



# THE BLACK PLAGUE

U.S. GAME SYSTEM EXPANSION SET

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## INTRODUCTION

*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.*

### **Preface**

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. Check your HeroQuest™ fan-website regularly to find out if the next instalment is already available.

## NEW MONSTERS

### Night Goblins, Black Orcs and Fimir Mages

What follows are the rules to three new 'green-skinned' monsters. There are no new models; the new greenskins simply replace their weaker kin when stated in the Quest Notes (just like the Battle Mage uses the Wizard model).

	Move	Attack Dice	Defend Dice	Body Points	Mind Points
<b>Night Goblin</b>	<b>9</b>	<b>2</b>	<b>1</b>	<b>2</b>	<b>2</b>
<b>Black Orc</b>	<b>7</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>5</b>
<b>Fimir Mage</b>	<b>6</b>	<b>2</b>	<b>3</b>	<b>2</b>	<b>6</b>

### Night Goblins

Night Goblins 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

These blackskinned Orcs are great fighting machines, and they are the strongest of the Orc race. Black Orcs are considered *Fearsome Monsters*.

### Fimir Mages

Not all Fimirs are bloodthirsty thugs. Some of them possess a great knowledge of arcane magic. The Fimir Mage has a unique set of spells, and he can cast each of these spells once. A Fimir Mage 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 player rolls two red dice. 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 paralysed with fear until the start of his next turn.

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

**Chaos Sorcerer, Chaos Slaves, and Bloodthirsters**

What follows are the rules to three new Chaos monsters. There are no new models for these monsters. The Chaos sorcerer uses the Chaos Warlock model, the Chaos slaves use the Chaos Warrior models, and the Bloodthirster uses the Gargoyle model. Refer to the Quest Notes to see if the new incarnations are to be used.

	Move	Attack Dice	Defend Dice	Body Points	Mind Points
<b>Chaos Slave</b>	<b>7</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>2</b>
<b>Chaos Sorcerer</b>	<b>6</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>6</b>
<b>Bloodthirster</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>5</b>	<b>4</b>

**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**

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**

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



## FIMIR MAGE SPELLS

### Reference Sheet

- ☐ **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.
- ☐ **Summon Night Goblins**  
This spell teleports up to three Night Goblins to squares within sight of the caster. Roll a red die to determine the number of Night Goblins summoned.

**Roll****1-2:** 1 Night Goblin**3-5:** 2 Night Goblins**6:** 3 Night Goblins

## THE BATTLE MAGE

### 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.

### *Battle Mage*

*You are the Battle Mage. You combine magical prowess with solid combat skills. Only you can wield the Rune Sword, and you take no other weapon to hand.*

*Attack: 2 combat dice*

*Defend: 2 combat dice*

*Move: 2 red dice*

*Body Points: 5*

*Mind Points: 5*

### More on the Battle Mage

There can never be both a Wizard and a Battle Mage on the same quest, since they use the same model. 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 that 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.

### New Spell Group

On the next page, you will find the rules to the new Spell Group: the Summoning Spells. You can use this page as a reference-sheet for the Hero that has chosen the Summoning Spells.



## SUMMONING SPELLS

### Reference Sheet

- ☐ **Summon Elemental**  
This spell summons an elemental force that will attack one target within sight of the caster. Roll a red die to see what elemental force is summoned.

Roll	Attack Dice
<b>1:</b> Air Elemental	<b>2</b>
<b>2/3:</b> Water Elemental	<b>4</b>
<b>4/5:</b> Earth Elemental	<b>6</b>
<b>6:</b> Fire Elemental	<b>8</b>

- ☐ **Summon Merchant**  
When this spell is cast, an Araby merchant magically appears out of nowhere. The caster now has the opportunity to buy a maximum of **two** of the following potions: Healing Potion (**150** gold pieces), Potion of Strength (**75** gold pieces), Potion of Defense (**50** gold pieces), Potion of Speed\* (**25** gold pieces). Note that you cannot save these potions for future quests.
- ☐ **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 three combat dice). You can also attack diagonally with the staff. The staff disappears at the end of the turn.

\*Adds two red dice to your movement roll

## ARMORY UPGRADE

### 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.

### The Wizard's Cloak and Staff

The Wizard can now buy the Wizard's Cloak and Wizard's Staff for respectively **175** gold pieces and **250** gold pieces.

#### *Bracers of Defense*

These metal wristbands give you 1 extra combat die in defense.

Price: **75** gold pieces

*Can only be worn by the Wizard*

*ARMOR*

#### *Leather Boots*

These fine leather boots add one point to your movement roll.

Price: **75** gold pieces

#### *Ring of Protection*

This rare magical trinket gives you 2 extra combat dice in defense.

Price: **300** gold pieces

*Can only be worn by the Battle Mage*

*ARMOR*

#### *Rune Sword*

This ancient magical blade gives you the attack strength of 3 combat dice.

Price: **575** gold pieces

*Can only be used by the Battle Mage*

*WEAPON*

#### *Sign of Sigmar*

This beautiful golden broche raises the Bravery rating of your Henchmen by 2 points.

Price: **125** gold pieces

*Can only be worn by Knights of the Realm*



## KNIGHTHOOD

### **Knights of the Realm**

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 pieces equal to the roll of one red die multiplied by a hundred. A Knight of the Realm will also receive one Healing Potion (restoring up to 4 lost Body Points) at the start 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 one Henchman for every three completed quests, with a maximum of three Henchmen after nine completed quests.

*Note: You don't have to own Henchmen to be able to play this expansion.*

## THE QUESTS

### Special rules

The following rules apply when playing the quests:

*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 pieces equal to the roll of two red dice multiplied by 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 he wants to open the chest. After opening a chest (and hopefully finding treasure in it), his turn ends. Magic Potions cannot be saved for future quests, and have to be used in the same quest.

*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 spellcaster of the same type in it.*

### New trap

Some of the quests incorporate a new trap: the **Web 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 he can continue his turn. If he rolls a skull or a Black Shield, he gets stuck in the web, and a Giant Spider attacks him. The Giant Spider has an attack strength of 3 combat dice. The Hero defends, and then kills the spider.

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