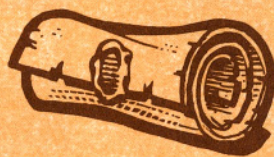


HeroQuest™

The Black Plague

Q U E S T



B O O K

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.

NOTES continued:

- Faith, a new Artifact.
- The chest in the room with the Chaos Sorcerer 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 damage. The chest contains 325 gold coins and an Imperial Greatshield.
- D

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.

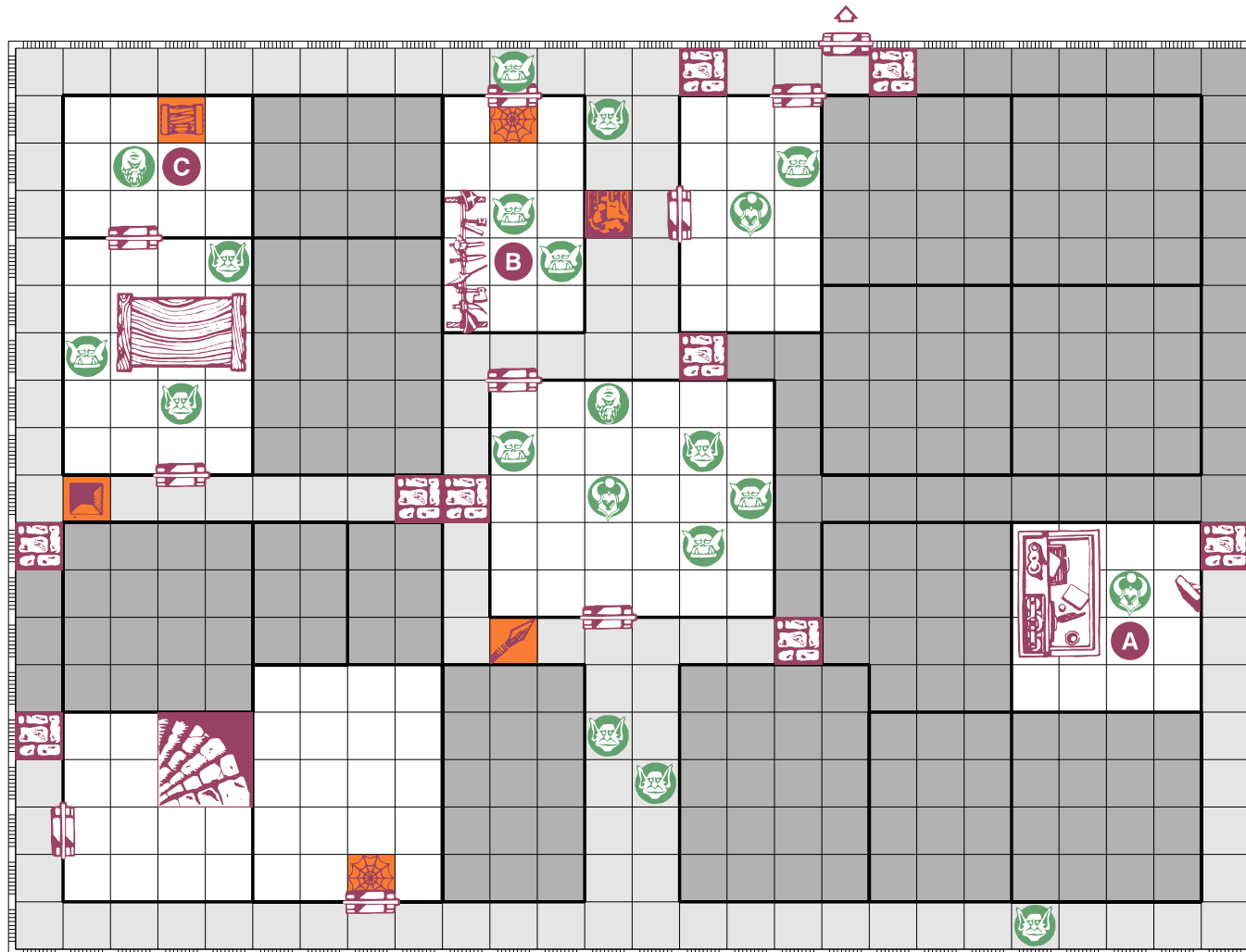
Agrak

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	Special*	4	3	3

Agrak attacks using a Repeater Crossbow. A single model will suffer three consecutive attacks when Agrak fires his crossbow. The first attack has a strength of 3 combat dice, the next one has a strength of 2, and the final attack has a strength of 1 combat die.

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

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



Quest 3

Lost in the Dark

"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:

New monsters used: Chaos Sorcerer (knows Firestorm, Lightning Bolt), Bloodthirster, Night Goblins, Fimir Mages.

The Heroes must find and pass through the door that leads to the next Quest in order to complete "Lost in the Dark".

A The alchemist's bench, thick with dust and cobwebs, holds two Magic Potions that can still be used. These are the Potion of Invisibility and Berserker's Brew

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 a 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 and 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 Battlemage or the Wizard, as it requires great mental concentration. Only one attempt is allowed.

In order to telepathically break the magical lock, the Battlemage or Wizard player rolls one red die for each of his Mind Points. Rolling a 6 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 afterwards to prevent death.

The chest in the room with the Zombies contains 120 gold coins and the Ring of Insulation, a new Artifact.

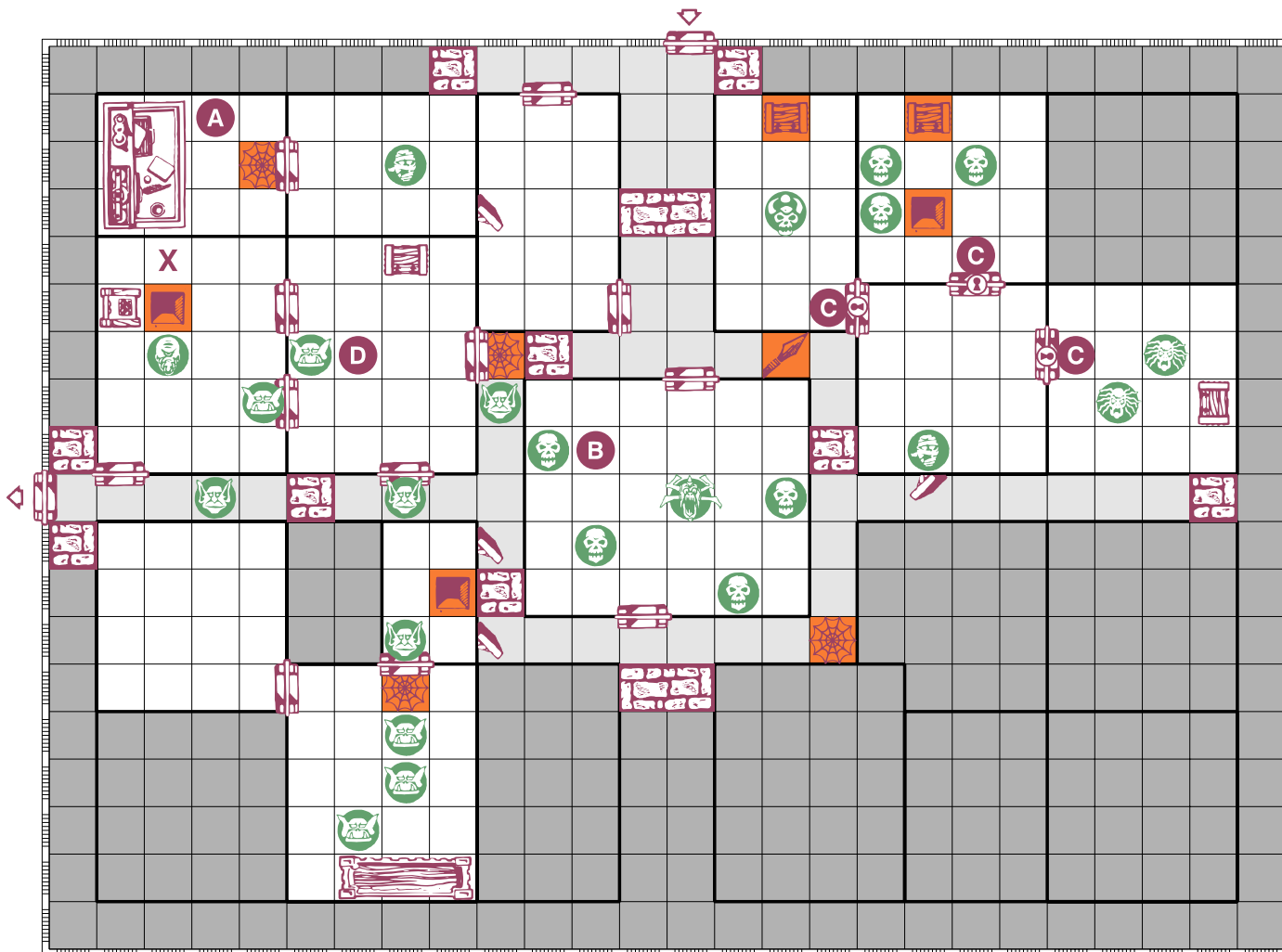
The chest in the room with the Skeletons is trapped. If a Hero opens the chest without disarming the trap first, a sharp axe will fall from the ceiling, causing 2 combat dice damage. The chest contains 115 gold coins and the Gauntlets of



Wandering Monster in this Quest: 2 Skeletons



Monster Pool in this Quest: 1 Chaos Sorcerer



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:

New monsters used: Night Goblins, Fimir Mages, Chaos Slaves

The Heroes must find and pass the door that leads to the next Quest in order to complete "Orin's Path".

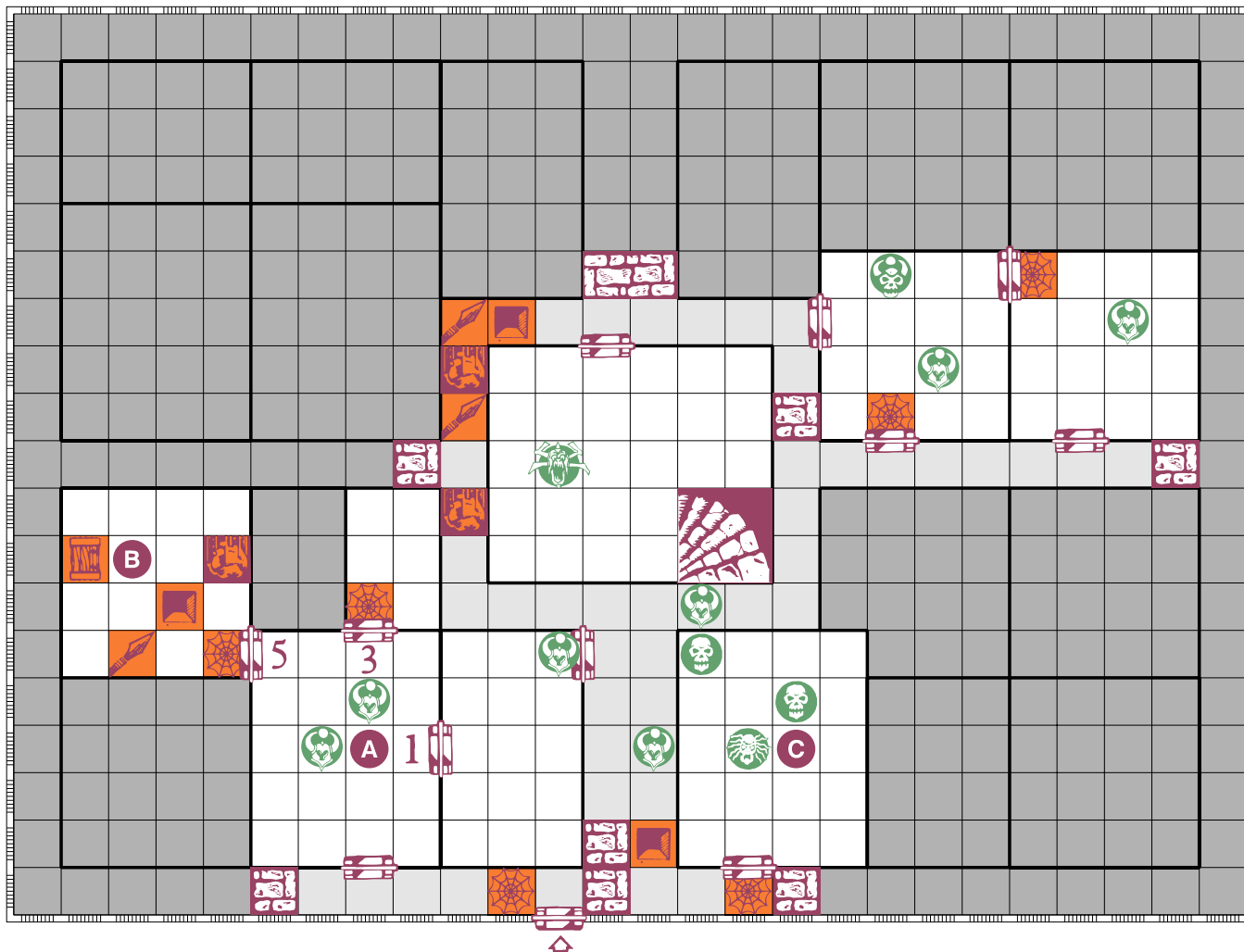
- A** On the alchemist's bench are two Magic Potions, a dagger, and 25 gold coins. The Magic Potions are the Potion of Knowledge and Potion of Giants.
- B** The weapons on the weapons rack are useless apart from a shapely staff.
- C** The treasure chest in this room is trapped. If a Hero opens the chest without disarming the trap first, a poisonous dart will shoot from the wall, causing 2 Body Points 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



Monster Pool in this Quest: 2 Night Goblins



Quest 2

The Skaven Warrens

"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:

New monsters used: Chaos Slaves, Chaos Sorcerer (knows Cloud of Chaos, Fear, Tempest), Bloodthirster.

The Heroes must reach the staircase tile in order to complete "The Skaven Warrens".

- 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, two Warpstone Amulets, and 265 gold coins.
- C** Hidden under a pile of Goblin bones are 20 gold coins and a tiny bottle of Skavenbrew.

Wandering Monster in this Quest: Hero gets caught in a Web trap



Monster Pool in this Quest: 1 Chaos Slave