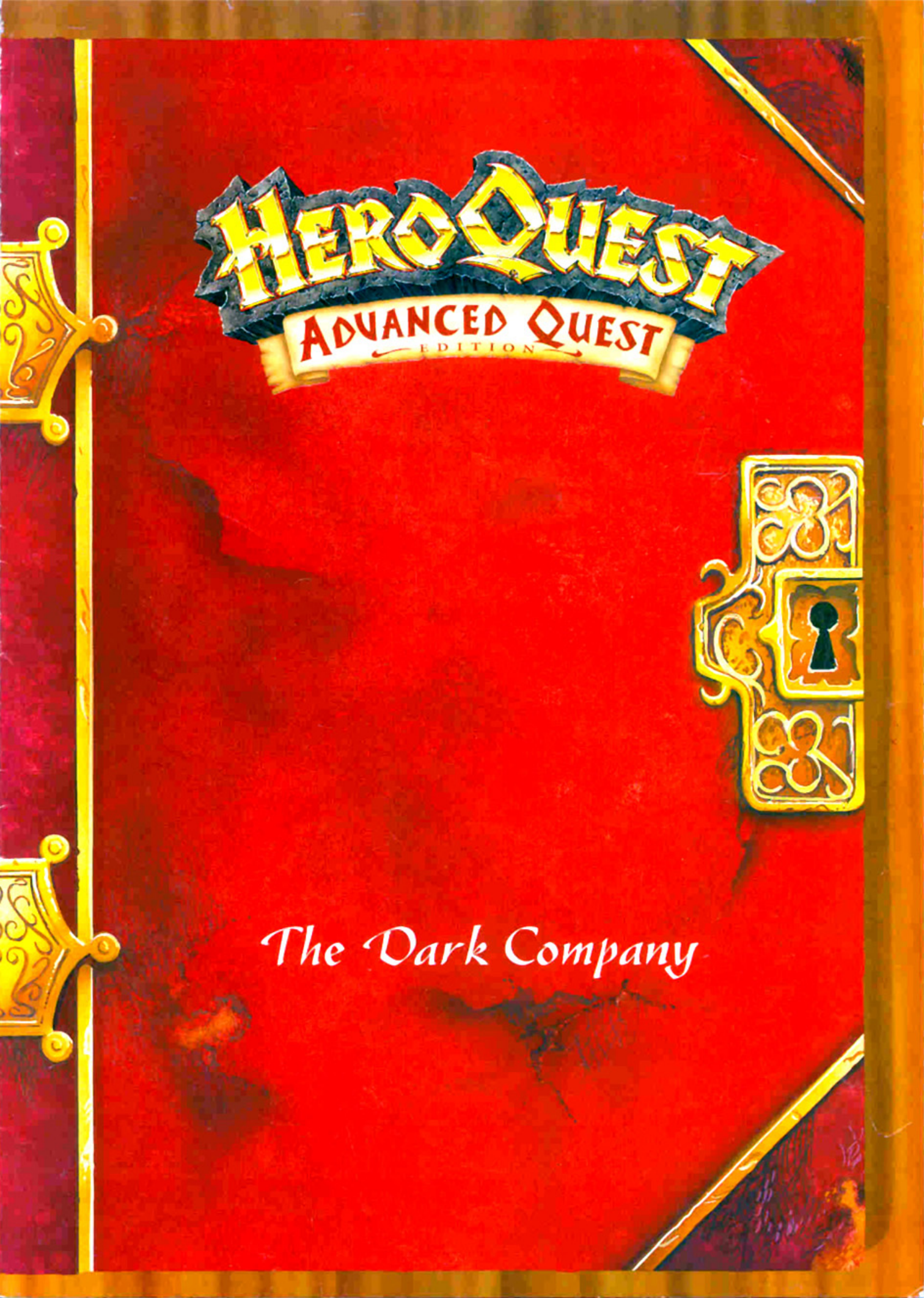

HeroQuest
Advanced Quest
Edition
The Dark Company



The Emperor gazed at the assembled Lords as he listened to the man crouched before him. They stood impatiently, looking intently upon the frail figure, their eyes filling with rage as his story unfolded. They were restless, uncomfortable at hearing of such treachery.

"Listen not to this poison my Lord!"

"Silence!" The Emperor's voice echoed angrily around the vaulted hall. "Teor, though it wounds our hearts, these words we must all hear." The Emperor turned again to the man before him. "Please, continue."

Eshlil looked nervously about him. He glanced again at the Emperor before continuing, his voice low and uncertain.

"Thus I served with Hinsgrim. I have stood within the ranks of the Dark Company and there can be no mistake. Hinsgrim has succumbed to darkness. He and his men have sworn allegiance to Chaos. The Captain of your Elite Guard is your would-be assassin."

No-one dared speak. Many wished to cut Eshlil down, as though this would redeem their dear companion, refute this lie. Yet the spy's words had rung true. The Emperor gathered his robe and stood before his council.

"This is a sad day for us all. I have watched Hinsgrim fall from honour. Mentor warned us of this, yet we have been too slow. Hinsgrim has fled beneath the old city along with the Dark Company. The task falls to you my Lords to find heroes that can purge us of this evil."

"By your leave my Lord! Give me but one legion and I shall lead an assault that will rid you of these scum."

"I want no more of my Lords turned against me Lorric! You are a brave knight but neither you nor your warriors can beat this evil. Find me the men I need, bring to me warriors, men of stout heart. Champions! The Dark Company must be destroyed. I want Hinsgrim DEAD!"

The Dark Company

Introduction

We recommend you play this 13-part Advanced Quest after you've played all or most of the adventures contained in the Quest Book. You'll then be ready to do battle with the Dark Company ... When playing the Advanced Quest, all the standard Hero Quest rules apply, although a number of differences outlined below make this a considerably more challenging adventure.

How to play the Advanced Quest

There are 13 stages in the Advanced Quest. Each of these stages is shown on the map in a different colour. These same colours are used to highlight the appropriate notes for each stage of the adventure on the left. The adventure begins on the stairway tile in the corner of the map. In each stage, the players are attempting to find a door on the edge of the gameboard which will allow them to enter the next stage of the adventure.

The Evil Wizard player should place the door on the edge of the gameboard when it becomes visible to one of the character players. These doors may be opened in the normal

way, unless otherwise stated. When all the character players have gone through the door, remove *all* the pieces from the gameboard and begin the next stage of the adventure.

NOTE: Monsters may never move through a door from one stage of the adventure to another.

Between Stages

Character players do *not* return to their full strength between stages, nor can the Elf and Wizard replenish their spells. However, all character players may keep the potions and special treasures they have found.

Beginning a New Stage

Character players enter the next stage of the adventure by passing through the same door which marked the end of the last stage. The first character player moves through the door, at which point the Evil Wizard player should place onto the gameboard everything the Character Player can see. The new Stage of the adventure is then played in the normal way. All discarded treasure cards should be placed back into the treasure card pile and the cards shuffled.

Re-entering a Stage previously played

If the character players return to a stage they have already played, all the monsters will return and they will have to fight them all again. However, whilst players may still search for treasure, some special treasures mentioned in the notes may not be found again.

Dark Company Warriors

You can now bring your 12 Dark Company Warriors into play. These monsters work like other monsters. But whenever the Evil Wizard player places a Dark Warrior onto the board, he can arm his Dark Warrior in one of four ways depending on the weapons available. (See below).



Dark Warriors in Combat

The Dark Warriors are an elite group of fighters who can defend in a special way. Roll the required number of dice shown as normal and as long as you roll at least one round black shield, the Dark Warrior defends successfully and remains unharmed.

The Doomguard

The Chaos Warriors in this adventure are members of Morcar's elite regiment, the Doomguard. These monsters defend in the same way as the Dark Warriors – they need only roll one round black shield to defend against any number of skulls rolled by an attacker.

Dark Company Warriors



Crossbowman

Move	6 squares
Attack	2 dice
Defend	3 dice
Body	1
Mind	2



Scout

Move	9 squares
Attack	2 dice
Defend	3 dice
Body	1
Mind	2



Swordsman

Move	4 squares
Attack	4 dice
Defend	5 dice
Body	1
Mind	2



Halberdier

Move	6 squares
Attack	3 dice
Defend	3 dice
Body	1
Mind	2

Doomguard



Doomguard

Move	6 squares
Attack	4 dice
Defend	5 dice
Body	1
Mind	3

The Dark Company

"You have been chosen from all the champions whose names were put forward. The Emperor has commanded you. Enter the dungeons below the old city, find Hinsgrim and slay him. Succeed and you will all be rewarded with a Ring of Brilliance."



NOTES

A This secret door may be opened by the Evil Wizard player on his turn. The monsters in the room are placed onto the gameboard and may immediately move and attack.

B When this door is opened, Mentor appears as a spectre to the players and says the following before disappearing: "Beware the ghost of Vadim Gorfell. Fight him not."

A This treasure chest contains two hand axes. The weapons on the rack are of poor quality and no use to the character players.

B A player searching for treasure will find a crossbow on the weapons rack. However there are only 6 quarrels. Each time the player fires the crossbow, mark off one quarrel on the back of your Character Sheet. If you run out of quarrels you may not use the crossbow again until you find some more.

C This treasure chest contains a Potion of Healing which will restore up to four lost Body points.

A This treasure chest contains 50 gold coins.

B A character player searching for treasure in this room will find a magic scroll of spells. If the Elf or the Wizard find this they may choose to miss one turn and read the scroll. Once the scroll has been read, it disappears. The reader may then regain all the spells he had at the beginning of the adventure.

A Any character player stepping into this room will notice how warm it is. A character player who finishes his move standing in this room must roll one die. If he rolls a

A All the Dark Warriors in this room are armed with Crossbows.

B If a character player searches for treasure in this room he will find a Potion of Healing hidden in the bookcase. It will restore up to four lost Body points.

A This treasure chest contains 100 gold coins and a Potion of Healing which will restore up to four lost Body points.

B This treasure chest is a trap. If a character player opens the chest it will explode and cause the player to lose two Body points.

C This treasure chest contains one magic crossbow quarrel. When fired at a monster it automatically inflicts one Body point of damage. There is also a further unlimited supply of normal crossbow quarrels in the chest.

D This treasure chest is empty.

E If a character player searches for treasure in this room he will find a Potion of Healing that will restore up to four lost Body points.

A If a character player opens this chest, the secret door will slam shut. The room then begins to fill with a green gas. The character player must roll a white shield on one combat die to force the door open again. The character player can attempt one such roll each turn. If the roll is unsuccessful he loses one Body point. Character players outside the room may not attempt to open the door.

B This treasure chest is empty. If a character player searches for treasure in this room, he will find a life-giving elixir on the table. If he administers it to a dead character player, it will bring him back to life. The revived character can be placed anywhere in the room and will have just one Body point.

A This is a Shrine of Strength. Once all the monsters in the room have been defeated, character players can attempt to rebuild full strength through meditation. On his next turn, the character player rolls one die. If he rolls a score equal to, or less than his Body points tally, he can regain all the strength he possessed at the start of the adventure. If he rolls a number greater than his Body

score equal to, or greater than his Mind points, he falls into a Wasting Sleep and loses one Body point. On his next and subsequent turn, he must attempt to roll equal to, or lower than his Mind points on one die or remain asleep and lose another Body point. If he does awake, he may take his turn in the normal way.

A This chest contains a trap which will be found if a character player searches for traps and secret doors. If the character player opens the chest he will lose one Body point.

B This treasure chest contains 100 gold coins.

C This chest is a trap. Even if a character player searches for traps and secret doors he will not find the trap. If any character player opens the chest he will lose one Body point.

A This is a Shrine of Learning. Once all the monsters in the room have been defeated, the Elf or the Wizard can attempt to rebuild a full complement of spells through meditation. On his next turn, the character player rolls one die. If he rolls a score equal to, or less than his Mind points tally, he can regain all the spells he possessed at the start of the adventure. If he rolls a number greater than his Mind points tally, he is gripped by a magical vortex and loses one Body point. When a player meditates, he may do nothing else on his turn.

A This is the Tomb of Vadim Gorfell. The Zombie which represents his restless spirit cannot be defeated in combat. If any character player attacks the Zombie, roll the defence dice in the normal way but then inform the player that the Zombie has survived. The only way a Zombie can be killed is by a spell which inflicts one Body point of damage.

B If a character player searches for treasure in this room, read out the following: "You notice upon the altar a magic Rune book. As you read the pages you feel raw power flowing through your body. Your strength increases and you see great spells before you. Movement! A growing shadow! The Gargoyle strikes, leaping from the pages. You lose one Body point."
Place the Gargoyle anywhere in the room. The Gargoyle makes one more attack immediately.

points tally, he is gripped by a magical vortex and loses one Body point. When a player meditates, he may do nothing else on his turn.

B This treasure chest contains 100 gold coins.

C This secret door may be opened by the Evil Wizard player on his turn. The monsters in the room beyond are placed onto the gameboard and may immediately move and attack.

A This treasure chest contains a trap. If the chest is opened, three darts shoot from the lid. Roll three combat dice and for each skull rolled, the character player who opened the chest loses one Body point.

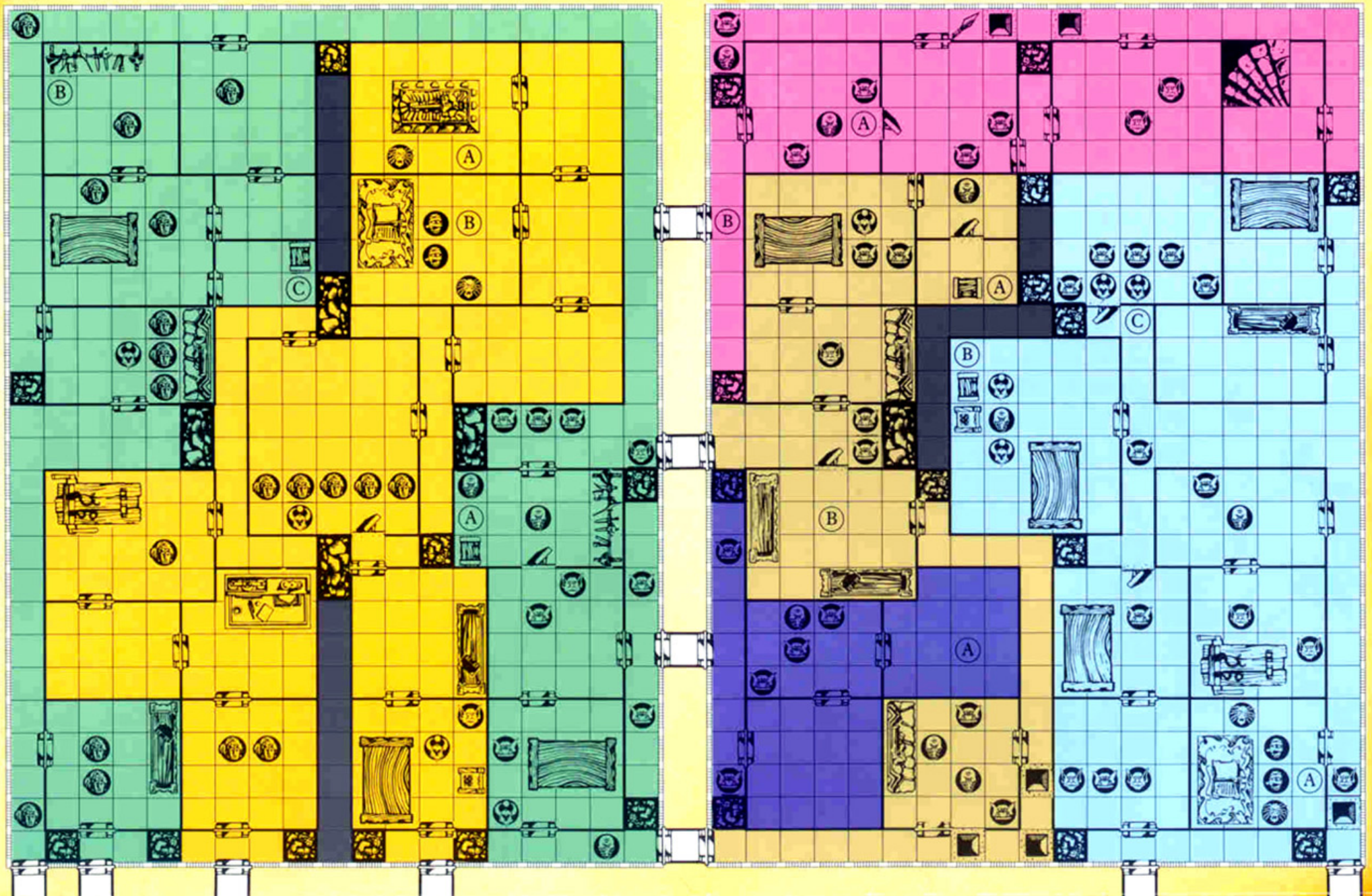
A This is Hinsgrim, the Chaos Warrior. He rolls the same number of dice as a Doomguard Warrior but has five Body points. Record the loss of his Body points on the track below. When the last box is crossed off, Hinsgrim will have been slain.
The X marks the position of Delzarron, a Chaos Sorcerer. He rolls the same number of dice as a normal Chaos Warrior in combat but has three Body points. Record his Body point losses on the track below. When the last box is crossed off, Delzarron will have been slain. Delzarron may also cast a spell, once per turn. This spell will summon one undead creature (Zombie, Skeleton or Mummy) which may be placed anywhere in the room and attack and move immediately.

Hinsgrim 

Delzarron 

Once Hinsgrim and the other monsters in this Stage have been defeated, read the following to the character players.
"There is a whirl of blue light in the corner of the room and Mentor appears to you.
'You have done well my champions. Each of you shall be rewarded with a Ring of Brilliance. Come now! I shall return you to the Emperor.' "
There is a blinding flash as you are thrown through a gate of teleportation. The Emperor rewards each of you with a Ring of Brilliance.

Wandering Monster: Dark Warrior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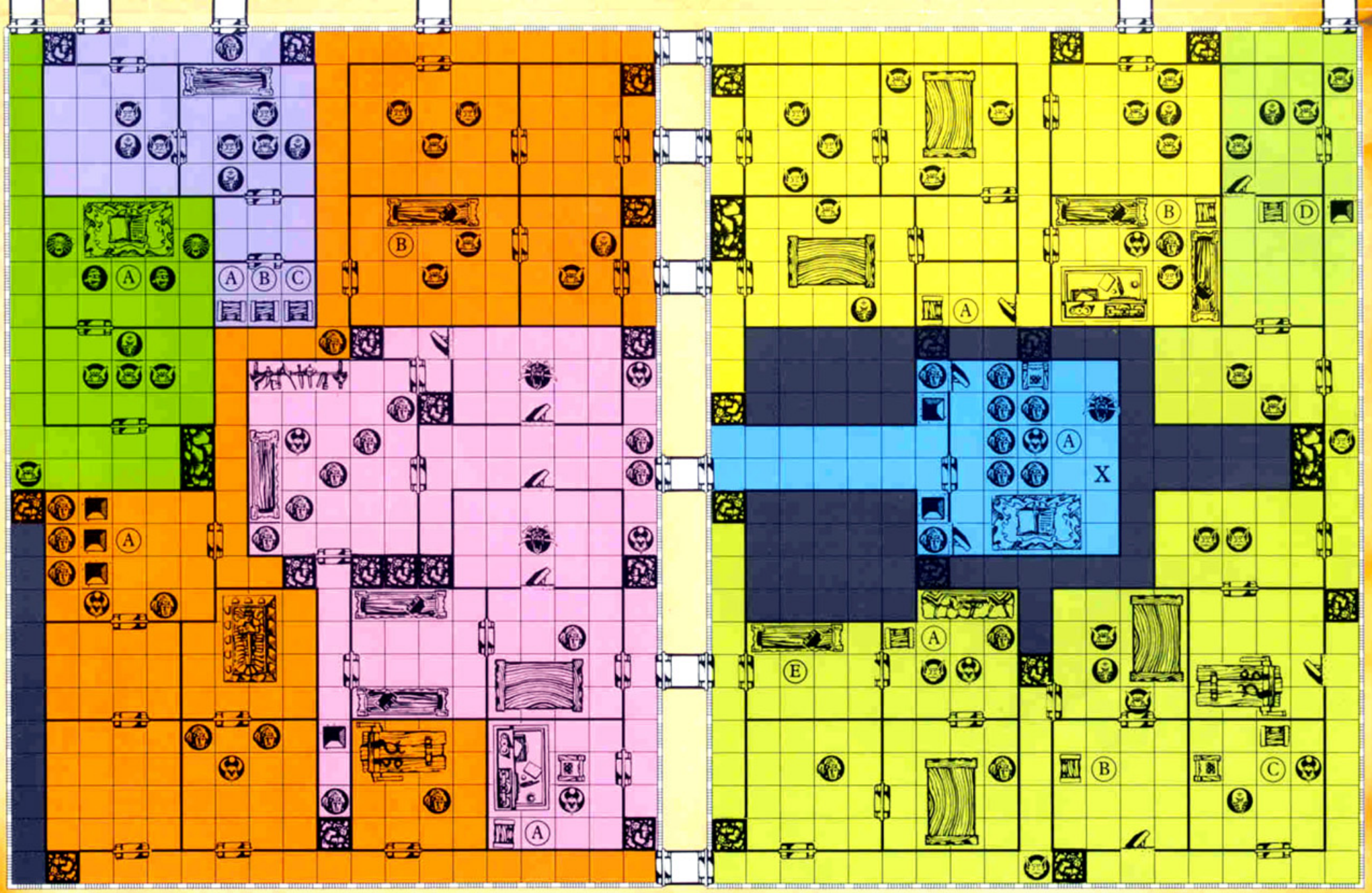

– Dark Warrior



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