A Group Quest by: Henri Kwakman

The Black Plague
Welcome back, adventurers! In The Black Plague, the Heroes will come face to face with the dreaded Black Orcs. These huge dark-skinned behemoths are known for their exceptional strength. They are truly worthy opponents, especially the Black Orc Warlords. This expansion also introduces a new Hero type: the Battle Mage. New quests will be released periodically.

**New Monsters**
What follows are the rules to six new monsters. There are no new figures; the new monsters simply replace their weaker kin when shown on the Quest Maps (just like the Battle Mage uses the Wizard figure.

**Night Goblins**
These are a peculiar race of goblins. They’ve grown accustomed to living underground and in dark places in general. The light of the sun pains them and they only get out during the night.

**Black Orcs** *(Fearsome)*
These black-skinned Orcs are great fighting machines and they are the strongest of the Orc race.

**Fimir Mages** *(Fearsome)*
Not all Fimir are bloodthirsty thugs. Some of them possess a great knowledge of arcane magic. The Fimir Mage has a unique set of spells and he may cast each of these spells once.

**Chaos Slaves**
The Chaos Slaves do not possess the strength of the dreaded Chaos Warriors, and are often bullied into submission by the latter.

**Chaos Sorcerer** *(Fearsome)*
The twisted, malign intellects of the Chaos Sorcerers have inspired tales of terror throughout the ages. Not without reason. The Chaos Sorcerer uses the Chaos Spells (refer to the Quest Notes for details) and is considered a Fearsome Monster.

**Bloodthirster** *(Fearsome)*
Woe unto the adventurer unfortunate enough to encounter a Bloodthirster! This deadliest of Daemons can take on an entire party of Heroes, by themselves. Needless to say, the Bloodthirster is considered a Fearsome Monster.

**Fearsome Monsters**
When a Hero attacks a Fearsome Monster, he has to pass a Bravery test. All Heroes have a Bravery rating of 9 and Henchmen (or summoned creatures) have a Bravery rating of 7. The Hero must roll 2d6. If the result is less than or equal to the Bravery of the attacker, combat ensues. If the result is greater than the Bravery rating, however, the attacker is paralyzed with fear until the start of his next turn.

**Note:** You don’t need to pass a Bravery test when attacking with spells.

**New Hero Type**
A new Hero steps into the HeroQuest world: The Battle Mage. Battle Mages are the Empire’s elite wizards. They are trained in wielding both sword and staff.

Learning to fight with steel comes at a price, though; the Battle Mage knows only two spell groups instead of the Wizard’s three.

There can never be both a Wizard and a Battle Mage on the same Quest, since they use the same figure. If one of them is chosen by any of the players, the other is left out.

The Battle Mage cannot use any of the Wizard’s equipment, but he shares the same equipment restrictions (i.e. an item cannot be used by the Wizard cannot be used by the Battle Mage, either).

The starting weapon of the Battle Mage is a Runic Dagger.

The Battle Mage and the Wizard may choose a new spell group: the Summoning Spells. See new cards for details.

**Knighthood**
Once a Hero has completed three Quests, he is declared a Knight of the Realm. In honor of his deeds he receives a sum of Gold Coins equal to the roll of 1d6 times ten. A Knight of the Realm will also receive one Healing Potions (that restores up to 4 lost Body Points) at the beginning of each Quest. This potion cannot be saved for future Quests.

**Henchmen**
Only when a Hero has become a Knight of the Realm will Henchmen offer to join him. A Hero can only hire once Henchmen for every three completed Quests, with a maximum of three Henchmen after nine completed Quests.

**Special New Rules**

**Heroes**
The Quests require at least three Heroes. One human player controls three Heroes, two human players each control two Heroes and three or four human players each control one Hero.

The Battle Mage is for veteran players only.

**Starting Gold & Buying Equipment**
Each Hero receives a number of Gold Coins equal to the roll of 1d6 times ten. A Hero can decide to give some or all of his starting Gold to another Hero. If they wish, the Heroes can buy equipment before they start the first quest. Between Quests the Heroes can buy new equipment by means of errand runners.

**Opening Chests & Treasure**
Opening a chest is a separate action. A Hero has to occupy the square in front of the chest and must declare that he wants to open the chest. After opening a Chest (and hopefully finding treasure in it) his turn ends.

**Leather Boots & Plate Mail**
If you wear Leather Boots, the movement penalty for wearing Plate Mail armor is reduced to one square instead of one die.

**Monster Pool**
This rule is important to Zargon. Each Quest has a Monster Pool. Zargon can add the monsters from the pool to a room or corridor if the Quest proves too easy. Up to two monsters can be added per room or corridor. If there are only three Heroes (left), it is best to ignore the Monster Pool rule.

Note: You cannot add a spellcaster to a room or corridor that already has a spell caster of the same type in it.
**New Trap**

**Web Trap**

Some of the Quests incorporate a new trap. When a Hero steps on a tile that has a Web trap on it, he gets caught in the web of a Giant Spider. The player then rolls a single Combat Die. If he rolls a White Shield, he frees himself of the Web and may continue his turn. If he rolls a Skull or a Black Shield, he gets stuck in the web and is attacked by a Giant Spider. The Giant Spider has an attack strength of 3 Combat Dice. The Hero may roll defend dice (to determine damage, if any) and then instantly kills the spider.

Once a Web trap has been sprung, OR when a Hero searches for traps first, the Webtrap is automatically disarmed.

**New Armory Items**

For this expansion, the Armory is stocked with a number of new items. Note that some items are only available to Heroes that have become Knights of the Realm. (See next column.)

**The Wizard’s Cloak and Staff**

The Wizard can now buy the Artifacts **Wizard’s Cloak** and **Wizard’s Staff** for 175 Gold Coins and 250 Gold Coins, respectively.

**Armory**

**Bracers of Defense**  (75 Gold Coins)

These metal wristbands give you 1 extra Combat Die in defense.

*May only be worn by the Wizard.*

**Leather Boots**  (75 Gold Coins)

These fine leather boots add one point to a Hero’s movement roll.

**Ring of Protection**  (300 Gold Coins)

This rare magical trinket gives you 2 extra Combat Dice in defense.

*May only be worn by the Battle Mage.*

**Rune Sword**  (575 Gold Coins)

This ancient magical blade gives you the attack strength of 3 Combat Dice.

*May only be used by the Battle Mage.*

**Sign of Sigmar**  (125 Gold Coins)

This beautiful golden broach raises the Bravery rating of any Henchmen under your command by 2 points.

*May only be worn by Knights of the Realm.*

**A Message from Mentor**

My friends, our nemesis, whom we thought to have defeated in the battle of the wizards, is not dead. His Citadel destroyed, Zargon fled to the east to rally his strengths. There he took command of the dreaded Black Orcs. Far stronger and much more intelligent than their green kinsfolk, the Black Orcs prove a great danger to the safety of the Empire. As we speak, the black plague is spreading. An Orc assault led by Black Orc Warlords has already broken the guard at Black Fire Pass. Only with the greatest efforts have the Empire’s finest been able to stop the minions of Chaos from advancing any farther. But this blockade will not last.

We have learned that the sudden superiority of the Orc invaders is due to the organizational skills of the Black Orc commanders. It is highly probable that the assassination of these commanders will leave the Green Horde in disarray. This would give the imperial guard ample opportunity to drive the invaders back across the mountains.

The Emperor has chosen you to carry out the dangerous task of slaying the Black Orc Warlords. You will not stand alone in this; an imperial Battle Mage shall join your party. You will leave for the pass at sunrise.

*Mentor*
Quest 1

Orin’s Path

“To avoid the Chaos Horde at the Black Fire Pass, you shall have to sneak past enemy lines. You must find a tunnel through the World’s Edge Mountains, called Orin’s Path. It was discovered long ago by the great dwarven hunter Orin, and it has been used to great military advantage ever since. Our scouts report that Zargon may have discovered the secret of Orin’s Path, so best proceed with caution. I will post couriers along the way to provide you with further instructions. May Sigmar be your guide.”

NOTES:

A On the Alchemist's Bench, the Heroes will find a Potion of Giants, a Potion of Knowledge, a Dagger, and 25 Gold Coins.

B The weapons on the Weapons Rack are useless apart from a shapely Staff.

C The Treasure Chest in this room is trapped. If a Hero opens the chest without disarming the trap first, a poisonous dart will shoot from the wall, causing 2 Body Points of damage. The chest contains a black pearl worth 150 Gold Coins, a Potion of Giants, and the Lamp of the Genie, a new Artifact.

Wandering Monster in this Quest: Orc
"You have found Orin's Path, and now the long and hard journey through the mountains can begin. First, you must cross the old Skaven Warrens. The Warrens were abandoned long ago, yet the Skaven left many traces of their vile presence. Some of these traces might even prove useful. Stay close together. The darkness can be deadly to stray Heroes."

NOTES:

A Because of the darkness in this room, the Heroes might easily miss the marked doors here. When a Hero opens the door to this room, the Hero player must roll a red die. If the result is equal to or higher than the required roll, he will spot the corresponding door(s). Should a Hero cast a Fire spell on a target in this room, all doors will be revealed.

B The chest is trapped. If a Hero opens the chest before finding and disarming the trap first, a cloud of poisonous gas fills the room. All Heroes in the room then suffer 5 combat dice damage. The chest contains a Skaven Weeping Blade (see new Artifact Card), two Warpstone Amulets (see New Artifact Card) and 265 Gold Coins.

C Hidden under a pile of Goblin bones are 20 gold pieces and a tiny bottle of Skavenbrew.
You run down the slippery stairs until the roaring of the Daemon seems distant enough to pause and ponder upon your surroundings. Many paths lead from here, and you wonder why no courier scout awaits you, carrying Mentor's instructions. Without the guidance of your tutor, you decide to let faith guide you, into the dark, damp dungeon ahead.

NOTES:

A The Alchemist's Bench, thick with dust and cobwebs, holds a Potion of Invisibility and a Berserker's Brew that can still be used.

B This room is the cave of a Bloodthirster. The remains of several unfortunate souls litter the floor, victims of the Daemon's rage. When the Heroes search the room for treasure, they find the body of an Imperial Scout carrying a letter from Mentor. In it, he warns the Heroes of the dangers of the dark, mazelike caverns that connect the Skaven Warrens with the Realm of the Night Goblins. The Scout is wearing a pair of Leather Boots and tied to his belt are one small leather purse containing 70 Gold Coins and two Potions of Speed. Not far from the dead Scout are the skeletal remains of a Knight. There are a couple of items on the body that the Heroes might want to take with them, Daemon's Doom (see new Artifact Card) and a Spider Venom Antidote.

C These doors have no handle and are magically locked. They can only be opened with a Genie Spell. Note that a Genie Spell only opens one door.

Actually, there is another way to open the doors, but it is only available to the Battle Mage or Wizard as it requires great mental concentration. Only one attempt is allowed.

In order to telepathically break the magical lock, the Battle Mage or Wizard player rolls one Combat Die for each of their Mind Points. Rolling a Black Shield will open the door and the contents of the room must be placed on the game board. However, this method drains all remaining Body Points (even if it fails) and a Healing Spell or Potion must be used immediately to prevent death.

D The Chest in this room contains 120 Gold Coins and the Ring of Insulation (see new Artifact Card).

E The chest in the room is trapped. If a Hero opens the Chest without disarming the trap first, a sharp axe will fall from the ceiling, causing 2 Combat Dice in damage. The Chest contains 115 Gold Coins and the Gauntlets of Faith (see new Artifact Card).
The chest in this room is trapped. If a Hero opens the chest without first disarming the trap, a poison dart will shoot from the wall, causing 2 Body Points of damage. The chest contains 325 Gold Coins and an Imperial Greatshield (see new Artifact Card).

Agrak wears the Shadow Cloak, which he can use in the way described below. The Hero that defeats Agrak can take the cloak.

**Shadow Cloak** (Artifact)
This unique magical cloak once belonged to the Orc assassin Agrak. Should you die while wearing it, roll one Combat Die. If a Skull is rolled, 1 Body Point is restored. The cloak's special ability will only activate should no Healing Potion be available.

The chest in the room contains 275 Gold Coins and a Healing Potion that restores up to 4 lost Body Points.

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**NOTES (continued):**

**F** The chest in this room is trapped. If a Hero opens the chest without first disarming the trap, a poison dart will shoot from the wall, causing 2 Body Points of damage. The chest contains 325 Gold Coins and an Imperial Greatshield (see new Artifact Card).

**G** The Orc assassin Agrak is guarding the entrance to the Night Goblin cave. Agrak knows one Chaos Spell; **Escape** (to reappear at X). Moreover, he is a Fearsome Monster. Agrak's stats are as follows:

<table>
<thead>
<tr>
<th>Movement</th>
<th>Attack</th>
<th>Defend</th>
<th>Body</th>
<th>Mind</th>
</tr>
</thead>
<tbody>
<tr>
<td>10</td>
<td>3/2/1</td>
<td>4</td>
<td>3</td>
<td>3</td>
</tr>
</tbody>
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Agrak attacks using a Repeater Crossbow; a single target will suffer three consecutive attacks when Agrak fires. The first attack has the strength of 3 Combat Dice, the second, the strength of 2 Combat Dice and the final attack has the strength of 1 Combat Die.

Agrak can open the doors marked with a 1 before he escapes and he can open the doors marked with a 2 when he reappears on the square marked 'X' once the Hero's have discovered his new location.

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**Wandering Monster in this Quest:**

![2 Skeletons](Image)
**Chaos Sorcerer**

Special Ability: Fearsome and can cast select Chaos Spells.

**Bloodthirster**

Special Ability: Fearsome

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**Curse**

This spell targets all Heroes in the same room or corridor as the caster. Evil spirits drain part of the strength of these Heroes. On their next turn, the Heroes roll one combat die less when they attack. The spell can be broken at once or on a future turn by each victim rolling one red die for each of his Mind Points. By rolling a 6, the Hero frees himself of the curse.

**Restoration**

With this spell, the caster can fully heal one monster within his line of sight. The caster can also cast this spell on himself.

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**Fimir Spell**

This spell summons up to three Night Goblins to squares within sight of the caster. Roll 1d6 to determine the number of Night Goblins summoned.
1-2: 1 Night Goblin
3-5: 2 Night Goblins
6: 3 Night Goblins

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**Summon Night Goblin**

This spell summons up to three Night Goblins to squares within sight of the caster. Roll 1d6 to determine the number of Night Goblins summoned.
1-2: 1 Night Goblin
3-5: 2 Night Goblins
6: 3 Night Goblins

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**Summon Elemental**

This spell summons an Elemental Force that will attack one target within sight of the caster. Roll one Red Die to see what Elemental Force is summoned.
1: Air Elemental attacks with 2CD
2-3: Water Elemental attacks with 4CD
4-5: Earth Elemental attacks with 6CD
6: Fire Elemental attacks with 8CD

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**Summon Merchant**

When this spell is cast, an armory merchant appears out of nowhere. The caster now has the opportunity to buy a maximum of two of the following:
- Healing Potion (150 GC)
- Potion of Strength (75 GC)
- Potion of Defense (50 GC)
- Potion of Speed (25 GC)

Note: These potions cannot be saved for future Quests.

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**Magical Staff**

This spell calls a magical staff of pure energy into being. On his next turn, the Hero can attack with the staff (it has an attack strength of 3 Combat Dice). You may also attack diagonally with the staff. The staff disappears at the end of the turn.
**Daemon’s Doom**

You can use this sinister looking dagger when you attack a (Bloodthirster) Daemon. It will drain a number of Body Points equal to 1d6. The dagger crumbles to dust after use.

**Spider Venom Antidote**

You can drink this purple potion when a Giant Spider has attacked you. The potion will restore all Body Points lost as a result of the spider’s attack.

**Berserker’s Brew**

You can drink this ruby red brew just before you attack. You may then attack twice, rolling 4 extra Combat Dice. However, the brew greatly exhausts the Hero, losing 2 Body Points.

**Potion of Invisibility**

You can drink this clear liquid at the end of your turn. When you drink it, you cannot be attacked until the start of your next turn.
**Ring of Insulation**

This strange black ring is decorated with tiny silver sparks. When you wear this ring, you are immune to the effect of Lightning Spells.

**Imperial Greatshield**

This large, beautifully decorated shield is reserved only for the Empire’s most loyal supporters. It gives you 2 extra Combat Dice in defense.

*The Imperial Greatshield cannot be combined with a normal shield.*

**Gauntlets of Faith**

Commonly used by Paladins and Warrior Priests, the Gauntlets of Faith give you a +2 bonus to your Bravery Rating.

**Shadow Cloak**

If you should happen to die while wearing it, roll one Combat Die. If a Skull is rolled, 1 Body Point is restored. The cloak’s special ability will only activate should no Healing Potion be available.
**Skaven Weeping Blade**

This cursed Skaven sword gives you the attack strength of 3 Combat Dice.

However, there is a -4 penalty to your Bravery Rating.

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**Warpstone Amulet**

One of the great Skaven achievements is the Warpstone Amulet. The amulet will absorb the first wound (1 Body Point) suffered. It is destroyed in the process.

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**Skavenbrew**

You can drink this foul smelling potion at any point during the game. You then have one extra Attack and Defend Die until the start of your next turn.

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**Lamp of the Genie**

This is a beautiful golden lamp of Araby design. If you have the lamp, you may cast the Air Spell Genie, once per Quest.
**Potion of Giants**

You can drink this dark blue broth at any moment during the game. The potion gives you 3 extra Combat Dice in Attack and Defense until the start of your next turn.

**Potion of Knowledge**

You may drink this shiny white liquid at any moment during the game. The potion allows you to remember the words of one used spell. You may return one used spell card to your hand.