
Warhammer Quest
Deathblow
TM
FANATIC PRESS
THE ESSENTIAL COMPANION FOR WARHAMMER QUEST PLAYERS
ISSUE
3
UK: £2.75
US: $4.99



Treasure Hunters in Lustria find an unpleasant surprise outside a Clan Pestilens temple.

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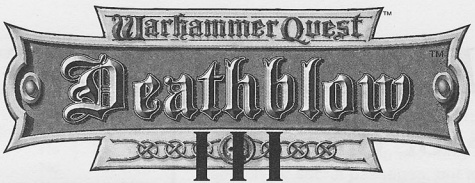
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SAGE WORDS

Welcome to the third instalment of Fanatic's continued support for Warhammer Quest, the only place for Warhammer Quest players to find new characters, new adventures, new rules and new ideas to add extra fun to their games.

This issue of Deathblow sees it fall into line with all the other Fanatic magazines. It is now 48 pages, with the corresponding reduction in price. However the format changes are not complete yet, eventually all Fanatic magazines, including the Citadel Journal, will be a standard format and, with luck, regular magazines as well.

The good news doesn't end there. There are more Quest releases to follow from Fanatic. We are working on new adventure packs and floor plans, to be released by Fanatic in the near future, so keep an eye out for them. You'll hear about all the new releases first in Deathblow.

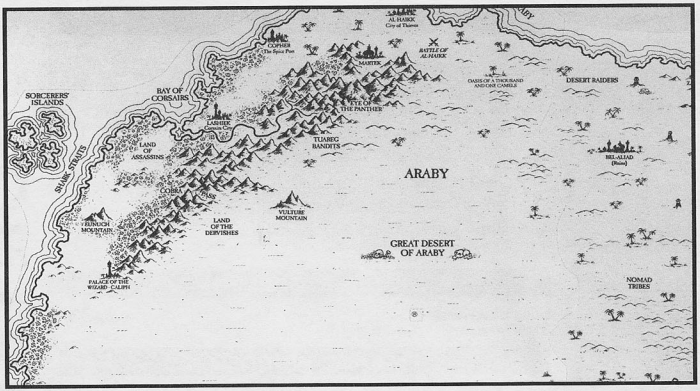
Of course our motto of 'by gamers for gamers' still holds true. Deathblow is still your magazine, so if you have ideas, house rules or letters for Warhammer Quest then please send them in to the usual address.

- Warwick

Product Code: 6004 0799 003

ARABIAN NIGHTS

by PAUL GIBBON



By and large, Araby is a pretty civilised place. The people who live here had culture and fine art aplenty, while the people who lived in the Old World were still hitting each other with rocks.

Although badly affected by the predations of the Undead, Araby is still a very poweful nation, based around the large coastal cities and seaports and the isolated tribes and caravans that cross the wilderness.

In the interior of the vast Southland continent, all is ruins. Some are cities that were home to fighting in the Crusades of the Empire and Brettonia, some are isolated tombs, some are secret fortresses where evil things dwell, and still others are once proud cities destroyed by the predations of the Undead, most notably Bel-Alaid, destroyed by the Liche King Arkhan the Black millenia ago and the ancient temple of Zahndri, long rumoured to be the haunt of a Necromancer.

In the cities, all is different. Massive domed palaces, home to pampered sultans and wealth beyond the wildest dreams of even Dwarfs (who have pretty wild dreams about gold.) loom over twisting narrow streets, and mud-brick houses. Street markets bustle, and almost anything can be bought by someone with the right amount of money.

SETTLEMENTS

There are only two kinds of settlement in Araby- Cities and Encampments.

Neither of these settlements have training grounds, and, in addition, some places are restricted. The chart below

	Encampment	City
Alchemist	No	Yes
Temple	No	Yes
Fletchers	Yes	Yes
Weaponsmith	Yes	Yes
Gunsmith	No	Yes
Animal Trader	No	Yes
Harbour	No	Yes
Dwarf Quarter	No	Yes
Gambling Den	No	Yes
Elf Quarter	No	Yes
Armourer	Yes	Yes

shows what can be found where. None of them have locations special to certain Warriors, such as the grail chapel or the Slayer shrine. All have a general store.

It takes D3+4 weeks to reach a city and D4 weeks to get to an encampment.

CARAVANS

Regardless of whether the Warriors are in a city or encampment, a caravan will come sooner or later. These baggage trains contain all sorts of exotic and useful items for the discerning buyer.

A caravan will arrive in a settlement D6 days after the Warriors arrive. The Warriors may visit there, as any other location. Do not roll to see if they find it- it is almost impossible to miss.

The caravan only stays for one day, and another will not come till 2D6 days later. Remember that the Warriors will have to roll on the Catastrophic Events table if they stay too long. Roll 2D6 for avaliability.

Magical Lamp (DWE)

Once per adventure, the user may summon a genie who will either heal a Warrior of 2D6 wounds or attack any one monster on the board. He attacks once, causing 4D6 wounds, unmodified for armour.

Cost: 2000 Stock: 11+ Sell: 250

Torch (BDEW)

May be lit once. Illuminates the board for D6+2 turns, in the same way as the lantern.

Cost: 150 Stock: 5+ Sell: --

Fingerprint powder (BDEW)

Contains enough for D6 uses. This powder can be blown onto walls to detect fingerprints. You may add +1 to a search for secret passages, but a roll of 1 still triggers a cave-in!

Cost: 200 Stock: 4+Sell: 10 unused.

Magic Carpet (BDEW)

May be used to cut out a journey completely. Roll a D6 after use. On roll of 3+, the carpet cannot be used again, but can be sold as a rather nice rug.

Cost: 800 Stock: 10+ Sell: 75/20 used.

Repeating Crossbow (BDW)

Strength 4. Uses quarrels. May be fired twice at -1 to hit on both shots.

Cost: 1000 Stock: 8+ Sell: 100

Scimitar (BW)

This long, curved sword causes D6+Strength damage, as normal. In addition, the scimitar makes you harder to hit, so all attacks against you are at -1 to hit.

Cost: 500 Stock: 5+ Sell: 75

Trinkets (BDEW)

As normal. If they are avaliable, you can buy as many as you like.

Cost: 20 each.Stock: 3+ Sell: --

Headscarf (BDEW)

Keeps your Warrior cool in the desert.

Cost: 50 Stock: 4+ Sell: 5

Weirdroot (BEW)

This desert herb is notorious for its bizarre effects upon people who consume it. It is much sought-after by shamans and wizards, but there's always someone daft enough to try chewing it for fun.

Your Warrior may eat it at any time. Roll a D6 to see what happens next.

1 You go berserk. Add +1 Attack while Monsters are on the same board section.

2 You see things in slow motion. You may make two actions this turn instead of one.

3 Your reflexes are greatly heightened. For the rest of this turn, you may dodge any incoming attack in close combat on a 5+

4 No effect.

5 Reduce your Movement, Initiative, Weapon Skill and Ballistic Skill to 1 next turn.

6 You have an hallucination and direct all of your attacks into the square on your left (1-3) or right (4-6), regardless of whether it contains a Monster, a fellow Warrior, a wall or empty space.

Cost: 50 Stock: 7+ Sell: --

D6 Desert Rations: (BDW)

This dried bread restores 3 wounds when eaten. It never rots, even if left for years.

Cost: 100 Stock: 5+ Sell: --

Camel: (BDEW)

Reduces journey times by 1 week. Costs an additional 3 gold a day to feed.

Cost: 500 Stock: 5+ Sell: 50

Root Beer: (BDEW)

Strong, simple and often lethal, this clear liquid is made to a secret recipe of many ingredients, including tomb dust, camel spit and cactus flowers.

You can drink this at any time, and may add 2D6 to any damage rolls next turn. However, if you roll a double, then the brew knocks you out. Place your Warrior prone for D6 turns. The Wizard cannot cast spells for D6 turns after a drink.

Cost: 75 Stock: Sell:

Camelhair Rope: (BDEW)

As normal rope, but you may reroll the breaking dice if you want. The second roll stands.

Cost:100 Stock: 4+ Sell: 10

HAGGLING

For all purchases over 100 gold, roll 2D6 to see what effect your haggling over the price has.

2-3 The price is way beyond what you can afford.

4-8 The price is reduced by D6x10.

9-10 The price increases by D6x10.

11 The price is half the normal cost.

12 The price is doubled!

ARABIAN TAVERNS

Roll 2D6. Add or deduct any modifiers as normal.

2 Drunk out of his skull, your Warrior is mugged outside the tavern and loses D6x50 gold.

3 Your Warrior is arrested for riotous behaviour, and is thrown in the cells for D6 days, during which time he may do nothing, but does not have to roll for Settlement Events or pay Living Expenses.

4 Badly drunk on root beer, you agree to steal something from the Sultan's palace for a bet.

Roll a D12. If it is less than or equal to your Warrior's Battle-level, then he pulls it off against the odds and wins D6x100 gold.

If not, he is caught and sentenced to be burnt to death, beheaded, flogged, and have his arms and legs cut off, after which he is free to leave. It costs the other Warriors 2D6x50 gold to bail him out.

5 Your Warrior recognises an old acquaintance from the Old World and insists on buying his drinks at a cost of D6x10 gold. He tells you of a piece of treasure rumoured to be hidden near here. When you finish the next dungeon, take D3 Treasure cards. You may select one as the legendary item and keep it for yourself.

6 The barman's pet monkey makes off

with D3 of your Warriors provisions.

7 A brawl breaks out. After it subsides, your Warrior picks up D6x50 gold from the losers.

8 The barman tips off your Warrior about a small, out-of-the-way shop where he can pick up items. Select one shop (not the caravan). For all your visits there in this settlement, you may roll an extra D6 for stock. This may not be a special location.

9 The beer goes to your Warrior's head. He wakes up next morning in an alley with only an incontinent camel for company.

10 A drunken corsair shows you how to weild your sword in an arc around your body, so fast that nothing can come near you. You may use this once per dungeon instead of a normal attack. All adjacent Monsters take D6+1 Wounds and are moved one square away from you, if possible.

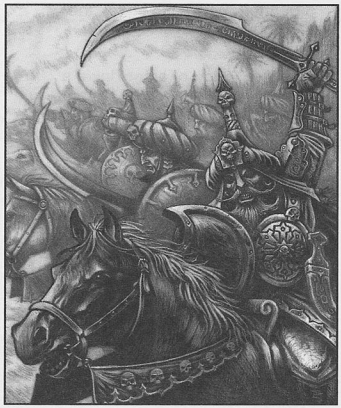
11 A scarred pirate demonstrates the art of the terrifying battlecry. You may use this on one Monster you are in close combat with, once per dungeon. The Monster is so unnerved, it is at -1 to hit you next turn. This will not work on Monsters that cause Terror.

12 A mysterious robed man approaches your Warrior, buys him a drink and asks him to find a valuable artefact for him. This can be found in the Objective room of the next dungeon, in addition to any treasure. Once you return, he rewards you with D6x50 gold.

DESERT EVENT TABLE

11-12 Bandits

A band of nomads stop the Warriors and demand D6x100 gold from them. The Warriors can either choose to pay, or fight. If they fight, roll 1D6 and add the Battle-levels of the Warriors. Roll 4D6 for the bandits. If the



Warriors have the higher total, then they may continue. If they lose, they are knocked out, and lose D6x100 gold, and any riding animals each.

13-14 Sandstorm

A massive sandstorm blows up, delaying the Warriors for a week.

15-16 Oasis

The Warriors pass through an oasis. Each of them takes enough fruit and nuts with him for D3 provisions.

21-25 Sunstroke

The sun is even worse than normal. Each Warrior must roll 1D6 (Warriors with a headscarf may roll 2D6) and add their Toughness. If the total is 7 or less, the Warrior is at -1 Strength for the next adventure.

26 Hermit

The Warriors encounter a mad, emaciated old hermit. He tells them the quickest way to a city. If the Warriors follow his advice, roll a D6. On a 1-4, theres nothing there, add D3 weeks to the journey. On a roll of

5-6, after one weeks travel, the Warriors find a city.

31-32 Mirage

Seeing a vision of a cool lake, a random Warrior dives in, hitting their head very hard on the very solid earth. They are at -1 Initiative for the next adventure.

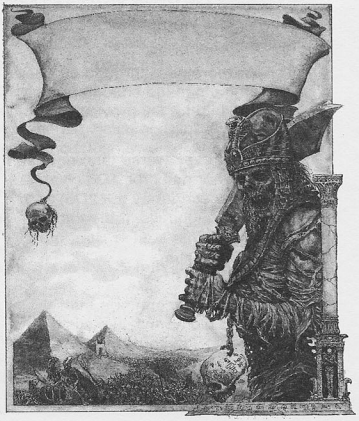
33-34 Footprints

The Warriors find a trail of footprints and follow them. Deduct D3 weeks from the journey, to a minimum of 1 more week.

35-36 Desert Lions

A pack of mangy, half starved lions attack the Warriors. Each of them must roll to hit and kill an enemy with Weapon Skill 3, Toughness 4 and 4 Wounds. Warriors with more than one attack can attack another lion if they kill the first.

Then roll 1D6. if the roll is higher than the number of lions killed, the Warriors are chased off. Each of them suffers D6 unmodified Wounds which can be healed with provisions, etc, before the next adventure.



41-43 Uneventful Week

44-46 Shifting Sands

A random Warrior falls into a patch of loose sand, and begins to sink. If the Warriors have some rope, they can pull him out, but if not, they pull him out, but not before he loses a Treasure card, which sinks without trace.

51 Tomb

The Warriors come across a crude tomb. Laid with reverence on it is a magic weapon. Roll on the Dungeon Room Weapons and Armour treasure table in the roleplay book to see what it is, rerolling any results of armour.

If a Warrior chooses to take it, roll a D6. On a roll of 1-2, nothing happens. On a roll of 3-4, the item is not magical, it is only a normal example of that sort of weapon (sword, axe, hammer, etc.) On a roll of 5-6, the Warrior takes it, but there is a curse, and he must count his Luck as 0 for the next adventure and settlement he goes to.

52-53 Caverns

The Warriors find a cave mouth. They may investigate down it, in which case play a normal adventure, after which they may resume their journey.

54-56 Caravan

The Warriors encounter a caravan. They may hitch a lift for D6x10 gold each. The journey takes D6 more weeks, and the caravan is in the settlement on the first day they are there.

61-62 Badly Lost

Add D3 weeks to the journey time.

63-66 Uneventful Week

OUT OF THE DARKNESS

By Mark Brendan

This article introduces us to the idea of adventuring beyond the confines of those draughty, dark old labyrinths, and gives your adventurers a change of scene. If the notion of taking your party on a jaunt around, say, a castle, or a Wizard's tower, or maybe even outdoors in the woods appeals to you, then read on and discover how to escape that dungeon…

In the beginning…

At the start of their careers, most adventurers are enthusiastic and wet behind the ears, young fellows who are very keen to earn a bit of loot with nothing more going for them than the strength of their sword arm or the power of their spells. Their ambitions are to make their fortunes by liberating fantastic treasure hordes from the undeserving clutches of all manner of vile, subterranean nasties. What could be simpler? Make a stack of cash, and rid the world of evil into the bargain. Being new to

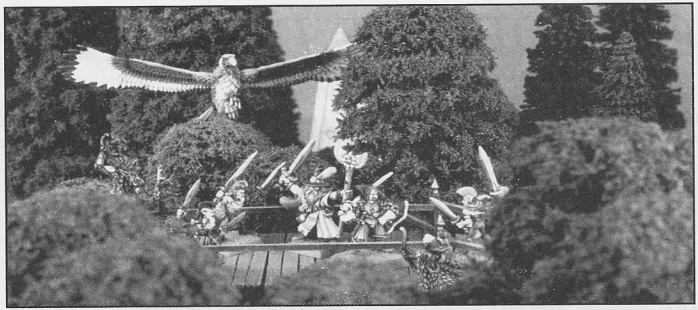
The interior of the galleys on board the Black Ark were humid and stank. Fully two thousand Human, Dwarf and Elf souls laboured over foul, menial tasks, stripped to the waist and perspiring freely in the cramped and unhygenic confines. They were arranged on three levels, cooking cleaning bilges and other jobs vital to the running of the sinister stone vessel, kept afloat by the will of a powerful dark mage. There was not a single slave on board, who toiled in those halls, who did not realise the import of what they were doing. They were part of a Dark Elf war fleet, led by the immeasurably wicked Prince Mordrin Kain, coursing towards Erengrad with every intention of sacking that great city port. From there, the Dark Elves would have unchallenged access to the north of the Old World, and could sweep southwards towards the Empire itself. Though they wept for the fate of their countrymen and abhorred the tasks they performed, they still bent their backs to it. Drachnas, the overseer, saw to that. Plying the lash with casual brutality, any back not straining at the oar soon became a patchwork of bloodied weals. Better to bide one's time working and waiting for an escape, than die in ignominy as a galley slave.

Uff, a hulking Norseman, eyed Drachnas with cold fury as once again he belaboured the shoulders of Ernst, a wizard and erstwhile travelling companion of Uff. Ernst looked grey and sickly, and Uff knew the mage couldn't last much longer in these ghastly conditions. The ultimate cruelty was that Ernst had within him the power to heal himself, but was prevented from doing so by the black gem literally burned into his chest by their Dark Elf captors. Fearing his magic, which had reduced several of their ambush party to ashes before they were captured, the corsairs had burned the shard of obsidian into him to shackle his powers just as they had shackled his limbs. Uff knew that if they were ever all going to get out of this hellhole alive, then he had better act soon. He knew that behind them somewhere, equally miserable, were Corwen his Wood Elf friend, and Dwimril Silverlode the indomitable Dwarf. In the week, "Had it really only been a week?", he wondered, since their capture, he had chafed the ends of his strong fingers raw working at the shackles, and he reckoned they were just about loose enough now for one great burst of strength to tear them free. Feigning exhaustion, he slumped to the floor.

"You there, slave, work!", bellowed Drachnas at him, his words thick and malicious with the sibilant accent of the Dark Tongue.

Drachnas stormed down the hall and unleashed a vicious crack across Uff's back with the whip. It was just the jolt the Norseman needed. With a howl of fury, he yanked the chains from the deck, twisted them around his tormentor's throat and pulled. The single flex of the barbarian's massive muscles was sufficient to snap the overseer's neck like a dry twig and Drachnas fell to the squalid floor in a limp bundle.

In the ensuing pandemonium Uff freed more of the slaves, including his companions. Under the cover of the resulting pitched battle between slaves and captors, the team of four made their way to the upper decks. There, they knew, they had to chance to liberate their equipment and take control of the ship during the confusion…



the game, as they are, they inevitably opt for the tried and tested method of raiding ancient dungeons and ruins which have long since been overrun by the many foul denizens of darkness.

As a novice, this was brilliant. It had everything: excitement, danger, truly brain-melting sums of filthy lucre. Upon becoming a champion of your art the wealth was flowing nicely, thank you very much. Your abilities, combined with the amazing powers of ancient weapons and artefacts claimed from the coffers of vanquished foes, ensured your continued survival in the face of increasingly more hideous and terrifying enemies. So you sought out yet greater challenges and still more wealth to add to your coffers. Now they are calling you a hero, and you're starting to wonder, "What's it all about, eh?". You've got all this cash and you can get more any time you want it by taking a pot-holing expedition to slap a few Orcs about. But the jewels are losing their lustre and the acts of random violence on hapless monsters just don't cut the mustard anymore. Well, what you need is a theme, very possibly a different approach to doing what you do best, ie mugging baddies. Permit me to explain…

The great outdoors

You can represent wilderness areas simply by making up a map of the area which is to be covered in the adventure, giving the players a virtually limitless scope for directions in which to travel. However, you must ensure that their route takes them into the areas they must visit in order to complete their task. These places will have yet more maps showing their layout, and will have specific encounters taking place at them. Floorplans can easily be knocked up for them using gridded paper with the correct terrain marked on in place. You can even make this three dimensional by using Warhammer terrain or, if you are artistically inclined, making up your own, special Warhammer Quest terrain. A good thing to invest in for this sort of game is an A1 sheet of paper which has had an appropriate sized grid marked on it and then been laminated. This is quite an expensive thing to do, but well worth it in the end since you can mark the positions of objects onto it using a dry marker, then wipe it clean, ready for the next encounter.

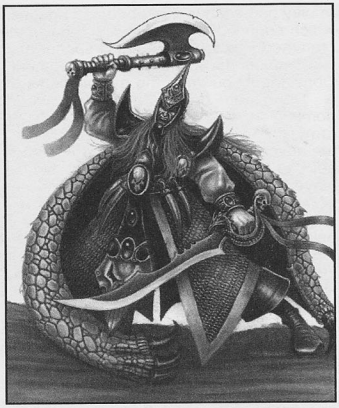
Alternative indoors

Of course you may, quite rightly, decide that you aren't prepared to give up entirely on the usage of all those rather snazzy floorplans contained within the Warhammer Quest box, But neither are you ready to give up your new found freedom from the random dungeon bash. What you therefore need is a properly themed adventure, which need not necessarily take place in a dungeon.



Those of you who own Warhammer armies are at a distinct advantage when it comes to turning out well-rounded, linked scenarios. Having a Warhammer army means that you should have a wealth of models at your disposal and be able to run games based around the particular race you field. From a background viewpoint, this is a considerably more desirable way to play games than the random dungeons, which contain the full gamut of nasties all crammed into the same small space, and also makes for good plot development. Consider, if you dare, the machinations of a Dark Elf prince bent on world domination. If that happens to be your army, then you have the means to realise the adventures that ensue as the Warriors seek to foil his dastardly plot. It could be played out as several different games in correspondingly different locations, beginning, perhaps, with the adventurers being captured and enslaved upon one of the infamous Black Arks of the Dark Elf fleet and escaping to gain control of the ship. For the next scenario we could move the action to a town further down the coast invaded by the Dark Elves, where the adventurers must free the people. Next we infiltrate a castle which the wicked prince has taken, and is dug-in preparing for siege due to the brave actions of the party scuppering his war efforts in previous scenarios. We could run a final scenario dealing with the inevitable, climactic confrontation between the party and their nemesis as he attempts to escape through a warren of tunnels beneath the castle (back to basics I know, but think how much more exciting it will be after this build up).





Return to the lost kingdoms

Take another case. Using the previously published rules for Lost Kingdoms adventures, you could reason that your adventuring party decide to join an expedition to far away Lustria. You have heard rumours of ancient temples containing fabulous wealth in the steamy interior of this mysterious continent. However, instead of finding your El Dorado, you stumble instead across the territory of Clan Pestilens. On your first adventure against the foul disciples of decay you uncover a sinister plot to brew a disease so potent that if it ever reached the shores of the Old World, the epidemic would all but wipe humanity from the face of the planet. Fortunately, the texts you uncover show the location where this vile project is being researched. This calls for another journey, deeper into to the jungle in order to destroy the nest where this hideous threat is being formulated. For the final confrontation with the Skaven, have the adventurers discover the seat of Skaven power in the area and eradicate this dangerous branch of Clan Pestilens once and for all.

There is a wealth of source material and background information to be found in the Warhammer Army books, all just waiting to be harvested for your Warhammer Quest games. And to add the final, touch, you should of course tailor your Event cards to suit the scenario you are playing. Obviously meeting a "Dying Dwarf prospector riddled with Orc arrows… " as you raid the Temple of Clan Pestilens in Lustria is a totally undesirable result. Instead, you should have something like, "Huddled in the corner you see the limp form of a human slave. He is overcome with the vile infections the Plague Monks have exposed him to. His last action before being overcome by the fever is to thrust a key wrapped in grubby cloth into the Elf's hand, and gasp, "Portcullis… " With this in mind you should be able to produce events and encounters backed up with the sort of attention to detail that makes the game what it should be. Atmospheric and totally convincing. Also very important, you should consider tailoring the treasure decks to fit in with your game. More often than not, Warhammer Quest games result in a race to collect as much spectacular plunder as possible. While this is always a good motivator for the Warriors, it should not become the be all and end all. Too often do we see Level 2 Dwarves stumping around dungeons, smiting Goblins and Bats with the Hammer of Sigmar. This is undesirable in a properly themed game the referee, if you have one, should avoid it by coming up with treasures to suit the level and background of the scenario. Those of you who possess "good" armies for Warhammer need not feel left out at all. With a bit of extra work, adventurers may find themselves as emissaries of the Emperor in the courts of allied powers. A position which could, with the correct plot, turn out to be every bit as dangerous as being stuck in a leaky tunnel upwind of a Troll's nest. For instance, how many Human envoys have you heard of seeing the centre of Athel Loren and living to tell the tale. Or even beyond that, it isn't exactly unheard of for the occasional internecine squabble to break out amongst



the forces of light. For example, a highly trained group of mercenaries could hire themselves out to the highest bidder to steal state secrets, carry out assassinations, sabotage war efforts, you name it, it's possible. In the complex, intrigue-ridden courts of the Warhammer world, politics can be every bit as bloodthirsty as war.

Remember, the only limit to what you can do is your own imagination. Dungeon floorplans can become the halls and passages of border keeps, a Necromancer's mountain tower, a Skaven infested sewer beneath a village, the network of hollowed out roots beneath the domain of the Wood Elves, or indeed anything else you care to conceive of in the dark and many splendoured Warhammer world. Now you have the means at your disposal, so get out there and give your chosen enemy a taste of good old cold steel.

The journey had, all in all, been a strange and perilous one. They had been living it up at a small seaport in the Wasteland, feasting on the spoils of a raid on an ancient system of catacombs in the hills near Marienburg. It was there they had been captured, and since then they had endured many hardships at the hands of their evil foes, and many triumphs over them too.

Ernst had recovered both his magic and his health, but it had been touch and go whether he would ever enjoy either again. They had paid a physician in Erengrad to remove the stone, and in his debilitated condition the operation had almost finished Ernst off.

They were being hailed as heroes, and their title in this part of the world had become the "Liberators of Erengrad". Uff was frankly embarrassed by such adulation, but Ernst didn't seem to mind too much, Dwimril was too stoic to even notice though, predictably, the Wood Elf Corwen positively revelled in it. Since their break out on board the Black Ark, a tale now being sung of amongst the local bards, they had succeeded in all but completely ruining the plans of Mordrin Kain. Quickly gaining the helm of the ship and recovering their gear, the adventurers had valiantly pitched into the defending corsairs. All aboard the ship there was mayhem with slaves running amok, thus preventing the Dark Elves bringing their full might to bear against the party. During the battle Dwimril vanquished the Dark Elf captain single-handedly. An unwholesome creature with an eye patch called Captain Shendec, he had lashed out in fury at Dwimril with his powerful sword. But in his rage he had overextended his reach, and his diminutive opponent had easily stepped under his guard to bring his great axe up to bury itself in the unfortunate Dark Elf's rib cage. Whilst Uff protected the weakened Ernst, Corwen had turned the natural hatred of the Dark Elves for his kind to good use. With a mixture of taunts and derogatory gestures, he goaded a large number of corsairs into chasing him. Quickly clambering up the rigging, he had let loose the mainsail on his pursuers. Confused and pinned under the suffocating weight of the cloth, Corwen was left at his leisure to shoot burning arrows, one after the other, into his trapped foes. The seagulls feasted royally.

Eventually, the day was won, and the adventurers assumed control of the ship. Catching up to the rest of the fleet, they arrived at Erengrad in time to witness a ferocious sea battle already underway against a small and badly outmatched Kislev fleet.

But that soon changed. Moving to the Kislevite's aid, the new arrivals unleashed a crippling broadside at the nearest of the three Black Arks, then rammed it, smashing it aside. As it wallowed drunkenly in the water, the Kislev fleet struck too, sinking the stricken vessel. Sensing the tide had turned, the Dark Elf flagship prudently fled.

Shortly afterwards rumours began to tell of Dark Elf survivors who had put in at a small village down the coast some miles, and were terrorising the locals. Soon the party were heading down there to bring the villains to justice, but after a running battle through the streets and houses, the Prince escaped once more.

But there was more news. This time he was cornered, in an old keep in the hills...

THE GOOD, THE BAD AND THE ROTTING

Scenario by JAMES KINMAN



Skeligogs! An no cliff to leap off. (..*haven't seen Jason and the Argonauts?*)

I have been a devotee of the worlds of Games Workshop for more years than you can count on three maggot eaten fingers, and a games master for even more. All this time I have been fascinated by the mighty undead and so I have decided to write a little something about it, after juggling a few ideas around in my head and discussing them with mates I have finally come up with this, a Warhammer Quest adventure.

GAMES MASTERS NOTES

This is a fairly short level 5 adventure. The brave warriors have been captured by Dark Elves, and are about to be sacrificed on the very spot where a great sorcerer was killed eons ago. Unknown to both the Dark Elves and the adventurers, below the Dark Elf lair is the subterranean lair of the Necromancer Zalasta, who has already summoned this sorcerer up from the grave for his own purposes.

Once the dark elves have completed their attempt to summon the sorcerer by sacrificing the adventurers, Zalasta plans to send him up to take command of the Dark Elves. With his new allies Zalasta then plans to begin a killing spree across the Border Princes, with the soul aim of raising all the victims to form a great Undead horde.

The warriors all start with no equipment.

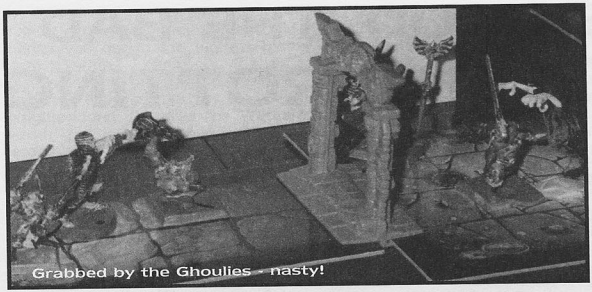
Unexpected events happen as normal for level 5, unless otherwise stated.

No unexpected events dice rolls in rooms 1,2 and 5.

Room 1. The Jail.

Slowly the mists clears from your eyes and you are able to make out a small, damp and dark room with a pile of rags in one corner. Outside you can see a corridor with all of your equipment piled in it.

The secret door: If they remove the rags the players will find a small niche, putting their hands in it will



reveal a small lever, if they pull the lever the secret doors will open.

Room 2. The Corridor.

The door gives way to a brightly lit corridor in which is a pile of the warriors equipment.

Equipment: The warriors may regain their equipment, but, roll a dice for each piece of equipment, on a 1 the object has caught the eye of a guard and been stolen. Remove it from your equipment list.

The Secret Door: A thorough search will reveal a small key hole in one wall. If the warriors have the silver key from room 4 they will be able to open the secret door.

Room 3. Corridor

The door opens to well guarded corridor. Ranked along the walls are 10 Dark Elf warriors armed with crossbows, led by an assassin.

Room 4. Idol Chamber

As the door opens the warriors are hit by the powerful stench of brimstone and burning warpstone. At the end of the chamber is a huge Idol of Khaine and the place is swarming Dark Elves. There is 1D6 Dark Elf warriors, 1D3 Assassins, 1D3-2 Sorcerers and a Witch Elf champion.

The Dark Elves are performing a ritual, even as the warriors hack through them.

If theWitch Elf is still standing in four turns she summons the dead sorcerer, he appears in any free square next to her, and has the stats of a Mummy Tomb king.

If, once all the Elves are dead, they will find an objective room treasure card each and a small silver key.

Room 5. Disused cell.

This room is pitch black and, as the shaft of light from the door penetrates the darkness hundreds of little creatures scuttle away from a body in the corner.

The Body: Is clutching a casket, if a warrior removes it the body spring to life, acting as a tomb guardian. The casket is locket and needs a golden key to open it. If someone tries to smash it open as it breaks it gives out a gas which has the same effect as a sleep spell and the contents disappear.

Room 6. Corridor

This is dark disused corridor. Unexpected events happen as normal.

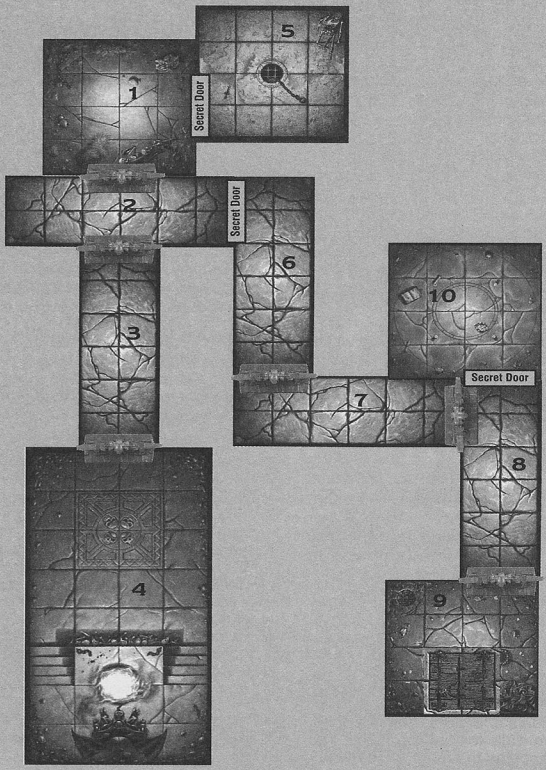
Room 7. Corridor

This is dark corridor. Unexpected events happen as normal.

Room 8. Corridor

This corridor has coffin at one end.

The Coffin: If the warriors open the coffin a wight lord lurches out and attacks the warriors. If they kill it they



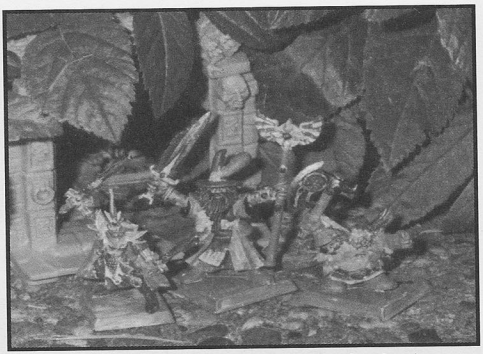
ZALASTA'S LAIR

find a secret lever. If they pull the lever the bottom of the coffin swings open and water begins to swing into the corridor. To escape the rising water the warriors have to go through the coffin bottom which leads to room 10.

Room 9. The Pit

At the end of this room is a trapdoor, which is full of ghouls who are pouring towards the warriors.

In this room are 12 ghouls, 6 skeletons, and 6 Zombies. If they kill all these and search the room as well as normal treasure they will find a gold key which opens the casket in room 5. In the casket is some blessed water which will destroy any one Undead creature or Necromancer on a roll of 2+. The water can only be used once.



The survivors emerge from the bushes!



Room 10. Zalasta's Lair

In the centre of this room is a circle of magic in which Zalasta sits surrounded by Undead.

In this room are Zalasta (a Necromancer Champion) and 4 Wights.

Once Zalasta is dead a door will open in one of the walls to reveal sunlight. The dungeon begins to crumble. The warriors may take one objective room treasure each as they flee.

The Adventurers Verdict

I thought this was very good, if a little hard, There was one or 2 moments when I thought my Wizard character had had it. The Pit Room full of Ghouls and Skeletons almost finished me off. Despite this I enjoyed it greatly and this adventure has given me the last gold I needed to move up to 6th level.

Richard Harris - *aka Lozar Lightshard.*

Aargh! That evil, evil Necromancer! My character was doing so well before Zalasta started fling his 'Souldrains' and 'Deathchills' about. A Hellfire sword, the Hunter Eye, Brute Strength, run and many other skills and weapons and what have I got to show for it? A pile of ashes. Despite this I still enjoyed the adventure and my heroic death fighting the evil Zalasta will be sung by the Skalds for many years to come. I've not totally despaired of my character yet though. Lozar has a reincarnation spell that can bring me back.

As I say I liked the adventure a lot and it taught me a great deal of respect for the might of the Undead.

Alex Elwick - *aka Dug the Barbarian (RIP)*



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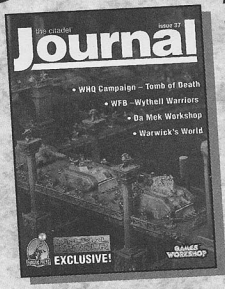
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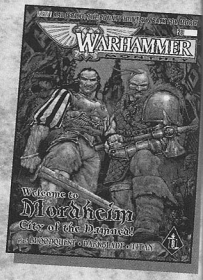
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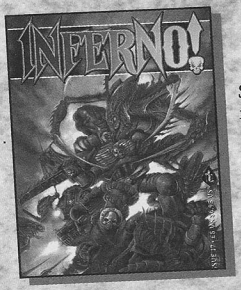
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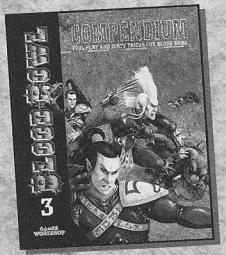
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THE LOW LIFE AND THE HIGH LIFE

GOING TO TOWN

By Gav Thorpe

So, that irrepressible chap from Games Development thought that there weren't enough 'Bar-Room' brawls, dodgy encounters and low-life wastrels in your average Warhammer Quest town. Well, after experiencing our very own Bugman's Bar he was duly inspired and there are now...

THINGS TO DO IN ALTDORF WHEN YOU'RE DRUNK...

One of the things I like best about Warhammer Quest is the action that takes part even when you're not fighting down a dungeon. If you use the rules from the Roleplay book for travelling to settlements and going up Battle-levels, your character starts to gain a history and their own unique background. While visiting a settlement the other week (I mean, when my Pit Fighter was...) I thought it would be a really good idea to expand the Alehouse in the Settlements section. I'm quite lucky 'cos I get to tell you all about my ideas in White Dwarf and the Journal. If you send your ideas in, maybe you will too! Anyway, enough waffle, let's talk taverns...

ALEHOUSE

There are many different types of drinking establishment in the Old World, from the raucous dockside drums of Marienburg to the more refined Wine Houses of Couronne in Bretonnia. While they all have features in common their character can vary wildly. You would expect the odd argument in the Three Feathers of Nuln, but in the Broken Knife of Altdorf a disagreement usually starts a massive bar-room brawl until the Watch are called in. The following rules try to capture this variety of atmospheres.

Each type of Alehouse has a sophistication value as detailed on the table below. This is used in a variety of situations.

When you wish to enter an Alehouse (which you can do once per settlement) use the expanded Alehouse chart below. Roll a number of D6 equal to the sophistication value of the Alehouse. Of course, if you roll particularly well or badly, outside appearances may be have been deceptive... Note that Warriors who have a modified dice roll (such as the Elf or Wizard) do not apply these modifiers.

You may not roll more than 2 dice when in a village (things can only get so high class when you're out in the sticks!).

Special rule: Dwarfs, Barbarians, Pit Fighters, War Dancers and Trollslayers can choose a maximum sophistication level of 3 – they just can't get into a classier place!

Sophistication Value	Tavern type
1	Rough and ready, fights every night.
2	Fairly seedy but has the odd quiet evening.
3	Trustworthy staff, reasonable prices, but little in the way of excitement.
4	Very civilised, dress code and bouncers – hob-nob with the dignitaries.

NEW ALEHOUSE TABLE

1 As your Warrior enters the tavern, a bottle crashes over his head and he wakes up to find himself in the gutter, having lost 3D6x10 gold!

2 While your Warrior contemplates the various poisons available over the bar, he is approached by a shifty-looking Halfling. 'Wanna try something a little special, mister?' he asks, opening his waistcoat to show a variety of small phials filled with strangely-coloured liquids.

If you want to try an exotic drink pay 1D6x25 gold and roll on the following table. If you would prefer not to risk it, nothing else happens.

D6 Roll Effect

1 *Urgh!* As your Warrior gulps down the foul-tasting liquid, his head starts spinning and he collapses in a heap. He wakes up with an enormous hangover that will last for weeks. The Warrior is at 1 Toughness for the duration of the next adventure.

2 *Pfah!* The salty yellow liquid is disgusting and makes your Warrior's stomach heave. Your Warrior may do nothing for the next D6 days while he recovers (no Settlement Events, but must pay living expenses).

3 *Hmm, not bad.* The liquid has a mildly intoxicating effect but otherwise leaves no lasting harm.

4 *That's nice.* Your Warrior gulps down the small phial of drink feeling bolstered and full of confidence. Such is the Dutch courage imbued by the liquid, your Warrior can bargain one store keeper down to half price for his stock at this settlement.

5 *I feel great!* Your Warrior's head spins and bright lights flash before his eyes. He feels his body floating and he is utterly relaxed. When he awakens, your Warrior feels hale and hearty. Your Warrior may add +1 to his Toughness for the next adventure.

6 *I know everything!* In a moment of drunken insight, your Warrior stumbles upon the meaning of life. Unfortunately when he wakens it is only a dim memory, but it still leaves a lasting impression. Your Warrior may re-roll one dice per adventure. This ability is permanent.

3 Your Warrior walks in, orders a drink and sits down. There is a heated argument at the table next to him, and before he knows it, your Warrior is surrounded by a swirling melee! (See the rules for Bar-Room Brawls at the end of this article.)

4 As your Warrior buys a third round of drinks for the house, he is approached by a wiry-looking servant. He invites your Warrior to follow him behind a curtain into a back room. As he walks through, your Warrior sees a small room filled with people playing a variety of card and dice games, betting on the outcome. Your Warrior can join in the gambling if he wishes (see the Gambling House rules in the Roleplay book, but note that the maximum stake in this illegal affair is 500 gold rather than 200).

5 Your Warrior is steadily working his way along the bottles behind the bar when he is suddenly overcome with nausea. He staggers into the street heading for his digs when a runaway coach knocks him flat in the mud. Your Warrior must spend the next 2D6 days in hospital, during which he may do nothing. Alternatively, he can hire a private physician at a cost of D6x50 gold, which reduces his recovery period to D6 days. Decide which you will choose before rolling any dice.

6 Your Warrior jostles a Dwarf Slayer whilst heading for the latrines. The Slayer spits back and soon everybody is joining in the fight (See the rules for Bar-Room Brawls).

7 Roll on the normal Alehouse chart, with any appropriate modifiers for your Warrior type.

8 Your Warrior spends an extravagant amount of money on a meal (reduce your gold total by D6x20), and has had such a surfeit of food he needs to lie down for a while. Other than that, it is a pleasant and uneventful night.

9 Your Warrior stumbles into a meeting of the Sanctioned Warriors of the Empire's Absolute Territories. Before he can escape he is subjected to a three-hour long lecture, without food or drink. As he begins to faint, your Warrior feels gnarly hands grab him and take him upstairs. When he awakens he has found that he has joined the cult. Each time

your Warrior enters a new settlement, roll a dice. On a roll of 1 the Warrior is approached by a member of the cult and must donate 10% of his current gold to the cause (round fractions up).

10 Roll on the normal Alehouse chart, adding +2 to the roll (in addition to any modifiers for your Warrior type).

11 Your Warrior has a sturdy meal and an even sturdier drinking session. He feels relaxed and restored. Add +1 to your Warrior's Starting Wounds total, permanently.

12 There is a fracas in the lounge, and as your Warrior investigates he has to duck a hastily thrown bottle. See the rules for Bar Room Brawls elsewhere in this article.

13 Your Warrior is intrigued by an ancient map hung above the bar. He may purchase it for D6x50 gold. Next time your party is travelling back from an adventure, your Warrior may use the map. Roll a dice. On a roll of a 1 it is so ancient it adds D6 weeks to your travelling time. On a roll of 2 or more it is still useful and halves the amount of time needed to be spent travelling (rounding fractions up).

14 Your Warrior overhears a noble talking behind him and swings round to remonstrate with the fellow who is so slandering his race. However, the four burly bodyguards put a dampener on the whole affair and the noble challenges your Warrior to a duel, rather than crude fisticuffs. See the Duel result on the Settlement Events table (result 35).

15 As you wine and dine with the settlement's finest, you come across an old noble who wishes to give you an heirloom, as he once was an adventurer in his youth. If you wish to visit the old noble's house, you must wait D6 days (you may do other activities during that time). When you arrive you are taken to the cellar where the veteran presents you with what he considers a valuable artefact. Roll a dice:

D6 roll	Result
1	The artefact is a rather badly made weapon which falls apart as soon as you get back to your room.
2-5	Roll once on the Dungeon Room Treasure table.
6	Roll once on the Objective Room Treasure table.

16 Your Warrior commits some inconceivable faux pas whilst talking to a member of the Traders Guild. You must roll one dice less than normal when determining if an item is in stock while at this settlement.

17 Your Warrior's purse is soon empty as he buys extravagant drinks in an attempt to seduce the Mayor's daughter. Deduct D6x100 gold from your Warrior sheet and roll a dice (Elven Warriors may add +2 to the roll). *(Surely, Gav, Dwarfs, Ogres and Chaos Warriors should have a negative modifier, I mean, can you imagine an amorous Dwarf.. Eurgh! – Ed)* On a roll of four or more, the seduction was successful and you don't have to pay living expenses for the rest of the stay in this settlement...

18 After the evening's debaucheries, you are persuaded by the Bretonnian Duchess Isabeau d'Amor to retire to her suite for a night-cap. Roll 1D6

D6 Roll	Result
1	Unfortunately, the Duke arrived during the evening's festivities and his retainers chase your Warrior from the settlement. You may not return to the settlement as the Duke's hounds hunt you through the surrounding fields and woods!
2-3	You bump into one of the Duke's servants and must lie low for the next D6 days during which you may not visit any shops or locations but must roll for unexpected events and pay living expenses.
4-5	The evening's entertainment is cut short by the sudden arrival of the Duke and his men. Roll 1D6 and add your Warrior's Initiative. On a score of 6 or less he is caught and soundly thrashed, deduct one from your Warrior's Starting Wounds total. On a 7 of more you manage to elude capture and in the following uproar a few of the Duke's more prized possession end up in your Warrior's pockets (add D6x50 to your gold total).
6	The night passes away in rapturous bliss and when your Warrior awakens in the morning he is given a gift by the Duchess. As she gently kisses his cheek she presses a scroll into your Warrior's hand,

proclaiming him to be an envoy of the Duke. This can be presented at any settlement, roll a D6. On a roll of a 1 the contract has been discovered and cancelled by the Duke and the local officials duly confiscate it and throw your Warrior out of the settlement. On a 2 or more it allows your Warrior to add +1 to all his stock rolls in that settlement as everybody makes that extra effort to find what he requires.

19 You make some valuable contacts in the settlement's Merchant Guild, who provide you with letters of introduction for several other Guilds in the Old World. You may show this in any settlement you visit. Roll a dice. On a roll of 1 the settlement is run by a rival Guild and all shop keepers will charge you double the normal price for anything you buy. On a roll of 2 or more you are allowed a 25% discount on all your purchases in that Settlement (round fractions up).

20 The extortionately expensive buffet drains your purse rapidly, deduct 3D6x10 gold from your total. However, you are able to sneak out with a stash of food secreted in your pockets, which amounts to D6 Provisions.

21 The inn is home to part of the vast Bretonnian chain of restaurants run by Pierre Victoire. It is very expensive, but the chance to mingle with the leaders of the community is too much to pass up on. For each course you eat (up to a maximum of 6) you must pay D6x50 gold and roll on the following table. You must pay for all the courses in advance. If you roll a duplicate roll, treat it as result 2.

D6 Roll Result

1 In a moment of clumsiness, your Warrior drops his cutlery, spilling food across his neighbour's lap. The cleaning bill will amount to D6x50 gold and your Warrior leaves immediately, red with embarrassment (any additional courses paid for are wasted).

2 Your Warrior has a splendid time, drinking a lot and savouring the most exquisite delicacies the Old World can offer. Nothing out of the ordinary happens though.

3 Your Warrior is fortunate enough to be talking to the Commander of the Watch, who is thoroughly delighted by the tales of your Warrior's exploits. He is so inspired by your Warrior's adventures he commissions the biography, paying your Warrior D6x50 gold per Battle-level, as his assistants scrawl down the story of your Warrior's adventuring life. You must also come up with a suitable title, such as 'Keanu the Reaver – a Guide to Dragon Slaying' or 'A Day in the Dungeon by Magnus the Fiery'.

4 The head of the Merchant's Guild drunkenly agrees to finance your next expedition. After tomorrow's events have been resolved, roll a dice. On a roll of 1 he has forgotten all about it; on a roll of 2 or more your Warrior and the rest of the party may buy everything in this Settlement at half price (round all fractions up).

5 There are several young ladies attracted to your obvious wealth and power, and they sit mesmerised by your heroic tales. You dance with one particularly enchanting creature, whirling the night away in a hypnotising blend of drink and love. You find a small trinket in your clothing as you go to bed, a reminder of the wonderful evening. Your Warrior may use the trinket once per adventure to inspire himself. For the next D6 turns he is immune to Fear and Terror and may double his Attacks.

6 Your Warrior meets an important local Noble, who offers his patronage. In the next adventure, your Warrior earns double the normal gold value for Monsters he kills, up to a maximum of an extra 250 gold.

22 Despite the efforts of the Ogre bouncer, a rather aggressive Wizards' food fight devolves into random violence as chairs are hurled and bottles broken (see the Bar Room Brawls rules elsewhere in this article).

23 Your Warrior joins a mammoth drinking session of the Apprentice's Guild and soon ends up taking part in their traditional 'Best Steal' competition. Your Warrior must, in his drunken haze, pilfer the most impressive object he can think of. Of course, this isn't without risk as the Watch tends to look down on such activities. Roll a D6

D6 Roll Result

1 Your Warrior is caught by the Watch attempting to remove a park bench from the Emperor Gustav's Home for Retired Knights. They place in him in a drunk pen for the rest of the evening and then throw him out of the settlement the next dawn.

2-3 Your Warrior wakes to find the helmet of a Reiksguard officer clutched to his chest, however this unoriginal attempt is far surpassed by a statue of Karl Franz mounted on Deathclaw!

4-5 Your Warrior uses his vast experience and skill to procure himself a chalice of devotion from the local temple of Sigmar. The apprentices are duly awed by this and he wins whatever they have managed to find. Randomly determine one item of equipment from each store type, (the Gunsmith, General Store, and so on) and add them to your Warrior's list of equipment.

6 In a stunning display of daring and foolhardiness, your Warrior manages to break into the Mayor's stables and steal his prized racing horse. He wins the contest (see above) and also adds a horse to his list of equipment. However, when your warriors leave the settlement, roll a D6. On a roll of a 1 the horse is recognised and all the Warriors are thrown into prison for 2D6 days (the horse is taken back to its original owner).

24 After outjesting the most skilled raconteurs, arm-wrestling the Captain of the Guard and seducing the Mayor's wife, you decide to call it a day. Everybody has heard of your Warrior and either is attracted by his vast stores of charisma or is jealous of his achievements. Before entering a store or location in the settlement, roll 1D6. On a roll of 1,2 or 3 the proprietor mysteriously closes early, slamming the shutters in your warrior's face. On a roll of 4 or more the owner is only too happy to have your Warrior's custom, calling his friends and family to meet you. Any expenses incurred (paying for services or equipment) is halved in that location.

BAR-ROOM BRAWLS

Even in the most sophisticated establishment, tempers can flare and disputes become resolved with physical violence. The Alehouse table above includes several results that end with a Bar-Room Brawl. You'll need to apply some common sense to these situations, and there's plenty of room for additional rules of your own. If you are running your campaign with a Games Master, it's an ideal opportunity for bringing in many of the roleplay elements of Warhammer Quest, such as leaping over tables, grabbing improvised weapons and generally causing a lot of (non-lethal) mayhem. Note that these rules can also be used in other circumstances where unarmed combat is desired, such as trying to subdue an enemy to interrogate them later and so on

When a Warrior descends to the bar, he rarely takes his whole pack along – after all he's out for a night of fun not a war! Warriors can wear armour, but may not bring along any other equipment. Participants in a Bar-Room Brawl may not use a weapon other than the improvised weapons discussed in the box (Over). If they were to kill somebody, the authorities would surely lock them up for a very long time (or even execute them!).

STARTING A FIGHT

When the Bar-Room Brawl starts, you will need a suitable floor plan (or a few if you want) to fight it out on. I've actually dug up my brush and water colours to make my own, which is by far the most satisfying solution. I've even got little lay-on counters for tables and chairs! If you don't like the idea of this, you can use an objective room as the main bar with perhaps a couple of dungeon rooms to represent snugs and other areas. *(You can even use the ace floor-plans conveniently supplied in White Dwarf 223 for the Orc Bar-room brawl – Ed)*

Roll 2D6 to see how many other models are fighting in the bar. Scatter these around the floor plan in a fairly random manner. I actually like to make up a little scene when I'm doing this — 'Well, these three over here were talking by the fireplace, this chap was at the bar ordering a drink and this is the barman with his cudgel jumping over the counter...'

FIGHTIN' IT OUT

The fight is resolved using the normal turn sequence, with the Warrior moving and fighting, then everybody else moving and fighting in the Monsters' phase. Rather than all attacking the Warrior, the other combatants

will also attack each other! This is where things get complicated and it's handy to have a Games Master. If you don't here's a good method for resolving this. Any patron attacked by the Warrior that turn will attack him back in the subsequent Monsters' Phase (moving and attempting to break pinning if necessary). Once that is resolved, nominate another fighter. He will attack the nearest model. The model attacked will attack back next. Then nominate another model, and so on. Warriors can use any appropriate skills they may have.

THE FIGHTERS

Below is a standard profile you can use for the other combatants. If you want to add a bit of variety you can include other races by using the Battle-level 1 profile of that race. For example, if there's an Elf present use the profile on the Elf's Warrior card. Or you may want an off-duty city guard, which means one of the fighters could have an additional point of Strength and you can add D3 to their Wounds. There's lots of other things you can do, especially if your warrior is of a fairly high Battle-level (Hero or Lord) which will make things a bit more challenging. For example, you could pick an appropriate skill from one of the Warriors and give that to a local prize fighter who will use it instead of attacking normally on a D6 roll of 4+.

	M	WS	BS	S	T	W	I	A
Joe Public	4	3	3	3	3	3	3	1

PINNING 5+

SPELLS

Warriors with the ability to use magic cannot do so in a Bar-Room Brawl, it's far too insignificant to waste all that energy on! You may like to come up with rules that link the Power phase to the Watch appearing, or maybe more fighters turning up (or another Warrior!).

WHEN DOES IT END?

The Bar-Room Brawl ends in three ways; when there's nobody left to fight; when the Warrior is reduced to zero Wounds and when the Watch arrives. The first two are pretty self-explanatory, while the following rule deals with the last. At the end of every turn roll 2D6 and deduct the sophistication level of the establishment. If the total is less than the number of turns already played out, the watch arrives to restore order and the brawl ends.

THE CONSEQUENCES OF VIOLENCE

Any Warrior reduced to zero Wounds is not dead but merely unconscious. As soon as the fight is over they are restored to one Wound by the ministrations of concerned locals. Any other Wounds which have been lost must be regained in the normal way, by using Bandages, Provisions and so on (just cross them off your equipment list and add the Wounds on to your total). A Warrior gains 50 gold for each patron he reduces to zero Wounds (quickly rifling through their pockets while everybody else is distracted). If the Watch arrived to break up the fight, roll a D6. On a roll of 1, 2 or 3 the Warrior is jailed for the next D6 days during which he may do nothing but does not have to pay living expenses. On a roll of 4 or more the authorities recognise the Warrior's attempts to restore order and reward him with 2D6x10 gold.

Weapon	Pick up on (D6)	Effect
Bottle	2+	Adds +2 to damage rolls, may be used in hand-to-hand combat or thrown up to three squares. Use once only.
Chair	3+	Adds +3 to damage rolls, but is destroyed if total damage equals 7 or more.
Table	4+	Only Warriors with a Strength of 4 or more may use a table. Adds +4 to damage rolls.
Hot soup/drink	4+	Splash into foe's face, reducing their attacks by 1 for D6 turns. Use once only.
Plate, tankard	5+	Ranged weapon only, adds +2 to damage rolls, range 8 squares. Use once only.

FIGHTING DIRTY

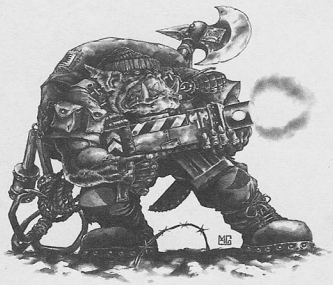
If your warrior is fighting completely unarmed, he may not add his Strength to any damage rolls he makes. However, he may be able to lay his hand on an improvised weapon. At the start of the turn your Warrior may forego any attacks in an attempt to search for a likely looking weapon. Choose a weapon from the list below to search for and roll a dice. If you score equal to or more than the number shown below your Warrior has found it. The weapons have the rules detailed on the table (over).

I'm sure you can come up with plenty of others...

AND ALL THE REST...

There are lots of other ideas you can develop for bar-room brawls, and alehouses in general. You might like all of your Warriors to be able to visit the tavern at the same time, and so help each other out if trouble breaks out. You could come up with a way for the Warriors to deliberately start a fight to give themselves a chance to steal some food, tear up tablecloths (turning them into Provisions and Bandages) or maybe loot the place for valuable candlesticks and so forth. This is just the beginning, the rest is up to you, so drink heartily, laugh loudly and don't spill anybody's pint...

If you want to run your very own Bar-room brawls for Quest then see Mail Order pages 70-73 for a complete guide to innocent Civilians, drunkards, ruffians and other useful miniatures you can use when the going gets tough and the chairs start flying!



Da Roolz Boyz

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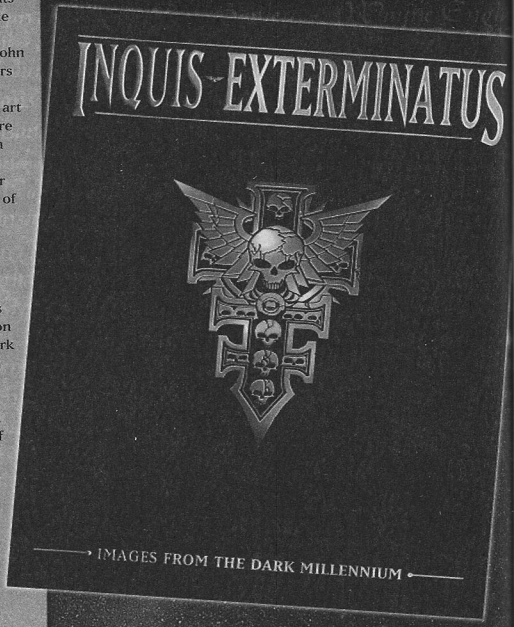
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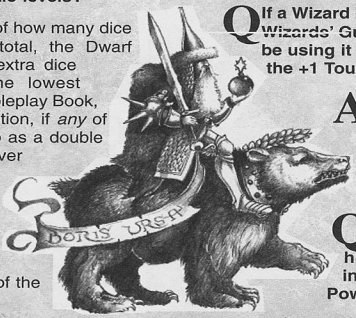
Questions & Answers

Q Does the Dwarf roll an extra dice for damage with any axe or just his Great Axe?

A Just his Great Axe.

Q When using his Great Axe, the Dwarf rolls two dice and discards the lowest. How does this work when he progresses up through the Battle-levels?

A Regardless of how many dice he rolls in total, the Dwarf always rolls an extra dice and discards the lowest score (see the Roleplay Book, page 44). In addition, if *any* of the dice come up as a double one, he trips over and if he rolls any other type of double he can add up all of the dice rolled (including those that are not part of the double).



For example, a roll of 4, 4, 3 and 1 means the Dwarf has scored a double and therefore adds the total roll (12) to his damage.

Q The Rulebook states that a Warrior may not use a missile weapon if he is pinned. The Elf's Warrior card states he's never pinned. Does this mean he can always fire a missile weapon?

A No! Perhaps the card should have stated "automatically breaks pinning". However, if you look at the Rulebook (page 25) it says "A model may only shoot if it is not adjacent to, and therefore pinned by, an enemy.". You should pay more attention to the " adjacent to..." part of the rule.

Q If a Wizard buys a staff from the Wizards' Guild, does he have to be using it as a weapon to gain the +1 Toughness bonus?

A Yes, the bonus is given because the staff can be wielded defensively and ward away enemy blows.

Q Does the Wizard have to be using his staff as a weapon in order to gain the Power roll re-roll?

A No, he just has to be carrying it. He may also draw Power from the staff even if he is not wielding it as a weapon.

Q Can Warriors lose equipment they have on their Warrior card or Equipment cards when required to lose equipment because of an

Event, Travelling Hazards Table roll, etc. ?

A No.

Q Can Warriors pass weapons and armour in the same way they can pass potions?

A No.

Q Can a spellcaster cast spells and attack in the same turn (either with a missile weapon or in hand-to-hand)

A Yes.



Q What does "on the board" mean?

A It means anywhere already in play, on board sections that have already been explored and placed on the table.

Q If a Warrior is trapped by a Giant Spider's web, can another Warrior attempt to free him?

A No, only the trapped Warrior can free himself.

Q Could you clarify the healing rules a little bit? When can a Warrior use magic to heal himself? What about non-magical healing with Provisions and suchlike?

A A Warrior can **always** heal himself, regardless of whether he is in combat, pinned or anything else. Only if he is on zero Wounds is a Warrior unable to heal himself (Roleplay Book, page 12).

Q Can a Warrior in a pit attack or be attacked? Where is he placed when he escapes?

A A Warrior in a pit plays no part in any combat, he cannot attack or be attacked and does not pin Monsters adjacent to the pit.

When the Warrior escapes he must be placed on an empty adjacent square. If there is no empty adjacent square then he cannot escape yet (you'll have to kill some Monsters to make sure there is enough room!). A Warrior cannot do anything else on the same turn he escapes from a pit.

LORD OF AENARION

by GAV THORPE



In distant centuries, just over four and a half millenia before the founding of the Empire, the Elves were engaged in a constant war with the powers of Chaos. During that time the first Phoenix King Aenarion walked through the cleansing fires in the Temple of Asuryan and founded the order of High Elven civilisation as it is understood today.

During his reign there was a time when the wife of Aenarion was slain and he believed his children were also killed. Stricken with grief he went to the Shrine of Khaine, the god of murder, and drew the Sword of Khaine from the altar stone of the Shrine. His friend and advisor Caledor, who prepared the vortex that draws the winds of magic through Ulthuan, prophesied that Aenarion would be eternally tainted for drawing the weapon of such a dark god. Aenarion cared little for his life or his soul and used the sword in battle, slaying many daemons and other vile servants of Chaos.

Aenarion went on and the rest of his history is told in the Elven Book of Days, until the time he returned mortally wounded to the Shrine of Khaine and drove the sword back into the altar before disappearing forever.

Caledor was not wrong in his prediction, touching the blade of Khaine was to affect the lives of Aenarion's kin and descendants to the present day. The Sword of Khaine is both holy and cursed, being a relic of such a twisted god. The Sword's power touched the soul of Aenarion, and all those who share his blood.

The story now shifts to the Old World of the present day. There are those of High Elven birth that still wander the lands of the Old World battling against the ancient evils that they have forever opposed. Many of them are exiles from Ulthuan and they trace their families back to the realm of Tiranoc, which was sunken during the Sundering and the great battles with the Dark Elves. Of these folk, who call themselves the Dispossessed, there are few who would consider themselves worthy to be Lords over people with such noble blood. However,

the exiles do owe allegiance and fealty to a few select individuals, the Lords of Aenarion who can trace their lineage to the first Phoenix King himself.

Unlike human and Dwarf Lords, the Lords of Aenarion lay no claim to a particular territory or title. They do not need to argue their rank with each other and their station in the hierarchy of the Elves is shown by their demeanour and appearance. They are the fairest Elves in the Old World and are of such nobility of blood that there is a palpable aura of greatness that surrounds them. The Lords of Aenarion are divided in purpose. Some wish to claim back what is theirs from the Dwarfs, seeking out ancient Elven treasures that have been leant to the Dwarfs for safe keeping and lost or stolen. They hope to use these regained treasures to forge a new life back on Ulthuan. Others are more militant and wish to return to Ulthuan and one of their number take his rightful place as the Phoenix King of the Elves. The High Elves of Ulthuan are very wary of the Lords of Aenarion, and treat them with the utmost respect, though they are never happy if one of the Lords decides to leave the Old World to visit Ulthuan.

The sympathies in Ulthuan are divided, some believing that the time of Aenarion has passed and so the Ascendancy of other houses is true and proper. Others feel for the Dispossessed, having lost much themselves over the millennia. What neither side wishes for is another Sundering, with the Lords of Aenarion fighting against the Elves of Ulthuan for rightful reign. That would be a killing blow to the Elves as a race and would spell the end of their time in this world.

As descendants of Aenarion they are also known as the Thiakhaine, meaning 'Cursed of Khaine'. Some of them are possessed by part of Khaine's spirit, that was unleashed when Aenarion wielded the Sword of Khaine. They are known by the other races of the world as Revenant Knights. A Revenant is one who returns from a long absence and is usually applied to spectres, Wights and similar creatures of a magical nature that have risen from the grave. To Dwarfs and humans the Lords of Aenarion are indeed mystical, they move with unparalleled grace, disappear into the mountains and wilderness for years and then suddenly return, in battle they are awesome warriors. The Lords of Aenarion are the secret guardians of the Old World. They quest far and wide, searching for evil things and Chaotic manifestations. Wherever they find the enemy they strike, the rage of Khaine overcomes them and they deal righteous vengeance upon the despoilers of the world.

The Lords of Aenarion despise all evil and Chaotic creatures and take every opportunity to hunt them down. The Lords of Aenarion sometimes travel far abroad to Albion, the Southlands, Araby and even Cathay. There are none that can bar the way of the Lords of Aenarion, and all creatures of evil disposition flee from their path or die. Many of the Lords of Aenarion even make forays deep into Naggaroth itself. They steal into camps and slaughter the Dark Elves in their sleep. They appear at some landing site after the Dark Elves return from raiding Ulthuan and dispatch the battle and travel weary army with only a few followers. They are the bane of the Dark Elves and their hatred for them is unparalleled by any other enmity in the world.

The Lords of Aenarion do not carry the curse of Khaine easily, and they are constantly driven to action and war, there is no time for them to make peace or to appreciate the finer things of life like comfort and family. They appear as cold and hard living statues that can only sense life and see the world through a red haze. They never remove their armour except under the most private conditions, and once they draw their weapons they cannot sheath them until they have drawn blood. In many backwards and poor parts of the Empire there are villages with shrines dedicated to a Lords of Aenarion, as the simple folk see the incarnation of Khaine passing

through like a thunderbolt, on some deadly and urgent errand.

To the Lords of Aenarion life seems bland and colourless except when they are in battle. They cannot walk through a market and appreciate the smells and tastes, or the playful melodies of music that drifts on the air during a festival. They eat for sustenance and do not enjoy their food, they drink only to quench their thirst, and they only marry to provide themselves with an heir. They cannot love, they can only hate. They cannot defend, they can only attack. They cannot retreat, they must go onwards forever.

The worst aspect of the curse of Khaine is the self-awareness that it leaves the Lord of Aenarion with. The Curse of Khaine grows stronger, especially in the Elves of the Dispossessed, as the Lord of Aenarion gets older. In fleeting lucid moments he can rememeber what it was like to laugh, and enjoy life. He remembers the warmth of sunshine on his face and the crisp smell of spring. Some of the Lords of Aenarion quest for an ending to the curse, delving within the deep forgotten dungeons and Dwarf-holds. They search for some item that will nullify the curse, or a lost shrine that will ease the burden on their soul. This group of Lords of Aenarion constantly return to the Shrines of Asuryan in the Elven quarters of the Old World, praying for deliverance from the darker half of their spirit. Others just seek death, like the Slayer cult of the Dwarfs. They march off to the Chaos Wastes and never return, or they use stealth to get into Naggaroth and declare their hatred in the blood stained temple of Khaine.

Others, more deeply affected by the curse, wholly embrace the lifestyle they have been dealt by fate, and revel in the rush of glory while in battle. They visit the few shrines to Khaine that are in the Old World, places which are abhorred and shunned by all other folk. To the High Elves Khaine is not a pleasant god, no matter how necessary. They must fight the evil of the world and therefore they need a spiritual anchor to guide them through their warrior lives. The Lords of Aenarion tend the shrines and offer up prayers to give them greater prowess in battle. They meditate within the shrine and allow the essence of Khaine to flood their mind and body. When they are finished they shut off the power raging within them, ready to unleash it during the next battle. Lords of Aenarion wholly dedicated to Khaine are some of the most awesome fighters in the world, but their lack of control makes them almost as dangerous to allies as they are to the enemy.

Worshipped by some, despised by many, feared by most, Lords of Aenarion always make an impact when they arrive at a settlement. Their armour is burnished to a glistening shine, their height making them stand head and shoulders over the tallest human. Their arrogance and harsh words anger many, and they are unrepentant if they deal brutally with people of less breeding. Even the few High Elves who live in the larger towns and cities do not wholly trust the Lords of Aenarion, they know nothing about their designs or who they consider their enemies.

STARTING AS A LORD OF AENARION

You may start as a Battle-level 1 Lord of Aenarion instead of one of the Warriors in the Warhammer Quest boxed game. Follow all of the normal rules for creating a new character as detailed in the Warhammer Quest rulebook. You will need to make a Warrior Counter.

BASIC STATS

Wounds	1D6+5
Move	6
Weapon Skill	4
Ballistic Skill	5+
Strength	3 (4)
Toughness	3 (5)
Initiative	4
Attacks	2
Pinning Roll	6+
Will Power	2

BATTLE TRANCE

The Curse of Khaine turns the Lord of Aenarion into an awesome Warrior, making him faster and stronger than normal. However, while in such a frenzy the Lord of Aenarion finds it hard to tell friend from foe, and needs to make a strong effort to come out of his battle-trance. To represent this, at the start of every Power phase that Monsters are on the board draw one of the special Battle Trance counters and place it, red side up, next to the Lord of Aenarion's Warrior card. While he has a Battle Trance counter red face up, the Lord of Aenarion gains the benefit shown on the counter. Over several turns you will build up counters, all of which apply. If the Lord of Aenarion draws the Skull counter he must immediately make one attack against every Monster or Warrior in an adjacent square, using all of the normal rules, and may do nothing else for the remainder of the turn. After resolving the Lord of Aenarion's attacks for drawing the Skull, place all the counters back into the mug. This continues until the combat is over.

When all the Monsters in a combat are killed, turn all the Battle Trance counters that are already next to the Lord of Aenarion's Warrior card so that they are blue face up. The Lord of Aenarion suffers these penalties while they are in play. He may discard one counter of his choice in each subsequent Power phase. If a Monsters appear while the Lord of Aenarion still has blue counters in play, he may not draw any new counters until he starts a turn with no blue counters next to his Warrior card.

Example. The Lord of Aenarion has already drawn the +1 Toughness and +1 To hit counters, and draws his counter for the third turn, picking out the Skull counter. He resolves his attacks on adjacent Warriors and Monsters and at the start of the next turn he places all of his Battle Trance counters back in their mug.

Later on in the same combat the Lord of Aenarion has the +1 Toughness, +1 Attack and +1 Strength counters in play. That turn all the Monsters are finally killed and the Lord of Aenarion flips his Battle Trance counters over to their blue side in the next Power phase, showing that he is at -1 Toughness, -1 Attack and -1 Strength. He may discard one of these in each subsequent Power phase, and may not draw a counter (red face up) until all the blue face up counters are discarded.

ADVANCED RULES

BLOOD POINTS

To represent the mental inclination of a Lord of Aenarion he has a number of Blood points These show how strong the curse of Khaine is affecting him. This is usually described as following one of two paths. If the Curse of Khaine is strong and you have a positive number of Blood points, you are said to be following the Path of Khaine. If you have been successfully fighting against the Curse of Khaine you are on the Path of Asuryan. As he embraces the curse his number of Blood points will increase, as he tries to find peace with Asuryan his Blood points will decrease. If he accumulates sufficient Blood points he becomes wholly encompassed within the Path of Khaine and loses all of his own self-control and willpower. If he gets a sufficient number of negative points he manages to lay the Curse of Khaine to rest and will be able to lead a normal life.

The most common ways of gaining Blood points is through killing opponents and praying at the Shrine of Khaine. You should keep a seperate record of the gold you earn from killing monsters. Every time you finish a dungeon and have earnt your Battle-levelx 1,000 or more gold from killing monsters you gain +1 Blood point.

The most common way of losing Blood points is by praying at the Shrine of Asuryan. Also, every time you have an Uneventful day in a settlement, roll 1D6 and add your Willpower. On a roll of 7 or more you may deduct -1 from your Blood

points. Every time you have an Uneventful week while journeying from a dungeon you may lose a Blood point on a roll of 4, 5 or 6 on a D6. This represents the Lord of Aenarion using the uninterrupted solitude and peace to combat the Curse of Khaine.

LORDS OF AENARION AND EVENTS

The Lord of Aenarion will not suffer anybody to hinder him in his mission. In any confrontational Event (such as Bandits, or Duel) roll 1D6 before resolving the event. On a roll of 6 the Lord of Aenarion is overcome by the spirit of Khaine and slays the attackers, treat the Event as if you had rolled a 6 or resolved it as successfully as possible. Lords of Aenarion are totally oblivious to the plight of others, and never have to give money or items to beggars, storm stricken peasants and the like.

LORDS OF AENARION IN SETTLEMENTS

Whenever a Lord of Aenarion enters a Settlement roll on the following chart to see what reaction he gets from the inhabitants.

Reaction Table

2D6 Result

2 As the Lord strides up to the gates of the town, he finds them barred against him. He is not allowed to enter the settlement, and the other Warriors are banned with him. They may not visit the Settlement and must start the next adventure immediately

3 The Lord of Aenarion finds the distasteful sprawl of humanity disgusting. He may only spend one day in the settlement, and he must try and visit the Elven Quarter on the day he is there. He need not roll for any settlement events there, as his grim mood causes everybody to keep their distance.

4 The townsfolk crowd the streets and hurl abuse as the Lord of Aenarion arrogantly glares at the hovels around him. He sneers at a deputation of men that make their way towards him. They tell him to leave but he argues that he needs supplies and his money is as good as any. The council relent slightly, the Lord of Aenarion may only spend 1D6 days in the Settlement before he is forced to leave.

5 The suspicious locals do not want anything to do with you. There is no need to roll for settlement events, but roll 1D6 when you wish to enter a location other than the Elven Quarter. On a roll of 1 it is closed and you are turned away. You may only attempt to visit a location once per stay in the Settlement.

6-8 The people take you for any other High Elf, and this offends you, however you stay your tongue an conclude your business as normal.

9-10 You are greeted as a the great and noble hero that you are, and the townsfolk throw a celebration in your honour. No locations or stores will be open for the next 1D6 days, but during that time you are told a lot about your next destination; local rumours, gossip and similar news. You gain +1 Luck point for the next dungeon.

11-12 The townsfolk offer you a free run of the town and an honourary position on the ruling council. Though the upstart aristocracy of the area are tedious and uncouth, their contacts with the local traders comes in very useful. All items bought by you or the other Warriors while in this settlement cost 10% less than their normal price.

While in a settlement the Lord of Aenarion may visit the following locations; Weaponsmith, Animal Trader, Armourer, General Store.

THE ELVEN QUARTER

The Lord of Aenarion may make a visit to the Elven Quarter of the settlement. Roll as usual to see if there is one, and if you

find an Elven Quarter roll 1D6 and add your number of Blood points. Look up the result on the following table

1D6+Blood points

-9 or less As the subtle magic of the Elves permeates your body, you feel a great shadow lift from your mind. As an experiment you try to find anger within your heart, but there is none there for the moment, though you know it will return all too soon. You immediately gain a Training point, just as if you had gone up a level. Roll on the training table now.

-8 You feel light on your feet and your vision of the world clears for a while. You may deduct -2 from the dice roll if you pray at the Shrine of Asuryan during this visit.

-7 Your raging soul is calmed for a while and the inner peace you seek is given to you for a short while. If you pray at the Shrine of Asuryan during this visit, you may deduct -1 from the dice roll.

-6 The Elves around you recognise you for what you are, and they see that you are trying to break the Curse of Khaine, so moved are they that they try to aid you. Roll 1D6. On a roll of 2 or more you may deduct -1 from the dice roll if you pray at the Shrine of Asuryan while in this Elven Quarter. On a roll of 1 the inteference of the other Elves angers the dark side of you and you lash out at them. You are immediately banned from the Elven Quarter, roll 1D6, on a roll of 1 or 2 they also manage to get you thrown out of the settlement as a whole.

-5 As you see the Elves around you, you are suddenly struck with overwhelming grief and self-pity. Roll 1D6 and add your Willpower, if you score 6 or less you flee the Elven Quarter, unable to contain the sudden rush of sadness. If you roll a 1, before any modification, you flee the settlement entirely. On any other roll your iron hard mind stops the sadness and you may continue as normal, though you must add +1 to your Blood points total.

-4 While you walk around the settlement, the petty activities and lives of the other Elves disturbs you. You must roll 1D6 and add your Willpower, on a roll of 6 or less add +1 to your Blood points total.

-3 The Other Elves see you hesitate before you enter, and they guide you in. The first thing you must do while in the Elven Quarter is visit the Shrine of Asuryan.

-2 As you pace slowly into the area, your eyes sweeping the buildings and people that make a mockery of the once great High Elves, you feel overwhelming anger well up in your heart. You stride to the nearest Elf and grab them by the shoulders and demand to see the lord of the Elven Quarter. Roll 1D6, on a roll of 1 you are dismissed from the Elven Quarter without an audience, add 1 to your Blood points total. On a roll of 2 or more the leader sees you and his pacifying tones make you angrier. Roll 1D6 and add your Willpower. On a roll of 7 or more the Lord of Aenarion controls his temper and leaves the Elven Quarter, on a roll of 6 or less he goes into an uncontrollable frenzy, overturning stalls, attacking innocent bystanders and hurling profanities at those around him. You storm out immediately and head off to the next adventure, demanding that the other Warriors accompany you.

-1 to 1 The Elves recognise you but do not try to help or hinder you in any way.

2 The Elves are nervous around a Lord of Aenarion and hesitate when you request something. If you want to buy anything here you must add +1 to its Stock value, making it more likely that the item will not be available.

3 You are greeted cooly by the leader of the Elves in that area and told you may only enter if you first

visit the Shrine of Asuryan. You must spend your first day in the Elven quarter visiting the Shrine of Asuryan.

4 The Elves are distrustful of your intentions in their settlement and escort you everywhere. You must spend your first day visiting the Shrine of Asuryan, and may not attempt to find a Shrine of Khaine in this settlement.

5 The Elves are openly hostile towards you, but none of them dare to openly obstruct you. You will not be able to buy anything in this Elven Quarter but may do anything else as normal.

6 Your appraoch is intercepted by a deputation from the Elves' leaders, who warn you to stay away from their homes. You laugh coldly and ignore them. Add +1 to your Blood points immediately. You must attempt to find a Shrine of Khaine on your first day in the Elven Quarter.

7-10 You ignore the Elves who live in this settlement and proceed with your plans. You must roll 1D6 each day you are in this Elven Quarter. On a roll of 1 the Spirit of Khaine rises within you and you perceive the other Elves as helpless and unworthy and must add +1 to your Blood points.

11+ The petty Elves of these parts begin to grow tiresome, and you order them away from you. Roll 1D6, on a roll of 1 you must add +1D6 to your Blood points. On a roll of 2 or more you must add +1 to your Blood Points total.

You may spend more than one day in the Elven Quarter. Each day you may visit either the Elven Quarter itself (as written in the Warhammer Quest rulebook), the Shrine of Asuryan or the Shrine of Khaine, although you may only visit each location once per settlement.



THE SHRINE OF ASURYAN.

If you visit the Shrine of Asuryan you must first make a donation of 2D6x20 gold. Roll 1D6 and add your Blood points to the score. Look up the result on the following chart. There is a Shrine of Asuryan in every Elven Quarter.

1D6 + Blood points

-20 or less Asuryan helps you conquer the curse of Khaine once for all, though you must spend the next 1D6 days recovering. You are no longer affected by your Battle Trance, though you may choose to be. You may choose to ignore any future increases to your Blood points total. The power of Khaine is still within you, and you continue exactly as before, except that you now control the power, instead of it controlling you. You no longer have to roll to see what reception you are given when you enter an Elven Quarter. The rest of your life has just begun and the true fight against evil can begin. Congratulations!

-19 to -18 Asuryan grants you freedom from your burden for a short while. During the next Adventure you do not have to flip your Battle Trance counters to their blue side after a combat if you can first roll a 3 or more on 1D6. Also deduct -1 from your Blood points.

-17 to -16 A white light burns into your eyes and soothing voices appear in your mind. You may heal 1 wound for every turn that you do nothing in the next dungeon.

-15 to -14 The soft touch of a hand makes you turn. You see nobody but a small door to an antechamber has opened behind you. Inside you find one randomly determined piece of Objective room treasure. Re-roll any item that you could not normally have.

-13 to -12 A picture of a great artefact is set into your mind. Feeling that this is the gift required by Asuryan to ease your burden, you resolve to recover it and bring it to the shrine. Randomly determine an item of dungeon room treasure (re-rolling any result that indicates gold). If you manage to find this item and give it up at a Shrine of Asuryan you may immediately deduct -1D6 from your Blood points.

-11 to -9 Asuryan sees the efforts you are making, and grants you a short relief from your burden. Roll 1D6, this is the number of times you may replace a Battle Trance counter in the next adventure. Place the counter back in the pot and draw again, you must accept the second counter.

-8 to -6 Asuryan blesses you, making your body stronger. For one turn in the next adventure you may add +1 to your Strength.

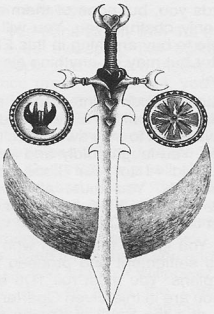
-5 to -2 Asuryan grants you the courage to continue in your quest. During the next adventure, you are immune to Fear and Terror for the duration of a single combat.

-1 to 2 Asuryan does not think you worthy of his attention.

3 Your presence in his temple offends Asuryan and he strikes you from his holy ground. For the next adventure you are at -1D6 Starting Wounds.

4-6 Asuryan is angered by you, and your body is wracked with pain as you step across the threshold of the shrine. During the next adventure you are at -1 Strength.

7+ The walls of the shrine tremble, pieces of masonry fall from the ceiling and a great surge of anger rushes through the shrine. You lose 1D3 wounds permanently and are immediately thrown out of the settlement.



THE SHRINE OF KHAINE

The Shrine of Khaine demands a sacrifice before you enter. Roll 1D6, on a roll of 1 you lose 1 wound permanently. Roll 1D6 and add your Blood points to the score. Look up the result on the following chart. There is Location roll of 9 for a Shrine of Khaine, and will only ever be found if there is an Elven Quarter.

0 or less Khaine laughs at you feeble attempts to fight your destiny, and you feel as if your body is enveloped in flames. Roll 1D6 and add your Toughness, if you score 7 or less you lose -1 Wound permanently.

1-6 Khaine is unimpressed by your feeble supplications and ignores you.

7-9 Khaine deigns to grant you a

boon, gain +1 Wound permanently

10-11 Khaine's grip on your soul is strengthened by the encounter, you gain 1 Blood Point and must roll again on this table immediately.

12-14 Your soul is becoming increasingly corrupted by Khaine and your mind is now almost constantly filled with thoughts of battle. Gain +1 Blood point and +1 Weapon Skill permanently

15-17 Khaine's spirit floods through your body and envelops your mind. You are now subject to Frenzy (6+), see the Warhammer Quest rule book for full details. This lasts for the duration of the next adventure.

18-19 You are truly one of the children of Khaine and he devours your soul and steals your self-control. Deduct -1 from your Willpower. The radiance of your allegiance emanates from your eyes and warns all others of your destiny. When you enter an Elven Quarter there is an additional +1D6 modifier on the roll.

20+ You are no longer anything more than an instrument of Khaine's will. You immediately gain a Training point, roll as if you had just gone up a level (see Training). You may no longer interact with people in the normal fashion. You may not enter any settlement at all. Your soul has been lost to Khaine. Only if your Blood points drops to zero or less may you start to act normally. In any turn that there are no Monsters on the board, roll 1D6. On a roll of 1 the Lord of Aenarion is overcome by murderous intent and must attack another Warrior, draw a counter to find out who. He will try his best to kill the Warrior, using skills and Magic Items if necessary. The next turn roll again.

LORDS OF AENARION AND TRAINING

Lords of Aenarion need to go to either the Shrine of Asuryan or the Shrine of Khaine. The Lord of Aenarion must offer a donation to the temple (in other words the money it costs to go up a level) and must spend a week in meditation, weapon practice and prayer. You must spend one day and make a roll on the appropriate Shrine table (see Lords of Aenarion and Settlements section) before you can enter a Shrine to train.

Each time you go up a level you will gain increases to your profile or skills. These vary on whether you are fighting against the Curse of Khaine or are embracing your fate. There are 2 tables of advanced profiles.

When you go up a level you gain a number of rolls on the following table, these are listed under the Training Points column of the advance profiles. When you train look up your number of Blood points. If you are training in a Shrine of Asuryan roll 2D6 and deduct this from your Blood points, if you are training in a Shrine of Khaine you should add +2D6 to the number of Blood points you have. Look up the final total on the table below. You must make one roll for every Training Point you gain for going up to that level.

Level	No. of Training Rolls
2	4
3	5
4	4
5	6
6	4
7	5
8	5
9	4
10	5

TRAINING TABLE

Training type of roll increaseResult

-15 or less. Skill - Iron Resolve.
Your warrior is imbued with a determination and courage that carries through almost any set back or obstacle. Whenever your Warrior has to take a Willpower test he will only ever fail on a roll of a 1. In addition he may add +1 to any Fear and Terror tests he makes.

-14. Profile.
Your warrior gains +D6 Wounds, (re-roll 1's)

-13. Skill - Radiance of Asuryan.
Your Warrior is surrounded by a palpable aura. In combat this aura wards evil spells and enchantments from him. You Warrior may ignore the effects of a Monster's spell on a 1D6 roll of 5 or more. In addition, Monsters' Magic items will have no special affects on you if you can roll a 6 on 1D6 when you would normally be affected. This does not allow you to ignore armour points, but you could ignore the effects of Venom armour, for example.

-12. Profile.
Your Warrior gains +1 Initiative

-11. Profile.
Your Warrior Gains +1 Weaponskill

-10. Skill - Warning of Asuryan.
Either through lightning reactions, or by mystical guidance from Asuryan, the Lord of Aenarion always seems to be one step ahead of the enemy. When Ambushed, roll 1D6, on a roll of 6 the Lord of Aenarion warns the Warriors and the Monsters do not get their Ambush attacks.

-9. Skill - Wall of Steel.
The Lord of Aenarion's sword speeds to a blur, creating an almost impenetrable barrier in front of him. In a corridor or door way monsters may not pass the Lord of Aenarion, even if they have the abilities Never Pinned or Fly.

-8. Profile.
Your Warrior gains +1 attack.

-7. Skill - Reaction Strike.
As Barb skill.

-6. Skill - Parry.
As Elf skill

-5. Profile.
Your Warrior gains +1 Luck point.

-4. Skill - Asuryan's Cloak.
When the Lord of Aenarion moves and fights the air around him seems to distort, and tiny stars of light swirl about him. Any Monster attacking the Lord of Aenarion suffers -1 on its to hit roll.

-3. Skill - Blessed Strike.
The Lord of Aenarion calls on Asuryan to rid him of a troublesome foe. He strikes at the Monster with all his force and channels the power of Asuryan through him. Once per adventure your Warrior gains a modifier to his strength equal to his battle-level. (a battle-level 3 Lord of Aenarion gains +3 Strength, for example) which lasts for a whole turn.

-2. Skill - Blade Master.
The Lord of Aenarion is skilled with all types of blade, and his speed and accuracy is unparalleled. Once per turn the Lord of Aenarion may re-roll a missed hand to hand attack.

-1. Skill - Purge.
The Lord of Aenarion is empowered by Asuryan to battle against Chaos. When fighting against daemons or Greater Daemons the Lord of Aenarion gains +1 to hit and +1 Strength.

0. Profile.
Your Warrior Gains +1 Strength.

1. Skill - Rage Master.
The Lord of Aenarion can feel the anger running through his opponents and channels off some of their negative emotion to improve his own capabilities. As

they become more intense and angered, so does the Lord of Aenarion. Whenever your Warrior is attacked by a Monster with Frenzy, the Lord of Aenarion is also subject to Frenzy of the same level. If the Lord of Aenarion is already subject to Frenzy due to praying at the Shrine of Khaine, you may choose which of the two values you wish to use.

2. Profile.
Your Warrior Gains +1 attack.

3. Profile.
Your warrior Gains +1 Strength

4. Skill - Hatred of Khaine.
The Lord of Aenarion grows to despise every creature that opposes him. At the start of every combat roll 1D6. On a roll of 4 or more the Lord of Aenarion Hates all the Monsters for the duration of that combat. See the Psychology section in the Warhammer Quest Roleplay Book for full details of Hatred.

5. Skill - Ignore Blow.
As Dwarf slayer skill.

6. Skill - Blast of Khaine.
The Lord of Aenarion musters his anger and directs it through his weapon. It smashes through the Monsters as a wave of pure anger and force. Once per adventure the Lord of Aenarion may make a ranged attack. The attack has a range of 10 squares and hits automatically. The Lord of Aenarion may even use this skill if he is pinned. The attack has a Strength equal to the number of Lord of Aenarion's Blood points+2D6.

7. Profile.
Your Warrior gains +1 Attack.

8. Skill - Endure.
As Dwarf skill.

9. Profile.
Your Warrior gains +1 strength dice.

10. Skill - Khaine's Armour.
The Lord of Aenarion is surrounded by a faint red glow, and wounds which would kill lesser beings seem to have no effect on him. The Lord of Aenarion gains the the regenerate (1) ability. See the Bestiary in the Warhammer Quest Roleplay Book for full details of how Regenarate works.

11. Profile.
Your warrior gains +1D6 Wounds (re-roll ones as normal).

12. Skill - Magic Resistance.
Khaine protects the Lord of Aenarion from magic, using his power to thwart the attempts of Magic Users to enchant his disciple. The Lord of Aenarion gains the ability of Magic Resistance (6). You must roll to see if he resists ANY spell cast against him, even if he wishes to be affected by it. The full details of Magic Resistance are in the Bestiary section of the Warhammer Quest Roleplay Book.

13. Skill - Drain Vitality.
The Lord of Aenarion has learnt how to harness the escaping life force of a foe he has just killed. When the Lord of Aenarion kills a Monster roll 1D6. On a roll of 6 he may heal 1D3 wounds.

14. Skill - Khaine's Hand.
The Lord of Aenarion's hand is constantly covered in a film of blood and his arm possesses mystical strength. Roll 1D6 at the start of every turn. Look up the result on the following chart. If the score is equal to or more than shown on the chart then your Warrior gains an extra attack, which is at +2 to his normal strength.

Title	Roll required
Novice	6
Champion	5+
Hero	4+
Lord	3+

15. Profile.

Your Warrior gains +1 Weaponskill

16. Skill - Destructive Blow.
The Lord of Aenarion's training allows his attacks to be aimed at the weakest points in his opponent's armour. The Lord of Aenarion may ignore up to 2 points of armour when he attacks a Monster in hand to hand combat.

17. Skill - Sustained Assault.
As Imperial Knight, except he may only use it with a sword.

18+. Skill - Khaine's Fire.
The Lord of Aenarion summons all of his anger, hatred and inner turmoil and releases it in a devastating series of blows that leaves him physically exhausted. Once per adventure the Lord of Aenarion may use this skill. It gains him +1D6 attacks for 5 turns (roll at the start of each turn.) For those five turns he is immune to Fear and Terror and adds +3 to his strength. After the five turns are up he is at -1 Strength and -1 Toughness for the rest of the adventure.

ROLEPLAYING THE LORD OF AENARION

It may seem at first that there is little depth to the Lord of Aenarion, he's simply a well honed killing machine. However, a Lord of Aenarion does have character traits that show through during his more lucid moments. The most obvious aspect of a Lord of Aenarion's personality is his total arrogance and disregard of other creatures. The most telling point is the Lord of Aenarion's total hatred of Chaos, inherited from Aenerion. His ancestry, lineage and traditions are so set in stone that the Lord of Aenarion does not comprehend any leeway or flexing of his principles and values.

When not in combat the Lord of Aenarion sees the world only in pale shades of grey (metaphorically speaking) and little interests him or can stir him from his almost trance-like state.

In times of battle, on the other hand, the Lord of Aenarion feels more alive and in tune with the world than any other living being. The adrenal surge through his body turns him into a fantastic fighter, who knows neither mercy nor compassion.

All of this will also depend on how far down the Path of Khaine or Asuryan the Lord of Aenarion is. The further towards Khaine he is pulled, the more horrendous the atrocities he may perform when he loses control of himself. The greater the influence of Asuryan, the more the Lord of Aenarion can maintain control, and during the more peaceful times he may weep at his predicament and feel sorrow for those hewn down while the battle trance has taken him. However he does not reserve this regret for Orcs, Dark Elves, Chaos worshippers or others who deliberately opposed him- only those who were (in his eyes at least) innocent bystanders get such pity.

The Lord of Aenarion's education is closely linked with his heritage and many have led perfectly normal lives before the Curse of Khaine asserted itself. This background gives them a great store of knowledge concerning ancient treasures (especially lost artefacts of Ulthuan) and a deep understanding of widely extinct languages.

The Lord of Aenarion who is recovering from his battle-trance is likely to be withdrawn and unaware of the world. During this state he is very vulnerable to traps. ambushes and other surprises. This is mostly represented by the battle trance counters provided, but negative modifiers should be applied to appropriate tests.

The Lord of Aenarion excels at combat, and combat related skills and tests. Not only is he in prime physical condition, his powers of endurance and determination give him great reserves that allow him to go on when others would retreat and give up. Above all else, the Lord of Aenarion is a tortured soul, and a myriad of factors influence his behaviour, most of them beyond the comprehension of the Warriors who accompany him.

Wounds:	1D6+5
Move:	6
Weapon Skill:	4
Ballistic Skill:	5+
Strength:	3(4)
Toughness:	3(5)
Initiative:	4
Attacks:	2

Equipment: The Lord of Aenarion has the Talisman of Khaine Equipment card.

Weapon: The Lord of Aenarion carries a Great Sword, which adds +1 to his Strength when fighting, but cannot be used with a shield.

Armour: Pheonix Armour, giving him +2 Toughness.

Pinning: The Lord of Aenarion escapes from pinning on a roll of 6+.

Special Rules
See the mian rules in this article for the Lord of Aenarion's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

SPECIAL RULES

At the start of every Power phase that Monsters are on the board draw one of the special Battle Trance counters and place it, red side up, next to the Lord of Aenarion's Warrior card. While he has a Battle Trance counter red face up, the Lord of Aenarion gains the benefit shown on the counter. Over several turns you will build up counters, all of which apply. If the Lord of Aenarion draws the Skull counter he must immediately make one attack against every Monster or Warrior in an adjacent square, using all of the normal rules, and may do nothing else for the remainder of the turn. After resolving the Lord of Aenarions' attacks for drawing the Skull, place all the counters back into the mug. This continues until the combat is over.

When all the Monsters in a combat are killed, turn all the Battle Trance counters that are already next to the Lord of Aenarion's Warrior card so that they are blue face up. The Lord of Aenarion suffers these penalties while they are in play. He may discard one counter of his choice in each subsequent Power phase. If a Monsters appear while the Lord of Aenarion still has blue counters in play, he may not draw any new counters until he starts a turn with no blue counters next to his Warrior card.

Battle Trance counters can be found on the back cover of this issue.

TALISMAN OF KHAINE-CARD.

The Talisman of Khaine is an ornate amulet in the shape of a hand wielding a sword. The power of the talisman lasts for one turn and can be unleashed once per adventure.

During that turn the Lord of Aenarion gains +2 attacks. If he kills a monster he must move into the square it was occupying and continue his attacks. Any Deathblows should be worked out from the square he moves to.

Celadrien II chopped his massive black bladed sword through the dragon's neck, almost completely severing it. He stepped back as foul purple blood fountained across the room for a few seconds. He dropped to his knees, his enammelled armour ringing hollowly as he clattered to the floor. Turning his gaze he saw the humans and the Halfling staring at him, half in horror half in delight. Wiping off the blood of the slain dragon, the tall Lord of Aenarion sheathed his great sword and thrust himself to his feet. The perspiration trickled down his forehead and stung his eyes, so he removed his helmet to let the air circulate through his sweaty hair.

When the others gasped he realised it was the first time he had removed a piece of his armour since he had met the others three and a half months ago. The three weeks in solitary vigil at the altar of Asuryan had eased his burden, and now he smiled faintly, remembering the peace he had felt while in the Shrine. His long golden hair was swept back, and reached down to the middle of his back, woven in a complicated and exotic pony tail. His smouldering grey eyes pierced the gloom beyond the lantern's feeble light and he espied the glint of gold in a corner. He turned back to others, who shuffled their feet, amazed at how he had leapt at the dragon with no thought of fear, and marveled when he had managed to slay it without their aid.

Celadrien did not feel anger at their apparent cowardice, another sign that Khaine's hold on his soul was loosening. They had only been down into three lairs before they met him on the river Talabec. They had been set upon by Trolls, who he had tracked for two weeks since he had come across the village the Trolls had destroyed. They had good instincts and they had formed up with their backs to the fire. Their instincts alone was of no use, like a strong sword that had an uneven edge. Caladrien had invoked the power of his Talisman of Khaine and slew the five Trolls in the space of a few heartbeats.

Since then he had been the mentor of the Human Knight, the untutored Barbarian and the plucky little Halfling. He had taught them how to care for their weapons and how to bind their wounds. He had shown them basic strategies and tactics, and had brought them to the Dragon's lair as a testing. The Dragon had been old and feeble, but the others could not tell that yet and had been suitably afraid. If Caladrien had been allowed to think for himself when he had confronted the beast he was sure he would have been afraid too.

The Knight, Guntar Leitzen, stepped towards the body of the Dragon and prodded it with a toe, as if he failed to believe his own senses.

"You slew such a mighty beast single-handed, while I, a Knight of the Order of the Heart, stood helpless. Everything you have taught me was forgotten in that instant of dread and I feel unmanned."

"Do not berate yourself too much, Knight. Next time you will not be so scared, after all you know now that a Dragon can be easily slain by someone of pure heart and a strong arm." Caladrien's soft lilting voice seemed a total contrast to his hoarse, bellowing battle-cry. Replacing his helmet, the Lord of Aenarion walked over to the Dragon's hoard, where Ned Neddley, the Halfling 'treasure procurement expert' was sifting through the gold, jewels, weapons and armour lying there. Noticing something in the pile, Caladrien stooped and grabbed a plain hilt sticking out near the top of the treasure. He presented the sword, with it's plain leather scabbard to Ferulf the Norscan. Looking sceptically at the ramshackle weapon, the Barbarian gripped the hilt and pulled free the blade. He stepped back and blinked, as the rune encrusted weapon shone with a silvery brightness in the darkness of the chamber. Caladrien gathered the others around him.

"This is a Frostblade, which can freeze a foe to death with a single strike. You would have discarded it as just another sword, but I can see the tell tale signs of

a great artefact." He pointed to a small symbol inscribed in the pommel. It was shaped like a tiny lightning bolt cleaving into a droplet.

"In time you will learn how to recognise these clues, and how to determine the properties of the the artefacts you will find in your adventures." Just then a low moan emanated from the darkness at the far end of the great oval hall, where the light of the lantern did not reach. Two pinpoints of green light pierced the gloom, and huge stentorian breathing started to echo around the intruders. By some unknown instinct the warriors threw themselves to the ground, just before a jet of green flame burst forth across the chamber.

Leaping to his feet, Ferulf ran towards the new threat swinging the Frostblade in a wide arc around his head. Within the light of the lantern now stood another dragon, fully half as big again as the one that lay dead behind the party. Caladrien felt the surge of blood and the presence of Khaine filled his soul. Just before the blood haze filtered across his vision he managed to explain his mistake.

"Firenafax must have laid an egg since I was last here. This is her son! I did not realise I had been away for so many centuries!" He then raced after the Barbarian, and stood beside him as they fended of the Dragon's teeth and claws. Ned Neddley crept around the edge of the hall, so he was away from the dragon's gaze. Brandishing his pathetic looking short sword he crept up to the huge monster. Darting in he thrust the weapon between the massive scales, and a roar of surprise shook the room, sending a scattering of small stalactites falling from the curved roof. Thrusting his shield before him, the Knight of the Order of the Heart jabbed at the monster's eyes and open mouth, and then hurled himself to the side as another jet of incinerating death spewed from the Dragon's throat, melting the hoard of treasure into a smouldering lump.

Ned was sent sprawling across the room as the Great Dragon's massive tail swept out and smashed him full in the chest. The screech of claw on metal echoed off the high ceiling and distant walls as a foot lashed out across Caladrien's armour, knocking him to his knees. The Barbarian was almost disembowelled by a talon, but he swung his Frostblade, which thudded dully off the Dragon's huge scales.

Caladrien was on his feet again, his massive two handed sword hewing into the Dragon's armoured throat with relentless ferocity. As the first drop of blood spilled from the Dragon, the Lord of Aenarion increased the intensity of his attacks. As he swung the great sword back for another blow, his wild chop clanged against Guntar's shield, denting the ornate heart emblazoned on the front. Like a tornado, Caladrien span along the length of the Dragon, each stroke biting deep into its thick flesh, fountains of purple blood splashing across the flagged floor.

Ferulf saw his opportunity, and thrust his magic blade into a gash in the monster's right leg, opened up by the wild strokes of Caladrien. Roaring in pain and anger, Firenafax's child opened his wings with a crack like thunder, sending the warriors sprawling to the floor, where they lay winded. Coldness seeped through the still air, and the Dragon started to freeze from the point of the Frostblade's entry. Ice formed on its scaly hide, and cracks appeared as it tried to move its frozen body. With a final anguished screech the Dragon's eyes frosted over and it collapsed to the ground, parts of its ice-encrusted body shattering under the impact.

As the adventurers slowly got to their feet, panting and sweating from fear and their exertions, Caladrien, swaying slightly as he recovered from his battle-trance, looked at them, his eyes alight with the thrill of the recent battle. When he spoke his voice was slightly thick with effort, and his words partially slurred.

"I think it was time we started meeting some real challenges..."

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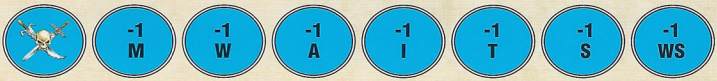
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