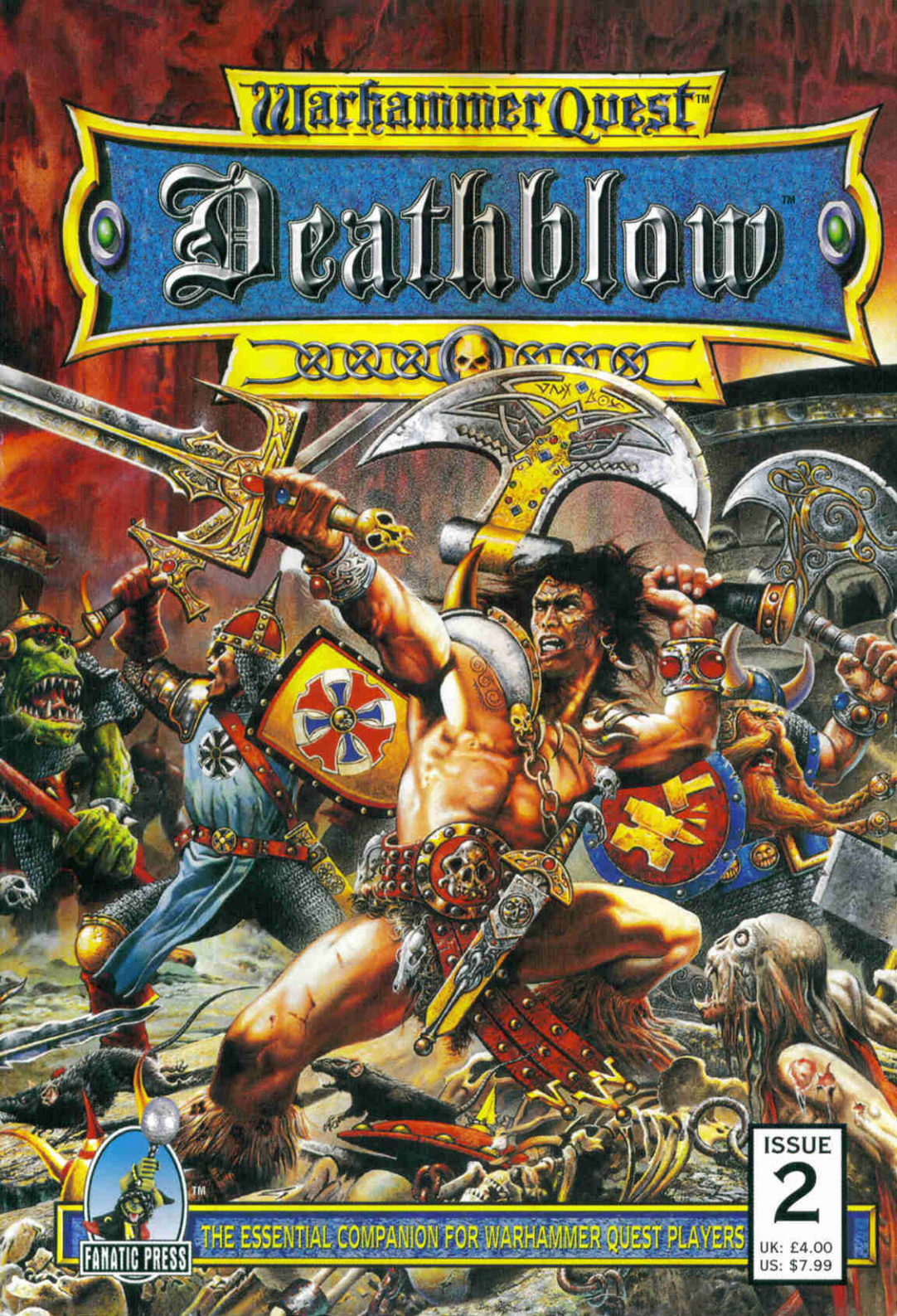
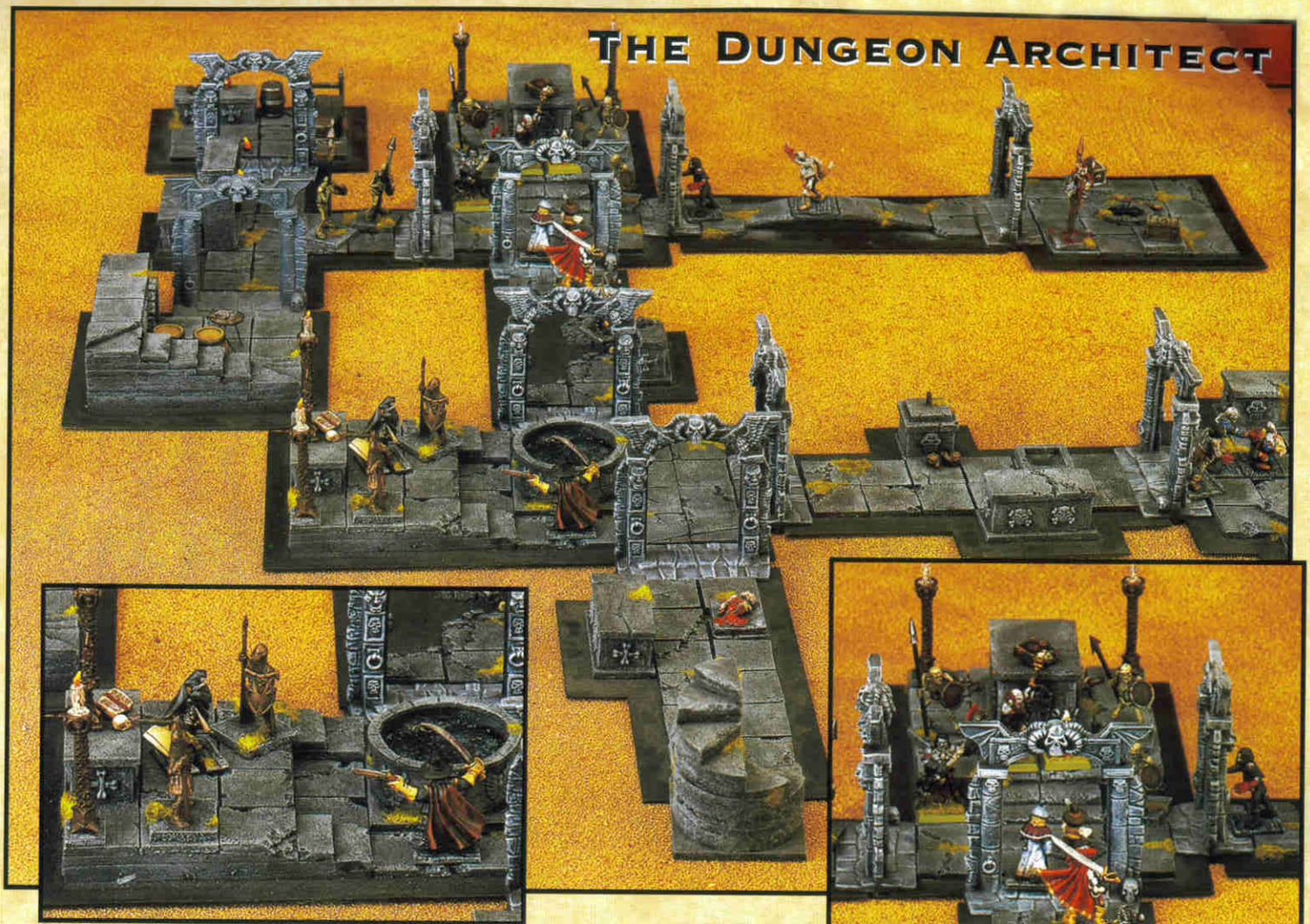

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SALTY SEADOGS
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'I'll get me coat!'
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Warhammer Quest Deathblow

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SAGE WORDS

Welcome to the second issue of Deathblow, the magazine for Warhammer Quest written almost entirely by you guys, the readers and gamers out there. We've put together a cool mix of some classic White Dwarf articles and the best submissions we've received here at Fanatic Press. To keep Deathblow alive and going from strength to strength we really need to have your ideas. This is your hobby and it's always good to participate in its evolution. If you've just finished an exciting campaign then we want to know about it. If you've created a stonking new character then we want to know about it and if you've slaved away over some incredible new rules then, yes we want to know about it. Deathblow is a forum for all Warhammer Quest players to share their ideas and benefit from each other's wisdom and madness in equal amounts. So, don't just sit there gawping, get writing!

Steve

Product Code: 6004 0799 002

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• THE QUEST FOR THE SHATTERED AMULET •

A Warhammer Quest Campaign

By Laurence Sinclair (with apologies to Mr Johnson)


Don't call me Larry!

Hi, I'm Laurence (NOT Lawrence – I hate that; let the perpetrators be roasted over fires of indescribable heat whilst being stoned with black puddings!) and I'm seventeen and from South Wales. I have been playing GW games for almost ten years, since Heroquest came out. Four years later I acquired Advanced Heroquest but found that a truly disappointing game and started playing Warhammer. Over time I amassed High Elf and Chaos Warrior armies and then also began to play the other GW games. I have Sisters of battle and Ork armies for Warhmmer 40,000, a Redemptionist gang in Necromunda, a Chaos Dwarf Blood Bowl team and a Gorkamorka mob. Now that Mordheim is out I'll have a Warband of Nuns with whips. *(Thinking about going into politics then Laurence? – Ed.)* My singular claim to fame so far has been having a mission published in White Dwarf's Chapter Approved.

Right, now I'm here you'll definitely be hearing from me again as I've started thinking up ideas for a Sigamarite Sister i Warhammer Quest (thanks to the beautiful Bertha Bestrafung wot I picked up at Games Day 99). Why not get those games developer people to finally get those rules for Revenant Knights and Goldhunters published? They've both been mentioned in the Warrior packs so don't try telling me you haven't got the rules floating about somewhere... *(We might have, why should we tell you, eh? It's our secret and we're not going to share it with anyone. You'll just have to wait and see! – Ed.)*

This Quest is composed of four separate mini-adventures based on an old Heroquest campaign by Jervis Johnson, where the Warriors are attempting to beat the villainous Skaven to the four pieces of an ancient amulet, and thereby save the world from extinction. It's designed for Battle level 1, but can easily be adapted for higher levels by making the encounters appropriate to the level, and maybe making the Prince of Agony a Vermin Lord or something...

Now for the compulsory background...

The Warriors are intent on visiting their friend Jervais Revered (a scribe of no particular note) for reasons that will remain unknown. Finding him dead, with clear signs of Skaven involvement, the Warriors pause only long enough to grab his Journal before setting off in pursuit of his slayers. The last entry in the journal reads opposite.

Despite their best efforts, the Warriors cannot find the Skaven Assassins. Downcast, they return to Parravon to drown their sorrows in an Alehouse. And thus our tale begins...



PART I: THE WARLORD'S LAIR

By outrageous fortune, the Warriors hear of a new quest to embark upon while in the Alehouse. Deep in a dungeon in the Grey Mountains, a Skaven Warlord of Clan Rictus plans his campaign to literally undermine Parravon! With no thought as to personal safety (possibly emboldened by the presence of large amounts of alcohol) the Warriors promptly set off to foil his evil scheme, unaware of the trinket that the Warlord wears around his neck...

Dungeon Set Up

The Objective Room for this adventure is the *Idol Chamber*.

...WHEN THE GREAT POWERS war, the world trembles. For fully a thousand years the Eternal Empire stood, its roots deep in the old Elven lands on the Tilean seaboard. This was the first kingdom of man, fractious and squalling, like a small child. Though the capital of its kings at Remas was a wonder of its age, the Empire was barbarous and insecure.

The Chaos Gods whispered into the ears of their followers, and they slid into the Empire's heart like a stiletto. They brought false advice, illicit witness, assassination, corruption and conceit to the government of Emperor Giovanni VII. Their foul cults spread upon the land, displacing those Powers of Hearth and Sky who had served the simple people for centuries. Finally, Khorne spoke and there was war.

From a deep slumber awoke Solkan, the Avenger. Though he cared little for men, Solkan revered the temple in his name that stood in Remas. When he heard the screams of his dying priests as Remas burned to the ground, Solkan arose, magnificent in armour of blazing silver.

Before him came Fernadrang, General of Khorne's armies, a misshapen and corrupted Ogre. Fernadrang's axe spat hot blood, and a tongue slithered from its haft to lick the blades. Solkan wielded a silver scythe, and many who watched the battle were cut down by its blade.

They fought for hours. So great was the hand of Khorne on Fernadrang that not even Solkan could strike him down. And, for a moment, the Great Scythe stuck, spitted upon such a weight of bodies that Solkan could not lift it. Fernadrang struck, a blow aimed mightily at the chest of Solkan.

But it did not slay him. The Sword of Fire hit an amulet that Solkan wore, breaking it into four pieces which flew off over the horizon. And Solkan was then avenged upon Fernadrang, and gutted him from pelvis to larynx so that all the pestilence inside him was released to consume the corpse. Thus ended the war of Solkan and Khorne.

All this I have divined by my researches. I am also aware that the rat-like Skaven seek my shard of the amulet. Why do they want an Artefact of Law? Perhaps they seek to prevent it from being used against the Chaos Powers they serve. Who can know what motives pass through such alien minds? I have heard that they fear it will be wielded against the Daemon General Praznagar when he returns. Whatever, their true purpose must be terrible.

Of one thing I am certain: they seek my fragment with a will. Three times my spells have repulsed attacks by Warriors of Clan Mors. They have forced me to employ bodyguards, summon my former apprentice and move from Parravon to a fortified tower. Despite the discomfort, I am confident that I have now placed the Amulet beyond the reach of the Skaven.



How the Dungeon rooms work in the Warlord's Lair

Special Rules:
If the Warriors encounter a T-junction, do not split the deck as normal. Instead, remove the top card from the pile and place it at one exit and the remainder of the deck at the other exit. The entrance to the latter exit is magically sealed, so the Warriors must try the other door. Regardless of what the board section is (unless it is the Objective Room, in which case ignore these rules and see below), it has no exits and will contain one Event card worth of Skaven when first entered. When they have been slain, in addition to other treasure the Warriors find an iron talisman in a small chest in the corner. When slotted into a suitably sized hole in the floor back at the T-junction, 'with a grinding of gears, the wall in front of you starts to sink to the ground, revealing a turning into a new passage'. The Warriors may now continue exploring beyond the locked door as normal.

Monster Encounters:
Ideally, all of the Monsters in this adventure should be Skaven, with a leaning towards Stormvermin and no specialist Skaven from specific Clans (Eshin Gutter Runners, Skryre Jezzails, Pestilens Plague Monks, etc). The reason for this lack of support is that Clan Rictus is a relatively weak clan, rarely patronised by the more powerful clans. When it presents the Amulet to the council, it hopes to be elevated to a higher status...

Objective Room:
Here resides the Warlord and his least untrustworthy guards. They leap to attack the Warriors as soon as the door opens. Roll on the following table to see what Monsters are here:

Monster Table

Roll 1D6

1. 1 Clanrat Champion, 1D6+3 Stormvermin, 2D6 Clanrats.
2. 1 Clanrat Champion, 2D6+6 Stormvermin.
3. 1 Clanrat Champion, 1D6 Clanrats, 1D6 Giant Rats, 6 Stormvermin.
4. 1 Clanrat Champion, 12 Giant Rats, 1D3 Clanrats, 1D6 Stormvermin.
5. 1 Clanrat Champion, 2 Stormvermin Champions, 12 Clanrats, 1D6 Stormvermin.
6. 1 Skaven Chieftain, 12 Clanrats, 2D6 Giant Rats.

If you feel that the Chieftain is simply too hard, re-roll the result.

Parravon is not a rich city, and upon finishing their adventure the Warriors receive 500 Gold Pieces to be split between them. Of considerably more interest is the shard of Amulet on a cord around the Warlord's neck, and the maps and charts decorating the walls of his lair. Translated by a wise man in Parravon, they reveal the location of three other Skaven lairs where Amulet pieces are held. The Warriors owe it to

UNDEAD SKAVEN BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Undead Skaven	1	2	3	-	3	3	15	1	1	200	0	1D6	*Fear 2, Never Pinned, Regenerate 1*
Undead Skaven Warlord	1	4	4	-	3	3(5)	20	2	2	500	2	1D6 *2D6(5+)*	*Fear 6, Magic Wpn, Regenerate 2*

Jervis to save the world from this grave peril, and so set off to do their duty...

PART II: THE MAGIC MAZE

The Magical Maze hidden in this dungeon was reputed to have been built by Gragoth Daemonmaster, a powerful Chaos Sorcerer in times long past. Now it is home to the warriors of Clan Eshin...

Dungeon Set Up

The Objective Room for this adventure is the *Circle of Power*. Ensure that all the T-junctions and exactly three dungeon rooms (not including the Objective) are included in the deck.

Special Rules:

If, when at least one Warrior is standing in a Corridor and a '6' is rolled in the Power Phase, one randomly determined Warrior in the Corridor is attacked by a magical Patrol Fireball. He suffers 1D6+4 wounds, modified by Toughness and armour as normal.

Dungeon Rooms

When the Warriors enter a Dungeon Room for the first time, do not draw an Event Card. Instead, the room will be the lair of an Undead Skaven, one of Gragoth's servants that continues to serve its master beyond the grave. Powerful magic binds it to protect the place of its death, so it may not leave the room in which it is encountered. The Warriors will still have to kill it in order to explore further, however.

Monster Encounters:

Ideally, all monsters in this adventure should be Skaven, and even then only basic Clanrats and specialist Clan Eshin troops. If you have the *Skreek Deathstrike* card from White Dwarf 195, you really should include it. Alternatively, a few Undead can be allowed. It is assumed that they are the remains of Gragoth's servants.



Objective Room:

Only one creature now resides in what was once Gragoth's throne room, a powerful Undead Skaven Warlord. Like the weaker Undead Skaven, it cannot leave the room that it guards.

When the Warlord and any monsters that may have appeared due to unexpected events have been defeated, a strange, disembodied voice will start to speak. Gragoth is not as dead as some would like to believe. His soul is cursed to remain trapped within the *Circle of Power* until worthy Warriors can claim the Amulet Shard from him. To do this, the Warriors must solve Gragoth's riddle. Select a Warrior using the Warrior counters. This Warrior must then roll 1D6 and add his Initiative. If the total is 7 or more (a 1 always fails), then the Warrior answers correctly. Otherwise, Gragoth sighs and the Undead Warlord appears next to the Warrior and makes an *Ambush* attack. It must be killed again before a Warrior counter can be drawn again to determine who will be the next to attempt to solve the riddle. Once the riddle has been successfully answered, the Amulet Shard will magically appear in the hand of the Warrior that correctly guessed, along with 250 gold pieces (in a bag, obviously!).

PART III: THE PLAGUE TEMPLE

Clan Pestilens is perhaps the foulest Skaven cult. Its followers worship disease and decay, spreading the word by infecting everything they encounter. It is in one of Clan Pestilens' secret underground temples that the third part of the shattered amulet is hidden.

Dungeon Set Up

Use the *Firechasm* as the Objective Room, and remove the *Circle of Power* from the Dungeon deck.

Monster Encounters:

Again, Skaven should be the Monsters in this adventure, this time from Clan Pestilens (Plague Monks, Censer Bearers, Globadiers, etc). If any Giant Rats are encountered, then they will be Plague Rats instead (see bestiary).

Objective Room:

Place another doorway on the other side of the chasm, behind the Dragon statue, and roll on the following table to determine what Monsters are present:

Monster Table

Roll 1D6

1. 1 Plague Sower, 1 Censer Bearer, 1D6+6 Plague Monks.
2. 1 Plague Sower, 1D3 Censer Bearers, 2D6 Plague Monks, 1D6 Plague Rats.
3. 1 Plague Sower, 1D3 Censer Bearers, 1D3 Globadiers, 2D6 Plague Monks.
4. 1 Plague Sower, 1D6 Censer Bearers, 1D6 Globadiers, 2D6 Clanrats, 2D6 Plague Rats.
5. 1 Plague Sower, 2D3 Censer Bearers, 2D3 Globadiers 2D6 Plague Monks.
6. 1 Plague Sower, 1D6 Censer Bearers, 1D6 Globadiers, 1D6+6 Plague Monks, 1 Rat Ogre, 1D6 Plague Rats.

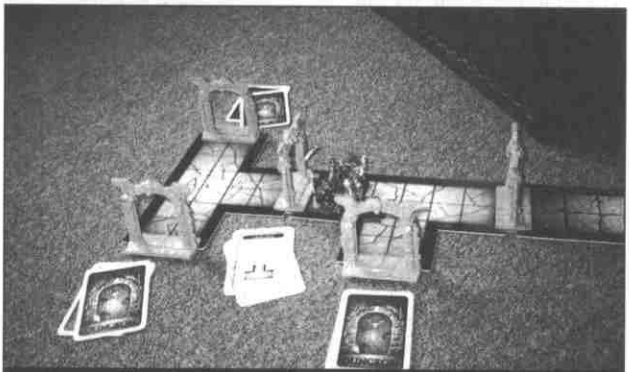
The Plague Sower

The Plague Sower is the High Priest of the Plague Cult, a right nasty piece of work who intends to corrupt the power of the Amulet to serve his will.

Warpscroll

This is a special magical item used only by the adepts of Clan Pestilens. The bearer of such a scroll must be set up as if he were armed with a missile weapon (in the case of the Plague Sower, just in front of the door by the Dragon statue). At the start of the Monsters' phase the bearer may start to read the scroll so long as it is not pinned. It takes two whole Monsters' phases to cast the Warpscroll, during which time the bearer may do nothing. If its concentration is spoilt (say by a Warrior walking up to it and hitting it) it will have to start trying to cast the spell again once it is out of pinning. The spell that the scroll contains affects all Warriors and non-Skaven Monsters (count Rat Ogres and Plague Rats as Skaven) on the same board section as the bearer. They must roll equal to or under their Toughness (excluding armour) on 1D6 or lose 1 Luck point. If they have no luck, they are automatically slain, with no chance of healing (except the *Resurrection* spell) as they undergo a rapid aging process, suffering the natural decay of years in a few moments. Once used the scroll crumbles to dust and may not be used again.

After all the Monsters have been killed, the Warriors may explore through the door at the rear of the temple. Behind it will be the Circle of Power. The walls of this pokey little closet are strewn with shabby banners depicting scenes of decay and destruction. At the rear of the room is a small altar, covered in moss and ravaged by the blows of sacrificial knives.



The Magic Maze lives up to its name...

No event will occur when the Warriors enter the room, and no unexpected events will occur while they remain here. However, once the Warriors try searching the room, gas will start to seep in through hidden vents in the ceiling. Each Warrior must roll under his Toughness on 1D6 or take 1D6 Wounds with no modifiers. Any survivors are free to take the third piece of the Amulet from a secret panel in the altar.

CLAN PESTILENS BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Plague Rat	D6	5	1	-	4	4	2	2	1	35	0	Special	*Death Leap, Plague*
Plague Sower	1	5	4	3+	4	4	10	5	2	400	0	1D6	*Frenzy 5+, Plague, Warpscroll*

PART IV:
THE AMBER ROOM

The fourth and final dungeon is the domain of Clan Skryre, the Warlock-Engineers. They are protected by the warriors of Clan Mors and their own powerful magic.

Dungeon Set Up

Once again, the *Circle of Power* is the Objective Room. Also, remove the *Torture Chamber, Monster's Lair* and *Dungeon Cell* cards from the deck.

Monster Encounters:
Skaven are the enemy in this adventure. This time they should come from Clan Skryre, with Warpfire Throwers and Jezzailachis being the order of the day. If you have the *Quirrik* Event card from White Dwarf 195, you should use that.

Objective Room:
Place a door in each wall of the room when the Warriors enter, placing the *Torture Chamber, Monster's Lair* and *Dungeon Cell rooms* connected to them. In each of the rooms except the *Circle of Power* place one event card worth of monsters. In the actual *Circle of Power* there are only three adversaries: a powerful Skaven Warlord of Clan Mors, and two Warlocks; a Warpweaver and a White Sorcerer. As the Warriors enter, the Warpweaver squeaks in triumph.



'So good-good of you to bring-bring the amulet to me! But now I'm afraid you must die-die!'

Finishing his speech, he pulls a lever in the wall beside him and the room begins to revolve. Each turn, only one of the four doors will be open, as there is only one doorway in the Circle of Power. Roll 1D4 in each Power Phase to see which door it is (or a D6 rerolling 5 and 6's if you don't have a D4).

Door Table
Roll 1D4
1. *Torture Chamber*
2. *Monster's Lair*
3. *Dungeon Cell*
4. Door the Warriors entered.

Models may pass through the open door freely, but if a door is closed off then they cannot go through it.

CLAN SKRYRE AND CLAN MORS BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
White Sorcerer	1	5	2	2+	3	3	18	5	1	200	0	1D6	*Magic Resistance 2+ (ring), Skaven Magic 1.*
Warp Weaver	1	5	4	3+	2	3	15	5	1	150	0	1D6	*Never Pinned, Skaven Magic 2*
Clan Mors Warlord	1	5	4(6)	3+	4(6)	3(5)	11	5	2	270	2	2D6	*Never Pinned, Runesword (+2 Ws and Strength)*

SKAVEN DAEMON-GENERALS BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Zodglister	1	4	4	3+	4(5)	3(5)	11	5	2	300	2	2D6	*Magic Armour Halberd.*
Gothnail	1	5	4	4+	4	3(4)	10	5	1	150	0	1D6	*Never Pinned, Magic Weapon*
Ungolore	1	5	4	4+	4	3(5)	10	5	1	180	2	1D6	*Daemonic -2, fear 4*
Gabalwitter	1	5	4	3+	4	3(5)	11	5	2	280	2	2D6	*Never Pinned, Terror 5*

When the Monsters have all been killed, in addition to normal treasure the Warriors may take the Warlord's Runesword and the Sorcerer's Ring, although anyone wearing the Ring may not wear any other magical rings or gloves. Also, there is a block of solidified amber in the centre of the *Circle of Power*. It takes a matter of minutes to smash it open and retrieve the final shard of the amulet. Warriors being what they are, they're bound to reunite the shards to form the complete *Amulet of Solkan*. When this is done, the Amulet will vanish, mist will rise from the floor and a new room takes shape around our heroes. It is very cold here...



The Amber room before it gets decorated with rat!

THE PRISON OF ICE

At this point a little explanation is necessary. Assume that Solkan himself communicates telepathically with the Warriors at this point, congratulating them on their abilities. In a war against the Skaven god, the Horned Rat, Solkan defeated and captured Praznagar, Prince of Agony, the Skaven's leading Daemon-General. Rather than slay him out of hand, Solkan imprisoned Praznagar within a prison of water, the only element wholly free of the taint of Chaos. Freezing it around the Daemon, he banished Praznagar to a nub of reality within the Warp, a place of everlasting desert night. Then he forged the Amulet so that he could teleport to the prison at any time to check on Praznagar. That is why the Skaven sought the Amulet so hard, in order to release the harbinger of their ultimate fate and deliver the world into their hands. The only means of escape for the Warriors is to slay Praznagar and do what Solkan himself never could.



Dungeon Set Up

At this point the Amber Room dungeon should be cleared away and a new Dungeon deck created, using the *Fountain of Light* as the Objective Room. All warriors may have lost wounds, power etc. restored as if they were entering a new dungeon.

Special Rules:

No escape at all is possible from the Prison of Ice, not even using the *Ring of Cheshnakk* or similar magic items and spells. The Warriors can only leave when they slay the Daemon Praznagar.

Each Dungeon Room the

Warriors enter will contain a treasure chest. Within each chest is a magical gem, unflawed and clear as a mountain stream. At its centre is a flickering of brilliant blue light. Each gem will be worth 2d6x100 gold pieces, should the Warriors live long enough to sell them...

Monster Encounters:

Though unable to free Praznagar, the Skaven have built up a powerful Undead bodyguard to keep him from harm. These Undead Skaven are identical to normal Skaven, but with skeletal features and rotting flesh. Any Skaven and/or Undead event cards may be used in this adventure. In addition, the four lesser Daemon-Generals of the Horned Rat (Zodglister, Gothnail, Ungolgore and Gababwitter) are bound here until their master is freed. The first four Dungeon Rooms that the Warriors enter will contain one of these Warlords, in addition to another event card. It is up to you in which order they are encountered.

The Prison of Ice

There are no Monsters in the Objective Room. Where the fountain is there is a large block of ice, within which the Warriors can just make out the shape of a large Skaven figure; Praznagar himself. No missile weapons, spells or magic items may penetrate the Prison of Ice, the only way to harm the Prince of Agony is for the Warriors to enter the prison themselves. However, it's not that simple. In order to enter, a Warrior must be carrying a gem from one of the treasure chests earlier in the dungeon. If they don't, they may go back to explore past other doorways or search for hidden passages. If they do, then simply place any Warriors within the ice in a 4x4 Dungeon room away from the main board, along with Praznagar. This is a fight to the death, and Praznagar will show no mercy, for if he should slay these pitiful creatures then he will be free to walk the world again! If you think that the heavily wounded Warriors may stand little chance against a Daemon, you could give them their full complement of wounds back when they enter the prison.

Upon slaying Praznagar, a deafening scream will rend at the Warriors' hearing. The walls of ice will come crashing down and Praznagar will be rent asunder by tendrils of blue light. With a blinding flash the Warriors are teleported back to the real world, with a sword lying at their feet and the gates to a City only meters away. The sword resembles the one that Praznagar wielded, but can be used by any Warrior, even a Chaos Warrior, except the Warrior Priest, who will stick to hammers, thank you all the same. The sword counts as being magical, and allows the wielder to roll an extra damage dice on a 6 to hit and re-roll one miss per turn.

And with that the Quest for the Shattered Amulet is over, but the Warriors' careers have only just begun.



APPENDIX: MONSTER TABLES AND EXTRA EVENTS

In common with the Escape from Hag Graef adventure in Journal 29, the tables below can either be copied out onto event cards or be used by rolling 2D6 (I'm not big on originality).

Warlord's Lair Table

Roll 2D6

2. Roll twice/re-roll.
3. 2D6 Giant Rats.
4. 2D6 Clanrats.
5. 1 Rat Ogre.
6. 1D6+3 Stormvermin.
7. 1D6+1 Stormvermin and 1 Stormvermin Champion.
8. 1D3+6 Clanrats and 1D2 Stormvermin.
9. 1D6 Clanrats and 1D6 Giant Rats.
10. 1D6+3 Giant Rats and 1 Stormvermin Champion

PRAZNAGAR, PRINCE OF AGONY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Praznagar	1	6	7	A	4	3(4)	20	8	1	600	1	2D6 3D6(6+)	*Daemonic -1, Fear 3* *Never Pinned, Reroll 1 miss per turn.*

(Packmaster).

11. 4D3 Clanrats
12. Roll twice/re-roll

Magic Maze Table

Roll 2D6

2. Roll twice/re-roll.
3. 1 Rat Ogre.
4. 2D6 Giant Rats.
5. Skreek Deathstrike or Skaven Assassin.
6. 1D6+3 Gutter Runners.
7. 2D6 Night Runners (see below)
8. 1D6+6 Night Runners and 1 Gutter Runner.
9. 2D6 Clanrats.
10. 4D3 Clanrats.
11. 1D6 Clanrats and 1D6 Giant Rats
12. Roll twice/re-roll



Plague Temple Table

Roll 2D6

2. Roll twice/re-roll.
3. 2D6 Clanrats.
4. 2D6 Plague Rats.
5. 1D6 Poison Wind Globadiers.
6. 1D6 Plague Censer Bearers.
7. 2D6 Plague Monks.
8. 1 Plague Monk and 2D3 Plague Rats.
9. 1 Censer Bearer and 1D6 Plague Monks.
10. 1D3 Globadiers and 1D6 Plague Monks.
11. 1 Rat Ogre.
12. Roll twice/re-roll.

Plague Temple Table

Roll 2D6

2. Roll twice/re-roll.
3. 2D6 Giant Rats.
4. 1 Rat Ogre.
5. 1 Jezzail Team and 2D3 Clanrats.
6. 2D6 Clanrats.
7. 1D6+3 Stormvermin.
8. 4D3 Clanrats.
9. 1 Warpfire Thrower and 2D3 Clanrats.
10. Quirrik or Warlock Engineer.
11. 1D6 Clanrats and 1D6 Giant Rats.
12. Roll twice/re-roll.

Prison of Ice Monsters
Any Undead or Skaven will do here. For Praznagar himself I used the miniature – Clanrat with Sword 4 (74450/20).

SKAVEN SPECIAL EVENTS

Skaven Sentry: The sentry is a basic Clanrat armed with a sling (S3 missile weapon). Each turn that he is still alive an Unexpected Event will occur on a roll of any odd number in the Power Phase,



not just 1. He is worth 500 gold if slain.

Leper: An escaped prisoner, experimented on by adepts of Clan Pestilens, stumbles out of the darkness. Driven mad by an unknown plague, his clammy hand touches a random Warrior before his heart gives out and he dies. Choose which Warrior has been touched using Warrior counters. That Warrior must try to roll equal to or under the total of his Strength and Toughness on 2D6. If he fails, the leper's touch infects the Warrior with a debilitating disease, and he immediately loses one point of Toughness for the rest of the adventure. At the end of the adventure, roll 1D6. On a '1' the loss is permanent.

Skaven Interrogator: This event will only occur in a dungeon room, not as an Unexpected Event. Here, an evil Skaven interrogator (with the stats of a Stormvermin Champion) is torturing a human prisoner on a rack. If he is killed, the Warriors may

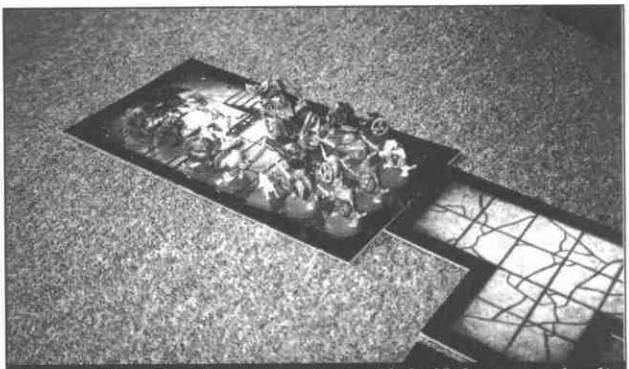
NIGHT RUNNERS BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Night Runner	1	6	3	3+	3	3	4	4	1	50	0	1D6	*Ambush 6+, Break*

free the prisoner, who will be so grateful that he warns the Warriors about the Guards that will surely be lying in wait beyond the door. For the next 1D6 turns, the Warriors may re-roll the Power dice if it shows that an Unexpected Event has occurred.

Warpstone: The walls of this section of the dungeon are studded with chunks of solid Warpstone. Draw a Warrior counter. The board section that that Warrior is currently standing on is the one that is so decorated. All Skaven on that board section may add +1 to all their to hit rolls, while all models that are not Skaven, Undead or Daemons on that board section suffer 1 Wound in the power phase on 1D6 roll of '6'. If there are no monsters on the board when the Warpstone is found, or once they are all slain, the Warriors may remove some Warpstone from the wall and wrap it in some heavy cloth. Such a fragment could easily be sold for 750 gold pieces in any Town or City.

Engineer: A lone Warlock Engineer is encountered by the Warriors. He has the characteristics of a normal clanrat but must be set up as far from the Warriors as possible while still remaining in sight. He chitters angrily at them, and shrieks shrilly for assistance. If he is not slain within two Warriors Phases, draw 1D6 Event Cards and play them immediately, removing the Engineer at the same time. If the Engineer is killed, it is soon found that he was carrying two Treasure cards worth of artifacts, and there is a secret door on the board section where he appeared.



Um... A bit of a false start, what with half the party dead!

FEEDBACK

The only problem we encountered whilst playtesting seems to be the usual one of warriors getting either ripped to shreds in the first adventure or surviving to become powerful enough to waltz through later escapades with one hand tied behind their back. At the same time we playtested them, we tried out the Ogre Warrior from Deathblow I and he seems surprisingly well balanced as his poor WS of 3 means he can't hit the dungeon wall without help and he's easy meat for any monster that can tell left from right. It does kind of help the Warriors if they're allowed to progress Battle Levels while playing the adventures, as they can quickly reach level 3 by the end and they'll need it to survive combat with Praznagar (although the first time he did embarrassingly get killed in the first round of combat by combined weapons, spells and magic items of the Warriors!) And to the pros of the Quest it has a proper storyline and continuity, unlike the ones from the adventure book which only have greed as their motivation (not that that is a bad thing, of course, but variety is nice).

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The Return of the Dark Queen

A campaign for those who enjoy bathing in blood...

By John Brown



John, whose body we have been reliably informed is not lying mouldering in the grave, was formerly an inhabitant of California, now lives in Sapphire, North Carolina. John is one of our more mature gamers at the grand age of sixty but he doesn't let that stop him kicking the stuffing out of all the young-uns!

John plays the majority of his games at the Nexus store in Ashville and the Borderlands store in Greenville. John even knocked together conversions for the campaign for the Crone Hellebron riding the Manticore and Malus Darkblade on Spite. After numerous playtests the group that finally made it through was comprised of a Wizard, War Dancer, Chaos Warrior and a Troll Slayer.

Now let us descend into the dark, depths of Naggaroth...

I am a sixty year old who entered the hobby when Warhammer Quest came out. I thought I would write about a campaign I ran which resulted in me starting a Dark Elf army in Warhammer. Getting the idea from an article in White Dwarf by Ian Pickstock, and using Catacombs of Terror as a guide, I developed the following series of adventures which allowed me and my friends, aged thirteen to sixty, to run our characters up to Battle level 10. I've listed the campaign in the four parts we ran it, but have updated it to encompass the figures now available, plus the new one, Malus Darkblade, from Warhammer Monthly.

Part I – The Lost Temple

(for characters levels 1-2)

Ingredients

To play The Lost Temple, you will need the following

- 1 Dark Elf Sorcerer with Familiar.
- 1 Dark Elf Assassin
- 8 Dark Elf Warriors.
- 6 Dark Elf Crossbowmen.
- 6 Witch Elves.
- 2 Harpies.

Optional: The Necromancer on Manticore, using just the Manticore, for the *Transformation of Kadon* spell. Of course, the Manticore can be used as a stand alone monster for other high level games, or with the Necromancer for Undead adventures, such as Catacombs of Terror. Otherwise, always reroll when rolling this spell.

Event Cards

The following Event cards will have to be made:

- **Valgar:** He will have the stats of a Dark Elf Champion Sorcerer (p96 Roleplay book) and will carrying the following magic items:

Staff of Lightning: Fires a bolt of lightning at anything in line of sight, hitting automatically that inflicts 1D3 wounds at Strength 6 during the magic

FROM THE WINDOW of her dark tower Morathi listened to the screams as the Witch Elves rampaged through the streets, dragging off victims who's blood would be used to fill the cauldrons for Death Night. She had to fight the frenzy that made her want to join her younger sisters.

The cruel Hag Queen of the Dark Kindred was bitterly frustrated and perhaps, for the first time in centuries, a little worried for she had been beset by awful premonitions. She had seen her own demise at the hands of some lesser mortals from the Old World. And as she had learned in her youthful days amongst the people of the Shadowlands her premonitions had an unsettling tendency of coming true. She decided to send for the Sorcerer Valgar.

Valgar was by far the most devious, if not most talented of her Sorcerers. She almost admired the way he would subtly flirt with her, using his charm to secure power in her court. Her, Morathi Hag Queen and mother to the dreaded Witch King! Valgar would suffer a most agonising death when she finally grew tired of him.

Valgar sighed with relief as he listened to the question Morathi put before him. He thought she had learned of his deflowering of a young Witch the night before. He was relieved that this was not the case.

'There have been tales of a group of lesser mortal scum that have been scouring the dark places of the world for gold and artifacts. They have even been so bold as to enter the realm of the Undead, so great is their lust for gold. Perhaps if our spies were to circulate a rumour that the lost temple of Khaine had been found, with all its lost treasures, I could set up a false shrine and lure them there. Our warriors, should be more than enough to gather them up for whatever fate you intend, my Queen.'

'So be it,' Morathi said. 'But, ensure that they do not escape or you shall answer to me for it, Valgar.'

'I swear on my life, my Queen,' Valgar said, crossing his fingers behind his back.

'That you do,' Morathi replied, her smile sending shivers up the sorcerer's back.

phase, and will require no power to use. It is worth 500 gold. He also has a *Blade of Ensorcelled Iron*.

Valgar will always be accompanied by 1D6+3 Dark Elf Warriors.

• **The Familiar.**
See the Bestiary for the stats.

• **A Dark Elf Assassin.**

• **3 cards for 1D6+3 Dark Elf warriors.**
When possible, always put four warriors in front and the Crossbowmen behind them.

• **2 cards for 1D6 Witch Elves.**
These Witch Elves should be painted with Liche purple for gloves and boots, and chain mail for armour. The champions and Hag Queen introduced later will be painted different.

• **The Harpies.**

• **An event card for a Chest**
When a character opens the chest roll 1D6:

1 – The chest explodes doing 1D6 Strength 6 hits.

2-5 – The chest has 1D6x100 gold.

6 – The chest contains 1D6 Treasure cards.

Level 1 Objective Room

The Objective Room for level

THE BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Familiar	1	4	5	4+	4	4	10	5	2	250	0	1D6	*Ambush 6+, Fear 6, Demonic -1, Magical Res*
Harpy	1D6	4	4	-	4	4	8	2	1	150	2	1D6	*Fly, Ambush 5+*



John enjoys a game at Borderlands with Rob Rankin

1 Warriors will be *The Fighting Pit*. This will represent the entrance to the next level and will be guarded by 1D3 Minotaurs. When the players have overcome them, they will be rewarded with 100 gold and one Treasure card each. They will also find a secret entrance to the surface, as will be the case with all the Objective Rooms.

The Deck

Before play, remove the cave in card and all the monster cards except the Giant Rats, Bats, Spiders and one Goblin card from the deck, and replace with the ones listed above, except for Valgar's.

Level 2 Objective Room

The Objective Room for level 2 Warriors will be the *Idol Chamber*. This will represent the false Temple of Khaine. Upon reaching it, there will be 1D6+3 Dark Elf Warriors, 1D6 Witch Elves, and 2 Harpies. If Valgar hasn't been killed, he will be here too. When all the monsters are killed, the reward will be 200 gold and one Treasure card each. This will complete the adventure for part 1.

Before play, remove the Goblin card and replace it with Valgar's.

Part II – The Hell Gate

(for characters Levels 3-5)

Ingredients

To play The Hell Gate, you will need the following:

- 1 Dark Elf champion mounted on Cold one.
- 2 Witch Elf Champions.
- 2 Harpies.
- 1 Vampire.

MALUS DARKBLADE DROPPED to his knees and cast his eyes to the floor as Morathi reprimanded him. It was the first time he had seen the Supreme Hag Queen. To think he was to do it now that he was cursed shamed him.

'To kill your own kin,' Morathi screamed, 'is bad enough, but to go off on some wild hunt for artifacts, and neglect your duties as a Knight of Khaine, is unforgivable. I should turn you over to my Witches so they can throw you in a cell and fatten you up for Death Night.'

'I deserve no better, my Queen,' Darkblade said, knowing that to look at the Hag Queen during her ranting meant certain death.

'Indeed,' Morathi sneered. 'Still, I have need of your talents. That idiot Valgar's plan to lure adventurers to the Lost Temple of Khaine has failed. They reached the false one and now know it was only a trap. I've sent one of my Assassins, disguised as one of the pathetic woodland kindred to pass on a map that shows the true entrance to the Temple. They don't know they will have to pass the Hell Gate of course. Still, I am sending you along with some of my Witches to ensure that. If you fail me, Malus, I can assure you it will be far less painful for you if you jump into the chasm yourself, rather than return here.'

'Yes, my Queen,' said the Dark Elf Knight, finally raising his eyes to meet Morathi's stare. 'That will be my choice, I can promise you.'

Event Cards

The following Event cards will have to be made:

- **Malus Darkblade and his Cold One, Spite:** Malus will have the stats of a Dark Elf Hero. In place of magic armour, he will have *Daemonic -1*. Malus will have a *Blade of Ogre Strength*, worth 400 gold, that will-give him +2 Strength. Whilst mounted on Spite, Malus gains a +1 to hit in close combat and a -1 to be hit himself. (with *Daemonic -1*, this makes Malus -2 to hit!)

Spite has the ability to jump over the chasm, in the way that Minotaurs do.

- **The Witch Elf Champions:** These figures should be painted with *Warlock Purple* for gloves and boots, and Chainmail for the armour.

- **The Vampire Count:** If the player doesn't have any Undead figures, when rolling for the Necromantic spells, the summonings should read:
4 1D6 Giant Bats

5 2D6 Giant Bats

6 2D6 Giant Rats

- **ID3+1 Harpies**

If Valgar has been killed, another Champion Sorcerer card should be made to replace him. There will always be a Dark Elf Champion Sorcerer for each adventure from here on and his companions will be 1D6+3 Dark Elf Warriors.

The Deck

Before play, remove the Giant Bat and Rat cards from the deck and replace with them with the cards for the Witch Elf Champions and Harpies.

Level 3 Objective Room

The Objective Room for level 3 Warriors will be the *Fighting Pit*. This will represent the entrance to the real Temple of Khaine. Upon reaching it, it will be guarded by 1D3 Minotaur Champions. When they have been have been killed, the reward will be 300 gold, and two Treasure cards each.



The objective room for level 4 will be the tomb chamber. It will represent the entrance to level 5. If the Vampire -count hasn't been killed, he will be here in full strength. If he has been killed, on a roll of 1-3, he will be here with 3D6 wounds. The reward for clearing the chamber will be 400 gold and two Treasure cards each.

Before play, remove the Giant Spider card and replace it with the Vampire Count.

Level 5 Objective Room

The Objective Room for level 5 Warriors will be the *Fire Chasm*, which will represent The Hell Gate. There will be 1D6 Dark Elf Crossbowmen on the far side, and 1D6 Witch Elves and two Witch Elf Champions on the near side. If Malus Darkblade hasn't been killed, he will appear when his card is drawn, appearing from the entrance the characters used, and pushing any other monsters aside to get at the characters. All rules for crossing the chasm will be the same. The reward for reaching the other-side and clearing the chamber will be 500 gold and two Treasure cards each. This completes the adventure for part two.

Before play, remove the Vampire Count card and replace it with the one for Malus Darkblade.

Part III – The Cauldron of Blood

(for characters level 6-8)

Ingredients

To play The Cauldron of Blood, you will need six more Witch Elf figures. Select the one you think will best represent Crone Hellebron the Hag Queen and put it aside. Paint three of the others as regular Witch Elves and two as Witch Elf Champions. Paint the gloves and boots of Hellebron *Chaos Black* and her armour *Shining Gold*. Paint the blade of her most prominent sword *Blood Red*. This will be the *Death Sword* and help make her stand out.

Optional: If you have the Manticore, you can use a Witch Elf to represent the Crone Hellebron, then bend her legs to allow her to ride it by making a saddle with some Green Stuff or modelling clay. This way it will be easy to

THE BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Spite	1	8	3	-	4	4	6	1	2	100	2	1D6	*Ignore Blows 5+, Fear 4*

CRONE HELLEBRON HAG QUEEN forced herself to smile as she looked at Morathi, despising the Witch King's mother, and rumoured lover, for being able to hold her beauty by magic, and not having to rely on bathing in the Cauldron of Blood every year. Even the heaviest of face paints and powders could not hide the wrinkles covering Hellebron's face, despite it having been only six months since her last annual blood bath.

'As usual,' Morathi said, 'it comes down to us girls to getting the job done. First that fool Valgar failed me, and now Darkblade has done the same. What are the Druchii coming to? Soon, we'll be hiding in the woods, like those pathetic, tree-hugging Wood Elves, and living off berries."

'I think not, my Queen,' Hellebron said. 'Allow me in those caverns with some of my sisters and a Caldron of Blood, and I assure you the problem will be swiftly brought to a conclusion.'

'You have my blessing to do so, my dear,' Morathi said, smiling sweetly. 'But, please don't force me to take your place. You know how I hate damp and dreary places, and the way they tend to make my wrinkles show.'

'You may rest assured that I shall prevail, my Queen,' Hellebron said, all knowing that Morathi was being subtly sarcastic about her looks. Well, she would make these petty mortals suffer and beg for their lives before giving them to her sisters and then she would be in a more powerful position to challenge the authority of the Witch king's mother.

remove her and use the Manticore for other quests.

Event Cards

The following Event cards will have to be made:

• **The Crone Hellebron:** She will have the stats of a Dark Elf Lord along with the special rule, *Frenzy Attack*. Her gold value will be 2,000. In place of magic armour, she will have a *Parrying Blade* that will stop one hand-to-hand attack against her in any combat round. It is worth 200 gold. Her one magic item will be a *Amulet of Fire* that will stop one spell from harming her in any magic phase on a roll of 4+. It is worth 250 gold. Her magic weapon will be the **Death Sword** which will give her a Strength of 10. It is worth 1,000 gold.

Unless Hellebron is riding the Manticore, she will be accompanied by 1D6 Witch Elves and a Witch Elf Champion.

• **A Vampire Lord:** If he uses Giant Bats and Rats for his summoning, they will now have the special rule *Plague* and double their gold value.

• **Two Witch Elf cards:** These should now be marked 1D6+3.

• **Witch Elf Champion card:** should be marked 1D3+1.

If Malus has been killed, replace him with another Dark Elf Hero on a Cold One and roll for his magic weapon and armour. From this point on, there will always be a Cold One Knight Hero for each adventure.

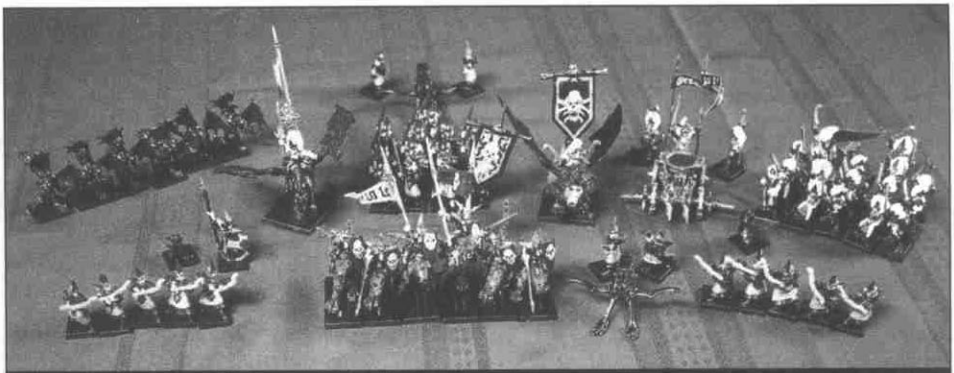


Level 6 Objective Room

The Objective Room for level 6 Warriors will be the *Fighting Pit*. It will represent the entrance to level seven and be guarded by 1D3 Minotaur Heroes. When they have been killed, the reward will be 600 gold and three Treasure cards each.

THE BESTIARY

Monster	No.	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	Special Rules
Shadowblade	1	5	10	10	4	4	6	10	3	1,150	-	2D6	*Ambush, Magic 5+, Assassinate 6+, Dodge 5+, Hate Elves, Weeping Blades*



All the might of Hag Graef arrayed for battle...

Level 7 Objective Room
The Objective Room for level 7 Warriors will be the *Tomb Chamber*. It will represent the entrance to level 8. If the Vampire Lord hasn't been killed, he will be here in full strength. If he has, on a roll of 1-3 he will be resurrected and here with 4D6 Wounds. When the chamber is clear, the reward will be 700 gold and three Treasure cards each.

Before play, remove one of the warrior cards and replace it with the one for the Vampire Lord.

Level 8 Objective Room
The objective room for level 8 Warriors will1 be the *Fountain of Light*. It will represent the Cauldron of Blood and a disk painted with blood red should be placed in the centre of the fountain to signify it. There will be 1D6+3 Witch Elves and lD3+1 Witch Elf Champions here and they should be placed dancing around the fountain. If Hellebron hasn't been killed, she should be placed with them if on foot, or at the far end of the room if on the Manticore.

Whilst in the room, all the Witches will have *frenzy Attack*. Also, when a Witch is killed, roll a dice. If a 6 comes up, the Witch is revived by the cauldron and comes back to life with 1D6 wounds. This rule is also applicable to Hellebron.

The reward for clearing the room will be 800 gold and three Treasure cards. This completes part three of the adventure.

Before play, remove the Vampire Lord's card and replace it with Hellebron's.

Part IV – The Return of the Dark Queen
(for characters level 9-10)

Ingredients
To play The Return of the

MORATHI STARED BLANKLY out her tower window. How could this be happening, she thought. What are these creatures – Gods? How could they have come so far? Shaking her head, she turned to the dark cloaked figure behind her.

'I'm afraid I shall have to do this myself, Shadowblade. And, you shall come with me.'

'Yes, my Queen,' the assassin replied obediently.

'And send some Sorcerers to awaken the Dragon.'

'The Dragon, my Queen?' Shadowblade said. 'Surely with the Dragon there will be no need of us?'

'I trust nothing to stop these despicable sub-mortals,' Morathi said turning to stare darkly at Shadowblade. 'Something tells me I shall be meeting them face to face.'

Dark Queen, you will need the following-figures:

• The Dark Elf Sorceress on foot. This will represent Morathi the supreme Hag Queen.

• Two Harpies



Event Cards

The following Event Cards will have to be made:

• **Morathi:** She will have the stats of a Sorcerer Lord with the following magic items. A *Dark Sword* that will reduce the opponents WS and BS by one point for each wound caused. It is worth 150 but can only be used by a Dark Elf. An *Amber Amulet* that will allow her to heal 1D6 Wounds, up to her original quota, after each turn. It is worth 250 gold. A *Power Scroll* that will enable the first spell she casts not be blocked in any way. It is worth 300 gold but can only be used once per adventure. A *Dispel Scroll* that will negate the first successful spell cast against her. It is worth 250 gold but can only be used once per adventure. To determine Morathi's companions roll a D6:

1 – Hag Queen with companions or Manticore.

2 – Cold One Knight Hero.

3 – Champion Sorcerer and companions.

4 – lD3+1 Witch Elf Champions.

5 – 1D6+3 Witch Elves.

6 – 8 Dark Elf Warriors and 6 Dark Elf Crossbowmen.

In addition to the above, Morathi will be accompanied by 1D6 Harpies.

If Hellebron has been killed there will be a new Hag Queen. Her stats will be a Dark ELf Lord with the special rule *Frenzy Attack*, with a gold value of 2,000. Like Hellebron, she can ride a Manticore. Like the other special characters, there will always be a new Hag Queen on each level entered from here on.

• **Two Harpy cards:** These should be marked to read 1D6.

• **Shadowblade, Master Assassin:** Shadowblade will have a *Potion of Strength*, worth 100 gold, that will give him +3 Strength during his first round of combat, and a *Heart of Woe*, worth 250 gold. If Shadowblade is killed, the heart will explode doing 1D6, Strength 6 Wounds to everyone in the room.

Level 9 Objective Room

The Objective Room for level 9 Warriors will be the *Fire Chasm*. It will represent the entrance to level 10. The Dragon statue will represent a real Red Dragon that has been bound by powerful magics to remain where it is, but can breath fire across the chasm. All rules for crossing the chasm will be the same. If the players reach the other side and kill the Dragon, they will receive 900 gold and four Treasure cards each.

Before playing remove the Assassin card and replace it with Shadowblade's.

Level 10 Objective Room

The Objective Room for level 10 will be the *Idol Chamber*. It will represent the real Lost Temple of Khaine. If Morathi has not been killed, she will be there with Her companions. Otherwise, draw 1D3+1 Event cards, playing out special events first. When the chamber is empty of all monsters the players will be rewarded with 1,000 gold and four Treasure cards.

Before play, remove a warrior card and replace it with the-one for Morathi. Also make a note that when the one warrior card is drawn, it will represent 8 Dark Elf Warriors and 6 Dark Elf Crossbowmen.

Here ends the campaign. Happy gaming.



Morathi takes on the characters in the final scene

CREATURES OF DARKNESS

By Ian Pickstock

The caverns and dungeons below the Warhammer World are treacherous places. Courageous Warriors battle against evil, questing for lost treasures through the unending danger of bloodthirsty monsters and vicious traps.

WARHAMMER QUEST

Warhammer Quest is a huge game with endless opportunities for exciting combat and challenging adventure. Included in the Warhammer Quest box is the mammoth Roleplay book which expands your games in a number of ways. These expansions range from building up your character from a mere novice to a full blown battle-lord, to playing a world-spanning epic covering many months of adventuring and all organised by a Gamesmaster. However, I have to say that my favourite way of playing Warhammer Quest is to simply open the box and play a game. This requires no preparation, just get three strong and trusty companions and you're all set to go!

This type of Warhammer Quest game is generated entirely by cards. These contain all the Monsters' details and special rules to describe each encounter. The treasure gained for killing these fearsome foes is also on cards, so that when a Warrior wins a piece of treasure, any special rules are to hand. Each Treasure card represents a great magic item that the Warriors can obtain by killing Monsters and progressing deeper into the dungeon. Once players are familiar with the game rules, they need look very little up in the Warhammer Quest Rulebook. This creates a fast-paced and furious game, matching the heroic action taking place deep beneath the surface of the Warhammer World.

Since the release of Warhammer Quest, four new sets of cards have been added to the range, which increases the scope of your adventures. Three of these decks are packed

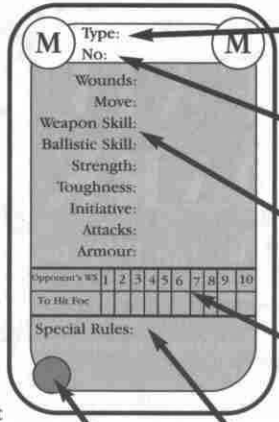


full of new treasure items which are really easy to use – you simply add them to your existing deck and play your games as before. Now the Warriors will be able to battle for immensely powerful magic items such as the awesomely destructive *Hammer of Sigmar* and the deadly accurate *Bow of Loren*.

The fourth of these new packs is the blank Event card deck which contains 17 Monster and 4 Encounter Event cards. These allow you to fill in the details of your favourite Warhammer creatures, and

to create new challenges for your brave Warriors. They can then be shuffled into your original Event cards, where they will look no different. Alternatively, if you write enough, you could make a whole new Event deck!

If you have lots of Chaos, Skaven, or any other Citadel Miniatures you want to use in your games of Warhammer Quest then the blank Event deck is just what you need.



Type: Write the name of your monster here.

No: Write how manymonsters are olaced when the card is drawn. E.g. 1, 1d6, etc.

Profile: Write the Monster's stats here. This shows how well it can perform in combat.

Combat Table: Look up the monster's WS on page 32 of the rulebook to fill in the combat table.

Special Rules: These can be taken from the Bestiary or you can invent your own.

Gold: This is the amount of gold you gain for killing the monster.

PICKING MONSTERS

When you're writing new Event cards, your first task is to decide which Monsters to include. Naturally, this will depend on what is in your collection. For instance, you may have your own Warhammer army or perhaps you have just a few favourite miniatures that you would like to use in a Warhammer Quest

With Warhammer Armies – Dark Elves just out, I thought I'd use some of the new Dark Elf miniatures in a Warhammer Quest adventure. I've enjoyed playing several games of Warhammer with and against this cruel race, but what I really wanted to do was include them in the Warhammer Quest adventures that we have been running here at the Studio. I therefore decided to make my own Dark Elf cards using a blank Event pack. One set would be more than enough to make an entire Dark Elf deck that I could use to fight adventures deep under Naggaroth. However, I haven't got many Dark Elf models painted up yet, so I opted to make some Monster Event cards for the figures I had, and a couple of special Dark Elf encounters that could befall the Warriors. These could then be mixed with some of my existing cards, creating a dungeon filled with Orcs and Goblins, led by those evil Dark Elves.



WRITING THE CARDS

When you have decided which Monsters you want to use, all that remains is to write their details on the cards. I have decided to use Dark Elves, but you may have chosen to use your collection of Undead, Chaos or whatever, it's entirely up to you. However, no matter what Monsters you are adding, there are four basic elements to consider:

Gold

Working out the value of Monsters is really simple. The Gold value of a creature is simply its Warhammer points value multiplied by ten. All you have to do is consult the army list of the Monster and do your sums!

The Profile

This is the Monster's Movement, Strength, Attacks, etc. These are in the Warhammer Quest Roleplay book, or converted from the profiles in the bestiary section of any Warhammer Armies book. Converting these from Warhammer is really easy. As Warhammer Quest uses the same profiles, just copy them onto your cards! There are, however, a couple of changes between Warhammer and Warhammer

Quest profiles which you should take into account when designing your Monster.

In Warhammer Quest, Ballistic Skill is the number a Monster needs to equal or beat on a D6 to hit its target, instead of a value that has to be looked up on a chart. So, to get a Monster's BS in Warhammer Quest, look up what it needs to hit on the Warhammer quick reference table and note this down on the Event card. For instance a Dark Elf has BS of 4, which means it hits its target on a 3+. This means that in Warhammer Quest a Dark Elf has BS of 3+.

The other change is the number of Wounds a Monster can suffer before it is finished off. A Monster that may only have one Wound in Warhammer can have more Wounds in Warhammer Quest! There isn't any special way to work out how many Wounds your Monster has, you can just adjust it to your liking, depending



on how long you want your monsters to survive. Small Monsters like Goblins can be seen off with a single blow, while Orcs need to be more enduring. Generally, if your Monsters are good fighters, there won't be many of them attacking the Warriors, so you'll want them to survive for a turn or two more.

Special Rules

Special rules cover any special skills or weapons the Monster has. For example, Snotlings gang up on a single Warrior because they are small, Assassins ambush the party, and Rats can make a deathleap attack.

Quantity

The final element is how many of your Monster turn up when the card is drawn. This is probably the most important element as it achieves balance in the game. If your Monsters are very good, then they will probably overwhelm the Warriors quickly if there are too many of them. The key is to make each event so that it provides a challenge for the party, but by using the correct tactics and a bit of luck, the Warriors can prevail.

MONSTER CARDS

I've made my own Dark Elf cards which I use in my Warhammer Quest adventures. If you take a look at the examples at the bottom of the page you can see how I filled in my blank Event cards. Before going any further, I would suggest that you write on your cards in pencil, until you are satisfied that the rules you have invented work. When you are completely sure about your Monsters, you should write them in permanently with a ball-point pen. Don't use a felt or fibre tip pen or your painstakingly created Event card may smudge!

The first few cards in my Dark Elf Event pack were really easy as the rules for Dark Elf Warriors, Witch Elves and the Naggaroth Black Guard are in the Bestiary section of the Warhammer Quest Roleplay book. With these Dark Elf troops on Event cards I wouldn't have to look through the Roleplay book every time the Dark Elves were generated. It was only a matter of a few minutes to copy the profiles, special rules and their gold values onto three of my blank cards.

DARK ELF WARRIORS

These are the basic troops of the Dark Elf army and would also form the most common type of Monster in the dungeons under Naggaroth. Looking at my model collection, I realised that the Dark Elf Warriors would have to lose their crossbows, as my miniatures were not armed with them. Later, when I've painted some Dark Elf Crossbowmen, I'll add a special rule for their deadly repeater crossbows!

BLACK ARK CORSAIRS

Warhammer Armies – Dark Elves is packed full of all sorts of interesting new troop types. My favourites are the excellent Black Ark Corsairs, so I decided that they would be the first ones I'd take out of the army book. These grim fighters were a little more difficult to work out than the previous three, but I persevered and I think that they came out really well in the end.

I especially like the Corsairs' background and imagery. Each of the deadly Dark Elf Black Arks carries a regiment of Corsairs. Every Black Ark Corsair is sworn to carry out the orders of the





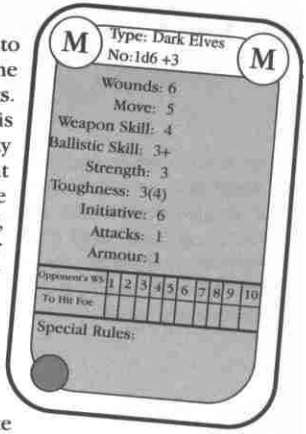
A Dark Elf Warrior, a Witch Elf and a Black Guard of Naggaroth are just a few of the exciting new models in the Citadel Miniatures Dark Elf range. Using blank Event cards, you can pit your Warriors against these evil foes in your games of Warhammer Quest.

Black Ark's ruler without question. These warrior-knights are utterly loyal to the Lord of the Black Ark, carrying out his every whim, no matter what foul deed or heinous crime it entails. When a Dark Elf fleet reaches the coast of a foreign land, it is the Corsairs that are at the front of the raiding army. The Corsairs move swiftly, favouring light equipment and their Sea Dragon Cloaks to protect them.

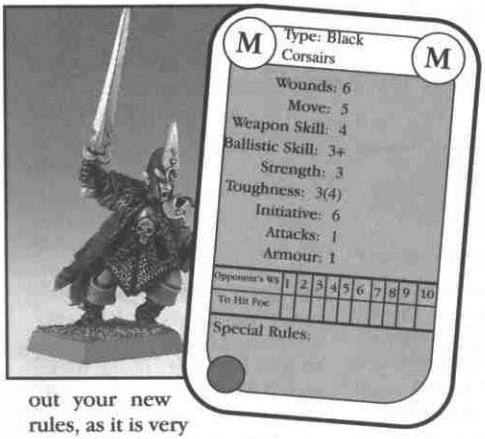
The Corsairs have a Warhammer profile that is the same as a standard Dark Elf Warrior, so I stuck with the same profile as the one printed for Dark Elf Warriors in the Warhammer Quest Roleplay book. Also, in Warhammer Armies – Dark Elves, the Black Ark Corsairs are noted as wearing cloaks made from the scales of the mighty Sea Dragons. These cloaks are very flexible and light, allowing the wearer to move swiftly, yet rendering him impervious to anything but the mightiest blow.



The way I decided to tackle this was to penalise the Warriors if they rolled low scores on the damage dice. When a Warrior rolls to damage a Black Ark Corsair, a roll of a one or a two is ignored and does not add to the Warrior's Strength. The blow is considered to have bounced off the thick Dragon Cloaks. However, there is more than one way you can represent troops that have very good armour, special shields or some other protective artefacts. The simplest way is to give the Monster a very high Toughness or points of armour like the Dwarf Warrior. Alternatively, you could give the Monster the Ignore Pain or Ignore Blow skill (or both!). Full details of these special Monster abilities are on page 82 of the Roleplay book. You can always try new rules in games and if you like them, keep them. If they don't work out just make some modifications and try facing the Monsters again.



This process is called playtesting and it's how we (and you!) test out new rules and game systems. Playtesting can be lots of fun – you get to play loads of games in which your Warriors will get cut to pieces by super-hard Monsters one moment, and be slaying Monsters that are far too weak the next. It is essential that you test



out your new rules, as it is very difficult to judge exactly how a new model with special rules will interact with the other elements of the game just by looking at what you've written. Make sure you have a tolerant group of mates, who don't moan all the time and are always willing, even eager, to try out new rules and ideas. Don't listen to Wizards they're the world's biggest whingers!

QUANTITY

This is a very important part of writing your own Event cards. If your new monsters are really dangerous like Trolls or Vampires, you'll only need a few of them to really challenge the Warriors (or just one for super-tough foes). On the other hand, if you've written the rules for Hobgoblins you'll need at least 7 or more (2D6) for them to present more than just a minor irritation for the Warriors. Your best bet is to consult the monster tables in the Roleplay book. For instance on the Battle-Level 1 Monster table, result 63 indicates that D6+2 Black Guards of Naggaroth turn up.

Using this as guide for my own Black Guard card, I wrote down 1D6 Naggaroth Black Guards turn up on my card. The small reduction is because the Monster tables are designed for Warriors that are playing a slightly more advanced game and hence are better equipped. Also, don't forget to consider how many models of each type of Monster you have in your collection! Make sure you can't generate more Monsters than you actually have as this can get very confusing in the middle of an adventure. Of course if you buy more of the same adversary you can always add them to your card.

The Witch Elves and Black Guard are both good monsters that will tax the Warriors' skills so only D6 of these would needed to give the Warriors an exciting battle.

The Dark Elf Warriors and the Black Ark Corsairs were not quite as good as their elite brethren, but are still better than Orcs and Skaven, so D6+3 of these would confront the Warriors when their card was drawn.

INTO THE UNKNOWN...

So that's what I did with my blank Event cards. Now it's time to gather some hardened Warriors and set off down the nearest uninviting dungeon entrance, to slay evil-doers and discover more hidden treasures...



THE DUNGEON ARCHITECT

Warhammer Quest Terrain by Andy Judson

Andy from Shepshed, Leicester is no stranger to the Journal and Fanatic Press, having his miniatures featured in Journals 27 and 28 and his scenario 'The Assault on Doran VI'.

This time around he has been entirely immersed in modelling 3D terrain for his Warhammer Quest dungeons. We think you'll agree that he has totally surpassed himself with some of the most beautiful terrain that adds an incredible atmospheric feel and a new level of visual splendour to the game. Read, digest and have a go at making your own, you'll be surprised at how easy it actually is and how stunning your games of Quest will be thereafter.

How to make 3D Warhammer Quest rooms

The beauty of any wargame or game involving miniatures is the visual splendour of it all. What with the wonderful artwork on the Quest floorplans your average game of quest is always going to look pretty good, but for me the two-dimensional look just isn't good enough. That's when I decided I'd make my own three-D rooms and corridors which would really capture the cramped underground feel of a deadly dungeon and add tremendously to the atmosphere of our games. And because I'm such a nice chap I thought that I'd share my knowledge with you!

The basic Quest room

First you need to decide on the size you want your room. For this one, I have chosen to make a room 4 squares by 4 squares, as this is a fairly simple size. To make a 4x4 room, you will need to cut a square of mounting card 5", by 5", this is because the tiles in the room are going to be cut to 1 square inch, and there needs to be an extra 1/2 inch around the edge to slot the plastic doors onto.

If you are making a large number of rooms, it saves a lot of time to plan out the rooms on the card so that you don't waste any. It is also a lot quicker to cut up the cork tiles before starting, don't cut it all however, as you may need it later. The card costs £2 for an A1 sheet, which is more than enough to make a dungeon with, and the cork tiles were £5 for ten 1' square sheets – that's 144 squares per tile not bad if you're on a budget!

Now you need to mark off 1/2 an inch for the edge of the base and start gluing down the tiles with P.V.A. glue – don't use too much as it will warp the card. It's a good idea to trim the edges of the tiles slightly and glue them with a gap around them. Put the room to one side to dry with a heavy weight such as a pile of books or a box to keep it flat.

While it's drying you can be busy getting another room ready. It shouldn't take too long for the tiles to dry, as the weight of the books speeds up the process some what.

When it is dry you can paint it – yes, I am kind aren't I? It needs undercoating in black first, either sprayed or manually painted on. Spraying is faster and easier, but painting it allows you to get between the tiles, to look more effective. This is why you need black card – if white card is used, it will show through between the tiles and

WHAT YOU WILL NEED:

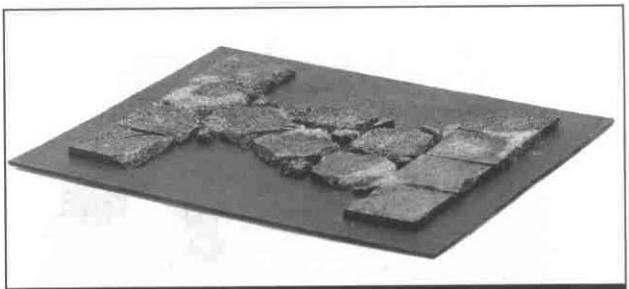
- Thick mounting card – preferably black.
- Cork floor tiles.
- Steel ruler – plastic ones will be ruined.
- Craft knife.
- P.V.A. glue.
- Superglue.
- Paints & brushes – Black, Codex & Ghostly Grey.

You may also need:

- Spare pieces from plastic sprues - heads, weapons, shields, bodies, etc.
- Static flock

look really obvious. Yes I've tried it and it did! If you can only get plain card I suggest you paint it black before you glue on the tiles.

When the undercoat is dry, drybrush the tiles with *Codex Grey*. If you can get a big sized art brush, about 3/8, use that, otherwise use one of the large drybrushes. Then drybrush the edges of the files with a lighter shade of grey, such as ghostly grey. Finally tidy up the edge of the room with watered down black paint. If you want you can glue static flock to parts of the room to represent lichen and moss.



A variation on the basic room – a narrow passage.

ADDING DETAILS

On further rooms you may want to add detail to make the rooms look unique. There are a number of things you can do to achieve this. Firstly and most simply, you can carve cracks and chips in some of the tiles before gluing them to make them look worn and old. This is really all most rooms need to make them look different.

Secondly you can add parts from spare models to add character, and things to investigate during a roleplay game. For example, I have lots of spare heads and weapons from the plastic Skeleton and Zombie boxes, and a few of those scattered throughout the dungeon look really good, as well as discarded shields and wands.

The final step is to add larger features to your rooms, such as sarcophagi, wells, stairwells and trapdoors. These can take quite some time so its a good idea to limit these and not to get too carried away.

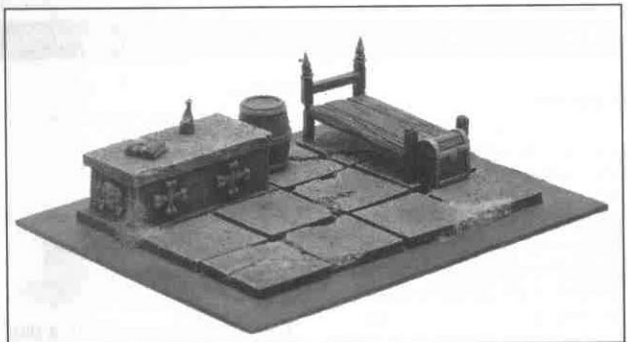
Of course now that you're making your own rooms, there's no reason to stick to the basic room sizes. Different sizes and shapes of room can be just as interesting as the individual details, and are a useful way of using up a spare piece of card. You don't have to paint the files grey either, a Chaos Lord's fortress could be dark red, or glossy black, while a Tomb King's pyramid would be made from sandstone.

If you're a Gamesmaster into designing your own quests you can easily make a room unique to a specific dungeon – a prison, a Necromancer's lair, even houses, taverns and temples can be explored with slight changes to the basic design.

MAKING COUNTERS

Now you have a complete dungeon, it's only right that you should have some counters to represent traps, treasure chests, pits and the like. These could not be simpler. Take one of the cork tiles the same size as the tiles on the rooms, and glue a model representing the trap, treasure or whatever onto the tile. Paint it exactly as you would normally, with the base painted the same way as the rest of the dungeon. If you can, get over to the shop at Lenton, where they have treasure chests, pillars and other useful things that I haven't seen being sold anywhere else for nearly seven years. *(Or you could give the Trolls at Mail Order a call and see what's available – Ed.)*

That's about it really, just use your imagination and you should have no problems.



Decorate your rooms with arcane architecture...



Making individual counters adds spice to any dungeon

RULES FOR THE NEW ROOMS

The rooms I have made are usually used in roleplay games, and so there hasn't been a need to be any specific rules for them. I do however have a fair idea of the kind of thing that happens in the unusual rooms I've made. These are the guidelines that I generally use:

Tombs & Sarcophagi

These appear in most of my rooms, as I have themed my dungeon around the catacomb lair of a Necromancer or Vampire. Unopened tombs may be opened by a warrior, which requires a strength test. He may be assisted by another warrior as normal. Once opened, roll 1 D6 to see what they find:

1. The corpse wakes from its rest to attack those who would defile its tomb. Roll another D6 to determine the type of creature:

1 – Wight

2-3 – Tomb Guardian

4-5 – Skeleton Warrior

6 – Zombie

2. The tomb is trapped to ward against robbers. A bolt of energy hits the warriors opening the tomb, causing D6+3 Wounds, modified as normal. The body inside the tomb has nothing of value.

3-4. The tomb is empty apart from the decayed body of it's occupant.

5. Searching the body, the warrior finds D6x50 gold.

6. Searching the body, the warrior finds a piece of dungeon room treasure.

Black Library/Altar of Blood

These rooms are saturated with Dark Magic. Any enemy spellcasters may +1 to the dice roll to determine which spell is cast.

Whilst in the Black Library, any treasure received will automatically be from the Magic Items table in the Roleplay Book.

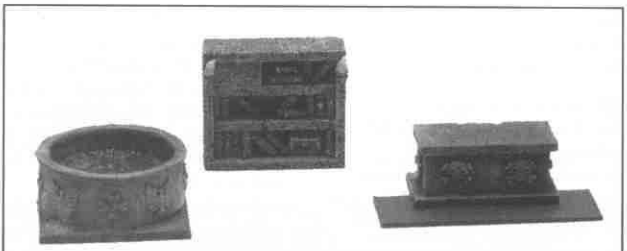
Ghouls' Lair

Instead of taking an Event card to determine what monsters are in this room, roll a D6:

1-2. Take an Event card as usual.

3-6. The room contains 2D6 Ghouls.

While in the room, Ghouls will not *Break* as they have worked themselves into a *Frenzy* consuming tainted meat.



Bookcases, sarcophagi and wells are all easy to make

Chasms

These are exactly the same as the *Chasm of Doom* room in the Catacombs of Terror expansion: Any warrior or monster who rolls a '1' to hit in hand-to-hand fighting falls to its death unless a rope is used to save them, or they can fly. Warriors do not receive any gold for monsters that die in this way.

Cellar

The cellar leads out of the dungeon and into a settlement. Roll 1D6 to determine the type:

1-3. Village

4-5. Town

6. City

The warriors may spend a day in the settlement, buying and

selling equipment etc. before the cellar gets blocked up by the officials.

THE MADNESS OF FATHER LAZARUS

This is one of the quests I came up with a while ago and it uses some of the rooms I have made. If you wish to play this adventure through using the rooms supplied in the game, you will need to alter some of the more unusually shaped rooms to fit the ones available and improvise things like the stairs and the library. Space requires that I don't give you the full version, so simply refer to the map, which should be clear enough to play the quest with. The following can be read to the warriors as part of their normal events in a settlement, neatly leading them to another quest. You should be able to fill in the gaps in the rooms' descriptions.

As you are travelling through a small town on the way to the city, you are startled to hear a voice, that seems to be addressing you.

'Erm... Am I correct in thinking that you four are Adventurers?' The voice came from a diminutive young man in a black robe.

'Sorry, I should perhaps introduce myself. My name is Dorn, and I am a novice of Morr, as you can probably tell by my attire. I have grave news of our small temple. Last night, our priest, Father Lazarus, went into a fit of madness and killed all the monks and novices. He then descended into the crypts and raised the people entombed within from the dead.'



When you are confident enough try making this...

The novice paused, obviously pained by the recollection of the experience. Steeling himself, he continued:

'By Morr's will, myself and Brother Albrect survived the priest's rage. Brother Albrect, inspired by some holy strength, followed Lazarus into the crypts, but has not resumed.

'I have prayed for guidance, and this morning I knew what had to be done. That is where you come in, Morr himself informed me that your party would be coming through here today. It has been revealed that the madness Lazarus suffers with is rooted in an evil grimoire, gifted to the temple over a year ago. If you will, you should descend into the crypts and destroy the demonic tome that has possessed him so. Once destroyed, the book will release its grip on Lazarus, and his madness should disappear.'

'One last thing, in the event that you can't destroy the grimoire without first killing Lazarus, please make sure that you find Brother Albrect and bang him to me so that I can lay him to rest.' If the warriors accept the quest, Dorn will be waiting for them in the temple when they finish it.

'I have gathered together what little I could from the temple's coffers.' He says as you emerge from the crypts.



Andy's collection of characters, including some very old Citadel Legends.

The novice hands you a Surefire Bow and a bag containing 150 gold. Dorn apologises that it can't be more, and bids you well on your next quest.

If they manage to complete it without killing Father Lazarus, they will also each receive a holy amulet depicting the symbol of Morr. The light of Morr's hatred burns Undead and followers of Nurgle, who are at -1 to hit when attacking a warrior bearing one.

DEEP 1 THE UPPER HALLS

The Tombs & Traps (X)

Tombs – These require a strength test to open, and may be empty, or contain treasure or an undead creature to fight (see earlier).

Room 1: This room has 9 Zombies and a Tomb Guardian guarding it. In the corner is a *Cloak of Stealth*. **Trap** – *Death Curse*: a number of skulls drift in mid air over a square of the dungeon, screaming warnings at the warriors. Any warrior wishing to pass the square must pass a willpower test to do so.

Room 2: The Tomb contains 50 gold.

Room 3: This room has 6 Ghouls guarding it and the Tomb contains a *Bracelet of Transformation*.

Room 4: This room has a Secret Door in the north wall.

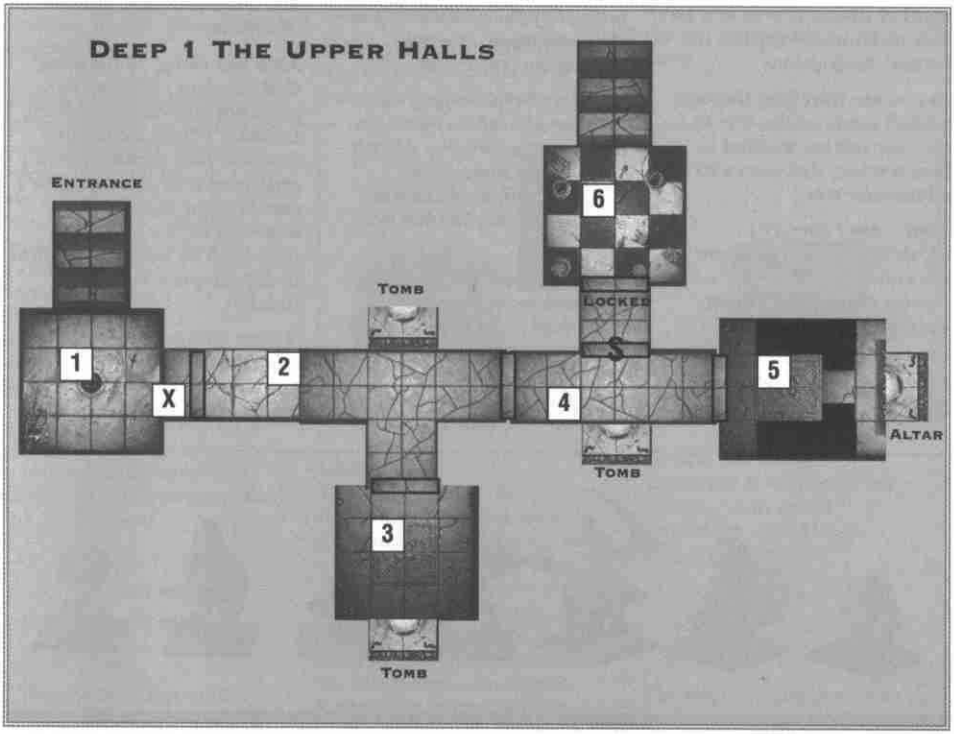
Room 5: This room has a Wraith guarding it. The Altar contains a *Relic Sword* and the Key to Room 6.

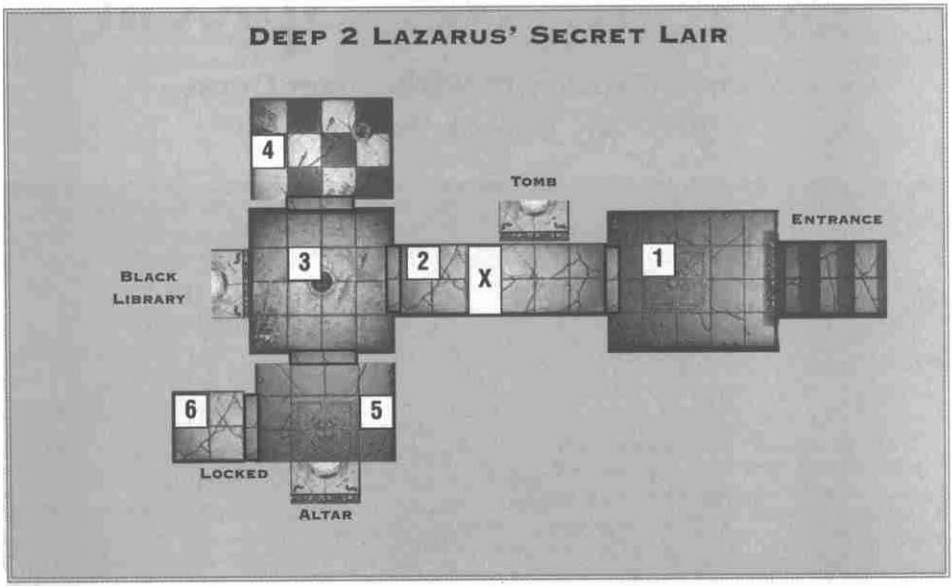
Room 6: This room has 3 Tomb Guardians guarding it and is locked and can only be opened by the key from Room 5. In the corner is a *Helm of Farseeing*.

DEEP 2 LAZARUS' SECRET LAIR

Room 1: This room has 6 Skeleton Swordsmen guarding it.

Room 2: This room contains a **Trap** – *Blocked Passage*: a powerful spell has been cast on this part of the dungeon, making it seem as if the roof and walls have caved in, blocking the way. This spell is often used to hide the treasure chamber or lair of an evil sorcerer. A successful 'intellectual' initiative test is required to see past the





illusion. Once a spell caster with the ability to dispel magic sees past the illusion, he may do so and negate it. The illusion goes back for about two squares so really stupid warriors could actually 'dig' their way through and come out the other side, leaving an imaginary hole in the illusionary cave-in!

Room 3: This room has a Wight guarding it. The Black Library contains the Book of *Arcane Knowledge*.

Room 4: This room contains the key to Room 6.

Room 5: This room has a Father Lazarus in it. The Altar contains the *Black Grimoire* and a *Rending Sword*.

THE GRIMOIRE

The demonic tome that has captured the spirit of Father Lazarus is on the altar of room 6 on the second level. It must be destroyed to free him. It has Toughness 4 and 12 Wounds. Its WS is counted as 3 for determining hits. Lazarus is a Necromancer who is subject to *Frenzy* and will attack anyone who tries to harm the Grimoire. Once it has been destroyed, Lazarus will return pretty much to normal.

Room 5: This room has a Brother Albrecht's body in it and the door is locked and can only be opened by the key from Room 4..



No dungeon would be the same without your own converted bad guys

'Aaargh, Me Spleen!'

Critical strikes in Warhammer Quest

by Jason A. Yeung

Well, I'm 18 years old and live in Philadelphia, PA. I'm presently enrolled in the University of Pennsylvania. I've been painting miniatures and playing GW games for about five years now. I play Warhammer, Necromunda, Space Hulk, and Warhammer Quest. Out of these games, my favourite ones have been Necromunda and Warhammer Quest. We usually play Warhammer Quest with a Gamesmaster since it adds variety and challenge to our quests. So far, our gaming group's been playing Warhammer Quest for about a year and a half now. It's a great game.

After reading about Green Stuff (Kneadatite Epoxy Ribbon), I decided to give the stuff a go. Surprisingly, my first model, the Sump Kraken, came out very well. Using the putty wasn't as difficult as I thought. Eventually, I started making all kinds of monsters, enemies, and horrors for my gaming group to battle in Warhammer Quest. Among these are a Hydra, Golem, Emperor Dragon, Water Elemental, Lizardman, Kroxigor, and the Abyssal Horror. Some of these are featured in the pictures I sent in.

Recently, I've been working on a 3D dungeon, a Warhammer Quest dungeon that can be configured to arrange as any dungeon. This dungeon makes an impressive piece of terrain. The dungeon itself is made from polystyrene. I usually add furniture and props to make the dungeon seem more real. Also, the dungeon walls can be placed on a battlefield to make an impressive ruins display.

The Critical Strikes tables were the first rules I had written for Warhammer Quest. We felt that we needed to break the monotony of the monster's simple attack patterns. I think it works well, but adds a new level of difficulty and challenge to the game. If you've got e-mail why not tell me what you think:

jayeung@erols.com

Method in the Madness...

I came up with some new rules to make the monsters in Quest more real and entertaining. I bet everyone thinks that the Giant is the most entertaining to fight. It just gets boring when the Orcs keep dealing the same 3-6 damage and act stupidly. Now, using these rules, the Orcs and other humanoids will do much more. So here they are. Tell me what you think.

Critical Strikes

When any monster rolls a '6' to hit, refer to the corresponding table to see what happens.

Armed with Sword

Roll 1D6

1. *Slash* – The enemy swings his sword at the Warrior. Treat this as a normal attack.

2. *Overhead* – The enemy swings his sword in a mighty overhead arc. Double the value of the enemy's Strength when rolling for damage.

3. *Thrust* – The enemy tries to impale the Warrior on his weapon. Roll 2D6. If the result is less than or equal to the warrior's Initiative, he has dodged the thrust. If the result is over his Initiative , then he takes double the total damage.

4. *Dual Strike* – The enemy strikes the Warrior repeatedly. He immediately takes another hit from the same enemy.

5. *Hamstringed* – The enemy's blade has found a gap in the Warrior's armour. This attack ignores all armour when rolling for damage. In addition, roll a D6. If a 1 or 2 is rolled, then the Warrior's armour straps, which hold it

together, are cut. The Warrior's armour is useless for the rest of the adventure.

6. *Disarmed* – The enemy has managed to knock a weapon out of the Warrior's hand with a lucky blow. He may draw another weapon if he has one at the penalty of -1 Attack next turn. If he doesn't have another weapon, then he may only punch (-2 to hit, don't add Strength to damage). The Warrior may pick up his lost weapon after the event.

Armed with Spear

Roll 1D6

1. *Spear Thrust* – The enemy thrusts his spear at the Warrior. Treat this as a normal attack.

The enemy whose spear had broken will draw a sword.

2. *Armour Pierced* – The enemy has managed to find a gap in the Warrior's armour. This attack ignores all armour when rolling for damage.

3. *Vital Blow* – The enemy has stuck the Warrior pretty good. The enemy doubles the damage he deals with this attack.

4-6. *Stick 'em Good* – The enemy's spear has found a very painful place to lodge itself. The attack deals double damage. In addition, the spear has snapped in half. The Warrior is encumbered by the spearhead and will be at -1 WS, -1 Str, and at -1 to hit a projectile weapon until there are no more enemies on the board and he can pull it out.

Armed with Bow or Crossbow

Roll 1D6

1. *Arrows Away* – The enemy sticks the Warrior full of arrows. Treat this as a normal attack.



A Wizard feels the hot end of a Warpfire thrower!

2. *Arrow Storm* – The enemy looses a barrage of three arrows at the Warrior. Roll to hit and wound for the other two as normal.

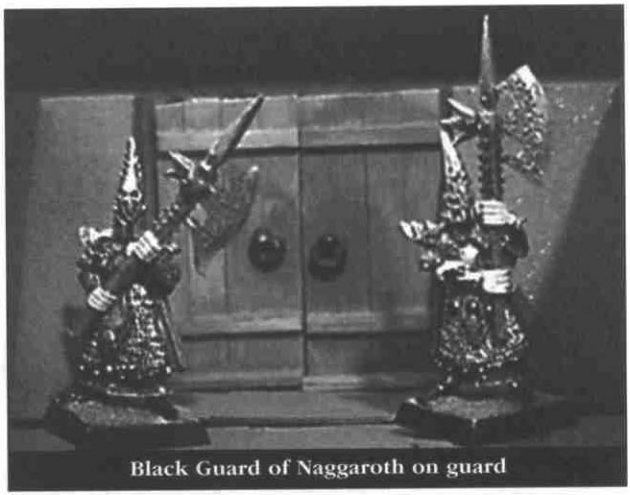
3. *Poison Arrow* – The arrow the warrior was hit by was poisonous. The warrior will suffer the effects of a poisonous attack as a result.

4. *Armour Piercing Arrow* – The arrow has managed to pierce the Warrior's armour. The arrow ignores all armour when rolling for damage.

5-6. *Vitals Pierced* – The arrow has managed to pierce a vital organ. The Warrior takes double damage from this arrow. In addition, roll a D6 and consult the table below:

1 *Fatal Damage* – The arrow pierced a very important part of the Warrior's anatomy. If the warrior is reduced below 0 wounds from this arrow, the arrow causes Fatal damage. (see rulebook)

2-3 *Disease* – The wound caused by the arrow begins to fester. If the warrior is reduced below 0 wounds from this arrow, he will



Black Guard of Naggaroth on guard

suffer the effects of Plague. (see rulebook)

4-5 *Rot* – The wound caused by the arrow begins to fester. If the Warrior is reduced below 0 wounds from this arrow, he will suffer the effects of Poison.(see rulebook)

6 *Nothing serious*.

Armed with Axe

Roll 1D6

1. *Axe Chop* – The enemy swings his axe at you. Treat this as a normal attack.

2. *Mighty Blow* – The enemy swings his axe in huge, powerful arcs.

This attack deals an extra D6 damage. In addition, the Warrior is forced back a square if his back is not against a wall.

3. *Overhead Arc* – The enemy swings his axe in a mighty overhead arc. Double the value of the enemy's Strength when rolling for damage.

4. *Armour Breaker* – The enemy's axe makes a mighty dent in the Warrior's armour. This attack deals normal damage. In addition, roll a D6. If the result is a 1 or 2, the blow destroys a random piece of armour.

5-6. *Fatal Blow* – The enemy has made a horrible wound on the Warrior. He takes triple damage from this attack.



It looks like it's critical hits all round!

Armed with Club, Mace, Hammer or Staff

Roll 1D6

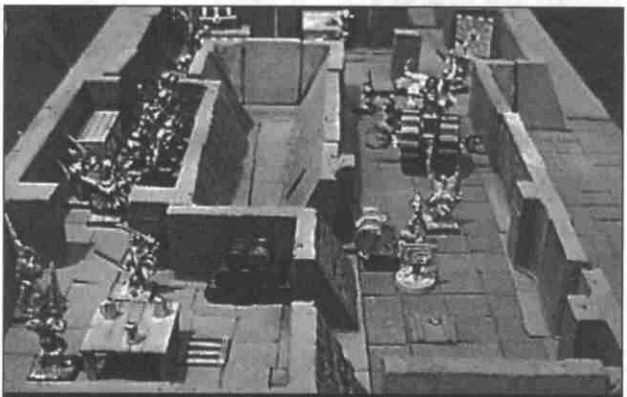
1. *Swing Club* – The enemy swings his club in an arc. Treat this as a regular attack.

2. *Glancing Blow* – The enemy stuns the Warrior with his club. This attack deals normal damage. In addition, the Warrior loses one attack next round.

3. *Overhead Blow* – The enemy swings his club in a mighty overhead arc. Double the value of the enemy's Strength when rolling for damage.

4. *Disarm* – The enemy has managed to knock a weapon out of the Warrior's hand with a lucky blow. He may draw another weapon if he has one at the penalty of -1 Attack next turn. If he doesn't have a weapon, then he may only punch (-2 to hit, don't add Strength to damage). He may pick up his lost weapon after the event.

5-6. *Knocked Senseless* – The enemy hammers the Warrior on head with his club. The enemy doubles his Strength when rolling for damage for this attack. In addition, the Warrior is knocked unconscious. He will come to when he rolls equal to or under his Toughness on 1D6 at the start of his turn. Meanwhile, treat him as a Prone Warrior.



Part of Jason's Warhammer Quest terrain

Armed with Flail/Whip

Roll 1D6

1. *Spinning Strike* – The enemy whirls his flail above his head and then strikes.

Treat this as a normal attack.

2. *Multi-Strike* – The enemy hammers away with his flail. This attack causes an extra D3 hits causing normal damage.

3-4. *Disarm* – The enemy has managed to grapple a weapon out of the Warrior's hand with his flail. He may draw another weapon if he has one at the penalty of -1 Attack next turn. If he doesn't have a weapon, then he may only punch (-2 to hit, don't add Strength to damage). He may pick up his lost weapon after the event.

5-6. *Strangled Alive* – The enemy manages to wrap his flail around the warrior. Your Warrior may take no actions while being strangled other than trying to break free. If the Warrior rolls equal to under or his Toughness on 2D6 at the start of his turn, then he breaks free. Whilst being strangled, the Warrior will be at +2 to hit and take an unmodified D6 damage each turn at the beginning of the monster's phase. The monster may not attack anymore with his flail while the Warrior is entangled in it.

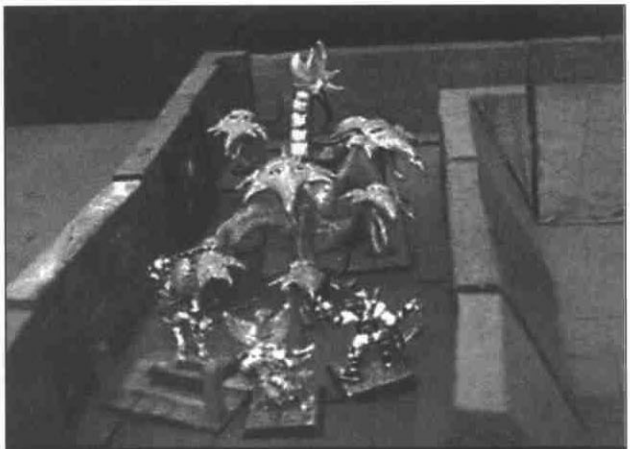
Armed with Teeth & Claws, Scythe or Fistspike

Roll 1D6

1. *Claw Slash* – The enemy rakes his claws on you. Treat this as a normal attack.

2. *Disarm* – The enemy has managed to knock a weapon out of the Warrior's hand with a lucky blow. He may draw another weapon if he has one at the penalty of -1 Attack next turn. If he doesn't have a weapon, then he may only punch (-2 to hit, don't add Strength to damage). He may pick up your lost weapon after the event.

3. *Dual Strike* – The enemy strikes you repeatedly. You immediately take another hit from the same enemy.



'War-Hydra – run lads!'

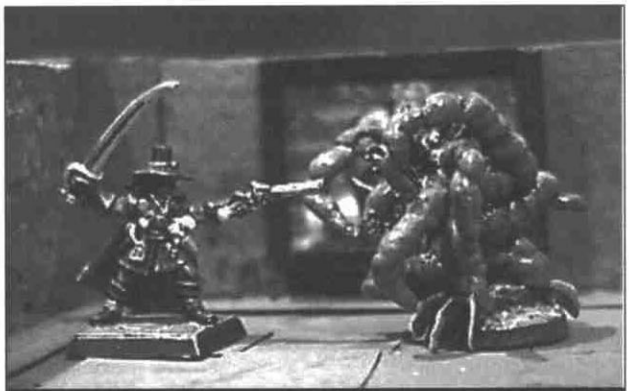
4. *Hamstringed* – The enemy's claws have found a gap in the warrior's armour.

This attack ignores all armour when rolling for damage. In addition, roll a D6. If a 1 or 2 is rolled, then the armour's straps, which hold it together, are cut. The armour is useless for the rest of the adventure.

5-6. *Aaarg! Me Spleen!* – The enemy's claws strike a vital organ. The enemy doubles his Strength when rolling for damage for this attack. In addition, roll a D6 and consult the table below:

1 *Fatal Damage* – The attack pierced a very important part of the Warrior's anatomy. If the Warrior is reduced to below 0 wounds from this attack, the attack causes Fatal damage. (see rulebook)

2 *Disease* – The wound caused by this attack begins to fester. If the Warrior is reduced to below 0 wounds from this attack, he will suffer the effects of Plague.



The Witch Hunter bites off a little more than he can chew

(see rulebook)

3 *Rot* – The wound caused by this attack begins to fester. If the Warrior is reduced below 0 wounds from this attack, he will suffer the effects of Poison. (see rulebook)

4-6 *Nothing serious.*

Armed with Halberd

Roll 1D6

1. *Thrust or Chop* – The enemy thrusts and swings at you with his halberd. Treat this as a normal attack.

2. *Armour Pierced* – The enemy has managed to find a gap in the Warrior's armour. This attack ignores all armour when rolling for damage.

3. *Overhead Arc* – The enemy swings his halberd in an overhead arc. Double the value of the enemy's Strength when rolling for damage.

4-6. *Vital Blow* – The enemy has stuck you pretty good. The enemy doubles the damage he deals with this attack.

Armed with Dagger

Roll 1D6

1. *Stab* – The enemy stabs the warrior with his dagger. Treat this as a normal attack.

2. *Dual Strike* – The enemy strikes the Warrior repeatedly. He immediately takes another hit from the same enemy.

3. *Vital Blow* – The enemy has stuck you pretty good. The enemy doubles the damage he deals with this attack.

4. *Back-Stab* – The enemy stabs you when you are not looking. You take triple damage from the attack. If there is only one enemy in an adjacent square to you, then treat this roll as a normal attack dealing normal damage.

5-6. *Stick 'em Good* – The enemy's dagger has found a very painful place to lodge itself. The attack deals double damage. In addition, the dagger blade has broken and has become stuck. The Warrior is encumbered by the dagger and will be at -1 WS, -1 Str, and at -1 to hit while using a projectile weapon until there are no more enemies on the board. Then the dagger can be removed. The enemy whose dagger had broken will draw another.

Armed with Chill

Roll 1D6

1. *Touch of Death* – The enemy assaults the warrior with an unholy, freezing touch. Treat this as a normal chill attack.

2. *Freezing Chill* – The enemy intensifies his evil aura. This attack deals normal damage, but causes Paralysis.

3. *Death Grip* – The enemy's grabs your arm with a searing, painful death grip. The enemy deals an extra D6 chill damage with this attack. In addition, the Warrior's arm becomes numb and useless for the rest of this event. Randomly determine which arm is numbed. Your warrior loses 1 Attack, 1 Weapon Skill, and gets -1 to hit while using a projectile weapon while his arm is numb.

4. *Touch of Darkness* – The enemy's evil touch causes the Warrior to become temporarily blinded. This attack deals normal damage. In addition, the warrior now has a -3 penalty to hit with missile weapons and hand-to-hand weapons until he recovers from the blindness. Roll a D6 at the start of your turn. If a 5 or 6 is rolled, then the blindness wears off.

5-6. *Soul Burn* – The enemy's evil touch sears the warrior's soul, causing his body to be wracked with convulsions. He takes double the chill damage of this attack. In addition, the warrior is so badly hurt that he loses one Attack next turn.

Terrain

As you can see from the pictures I have also made some 3D terrain boards for my games of Warhammer Quest. The 3D dungeon is so far made up of four 20"x20" platforms (although I only have two made so far). These platforms are tiled with 1"x1" cardstock squares which are glued onto the platforms to get a grid like effect. That way, the whole board looks like one big interconnected grid.

Next, I cut the foam walls with a foam-cutter. These are about 1.5 inches wide, 2 inches tall, and their length varies. A piece of card-stock is glued to the bottom to make a 'base' for the wall piece as well as to make the wall 2" wide. These walls can be arranged to connect to each other to form a dungeon. Doors, tables, picture frames, etc were made from balsa wood.

I guess it's mostly modular, although not truly modular in the fact that the walls are not glued to the boards. Its definitely not fixed, although a few rooms are.

For even more in depth ideas on building your own dungeon, check out Andy Judson's 'Dungeon Architect' on page 24-29.

WRITE FOR



Deathblow is written *for* fanatical GW gamers *by* fanatical GW gamers. You (yes, YOU!) make Deathblow the brilliant, unparalleled hobby magazine that it is – a forum for *every* collector, painter, modeller and army commander of Citadel miniatures.

If you would like a full list of writers' guides, send a self-addressed envelope to the address that follows.

1. What do we need?

• **We need to know who you are.** In order to get your article in print, we need to know all about *you*, the Hobbyist. Not just your name and address, mind, but which games you play, which armies you have painted and what, if any, conversions that you've done. And yes, no matter what sort of mutant you are, we need a photograph of you in all your glory!

• **We need a publishable article.** The basic outline of an idea extending to only a few paragraphs will not constitute a usable article. If we receive good, original ideas that are incomplete or too vague (and we do receive a lot of 'em), then we will send you an encouraging reply, asking you to work your article to a finished state. The other BIG factor in what makes an article publishable is whether it is a REAL hobby article, or just words on a page. Anyone can sit down and write some rules, but a true Hobbyist will playtest them or do that figure conversion he's telling us about and show us the photographs and the battle-report. The Journal isn't about theory, it's about what's really happening in the Games Workshop hobby.

• **We don't need flowery prose** - we leave that to the INFERNO! boys.

• **We need your permission to use your article.** All you have to do is fill in and sign the Permission form printed at the end of these guidelines and send it in with your article

• **If possible, supply articles on disc.** We can read most formats, so just send in your article on disc as this will save a lot of time. Alternatively, if you're on the Internet, why not e-mail your article to us.

• **Send us photographic evidence.** We want to SEE what you've been up to. If you have some funky new rules for some new troop type, show us your models, show us your gaming area, show us your mates gaming with you etc.

• **This point is so important we'll write it again! We want REAL hobby material from REAL hobbyists! This is your mag!**

2. Decide what article you want to write

For example:

- **A scenario for Warhammer Quest.**
- **The house rules that you use in your games.**
- **Ideas for collecting, modelling, converting and painting Citadel miniatures.**
- **Tips and tactics.**
- **A review of a tournament/convention you have attended.**
- **Your Games Club.**

Whatever your article is about, you should have **playtested** it at least once. Always send in **photographs**, of yourself, your miniatures, your terrain, your games club, your mates testing out your hot new rules, etc. If necessary, you can send in your miniatures to us, here in the bunker, to photograph and return to you!

Remember, your figures needn't be to studio standard and we certainly don't expect your photography to be either. The Journal is supposed to be a grungy mag!

3. Get writing!

As a guide there are three kinds of submission that we can work with:

• An article that has the nucleus of a great idea. These we will send back with a copy of our writer's guides, so that you can re-work it into a publishable format.

• A good article with some sound ideas which needs moderate editing. Generally these are acceptable but sometimes we will return them for re-working.

• An excellent article which is also typed (double-spaced!) with photographs, maps, conversions, etc. where necessary, and supplied on disc as a text document. This needs very little editing and is our favourite kind of submission!

We are more than happy (delirious even) to read all your ideas, no matter how weird and wacky, but, if you really want to get into print, there are a couple of areas to steer clear of:

- **Special Characters.**

4. Check your work

Everything that goes into the Journal is carefully checked but it makes our lives a lot easier if you check your work over - or, better still, get a friend to check it for you!

Things to keep in mind are:

• **Is it Games Workshop?** Your article has to be based on Warhammer Quest.

• **Does it read well?** Will the reader be able to understand the ideas you are trying to present.

• **Is it interesting?** Try and make it original and innovative.

• **Spelling and grammar.** You don't need to be a language professor, but it should be spell-checked.

• **If you use someone else's ideas** within your article (for example from an Internet website, mailing list, etc.) please contact them first and, you never know, they may even have a few more ideas to help your project.

5. Send your work to us

The Fanatic Press Bunker has been relocated deep in the secret fastness of the Black Library at our Head Office in Lenton.

Send your ideas to:

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Games Workshop Ltd,
Willow Road,
Lenton,
Nottingham NG7 2WS
UK

Or, if you're on the Internet, why not E-mail to us at:

journal@games-workshop.co.uk

Please title any submission 'Deathblow Submission'

6. See your name in lights!



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So what are you waiting for? Don't just sit there foaming... Get writing!



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A HORROR AWAKENS

By Gav Thorpe

A cry for help in the dead of night leads your Warriors into ever greater danger as they track down and pursue an evil Necromancer. A lone Witch Hunter knows of this danger that could plunge the Old World into a nightmare of war and death, but only with the help of your brave Warriors can this evil be stopped.

DANGEROUS QUESTS

Over the following pages are three new adventures for your Warhammer Quest Warriors. You will find your brave adventurers delving into the most forbidding caverns, overcoming cunning traps and battling their way through hordes of deadly creatures set against them. There are also two new Treasure cards in this issue for you to cut out and use in these dangerous quests beneath the Warhammer World.

LINKING THE ADVENTURES

The first and second adventures can be played with the floorplans, cards and miniatures from the Warhammer Quest box. The third adventure, *Caverns of Dread*, uses the new floorplans and miniatures from the Catacombs of Terror supplement. Don't worry if you haven't got Catacombs of Terror yet, you can still play the first two adventures.

Every one of the adventures that makes up *A Horror Awakens* has been written so that they can be played in two different ways. Firstly, each adventure is self-contained and can be played just like any other Warhammer Quest adventure.

When you're finding out which adventure you'll be playing, roll a D6. On a roll of one to five, generate the adventure as normal from the Warhammer Quest Adventure Book. On a roll of a six you'll be playing one of the adventures from *A Horror Awakens*. You can just choose one of the adventures from this article and play it, after all it's your Warriors who will be risking life and sanity for the chance of eternal glory and treasures beyond their wildest dreams!



SAVE THE EMPIRE!

The other (and more exciting) way to play these adventures is as a mini-campaign. *A Horror Awakens* has been written so that if you play through each adventure in turn they will build into an epic story, as your Warriors quest from one Monster-infested dungeon to the next. From its inconspicuous beginnings, the story develops into a cataclysmic tale where the fate of the Empire is in your hands! The rules and details for linking the three adventures together are given at the the end of *A Horror Awakens*. To finish the campaign, the Warriors will have to overcome a series of different challenges, testing their skills to the full.

THE ADVENTURES

To play the first adventure, *Death in the Night*, you will need a Necromancer model to represent the Warriors' enemy, Alberto Larenscheld. If you have any other Event cards, such as the Orc cards from Lair of the Orc Lord, or some you have filled in using one of our blank Event card decks, you can include these in the first two adventures.

DEATH IN THE NIGHT

The Warriors are staying in the small town of Kaltzburg, near the World's Edge Mountains. After spending their hard earned cash your party settles down for the night in a well-stocked tavern. As the night draws in, a well dressed young woman approaches your Warriors, begging for their help. She is the Marchesa Claudia von Steafen and her brother, a famous Witch Hunter, has been kidnapped by unknown assailants. She believes him to be held in a deep and dangerous dungeon not far from the town. The Warriors must explore the den of foul creatures and stop anything terrible happening to the Marchesa's brother.

Special Rules

This adventure uses the Idol Chamber Objective room from the Warhammer Quest box. Play the adventure as normal, with the exceptions noted below.

As the Warriors enter the Idol Chamber they can see the Marchesa's brother bound to a massive stone daemon. Standing next to the statue is a dishevelled man, holding an ornate dagger and chanting loudly (place the Necromancer model on the board). The Warriors recognise him as an inept Necromancer who has been an irritation to the Imperial authorities over the last few years. In his other hand the Necromancer holds a fist size ruby, which pulsates with a deep inner light. This is Alberto Larenscheld, son of the malevolent Gunther Larenscheld, and the rules for him can be found on pages 183 and 185 of the Warhammer Quest Roleplay book.

The Warriors have 2D6 turns to kill Alberto Larenscheld. If they fail to do this, he finishes his ritual and plunges the knife into the Marchesa's brother. When the Monsters are all dead (either before or after the sacrifice is made) the Warriors can escape through a narrow fissure in the rock face behind the Idol. The Warrior who kills Alberto Larenscheld may take the *Soulstone* Treasure card (which is on this issue's card sheets).

If the Warriors succeed in rescuing the Marchesa's brother, she rewards each of them with 1D6 x 50 gold and a Treasure card. If they fail, but manage to escape, she covers their expenses (10 gold for the party) and coldly bids them farewell.



HOLY MISSION

An important Imperial Noble has recently been rescued from the clutches of an evil cabal of monsters. He is, in fact, a well known Witch Hunter who was investigating the lair, trying to discover the whereabouts of a cruel Necromancer. Before his capture the Witch Hunter, Duke von Steafen, managed to learn of an ancient temple. He has asked the Warriors to fetch some *Blessed Water* from the ruined shrine, in the hope that it may help him against the foul Necromancer. Unfortunately, when the Warriors arrive, they find it guarded by Monsters...



Special Rules

This adventure uses the Fountain of Light Objective room from the Warhammer Quest box. Play the adventure as normal, with the exceptions noted below. The Warriors must reach the Fountain of Light, collect some *Blessed Water* and make their escape.

To fill his waterskin with *Blessed Water* one of the Warriors must spend a whole turn next to the Fountain of Light, doing nothing. During that turn any Monster attacking the Warrior in hand-to-hand combat will hit automatically. Once one of the Warriors has collected some *Blessed Water*, he may take the *Blessed Water* Treasure card. One of the Warriors must collect some *Blessed Water* to complete the adventure.

To escape, the Warriors must exit off the board section where they entered the dungeon. If the Warriors manage to escape with the *Blessed Water*, Duke von Steafen rewards each of them with two Treasure cards. If they manage to escape, but haven't any *Blessed Water* or have used it all, he gives them each 1D6x50 gold for trying their best...

CAVERNS OF DREAD

The famous Witch Hunter, Duke von Steafen, has tracked down an abominable Necromancer and discovered his plan to awaken an ancient evil. Deep within the Kingdoms of the Dead, in the tomb-city known as the Twisted Spire, lies the inert form of a powerful Liche – van Damneg the Dread King. The Warriors must delve into the Twisted Spire and foil the evil Necromancer's scheme. The Necromancer that the Warriors have been pursuing is none other than Gunther Larenscheld, one of the Empire's most deadly enemies. He is performing a rite to free the immensely powerful Dread King from his age-long imprisonment within the Twisted Spire.

Special Rules

To play *Caverns of Dread* you will need the Catacombs of Terror adventure pack. You should use the Undead Event cards, Treasure cards, board sections and miniatures included in this supplement. Generate your dungeon using the Dread King's Throne Room and the Dungeon cards from Catacombs of Terror, as described in the Catacombs of Terror rulebook.

If the *Gunther Larenscheld* Event card is turned over before the Warriors reach the Objective room, they have caught Larenscheld in time. If they manage to defeat him they must still press onwards to ensure that the magic within the Throne Room keeps the malignant presence of the Dread King at bay. When they enter the Objective Room generate the Monsters as normal, but van Damneg will not be present, as he has not managed to shatter the spells protecting the world from his deadly presence.

If the Warriors do not encounter Larenscheld before they reach the Dread King's Throne Room, he will be present there, along with van Damneg and the other Monsters generated by the Catacombs of Terror Monster table. The Warriors must defeat all the Monsters present in order to be certain of escaping! As normal, the *Grimoire Necris* will be placed on the dais, and Larenscheld should be placed next to it. As you can see, if your Warriors can stop Larenscheld in time their chances of surviving will be greatly improved. Regardless of the Monsters they encounter, the Warriors can escape from the



Dread King's Throne Room once all the Monsters are dead. As they rush from the Throne Room the walls start to crumble and the Undead around them turn to dust once the banishment of their master's spirit takes affect. However, no matter how long it takes, van Damneg will be back...

If the Warriors manage to defeat van Damneg, or prevent his summoning, Duke von Steafen rewards each of them with 2D6 x 100 gold and a Treasure card.

THE MINI-CAMPAIGN

If you are linking your adventures you should keep the same Warriors you started with. Any gold, equipment and Treasure they have left at the end of each adventure may be used in the next one. When they start the next adventure, the Warriors will have their full Starting Wounds. In addition, any equipment or Treasures which can be *"Used once per adventure"* or are *"Permanent"* can be used again.

The following section explains how to link the three *A Horror Awakens* adventures together. This is very simple and after playing through this mini-campaign you may well come up with your own ideas for linking either your own adventures or those from the Warhammer Quest boxed set.

DEATH IN THE NIGHT

The *Soulstone* carried by Alberto Larenscheld in fact contains the spirit of his father, the evil Gunther Larenscheld, most trusted servant of van Damneg the Dread King. If Alberto succeeds in sacrificing Duke von Steafen he will release Gunther Larenscheld's soul, allowing him to serve his master in the flesh once again.

The *Soulstone*

The *Soulstone* will be found by the Warriors in one of two states. If Alberto managed to complete the ritual it will be empty and can be used exactly as stated on the Treasure card. However, if they stopped the unholy ceremony in time, the Warriors will have a *Soulstone* containing the spirit of one of the Old World's most evil men! This does not affect *Death in the Night* in any way, but it will affect *Holy Mission*.

HOLY MISSION

When the Warriors start this adventure they will be in one of two situations. They may have stopped Alberto Larenscheld freeing his father's spirit and will have the *Soulstone* containing it in their possession. Alternatively, the Warriors might have failed to save von Steafen and they have an empty *Soulstone*, but no clues as to how to find Gunther Larenscheld.

Gunther's Spirit

If the Warriors have the spirit of Gunther Larenscheld, the Duke shows them a way to dispose of it. He has discovered an ancient temple, sanctified millennia past by the priests of some forgotten god. If the Warriors bathe the



Soulstone in the water there it is possible that the soul of the evil Necromancer will be destroyed forever.

In order to complete *Holy Mission* the Warriors must exorcise the spirit from the *Soulstone*. This is performed in the same way as filling a water bottle with *Blessed Water*. If a Warrior manages to wash the *Soulstone* he should read out the following passage:

As the waters of the temple flow over the surface of the Soulstone the light inside it blazes to a blinding intensity. You see a dark, insubstantial cloud form over the waters and

a chilling voice echoes around the chamber. "Foolsss, I am free once again! You have my sincerest thankssss..."

Once Gunther Larenscheld's spirit has departed, the *Soulstone* can be used as normal as detailed on the Treasure card. However, it will be up to the Warriors to prevent Larenscheld from awakening his terrifying master!

Hunting Larenscheld

If the Warriors do not have Larenscheld's spirit, the Marchesa von Steafen implores them to seek out the hideous Necromancer and stop him. In fact, she begs you to finish her brother's quest, since you failed to save him!

Duke von Steafen's notes indicate the rough location of the sacred temple from *Holy Mission* but the knowledge of its exact whereabouts cannot be discovered. The Warriors must search a large area to locate the Fountain of Light.

To represent this, rather than plunging straight into *Holy Mission*, you should randomly draw an Objective Room card at the start of the adventure. *Do not look at the card!* Only when the Warriors reach the Objective room will they know whether they have found their goal. If they have found another Objective Room the Warriors must kill all the Monsters inside before they can make their escape.



Keep drawing random Objective room cards at the start of each adventure, though you do not have to include cards which represent Objective Rooms the Warriors have already discovered. The Warriors will find the Fountain of Light eventually. Only when they have completed *Holy Mission* can the Warriors go on and attempt *Caverns of Dread*.

CAVERNS OF DREAD

Whether they are led to the Twisted Spire by Duke von Steafen or managed to hunt down Larenscheld by themselves, the Warriors will, hopefully, end up in the tomb-city of the Dread King. They may or may not have some *Blessed Water* (they'll have a hard time of it if they haven't got any!), and they may well have an empty *Soulstone*. Probably the best way for the Warriors to dispose of van Damneg is for one of them to cast the *Blessed Water* at the Dread King!



However, the longer it takes the Warriors to reach the Twisted Spire, the more prepared Larenscheld will be. To represent him activating the ancient labyrinth of the tomb-city you should add an extra Dungeon card to the deck for each adventure above one it took the Warriors to find the Fountain of Light. For example, if the Warriors found the Fountain of Light on their third adventure, add two extra cards to the top of the *Caverns of Dread* Dungeon deck. Although this is more dangerous, the Warriors should have picked up more treasure.

If you play *A Horror Awakens* as a mini-campaign, and manage to stop van Damneg, the Duke rewards your loyalty with an extra Treasure card. Good luck and be brave, for van Damneg will surely want his revenge!



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ON THE WATERFRONT

By Ian Pickstock and Gavin Thorpe

This article is the first in a two-part article introducing coastal towns, ocean journeys and Lost Kingdoms to your Warhammer Quest campaigns. Don't worry though, in this issue we give full details of a brand new settlement – a Seaport where your Warriors can experience all the thrills (and spills) of harbour life.



Have the Warriors in your party trudged the length and breadth of the Old World? Is there no dungeon depth that remains unseen? No lost towers left unexplored? No Goblin-infested caverns you haven't conquered? Does every evil Necromancer cower in terror at the mere mention of your party's name? If the answer to all these questions is a big yes, then maybe the Old World isn't big enough for you and your party any more. Perhaps you should start looking further afield – searching beyond the vast tracts of ocean, or the great deserts beyond the edge of any known maps, to find the legendary realms known only as the Lost Kingdoms. These are lands shrouded in mystery where strange and evil monsters guard treasures and riches that have lain hidden for millennia.

This is the first part of a two part article designed to enable you to set your Warhammer Quest adventures in far and distant lands such as Nippon, Cathay, Lustria or Southern Araby. Of course, to get to these distant lands you have to cross the high seas, and to do that you are going to have to find a ship. In this first installment we introduce a new kind of settlement, the Seaport, that the Warriors can explore and eventually set sail from for their chosen destination.

THE SEAPORT

After completing a dungeon, the Warriors may choose to travel to a Seaport instead of a City, Town or Village. To get to the Seaport takes 6+D3 weeks. As well as getting passage to faraway kingdoms, Seaports are bustling trade centres and your Warriors may choose to go to a Seaport for the many rare items that can be purchased, or to check out some of the roughest taverns in the Old World!

A Seaport counts as a City and you should follow all the same rules for living expenses, stock rolls and so on. It has all the same locations that you would find in any other City. You may spend each day doing all the usual things, such as buying supplies and training. Elves, Dwarfs and other races may look for their respective Quarters as normal. At the end of the day you should roll on the Settlement Events table as normal.

THE HARBOUR

Alternatively, your Warrior may choose to go down to the Harbour. The Harbour has a number of special locations that you may visit, which are detailed below. In addition, you have a chance of finding a ship Captain to take you abroad. If you spend the day in a Harbour location then roll on the Harbour Events table instead of the usual Settlement Events table.

11-13 GONE FISHING

Hunting for a ship, your Warrior comes across a likely looking Captain, who unfortunately doesn't speak the same language. He impresses your Warrior with his vast collection of unique sea charts and the skill of his crew. Your whole party sets sail immediately (resolve any

Warriors' activities for today before you go). However, the Captain is only a fisherman and your party spends the next two months cruising the coast of Norsca for trout, roll on the Ocean Events table (see next issue). You arrive back at the Seaport with a healthy distaste for fish!

14-16 CAPTAIN

Roll on the Captain's Table (see next issue).

121-23 OL' SEA DOG

Whilst touring the wharfs around the warehouse quarter, you run into a crippled old sailor. The one-eyed, peg-legged veteran tells you the best places to find a decent ship Captain. For one roll on the Captain's Table (see next issue) in this Settlement, you may add +1 to your dice roll.

24 PIRATE

Roll on the Captain's Table (see next issue), the Captain you roll is also a Pirate. If you set sail with the Pirate you will become fugitives from the law! You are now Pirates, note this on your Warrior sheet. This only comes into affect with the *Accused of Piracy* Harbour Event (see below).

25-31 UNEVENTFUL DAY

32 ACCUSED OF PIRACY

Your Warrior hears a loud shout and turns to see a man dressed in filthy rags pointing at him. "Seize him! He's one of Bluebeard's filthy, lowdown, cutthroat, rat-faced, scurvy bunch who attacked my ship!" If your Warrior really is a Pirate, roll a D6. On a roll of a 1 he is caught and hung! This is the end! On a roll of 2 or more your Warrior manages to evade his pursuers through various impressive feats of swashbuckling and derring-do, but must leave the Settlement immediately. If you are not a pirate, you must spend two days in The Brig before your name is cleared. See The Brig.

33-36 CUSTOMS

You are stopped and searched by customs officials who think that your magic weapons and treasure are smuggled objet d'art. You must pay an import tax of 10%. Add up the value of any treasure you are carrying (not gold or ordinary equipment) and divide the result by ten. You must pay this much gold (rounding fractions down) and will have to sell treasure to make up any shortfall.

41-43 CAPTAIN

Roll on the Captain's Table (see next issue).

44-51 FALLEN IN THE DOCKS

Walking along a loading pier, you tread on something unsavoury and slip over the edge into the water. After bouncing on the local effluent a couple of times you start to sink! A passing samaritan throws you a line, but unfortunately fails to hold the other end... When you come to, you are in a foul pauper's hospital, and have contracted various waterborne diseases. This puts you out of action for the next D6 days during which you may do nothing at all, but need not roll for Settlement Events.

52-55 BOARDING PASS

During your wanderings your Warrior finds a discarded boarding pass. It is for passage aboard the Empire's most prestigious ship, the KLF II, pride of the fleet. You may treat this as a 6 result on the Captain's Table (ie passage on Admiral Krueger's ship – see next issue). However, this is not without risk as the real owner of the pass may turn up and report it lost (or stolen). Roll a D6 when your party boards, on a roll of 1, 2 or 3 they are arrested for the theft and sent to The Brig for D6 days (roll once for the sentence of the whole party).

56-62 PLAGUE RAT

Your Warrior is bitten by a rat whilst investigating the condition of a ship's hold. Note that your Warrior is a potential plague victim on your Warrior sheet. When he next boards a ship, roll a D6. On a roll of 1 the close confines allow the plague to rapidly spread through the ship. Miraculously, your Warrior and his companions survive, but the rest of the crew die or are horribly crippled meaning the journey takes an extra D6 months to complete. On a roll of 2+ your Warrior falls quite ill for a week but manages to brazen out the blisters and raging fever. Your Warrior eventually feels fine and the bracing sea air soon gets your Warrior back on his feet again.

63-66 UNEVENTFUL DAY

HARBOUR LOCATIONS

You may visit one Harbour location each day, as with any other Settlement location. See also the Waterfront Tavern later.

THE TRADING POST

Whilst in a Seaport, the Warriors may try their hand at a spot of trading in the exotic and rare merchandise that passes through the port every day. Your Warrior must first decide which commodity to trade in (or several if he wishes).

COMMODITY	Cost Mark Up	Sale Value
Silks	301	10
Exotic Perfumes	602	10
Foreign Spices	1003	15
Wines and Liquors	1503	20
Antique Weaponry*	2004	20
Slaves*	3005	25

First you must roll a D6 to see how many of that commodity you can buy. You may buy any or all that are available at the Gold cost listed on the table. However, if you roll a 1, then there is none of that commodity available.

After you have bought all of your commodities you must sell them on the streets. For each item of a commodity roll a number of dice up to or equal to the commodity's Mark Up value. Add up the total of all the dice and multiply it by the Sale Value. The total is the amount of Gold you get from the sale of one item. However, if you roll any ones the deal has gone sour and you make no Gold at all and lose that item. You may repeat this until you have sold all your commodities.

ILLEGAL TRADING (smuggling!)

If you are trading in illegal items (marked on the commodities table with a *) then you risk being caught by the authorities. If you roll any ones, then roll a further D6. On a roll of 1 or 2 as well as losing the deal you are caught and arrested – all your commodities (illegal and legal) are confiscated and you are sent to The Brig for a week!



THE BRIG

The Brig is not somewhere that you visit by choice, but through your travels and dealings in the Seaport you may get into trouble and find yourself thrown in The Brig. You'll be sharing a cell with cutthroats, thieves and murderers, and swapping tall stories with smugglers, mutineers and pirates. Many of your cellmates come from foreign lands and speak strange dialects (and have very bad breath)! Each day that your Warrior spends in The Brig roll a D6 on the table below.

D6 ROLL	EVENT
1	**Deported!** Your Warrior is moved to a special enclosure and gets the uneasy feeling that he is to be shipped to a distant penal colony for the rest of his natural life! Roll D6, on a roll of 1 he fails to get out of this fix and your Warrior sails over the horizon never to be seen again! On a roll of 2+ your cunning Warrior manages to break back into his old cell and escapes this appaling fate.
2	**Bad Porridge!** Your Warrior is given some really bad food, deduct two Wounds from your starting total for the next adventure.
3	**Cat O' Nine Tails!** The guards don't seem to like the look of your Warrior and drag him into the yard for a lashing with the dreaded cat o' nine tails. Your Warrior suffers -1 Toughness for the duration of the next dungeon. Treat further rolls of this result for your present visit to the Brig as a 4-5 (*Chain Gang*).
4-5	**Chain Gang!** You spend the day in the chain gang, making big rocks into little rocks.
6	**Treasure Map!** You bump into a wiry old man with a totally bald head and long moustache who gesticulates wildly and curses loudly in a foreign tongue before handing you a crumpled piece of parchment that turns out to be a treasure map. Upon completion of the next dungeon, your Warrior receives an additional 1D6x100 Gold.

WATERFRONT TAVERN

Roll 2d6 and apply any Alehouse modifers

2 **PRESS-GANGED.** Whilst frequenting a dockside tavern the Imperial Navy attempt to press-gang your Warrior, roll a D6. On a roll of 1, at first he is unwilling to join the Navy, but soon finds out that he was destined for a life on the ocean wave. Your Warrior departs on the next War Galley and is never seen again! On a roll of 2-5 it costs your Warrior 2D6x10 gold to bribe the press gang into letting you go. On a roll of a 6 your Warrior stands up proclaiming to be Lord Admiral Krueger and after fining the press gang 1D6x10 gold (add this to your total) he dismisses them and tells them to report for a dozen lashes each.

3 **HORNPIPE CONTEST.** The locals are holding a dancing contest to see who performs the best hornpipe. Addled with free beer, your Warrior decides to enter. He dons his trusty flared trousers and sets about embarrassing himself in front of a crowd of hardened sailors. If you (the player) dance a hornpipe for half a minute, your Warrior will win the contest and 2D6x10 Gold. If you refuse, your Warrior is mercilessly mocked – his reputation goes straight down the drain and any rolls *the party* make on the Captain's Table (see next issue) have a -1 modifier while in this settlement...

4 **A NICE LITTLE EARNA.** A couple of shifty looking sailors approach your Warrior asking him to help with their smuggling operation. If you decide to accept roll a D6. On a roll of a 1 your Warrior is caught and arrested while the sailors are trying to offload their contraband. He is sent to The Brig for two days. On a roll of a 2 or more your Warrior earns 2D6x50 gold by selling on their suspect merchandise.



5 **THE BLACK SPOT.** As your Warrior quietly minds his own business, he is approached by a shuffling, one-legged man leaning on a crutch, with a parrot on his shoulder. Without saying a word, the stranger presses a black felt spot into your Warrior's hand and disappears into the gloom. The Black Spot is both a blessing and a curse, as it will lead you to treasure, but at great risk. During the next adventure, Monsters will attack your Warrior in preference to the rest of the the party. The one-on-one rule still applies, but you will always be attacked if possible and "left over" Monsters will attack you. However, if you finish the dungeon you gain an extra D3 Treasure cards to keep for yourself.

6 **SICK AS A PARROT** The tavern is having a special "Drink The Bar Dry" night. Caught up in the festivities the night whizzes away, a blur of merry-making and double Whalebusters. When you awake, you are lying in an alley on the other side of town, with a large skull and crossbones tattooed across your chest. Underneath is written a legend decided by the other players. "Useless Land Lubber", "Fisherman's Fiend", "Pieces I Ate", "Soft Southern Nance" are all prime examples.

7 **DRINKING CONTEST.** You are challenged to a drinking contest by a large, barrel-chested, hairy first mate. His chosen drink is Cap'n Ahab's Whalebuster, the strongest and most deadly rum in the known world. The Warrior must roll a D6 and deduct his Alehouse modifier. (For example the Wizard must *add* +3). Another player must roll a D6 for the first mate. Repeat this and keep a running total for both contestants, it is a measure of how drunk they are. The first one to reach 30 mumbles something about his mother, slumps under the table and starts to snore loudly!

If your Warrior wins, he gets a flask of Whalebuster containing enough potent liquor for D6 swigs. Each swig adds +1D6 to the Warrior's damage roll for one turn. However, roll a D6 for each swig taken, on a roll of a 1 the Whalebuster goes straight to the Warrior's head and he passes out, place him prone for 1D6 turns. You can take more than one swig in a turn, if you dare!

If the Warrior loses, he wakes up in a small dinghy drifting off the coast and cannot get back into the Seaport for a day, during which he may do nothing (except paddle with his hands) and does not have to roll for a Settlement Event. If both competitors pass 30 on the same drink then your Warrior loses, as the first mate's cronies sort things out for him...

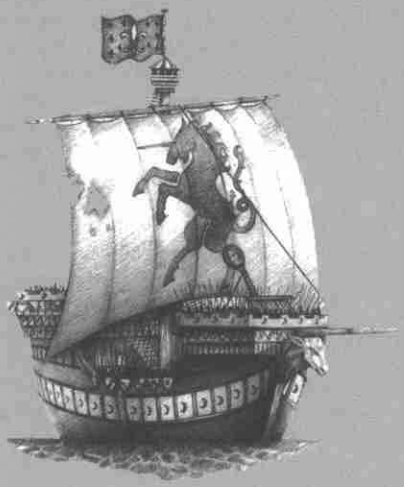
8 **GOOD DICE.** Your Warrior gets involved in a dice game with some off-duty harbour officials. His luck runs good and he wins 2D6x10 gold, add this to your total.

9 **DRUNKEN CAP'N.** Whilst bumbling from tavern to tavern your Warrior bumps into a drunk sea captain. He pledges to take you to the very edge of the world (and beyond...). Rather stupidly you accept. Roll on the Captain's Table (see next issue) with a -1 modifier, in addition to any other modifiers you have incurred

10 **LUCKY SCRIMSHAW.** You spend the evening listening to the random mutterings of a deranged old man who claims he is the legendary Captain Nemo. You ply him with drinks in a futile attempt to shut him up, which costs you 1D6x10 gold. At the end of the night, he presses a truly ancient piece of scrimshaw into your hand, mumbling that it has saved his life on many an occasion. The lucky scrimshaw can be used once to force a monster to re-roll a successful attack. The second roll stands.

11 **SWASHBUCKLER** A gallant young captain shows you how to get out of a tight spot with the aid of a nearby chandelier or rope. You may use this trick once per dungeon to extricate yourself from trouble. You may automatically break from pinning and move up to six squares, regardless of any monsters or obstacles that may lie in your path, in a daring display of swashbuckling!

12 **OLD SEA SHANTY** Your Warrior is taught a few lines of a rousing sea shanty. '*What shall we do with a Drunken Halfling*', when bellowed loudly, can shatter windows and terrorise foes. Your Warrior may sing the shanty once per dungeon. Pick a Monster in an adjacent square and roll a D6. On a roll of 4+ your vocal cacophony causes the foe to flee, take it off the board. On a roll of 1, 2 or 3 your din enrages the monster so much that it will attack you and only you for the rest of the combat. If you (the player) actually get up and sing a few lines at the top of your voice, then you may add +2 to your roll!



THE LOST KINGDOMS

By Ian Pickstock and Gavin Thorpe

Concluding our two-part article on foreign travel, we present rules for a life on the ocean wave. Now your Warriors can seek their fortunes in distant lands. Of course, they have to survive the perils of the sea first!

THE SEAPORT

In 'On the Waterfront' we introduced the Seaport settlement where your Warriors could carouse their way along the waterfront taverns, make some money trading or get press-ganged into the navy! Well, now they've had their fun, here are the rules for ocean journeys and the fabled Lost Kingdoms.

THE LOST KINGDOMS

Whenever two or more adventurers gather, talk usually turns to the Lost Kingdoms. They are very distant and the much-used phrase usually refers to exotic countries such as the Southlands, Lustria, Nippon and Cathay. These realms are rumoured to be replete with treasure-filled catacombs just ripe for a band of Warriors to explore. However, reaching them is not without risks. A party seeking the Lost Kingdoms must first survive the perils of a busy Seaport, find a Captain brave or stupid enough to give them passage and then cross thousands of miles of sea. The hazards of sea travel are many, from storms to attacks by the massive Kraken. Pirates too sail the waters looking for suitably rich pickings...

Before they can go anywhere, the Warriors must locate a Captain willing to transport them across to the Lost Kingdoms. This can be a bit precarious and haphazard, and it greatly depends on how desperate the Warriors are. Most Warriors will arrive in the Seaport hoping to get a reliable Captain with a sturdy ship and a trustworthy crew.



However, as time passes the Warriors may have to lower their standards a little. Certain results on the Harbour Events and Waterfront Tavern tables (last issue) indicate that the Warrior has found a Captain willing and able to give them passage across the rolling waves. To find out exactly the calibre of their prospective Captain, roll on the Captain's Table, opposite.

BOARDING

Once you have found a Captain, you must find out when he departs. To see how long you have before the ship leaves, roll a D6. On a roll of a 1-2, the ship leaves

tomorrow, on a roll of a 3-4 it leaves the day after tomorrow and on a 5-6 you have two days to spend before the ship leaves. On the day the ship leaves, the party may do nothing except board the ship – you may not visit any locations and there is no need to roll for a Settlement Event. Note that if you meet another Captain before your ship leaves you may choose to sail with him instead, in which case roll again for the time of departure. You are free to change your mind if several Captains become available (or if you just don't like the look of the Captain you've got), but once a Captain has set sail it is too late! Remember that if you decide not to board a particular ship, you risk staying too long and rolling on the Catastrophic Events table.



OCEAN TRAVEL

Ocean travel is dealt with in a similar way to wilderness travel. However, the distances involved mean that each journey is divided into months rather than weeks. Each result on the Captain's Table gives you a rough idea of how long it will take to reach a Lost Kingdom, but do not roll for the exact length until you have boarded the ship. For each month of travel you must roll once for the party on the Ocean Events table. Once you have resolved the last event the Warriors have arrived at their destination and may start their first adventure in the exciting Lost Kingdoms.

LOST KINGDOM ADVENTURES

Reaching the Lost Kingdoms is well worth the added risks of travelling across the seas. The rumours of fabulous wealth are usually true and a band of trusty adventurers skillful (or lucky) enough to return home from these exotic realms are usually rich enough to live like lords – at least for a while...

In this issue's card section you will find four new Event cards to be used in Lost Kingdom dungeons. Simply shuffle these in with the rest of your Event cards when you are playing a Lost Kingdom adventure.

Generate the adventure and play using all of the normal rules. However, every time you gain a piece of treasure, roll a D6. On a roll of 4, 5 or 6, you make take an additional treasure item. In the case of Treasure cards or Dungeon room treasure, this must be shared out by the party as usual. For Objective room treasure, each Warrior should roll separately and may take an extra item of Objective room treasure for themselves if they can roll a 4 or more.

LOST KINGDOM CAMPAIGNS

You can play several adventures in the Lost Kingdoms. However, this is very difficult for the Warriors since they are strangers in a strange land and dare not get too involved with the locals lest they be caught out by some local tradition or taboo (and end up with their heads on a stake, or worse...). For this reason, the only settlements they can *safely* visit while in the Lost Kingdoms are Seaports and Cities, which are more cosmopolitan than the majority of settlements. This makes it fairly important that the party "stocks up" before it makes a quest into the Lost Kingdoms (try saving bandages, stockpiling rope, etc.).

If the Warriors cannot reach a Seaport or City they have set out for (because of a *Blizzard*, for example), or they opt to risk visiting a smaller settlement, this can be

very dangerous. The Warriors may spend their time as normal, but must roll two Settlement Events each day and must also roll on the Catastrophic Events table after seven days (rather than fourteen). All items bought in the Lost Kingdoms while not in a Seaport or City cost twice as much as normal.

However, the Warriors can travel through the wilderness from dungeon to dungeon without stopping at a settlement, which takes D6+3 weeks. Resolve this just as if you were travelling to a settlement, rolling for Wilderness Hazards and so on.

THERE AND BACK AGAIN

To return to the Old World the Warriors must once again find a Seaport and Captain willing to carry them aboard his ship. This is worked out exactly as travelling to the Lost Kingdoms, except that when the sea voyage is finished the Warriors are back in the Old World and all the normal rules apply.

Of course, if you're playing with a Gamesmaster, there are lots of things you can do in the Lost Kingdoms. The sea journeys too provide great scope for adventure. The Warriors might get trapped on a ship haunted by a Vampire, or get swallowed whole by a Leviathan! Anyway, here's the Ocean Events table. Have fun and don't get drowned! Roll D66 for each month travelled:

OCEAN EVENTS

11 WHIRLPOOL

One dark evening the Warriors sight another sail. Soon the two Captains are talking heatedly and the stranger reports a massive maelstrom on your route. Your Captain has to chart a new route to avoid the whirlpool, and this adds an extra D3 months to your journey.

12 SEA WAR

Your ship is caught up in a massive armada of Empire warships which are scouring the seas for the enemy. Although this offers some protection, the going is slower. If you wish to split from the fleet, your journey is unaffected. However, if you wish, your ship may join the armada adding D3 months to your journey time. Whilst your ship is with the fleet treat the following Ocean Events as Uneventful Months) – *Kraken Attack*, *Pirates!* and *Sea Serpent*.



13 UNEVENTFUL MONTH

14-15 STORMY SEAS

The ship is enveloped by a tumultuous storm which tears at the sails and washes the decks free of anything not securely lashed down. Each Warrior must roll 2D6 for each item of treasure, on a roll of a double 1 that piece of treasure has been washed overboard during the storm and is never seen again.

16 KRAKEN ATTACK!

A calm afternoon is suddenly shattered as an immense tentacle crashes from the water to crush the ship. As everybody dashes to defend the ship a Kraken surfaces and tries to sweep the crew from the decks. Each Warrior must make a to hit roll against an opponent with a weapon skill of 3. If your Warrior hits, roll for damage as normal (the Kraken is Toughness 4). Between them, the Warriors must inflict at least ten Wounds to beat off the Kraken's tentacle. If this fails they are

badly mauled as the ship is tossed around before the Kraken is finally driven off – each Warrior immediately loses D6 Starting Wounds for the next adventure.

21-22 MAN OVERBOARD!

One of the Warriors is watching a school of dolphins playing alongside the ship when the vessel suddenly hits a trough and pitches violently, throwing him overboard. Randomly determine one Warrior, who must discard all of the armour he has or sink to the bottom of the sea!

23 UNEVENTFUL MONTH



24-25 BECALMED

The Warriors' ship is becalmed and the blazing sun beats down on them incessantly for days. Each Warrior must roll 1D6 and add their Toughness. On a score of 6 or less the Warrior is overcome by heatstroke and suffers -1 Strength for the duration of the next adventure.

26 PIRATES!

A dreaded black sail appears on the horizon and soon the ominous form of a pirate ship can be seen crashing through the waves towards the ship. The speedier corsairs soon manage to overhaul the ship and send over a boarding party to take possession. You must fight them off! Each Warrior gains his usual number of attacks and must roll to hit and damage against an opponent with Weapon Skill 3, Toughness 3, 4 Wounds. Warriors with multiple attacks may attack more than one pirate if they kill a previous foe. Once all the Warriors' attacks are worked out, roll 1D6. If the score is more than the number of pirates killed by the Warriors, they are overpowered and taken captive! Captive Warriors lose half of their gold and D6 randomly determined treasure items before being *Marooned* (see result 33 below). If the D6 score is equal to or less than the number of pirates the Warriors defeat, they have beaten off the attack and the ship's Captain rewards them each with D6x50 gold for saving his vessel.

31 RESCUE

The ship comes across a lifeboat bobbing around in the middle of the ocean. On board are several important dignitaries, who are so grateful for being rescued that they offer to give the crew a large reward upon their safe return. Once the Warriors reach an Old World Seaport they can claim their portion of this reward (2D6x100 gold each).

32 UNEVENTFUL MONTH

33 MAROONED

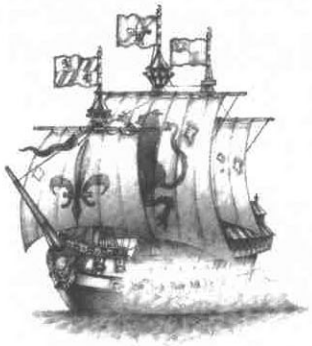
The Warriors have ended up marooned on a distant coast and must make their way back to civilisation on foot. They don't know where they are, or even if they're in the Old World. The Warriors must travel to a settlement as usual, but this takes an extra D6 weeks. When they arrive roll a D6. On a roll of 1, 2 or 3 they are in the Lost Kingdoms, on a 4, 5 or 6 they are in the Old World. Follow all of the rules given earlier if the Warriors are in the Lost Kingdoms.

34 UNEVENTFUL MONTH

35 SEA SERPENT

A massive serpent crashes up from the waves, smashing the masts and rending a

large hole just above the waterline. Roll 2D6 at the start of every subsequent month of the journey. On a roll of a 1 the ship starts to sink and everybody must take to the lifeboats! Roll one more month on the Ocean Events table and then refer to the *Marooned* result above.



36 MUTINY

The ship's rum supply running out is the last straw for some of the crew, and they decide to take control! Your party must decide which faction they wish to side with – the mutineers or the Captain and his followers. Once you have decided, you must work out who wins the resulting power struggle. For the mutineers roll 2D6 and note down this score. For the Captain, roll 1D6 and add the number for his result on the Captain's Table (eg +6 for Admiral Krueger). The faction with the Warriors' support may add +2 to their score. Whoever scores highest wins. If the Warriors backed the right side then the journey continues as normal. If they're on the losing side, they are cast adrift in a small boat. Roll one more Ocean Event and then see the *Marooned* result above.

41-42 SCURVY

An outbreak of Scurvy rages through the crew, and the Warriors must eat their own supplies to avoid the worst affects of the disease. Every Warrior must eat a set of Provisions each month for the next D3 months or lose 1 Wound permanently for each month spent eating ship food.

43-44 UNEVENTFUL MONTH

45 GOOD CATCH

The Warriors spend the relaxed, balmy evenings dangling lines over the side of the ship. Each Warrior catches enough fish to make up D3 Provisions which can be used as normal.

46 LOST TREASURE

Whilst getting water from a deserted island, the Warriors stumble across the buried treasure of a long-forgotten pirate. The little hoard contains D6 Treasure items, divided up as the Warriors see fit.

51-52 UNEVENTFUL MONTH

53 NATIVES

Whilst re-supplying the ship, the Warriors run into some natives. The Warriors can attempt to trade with the natives for food if they wish. For each item of Treasure or Trinket a Warrior offers, roll 1D6. On a roll of 1, 2 or 3 there is no exchange, but he can offer something else instead if he wishes. If your Warrior rolls two ones in a row, the natives get deeply offended and chase the party off – each Warrior suffers 1D6 Wounds with no deductions (which can be healed with Provisions, etc before the next adventure starts). On a roll of 4 or more the Warrior is given D6 Provisions in exchange for the item (and may keep offering new items until he is chased off, if you wish).

54 UNEVENTFUL MONTH

55 PEARL DIVING

Anchored off a tropical coast, the Warriors spy some of the locals diving for pearls. A Warrior can try this for himself by rolling 1D6 and adding his Toughness. The result multiplied by ten is the gold value of the pearls he recovers (eg a 6 means pearls worth 60 Gold). An unmodified roll of a 1 means the Warrior is exhausted and must stop immediately.

CAPTAIN'S TABLE

D6 Roll	CAPTAIN AVAILABLE
1	**Sorry, mate!** The weather has taken a turn for the worse and no more ships will be leaving the port for months. You must leave the settlement and play a normal adventure.
2	**Cap'n Bob.** Bob wears a patch over one eye, although you swear he keeps changing which eye. Unfortunately, Bob is such a bad navigator that the journey takes D6+6 months. In addition, if you roll an Uneventful Month, then Bob will have landed the ship somewhere and the Warriors must fight a normal adventure before continuing on their way. There's no such thing as an uneventful month with Cap'n Bob!
3	**Cap'n Scurvy Pete.** Scurvy Pete is low-down pirate and not a particularly good navigator. The journey will take you D6+3 months. In addition, Scurvy Pete and his crew will steal a randomly determined item of treasure from your Warriors on a roll of a one on 1D6 (roll for each Warrior at the end of the journey).
4	**Blackbeard.** Blackbeard swears to know the location of a secret passage that will allow the Warriors to get to their destination in a fraction of the normal time. Roll a D6. On a roll of 1-3 Blackbeard has been addled by too many Whalebusters, there is no sign of the passage and the journey takes 3D6 months. On a roll of 4-6 the short cut is as good as Blackbeard said and the journey only takes D6 months (remember to roll for this *after* you have set sail...).
5	**Captain Cook.** Cook is a superb sailor, navigator and intrepid explorer. Cook's motto is slow and steady and although the journey takes 2D6 months, each Ocean Event may be re-rolled once (you must accept the second result).
6	**Lord Admiral Krueger.** You have managed to get passage aboard Admiral Krueger's war galleon, the Empire's most famous warship: the KLF II. Krueger has hired you as mercenaries, paying you 50 Gold for each Ocean Event successfully dealt with (not an Uneventful Month). The journey takes D6 months.

56 UNEVENTFUL MONTH

61 CAPTAIN NEMO

There is a fountain of spray in front of the bows and a massive Dwarf Nautilus surfaces. The Captain introduces himself as Khazra Nemo, famed Dwarf explorer. He offers the Warriors new passage if they will pay him 50 Gold each and defend his ship. If they accept, the rest of the voyage takes only D3 more months during which the party may treat any Ocean Event as an Uneventful Month if they can roll a 4 or more on 1D6.

62 UNEVENTFUL MONTH

63 NORTH-WEST PASSAGE

The Captain has found a new route, utilising the winds and currents. This reduces the journey by D3+1 months, to a minimum of one more month.

64-65 UNEVENTFUL MONTH

66 LAND AHOY!

The cry goes out – land has been sighted ! It is up to you whether you want disembark or not. If you leave, the Captain lets you off and sails over the horizon. After investigating you have an inkling of where you are. Roll 1D6, on a roll of 1, 2 or 3 you've been left in the Old World, on a 4, 5 or 6 it really is the Lost Kingdoms. Proceed to your next adventure immediately, regardless of where you are.



HARBOUR LOCATION

You may visit one Harbour location each day, as with any other Settlement location.

SAILORS' WARES

This store contains everything needed for survival in the harshest conditions. Your Warrior may purchase the following items, using all the normal rules given in the Warhammer Quest Roleplay book. Any Warrior may purchase these supplies.

EQUIPMENT	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Hemp Rope	7	50	10	Like normal rope, except that you may ignore the first 1 rolled for breaking.
1D6 swigs of Rum	6	75 each	–	See result 7 on Waterfront Tavern table.
Sea Rations (1D6)	8	75 each	10	Each sea ration restores 2 Wounds. At the end of each adventure roll a D6 for each ration. On a roll of 1 they have gone mouldy and must be discarded.
Silk Robes	8	100	10	Your Warrior looks like an exotic merchant and may ignore the first 1 rolled when trading commodities in the Seaport (see last issue).
Oriental Sword	10	500	50	Add Warriors WS instead of S to damage rolls.
Parrot	7	75	5	The parrot sits on your Warrior's shoulder and warns him when he is about to be ambushed. If your Warrior is attacked by Ambush Monsters roll a D6. On a roll of a 6, the parrot warns him and the Monsters lose their Ambush ability.
Eye Patch	5	50	5	Makes your Warrior look like a hardened seafaring type, allowing you to reroll any result in The Brig once per incarceration!
Bucket and Spade	7	50	20	Your Warrior may dig through a *Cave-in*, taking 2D6 turns during which he may do nothing else. Can't be used if there are Monsters on the same board section.
Pirate Hook	5	50	5	Your Warrior may attempt to hook a Monster and swap places with it. Roll a D6 at the start of your turn and add your Strength. On a result of 7 or more, you may swap your Warrior model with that of an adjacent Monster. Your Warrior may move and fight normally from this new position.
Compass	8	250	30	This allows the party to navigate better in the wilds. For any wilderness travel, you may reduce the journey time by D3 weeks.

•'Oi! Get off my Juniper Bushes...'•

Druid of Albion character

by Todd Jordan 'Greywolf' Peacock

Warhammer Quest



Todd is from Orlando, Florida and when he's not trying to wipe out multitudes of hapless warriors in his despicably ingenious dungeons he works as a computer programmer. Todd enjoys playing Games Workshop games almost as much as he enjoys painting, converting and even sculpting them, although he confesses he isn't particularly skilled in that department yet.

Warhammer Quest remains his favourite game which he graduated to through playing Heroquest and then Advanced Heroquest. We're still waiting for Todd to submit his house rules he developed as a sort of cross over from each of these games.

He is known to his compatriots as 'Greywolf' and you can check out more of his stuff at this website:

WWW.frii.com/~evil/whq/

This profession is largely similar to the regular Wizard, though the Druid has a slightly different spell selection, and some special skills (and restrictions).

The Druid has undergone several revisions throughout playtesting, and I hope that the latest version is sufficiently playtested to ensure that it will be, while significantly different, well-balanced in relation to other Warrior types.

•DRUID CHARACTER•

Far to the north of the Old World, across the great ocean lie the mystical Isles of Albion. These islands remain virtually unexplored due to their being populated by savage tribes of primitive humans and of course the mighty Giants of legend. Deep within the rainswept bogs and marshes of this cold and harsh land, there are practitioners of an ancient magic that concerns itself with the raw forces of life and death, and with the cycles of nature. They are similar in many ways to Wizards of the Jade College and are known as the Druids.

Whilst they are most at home in the magic-soaked woodlands of their land, wandering barefoot so that their feet may stay in contact with the life-bearing earth, there are a few who hanker for adventure and travel the lands of the Old World. The Druid is one such Warrior, foregoing more extended training in his field of magic in order to delve into the dangers of the dungeons and other places where monsters may lurk.

Druids are most certainly out of their element in the rocky depths of dungeon but their proficiency with herbs and medicines is welcomed by any party of adventurers.

•STARTING AS A DRUID•

The Druid is similar in many respects to the Wizard and so has statistics identical to those of the Wizard, both initially and at subsequent Battle-Levels. Instead of receiving the *Hand of Death Scroll*, the Druid starts with a *Healing Salve*.

Druids start with the following profile:

Wounds	1D6+6
Move	4
Weapon Skill	2
Ballistic Skill	6+
Strength	3
Toughness	3
Initiative	3
Attacks	1
Pinning	4+

Wounds

The Druid begins with 1D6+6 Wounds. If any 1's are rolled when determining Wounds, you can re-roll the dice but

must accept the second roll even if it is another roll of 1.

Armour
None

Starting Equipment
The Druid starts with a *Healing Salve* and a Silver Sickle.

Healing Salve
This can heal one Warrior adjacent to the bearer (or the bearer himself) at any time once per turn. When used, it restores 1D6 Wounds, up to maximum. Roll 1D6 after each use. On a roll of 1, the salve has been used up, and is now useless.

Silver Sickle
This is identical to the Wizard's sword except that it causes an additional +1 damage to Undead and Daemonic creatures.

SPECIAL RULES

Forest Walker: The Druid is able to move quickly through forested areas, thanks to his familiarity with the ways of nature, and also to his magical abilities. He may reduce the journey time to any Settlement by one week. (This is not cumulative if you also have an Elf in the party with *Forest Walker*, another Druid, or so on.)

If you are using the house rules concerning outdoor games, the Druid does not suffer the usual movement penalty for moving through wooded areas.

Furthermore, he gains a +1 to his Power roll per turn while he is in a forested area.

Herb Lore: Once per turn, the Druid may attempt to make a salve out of herbs to use in an attempt to heal



wounds on himself or on a wounded companion. When using this skill, roll 1D6 on the following table.

Roll Result

1 The affected Warrior reacts badly to the salve and takes another 1D6 Wounds (with no modifier for Toughness or Armour).

2-3 Nothing happens.

4-5 The salve works, and the wounded Warrior regains 1D6 Wounds.

6 The treatment is even better than expected and the wounded Warrior regains 2D6 Wounds.

Affinity with Giants: The Druid is very familiar with the violent and uncouth ways of the hulking beasts that share his homeland. Therefore, in the event that the Druid encounters a Giant whilst out adventuring he may attempt to sooth its incredible rage and dissuade it from attempting to eat the party! The Druid may roll a D6 and add his Battle Level, if he scores more than 8+ he has succeeded in driving off the Giant which is removed immediately although no gold

is gained. Should the Druid fail in this test the mentally challenged Giant will consider him food and attack!

Equipment

The Druid may use any equipment or magical items available to the Wizard, with a few exceptions. Druids must go barefoot or only wear sandals, so they may not wear boots (including magical items such as *Boots of Swiftness*). Also, they will never use gunpowder, so they may not use anything from the Gunsmith's shop. If any Treasure Cards are found which contain new spells (such as a *Finger of Doom scroll*) listed as usable by the Wizard, the Druid cannot utilise them, as they are outside of his area of expertise.

SETTLEMENTS

The Druid is largely treated the same as the Wizard when visiting a Settlement, except that he may not visit the Wizards' Guild, as he does not consort with generalised spellcasters, nor with the Colleges of Magic.

The Sacred Circle

This is a Special Location available to any Druid who is outside of a Settlement. There are many circles of standing stones throughout the Known World, from the roughly hewn and erected stones of the pre-human tribes of the Old World to the elegantly carved and jewel-encrusted menhirs of the High Elves. These stones are often used in rituals by Wizards of the Jade College of Magic with whom the Druids have occasional dealings. Druids may congregate to perform their various rituals at these sites. If the Druid wishes to participate in a ritual, he must spend 50 gold in special preparations and materials, and may roll on the following chart.



STONE CIRCLE TABLE

Roll 1D6

1. While the Druid is able to commune with nature again after spending so long in the bowels of the earth, he gains no practical benefits that will aid him or his comrades in his next quest.

2. The Druid may expect beautiful weather during his next journey to a Settlement. All Hazards involving storms, lightning, tornados, earthquakes, plagues, rock slides, or other hazards of nature may be ignored and treated as an Uneventful Week.

3. The Druid may automatically dispel a single spell cast by an enemy during the upcoming adventure.

4. During a single turn in an upcoming adventure when a '1' is rolled for the Power phase (indicating an Event), the Druid may re-roll his power, and add his Battle-Level to the result (even if another '1' is rolled). The Event is still encountered normally.

5. A single blow of the Druid's choice during the upcoming adventure is deflected, so that the damage caused by it may be ignored.

6. The Druid gains one of the preceding benefits of his choice.

•SPELL SELECTION•

The Druid only selects two spell cards initially, which may be drawn from either or both of the Healing and Defence decks. The Druid also has the option of getting one of these spells as the *Life Force* spell automatically, without having to select it randomly from the deck. Note that with the initial selection, it is possible that he might have a spell that is not listed on his expanded spell list below (which is fine). If Life Force is picked, this spell is treated as Casting Level 4 rather than 5.

DRUID SPELL LIST

As the Druid advances in skill, he selects additional spells in the same way as the Wizard, as described in the Wizards' Training section beginning on p50 of the Roleplay Book, except that he selects from the following list of spells.

Some of the spells on this list are identical to those available to the Wizard, though they might have different Casting Levels due to the Druid's differing specialties. New spells added to this list are described in detail.

•CASTING NUMBER 1•

ATTACK SPELLS

Bloodblade

Sting

DEFENSIVE SPELLS

Coughing

Drop

HEALING SPELLS

Create Food

Cure Small Wounds

SPECIAL SPELLS

Open

•CASTING NUMBER 2•

ATTACK SPELLS

Flesh Worm

Strength

DEFENSIVE SPELLS

Feign Death

Marsh Lights

Nausea

Slip

HEALING SPELLS

Healing Hands

SPECIAL SPELLS

Tongues

Zone of Silence

•CASTING NUMBER 3•

ATTACK SPELLS

Ogre Strength

DEFENSIVE SPELLS

The Cloak of Dainne
The Cloak of Dainne is a thin, cloak of pale green light forms in the air and draws itself about the Druid.

This spell creates a cloak of magical energy around the Druid that can absorb 1D6 Wounds.

Target: The Druid

Duration: One Turn

HEALING SPELLS

Finger of Life

SPECIAL SPELLS

Speed



•CASTING NUMBER 4•

ATTACK SPELLS

Acid Blast

DEFENSIVE SPELLS

Levitate

HEALING SPELLS

Heal Wounds

Life Force
changed from Casting Level 5.

SPECIAL SPELLS

Dispel Magic

Second Sight

•CASTING NUMBER 5•

ATTACK SPELLS

The Green Eye
The Druid's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and with a loud crack and a cascade of sparks, shoot out a beam of destructive green energy.

All models in a straight line in any direction from the Druid, up to a distance of 12 squares away, are automatically hit by this beam. All models that are in (or partially within, in the case of large monsters) this area of effect suffer 2D6 Wounds. Any solid obstacle (such as a wall) will stop further progress of the beam, even if it has not reached its maximum length of 12 squares.

Target: A 1 square wide corridor

Duration: Immediate

DEFENSIVE SPELLS

Lifebringer

SPECIAL SPELLS

Sleep

•CASTING NUMBER 6•

ATTACK SPELLS

The Emerald Fountain
The Druid raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies.

Every model, friend or foe, within 3 squares of the Druid (not counting diagonal moves) takes 2D6 Wounds.

Target: All within 3 squares of the Druid (not counting diagonals) Duration: Immediate

DEFENSIVE SPELLS

Invulnerability

Shield

HEALING SPELLS

The Jade Casket
Identical to *resurrection*, p57 of the Roleplay book.

SPECIAL SPELLS

The Pool of Many Places
A shimmering pool of emerald liquid appears before the Druid, its surface reflecting some place he has seen before, only to be replaced with the image of another as ripples spread across its surface.

Place a two square by two square template on an open area of the floor to represent the Pool of Many Places, which will remain for a full turn after the Druid has cast this spell. Any ally who moves

into the space occupied by the Pool immediately disappears, only to reappear a turn later to another part of the dungeon that the Druid has already explored (his choice). The first four models using this spell should appear within a two-by-two formation. If any additional models have entered the pool, place them within the next ring of squares radiating outward, forming as compact a formation as possible.

Target: A 2 square by 2 square area within the Druid's line of sight

Duration: One Turn



•CASTING NUMBER 7•

ATTACK SPELLS

Hand of Decay
The Druid's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

The Druid may not use any weapons while this spell is in effect. Any successful attack against a model inflicts 1D6 Wounds per Battle-Level of the Druid, with no modifiers (Toughness, Armour, *Ignore Pain*, etc.). However, this spell will only work against living creatures and has no effect against Undead or Daemons.

Target: Any Monster hit by the Druid this Turn

Duration: Immediate

HEALING SPELLS

Bloodpulse

Earth Blood
The Druid is absorbed into the life-giving earth, where he can recover his strength.

This spell allows the Druid to retreat into the earth to heal from his wounds. Remove his model from play, and roll 1D6. He may not reappear until this many turns have passed. (If you roll a 1, it means he doesn't appear this turn, but he will appear during the Hero Phase of the next turn. If he had cast this spell just before the end of the turn, it would mean he could come back almost immediately.) During this period, he may do nothing. Once this time has expired, he appears once more, anywhere on the same board section, with all his Wounds restored. If the Druid should for whatever reason wish to remain in stasis for longer than the rolled duration, he may do so for as long as is desired, but must declare the period before he enters the earth, as he has no way of perceiving time (or events) once therein.

Target: The Druid

Duration: 1D6 Turns or more



SPECIAL SPELLS

Glory!

•CASTING NUMBER 8•

HEALING SPELLS

Lifestealer
Changed from Casting Level 9.

SPECIAL SPELLS

Chorus of Valour

•CASTING NUMBER 9•

ATTACK SPELLS

The Emerald Waterfall
The Druid throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surround area, sending out bright green sparks into the air as it spits and crackles with unnatural vigour.

All models within 4 squares of the Druid (not counting diagonal moves) suffer 5D6 Wounds, whether friend or foe.

Target: All models within 4 spaces of the Druid (not counting diagonals)

Duration: Immediate

•CASTING NUMBER 10•

ATTACK SPELLS

The Thousand Cuts
A swirling maelstrom of tiny green shards forms around the Druid's hand as he crushes a tiny statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the Druid's enemy. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter.

A single target within the Druid's line of sight is nominated as the target, which then suffers 1D6 Wounds for each of the Druid's Battle-Levels, with no

modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Target: Any Monster on the board

Duration: Immediate

HEALING SPELLS

Heartbeat

•CASTING NUMBER 11•

HEALING SPELLS

Tissue of Life

•CASTING NUMBER 12•

SPECIAL SPELLS

Transport of the Damned

REPRESENTING YOUR WARRIOR

Either Hengus the Druid from the Albion Giants Regiment of Renown or the model from the old Talisman game would be perfect for representing this character, or else the Jade Wizard model. Otherwise, select some 'wizardly' model and paint him in a scheme dominated by green perhaps accented with red or brown and equip him with a Sickle.

ROLE-PLAYING TIPS

The Warhammer World is a stern and serious one, for the most part. Druids here are not 'flower-children' going around saying 'peace, brother' and throwing a fit any time someone lights a match, chops down a tree or catches a squirrel.



Druids are wizards whose area of magic happens to deal with the forces of nature. In one aspect, they are simply spellcasters, but in another they are nature priests of a sort – The distinction between 'neutral magic' and religion is somewhat blurred on this point, and how Druids apply their profession to their daily lives may vary greatly.

The Druids are concerned with the forces of nature – life and death. They are by no means pacifists, and one can only speculate about the rumours that some of their rituals involve human sacrifice, as their number will neither confirm nor deny such accusations. Druids are often seen as outsiders not concerned with the eternal conflict between Good and Evil. It would probably be more appropriate to say that their priorities are typically different from those of other races and lands; they typically live far from the cities, and spend most (if not all) of their time in the woodlands, working powerful magics inextricably bound to the forests and the forces of life and death. Just because some of their number may not feel any compassion for their fellow man (outside of their own circle of Druids) does not mean that they are not just as willing to take up arms against the corrupting (and ultimately deadly) forces of Chaos.

If you'd like to contact me to discuss any feedback or ideas about this character, you can e-mail to me at:

greywolf@fox.org

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• MINE'S A PINT... HIC! •

Dwarf Brewmasters in Warhammer Quest

By Nick Kyme



That Nick Kyme's one prolific fellow and that's for sure. If you were to cut off his hands he'd start writing with his tongue! Well here he is again, following up on his success with Escape from Hag Graef (CJ 29), the Outlaw character for Quest (CJ 33) and other incredible efforts for Warhammer as well. A wobbly character that belches, guzzles too much beer and is so fat he could eclipse the sun, no it's not Fatbloke it's the Dwarf Brewmaster...

•DWARF BREWMASTER CHARACTER•

Beer. It's the one thing that Dwarfs hold dear above all else, except perhaps gold. Yet there are those Dwarfs even more fanatical than their other kin. Those that savour the taste of the golden throat charmer and positively tingle with glee at even the merest thought of a tankard of Bugman's XXXXXX affectionately known as 'Bowel-burner'. These Dwarfs are the Brewmasters, a secret guild of tasters and brewers whose life goal is to make the perfect beer, the one pure drop to usurp all others and grant them a place in Dwarf history and what's more the fullest tavern in the entire Old World.

Josef Bugman is perhaps the greatest Dwarf Brewmaster who ever lived. His famous Troll Brew and the legendary Bugman's XXXXXX are almost the stuff of myth. Bugman's story is not without tragedy however and whilst he was away from his Brew House a horde of Goblins ransacked his home and destroyed and devoured his precious brew. Bugman was incensed and took to roaming the hills and mountains in search of Goblins and other foul creatures in the hope that he would avenge the loss of his fabled brew. It is the Guild of Brewmasters that honour the legends of Bugman's brew and wander the Old World in search of ingredients and the knowledge to make the one perfect brew. There is also a dual purpose in their quest, to exact vengeance, as Bugman did, upon the enemies of the Dwarfs and find retribution for that brew that was destroyed, never to pass the lips of a Dwarf again, never to be savoured.

The Brewmasters take their quest very seriously and will often join up with a group of Warriors and enter the dark dungeons of the Old Dwarf Empire in search of those ingredients and the knowledge that might make them legends...

A Brewmaster is like any other Dwarf except they could probably drink more than a Trollslayer (sounds incredible doesn't it). They bear grudges like all of their kin and are stubborn and cantankerous. What sets a Brewmaster aside from other Dwarfs are his shifting mood swings brought on by excessive drinking. One moment they could be cheerful and jokey and the next depressed and sombre like a Trollslayer. It is this characteristic that makes it difficult to fathom a Brewmaster and his motivations. His tracking skills from many months roaming the hills and mountain passes of the Old World however are very valuable as is his incredible endurance that even other Dwarfs are impressed with. The first thing the other Warriors will notice about a Brewmaster is his tremendous girth. His beer gut is what provides the Brewmaster with his durability and it shows. A Brewmaster is often ridiculed due to his size and will consequently find it difficult to get into certain types of armour or keep a mule for very long. However the Brewmaster is thick skinned and will take any insult with a few grumbles or sworn oath. Only if he is really pushed will

he resort to the tried and tested method of his axe...

•STARTING AS A DWARF BREWMASTER•

You may start as a Level I Brewmaster instead of choosing one of the Warriors from the Warhammer Quest box. Just substitute the Warrior counter for the Warrior you are not using to represent the Brewmaster. Alternatively you could make your own Brewmaster counter.

Wounds	1D6+8
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	3
Initiative	4
Attacks	1
Pinning	4+

Weapons: The Brewmaster starts the game with an axe that does D6+3 wounds and a Crossbow that does D6+5 wounds. The Brewmaster can only use one weapon at a time and cannot use his Crossbow while pinned as per the normal Warhammer Quest rules.

Armour: The Brewmaster also starts with a suit of Chainmail. This armour only just fits him but adds +1 to his Toughness.



Equipment:
The Brewmaster has the *Beer Casks* equipment. He has three casks in total and each contains a different brew that can have profound effects upon the Brewmaster. At the start of the first adventure each cask will contain enough brew for D3 draughts, roll separately for each brew. The brews and their effects are covered in the special rules.

SPECIAL RULES

Beer Gut: The Brewmaster's beer gut acts as a virtual shield against the attacks of monsters and while it may appear flabby the constant roaming around the hillsides has toned the soft flesh of the Brewmaster's stomach into hard muscle. It is this that grants the Brewmaster his endurance, so much so that at the start of every adventure roll a D6. The number rolled is the amount of wounds in total that the Brewmaster can ignore. Once these wounds have been taken the Brewmaster can be injured as normal.

Beer Casks:
Bugman's XXXXXX – A very rare beverage that is almost considered sacred by Brewmasters. Never as potent as it was, Bugman's original XXXXXX puts this new batch to shame but it is still a fine brew. One draught of Bugman's XXXXXX will add +3 to a Brewmaster's Strength for one turn and allow him to completely ignore the effects of *Fear* and *Terror* for one whole combat.

Dwarf Special Reserve – A fairly common but no less enjoyable brew. It is said to warm cold bellies and put spirit into the heart of any Dwarf who drinks it. One draught of this brew will restore D6 lost wounds. Roll a D6 if you roll a '6' it restores all of your warrior's wounds but if you roll a '1' he will collapse blind drunk and may do nothing for a whole turn.

Troll Brew – This brew is so named due to the fact that the main ingredient is Trolls blood! It may sound bizarre but mixed with the proper ingredients the blood of a Troll can take on a very sweet taste and have interesting effects upon the drinker. One draught of this brew will add +1 to a Brewmaster's Toughness for one turn and allow him to *Regenerate* D6 wounds at the end of that turn.

Once a Brewmaster has supped all of the draughts in his casks then he will not get anymore until he refills them. Also, only the Brewmaster or another Dwarf may ever drink from his Beer Casks, and can only drink from one cask at the start of the turn. The brew is considered too potent and too precious to waste on Elves or Men! Also, whenever the Brewmaster has a draught of brew, roll a D6. If you roll a '1', he loses 1 Attack this turn due to his giddy and drunken disposition!

•ADVANCED RULES•

Brewmasters and Events
Due to the Brewmaster's size and usually drunken disposition there may be occasions when other particularly bold or foolish individuals will try to take advantage or make fun of him. What they don't know is that beneath the glassy eyed expression and beaming smile there lies a cunning and awareness that few people would give the Brewmaster credit for. In any event whereby the Brewmaster comes into contact with a trader or anyone he has to talk to, roll a D6. If you roll a 1 the Brewmaster takes

exception to a particularly caustic remark (such as 'you fat sow!' for instance) and slugs the offending individual in the chest.



BRAWLING TABLE

Roll a D6

1. The disgruntled Brewmaster lays into the insulting party with much aplomb but not before the Watch get wind of the whole situation and turf him out of the settlement, groaning profusely as they try to shift the Brewmaster's immense bulk.

2-4. A swift blow to the top of the head ensures that the offending individual will not wake for some time and when he does it will be with a tremendous headache. The Brewmaster takes D6x10 gold from the trader's purse as recompense for the insult.

5-6. As the Brewmaster severely decks the loud mouth to the ground a great cheer echoes out from the assembled crowds. The Brewmaster has just floored Cruel-Tongued Pete, a notoriously bad tempered, cheating and verbally abusive market trader. The astonished Brewmaster is hailed as a local hero and gains 100 gold from the gratified crowd. Furthermore whenever he visits the Alehouse in this settlement he may roll 3D6 and pick whichever two dice he wishes as the result.

BREWMASTERS AND EQUIPMENT

The Brewmaster may use any equipment ordinarily available to the Dwarf except for Heavy or Plate Armour as his ever expanding beer gut just wouldn't fit into any tight suit of armour. A Brewmaster may also use any treasure normally available to a Dwarf but whenever he finds a suit of magical armour you must roll a dice. On a roll of 5+ the Brewmaster decides that the armour looks too tight-fitting and so he will not wear it and nothing the other Warriors will say can convince him otherwise.

Mules

Brewmasters aren't great fans of animals as they find the constant rocking motion to be err... uncomfortable. Not only that but the fact that they are so heavy means that most mounts will struggle to carry the Brewmaster up the street let alone to the far reaches of the Worlds Edge Mountains! Brewmasters may purchase a mule from the Animal Trader's just like any other Dwarf but each time you reach a new settlement you must roll a D6. On a roll of '1' the poor laboured beast collapses from exhaustion stone dead from carrying his immense bulk!

THE QUEST FOR THE PERFECT BREW...

Whilst in the dungeon and on route to a set of caves or mountainous underworld domain the Brewmaster will be on the lookout for special plants and moss, even fresh springs that might provide the key ingredient for a new beer, even the prefect brew. To represent this whenever the Warriors are travelling back from the dungeon to civilisation and they have an Uneventful Week, roll a D6. On the roll a '6' the Brewmaster has found a rare plant or a pure spring from which he takes a large sample. Furthermore, if in the dungeon and the Warriors come across the Guard Room the Brewmaster may check the barrels after the combat or event has been resolved. Again roll a D6. On a 5+ the Brewmaster has found the remnants of an ancient Dwarfish Brew.

In both of these situations make a note whenever the Brewmaster finds an ingredient and write down the number of times on his adventure record sheet.

•BREWMASTERS IN SETTLEMENTS•

Whilst in a settlement the Dwarf Brewmaster may visit any of the traders and the following special locations Dwarf's Guild, Alchemist's Laboratory, Gambling House, Temple and Alehouse (2D6). He may also visit a new special location; The Brewmaster's Tavern, rules for which follow after the section on Drinking Binges and Brewing the Perfect Brew.

Drinking Binges

Dwarfs are renowned for their drinking exploits but a Brewmaster's reputation even precedes that of your average Dwarf! It is not uncommon for a Brewmaster to go out on a massive drinking binge at least once when he visits a

settlement and he will usually drag the other Warriors along too.

After any settlement events have been resolved and any living expenses have been paid the Brewmaster may decide to go out on a drinking binge. He will also invite all of the other Warriors who are welcome to accept or decline if they wish. However if you're a Barbarian or Dwarf then shame on you if you decline as it is distinctly out of character.

Once the Warriors have decided who will go on this binge of epic proportions roll 2D6 on the table below and add the total number of Warriors and then include any modifiers that would usually apply on the Alehouse table. So, for example, if the party consisted of a Barbarian, Wizard, Trollslayer and Brewmaster then you would roll 2D6+4 (for the number of Warriors) +0 for the Barbarian, -3 for the Wizard and +1 for the Trollslayer; making a total of 2D6+2.

BINGING TABLE

2D6+modifiers

0-5 As soon as the warriors hit the first tavern the rude songs sung by the Brewmaster offend some of the patrons who complain to the barkeeper. After an hour or more of suffering he throws the warriors out with the help of some cudgel armed thugs and the warriors wake up in the morning with sore heads and purses D6x100 gold coins lighter.

6-9 After the third tavern the Brewmaster locates a particularly seedy bar in a decidedly dodgy part of town. The warriors have only been drinking in the establishment for a few minutes when one of the local 'clientele' takes exception to one of the Warriors and there is a fight. A massive bar brawl ensues and one of the Warriors is injured. Each Warrior must roll 2D6 and apply their Alehouse modifier. The Warrior with the lowest score starts the next adventure with -1 Toughness.

8-13 After a glorious night of pure drinking and gambling the Warriors wake up in the morning with their winnings of D6x50 gold coins and a piece of Treasure each! But they make do nothing for the next day as they are too busy throwing up.



14+ It is a binge of phenomenal proportions where the warriors virtually drink dry most of the taverns they visit. The merry making and songs go on far into the night and the next morning. A local bar tender is so impressed that he awards the Warriors with 3 casks of beer each and D6x100 gold coins for bringing in a whole horde of extra patrons and making his tavern local folklore. Not only that but it seems the experience has fortified the Warriors and they will be immune to *Fear* and *Terror* for the next dungeon and gain an extra wound permanently!

Brewing the Perfect Brew

Instead of visiting any locations the Brewmaster may attempt to use any special ingredients he has found on his travels to make a brew. This will require some time and involves the Brewmaster needing copper pipes, hops, a huge vat and other brewing equipment that is too heavy for him to carry around.

If the Brewmaster wishes to attempt a brew then he must pay D6x20 gold getting the equipment he needs together and must then spend the whole day assembling it and preparing the brew itself. Once prepared the Brewmaster may leave the brew to ferment for as many days as he wishes at which time he may visit locations as normal. However at the end of each day that the Brewmaster leaves the brew to ferment roll a D6. If you roll a '1' the brew explodes as his brewing kit falls apart. The brew is wasted as are all the special ingredients used to make it.

Once he visits the Brewmaster's Tavern he will take his brew with him to present to the Tavern Lord. Make sure you keep a careful note of how many days the brew has been fermenting not including the preparation day. Dwarfs have special herbs and spices that they put into beer so that it ferments quicker but the longer the Brewmaster leaves a brew the better it will be but the more likely it will be to explode.

THE BREWMASTER'S TAVERN

These Taverns are strictly for Dwarfs only and the atmosphere within is usually dark and smoke filled. It is here that the Brewmasters bring their newly created brews and talk of their exploits as well as refill their empty beer casks in the huge subterranean Beer Cellars that lie beneath the Tavern floor. The sweet smell of ale is always ripe in the Tavern and whenever a newcomer enters the assembled Dwarfs all turn to appraise the visitor hands clasped firmly over their tankards.

The Tavern is governed over by the esteemed Tavern Lord who is basically the bar keeper and purveyor of all beers. He is a Dwarf of great age, respect and of course vast in beer belly! His knowledge of the brew is second to none and equal to that of all the other Tavern Lords in the Old World. The Tavern Lord was also once a Brewmaster but has settled down to open his establishment for all weary Brewmasters, so that they might sample some of his brew.

Brewmaster Taverns are rare and often in out of the way places in a town or city. Like all special locations they can only be found by first rolling a 7+ with the modifiers that apply to towns and cities as given in the Warhammer Quest rulebook.

Only the Brewmaster and any Dwarfs who accompany him may enter the Tavern and while the other Dwarfs may get involved in the various 'events' of the Tavern it is only the Brewmaster who may buy new beers and consult with the Tavern Lord.

The Tavern is much larger than its name would suggest and is actually comprised of three sections. The first is the Drinking Hall where all of the Brewmasters and other Dwarfs assemble to eat, drink and get drunk. The second is the Ale Store and Beer Cellar where the Brewmaster can refill his casks and purchase new brews and the final area is the Brewhouse where the Tavern Lord will consult with the younger Brewmaster and taste his brews.

Drinking Hall

This is where the Brewmaster and any other Dwarfs will first enter. The hall is usually crowded and echoes with the drone of Dwarf drinking songs and other ditties. It is also usually the site of many a fierce drinking competition and other wagers relating to brew. When the Brewmaster and his Dwarf companions enter the Drinking Hall they must roll a D6 on the table below to see what 'events' they get involved in. The Brewmaster may add +1 to his roll.

DRINKING HALL EVENTS

1D6 Roll

1. The warrior partakes of a particularly dubious brew offered to him by a young Brewmaster who is eager to get an initial reaction to his newest creation. After taking a large quaff of the brew he suddenly starts to feel dizzy as the liquid slips down like tar more than silk and then collapses onto the floor out cold. The last thing the warrior remembers hearing is the raucous laughter of the other patrons. He gains nothing from this visit to the Tavern other than a sore head and a hazy recollection of what happened.

2-3. The warrior quickly gets involved in a hotly contested drinking competition. The ale consumption is fast and frenzied and it is a tough and determined Dwarf indeed who can emerge victorious against such well watered opponents. To start the competition off roll a D3 and add +2. This is the number of rounds the competition lasts and in each round the brew gets more potent. To survive the first round you must roll a D6 and add your warrior's Toughness, if you roll 6+ you may go on to the next round. In the following round you must roll 7+ and then in the third round 8+ and so on until the last round. If the warrior survives all the rounds then he emerges the winner but if you fail to roll high enough he collapses into a drunken stupor and can take no further part in the competition and must pay a losers fee of 100 gold coins. If the warrior wins the competition then he is given 100 gold coins for each round he survived and a bonus of an extra 50 goldxthe number of total rounds, for the last round.

4-5. The warrior gets talking to an ageing Brewmaster who seems to have been propping up the bar for most of his stay in the Tavern. He takes a liking

to the warrior, saying that he has great courage and a fine beard and then offers a drink of his own personal brew. The liquid is extremely potent but makes the warrior feel incredibly strong. Roll a D6 and add the warrior's Toughness. If you roll 9+ you may add +1 to his Toughness for the whole of the next adventure and gain one wound permanently. If you roll 8 or less he still gets the Toughness bonus but collapses drunk before the liquid can take full effect and so he does not gain an extra wound.

6. The fabled Volcano Brew is perhaps one of the most potent beers known to all Brewmasters. It is a fiery and vibrant draught that is said to make beards bristle and hair stand on end such is its strength. The warrior is challenged by a Brew-master to drink a full tankard of Volcano Brew and remain standing after the experience! If he accepts the challenge roll a 2D6 and add his Toughness. If you roll 12+ then he has survived the experience and remains on his feet much to the adulation of the amassed crowds who are watching the spectacle. Any less than 12 and he finishes the tankard but suddenly stands bolt upright, his eyes rolled back and then collapses in a heap on the floor. If the warrior is successful in supping the Volcano Brew then he may have a rune inscribed on his axe for free by a Runesmith who witnessed the event and was impressed by his courage. Follow the rules as in the Dwarfs Guild in the Warhammer Quest rule book.

7+ As the warrior take stock of all the merry making and sup some of the finest brews in the Dwarf Kingdom he is brought to one side by a venerable looking Brewmaster who presses a small tankard into his hand. He whispers the words 'Aye, young'n this tankard will never be drained' and a smile plays across his craggy features as he disappears back into the throng. The Tankard is magical and is mysteriously never empty... the Brewmaster may pour one of his original brews into the tankard and it may then be drunk from D6 times in an adventure. At the start of a new adventure it will refill itself for another D6 draughts. There will be a fresh total each time.

The Beer Cellar and Ale Store

The Beer Cellar is just like any other shop and there are stock rolls and prices as there are for most items. There are no sell prices though as the Beer Cellar will refuse to buy 'second-hand' brews. A Brewmaster may only ever have one cask of each type and may only refill empty casks and NOT casks that still have draughts in them. But he

•THE BEER CELLAR•

STARTING BREWS	COST(BUY)	STOCK (2D6)
Bugman's XXXXXX	200 gold	5
Dwarf Special Reserve	150 gold	4
Troll Brew	200 gold	5
SPECIAL BREWS	**COST(BUY)**	**STOCK (2D6)**
Volcanus Hellfire	350 gold	8
Nordic Original	250 gold	8
Lycanthropic Reserve	400 gold	9
The Golden Drop	500 gold	9
Bugman's Premier Ale	600 gold	10

Each cask has D3 draughts in it (2D3 for a double), except for Bugman's Premier Ale which only ever has one draught such is its precious nature and rarity.

may buy a double amount, for double gold, with a maximum of six draughts in one cask (except for Bugman's Premier Ale).

Volcanus Hellfire: A heady brew with a much longer fermentation and run off period than most brews. Its actual brewing process is something of a secret but some say it is a magical concoction enhanced with the aid of Runesmiths who have a passion for brewing. When a Dwarf drinks this fiery brew there is a sudden loud gurgling heard in the pit of his stomach, which builds up to a massive crescendo when the Dwarf finally emits a tremendous belch and flames burst forth from his mouth! Any one monster stood next to the Dwarf will be hit by the raging flames and suffers 2D6 Wounds with no modifiers for Armour. A Dwarf may only ever have one draught of *Volcanus Hellfire* per combat as it is far too volatile to quaff in large quantities.



Nordic Original: Said to hail from the icy lands of Norsca and first brewed by the Norse Dwarfs of the northern hold of Kraka Drak this brew is chilled to perfection but bears the bite of the Northern winds and the fiery temperament of the Norse. As it is consumed the Dwarf screws up his face and grits his teeth due to the extreme potency. When the last drop goes down, froth begins to bubble on the Dwarfs lips and he goes totally Berserk just like the Barbarian. He remains in this state until the end of combat.

Lycanthropic Reserve: Brewed with the blood of the Ulfwerener this beer is a deep black in colour and leaves a bitter but not wholly unsatisfying taste in the mouth. When consumed, the Dwarf who drinks this beer will seem to grow hair all over his body. His blood will feel like it is boiling and he will be possessed with a beast-like courage borne of the Ulfwerener. For a whole turn the Dwarf turns to his feral instincts and gains D6 extra Attacks and a +1 to Strength as he batters his enemies with barely concealed animalistic fury, after which the hairs recede and the Dwarf returns to normal.

The Golden Drop: One of the purest brews around, the *Golden Drop* is a fine beverage that is smooth and creamy with a sweet tangy after-taste. When drunk this ale will put a smile on any Dwarf's face. He will feel light and able. The Dwarf may strike first for the rest of the combat, regardless of Initiative or who has the lantern and what's more he will fight with +1 Attack and +1 to his Move until the combat ends.

Bugman's Premier Ale: This is perhaps the finest brew ever devised in modern times. It is said to 'charm' the throat and slip down like silk. When this beer is drunk and savoured the Dwarf takes on a warm glow and a positively beaming smile. It immediately restores all lost wounds and makes the Dwarf who drinks it immune to *Fear* and *Terror* for an entire combat. It will also add +1 to Strength and Toughness for a whole combat. Furthermore, once drunk, roll a D6. If you roll a 6 then you may add +1 Wound to your starting score permanently.

The Brew House

This is where the Brewmaster will take his newly made brews and present them to the Tavern Lord for his consumption. It is a very secret meeting with only the Tavern Lord and the Brewmaster present. Roll on the table below and add the number of special ingredients you have found and then add the number of days you have left the brew to ferment.

BREW TABLE

Roll D6+modifiers

1-3 The Tavern Lord takes one swig of the brew and his face screws up in disgust as he spews it out with revulsion! Your brew has sadly not met even the most meagre requirements. You have failed to impress the Tavern Lord and he throws you out of the Tavern. You must hand back any winnings or special items gained in competitions but you may keep any beer casks you have bought. You leave the Brewmaster's Tavern head hung low in shame and your gut gurgling from lack of ale.

4-7 The Brewmaster is welcomed by the Tavern Lord who sups his brew with mixed reactions. It is a palatable brew but then again it is nothing special. Still it is a worthy attempt and to en-

courage you the Tavern Lord offers to fill up one of your original casks for free. You may choose which brew you gain and if you already have brew in your original casks then you gain nothing.

8-10 The Tavern Lord commends you on a fine brew. He is very impressed and gifts you with a special mule from his own personal stable. It is a Beercart Mule and is the same as any other mule except that it is a particularly stout creature that will not collapse after reaching a settlement. Furthermore it is furiously loyal and cannot be stolen but it does cost an extra 2 gold per day to feed and stable.

11+ As the Tavern Lord drinks up your brew he takes on a beaming smile and his cheeks are flushed with colour. It is one of the finest brews he has ever tasted and he pats the Brewmaster solidly on the back with his achievement. Any gold he has spent on brews bought from the Beer Cellar and Ale Store is immediately reimbursed. Work out the gold spent and give it back to the Brewmaster. He may keep all the brews for free. Furthermore he gives you a cask of Bugman's Premier Ale as a gift!

•TRAINING•

The Brewmaster trains at the Tavern and this involves consulting with the Tavern Lord and of course drinking copious amounts of beer. Within his training the Brewmaster will learn to appreciate the finer points of the brew and will also become more enduring and knowledgeable. Training takes one whole week and any skills the Brewmaster gains are generated by rolling 2D6 on the table below. Needless to say after his training the Brewmaster will probably have a sore head but a full beer gut.

The Brewmasters skills are actually a combination of the Dwarf's and his own special attributes that make him a Brewmaster, the details for the Dwarf skills* can be found on p47 of the Warhammer Quest Roleplay book.

2 Mighty Blow*

3 Beer Gut

Through drinking vast quantities of ale you have developed a near impenetrable beer gut capable of absorbing powerful blows.

Whenever the Brewmaster is wounded roll a D6, if you roll a 5+ any wounds caused are halved rounding fractions up.

4 Trademaster*

5 Beer Breath

As you are fighting a monster you become locked in battle but then emit a tremendous belch of beer breath that puts the beast off long enough for you to land the telling blow...

Whenever a monster is next to the Brewmaster and trying to attack him he must roll a D6. If you roll a 4+ the creature is put off by your pungent beer breath and suffers a -1 to hit for all of its attacks in that combat. Make a separate roll before each combat and for each monster.

6 Ale Master

Entering the smoky atmosphere of an Alehouse is no problem for you. You feel right at home and quickly strike up a conversation with an interesting individual.

When rolling on the Alehouse or Tavern Event Table you may reroll the first result on the table and roll again, you must accept the second roll however.

7 Deathsong*

8 Path Finder

The many months you have spent out in the wild has taught you how to find safe routes and short cuts in the wilderness.

When travelling from the dungeon if you generate an uneventful week roll another dice, if you roll a 6 you manage to reduce the journey time by D3 weeks.

9 Rapid Consumption

You are so fast at quaffing vast quantities of ale you can drink any Dwarf, Man or Elf under the table.

You can drink two casks of your original beer instead of one in a single turn. The effects of the casks are cumulative and you may even take two draughts from a single cask. You can only drink two casks of your original beers and not any of the other brews from the Beer Cellar and Ale Store.

10 Endure*

11 Bar Brawler

You can't even count the number of bar brawls you've been involved in but the experience gained in such

·DWARF BREWMASTER BATTLE-LEVEL TABLE·

Level	Gold	Title	Weapon Skill	Ballistic Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Novice	4	5+	3	1	4	1D6+9	1	1	0	4	0	5+
2	2000	Champion	4	5+	4	1	5	2D6+9	1	1	0	4	1	5+
3	4000	Champion	5	5+	4	1	5	3D6+9	2	2	1	5	2	5+
4	8000	Champion	5	4+	4	1	5	4D6+9	2	2	1	5	2	5+
5	12000	Hero	5	4+	4	2	5	4D6+9	2	2	1	5	3	4+
6	18000	Hero	6	4+	4	2	5	5D6+9	2	3	2	5	3	4+
7	24000	Hero	6	3+	4	2	5	5D6+9	2	3	2	5	4	4+
8	32000	Hero	7	3+	5	2	5	6D6+9	3	3	2	5	5	4+
9	45000	Lord	7	3+	5	3	5	7D6+9	3	4	3	6	5	4+
10	50000	Lord	7	2+	5	3	5	8D6+9	4	4	3	6	6	4+

The Brewmaster's Move characteristic is given in his starting profile and remains at 4 throughout his Battle-Levels.

fights has enabled you to adopt a wrestling, brawling style of fighting in the dungeon.

You may use bar brawling, wrestling techniques to fight the monsters in the dungeon. This basically involves using all manner of dirty tricks and vicious crushing holds. When you roll to hit if you roll a '6' you may ignore a monsters armour and will cause an extra D6 wounds. This once per dungeon. This skill. may be used for one whole combat

12 Resilience

You tense your vast stomach muscles, converting your gut into a mass of hardened muscle and flesh.

This skill allows you to double your Toughness for one turn once per adventure. But after the combat roll a D6, if you roll a '1' the Brewmaster's pants burst open under the strain, and while a thick piece of string will keep them up for the duration of the adventure he must purchase some more as soon as he arrives at a settlement, for 50 gold coins.

BREWMASTER MODELS

If you're wondering what miniatures would make good Brewmaster characters then I advise you to look no further than the Bugman's Brewers boxed set. After all, they are all Brewmasters anyway and what gave me the inspiration to create this Warrior in the first place! Obviously Josef Bugman minus the banner pole is the perfect choice but I personally go with the Champion model as my Brewmaster, the peg leg and eye patch making him look particularly mean! Seriously though, any stout looking Dwarf model armed with an axe and carrying a crossbow would suffice as a good Brewmaster and who knows, you may even want to model on his Beer Casks yourself.

THE WARRIORS MOVED steadily through the gloom, the Barbarian's lantern illuminating a small patch of the darkness, a ring of gold surrounding them. Durgin Broadbelly was thirsty. His eyes fell lovingly to the beer casks at his belt. The slosh and sloosh of the brew within was a comforting sound but the rhythm made his stomach gurgle and saliva spring unbidden into his throat. Suddenly he emitted a tremendous belch that echoed loudly through the dust-clogged halls.

'Shhh!' Tirandon, the Elf Ranger, reprimanded. He knew this place to be the lair of the Minotaur Lord they were seeking and was keen to maintain the element of surprise.

'Sorry,' Durgin replied sheepishly.

'Try to be quiet beardling. Your vast bulk alone is enough to wake an army of Goblins and I personally have no desire to complicate our quest any further.' The Elf maintained his caustic remarks, but Durgin let them go. he was too interested in his brew.

'Ghalad, do you zee zat.' Bronlar the Barbarian pointed a steady finger in the direction of a huge skull cave up ahead. It was as if the image of death had been carved into the rock.

'Yes. It is the beast's herdstone. See the skulls that litter the outer entrance,' Ghalad turned to Bronlar who nodded, 'Its previous victims,' the Bretonnian concluded grimly.

'So the beast lies within. Let's go, Durgin pushed forward, hefting his axe ready for battle. Unfortunately the move upset his already delicate stomach and he emitted another raucous belch, this time it echoed inside the cave. Tirandon gasped. Bronlar and Ghalad dropped into battle positions. An immense bestial roar bawled out from the cave.

'This is it, get ready!' Ghalad cried. The Minotaur Lord burst forth from the cave entrance and like a vision of death it roared again. Its black fur was stained with dried blood that bound the hair into clumps and the two keen edged axes it held in both hands shimmered in the half light.

Bronlar stumbled back as the beast charged. Ghalad was battered to one side, his shield taking the impact of the savage blow. Tirandon waved his sword around ineffectually, paralysed as he was by fear. It was Durgin that stood his ground. As the Minotaur rampaged amongst the other warriors he clasped his beer cask in one hand and drained the brew within. In moments strength filled his veins and courage steeled his heart against the aberration of Chaos in front of him. The Minotaur roared again. Bronlar was backed up against the wall. Ghalad fell to his knees as he struggled to regain his senses. Durgin let out a blood curdling war cry. The Minotaur Lord turned. The runes on Durgin's axe glowed bright in the shadows as he drove forward. The brew filled him with strength and vigour as he brought down his axe unflinching into the creature's gut. Such was the force of the blow that in its death spasm the Minotaur Lord lashed out and Durgin was thrown back, crashing into the wall. Stars danced before his eyes and he slumped. Ghalad watched as the creature struggled to stand, blood oozing from the terrible wound in its belly. He raced forward, heavy armour clanking and finished the Minotaur off with a well aimed blow from his broadsword.

'It is dead,' he said simply. His eyes averted from the bloody carcass as he saw Bronlar getting to his feet. The colour in Tirandon's cheeks had returned as he stood transfixed by the beast that now fell silent in the embrace of death. Ghalad's eyes fell upon Durgin last. His courage and strength had saved them all. The Dwarf was sat against the wall, amidst a cluster of splinters and he held his hands up to his face. In the lantern light they looked slick and Ghalad feared that Durgin had been injured. He raced to his companions aid.

'Durgin, are you hurt?' he asked. Durgin looked forlornly at the brave countenance of the Knight.

'Me brew,' he said simply, looking down at his fingers, 'it spilt me brew. There's nothing left.' The Dwarf appeared inconsolable even as he licked what was left of his brew off his fingers and his stomach gurgled in sympathy as he emitted a final tremendous belch. 'Sorry,' said the Brewmaster as he rubbed his gut woefully, the loss of his brew almost unbearable.

•'AAARRR, ME HEARTIES!'•

The 'Salty Seadog' character in Warhammer Quest

By Antony Francis

Hello Deathblow readers! It's another writer here with a smug idea calling from the depths of Solihull near Birmingham. I came up with the idea of a sailor character in Quest on holiday in a sunny July day in Spain whilst discussing a whole new range of warriors with my brother, so he inspired me to write it up and submit it to the Journal Bunker. I decided to call him a 'Salty Seadog', cos all the nice boys love a sailor! Apart from playtesting him, I like to use the Elf Ranger or the Bretonnian Knight. In Warhammer I use Wood Elves and Orks and Sisters of Battle in Warhammer 40K, Goliaths in Necromunda and Orcs and Wood Elves in Blood Bowl. Apart from that I don't play that much else! (Is there anything left to play?) *(Well, there's Battlefleet Gothic and Mordheim for starters, Antony – Ed.)*

•SALTY SEADOG CHARACTER•

The Salty Seadog is just the swashbuckling scoundrel you would imagine him to be. He's tall, and nimble and more than a little partial to a spot of the old rum. They are quite 'the jolly Jack-Tar', quick witted and sharp, they soon get everyone in the tavern rolling in the aisles, although no-one really trusts them. Salty Seadogs are resplendent in their flashy clothes, sporting garish ear-rings but this strange foppish look would detract from how deadly they are in combat. The Salty Seadog is always loyal to his companions just as he was to his shipmates when he sailed the high seas battling fearsome sea monsters, exploring unknown lands and battling with pirates (unless, of course, that was his actual profession something which he is unlikely to reveal).

Reasons abound as to why the Salty Seadog leaves the life on the ocean wave to join the land-lubbers. Sometimes it's the lack of decent food and water, the bitterness of navy rum, the occasional bouts of scurvy not to mention one hundred foot waves that can smash a ship in two, every so often that eventually dampen his spirits and send him hankering for shore. This is a new lease of life for him, he's conquered the sea (or so he thinks) and now it's time to conquer the dungeons (he hopes). The Salty Seadog is unconcerned as to how many monsters he must kill he just wants to see the rest of the world and gather a bit of a fortune while he's at it.



•STARTING AS A SALTY SEADOG•

You may choose the Salty Seadog instead of a normal warrior out of the Warhammer Quest boxed set and follow the rules for creating a new warrior as stated in the Warhammer Quest rulebook. You will also have to make a suitable warrior counter. A D.I.Y job (Standing for 'Do it yourselfyoulazygit'!)

The profile for a Sailor is as follows:

Wounds	1D6+8
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	3
Initiative	4
Attacks	1
Pinning	4+

Armour: none.

Weapons: The Salty Seadog starts of with a Cutlass, a Pistol and *The Parrot* special equipment card.

Cutlass: Because of the nature of it's make the cutlas causes D6+WS wounds.

Pistol: This weapon needs gunpowder and shot after each adventure. It hits at Strength 5 does lD6+5 wounds. The Pistol takes one full turn to reload.

The Parrot: Seadogs are notorious for having bizarre pets especially those that have been discovered on his travels. If the warriors are

ambushed the Parrot will warn them of such an ambush on a D6 roll of 5 or 6 instead of just the usual 6.

SPECIAL RULES

Treasure: The Salty Seadog is usually honest when it comes to sharing out the treasure but distrusts the use of magic and will always pass on any magic scrolls or anything to do with spell casting over to some one else for a price, although he will take all rings and healing potions.

Debt: After quitting the ocean life the Captain of the Salty Seadog's ship (especially if it was a pirate ship) has ordered him to pay a debt to him for his loss of such a fine sailor. This is very typical in the Imperial navy where many sailors buy themselves out of the service.

DEBT TABLE

Roll a D6

1. Imperial Navy press gang lD3x1000 gold.
2. Cap'n Bob lD6x1000 gold.
3. Cap'n Scurvy Pete lD6+1x1000 gold.
4. Blackbeard lD6+2x1000 gold.
5. Captain Cook 2D6x1000 gold.
6. Lord Admiral Krueger 3D6x1000 gold.

•THE SALTY SEADOG AND SETTLEMENTS•

The Salty Seadog is very used to the daily routine of the Old World cities as he is used to spending lots of the time amongst the bustling ports. In addition, when the 'Old Debt' settlement result arises the Salty Seadog has to pay twice the amount or as much as he can as the person demanding the debt is a sailor under the command of the Captain of your old ship.

The Salty Seadog may visit all the standard locations in the settlement with no modifiers in the Alehouse. In the armourer the only armour he can buy is a fur cloak, Light Armour and/or an Open Helmet. He may also visit the Dockside Bar.



THE DOCKSIDE BAR

The Dockside Bar is found like any special location. Inside the Salty Seadog will spend ld6x10 gold on hardy navy Rum while meeting with other sailors and swapping each other's (extremely tall) stories. Outside is a huge courtyard where the Salty Seadog can be trained and move up battle levels, in the bigger cities this is often referred to as the Maritime Academy. Salty Seadogs are taught by retired Sailors who are keen to help the next generation in return for gold.

News

The Salty Seadog can receive news about the next dungeon from experienced land-lubbers. Roll a D6:

1-2. Nothing that the Salty Seadog doesn't know already or that would interest him.

3-4. A certain treasure can be found by the Salty Seadog for the next adventure only. The Salty Seadog can choose when the extra treasure card can be found (i.e. after an *Ambush* or the Objective room.)

5. A map is given to the Salty Seadog of the best route to the nearest settlement after the dungeon which knocks 2 weeks off of the party's travelling time.

6. The next adventure holds many dangers so the Salty Seadog is given a healing potion which brings him up to full wounds once only for the next adventure.

The Drunken Sailor

The Salty Seadog can always glean information from drunken sailors who in habit the dingy quayside taverns. If he chooses he may seek one out during his stay in the settlement.

DRUNKARD TABLE

Roll a D6

1-3. Actually the drunken sailor just babbles a load of old nonsense and the Salty Seadog has wasted his time, not to mention his rum.

4. The drunken sailor has encountered some strange folk from the far east in his travels and seen some fancy sword play. He tells the Salty Seadog how to make good use of his cutlas. For one turn in the next adventure only he gains D3 attacks.

5. He teaches the Salty Seadog a sea shanty which is so rousing that all of the warriors in the party regain D3 wounds for the next adventure only (D6 if the

•NAVY STORES•

ITEM	STOCK	COST(BUY)	COST(SELL)	SPECIAL RULES
Hemp rope	7	50	10	May ignore first 1 rolled for breaking.
Navy Rum	6	75	-	Each swig adds +1D6 to the warrior's damage roll for one turn. On a roll of a 1 it goes straight to the Warrior's head who then must lie prone for the next D6 turns.
Sea Rations	8	75 each	-	Each restores 2 Wounds. After each adventure roll 1D6, on a '1' the rations have gone mouldy and are useless.
Silk robes	8	100	10	Ignore the first roll of a '1' when trading commodities at the seaport.
Eye patch	5	50	5	Allows a re-roll in the Brig once per incarceration.
Bucket and Spade	7	50	20	Allows the warrior to dig through cave-ins. It takes 2D6 turns and cannot be attempted if monsters are on board.
Pirate Hook	5	50	5	The warrior can change place with a monster adjacent to him by pulling it over with the hook. Roll 1D6 and add the warrior's strength, if he scores 7+ they change places and warrior can move and fight as normal.
Compass	8	250	30	In the wilderness knock D3 weeks off Journey.
Fishing boat	10	1500	500	When travelling to and from ports knock 3 weeks off the journey. If the warriors travel this way and leave their boat in the harbour after every adventure roll 1D6, on a '1' it has been stolen.

player actually sings it!).

6. He teaches the Salty Seadog a sea shanty which is so piercing that it makes D3 monsters on the same board section of your choice lose ld6+1 wounds with no deductions for Toughness, Armour, *Ignore Pain*, etc.

In a cornered off section of the Dockside bar the Salty Seadog can buy goods which are also available in the port under 'Navy Stores'.



Ports

The Salty Seadog has been in-and-out of most of the busiest ports in the world, from cosmopolitan Marienburg to frozen Erengrad and even to the opulence of Lothern. The Salty Seadog has certain modifiers after getting used to the hustle and bustle of port life. These are as follows:

1. In the Tavern ignore a roll of '2' The Seadog is very determined not to re-enter the Navy! !!

2. The warriors may book passage with your original captain on a roll of 5 or 6.

3. On the *Mutiny* Ocean Events result the Seadog will always persuade the others in your party to be on the Captains side.

4. On the *Pirates* Ocean Events result the Seadog is

used to this from his sea-faring days and gains an extra attack, (here he is in your prime!)



•TRAINING•

The instructors of the Maritime Academy are retired Sailors eager to train the next generation of Sailors. The Sailors practice, Climbing, fencing, target practice and many other useful skills. The Salty Seadog has to pay the usual the amount of Gold pieces for his training and to move up a Battle Level.

Roll 2D6 for the skill you have learnt (Reroll if you already have that skill).

2 Dodge

You've spent years climbing the rigging of ships buffeted by heavy storms which requires incredible strength and athleticism.

He gains *Dodge* and may avoid damage on a 5+ once per turn.

3 Quick Tongue

You're always ready to use your quick tongue and can get yourself out of trouble fairly easily.

If the Salty Seadog gets a *Thrown Out* result in a settlement, on a roll of 5 or 6 he can talk his way out of it and may remain.

4 Killing Blow

You've been taught how to strike deep into the heart of a monster, quickly killing it outright.

One turn only per adventure the Seadog may cause lD6xhis Battle Level damage with no deductions for Toughness or Armour.

5 A taste of the Cat

The cat o'nine tails has been used to whip you into shape allowing you take great pain.

Once per adventure, the warrior can ignore one blow which would otherwise kill him.

6 Parry

You've taken long and exhaustive lessons with an expert swordsman who teaches you how to defend yourself better with your cutlas.

The warrior can *Parry* one hand-to-hand hit once per adventure.

7 Vicious Parrot!

You've trained your parrot to listen, understand and obey your whistling commands.

The parrot listens to the warrior's lively tune and takes off tormenting a single opponent who, in his turn is at -2 to hit in close combat. This may be used twice per adventure.

8 Quick Draw

You've had a lot of practice with your pistol and are able to train with a superior pistolier who teaches you how to quick-draw.

The Seadog is able to fire his pistol twice in the same turn provided it is at the same monster. Once per adventure.

9 Fearless

You've witnessed a lot of scary sights in your time; from massive, slavering sea monsters to deadly typhoons and tidal waves. Frankly you're just not impressed with the 'scaled-down' monsters you see in the dungeon.

The warrior may add +2 to *Fear* and *Terror* tests.

10 Dashing Blade

Everyone is impressed with your swordplay and your cutlas is a blur in your hand.

For one turn in the next adventure he may add an extra Damage dice to his attacks as a result of his opponent's clumsy movements.

11 Battlefield Surgeon

You have been in many a bloody sea battle and patched up wounded sailors countless times before.

If any of the warriors get injured and they use bandages or provisions to heal themselves the Seadog can patch them up so well they regain an extra D6 wounds.



·SALTY SEADOG BATTLE-LEVEL TABLE·

Level	Gold	Title	WeaponBallistic Skill	Skill	Strength	Damage Dice	Toughness	Wounds	Initiative	Attacks	Luck	Willpower	Skills	Escape Pinning
1	0	Seadog	4	4+	4	1	3	1D6+8	4	1	0	2	0	3+
2	2000	Bosun	4	4+	4	1	3	2D6+8	4	2	1	3	1	3+
3	4000	Bosun	4	4+	4	1	3	3D6+8	4	2	1	3	2	3+
4	8000	Bosun	5	4+	4	2	4	4D6+8	4	2	1	3	2	3+
5	12000	Midshipman	5	4+	4	2	4	5D6+8	5	3	2	4	3	2+
6	18000	Midshipman	5	3+	4	2	4	5D6+8	5	3	2	4	3	2+
7	24000	Midshipman	6	3+	4	2	4	6D6+8	5	3	2	5	4	2+
8	32000	Midshipman	6	3+	4	3	4	6D6+8	5	4	3	5	5	2+
9	45000	Captain	6	3+	4	3	4	7D6+8	6	4	3	6	6	2+
10	50000	Captain	6	2+	4	3	4	7D6+8	6	4	3	6	7	2+

The Salty Seadog's Move characteristic is given in his starting profile and remains at 4 throughout his Battle-Levels.

12 Daring Leap

You are as athletic as a monkey and can swing past monsters on overhead chandeliers, ropes or curtains.

The Seadog may move through the air up to 6 squares (including bouncing off the walls!) over the heads of monsters. Each monster he passes over the Seadog may attack normally but as soon as he misses one he will miss all that remain. Use once per adventure.

So, that was the Salty Seadog and played properly he can be great fun. I hope you enjoyed it and I also hope others will too.

REPRESENTATION

The Salty Seadog can easily be represented by using the incredibly versatile plastic Mordheim human miniatures. These sprues are just brimming with cutlasses, pirate-like headscarves, pistols, the lot! There are also quite a few piratical looking models from the older range of Warhammer miniatures that may well fit the bill, just find out from Mail Order. You will want to paint him in a vibrant scheme: stripy trousers and a bright red headscarf is a must and sculpt on an eye-patch and maybe a hook in place of a hand or even include a peg-leg for that cliched but really cool feel. Then it's 'shiver me timbers' and 'yo-ho-ho and a bottle of rum' and all that nautical nonce!

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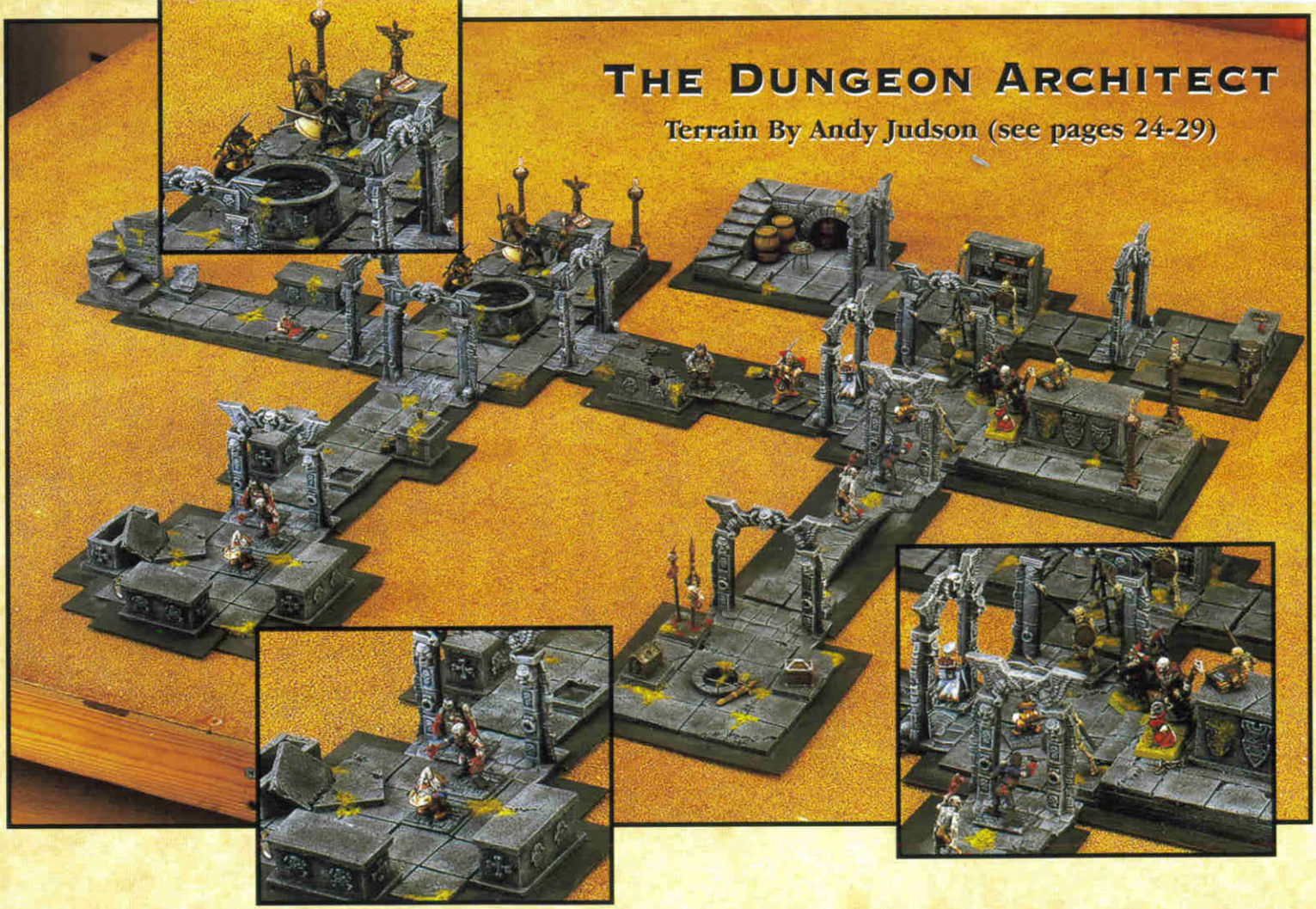


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The Dungeon Architect

Terrain By Andy Judson (see pages 24-29)

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THE RETURN OF THE DARK QUEEN by John Brown
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