

Warhammer Quest



• WARDANCER •

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MINIATURES

• ELF WARDANCER •



Deep within the vast forest of Loren in Bretonnia lies the hidden Wood Elf realm of Athel Loren. This great tract of woodland is the home of the Elf colonies left behind when the Phoenix King bade his people return to Ulthuan, four thousand years ago.

The Wood Elves are lead by Orion and Ariel, living embodiments of the gods Kurnous, the wild hunter, and Isha, the earth mother. They are known as the King and Queen in the Wood and all Wood Elves pay them homage.

The shrine glades of Athel Loren are the scenes of arcane rituals where dancers enact the tales of Wood Elf lore. These dancers are not only trained for the ritual dances of worship, but also in the deadly dances of war.

These Wardancers, as they are known, are famed and feared throughout the world.

Wardancers are a select caste, ordained at birth and raised and trained in isolation. Wood Elves are tall and lithe, and amongst a race known for their elegance and grace the Wardancers still stand out. They are exceptionally agile and swift and are possessed of amazing skills. In battle they are graceful yet deadly, turning destruction and death into an art.

In general, Wood Elves have acquired a healthy suspicion of strangers and a distrust of anything unnatural. They shun contact with other races and show no mercy to those who invade their realm. However, the forest is not totally self-sufficient: metal in particular is in short supply. For this reason the Wood Elves need to trade with outsiders and rely on those willing to venture outside of the realm.

The Wood Elves seen outside Athel Loren can be divided into two groups. First there are the Troupes, small groups of travelling Wood Elves who trade with other cultures. These bands will be found throughout the Old World, often camped near a settlement where they will go by day to trade, returning to their hidden camp at night.

The second type are the solitary 'wayfarers' – individual Elves who have a desire to experience the outside world. Due to the isolation of their upbringing, Wardancers often become wayfarers, travelling throughout the world to experience its wonders and delights.

Wardancers sometimes come across like-minded individuals of other races and a bond will be formed, the Wardancer becoming a companion to these hardy Warriors.

In the Warhammer Quest game, you are one of these Wardancers who has gone out into the world. Trained in the art of fighting, you now wish to test your skills to the limit. Encountering a band of Warriors you join with them in their search for adventure, wealth and glory.

· INTRODUCTION ·

This pack contains everything you need to introduce a new Warrior – the Elf Wardancer – to your games of Warhammer Quest, including his Warrior card, Warrior counter, Equipment cards, a rulebook and a Citadel miniature to represent the Warrior himself.

This rulebook is split into three sections: a basic Warhammer Quest section, an Advanced Warhammer Quest section and a Roleplay section.

The Warhammer Quest rules contain all the rules for using this Warrior in your games. The Advanced rules cover all the rules for the progression of the Warrior through the battle-levels, including any spells, skills or special rules, and the final section gives guides for using the Wardancer in the Roleplay system.

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Wardancer. Simply allow one of the players to choose the Wardancer. The rules which follow explain how to use the Elf Wardancer in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with that of the Wardancer!

Remember too, that if there is no Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

BIGGER GROUPS OF WARRIORS

If you want to, you can take more than four Warriors into an adventure, adding the Wardancer to the party of Warriors. If you do this, you will have to make sure that there are enough Monsters to go round! The cards and tables from the Warhammer Quest game are based on there being four Warriors in the party, so if you have fifteen different Warriors, then the game as it stands will present no challenge at all! As a general rule, stick to parties of four Warriors, but if you have a party of five or six, then increase the number of Monsters by an equal amount.

For example, if you have six Warriors in the party, that is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. If the card says "1D6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size. A dice roll of four Orcs would become six Orcs, and so on.

· STARTING AS AN ELF WARDANCER ·

Any player may start the game as an Elf Wardancer rather than one of the Warriors in the Warhammer Quest box. All of the rules for creating a new Warrior apply unless stated elsewhere in this Warrior pack.



The profile of the Elf Wardancer is as follows:

Wounds	1D6+7
Move	4
Weapon Skill	5
Ballistic Skill	6+
Strength	3
Toughness	3
Initiative	6
Attacks	1

Wounds

The Elf Wardancer starts the game with 1D6+7 Wounds. When you are rolling for Wounds, remember that you can re-roll any score of a 1, but you must keep the second roll, even it is another 1!

Equipment

The Wardancer wears the Belt of Ariel. Rules for this special magic item are included on a separate card and in the rules below.

Weapons

The Elf Wardancer carries the twin Swords of Orion. He does 1D6 plus his Strength damage (1D6+3).

Armour

The Elf Wardancer never wears armour, as it would impede his unique fighting style.

Pinning

The Wardancer escapes from pinning on a roll of 3+.

ELF WARDANCER

SPECIAL RULES AND EQUIPMENT

Before leaving the sacred realm of Athel Loren the Wardancer was called into the presence of King Orion and Queen Ariel and presented with two gifts to aid him in times of need: the Belt of Ariel and the twin Swords of Orion.

Belt of Ariel

This magical belt was given to the Wardancer by Ariel, queen of the Wood Elves.

The belt has the power to absorb damage and even deflect hits taken by the Wardancer. Roll a dice for the Wardancer at the start of each turn:

- 1 The belt has no effect this turn.
- 2-3 The belt adds +1 to the Wardancer's Toughness for the turn.
- 4-5 The belt adds +2 to the Wardancer's Toughness for the turn.
- 6 The belt protects the Wardancer from any single attack this turn. He may choose to ignore any single blow which hits him.

Twin Swords of Orion

These two finely crafted swords were given into the keeping of the Wardancer by Orion himself. Although metal is rarely used by the Wood Elf folk these two swords are wrought of finest steel. Their gift is a great honour indeed. In combat, the Wardancer's swords are a glittering blur of steel, bringing razor edged death to his foes.

Special Rule

If the Wardancer kills a Monster with a single blow while using the twin swords, he gets a death-blow as normal. Usually, a death-blow is stopped if it comes up to a square blocked by a wall, doorway, another Warrior and so on. However, the Wardancer may carry on his death-blow in this situation past the blocked square, by quickly shifting his attack to his other sword. The death-blow thus carries on as normal past the blocked square. If the death-blow is blocked again, it stops.

If the Wardancer is carrying something that stops him from using both swords, for example the lantern, then this rule does not apply. Also, if he uses any weapons other than the twin swords, he obviously cannot use this ability.

Special Skill – Dance of Death

In Warhammer Quest, a Warrior moves up to 4 squares a turn, and if this brings him into contact with the enemy, he may then fight. If a Warrior uses less than his total movement to reach his foe, his remaining movement is lost – once he starts fighting, he may not move again this turn.

The Wardancer is so agile, and so skilled with his weapons, that he can move, fight, move again and perhaps even fight again, all in one turn!

The Wardancer player should keep track of how many squares he moves each turn particularly when he is in combat. When fighting, if the Wardancer kills a Monster with one blow, he gets his death-blow as usual, including his special ability for his twin swords. If, having despatched his foe with a single blow, he is not in a position to make a death-blow, then the Wardancer's Dance of Death skill takes effect. He may now use any movement he has left to bring him into contact with Monsters, and then continue his death-blow, and so on. This continues until he

either misses with his death-blow, fails to do enough damage to kill in a single blow, runs out of movement or has no more Monsters to fight.

ELF WARDANCERS AND ARMOUR

The fighting style of the Wardancer owes much to the fact that he is unencumbered by body armour, helmet or shield. For this reason the Wardancer disdains the use of any type of armour. He will not even wear magical armour or use magical helmets or shields. However, knowing well the benefit of magical protection, he will use magic items that give an increase to Toughness, such as magical rings of toughness or invisibility.

THE WARDANCER AND TREASURE

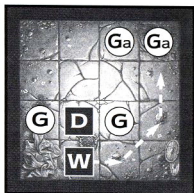
The Wardancer will not use any treasure to do with spell casting. He may also decide not to use weapons other than the Twin Swords of Orion, as to do so will mean forfeiting the special skill which goes with them. For this reason he may often find himself with treasure he has no real use for.

If the Wardancer gains treasure items that he cannot use or does not want, he may of course attempt to swap them with another Warrior if they agree. Otherwise he can always cash them in for gold at the end of the adventure.

Example of the Wardancer in Combat

The Wardancer starts his turn pinned by the Goblins. He strikes at the Goblin to the left of the Dwarf, killing it instantly. He may now make a death-blow, but his swing is blocked by the Dwarf. However, because he is fighting with the twin Swords of Orion the Wardancer may continue his attack with his other sword. He hits the Goblin to the right of the Dwarf, slicing the Monster in half.

Now there are no Monsters left adjacent to the Wardancer so he may use any remaining movement (in this case he has all 4 squares left as he started the turn pinned, so he has not moved yet) to move before continuing his death-blow. The Wardancer now moves the 3 squares shown and continues his attack against the two archers. He beheads the first, but misses the second, so ending his death-blow and his turn.



• ADVANCED RULES •

In the Advanced game the Wardancer will go from adventure to adventure gaining treasure and gold. His skills and abilities will increase as he goes from battle-level 1 to battle-level 10. The following section shows how the Wardancer progresses through the battle-levels, and gives details of a special Settlement – that of the Wood Elf Troupes.

TREASURE AND EQUIPMENT

The Wardancer may not use spell casting items, body armour, shields or helmets. In addition, the Wardancer may not use anything not available to an Elf. This reflects the fact that at the end of the day he is an Elf first and foremost, so if an item of treasure is not suitable for other Elves, it will not be usable by him either.

· WARDANCERS IN SETTLEMENTS ·

Wardancers are the wildest of the Wood Elves: fierce, proud and untamed. His is an elemental spirit, at one with the wind, the rain and the sun. The hidden paths of the forests are his home, the savage beasts of the wood his friends. He has no need for mankind, whose main achievements seem to be the destruction of all he holds dear.

Wood Elves are uncomfortable in the teeming cities of mankind, finding them incomprehensible, claustrophobic, dirty, noisy and crude.

Where possible, a Wardancer will avoid such places, leaving dealings with mankind to those Elves who understand their ways. He will actively search for such Elves, as there are items available from mankind which cannot easily be bought or found elsewhere. For this reason he is ever on the alert for the tell-tale signs of a wandering Troupe of Wood Elf traders.

The Wood Elf folk of Athel Loren are not totally self-sufficient and need to trade with other races, and there are always groups of Wood Elves to be found away from the forest of Loren. These Wood Elf Troupes are skilled in trading with the human city folk, and well able to protect themselves if any trouble should befall them.

Any wayfaring Wood Elf such as the Wardancer will find a pleasant welcome in the camp of a Troupe, providing he can find one. As the Troupes move through the land they leave signs of their passing that only their kin would observe and understand. Other races would not know of the existence of a passing Troupe unless the Wood Elves decided to reveal themselves, as they move unseen like ghosts through the forest.

In the company of such Elves, a Wardancer will receive a warm welcome, though the same is not necessarily true of his companions. He will be eager to swap stories, trade equipment and learn of the goings on in Loren and the world at large.

WARDANCERS IN VILLAGES

The Wardancer will accompany other Warriors into a village to purchase the goods available. The only place a Wardancer will not go is the

Alehouse. Although a small village is a fairly open place, the tight press of rowdy drunkards and the fog of smoke prevalent in any Alehouse is too much for the Wardancer. If the other Warriors wish to enter the Alehouse the Wardancer will wait elsewhere.

WARDANCERS AND TOWNS OR CITIES

Usually a Wardancer will prefer to take leave of his comrades and meet up with them later, rather than enter a large Settlement such as a town or city. Whilst his companions enter the cosmopolitan hustle and bustle in search of equipment, training and so on, the Wardancer will bid them farewell and spend his time searching for any Troupes of Wood Elf traders who are camped in the vicinity.

The Wardancer may enter a town or city if he wishes. However, being unused to the bustle of such a place, the Wardancer will find it hard to get his bearings and will have trouble finding the Elf Quarter or any other Special Locations he is searching for. He will be likely to get lost for hours if not days in the winding alleyways and dimly lit streets of a large Settlement.

Unlike other Elves, the Elf Wardancer must roll 8 or more to find any Special Location in a town or city, still using 2D6 in a town or 3D6 in a city.

If the Wardancer does enter a human town or city, he may visit the following locations:

Elf Quarter, Elf Rangers' Noble House (if you have the Elf Ranger Warrior pack), the Fletcher, the Weaponsmith and the General Store.

If a Wardancer visits a town or city, he must roll twice on the Settlement Events Table every day.

SEARCHING FOR A WOOD ELF TROUPE

When the Warriors reach the Settlement they must decide how long they are going to spend there. If the Wardancer does not wish to go with them, he then has this long to find a Wood Elf Troupe, visit them, and return to the Settlement.

As the Warriors approach a Settlement the Wardancer will be looking out for signs of a Wood Elf Troupe. Once the Warriors have decided how long they will stay at the Settlement, and departed on their way, the Wardancer stays behind, searching for the Troupe. To see how he fares, he rolls 1D6 on the following table:

- 1 The Wardancer has seen no sign of a Troupe. He spends 1D6 days searching, to no avail. He may now decide to enter the Settlement and find his companions, or wait outside until they emerge.
- 2-3 The Wardancer has seen signs that show a Troupe recently passed this way. He can find them and return to the Settlement in 2D6 days.
- 4-5 The Wardancer saw fresh signs of a Troupe. He can find the Wood Elves' camp and return in 1D6 days.
- 6 The Wardancer actually spotted a camp just before the Warriors reached the Settlement. He can be there and back in a day.



When the Wardancer works out how much time he has spent with the Wood Elf Troupe, remember to include the time it takes him to travel to and back from the Troupe's camp.

CATASTROPHIC EVENTS

If the Warriors get thrown out of a Settlement early, or the Wardancer returns late, they will have to wait for the Wardancer to return. If they wish to remain in the Settlement while they wait they must still pay living expenses. Also, if the total time elapsed by the time the Warriors meet up with the Wardancer back at the Settlement is two weeks or more, then the Warriors will have to consult the Catastrophic Events Table on page 25 of the Warhammer Quest Roleplay book as usual.

WOOD ELF TROUPES ON THE MOVE

There is another way that the Wardancer may find a Wood Elf Troupe. If the Warriors roll an 'Uneventful Week' result on the Hazards Table during a journey, the Wardancer may come across signs of a Troupe. Roll a D6: on a roll of 6 the Wardancer spies a hidden camp off the trail.

If this happens the Warriors may elect to turn from their path to a Settlement and go to the camp instead. The Wardancer will lead his companions to the camp and vouch for their honourable intentions. However, this may not be enough. Each Warrior must roll 1D6 and subtract the number given on the table below for their race:

Wood Elf	0
High Elf	1
Human	2
Halfling	2
Dwarf	3
Other	4

If the modified roll is less than 1, that Warrior will not be allowed into the camp. The Warriors must decide whether to abandon their comrade or to leave the camp with him. An abandoned Warrior must live off the land while he waits for his companions to return, or may continue on to the Settlement.

· WARDANCERS IN TOWNS AND CITIES ·

THE ELF QUARTER

Once the Wardancer does find an Elf Quarter he will often be made less than welcome by the Elves there, who tend to look down on those they consider their 'rustic' cousins. Consequently, anything the Wardancer wants to buy will cost 50% more than it would to another Elf. For example, an Elf would pay 100 gold for an Elf cloak, but a Wardancer must pay 150 gold.

Note that the Wardancer will not buy an Elf helm, armour, cloak or shield, and will have thus have no use for the Master craftsmen.

ELF RANGERS' NOBLE HOUSE

If one of the players has the Elf Ranger pack, the Wardancer may also try and find an Elf Noble House. He must follow the normal rules for finding such a place, having first to find an Elf Quarter. In the Noble House, the Wardancer is not impressed by the exotic items on sale, and does not have to check to see if he has to buy anything. However, the following special rules do apply:

When rolling on the News Table, the Wardancer treats a roll of a 1 or a 2 as a 1.

The Wardancer is treated as a 'knight' when he visits the Noble House to visit the Lord. He must visit the Lord and pay homage to this wise and noble Elf Lord, and they will doubtless exchange many stories and talk of their deeds. Unlike the Ranger, the Wardancer does not have to pay gold when he visits the Lord of the Noble House.

The Rangers of Tiranoc have no desire to see their ancient culture funded by their kindred of Loren, and indeed consider that it would be in singularly poor taste if they were to accept payment from such a visitor. However, it is customary for a gift to be given to the Lord of the Noble House. The Wardancer must give the Lord a gift of any one purchase from a Wood Elf Troupe. These rare goods are much prized amongst the Rangers, who acknowledge their forest living cousins' skills.

Note that 'any single item' means a single entry on the Purchases Table, so if the Wardancer has bought 1D6+2 Sure Fire arrows, he must give them all, not just one of them!

In exchange for this gift, the Wardancer may make 1D3 rolls on the Ranger Knight Noble House Table, re-rolling if he scores a 4.

· WOOD ELF TROUPES ·

When a Wardancer visits a Wood Elf Troupe he can visit the Wood Elf traders, consult with the wise Wood Elf elders, train to go up a battle-level, and go on a Wild Hunt, among other things.

The time taken to do each of these things varies – a Wardancer can visit one trader every day, just as if he were visiting a trader in any other Settlement, and all the rules for visiting a trader from the Warhammer Quest Roleplay book apply. The Wild Hunt and Wardancer training are treated differently, and the rules for each follow.

SUBSISTENCE

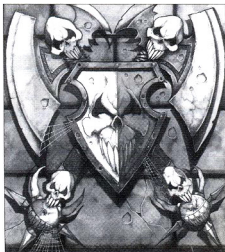
Any who visit the Wood Elves must pay 2D6 gold per day as an offering to the Troupe. This pays for board, lodging, entertainment and the like, and although not seen as a fixed rent, some offence would be caused if the offering was not made each day.

DUTY

Before he may engage on any other activities at the camp, the Wardancer must visit the elder of the Troupe and see what news there is, if any, from Athel Loren. Often, the

Wardancer may be requested to fulfil some task or duty for the Wood Elves, and he will never question the requests of the King and Queen in the Wood.

The first day a Wardancer spends visiting the Troupe must be spent seeing the Troupe elder. Roll on the following table:



1 The Troupe bring news of various small battles in the forest of Loren. Fearing a war, Orion has ordered all wayfarers to return to the forest to swell the ranks of the Wood Elves. The Wardancer must leave for Athel Loren immediately – he will not be able to go on a Wild Hunt, train or purchase anything. If the other Warriors are also staying in the Wood Elf camp, they must bid farewell to their companion and carry on to the next Settlement.

Roll a D6 to see how the Wardancer fared in the battles:

1 Although he acquitted himself well against the hordes of Orcs and Goblins assaulting the far realm of Loren, the Wardancer sustained grievous wounds in the defence of his home. Ariel herself tended to his wounds, and none were sure if he would live or die. Roll another dice to see whether the Wardancer has survived his terrible wounds:

1 Although the Queen of the Wood did her utmost to save the valiant Warrior, his wounds were too great, and he died in tortured slumber beneath the greatest tree in Athel Loren. His name will be forever remembered in song as a defender of the forest, and his spirit joins the spirit of the wood and the Wild Hunt. The Wardancer is out of the game, and the other Warriors must find a new companion.

2-3 The ministrations of Ariel draw the Wardancer back from the very brink of death, although he will never be quite as strong as he was before the battle. He loses 1D3 Wounds permanently from his Starting Wounds.

4-6 The ministrations of Ariel draw the Wardancer back from the very brink of death, although he will never be quite as strong as he was before the battle. He loses 1 Wound permanently from his Starting Wounds.

2-5 After travelling back to Athel Loren, The Wardancer learns that the crisis has been averted, and his Journey has been in vain. He returns to meet his companions, and gains 2D6 wafers of waybread from the Elves of Athel Loren to keep him on his journey. Roll to see how much waybread he is given. Then, when he meets up with his companions, roll another 2D6 to see how many of them he has eaten. He can never eat more than he physically has, but if there are any left over, he may take them into the next adventure.

6 The Wardancer fought valiantly against a Chaos warband which planned to raid deep into Athel Loren. He singlehandedly defeated their leader, and routed the evil scum from the forest, leaving only the black stain of their tainted blood on the forest floor. In recognition of this great feat, the Elves of Athel Loren give the Wardancer a great treasure. The Wardancer gains an item of dungeon room treasure.

Assuming he survives, the Wardancer will meet the rest of the Warriors at the beginning of the next adventure.

2 The Troupe has news that other Wood Elves have been found cruelly slaughtered in their camps. The Wardancer learns that some of the dead were close relations, his own family who he had forsaken in his desire to travel the world.

Torn by grief, the Wardancer swears to avenge his kin. After visiting the site of the massacre, the Wardancer finds evidence as to what foul creatures were responsible. The Wardancer swears a terrible oath that he will either pay the price in blood gold to atone for the death, or he will slay those responsible.

Roll 1D6 on the table below to see which Monsters perpetrated the massacre. The Wardancer may then finish his visit to this Wood Elf Troupe as normal. To fulfil his oath, he has to slay 2D6+1 per his battle-level of the particular Monster.

D6 Roll	Monster
1	Orcs and Goblins
2	Undead
3	Skaven
4	Chaos
5	Dark Elves
6	Chaos Dwarfs

So, for example, a battle-level 4 Wardancer would have to slay 2D6+4 of the particular Monsters before fulfilling his oath.

The Wardancer gains double gold for killing these Monsters until his oath is fulfilled. However, until he has avenged his kin, he voluntarily pays double the normal price for any item he buys at a Wood Elf camp as blood gold for the lost souls of his family.

3-4 The Troupe has no message from home of any import and welcome the Wardancer with open arms. The Wardancer may stay with the Troupe for 1D6 gold per day instead of the normal 2D6.

5 A great wrong has been done to a Wood Elf Troupe, and the entire encampment is in ferment. The Elder tells you that a few days before your arrival their camp was raided, and a very important and much prized artefact was stolen. The Wardancer agrees to do his utmost to retrieve the artefact and return it to the Wood Elves.

Roll a dice and consult the following table to see what the stolen artefact is:

1	A Sword
2	A Scroll
3	A Bow
4	A Helm
5	A Potion
6	A Magical Ring

Whenever a member of the party of Warriors gains an item of treasure from now on, the first one that fits the description above is the item which has been stolen. The Wardancer may take this item if he wishes, in addition to any other treasure he has gained in the dungeon. If one of the other Warriors gained it as his rightful treasure, the Wardancer must pay the gold value for it. Until he can do so, the other Warrior may keep and use it.

Until such a time as the Wardancer gains the item, he may not visit another Wood Elf Troupe.

When he returns the artefact, however, the Wood Elves are so delighted that they reward him generously. Roll a dice and consult the following table to see what his reward is.

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|-----|--|
| 1-2 | The Wood Elves are so pleased to get the stolen artefact back that they declare the Wardancer never has to pay subsistence again when visiting them. |
| 3-5 | The Wood Elves give the Wardancer much treasure in recompense for his labours. He gains 1D3 items of dungeon room treasure, and any items he buys at this Troupe he gains for half price. |
| 6 | The Wardancer is taken to a sacred glade which radiates the power of Orion and Ariel. He may choose one of his Twin Swords of Orion, and roll on the Aspects Table (see the <i>Wardancers and Training</i> section, later) to see what new power it gains. |

6 The Troupe is celebrating because it is time for them to return to their beloved forest. They are leaving immediately and are grief stricken because the Wardancer cannot stay with them. However, they give the Wardancer 1D6x100 gold as a parting gift, and wish him well upon his travels.

Note that a Wardancer may have a number of these duties running concurrently, so it is a good idea to keep a note of them on the Warrior's Adventure Record sheet.

WOOD ELF TRADERS

While he is with the Troupe, the Wardancer may purchase items from the various Wood Elf traders. Buying equipment from Wood Elf traders is treated in the same way as buying items from any trader – see the 'Buying Equipment' rules in the Warhammer Quest Roleplay book, page 18.

The following table shows what equipment the traders sell and how much it costs. To find out whether they have the item he wants the Wardancer must roll the 'Stock' number or more on 2D6. Any other race rolls on a D6.

Wood Elf Bowmaster

Equipment	Cost	Stock
1D6+2 Arrows of Sure Flight	20	5
Elf Bow	2,000	10

Wood Elf Trademaster

Equipment	Cost	Stock
Elf Rope	75	3
1D6 Elf Waybread	10	3
Herbs (W)	1D6x50 gold	5
Cloak of Concealment	750	6
Elf Boots	100	6

Wood Elf Elder

Equipment	Cost	Stock
Luck Charm	1,000	8
Elixir of Orion (W)	300	8
Wand of Ariel (W)	500	10
Pipes of Isha (W)	750	9
Drum of Kurnous (W)	750	9

The arrows, boots, bow, rope and waybread are as described on page 22 of the Warhammer Quest Roleplay book.

If any other Warriors are with the Wardancer they may buy waybread or Elf rope only. The Elves would never sell any other items to any Warrior not of Elven origin. Other Elves may buy any of the listed items except those marked with a W, which are Wardancers only.

Elixir of Orion

This heady drink tastes of summer rain and forest glades, of sunbeams through the boughs of a great oak. The elixir may be safely drunk by any Elf, and will restore 4D6 Wounds.

To any other race the draught can be exceedingly dangerous, filling the drinker's head with strange visions and the searing, joyous agony of flying too close to the sun. If drunk by any non-Elf, the drinker still rolls 4 dice. Any dice which score even numbers show Wounds healed. Any which score odd numbers show Wounds caused by the potion, with no deductions at all.

Wand of Ariel

This innocuous looking twiggy stick is imbued with the magic of the forest. Any Warrior who wears a Wand of Ariel braided in his hair, or even just stuck in his belt, may find that fortune shines upon him from time to time. Whenever the wearer of the wand is trying to break from pinning, he may add +2 to any dice roll he makes. However, if he ever scores a 1 on his actual pinning dice roll, then the power of the wand is exhausted.

Pipes of Isha

These pipes are carved from the branches of dead trees, or sometimes from the bones of slain foes. The reedy, penetrating note they make when played chills the mind of all who hear them.

The pipes may be blown once per adventure. When blown, all to hit rolls of any type are reduced by 1 until a 5 or more is rolled in the Power Phase. However, the pipes have no effect whatsoever on Elves of any kind.

Drum of Kurnous

The skin of this light drum is fashioned from the hide of a slain foe – often an Orc, Goblin or even an Ogre.

The Wardancer may play the drum if there are no Monsters on the board. He may do nothing else during the turn as he creates a wild, pulsating rhythm, which echoes through the tunnels of the dungeon. As the rhythm of the wardance builds, the Wardancer moves to it, spinning about the room in time to the dance. For every turn in which he does nothing except play the drum, roll a dice. The

score indicates the number of turns that the pulse of the drum stays with him even after he stops playing. While he is still influenced by the drum, the Wardancer adds +1 to all his dice rolls.

However, after the first turn in which the Wardancer plays the Drum of Kurnous, deduct -1 from the Power dice roll. In the second turn, deduct -2 and so on. This shows that two things are happening: firstly, the power of magic is being absorbed into the dance, to aid the Wardancer in the combats to come. Secondly, it shows that the noise the drum makes attracts Monsters from far and wide.

Herbs

If the Wardancer is an initiate into the ways of the Herb Master (see page 21) he may replenish his stock of herbs. Each purchase of herbs will allow the Wardancer to make 1D6 potions.

Cloak of Concealment

This special cloak will blend into the background and conceal the wearer from prying eyes. It can be used in one of two ways. During an adventure it can be used by the Warrior to make himself invisible to all Monsters for a whole combat, if he needs to recover from Wounds, for example. As soon as he takes any offensive action, or at the end of the combat (whichever happens first) the cloak's effects fade, and the Warrior may be seen again. The cloak may be used in this way once per adventure.

During a journey the cloak can be used to avoid a hazardous event. When an event is rolled on the Hazard Table that involves other people, the wearer of the cloak may cover himself and hide. The Warrior takes no part in that event and is unaffected by any dice rolls. The cloak may be used in this way once per journey.

Lucky Charms

Wardancers may purchase Lucky Charms in the form of rings, earrings, bracelets, etc. that have been blessed by Ariel, the Queen of the Forest. The Wardancer gains an extra Luck point when he buys one of these charms, which is permanently added to his Luck characteristic while he has the charm.

SPECIAL LOCATION – THE SWORDMASTER

If the Wardancer has lost one or both Swords of Orion, he must find a Swordmaster, one of the Wood Elves who has kept alive the ancient tradition of metalworking and blade forging. These skills have been passed down since the time when the Elves of Ulthuan held sway over much of the Old World. The swords made by such Elves have no equal in the world, so the Wood Elves say, and every Wardancer treasures his twin swords above all other possessions.

If the Wardancer can find a Swordmaster, he can replace a lost sword on a dice roll of 4+. The Wardancer will have to roll separately for each sword lost, and he may never have more than two Swords of Orion. The replacement swords are exactly like the swords that a level 1 Wardancer starts the game with. There is no cost involved, but the Wardancer is now known as a Blade Giver, and the shame of the loss of his original sword will never leave him as long as he lives. He will do his utmost to hold onto the replacement weapon.

THE WILD SPIRIT

Sometimes, a travelling Troupe of Wood Elves may be watched over by a Wild Spirit. Part Wardancer, part spirit, this immortal creature is a true master of the Dance of Death. The Wild Spirit bears the ritual scars and markings of his kind, and is a majestic and fearsome sight to behold.

If the Wardancer makes a donation of 1D6x100 gold to the Wood Elves, they will call upon the Wild Spirit to show himself. After paying, the Wardancer rolls 2D6, and on a score of a 7+ the Wild Spirit will show himself. A Wardancer may only attempt to see the Wild Spirit in this way once per visit.

The Wild Spirit will talk with the Wardancer and the other Elves, usually to discuss the ways in which they may avenge themselves upon the foul enemies of the Wood Elves. The Wardancer will then be invited to accompany the Troupe's Wardancers and the Wild Spirit on a Wild Hunt.

The Wild Hunt has a twofold purpose. Firstly, the Wardancers wish to seek out and destroy any Orcs or other evil creatures in the

vicinity of the Troupe. Secondly, the Wild Spirit knows of places in the forest that are imbued with great power, and which may help the Wardancer in adventures to come.

The Wild Hunt may go on for several days, during which time the Wardancer loses track of time completely. On the Wild Hunt, the Wardancer enters a state where he becomes a truly wild predator, where his instincts and actions take him as a ravenous beast through the depths of the forest.

THE WILD HUNT

The Wardancers prepare for the Wild Hunt by painting ferocious tattoos and battle markings on their bodies, and spiking their hair into fierce crests, all the better to strike terror into the hearts of those Monsters unlucky enough to cross their path.

The Wild Hunt takes 1D3 days. While on a hunt the Wardancer may do nothing else, and does not roll on the Event Table.

Only the Wardancer will be invited to participate in the Wild Hunt. If the other Warriors have accompanied him to the Wood Elf encampment, they will have to stay behind and wait for him to return.

Battle Markings

The battle markings will last for some time, and until they wear off, there is a chance that any Monsters the Wardancer meets will be in fear of him. Whenever an Event card reveals Monsters, roll a dice:

- 1 The markings have faded, and have no effect.
- 2-5 Although the tattoos are present, they have no visible effect on the Monsters
- 6 The vividly tattooed Wardancer strikes fear into his opponents: they are all at -1 to hit him for the duration of the combat.

Sacred Glades

While he is on a Wild Hunt, the Wardancer may come across a part of the forest imbued with great spiritual power which will enable to him charge his swords with special mystical abilities.

Whenever the Wardancer embarks on a Wild Hunt, he should roll a dice and consult the following table.

- 1-2 The Wardancer does not come across any sacred glades this time.
- 3-4 The Wardancer finds a sacred glade, and imbues one of his twin swords with a new aspect. The Wardancer may choose which sword gains the aspect.
- 5-6 The Wardancer finds a sacred glade, and both of his twin swords are imbued with a new aspect.

The sacred glade will be a place of particular peace and beauty. Any Wood Elf feels privileged to find such a place, and will spend hours there in contemplation and meditation. The spirits of the Wood Elf gods look kindly upon those who treat the sacred places with proper respect, and pass on some of their mystic power to the Wardancer.

Wardancers often pass into a trance-like state at such places, immersing themselves in the spirit of the wood. As he awakens from his reverie, the Wardancer will feel his twin swords vibrate with new energy – they have taken on some aspect of the forest as he dreamed the long dream.

The Spring of Ariel

The first time a Wardancer finds a sacred glade, it is always the Spring of Ariel.

When the Wardancer awakens from his trance he finds himself sitting next to a babbling, glittering brook, whose waters leap from the rocks and grass of the forest floor. He realises that he has found the mystical Spring of Ariel, and that the waters hold great power. Dipping his swords into the flowing waters, the Wardancer feels the power of Ariel flowing through the slender blades.

From now on, the swords are magical and count as so against Daemons and other similar Monsters as normal.

Until the Wardancer finds the Spring of Ariel, he will not be able to find any other sacred glades in the forest. He must search for the Spring of Ariel until he finds it.

Aspect Blades of Orion

Once the Wardancer has found the Spring of Ariel, and immersed his blades in the mystical waters, he enters a new stage in his career. He will never need to search for the Spring again, unless he becomes a Blade Giver, and from now on the sacred glades he finds in the

forest will add new aspects to his blades of Orion.

From now on, whenever the Wardancer embarks on a Wild Hunt, roll a D6 as before. If the Wardancer is lucky, he will come across a sacred glade where he will be able to charge his swords with mystical energy.

When the Wardancer finds a sacred glade, roll a D6 for each sword that has gained an aspect, and consult the table below. Each sword may gain a number of aspects over the course of a Wardancer's career.

- 1 **Aspect of Oak.** This sword gives the Wardancer +1 Toughness. If both swords have this aspect, he gains +3 Toughness. A sword may only have this aspect once; re-roll if you get Aspect of Oak for the second time on a particular blade.
- 2 **Aspect of Willow.** This sword gives the Wardancer the ability to avoid a blow which would otherwise hit him. He may dodge any blow aimed at him on a dice roll of a 6. If both swords have this aspect, then he may dodge any blow on a 5+. A sword may only have this aspect once; re-roll if you get Aspect of Willow for the second time on a particular blade.
- 3 **Aspect of the Sun.** This sword blazes with a wild fire, distracting the Wardancer's enemies and burning their flesh. Any Monsters attacking the Wardancer suffer a -1 to hit penalty while he wields this sword. If both his swords have this aspect, then any Monsters attacking him suffer a -2 penalty to hit. A sword may only have this aspect once; re-roll if you get Aspect of the Sun a second time for a particular blade.
- 4 **Aspect of the Earth.** This sword has a slow, graceful power about it, an unstoppable force when it strikes. Any blow with this sword causes an extra number of Wounds, depending on the Wardancer's title.

Novice	+1 Wound
Champion	+2 Wounds
Hero	+3 Wounds
Lord	+4 Wounds

A sword may only have this aspect once; re-roll if you get Aspect of the Earth a second time on a particular blade.

- 5 **Aspect of the Wind.** This sword moves with the grace of the wind in the trees, faster than the eye can follow. This aspect gives the wielder the following benefits, depending on his title

Novice	+1 Attack per turn
Champion	+1 Attacks per turn
Hero	+2 Attacks per turn
Lord	+3 Attacks per turn

A sword may only have this aspect once; re-roll if you get aspect of the Wind for a second time.

- 6 **Aspect of Water.** This sword is imbued with the life-giving properties of water, and its blade moves with fluid grace.

If the bearer of a sword which has the Aspect of Water loses any Wounds, then there is a chance that the blade will heal him. At the end of the turn in which the Warrior suffered the wounds, roll a D6 to see what effect the sword has:

- 1-4 The wounds are too great, and the sword has no effect upon them this turn.
- 5-6 The healing power of the sword renews the Wardancer, and he gains 1D6 Wounds immediately.

A sword may only have this aspect once; re-roll if you get Aspect of the Earth a second time. If both swords have this ability, then the Wardancer still only rolls the dice once to see if he is healed, but he adds +1 to the dice roll when he does so.

OTHER WARRIORS AND WOOD ELF TROUPES

If the Wardancer or the Troupe has to return to Athel Loren, the Warriors must leave the camp, otherwise they can stay up to a week, rolling on the Wood Elf Troupe Events Table once a day as normal.

· WOOD ELF TROUPE EVENTS TABLE (Roll a D6) ·

Normal Settlement events do not take place in a Wood Elf Troupe. Instead, the Wardancer rolls on the Wood Elf Troupe Event Table each day, to see what befalls him during his visit. If there are other Warriors also with him, then roll once for the whole party, not once per Warrior.

1 TRAVELLERS IN THE FOREST

While you are staying with the Troupe, signs of a party of unknown travellers are found by the Wood Elves, travelling very close to the camp. There is much discussion in the Wood Elf camp as to what is to be done – it is unthinkable for the travellers to discover the secret location of the Troupe's camp.

To determine how the encounter is resolved first roll a dice to see who the Wood Elf Scouts guess the travellers are from the various signs they have left in their wake. Then roll another dice to see what the Wood Elves want to do.

The Warriors have a chance to try to change the Wood Elves' minds if they wish. To do so, once you have found out what the Wood Elves want to do with the travellers (for example, kill them), you may declare "No, welcome them" or "Let them pass", and roll another dice. If you score the result you wanted, then your choice takes precedence. If not, the Wood Elves have their way.

D6	Race
1	Human Warriors
2	Human Traders
3-4	Elves
5-6	Unknown Travellers

So, if you roll a 1 to see who the Wood Elves think the travellers are, then they believe them to be human Warriors. You then roll a 2 to decide what the Wood Elves wish to do, in this case kill the humans who have ventured onto their territory. The Wardancer says "No, let them pass" and rolls another dice, scoring a 4. This is indeed the "Let them pass" result, so the Wardancer prevails – the Human Warriors pass through the forest unaware of the watchful eyes of the Wood Elves.



HUMAN WARRIORS

D6 Roll	Wood Elves' Reaction	
1-2	KILL	Each Warrior with the Troupe loses 1 point of Luck for being involved in such deeds.
3-4	LET PASS	The Warriors pass through the forest unaware of the watchful eyes of the Wood Elves.
5-6	WELCOME	The travellers have a Weaponsmith travelling with them. He has a wagon full of fine weapons, and these may be bought just as if the Warriors were at the Weaponsmith in a town.

HUMAN TRADERS

D6 Roll	Wood Elves' Reaction	
1-2	KILL	Each Warrior with the Troupe loses 1 point of Luck for being involved in such deeds.
3-4	LET PASS	The traders pass through the forest unaware of the watchful eyes of the Wood Elves.
5-6	WELCOME	Roll a dice and consult the table below to see what sort of traders these travellers are. They may be dealt with just as if the Warriors had visited them in a city: Roll a D6: 1 - General Store; 2 - Weaponsmith; 3 - Fletcher; 4 - Gunsmith; 5 - Armourer; 6 - Animal Trader.

ELVES

D6 Roll	Wood Elves' Reaction	
1-2	KILL	The Wood Elves know that there are no other Elves travelling in the woods for many leagues, as they have left none of the secret signs or indicators of their passing. Thus these must be infiltrators, spies or perhaps even Dark Elves – they must die! Now roll a dice to see if the Wood Elves were right. On a score of 3-6 they were correct in their assessment, and the travellers are revealed as Dark Elf Assassins. The Warriors involved in the attack on these sinister Elves each gain 1 extra Luck point for the duration of the next adventure. On a score of 1-2, the Wood Elves are mistaken, and the Warriors have taken part in the murder of innocents. In this case, each Warrior loses 1 Luck point for the duration of the next adventure.
3-4	LET PASS	The Wood Elves pack up camp and move away from the unknown Elves passing through their forest, to minimise the chance of detection. The Wardancer and any Warriors with him must leave the Troupe immediately.
5-6	WELCOME	The Elves are welcomed into the camp and a great fire is lit in celebration. The festivities go on well into the night, with much music, feasting and dancing. The travelling Elves stay for 1D6 days, during which time they teach the Wardancer some of their skills. The Wardancer may randomly select one of the Elf skills from the Warhammer Quest Roleplay book. In exchange for this training, the Wardancer must pay 2D6x150 gold. Any other Warriors may not learn the skill, but they can take part in the feasting!

UNKNOWN TRAVELLERS

D6 Roll Wood Elves' Reaction

1-2 KILL

The Wood Elves feel that they cannot take the risk of letting the strangers discover their camp, and decide to strike first. Unleashing a hail of arrows on the unwary travellers, they kill the majority and set the rest to flight.

Now roll a dice and see who the strangers were.

1-2 Innocent Human Travellers

Each Warrior involved loses 1 Luck point permanently, and feels honour-bound to send 1D6 x his battle-level x 100 gold to the bereaved families (so a battle-level 4 Warrior would send 1D6 x 400 gold, for example).

3-4 A Gang of Murderous Brigands

Each Warrior gains 1D6x100 gold from the bodies of the dead.

5-6 A Marauding Chaos Warband

Each Warrior gains 1 point of Luck permanently, and the Wood Elves give each of them an item of dungeon room treasure to reward them for their part in the attack.

3-4 LET PASS

The Wood Elves pack up camp and move away from the unknown travellers passing through their forest, to minimise the chance of detection.

Now roll a dice and see who the strangers were.

1-2 Innocent Human Travellers

The travellers pass through the forest unaware of the watchful eyes of the Wood Elves.

3-4 A Gang of Murderous Brigands

These swarthy villains catch the Wardancer and any Warriors with him unawares as they leave the camp of the Wood Elves. Roll a dice. On a score of 1, 2 or 3 the Warriors are sorely wounded, and each loses 1 Wound permanently from their Starting Wounds score. On a score of 4, 5 or 6, the brigands receive a sound thrashing, and the Warriors involved each 'liberate' 1D6x50 gold.

5-6 A Marauding Chaos Warband

The scions of Chaos fall upon the Elves as they are taking down the camp, their black-bladed swords glittering dully in the midday sun. The Chaos Warriors show no mercy, and slay every single Wood Elf in the Troupe. The Warriors just escape with their lives, but each loses an item of dungeon room treasure in the rout.

UNKNOWN TRAVELLERS

D6 Roll Wood Elves' Reaction

5-6 WELCOME

The Wood Elves feel sure that the strangers are innocent human travellers, lost in the forest and probably in need of civil hospitality and a guide to the forest's edge. They cautiously establish contact, and lead the hooded travellers to their encampment.

Now roll a dice to see who the strangers really are:

1-3 Innocent Human Traders

Roll a dice and consult the table below to see what sort of traders they are. Each Warrior may choose any one item for free, as thanks for rescuing the traders from the clutches of the dark forest. Each eligible Warrior must first choose the item he wants, and then roll for availability as usual, as if the trader were in a city. If the item is available, the Warrior gets it, if not, he gets nothing. Each eligible Warrior may try once and once only.

Roll a D6:

1 - General Store; 2 - Weaponsmith; 3 - Fletcher,
4 - Gunsmith; 5 - Armourer; 6 - Animal Trader.

4-6 Chaos Warband Travelling in Disguise

The Chaos Warriors whip off their long cloaks and roar with murderous glee. In seconds the unprepared Wood Elves are ripped to bloody shreds, and any Warriors in the camp are lucky to escape with their lives. Each Warrior with the Troupe loses 1D6 Wounds permanently from their Starting Wounds score, and is at -1 Strength and Toughness for the next adventure.

2 WAR PARTY

There have been reports that a band of Orcs has invaded a nearby area of the forest, bringing bloodshed and carnage with them. The Wood Elves ask for your help to go with the young Warriors of the Troupe to ambush the Orcs before they get too close to the Wood Elves' encampment. The war party will be gone for 1D3 days. Now roll on the following table to see how the raid goes.

- 1-2 Nothing goes right for you during the battle, and a number of times your life is saved in the nick of time by a nimble Wood Elf who intervenes at the last moment. To atone for your seeming unworthiness, and to repay the life saving debt, you decide to pay double for everything at the Troupe. From now on, you hate Orcs – see the Psychology rules in the Warhammer Quest Roleplay book.
- 3-6 You acquit yourself honourably as a member of the war party, and relieve the dead bodies of the Orcs of gold and trinkets worth D6x20 gold.

3 FEAST

This evening the Wood Elves of the forest hold a great feast in honour of Ariel and Orion. A mighty bonfire is stacked up, and the day is spent hunting stag and boar. The feast lasts all night and well into the next day. You revel in the great atmosphere of the feast, listening to epic stories, songs and sagas of the forests of Loren as you eat and drink your fill.

Each Warrior rolls on the following table to see what happens to him at the feast. Non-Elves deduct -1 from their score.

- | | |
|-----|---|
| 1 | Not used to the heady wines of the Troupe, you drink far too much and make a total fool of yourself. The next morning, although no-one says anything, you feel so ashamed that you decide to leave the camp.

If any Warrior rolls this result, all the Warriors must leave. |
| 2 | You wake up to find that the Troupe has gone, leaving you sleeping in a leafy bed. The Wood Elves have left each Warrior 1D3 wafers of waybread and a flagon of fine wine. There is enough wine for 1D3 draughts, and each draught will restore 1D3 Wounds to the drinker.

If any Warrior rolls this result, the Wood Elves have departed and the Warriors must continue on their journey. |
| 3-5 | The evening is a glorious night of storytelling, dance and music, and in the morning you awaken refreshed. |
| 6 | When it is your turn to tell your story, you overcome your nervousness and launch into the saga of your adventures, holding the audience spellbound. When you finish, the Wood Elves applaud loudly, and the Elder rewards you with a bracelet which imparts 1 point of Luck, Toughness and Strength for the duration of the next adventure. |

Note that result 1 on the table takes precedence over result 2, so if any Warrior rolls a 1 (or less, taking into account deductions), all the Warriors have to leave. If the lowest roll is a 2, the Warriors wake up to find that the Wood Elves have departed.

4 ACCUSATION

If the rest of the party is not with you then this day is uneventful. However, if they are with you, you learn that the Wood Elves have heard of atrocities committed against their kind by some other Warriors. Roll a dice on the table below to see what race the guilty parties are. If a Warrior of this race is with you in the encampment he is thrown out, after you have persuaded the Wood Elves not to kill him in retribution for the misdeeds of his kind.

Roll a D6:

- | | |
|-----|--|
| 1 | Humans and Halflings. |
| 2-3 | Dwarfs. |
| 4-6 | Chaos or any of the Monster races such as Ogres. |



5 HUNT

After finishing your tasks for the day, you take some time to go hunting in the forest. You kill a deer and a boar, bringing them back to the Troupe, as thanks for their hospitality. If you get the 'Feast' result while still at this Troupe, and after this result, then you may add +1 to the Feast Table. By the time you leave the Wood Elves' encampment, if you have not had the 'Feast' result then you get 20 x D6 gold for your efforts.

6 UNEVENTFUL DAY

You spend the rest of the day wandering around the Wood Elf encampment, talking with the members of the Troupe.

· WARDANCERS AND TRAINING ·

Wardancers do not train in Settlements. In fact Wardancers do not actually undergo formal training as such. Instead, they disappear into the forest, to go through a period of fasting, meditation and hunting. During this time it is advisable to avoid the Wardancer, as he will be in his wildest, most animal state, more beast than Elf.

When a Wardancer has collected enough gold (as indicated on his battle-level table) he must go to a Wood Elf Troupe and use the gold to pay for a particularly rare mix of herbs and spices. All Wood Elf Troupes will have a small supply of these herbs, and many of the herbs can only be found in the depths of Athel Loren itself. These herbs are mixed into a potent infusion which enlightens the Wardancer's mind, drawing him inexplicably closer to the spiritual heart of Athel Loren itself.

After drinking this heady infusion, the Wardancer howls in pain as the brew courses through his system. A raging beast, he disappears into the depths of the forest. During this time he will fast, taking no food at all and only enough water to keep him alive. Woe betide any who encounter him during his time of madness, as he will like as not slay them without a hint of recognition. Typically, the spirits of Athel Loren will take him for a week, after which he will emerge from the forest once more, exhausted, battle scarred and weary. During the week he will have experienced a spiritual awakening and insight into paths of Warriorhood previously closed to him.

The Wardancer now goes up a battle-level and his profile changes as shown on his battle-level table. The Wardancer will also have gained one special skill. Roll 2D6 on the table below:

· WARDANCERS' SKILLS (Roll 2D6) ·

2 Fearless Warrior

The Wardancer laughs in the face of danger, his face a bestial mask of anger and rage.

The Wardancer does not know the meaning of fear and gains +1 to his dice rolls for fear and terror. If he gains this skill again, he may add a further +1 to his dice rolls, and so on.

3 Spirit of the Wood

The Wardancer is uniquely attuned to the spirit of the wild wood. He can sense unequity in the atmosphere of all things, alerting him to hidden dangers wherever he walks.

If the Wardancer sets off any kind of trap roll 1D6. On a roll of 1-4 the trap works as normal. However, on a roll of 5 or 6 the Wardancer's lightning fast reactions allow him to avoid the trap.

4 Blademaster

With a seemingly simple flick of his wrist the Wardancer's blade sends his opponent's weapon flying from its hand.

Once per turn the Wardancer may use this skill to disarm any adjacent Monster that carries a weapon. This skill is used as one of the Wardancer's attacks. Before using this skill, you must declare that you are doing so before you roll to hit. If the attack hits, the Monster is disarmed – all normal attacks against the Monster receive a +1 modifier to hit as it cannot defend itself as well without its weapon. Furthermore, the Monster will make no attacks in the next Monsters Phase as it scrabbles about to pick up its weapon, which it regains at the end of the Monsters Phase.

5 Leap

The Wardancer launches himself into the air landing deftly behind his enemy, poised to strike.

The Wardancer may leap over a square containing an obstacle such as a Monster or other Warrior and land in the square beyond. The square leapt over still counts as 1 square of movement. The Wardancer can also leap up onto walls or higher areas such as the raised levels in some objective rooms, enabling him to get onto the higher levels without using the steps. Obviously, this does not allow the Wardancer to jump up and down fire chasms, bottomless pits and so on!

6 Storm of Blades

The Wardancer concentrates all his efforts on one opponent. Wielding both his swords at once he strikes with all his might.

The Wardancer may strike a Monster with both his swords at once, causing an extra 1D6 Wounds if he hits his foe. He also causes 1 extra Wound per battle-level if he rolls a natural 6 to hit. However, this strike is very difficult to perform, and the Wardancer is at -1 to hit when using this skill. Furthermore, he does not get a death-blow if he kills the Monster, because he concentrates both swords into a single, downward, killing strike. Each Storm of Blades attack uses up 1 of the Wardancer's Attacks that turn.

The Wardancer must state that he is making this attack before rolling to hit.

7 Wardance

The Wardancer becomes a blur of deathly steel as he spins and twists, his swords carving a bloody path about him.

In combat, if the Wardancer kills an uninjured Monster with one blow, then apart from making a death-blow as usual, he rolls a dice. On a score of 4+, put the model onto his Warrior card or Adventure Record sheet, aside from any other Monsters he may have killed in the combat. Now carry on with his death-blow, and so on.

In the next turn, he gets +1 Attack for each Monster so placed on his Warrior card or Adventure Record sheet. The Monsters are then placed back with any others he has killed this combat. The next turn on, he is back to normal.

The Wardancer may use this skill a number of times per adventure equal to his battle-level.

8 Herb Master

In the evening, as the Warriors relax around their camp fire, the Wardancer pulls a small pouch of herbs from his pack and infuses them in the boiling water.

The Wardancer has some knowledge of herb lore. Roll on the table below to see what area of herblore he has knowledge of. When the Wardancer purchases herbs from a Troupe he may make potions of this type, and carry them with him.

The potions may be given to any Warrior at any time.

If the Wardancer rolls this skill again he rolls on this table to see which area of herblore he has now gained knowledge of, and so on.

D6 Herb Potion

1 Healing

The Wardancer can make Healing potions, each of which cures 1D3 Wounds when drunk.

2 Antidote

The Wardancer is able to make effective antidotes, each of which will renew any points of Strength lost through poison or any other means. Each potion will restore one lost point on a dice roll of 4+ on a D6.

3 Strength

The Wardancer is able to make Strength potions. When drunk, one of these potions increases a Warrior's Strength by +2 for a whole turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Strength potions to give himself further increases!

4 Speed

The Wardancer is able to make Speed potions, each of which gives the Warrior who drinks it +1 Attack for the turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Speed potions to give himself further increases!

5 Insight

Each of these sparkling potions gives the Warrior who drinks it +1 Initiative for the turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Insight potions to give himself further increases!

6 Weaponskill

The Wardancer can make potions that improve a Warrior's skills with weapons. One of these potions will give the drinker +1 to hit for the turn. On a dice roll of 6, the effect lasts for the whole adventure. If this is so, then the Warrior may not drink any more Weaponskill potions to give himself further increases!

9 Transcend Pain

The Wardancer shrugs off the terrible wounds he is suffering, continuing the fight to the bitter end.

Once per adventure the Warrior can enter a state of extreme concentration where the only thing on his mind is to kill the foe. When the Wardancer reaches 0 Wounds he may choose to ignore the pain and keep on fighting. The Wardancer is now at 0 Wounds and will remain at 0 until the combat is over no matter how many further Wounds are caused on him or are healed. As soon as the combat is over the Wardancer falls to the floor on 0 Wounds and must be healed that turn or he will die.

For every turn he is in this state throughout a combat, 1 Wound is knocked off his Starting Wounds score permanently, to represent the awful wounds he has sustained. Starting Wounds are never reduced to less than 1.

The Wardancer can only restore his Starting Wounds score back to its original level through the use of healing potions or healing spells. Before he can even try this, he must be at his maximum current Starting Wounds

already. In each case, each potion or spell on top of this will just add +1 to his current Starting Wounds score, until his Starting Wounds score is back to its original level once more.

For example, if a Wardancer with a Starting Wounds score of 12 ends up going three turns on zero Wounds, then when the combat is over, he collapses. Because he transcended pain for three turns, his Starting Wounds score is reduced from 12 to 9. The Wizard heals him up, so he is on 5 Wounds, and he can now never have more than 9 Wounds.

The only way for the Wardancer to restore his Starting Wounds back to 12 is to get himself healed back up to his full Wounds score (9 at the moment). Then, he must have one extra healing spell cast upon him, or drink one extra healing potion, for every Wound he is missing from his original starting score. In this case, the Wardancer will have to have three healing spells cast upon him, or drink three magic potions, to get his Starting Wounds score back up from 9 to 12.

10 Wayfinder

The Wardancer stops and smells the air, then stoops to examine the grass at his feet. Gesturing for silence, he leads the Warriors off to the left.

The Wardancer has a heightened sense of awareness in the open air. He can sense trouble and he can avoid natural disasters. During a journey the Wardancer can cancel any one event, turning it into an 'Uneventful Week' instead.

This also gives the Wardancer a chance of finding a wandering Wood Elf Troupe.

11 Woven Mist

The Wardancer enters a trance-like state, his movements becoming a lightning fast blur. He is being carried by instinct alone, all rational thoughts driven from his mind.

If the Wardancer wishes, he may ignore his normal characteristics for movement and fighting. Instead, he may roll a dice, adding the modifier shown on the table below. The total he rolls may be split this turn between movement and attacks – so a total of 6 could be 3 movement and 3 attacks, 6 attacks, 6 movement and so on.

He must declare that he is using this skill at the start of the turn.

Woven Mist Modifier

Novice	0
Champion	0
Hero	+1
Lord	+2

12 Deathdealer

The Wardancer reacts to danger with elemental speed, sensing and often killing his foes before the other Warriors are even aware of their evil presence.

The Wardancer can often feel the presence of Monsters well before the other Warriors. When the Warriors are ambushed by Monsters roll 1D6. On a roll of 6 the Wardancer senses their presence and warns the other Warriors. The Monsters do not get an ambush, they must wait until the next Monsters Phase to attack.

· ROLEPLAY GUIDELINES ·

Wood Elves in general, and Wardancers in particular, are regarded as introverted and introspective. However, unlike High Elves who tend to be aloof and arrogant, the Wardancer is wild, wary and distrustful. It takes a long time to earn the respect or trust of a Wardancer and any betrayal will provoke certain vengeance.

In battle the Wardancer seems to be everywhere at once, leaping into battle with a fierce determination to destroy his enemies. His eagerness to kill may be seen by some as an attempt to reap the highest rewards but in fact the Wardancer could no easier stand back from a battle as stop breathing. This desire for combat coupled with his disdain of armour means that if his legendary battle skills desert him, the Wardancer suffers many grievous wounds.

Elves in general, and Wardancers specifically, do not share the drives and lusts of men. They are Elves, a completely different race, and so their motives and desires are to some extent incomprehensible. Thus a Wardancer's disregard for armour and death may be seen by some as pessimistic or simply mad. To the Wardancer, however, everything is part of the dance, and how the dance unfolds is beyond his control. His desire is to dance to his best, and if his death serves the dance, so be it. He knows that his spirit will live forever in the trees and glades of Athel Loren.

The Wardancer has a high regard for users of magic and knows their worth in battle. He feels that they should concentrate on their magic and not have to worry about mundane matters like Monsters attacking them. For this reason he will feel the need to protect any magic user in the party, using his unique abilities to defend them. The Wardancer may even go as far as attacking Monsters fighting the magic user before fighting the ones attacking him. How the Wizard, or whoever, will feel about this is a different story.



In all, the Wardancer will be a useful ally in times of trouble, leaving the bodies of his foes piled behind him. However, he may become weary as he keeps diving head first into combat, especially if he keeps killing Monsters that other Warriors have marked as their own target!

CHARACTERISTIC TESTS

The Wardancer is very similar in abilities to the Elf in the Basic game, but will be slightly more adept at combat-related activities.

WARDANCER BATTLE-LEVEL TABLE

Battle-Level	Gold	Title	M	WS	BS	Str	Dice	T	Wounds	I	A	Luck	WP	Skills	Pin
1	0	Novice	4	4	6+	3	1	3	1D6+7	6	1	0	2	-	3+
2	2,000	Champion	4	4	6+	3	1	3	2D6+7	6	1	1	3	1	3+
3	4,000	Champion	4	5	6+	4	1	3	2D6+7	6	2	1	3	2	3+
4	8,000	Champion	5	5	5+	4	2	3	2D6+7	7	2	2	3	3	3+
5	12,000	Hero	5	6	5+	4	2	4	3D6+7	7	3	2	4	4	3+
6	18,000	Hero	5	6	5+	4	2	4	3D6+7	8	3	2	4	5	2+
7	24,000	Hero	5	7	4+	4	2	4	4D6+7	8	4	2	4	6	2+
8	32,000	Hero	5	7	4+	4	3	4	4D6+7	8	4	3	5	7	2+
9	45,000	Lord	6	8	4+	4	3	4	5D6+7	9	4	3	5	8	2+
10	50,000	Lord	6	8	3+	5	3	4	5D6+7	9	4	3	5	9	2+



WARDANCER

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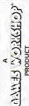
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WARDANCER

Wounds: 1D6+7
Move: 4
Weapon Skill: 5
Ballistic Skill: 6+
Strength: 3
Toughness: 3
Initiative: 6
Attacks: 1



Equipment: Belt of Ariel.

Weapon: Swords of Orion. The Wardancer causes 1D6 Wounds plus his Strength (1D6+3). See back of the Swords of Orion equipment card for special rules.

Armour: None, and will never wear any.

Pinning: The Wardancer escapes from pinning on a roll of 3+.

Special Rules:

See the back of this card for the Wardancer's special rules.

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

SPECIAL RULES

In Warhammer Quest, a Warrior may move up to 4 squares a turn, and if this brings him into contact with a Monster he may then fight. If he only uses up 2 squares of movement to reach his foe, for example, his other 2 squares of movement are lost. Once a Warrior starts fighting, he may not move again that turn.

Special Skill - DANCE OF DEATH

The Wardancer's natural agility and uncanny affinity for his weapons make him an awesome Warrior. The Wardancer in combat is a terrible yet graceful sight, spinning and leaping, leaving only death in his wake.

The Wardancer's Dance of Death allows him to move, fight, move again and perhaps even fight again, all in one turn!

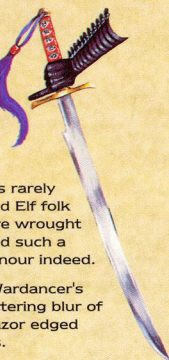
The Wardancer player should keep track of how many squares he moves each turn particularly when he is in combat. When fighting, if the Wardancer kills a Monster with one blow, he gets his death-blow as usual - see also the Swords of Orion card. If there are no Monsters near enough to hit with his death-blow, then his Dance of Death skill takes effect. He may now use any movement he has left to move up to nearby Monsters and continue his death-blow, and so on. This continues until he either misses with his death-blow, fails to do enough damage to kill in a single blow, runs out of movement or has no more Monsters to fight.

SWORDS OF ORION

These finely crafted swords were given into the Wardancer's keeping by Orion, King of the Wood Elves.

Although metal is rarely used by the Wood Elf folk these swords are wrought of finest steel and such a gift is a great honour indeed.

In combat, the Wardancer's swords are a glittering blur of steel, bringing razor edged death to his foes.



SWORDS OF ORION

If the Wardancer kills a Monster with a single blow using a Sword of Orion, he gets a death-blow as normal. Usually, a death-blow is stopped if it comes up to a square blocked by a wall, doorway, another Warrior and so on. However, in this situation, because of his twin swords, the Wardancer may carry on his death-blow past the blocked square, by quickly shifting his attack to his other sword. The death-blow thus carries on as normal past the blocked square. If the death-blow is blocked again, it stops.

If the Wardancer is carrying something that stops him from using both swords, for example the lantern, then this rule does not apply. Also, if he uses any weapons other than the twin Swords of Orion, he cannot use this ability.

BELT OF ARIEL

This magical belt was given to the Wardancer by Ariel, Queen of the Wood Elves. The belt has the power to absorb damage and even deflect hits taken by the Wardancer.



Roll a dice for the Wardancer at the start of each turn.

- 1 The belt has no effect at all this turn.
- 2-3 The belt adds +1 to the Wardancer's Toughness for the turn.
- 4-5 The belt adds +2 to the Wardancer's Toughness for the turn.
- 6 The belt protects the Wardancer from any single attack this turn. He may choose to ignore any single blow which hits him.