

# HERO QUEST









The Black Plague  
INSTRUCTION  
BOOKLET





# Monster Chart

Monster	Map Symbol	Movement Squares	Attack Dice	Defend Dice	Body Points	Mind Points
Night Goblin		9	2	1	2	2
Black Orc		7	5	4	3	5
Fimir Mage		6	2	3	2	6
Chaos Slave		7	4	3	2	2
Chaos Sorcerer		6	3	4	3	6
Bloodthirster		9	8	7	5	4





New Tiles and Quest Map Symbols

Iron Entrance Door

This iron door is placed on the edge of the gameboard. Heroes line up outside the iron door to begin the Quest.



Wooden Exit Door

This special wooden door is used to exit the gameboard in the end of a Quest.



Locked Door

These doors are locked and might require a key to be opened.



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## 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 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 coins 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



The Web trap does not have tiles

*Web Trap:* Some of the Quests incorporate a new trap: the Web Trap. When a Hero steps on a square 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.

## 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 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).

## New Spell Group

In this Quest Pack the Heroes can choose a new spell group: the Summoning Spells. See the new Summoning Spells Cards for details of each spell.

## 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 coins and 250 gold coins.

## 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 coins 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.

### Mercenaries

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

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

## New Monsters and Characteristics

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).

### 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 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 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 Mercenaries (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 paralyzed 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.

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.

### 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.