

HeroQuest™

The Plague of the Skaven

Q U E S T



B O O K

Introduction

Mentor gazed out the window at the exterior of his castle with a gloomy, worried air. Not far away, the Loretome 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. Zargon 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.

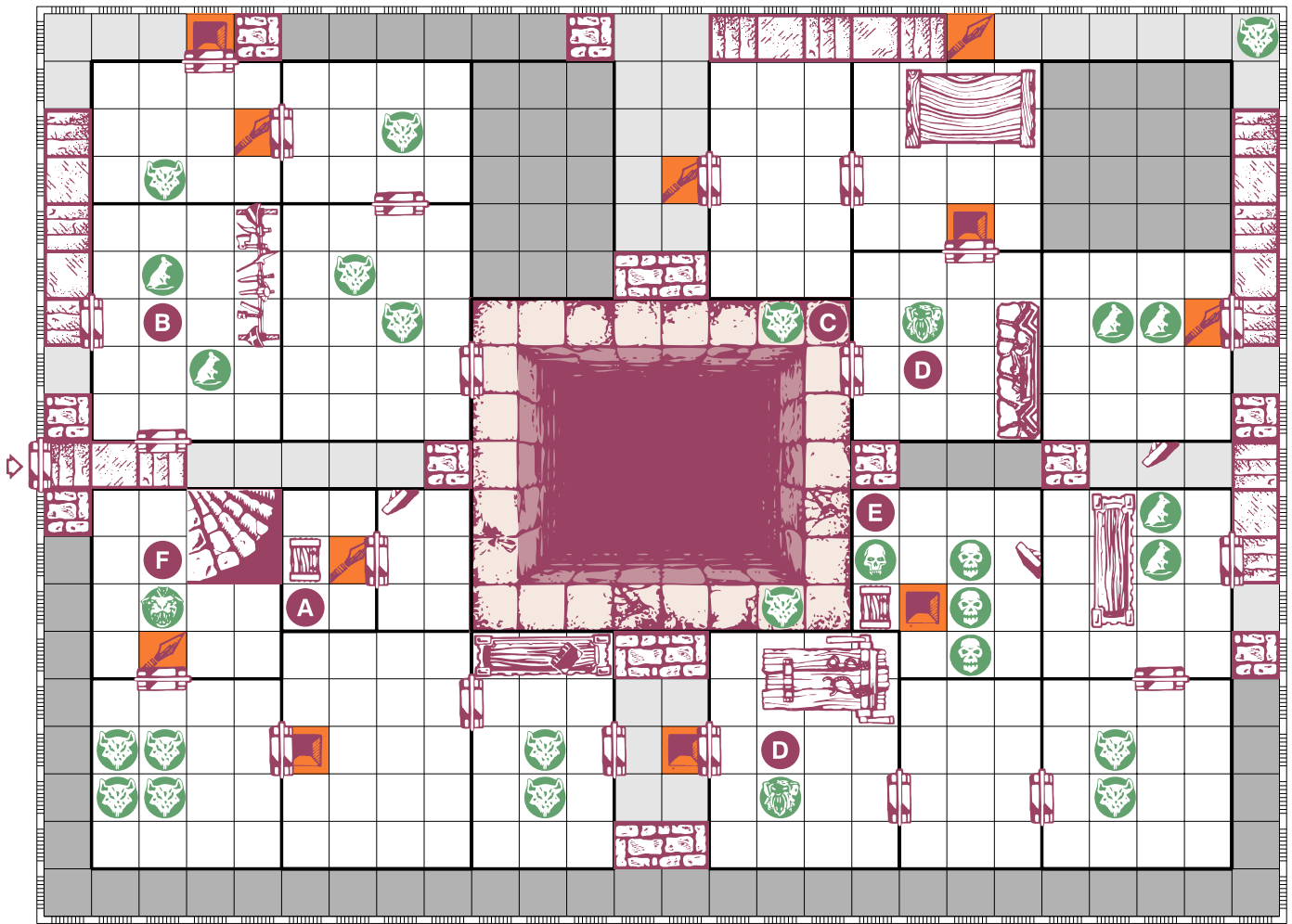
Don't be fooled by their appearance. They are strong warriors and among their ranks are hidden powerful sorcerers capable of controlling dark magic. As if that were not enough, they are often accompanied by huge trolls hired thanks to the magic of Zargon.

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 Loretome can tell us no more, its magic is obscured by Zargon'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."



Conclusion

"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 Loretome already feels again the evil that nests around us. Zargon 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!"

Quest 1

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

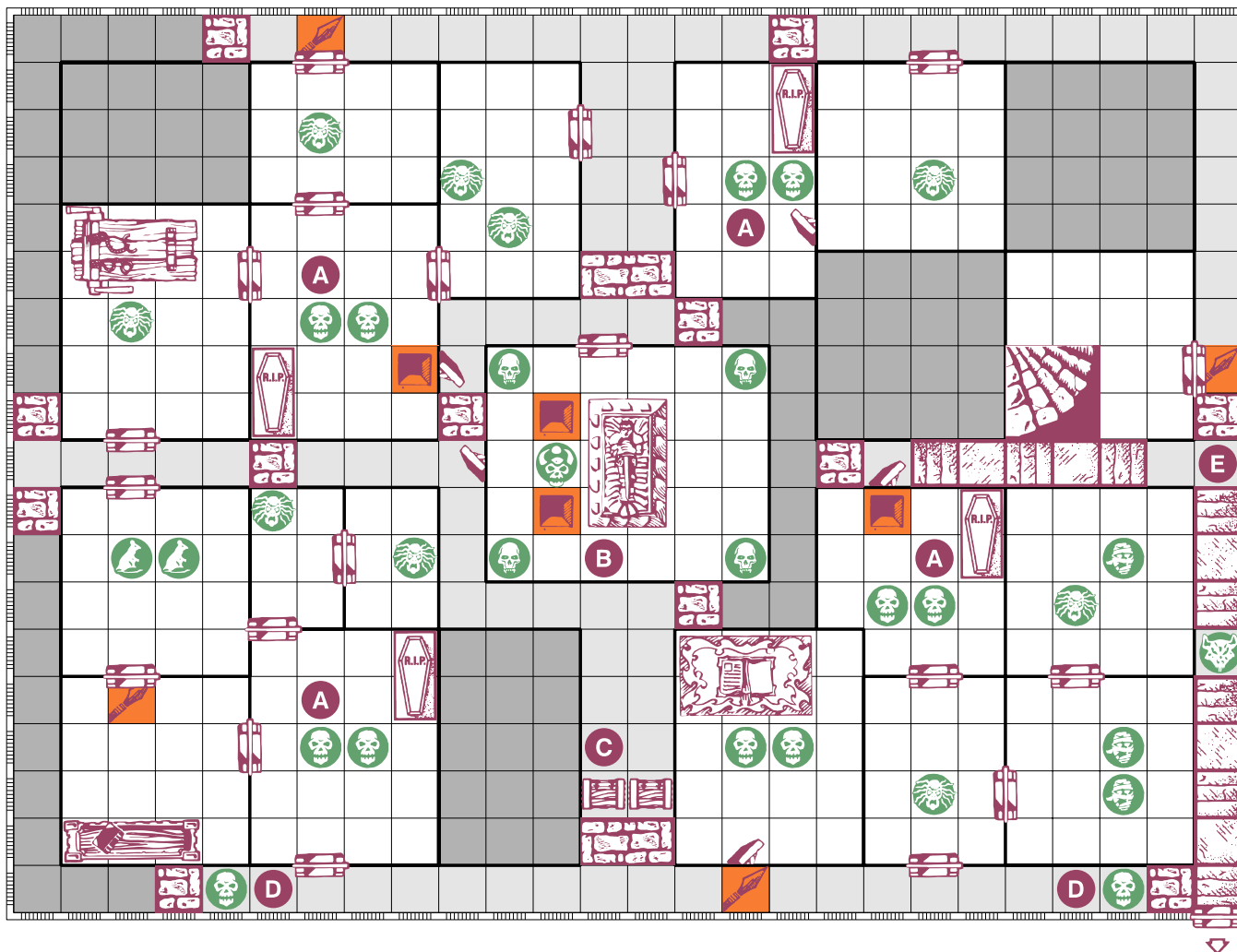
caution and descend into the underworld to find the entrance to the citadel.

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.



Wandering Monster in this Quest: Skaven Warrior



Quest 7

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 | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 2 | 3 | 1 | 2 |

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 | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 4 | 4 | 2 | 5 |

- 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".

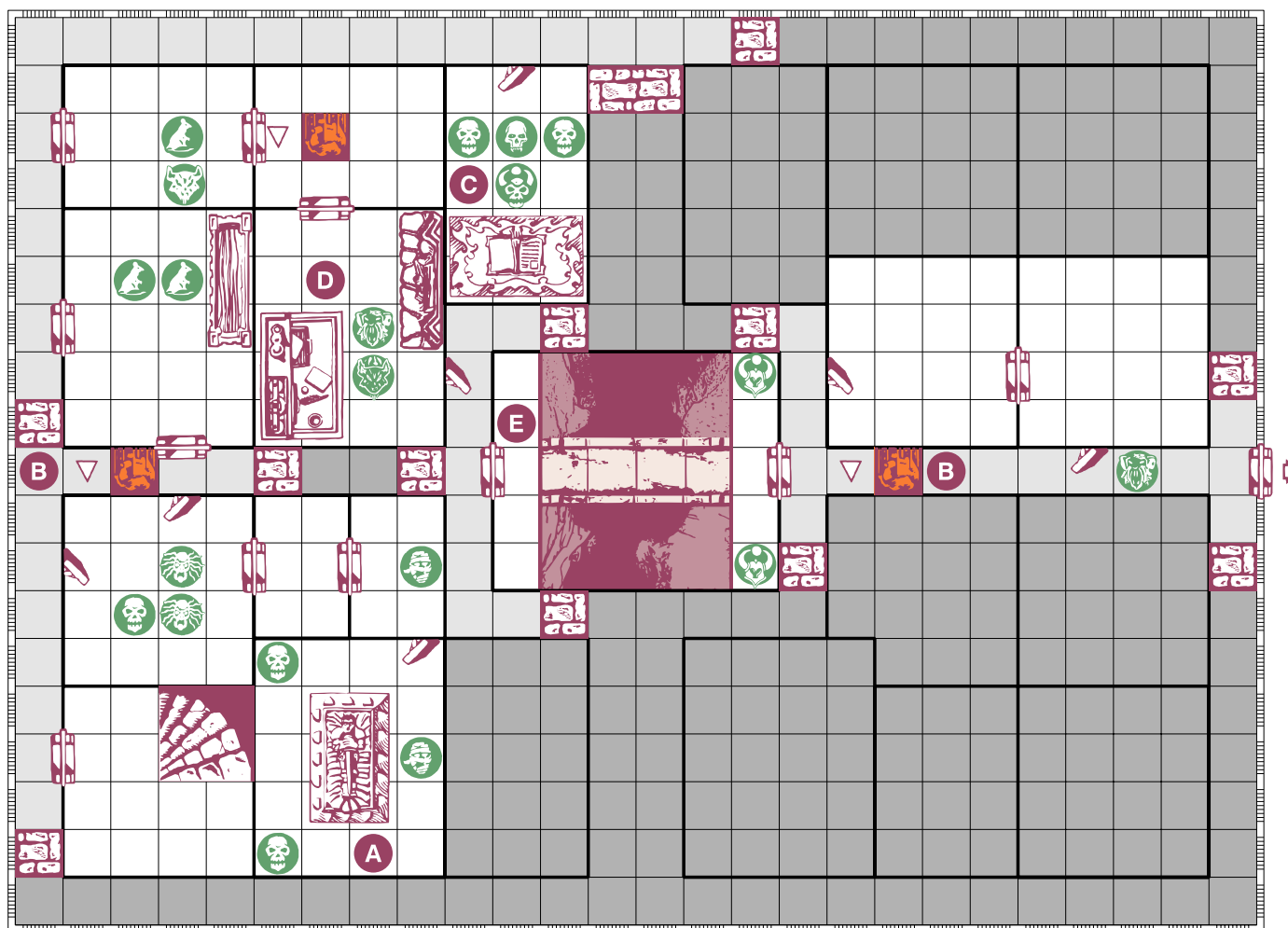
The Skaven Champion has 2 Body Points.

Paskrit has 2 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 in this Quest: Skeleton



Quest 2

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 | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 2 | 3 | 1 | 2 |
- 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 | ATTACK | DEFEND | BODY | MIND |
|----------|--------|--------|------|------|
| 8 | 4 | 4 | 2 | 5 |

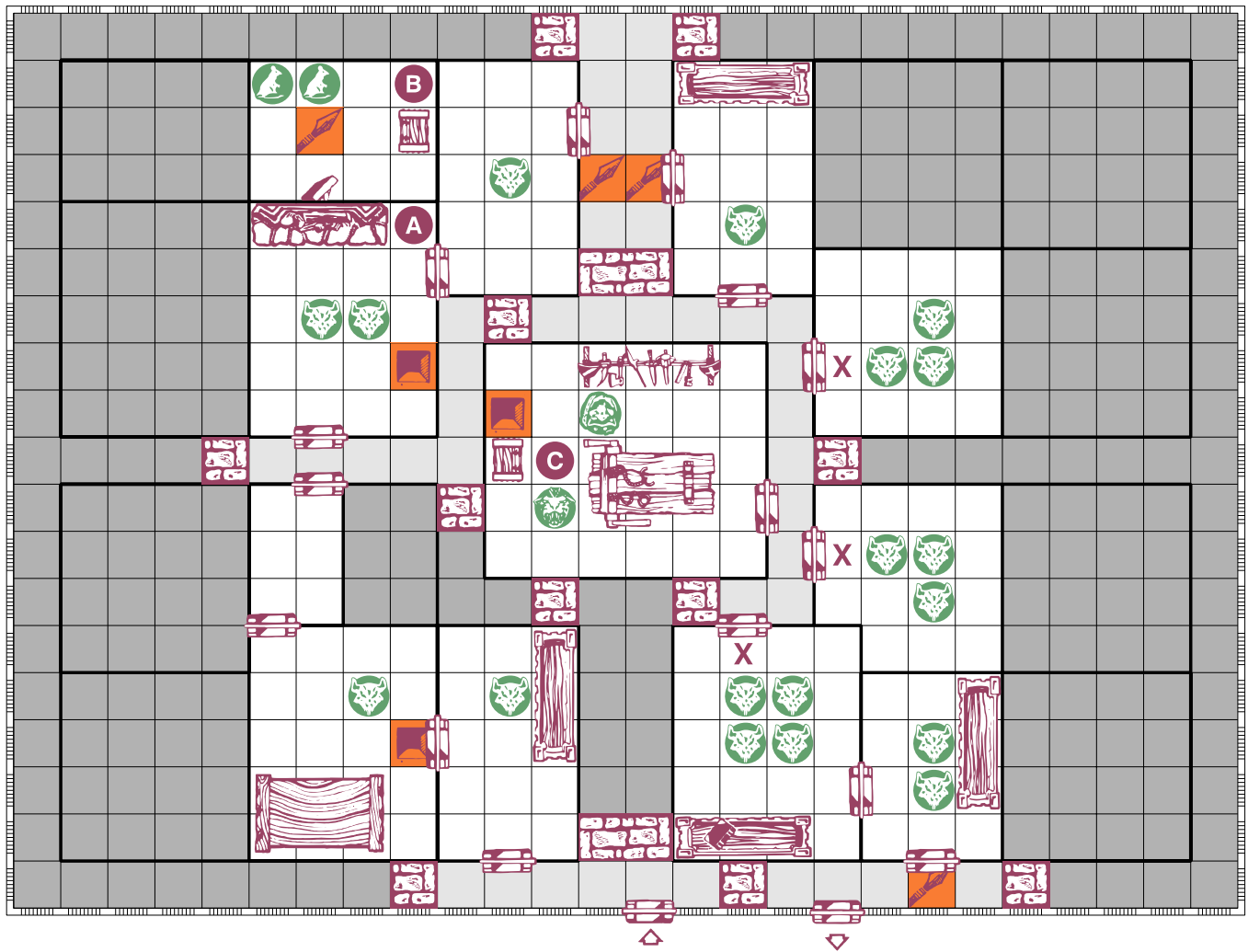
Use the Chaos Sorcerer miniature to represent Grilok. He possesses all Chaos Spells. If players search the tomb they will find a gem worth 300 gold coins and the Warp Stone fragment. This is an Artifact; the player who finds it can draw and keep the corresponding card.

- 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.



Wandering Monster in this Quest: Skeleton



Quest 6

The Last Bastion

You are in the heart of the Skaven kingdom. Here the strongest lieutenants of the clan reign undisturbed. Do not miss Thanquol the Grey Seer. Lord of the Skaven. Because he is able

to regenerate the race of outcasts. Only in this way can the Empire finally rid itself of their threat.

NOTES:

The Rat Ogres has 3 Body Points.

Thanquol has 3 Body Points.

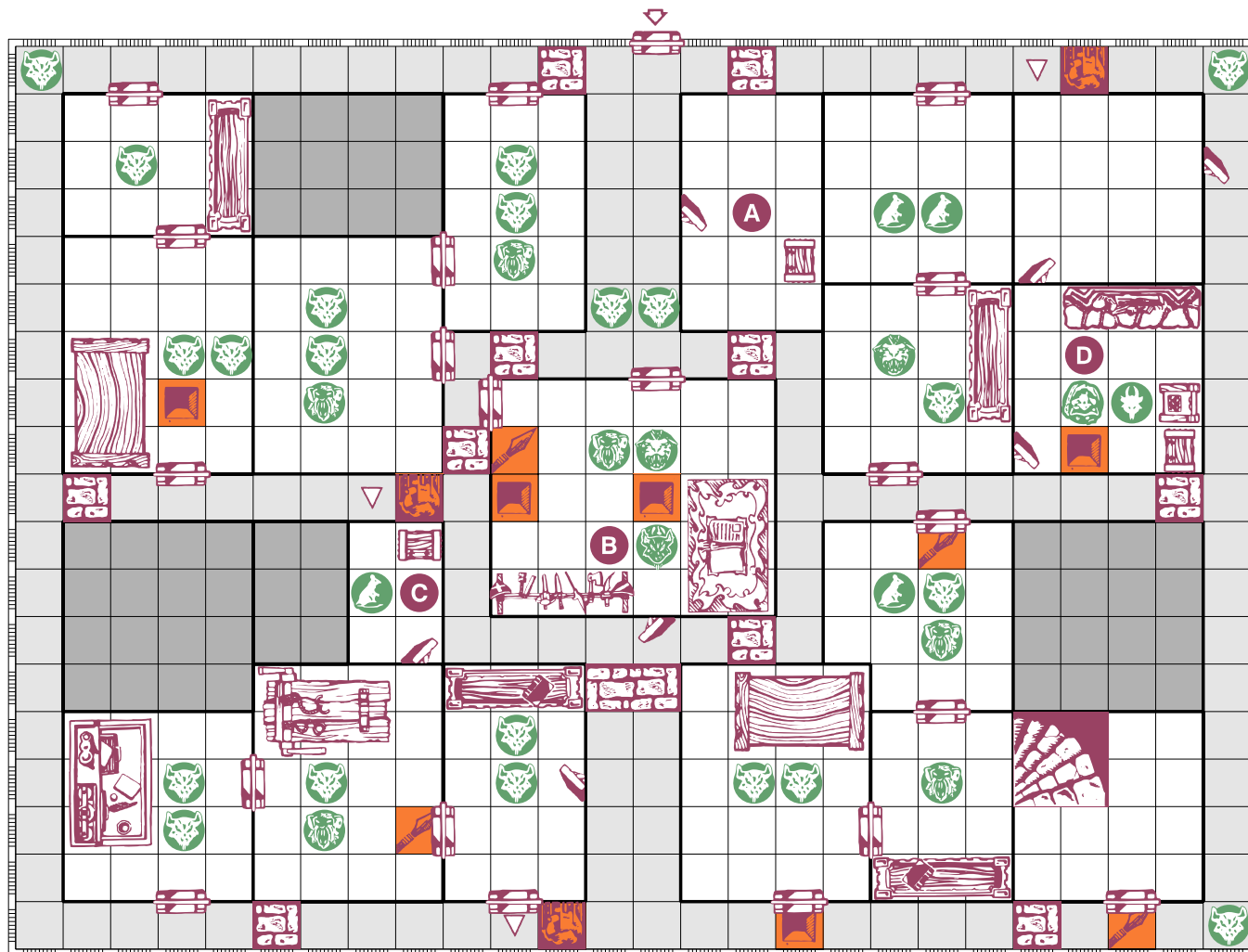
The Skaven Champions has 2 Body Points.

- A** The chest contains an extra healing potion that will gain up to 4 previously lost Body Points and the and the Dreamsong hammer. It is an Artifact; the player who finds it can keep the card.
- B** In the room there are Skrolk, a powerful Plague Monk, and his bodyguards. Skrolk possesses all Skaven spells. Skrolk has 2 Body Points.
- C** The chest contains the treasure of the Skaven Pestilens. Inside are 5 large green gems worth 100 gold coins each.
- D** In the secret room there is Thanquol, one of the most powerful Grey Seers, and his bodyguards, a troll and a Rat-Ogre named Boneripper. Thanquol possesses all Skaven spells and can summon Skaven at will. He is also immune to Earth Spells. In the chest is Thanquol's treasure, a gem worth 500 gold coins.

The Troll has 4 Body Points.



Wandering Monster in this Quest: Skaven Warrior



Quest 4

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:

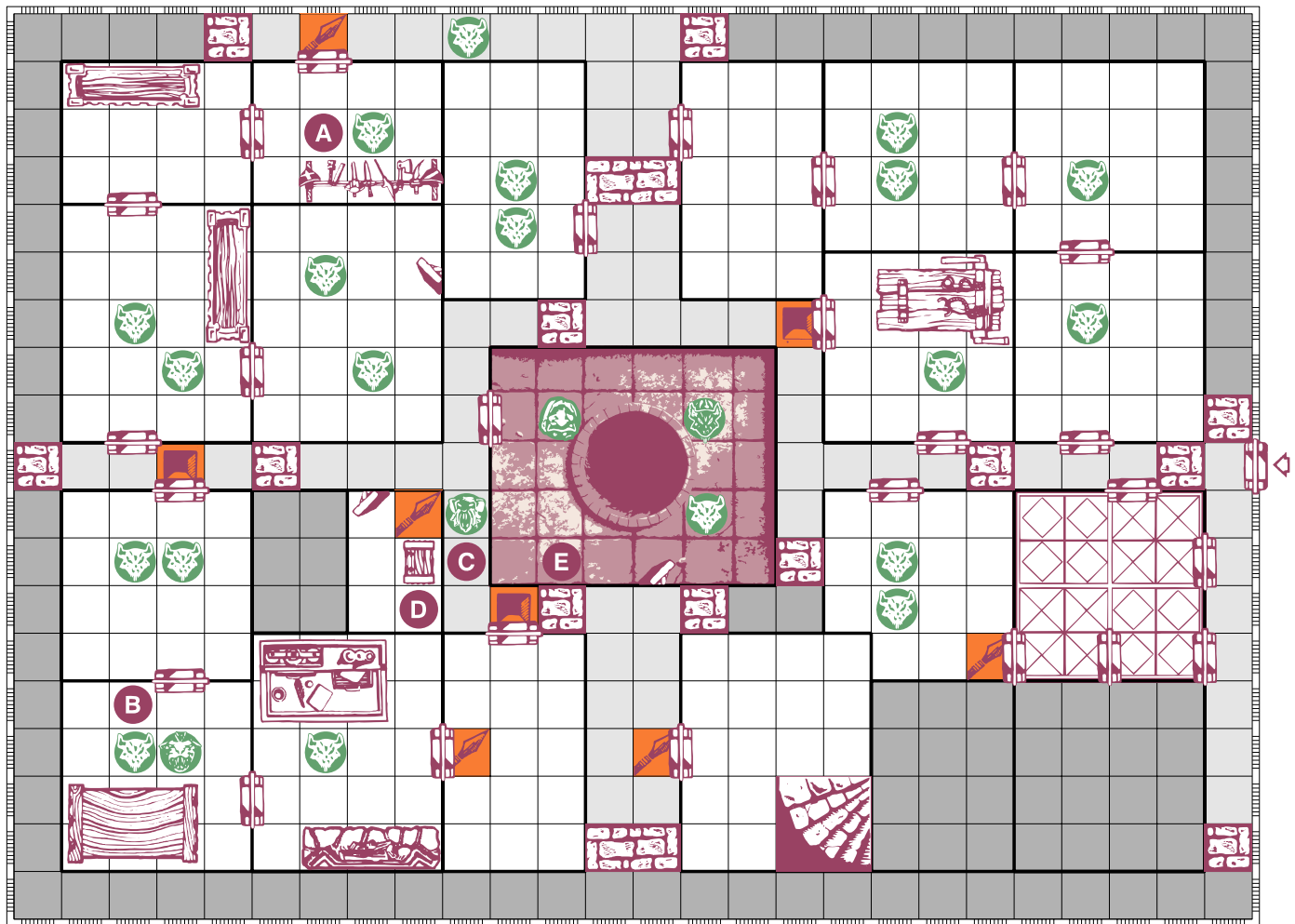
- A** This chest contains the Sonneklinge artifact, a flaming sword. This is an Artifact; the player who finds it can draw and keep the related card.
- B** In the torture room there is a Rat Ogre who has 3 Body Points.
- C** The chest contains an extra healing potion that will gain up to 5 previously 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.

The Rat Ogre has 3 Body Points.

The Skaven Champion has 2 Body Points.



Wandering Monster in this Quest: Skaven Warrior



Quest 5

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. He has 3 Body Points.
- C** There is a Skaven Champion in the corridor. The door to the central room is locked. He has 2 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.

The Troll has 4 Body Points.

Orghox has 2 Body Points.



Wandering Monster in this Quest: Skaven Warrior