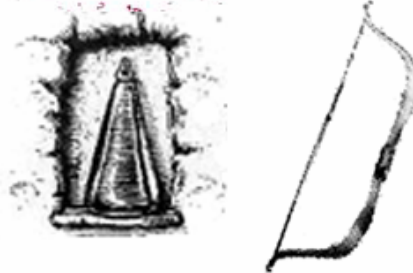
Cost: 500 Gold Coins

Any Hero who drinks this bright yellow liquid regains up to 6 lost Body Points. Roll 1 red die to see how many Body Points the Hero gets back. This potion cannot give the Hero more than his starting number of Body Points.

Potion of Speed

Cost: 500 Gold Coins

When an Elf drinks this syrupy brew, he can move up to 12 squares per turn instead of rolling the red dice. The Elf also gets 2 attacks per turn. These effects end as soon as the Elf suffers at least 1 Body Point of damage.



Longbow

Cost: 250 Gold Coins

The longbow allows you to roll three combat dice in attack upon any opponent in your line of sight. May not be used on an adjacent opponent.

MAY ONLY BE USED BY THE ARCHER

Genie

Cost: 500 Gold Coins

This spell conjures up a Genie who will do one of the following: open any door on the board (revealing what lies beyond), OR use 5 combat dice to attack any monster within your line of sight.



Courage Spell Scroll

Cost: 300 Gold Coins

This spell may be cast on any one Hero, including yourself. The next time that Hero attacks he may roll two extra combat dice. The spell is broken the moment the Hero can no longer "see" a monster.

HERO QUEST[®]

Quest Book

Companion's Quest

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..

Additional Tiles Needed:

Return of the Witch Lord Expansion Pack

Kellar's Keep Expansion Pack

Barbarian Quest Pack

Elf Quest Pack

Against the Ogre Hoard Quest Pack

The **Companion's Quest Pack** requires the following figures:





6 Henchmen / Men-at-Arms, with sufficient weapons to create the desired number of Scouts, Swordsmen, Crossbowmen, and/or Halberdiers.

1 Black Orc figure

(Black Orcs are available from Games Workshop, the smallest packages contain 2, although, these may be substituted with normal Orc figures if none are available.)

Figures from the Elf Quest Pack, Barbarian's Quest Pack, as well as the Necromancer figure from the Wizard's of Morcar.

Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Black Orc		6	5/5	3	4	2
Armed Orc		8	3	2	1	2
Unarmed Orc		8	1	2	1	2
Warrior of The Covenant of Chaos		6	4	5	3	4

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.

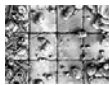
Unarmed Half-Orc – A Clansman of the Half-Orc Companion character, who is under player-control when encountered. This unit will not attack Heroes, Companions, or other friendly units. May not search for traps, treasure or secret doors.

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.

Components

Ice Gremlin Treasure Room / Treasure Room

Ice Gremlins steal anything they can get their cold hands on. Booty is often found in this room.



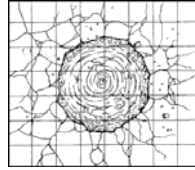
Throne Room

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



Magma Pit / Pit of Chaos

This large chamber contains a pit in the centre, which drops steeply into a partially cooled pool of magma. Any unit to fall in the pit is lost forever.



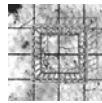
Stairway

There are two lengths of stairways, a short stairway and a long stairway. There are 3 movement squares on the short, and 5 movement squares on the long stairway. These tiles are used to create the effect of walking up or down stairs.



Cage Room

This room serves as a prison. Prisoners within the cage can not be freed without the Cage Key.



Trap Doors

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.



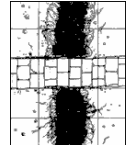
Portcullis

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.



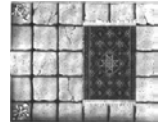
Bottomless Pit Bridge

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



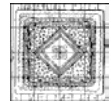
Covenant of Chaos Necromancer's Lair

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



Carpeted Room

There are no special rules or effects for this tile.



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 Armour:* 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 Armour:* 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 Armour:* 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 Armour:* 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 can not go below zero Mind Points) He rolls 1 red die for movement, attacks with 1 combat die, and rolls two combat dice for defence regardless of what weapons or armour 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 armour 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.

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 Blow, 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.

12. 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.

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 Broketooth 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 sworn 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.

Broketooth 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.

Quest Map Guide

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



Gold: This colour is used to highlight traps that the Heros can detect by searching.



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

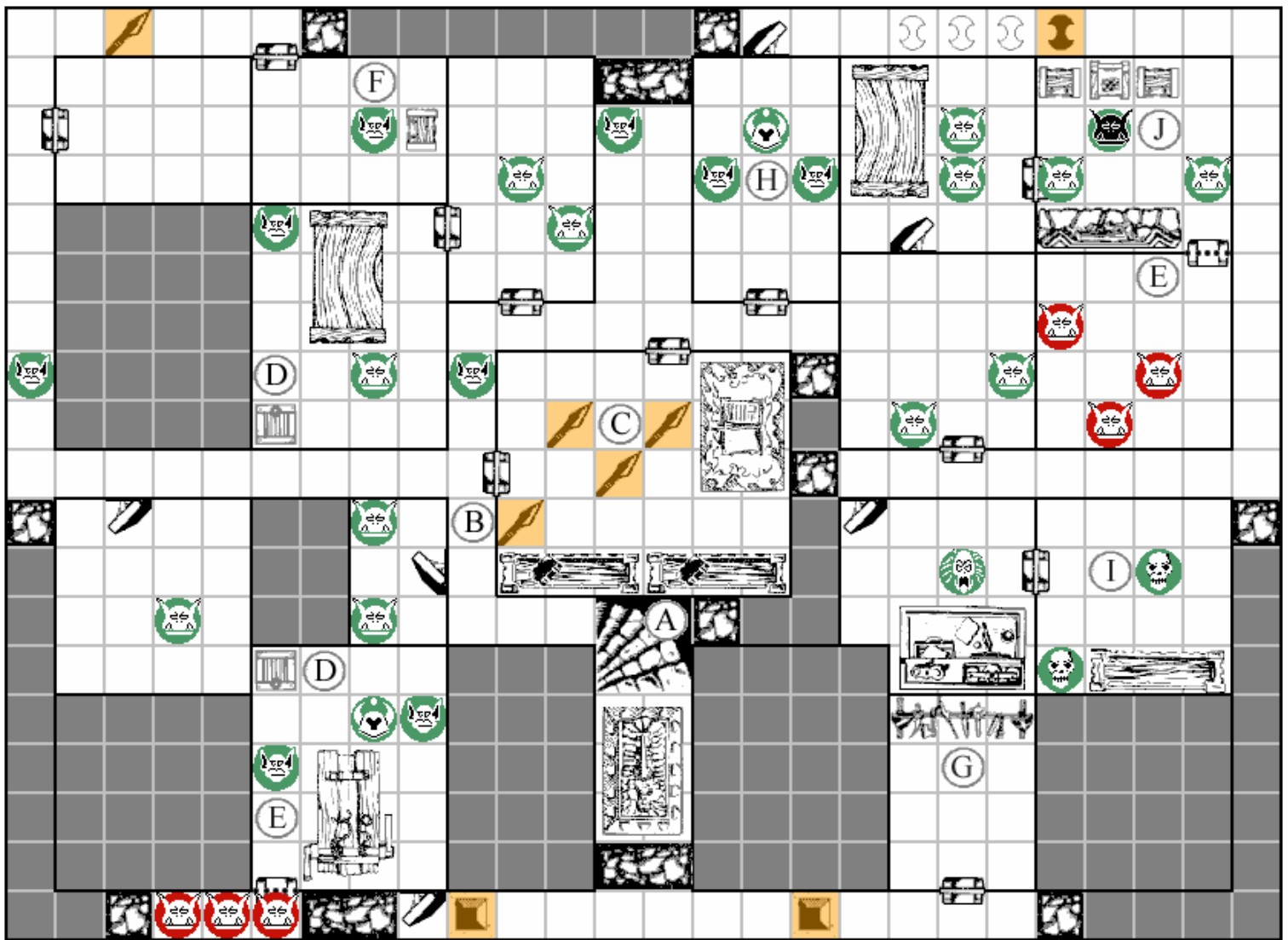


Dark Green: This colour is used to highlight the monster symbols. See the Monster Chart.



Light Purple: This colour is used to highlight rooms which contain custom tile overlays. These should be placed on the game board after the Heros have discovered the room.

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



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, Brokentooth, has established his lair.

The Emperor knows that Brokentooth 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 whom ever lands the killing blow upon Brokentooth!

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 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 whom ever 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.

Wandering Monster: 2 Goblins

- (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.
- (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.



Scattering the Horde Conclusion...

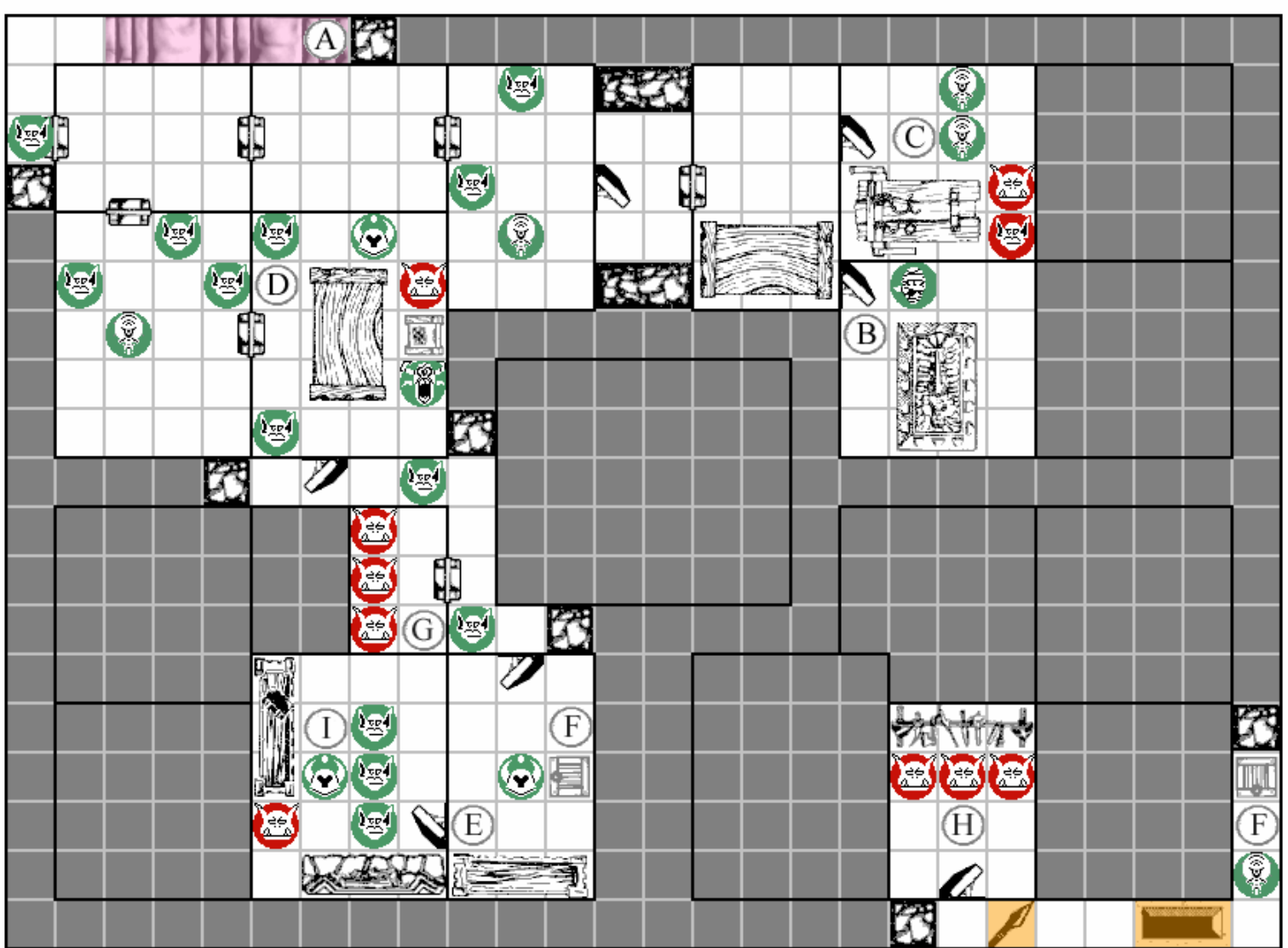
*W*ith the defeat of 'Brokentoath the captured Orc

'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 'Brokentoath 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!



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!

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 trap 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 can not be used or moved. Read the following aloud "The Orc, scarred and beaten, thanks you for rescuing them both. The Orc is a Chieftan, 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 Chieftan, and at his side a large Chaos Warrior. He quickly turns to you: 'You dare barge in here and

Wandering Monster: 1 Fimir

oppose the Covenant? We shall crush you as we have all others!' " The Orc Chieftan may be controlled by a Player. The monsters will attempt to kill the Orc Chieftan, 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)**.

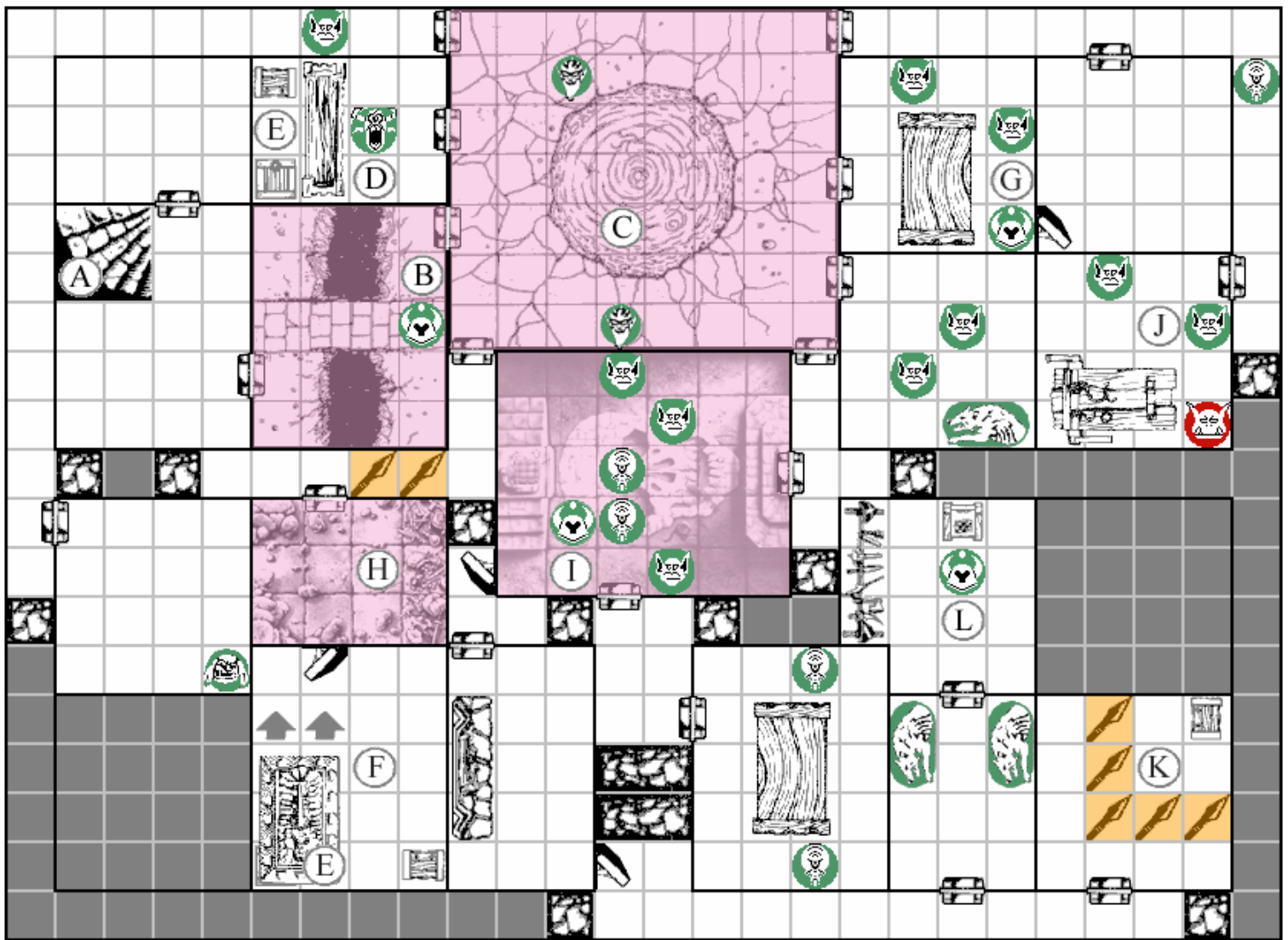
(F) These trap doors are linked.

(G) These are Orc Clansmen. They will not attack the Companions or Men-at-Arms, and are controlled by whom ever opened the door. As they are unarmed, 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 Chieftan has the same stats as an Orc (with 1 Attack Die), he may be controlled by a Player.





Quest 3 - Covenant of Chaos

The Warriors who were in league with Brokentooth, and who led the take-over of the Orc stronghold are members of a larger band from the cold icy North who have formed an alliance with one another. They have been working their way South, closing in toward the Empire. Unfortunately, in recent months their power and control over the surrounding lands has grown inexplicably quickly. They have attacked and burned several villages outside of the Empire, and are becoming increasingly brazen. For this reason they have been easy to track down, and your journeys have led you to the entrance of an underground base in the Northern Plains.

The entrance is not hidden, but they will be prepared for any unwelcome guests.

Again, the Emperor offers a sum of 100 Gold coins for each member of the Covenant slain!

This is an adventure for the Adventurer, Archer, Necromancer, and Half-Orc. They are accompanied by 6 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 begin their Quest here.

(B) This is Dalnar, a member of the Covenant of Chaos. He is guarding the bridge and has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
5	4	4	3	4

(C) Upon entering the room read the following aloud: "This large chamber opens upward, to the height of several Ogres. The pit in the centre drops steeply into a partially cooled pool of magma. Falling in would not be wise." Any unit to fall in the pit is lost forever. If the Gremlins manage to steal an item they will move away at their full rate until out of sight. Stolen items can be recovered in room (H).

(D) Searching for secret doors will open the secret door in room (I). Searching this side of the room for treasure will reveal a Broadsword.

(E) These trap doors are linked.

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

(F) Searching for secret doors causes the Tomb to slide aside revealing the trap door (E). Searching for treasure reveals a Potion of Healing that will restore 2 lost Body Points when consumed.

(G) This is Orasces, a member of the Covenant of Chaos. Searching for treasure will reveal 240 gold coins.

(H) Any stolen items may be recovered in this room.

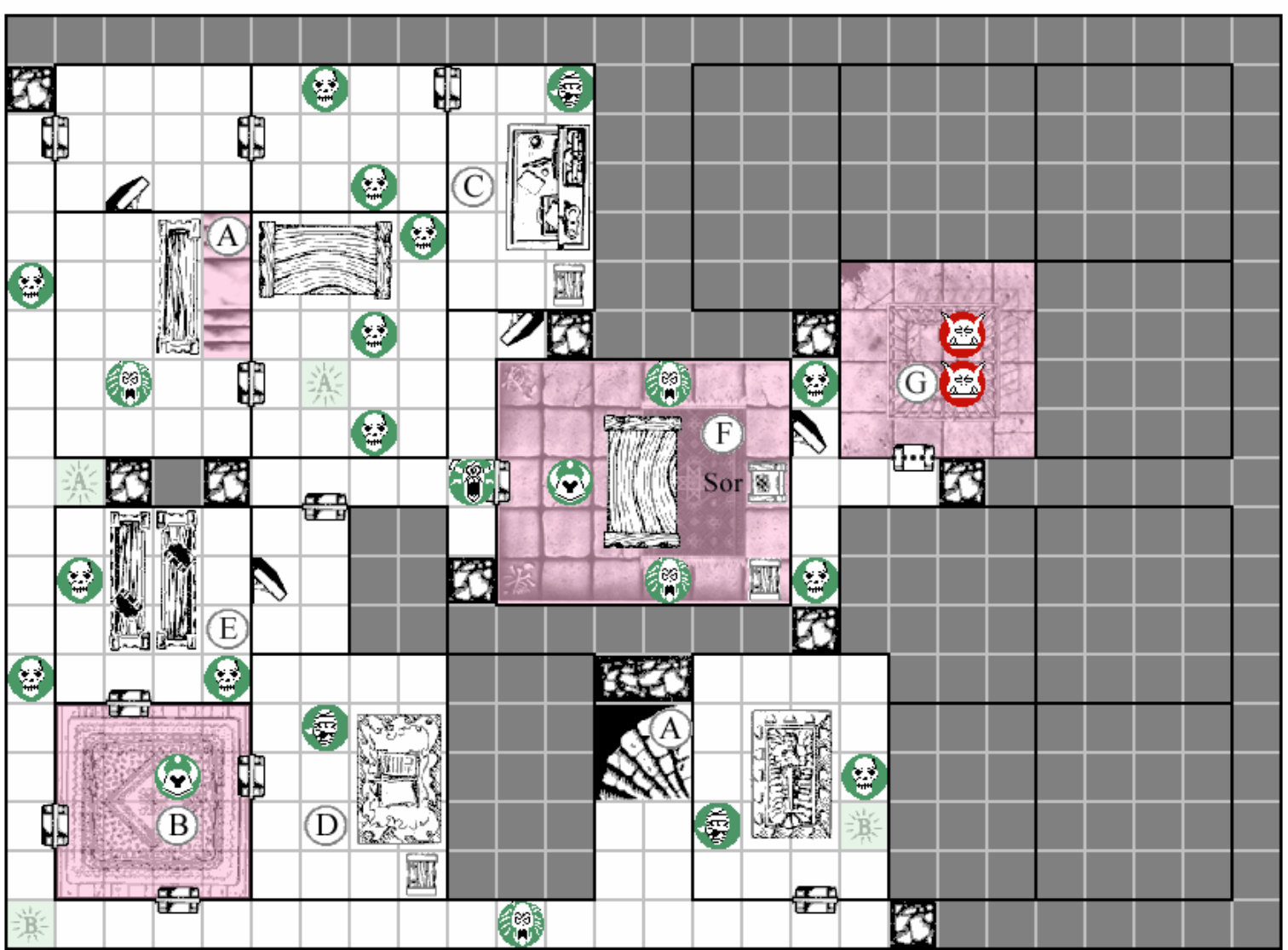
(I) This is Balthazar, a member of the Covenant of Chaos.

(J) The red Orc is one of the Half-Orc's Clansmen. He is controlled by whom ever 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.





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!

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

Wandering Monster: 1 Skeleton

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 Malvinius, he has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
7	3	4	5	6

and knows the following Chaos Spells: Summon Undead, Fear, and Reanimation. Once slain, searching for treasure will reveal Malvinius 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".



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 honourable 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 honour, 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 Armour 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 Armour 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 Armour 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 Armour can be used.

