

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

A HORROR AWAKENS

By Gavin Thorpe

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

DANGEROUS QUESTS

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

LINKING THE ADVENTURES

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

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

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

SAVE THE EMPIRE!

The other (and more exciting) way to play these adventures is as a mini-campaign. *A Horror Awakens* has been written so that if you play through each adventure in turn they will build into an epic story, as your Warriors quest from one Monster-infested dungeon to the next. From its inconspicuous

beginnings, the story develops into a cataclysmic tale where the fate of the Empire is in your hands! The rules and details for linking the three adventures together are given at the end of *A Horror Awakens*. To finish the campaign, the Warriors will have to overcome a series of different challenges, testing their skills to the full.





THE ADVENTURES

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

DEATH IN THE NIGHT

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

Special Rules

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

As the Warriors enter the Idol Chamber they can see the Marchesa's brother bound to a massive stone daemon. Standing next to the statue is a dishevelled man, holding an ornate dagger and chanting loudly (place the Necromancer model on the board). The Warriors recognise him as an inept Necromancer who has been an irritation to the Imperial

authorities over the last few years. In his other hand the Necromancer holds a fist size ruby, which pulsates with a deep inner light. This is Alberto Larenscheld, son of the malevolent Gunther Larenscheld, and the rules for him can be found on pages 183 and 185 of the Warhammer Quest Roleplay book.

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

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

HOLY MISSION

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

Special Rules

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

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

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

CAVERNS OF DREAD

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

Special Rules

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

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

If the Warriors do not encounter Larenscheld before they reach the Dread King's Throne Room, he will be present there, along with van Damneg and the other Monsters generated by the Catacombs of Terror Monster table. The Warriors must defeat all the Monsters present in order to be certain of

escaping! As normal, the *Grimoire Necris* will be placed on the dais, and Larenscheld should be placed next to it. As you can see, if your Warriors can stop Larenscheld in time their chances of surviving will be greatly improved. Regardless of the Monsters they encounter, the Warriors can escape from the Dread King's Throne Room once all the Monsters are dead. As they rush from the Throne Room the walls start to crumble and the Undead around them turn to dust once the banishment of their master's spirit takes affect. However, no matter how long it takes, van Damneg will be back...

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

THE MINI-CAMPAIGN

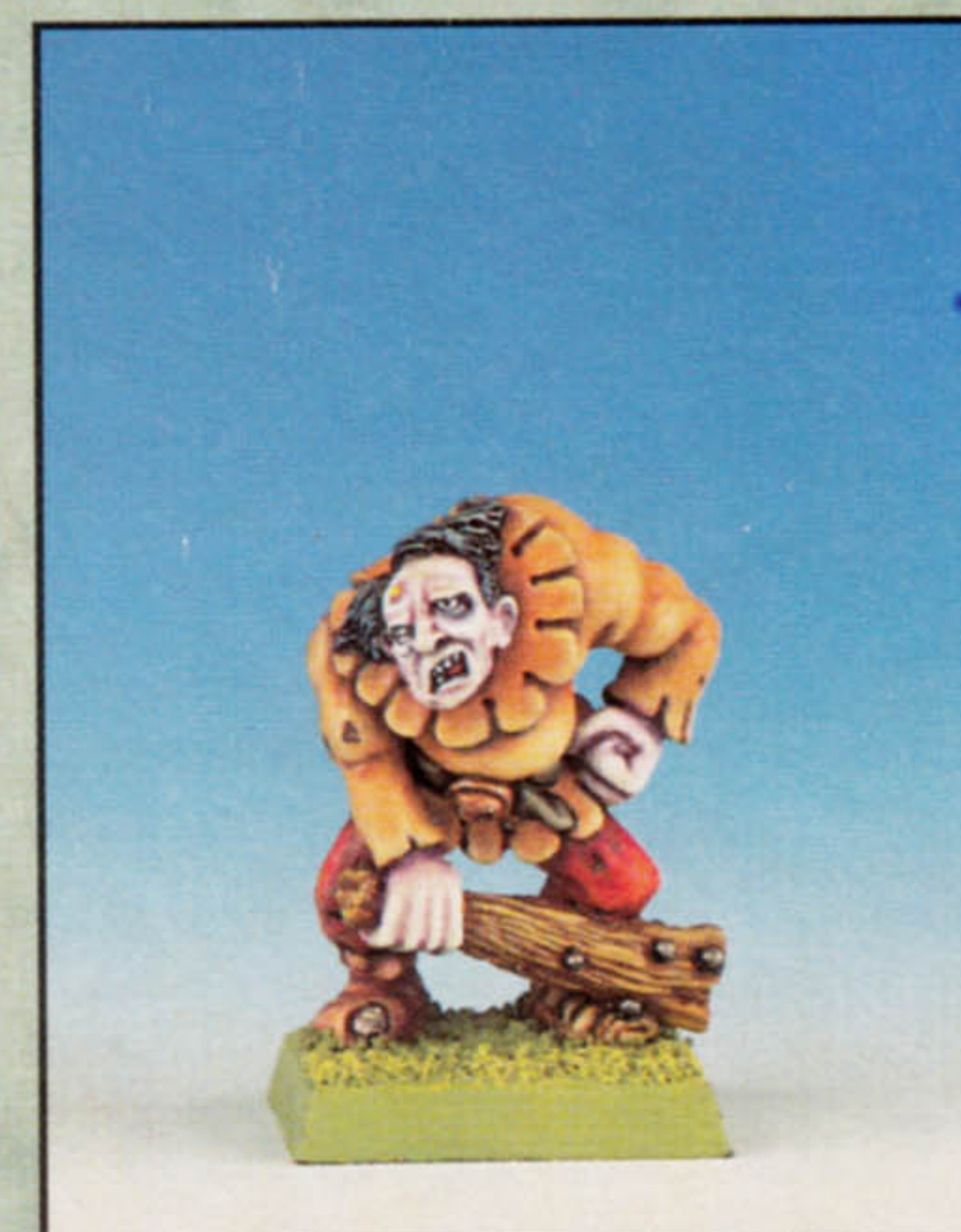
If you are linking your adventures you should keep the same Warriors you started with. Any gold, equipment and Treasure they have left at the end of each adventure may be used in the next one. When they start the next adventure, the Warriors will have their full Starting Wounds. In addition, any equipment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

Warhammer Quest Catacombs of Terror

The omens tell of a coming time of madness, terror and death, followed by the never-ending reign of undeath. Rumours abound of Necromancers at work, skeletal Tomb Guardians wielding their rusted blades, and ghoulish creatures plucking the innocent from their beds. Worst of all, word has reached civilisation that the dread *Grimoire Necris*, a malevolent and evil tome, has once more been discovered in the ancient depths of the Catacombs of Terror. The risks will be great, the challenges perhaps unassailable, yet still the Warriors must try. For without them, a time of darkness will surely blight the Old World.



Gunther Larenscheld



Luthor the Hunchback



Tomb Guardian



Tomb Guardian



The Dread King with the Grimoire Necris



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

DEATH IN THE NIGHT

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

The Soulstone

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

HOLY MISSION

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

Gunther's Spirit

If the Warriors have the spirit of Gunther Larenscheld, the Duke shows them a way to dispose of it. He has discovered an ancient temple, sanctified millennia past by the priests of some forgotten god. If the Warriors bathe the *Soulstone* in the water there it is possible that the soul of the evil Necromancer will be destroyed forever.

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

As the waters of the temple flow over the surface of the Soulstone the light inside it blazes to a blinding intensity. You see a dark, insubstantial cloud form over the waters and a chilling voice echoes around the chamber. "Foolsss, I am free once again! You have my sincerest thankssss..."

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

Hunting Larenscheld

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

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

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

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

CAVERNS OF DREAD

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

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

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

DUNGEON ROOM TREASURE CARD

BLESSED WATER

The Blessed Water can be used to heal or exorcise evil spirits and banish Undead.

A Warrior can drink some Blessed Water, in which case he immediately heals 1D6 Wounds. Every time a Warrior drinks some Blessed Water roll a dice, on a roll of a one, it has run out, discard this card.

The Blessed Water can also be thrown, just like a missile weapon, and all the normal rules apply. It will only affect Undead or daemons, and on a successful hit causes 2D6 Wounds with no deductions for Toughness or armour. If a Warrior throws the Blessed Water, discard this card.

VALUE
150
GOLD

RUNS OUT ON A ROLL OF ONE

DUNGEON ROOM TREASURE CARD

SOULSTONE

The Soulstone captures the departing spirit of the bearer, should he be slain. Someone with the correct knowledge can then restore the soul to its body, resurrecting the unfortunate person.

If the Warrior with the Soulstone is killed, by whatever means, he can be resurrected once the adventure is over. He loses any gold and treasure he may have accumulated during that adventure, and is unchanged from the Warrior he was when he set off down the dungeon.

VALUE
400
GOLD

USE ONCE AND DISCARD