

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

MISSION IMPOSSIBLE!

By Gavin Thorpe

Occasionally, among their perilous adventures and heroic deeds, a party of Warriors will be caught up in a really unusual series of events. They may get lost or imprisoned – anything could happen. To represent these possibilities, Gavin has written the following rules to allow your brave Warriors to venture forth on a Special Quest.

SPECIAL QUESTS

Sometimes a straightforward adventure gets a bit more complex than it first seemed. Warriors may get lost or be ambushed and captured before they reach the dungeon. The Warriors may even decide to go on a quest which they know will be more perilous than normal. The rewards for such bravery are great, and because of this some Warriors make a special effort to seek out impossible odds to face (these parties often include a large number of Dwarf Troll Slayers!).



The Special Quest card and floorplan at the end of this article, together with the three new Special Quests, can be used to introduce an unexpected twist to your games. In future issues we will feature more Special Quests, Objective rooms and other expansions for your Warhammer Quest adventures.

DUNGEON CARDS

To use the Special Quest card simply shuffle it in with your Objective room cards when you are starting your adventure. If you draw the Special Quest card, roll to see which mishap or special circumstance has affected your heroic Warriors. This is just like finding out which adventure you are playing with a normal Objective room.

Alternatively, you can choose to set out on a Special Quest, eager for the greater rewards to be gained. If you decide to do this, simply roll a dice and consult the following pages to find out what the Warriors have found themselves embroiled in.

Leaning on his gnarled oak staff, Fizantan the Marvellous waited patiently for the young warriors to recover from the shock of meeting such a fabled enchanter. Once their gasps of astonishment had subsided, he reached into the recesses of his voluminous robe and drew out the legendary Amulet of Vanhels.

"This talisman" he said, "contains the power of one of the mightiest sorcerers ever to walk the world. If it were to fall into evil hands there's no telling what would happen! You must ensure that it is safely returned to its resting place before others find out that it is loose once more."

Handing the blood-red pendant to the leader of the warriors, Fizantan the Marvellous stepped backwards.

"This won't hurt" began Fizantan, as smoke started to seep from the ground around the warriors. "At least it's not supposed to..."

His last words were cut off by a massive explosion and a brilliant flash of white light.

Rubbing their eyes, the warriors blinked at their new surroundings. Everything had changed. They weren't in the woods any more and Fizantan was nowhere to be seen. As their eyesight returned to normal they noticed the strange runes and carvings on the walls.

They had obviously been magically transported to the temple of Dagnatz, deep inside the Worlds Edge Mountains! All they had to do to complete their quest was to place the Amulet of Vanhels on the Shrine of Sigmar and return to collect their well earned payment.

Of course, it would be easier if Fizantan the Marvellous had transported them into the Shrine itself instead of this dank, dark, smelly prison cell...

If you are performing a Special Quest you must also find out which adventure you were on when circumstances changed. This is done as normal by drawing an Objective room card, rolling a dice, and looking up the result in the Warhammer Quest Adventure Book. For example, you may be playing the Firechasm adventure number 4 – *Destroy the bridge*, when you become mixed up in Special Quest 5-6 – *The Slavers*.



COMPLETING A SPECIAL QUEST

Unless otherwise noted in the Special Quest description, the Warriors play out their adventure exactly as written in the Adventure Book. The main difference is the bonus rewards that you get for completing the Special Quest. This may be extra gold or additional Treasure cards – the details are noted in each Special Quest description.

HIDDEN PASSAGES

Sometimes the dungeon may contain a secret door or concealed corridor. If the Warriors finish their adventure (either by completing it, or by being cut off in a dead end) they may look for a Hidden Passage. Only if the adventure description says that the Warriors have to escape immediately, can they not search for a Hidden Passage.

Searching for Hidden Passages is simple. First, decide which board section(s) you want to search. Searching is the Warrior's action for that turn, and each Warrior may only search a particular board section once per adventure. At the end of the Warriors' phase roll a dice for each Warrior searching and consult the table below.

HIDDEN PASSAGE TABLE

D6 Roll	Result
1	Collapse! The Warrior's searching causes a part of the dungeon ceiling to fall down. The dungeon isn't blocked, but each Warrior on the same board section suffers 1D6 Wounds (with no deductions) from the falling rocks.
2, 3, 4	Solid Rock! The Warrior cannot find any secret doors on this board section.
5, 6	Found it! Attach a Doorway to the board section and place the remaining Dungeon deck behind it to be explored as normal. Each dungeon will only ever have one Hidden Passage so there is no point searching again once one has been found.

THE GAOL



The Gaol is a very small and dark dungeon cell. A noxious smell rises from the open drain and the straw is infested with all kinds of unpleasant life. It is used by the Monsters for imprisoning people they want to forget about...

At some point during each of the Gaol Special Quests, the Warriors will probably want to get into or out of the Gaol. Unfortunately, the thick iron gates of the Gaol are locked and cannot be passed until they have been opened. Hand-to-hand attacks may not be made through the gates but missile attacks will pass through the bars without hindrance. The Warriors may either try to smash the gates with brute force and ignorance, or attempt to pick the lock with stealth and cunning. Whichever method they choose, a Warrior must be standing adjacent to the gates to try to open them. Only one Warrior may attempt to open the gates each turn, and he may not move or attack while he does so.

To see if the Warrior is successful roll a D6. On a roll of 1 the unfortunate Warrior has set off a hidden trap which springs a poisoned spike into his arm or causes a guillotine blade to drop from the ceiling. As a result of this wound, the Warrior will remain at -1 Strength for the rest of the adventure. Otherwise add either the Warrior's Strength (for brute force) or Initiative (for picking the lock) to your dice roll. On a total of 7 or more the Warrior has overcome the locks and the gates have swung open. Any other result means that the gates stay firmly shut.





CHOOSING A QUEST

Roll a dice to see which of the Gaol Special Quests the Warriors find themselves involved in. Because there are three adventures instead of the normal six, a roll of 1 or 2 indicates *The Mad Beast* Special Quest, a roll of 3 or 4 is *The Guards*, and a 5 or 6 is *The Slavers*.

1-2 THE MAD BEAST

The Goblins in this dungeon have trapped a mad Minotaur. The Chaos Gods have tainted the beast's mind and it is now totally insane. When the Warriors first enter the dungeon the Minotaur is safely under lock and key inside the Gaol, but the Minotaur is trying very hard to escape...

Special Rules

Create the dungeon as normal, but as well as the Objective Croom, shuffle the Gaol Dungeon card into the bottom portion of the Dungeon deck. The mad beast itself is represented by the single Minotaur Event card (not the 1D3 Minotaurs Event card). You should ignore instructions on the card to draw another Event card, the insane Minotaur is always alone when the Warriors encounter it.

There are two different circumstances in which the Warriors will meet the Minotaur. If the Minotaur card is turned over before the Gaol has been discovered the mad beast has already escaped. The Warriors hear a fearsome roar and the crash of twisted metal echoes down the corridors. Suddenly a massive shape hurtles out of the darkness! The Minotaur is placed on the board as normal and fights like any other Monster.

The second way that the Warriors can meet the Minotaur is if

they discover the Gaol before the Event card is turned over. In this case you should place the Minotaur inside the Gaol. The Warriors will be able to attack him with spells and missile fire (or hand-to-hand attacks if they're foolhardy enough to try and open the gates to let him out!). If the Minotaur is on the board and in the Gaol when the Minotaur Event card is turned over, then the beast lets out a tremendous bellow and smashes the gates aside! From that point on, the Minotaur will move towards and attack the Warriors just like any other Monster. Also, like other Monsters, the Minotaur is removed from play if he is cut off from the Warriors by a Cave-in, Portcullis or similar obstruction.

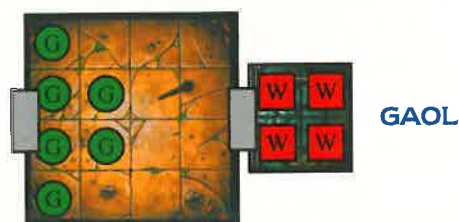
Wherever he is met, the Minotaur is so crazed that he can ignore wounds which would normally kill other creatures. To represent this, roll a dice each time the Minotaur is hit. On a roll of 1, 2 or 3 resolve the damage as normal, but on a roll of 4, 5 or 6 the Minotaur simply shrugs off the blow and takes no damage at all! If the Warriors manage to kill the crazed Minotaur it is worth 750 gold instead of the normal 440.



3-4 THE GUARDS

The Warriors were caught in a trap last night, and have found themselves the prisoners of the Night Goblins! The Warriors have been locked in the Gaol until the Night Goblin Warlord returns from his raid. Standing guard outside the Gaol are six cruel Night Goblin Archers.

THE GUARDS SET-UP



Special Rules

To start the adventure, set up the board sections as shown above. The Warriors start the adventure in the Gaol and you should place six Night Goblin Archers as shown on the diagram. The Night Goblin Archers will start shooting in the first Monsters' phase after one of the Warriors tries to open the gates, cast a spell or make any type of attack! However, until the Warriors have opened the gates of the Gaol, a roll of 1 in the Power Phase *does not* trigger an Unexpected Event.

Instead of gaining a single Treasure card for killing all the Night Goblin Archers, the Warriors find the guards' stash of loot and each one of them gets a Treasure card.

5-6 THE SLAVERS

The Monsters in this dungeon are raiding the local area for slaves, who they hope to take back to their powerful masters. An unlucky Warrior may find himself dragged off into the darkness and imprisoned.

Special Rules

Shuffle the Gaol Dungeon card into the dungeon deck (remember to make sure that the Objective room stays within the bottom seven cards).

Any Warrior who is reduced to zero Wounds while there are Monsters on the board must immediately roll a dice. On a roll of 1, 2 or 3 the Warrior is dragged off by the Monsters (if he was carrying the Lantern, he drops it as he disappears into the darkness!). All of the Monsters on the board are removed from play, together with the unconscious Warrior. The players do not get any Gold for Monsters that slink off in this fashion. Any captured Warriors should be placed inside the Gaol when it is found, and will have D6 Wounds left. Each captured Warrior will also have had one randomly determined item of Treasure stolen from him if he was carrying any.

In this adventure, the Warriors must find the key to open the Gaol, they cannot try to pick the lock or force open the gates. The key is held by one of the Monsters in the dungeon, but the Warriors do not know which one. To find the key, roll a dice every time the Warriors finish an Event involving Monsters. On a roll of 6, one of the Monsters was carrying the key. Give the Dungeon Gaol Key Equipment card (below) to one of the Warriors. The party can start searching for the key even if a Warrior hasn't been enslaved yet.

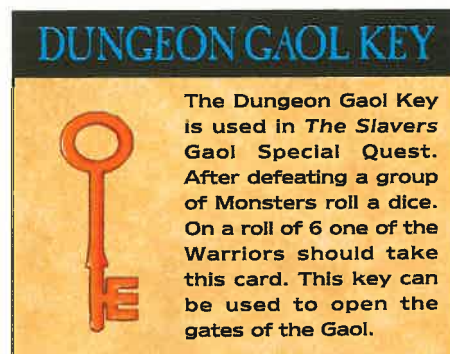
The Warriors must return to the Gaol if they want free any prisoners. It takes a Warrior one turn to open the lock, during which time he may do nothing else while he sorts out the keys. Although he cannot attack, the Warrior can still defend himself as normal. The Warriors must leave the dungeon as explained in the Adventure Book (usually they will have to exit through the Objective room).

Luckily for the Warriors, the Monsters' slaving parties have been very successful and their hoard of stolen treasure is growing rapidly. Every time the Warriors get a Treasure card from an Event, roll a dice. On a roll of a 4, 5 or 6 the Warriors get two Treasure cards instead.

HOW TO ASSEMBLE YOUR DUNGEON CARD, FLOORPLAN AND EQUIPMENT CARD

To assemble your new Dungeon card carefully cut it out (remembering to keep the two halves together). Fold your Dungeon card along the dotted line. Glue the back of each half (Citadel PVA glue is ideal) and press together firmly. It's a good idea to insert a piece of thin card between the two halves to make your Dungeon card a bit more durable. Trim off any excess so that your Gaol card doesn't stand out from the rest of your Dungeon deck.

To make your board section, cut around the outside of the floorplan and glue it to some card. The card needs to be quite thick so that your plastic doorways will hold the Gaol floorplan tightly. You may need to use several layers of card to make the Gaol floorplan the right thickness.



To make your Dungeon Gaol Key more durable, it's probably best to stick it to some thin card after you have cut it out.

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