

HEROQUEST

THE PLAGUE OF THE SKAVEN



ARMY OF SKAVEN



Mentor gazed out the window at the exterior of his castle with a gloomy, worried air. Not far away, the Lore-tome had been left open on his desk with pages turning at the mercy of a light breeze that stirred the flames of the braziers in the room.

"We are in danger again, my Heroes. Morcar has gathered to himself a new infamous offspring of subterranean creatures ready to do anything to see the Empire fall. They are known as Skaven, horrid rat-men who have been plaguing the subterranean lands of our empire for a thousand years.

Don't be fooled by their appearance. They are strong warriors and among their ranks are hidden powerful sorcerers capable of controlling dark magic. As if that were not enough, they are often accompanied by huge trolls hired thanks to the magic of Morcar.

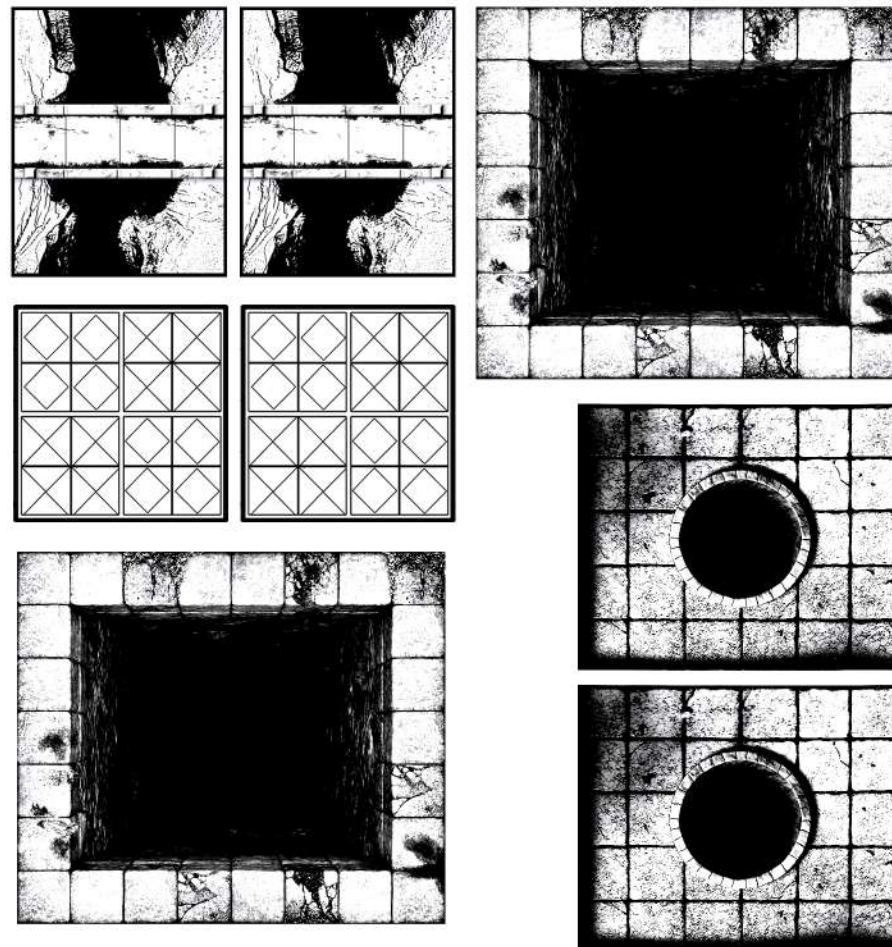
You must stop them before they come out on the surface otherwise the plague they will bring with them will be the ruin of the Empire and our people.

Leave today and search for the entrance to their lair, every minute that passes could be fatal. Pass through the Skaven's catacombs to reach the heart of their citadel, the Loretomo can tell us no more, its magic is obscured by Morcar's power.

If you can pass through their realms unscathed and defeat Thanquol the Grey Seer you will be rewarded. Only a handful of brave Heroes can face them. Therefore, go and return victorious. The fate of all of us is once again in your hands."



Photocopy this page and use the symbols to create your own quests.



"Well done my brave Heroes, you have successfully destroyed the Skaven Clan and eradicated their terrible plague.

The Empire is now a safer place.

Rest and take all the glory you lie in the Emperor's Palace. A great celebration in your honor awaits.

But remember the time of rest will be short the Loretomo already feels again the evil that nests around us. Morcar is already gathering new hosts of enemies. He craves for his revenge.

I will call you as soon as you are needed again.

Farewell! And thank you!"



The Plague of the Skaven

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Introduction

This adventure will see our heroes fighting against a new menace: The clan of the Skaven Pestilens.

This book contains 7 new adventures that will take you inside the world of the Skaven. It doesn't introduce any new rules than those you already know.

As in Ogre Horde some monsters have more body points. In each Quest the number of body points of each of the monsters encountered is indicated.



A Skaven Champion

Escape Through the Mines

My friends, you have almost reached the end of your journey. You have destroyed the Skaven clan and cleared the territories of this plague. One last effort, there are hidden passages through the ancient mines that will bring you back to the surface. Beware, these places are full of death and their walls are steeped in blood.

Word is that they are domains of an ancient Skaven Sorcerer who tortured his victims.



NOTES

A The skeletons in these rooms are undead Skaven. Each has the following values:

Movement: 8 squares Body: 1
Attack: 2 dice Mind: 2

Defense: 3 dice

If a player searches for treasures, he can find a red gem worth 300 gold coins inside the tomb.

B These falling rocks block the Heroes' passage. Once the Heroes have passed through or activated the trap the boulder will block the passage and it will not be possible to return.

C In this crypt hides Lord Shen, an ancient Undead Skaven sorcerer. Use the Chaos Wizard miniature to represent Shen. He possesses all of the Chaos spells. His bodyguard is a Skeleton Knight and has two body points.

Movement: 8 squares Body: 2
Attack: 4 dice Mind: 5
Defense: 4 dice

Skeleton Knight Body Points



D In the room there is Paskrit a very powerful Plague Monk and his bodyguard a Skaven Champion. He possesses all Skaven spells except "Summon Skaven".

Skaven Champion Body Points



Paskrit

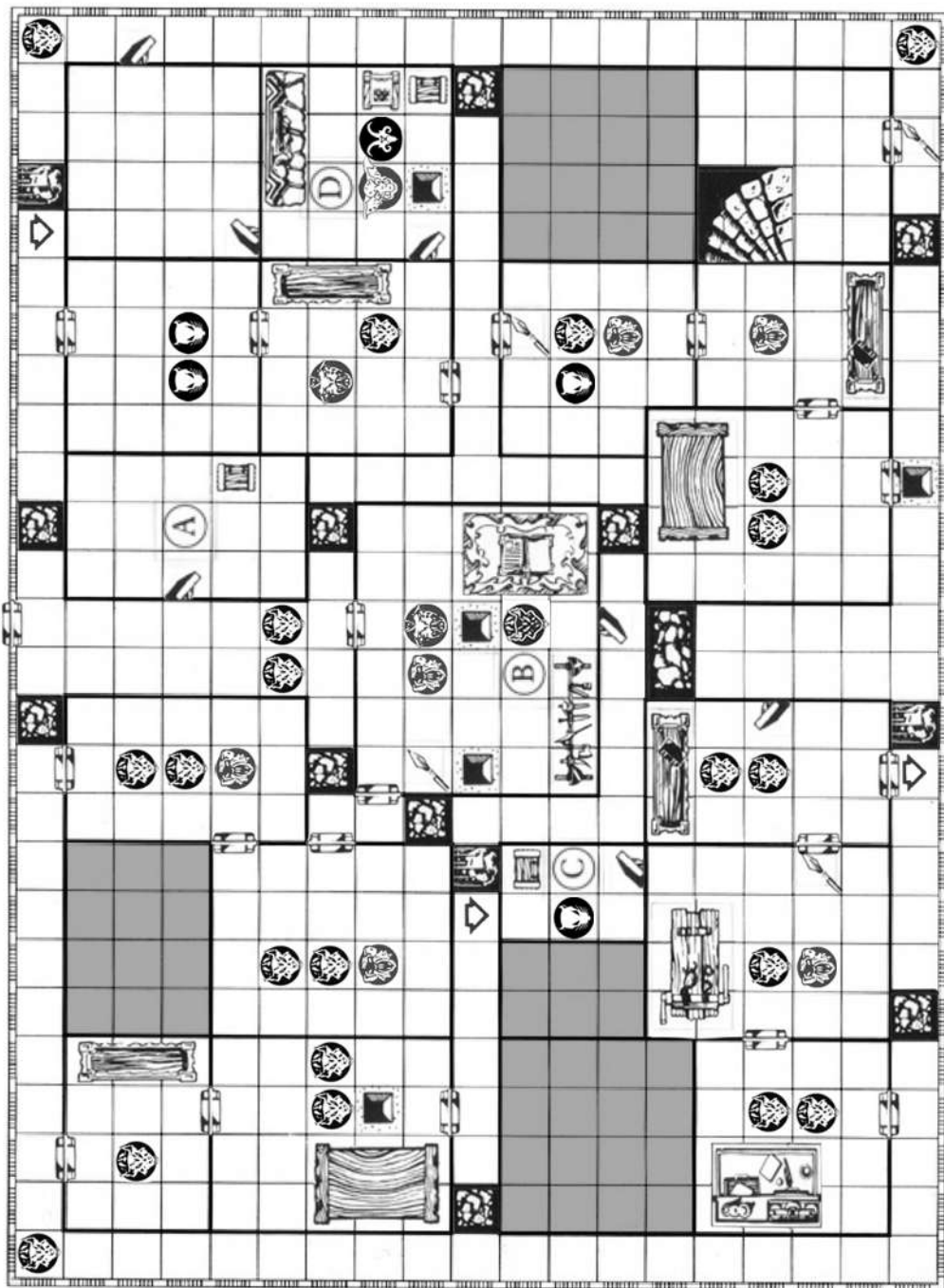
Body Points



E This is the last passage, a bridge over the abyss. The bridge is guarded by two warrior statues that will activate as soon as a player steps on it. The statues act like Chaos Warriors but roll an extra defense die. Each time a Hero suffers damage he must roll a die. With a result of 1 he falls into the abyss and dies.

Wandering Monster: Skeleton

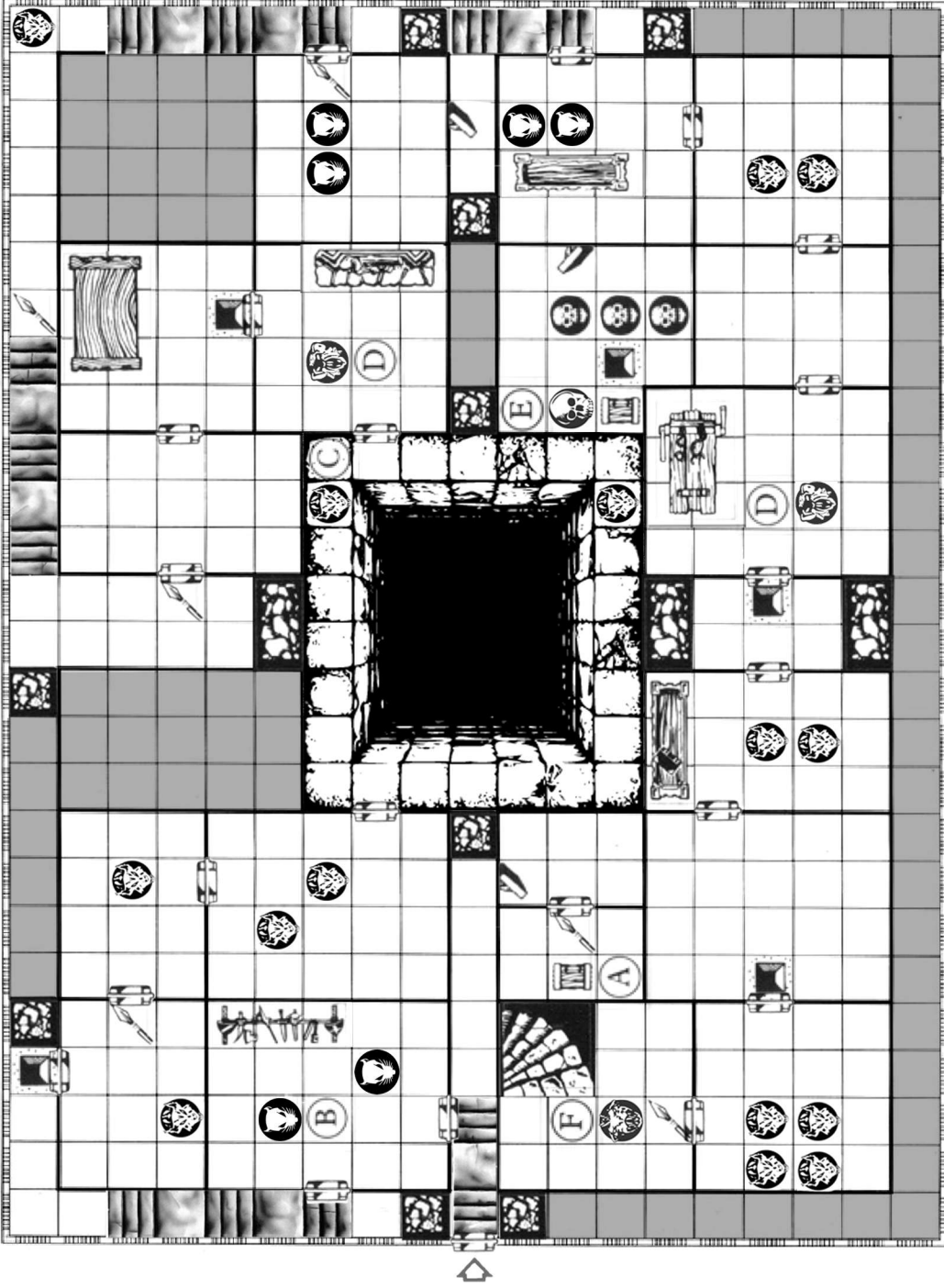




-  ***Grey Seer***
-  ***Plague Monk***
-  ***Rat Ogre***
-  ***Troll***
-  ***Skaven Champion***
-  ***Skaven Warrior***
-  ***Giant Rat***
-  ***Knight Skeleton***



A Grey Seer one of the most dangerous Skaven



The Underground Tower

The Underground Tower is the heart of the Skaven Horde. Defeat the Grey Seer and throw him into the dark pit before he alerts his superiors. Beware though, he is protected by a very strong Troll.

*The threat is upon you, so don't get distracted and fulfill your mission.
The fate of the Empire is in your hands.*

NOTES

A If a player is searching in the armory he will find a Warhammer. Draw the corresponding card from the Equipment Deck.

B There is a Rat Ogre in the room.

Rat Ogre Body Points ☐ ☐ ☐

C There is a Skaven Champion in the corridor. The door to the central room is locked.

Skaven Champion Body Points ☐ ☐ ☐

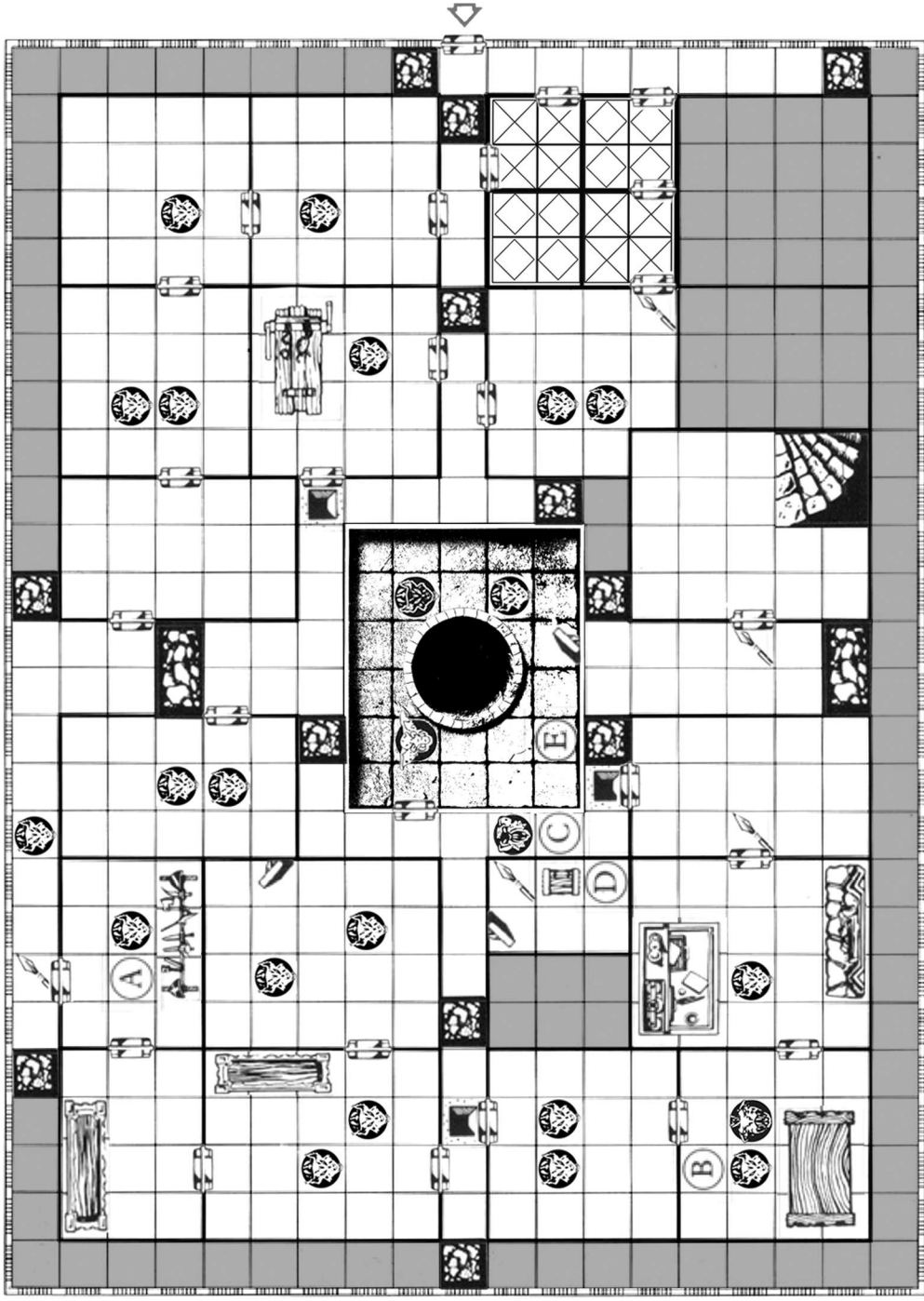
D The chest contains a potion of extra healing that will gain up to 5 previously lost body points previously lost, 200 gold coins, and a key that will open the door to the central room.

E In the black pit room there are Orghox a very powerful Plague Monk and a Troll his bodyguard. Orghox possesses all Skaven spells except "Summon Skaven". The black pit room is an emanation of Skaven power. When Orghox is defeated the player rolls a die. On a roll of 1 or 2 the Monk comes back to life. On a roll of 3 or 4 the Troll comes back to life. On a 5 or 6 he is defeated forever. Repeat until a 5 or 6 is rolled. After Orghox's death the black pit stops emanating black magic.

Troll Body Points ☐ ☐ ☐

Orghox Body Points ☐ ☐ ☐

Wandering Monster: Skaven Warrior



Finding Skaven's Lair

My Heroes you must hurry! The Skaven are probably hiding in these underground passages. You must find their lair before it is too late. Their forces are gathering rapidly. Proceed with caution and descend into the underworld to find the entrance to the citadel.

NOTES

- A This chest contains 200 gold coins.
- B If a player searches for treasures in the room he will find a Longbow in the armory. Draw the relevant card from the Equipment.
- C In this room there is a deep abyss. During the fight with the Skaven every time a Hero suffers damage he must roll a die. On a result of 1 he falls into the abyss and dies.
- D These monsters are Skaven Champions. Champions are Skaven that are stronger than normal and possess two body points.
- E This chest contains 200 gold coins. One of the four skeletons in this room is a Ghost Knight and possesses two body points instead of one.
- F Protecting the entrance to the catacomb is a Rat Ogre, a more powerful and very strong Skaven. He has three body points.

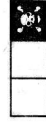
Body Points



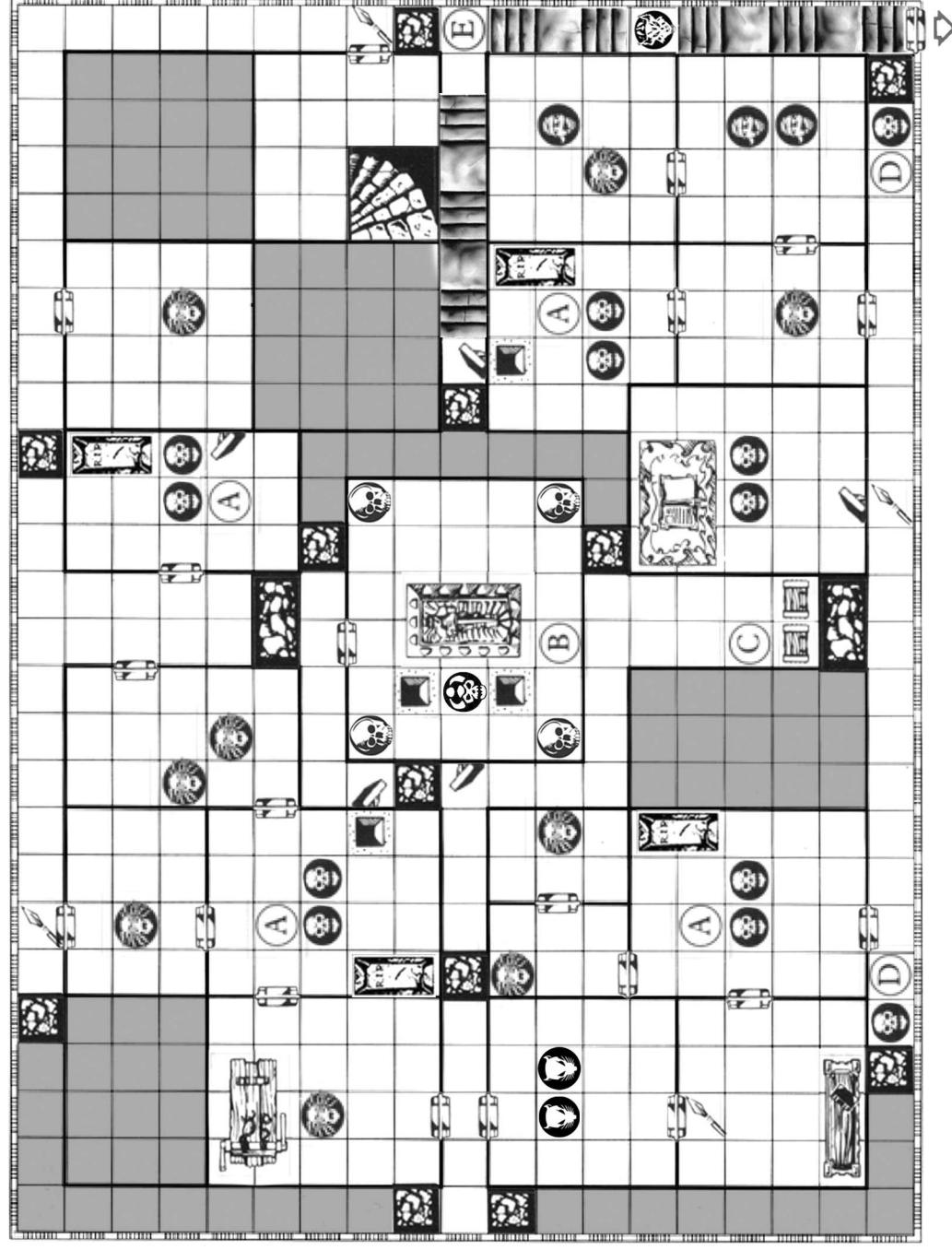
Body Points



Body Points



Wandering Monster: Skaven Warrior



The Skaven Citadel

You have finally reached the Skaven citadel, near the heart of their lair. Go through the spiral to reach the tower on the lower floor. There you will find the lieutenants of the lineage of these foul creatures. Along the way, search every nook and cranny, as the Skaven may be storing valuable weapons. Good luck!

NOTES

A This chest contains the Sonneklunge artifact, a flaming sword. This is a Magic Treasure. This is a Magic Treasure; the player who finds it can draw and keep the related card.

B In the torture room there is a Rat Ogre

Rat Ogre Corpo ☐ ☐ 

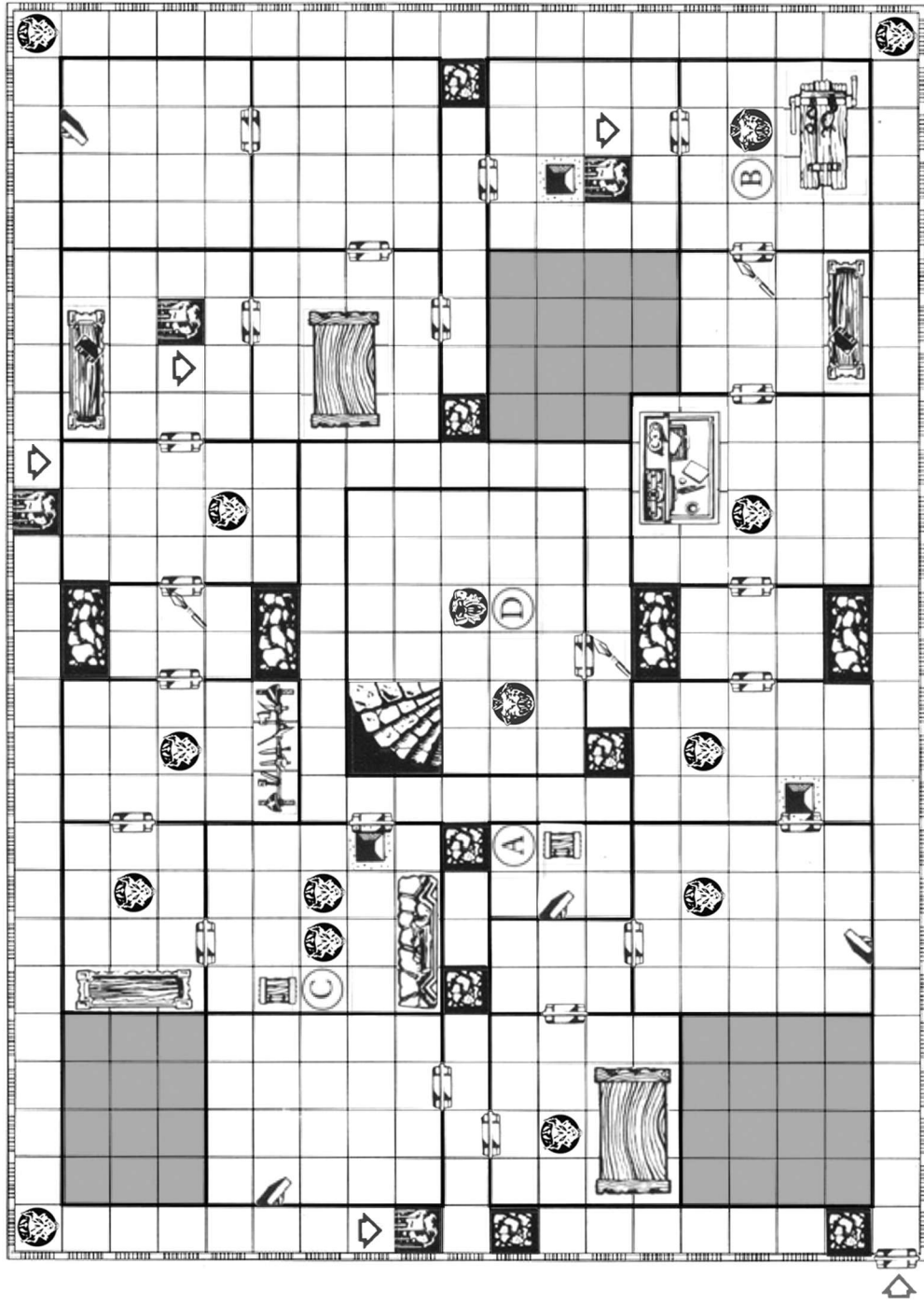
C The chest contains an extra healing potion that will gain up to 5 previously lost body points, but it is protected by a spear trap.

D Protecting the entrance to the tower is a Rat Ogre and a Skaven Champion.

Rat Ogre Corpo ☐ ☐ 

Skaven Champion Corpo ☐ ☐ 

Wandering Monster: Skaven Warrior



Descent into the Catacombs

You have found the catacombs of the Skaven Citadel. The corridors are cold and death awaits.

Legend has it that the ancient Skaven are buried here, the eternal guardians of their horrific offspring.

Proceed with caution.



NOTES

A The skeletons in these rooms are undead Skaven. Each has the following values:

Movement: 8 squares Body: 1
Attack: 2 dice Mind: 2
Defense: 3 dice

B The magical skeletons in this room will only activate if one of the characters patrols the tomb. They are normal skeletons but can attack diagonally because they are armed with a spear. Inside the tomb is Lord Grilok an ancient Undead Skaven Warlock, who will attack the Heroes immediately and has the following values:

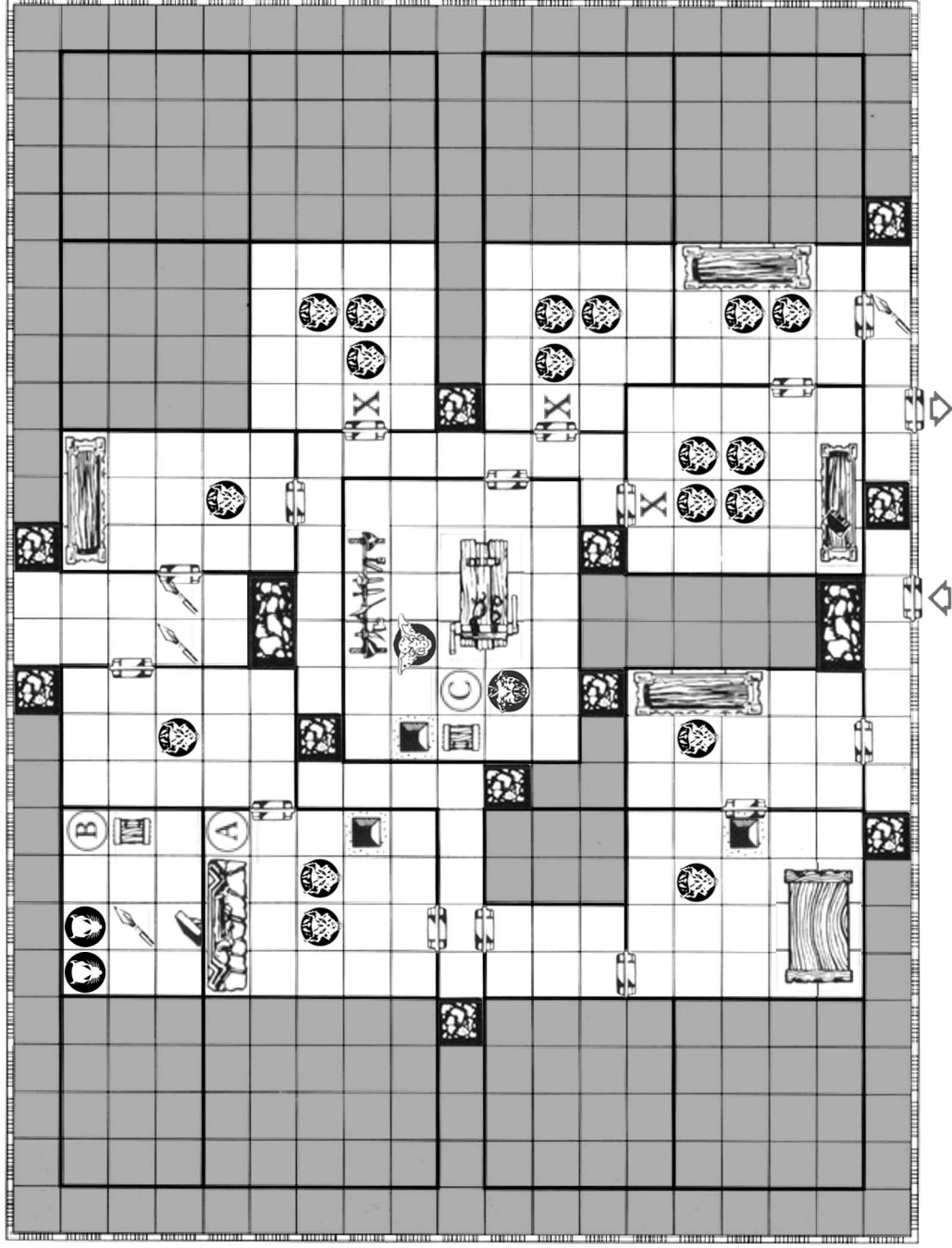
Movement: 8 squares Body: 2
Attack: 4 dice Mind: 5
Defense: 4 dice

Use the Chaos Sorcerer miniature to represent Grilok. He possesses all Chaos spells. If players search the tomb they will find a gem worth 300 gold coins and the Warp Stone fragment. This is a Magic Treasure; the player who finds it can draw and keep the corresponding card.

C The chests contain 200 gold coins each and an extra healing potion that will gain up to 4 previously lost body points.

D The skeletons in the Corridor are armed with a bow and arrow and will attack characters like normal skeletons but from a distance.

E This Skaven is a guard of the catacombs. As soon as a player enters the corridor with the stairs he will try to reach the door at the end of the corridor to alert the other skaven.



The Diversion



The Skaven know of your presence in their lairs. You must act quickly. Explosives are stored in their underground warehouses. Find them and detonate them. You'll need some time to activate the explosives and the Skaven won't stand by and watch.

After the explosion you'll have a clear path to the citadel. Be quick!



NOTES

- A Behind the fireplace there is a secret passage. If a player looks for secret doors he will find the passage to the back room.
- B The chest contains 300 gold coins and an extra healing potion that will gain up to 5 previously lost body points, gain up to 5 previously lost body points.
- C The chest contains explosives. Players must keep the room clear of monsters for at least one turn. Doing so will activate the explosive. After activating it they will have three turns to leave the area towards the exit. These monsters in the room are a Rat Ogre and a Troll. As soon as the players manage to defeat them they will have to keep the room clear for one turn. Open all doors marked with an X.

Rat Ogre		Body
Troll		Body

Wandering Monster: Skaven Warrior

Skaven Monster



Skaven Monster



Skaven Monster



Treasures

Light Ointment



When spread on any blade it increases its power by giving you the ability to roll an extra combat die against all Undead.

Cannot be used by the Wizard

The card is then discarded

Poison!



You find a brown flask full of liquid. As soon as you taste it your throat contracts and you realize that it is poison!

Roll a combat die and if a skull comes out you lose one mind point. With any other result nothing happens. Return this card to the treasure pile

Poison!



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Roll a combat die and if a skull comes out you lose one mind point. With any other result nothing happens. Return this card to the treasure pile



Treasure



Treasure



Treasure

War Hammer



The War Hammer allows you to roll three combat dice in attack.

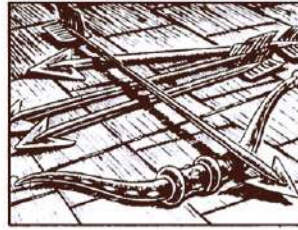
You can also throw it, but in this case you will lose it

Cost 250 gold coins

Cannot be used by the Wizard

WEAPON

Long Bow



The longbow allows you to roll two combat dice in attack. However, you cannot use it against an opponent who is in a square adjacent to yours.

It is used with two hands.

Cost 250 gold coins

Cannot be used by the Wizard

WEAPON



Equipment



Equipment



Choke



The Warlock may cast this spell on any Hero in his line of sight. The Hero has great trouble breathing and may only attack with one combat die, until the Warlock is no longer in the Hero's room or passage. Discard after use.

Poison Globe



The Warlock may cast this spell in any room or passage he is in. The Globe is shattered, releasing a poisonous gas. All Heroes must roll 2 combat dice. They lose 1 body point for each skull. Does not affect Skaven. Discard after use.

Warped Gaze



The Sorcerer quickly consumes a handful of warpdust, making his eyes glow with an unnatural green light and striking terror in all Heroes in his line of sight. Those Heroes must roll combat dice equal to their Mind Points. If they fail to roll two skulls, they must move 2 red movement dice away from the caster.

Summon Giant Rats



Throw one red movement die. The Sorcerer calls forth a number of Giant Rats equal to the number rolled with the die. Place them as close to the Sorcerer as possible. They may immediately move and attack. Discard after use.

Summon Skaven



The Warlock may immediately take two Skaven figures from anywhere on or off the gameboard and place them anywhere within his line of sight. The Skaven may move and attack immediately unless they have already done so during this turn. Discard after use.

Spirit of Vengeance



This spell allows the Warlock to send an invisible spirit to attack any Hero in his line of sight. The spirit attacks the Hero once with 4 combat dice, which may be defended against in the normal way, and then vanishes. Discard after use.

Warpfire



The Sorcerer shoots a blast of magical fire from a chunk of warpstone at any Hero in his line of sight. The blast hits for 4 combat dice, which may be defended against normally. Discard after use.

Plague



This spell causes a foul green cloud to fill the room. All Heroes in this room must roll a number of combat dice equal to their current Body Points. If they fail to roll two skulls, they suffer from the plague, causing them to lose 1 body point. Discard after use.

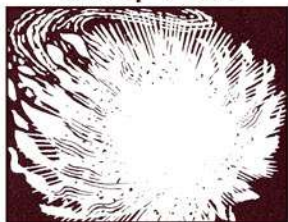
Skitterleap



The Sorcerer casts a pall of warpdust over himself, vanishing into the aether, then suddenly reappearing next to any Hero. The Sorcerer may immediately make a normal attack. Discard after use.



Ball of Flame



This spell may be cast at any one player. It will inflict two points of Body damage. The victim may roll two defence dice. For each shield he rolls, the damage is reduced by one. The spell is then discarded.

Cloud of Chaos



This spell paralyses all players in the room or corridor where it is cast. They may resist with one defence die per Mind point. If they roll a shield they are unaffected. Paralysed players may not defend if attacked. They may do nothing on their turn except try again to resist the paralysis.

Command



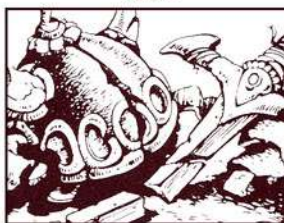
This spell will put one player under the spellcaster's control, starting from the caster's next turn. The victim may try to break free by rolling one defence die per Mind point at the start of each of his turns. If he rolls a shield, he returns to normal. Discard after use.

Firestorm



The fire created by this spell fills the room in which the spellcaster is standing. All players and monsters in the room (except the caster) are attacked with three combat dice. They may defend as normal. This spell may not be used in corridors. Discard after use.

Rust



The Evil Wizard player may choose one item of equipment belonging to the target. That item rusts and becomes useless. Quest Treasures are immune to this spell, as are the Cloak of Protection and the Staff since they contain little metal. Discard this spell after use.

Sleep



This spell will put one player to sleep. He may defend himself by rolling one combat die per Mind point. If he rolls a shield he is unaffected. Once asleep he may do nothing and may not defend if attacked. He will awake if he rolls a 6 at the start of his turn, or if he survives an attack.

Summon Greenskins



This spell can take Orcs and Goblins from anywhere on or off the board and place them within sight of the spellcaster. Roll a combat die to find out which models are summoned:
Skull = 3 Goblins
White shield = 1 Orc
Black shield = 2 Orcs

Summon Undead



This spell can take undead from anywhere on or off the board and place them anywhere within sight of the spellcaster. Roll a combat die to find out which models are summoned:
Skull = 2 Skeletons
White shield = 1 Zombie
Black shield = 1 Mummy

Tempest



A small Tempest is created which envelops one player of your choice. That player will then miss his next turn. The spell is then discarded.



Terror



This spell causes a player to become too frightened to fight effectively. His attacks are reduced to one combat die as long as the spell lasts. The victim may roll one defence die per Mind point at the start of each of his turns. If he rolls a shield he returns to normal.

Thunderbolt



This spell is cast in a straight line (which may be diagonal). The spell passes through all players and monsters in its path, and stops when it reaches a wall or door. All players and monsters in the bolt's path are attacked with two combat dice, which they may defend against. Discard after use.



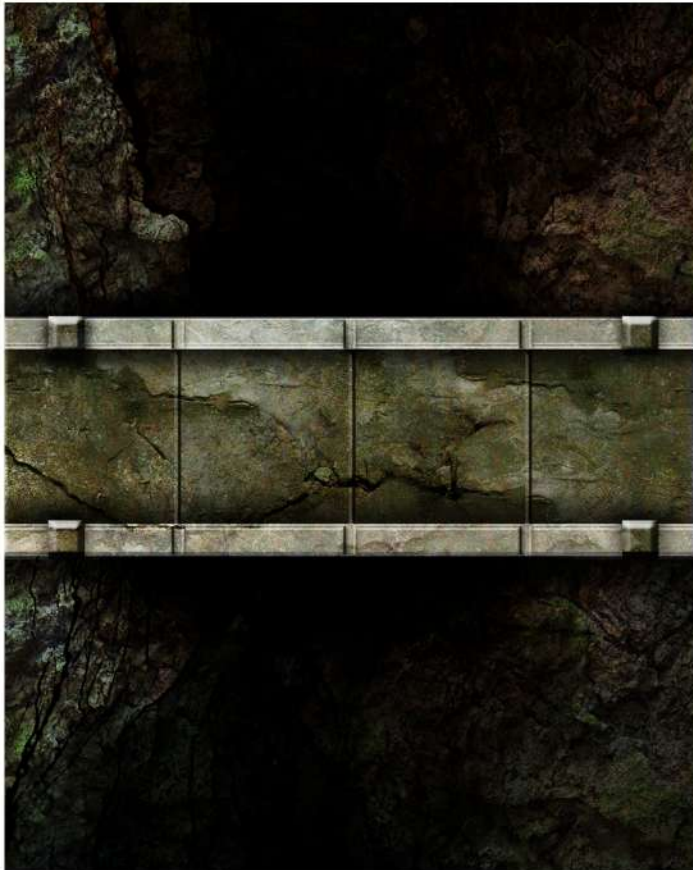
RAVINE DURRAG-DOL



BLACK PIT



BRIDGE ON THE ABYSS



SMALL ROOMS

