

Warsword Event Guide to Heroes

Gotrek:

- ++ Gives player +3 Strength if Dwarf, +2 Strength if "Good" Race, +1 Strength if "Evil" race
- + Adds 5 Giant Slayers troops to player's party ("Good"-Aligned players only)
- - - Gets angry and reduces party Morale (-30)
- - - Kills a high-level player's party troop in a duel (unknown trigger)+

Skeezle:

- ++ Gains an assignable attribute and skill point ("Characteristic Points")
- ++ Gives a quest to include him in a dungeon run. Increases loot amount for dungeons, if he's included in a dungeon run after the quest is completed
- = Stops appearing in tournaments
- = Gives player Gold (~500)

Rumpold:

- ++ Gains an "amulet" which gives him maximum Dodge at "all times"
- + Raises party morale (makes a stew)
- = Steals Gold for player (300-700) and its Lord (-15)

Volands:

- ++ Gives player +2 Tactics (permanent)
- + Adds 5 Volland's Venators troops to player's party
- = Gets banned from all tournaments by King Louen Leoncouer
- - - Reduces player's relations with Bretonnia

Sir Aristide:

- ++ Gains 5+ Ward Save
- ++ Gains Regeneration
- + Increases player relations with Bretonnia (+30) and King Louen Leoncouer
- = Gets and Equips his family sword (House of Aristide Sword)

Mathias:

- + Gives Renown (+20) and Reputation (+10) to player ("Good"-Aligned players only?)
- + Adds 5 Master Witch Hunter troops to player's party
- - Burns a group of "heretics" at the stake. Player's party must wait until finished
- - - Reduces player's party Morale (-30)

Eketi:

- + Gives player a free boat
- + Adds 5 Dark Elf Corsairs troops to player's party
- + Gets and equips a set of Dreadlord armour (Helm, Chest, Boots)
- - - Gets called back to Naggaroth, leaves player's party

Felix:

- ++ Gains +5 Riding/Horse Archery (permanent) and gets and equips a new Empire Warhorse mount for himself
- ++ Gets an "amulet" that restores his full health after every battle
- ++ Gives 100 Renown and 5 Right to Rule to player (might require Gotrek in party)
- - An Imperial arrest attempt. The player may: Pay 2000 gold, let them take Felix, or refuse them anything at the cost of Reputation (-10)

Ripnitch:

- ++ Gains +5 Agility and +3 Weapon Master (Master Assassin training)
- + Gains Poison attacks (Poisonous)
- = Leaves to assassinate a named tournament hero, returns after ~three days
- - Asks for a raise, doubling the cost of his weekly wage

Maephilin:

- + Gains +2 Horse Archery (permanent)
- + Gets and equips a Champion Elf Horse (also gives one to player)
- = Gets and equips a High Elven Reaver chest armour for himself
- - - Loses -2 Athletics (permanent) from an injury

Jalil:

- +Trains archers (upgrades archer troops in player's party one tier)
- + Improves player's relations with Araby (+30)
- + Gets and Equips Brass Lamellar Chest and Boots (reward from the Sultan)
- - - Receives word that the Sultan wishes him to return, leaves player's party

Beorg:

- ++ Adds 5 Bearmen of Urslo troops to player's party
- + Gives player Renown
- - Gives player Renown and negative reputation.
- - - Kills random troops in player's party (repeatable?)

Oggy Boggy:

- ++ Becomes a "competent" Jade Wizard (Ghyran) (+5 to Magic Skills)
- = Gives player a book on medicine that grants no bonuses upon reading
- - - The player's party gets attacked by a horde of Savage Orcs (~70 enemies)
- - - Reduces the player's Reputation (-10)

Abdul Khaliq:

- ++ Gives player +2 Persuasion (permanent, repeatable)
- ++ Gives player +10 relations with either all "Good" or all "Evil" factions, depending on player's alignment
- = Gives player a random trade good (Salt, Pottery, etc.)

Bug:

- ++/- - Gains a super buff (+7 to +11 of Str and Agi, +3 to +7 of: Con, IF, PS, and Ath along with Advanced IP and Mighty Blow) or dies (permanent)
- + Gains poison attacks (Poisonous)
- = Found unconscious in a ditch. No known effect
- - Shares his fungal brew. Your army must halt until they recover from the hangover

Braganza:

- + Can tell stories to improve player's party Morale (30 morale boost)
- + Gifts player an Arbalest from Miragliano
- + Adds 5 Braganza's Besiegers troops to player's party
- - Reduces player relations with the outlaw Pirates

Nakwatcha:

- ++ Gains Dodge
- ++ Gains 4 Riding and a Horned One mount (Amazon's training)
- = "Falls Ill" to, usually (probably?), no effect

Bastich:

- ++ Gains +2 Strength, Agility, Constitution, Ironflesh, Power Strike and Athletics
- + Gets and equips his old Pirate Coat
- = Improves player's party Morale by singing a bawdy sea shanty
- - Doubles player's party's Wine and Ale consumption while in party

Adelyn:

- ++ Becomes an "apprentice" Grey Wizard (+3 to Magic Skills)
- + Gives player +3 Right to Rule
- = Gives player 3 Cure Poison potions
- - - Suffers -20% Movement Speed in battle (Permanent "Hip Damage")

Scarloc:

- ++ Gets Arrows of Death (+15 damage)
- + Adds 5 Forest Scouts troops to player's party
- + Improves player's relations with the Wood Elves faction (+20)
- - Gets recalled into service by Orion, player may pay 5000 Gold to keep him

Joseph Bugman:

- + Adds 5 Bugman's Rangers troops to player's party
- + Gives 3 barrels of Bugman's Ale to the player
- = Reduces cost of Enterprises in Karak Hirn by 50%

Florin:

- ++ Gets a self-buff in Dungeons. Dungeon boost effect: +30% damage, +30% speed, +80% reload speed, and Dodge.

Eleanor:

- ++ Adds two additional items to all treasure chests in dungeons. Must accompany the player/be conscious at the start of a dungeon level
- ++ Gains Dodge
- + Gains Unbreakable
- - Reduces player relations with the Skaven (-5)

Zincicha:

- ++ Gains Advanced Ignore Pain
- + Reduces captured enemy lord escape chance while in player's party by 50%
- + Gains 50 weapon proficiency to be assigned
- - - Reduces player's Renown

Erasmus:

- ++ Gives player +50 proficiency in Polearms
- ++ Gives the player the ability to place larger bets in tournaments
- + Adds 5 Chaos Pit Kings troops to player's party

Uggluk:

- ++ Gains +20 Strength and +3 Power Strike
- + Gets and equips a new set of Ogre Irongut (60/18) chest armour
- + Adds 3 Ogre Maneaters troops to player's party
- - Gets jumped by his rival ogre tyrant (reduced to 0% hp)

Thrud:

- + Gains 6+ Magic Resistance from a druid
- + Gives player Renown (80-100) because his "Rear" is too hot
- = Raids a dungeon, sharing the loot (200-600 gold)
- - - Removes/d

Lord Albertus:

- ++ Becomes a "competent" Amethyst Wizard (Shyish) (+7 to Magic Skills)
- + Gets and equips an Undead Empire Warhorse mount
- = States he'd be a great city administrator (unknown effect, if any)
- - - Reduces player relations with the Empire of Sigmar (-20)

Azulock has been added as a unique companion. Dislikes Ogrelux. Likes Erasmus. No random events yet included for him.

Warsword Conquest Companion Relationships

