

# Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

## ROOM FOR IMPROVEMENT

By Steve Anastasoff

Making your adventures more individual has been a common theme throughout many of our Warhammer Quest articles. In previous issues we've looked at Monsters and Events, now we have a go at the Dungeon itself.

### A LITTLE MORE ROOM

So far in your adventures, the character and flavour has been set up in one of three ways. Firstly by something special in the Objective room, like the gemstones containing the Warriors' souls in the *Fountain of Lost Souls* adventure. Secondly, by something affecting the Warriors such as starting off with no weapons or armour as happens in *The Beast*. Lastly, by some other circumstance or situation, like a captured relative who needs to be rescued (*Sacrifice?*).

In each adventure you reach your ultimate objective by fighting your way through the maze of corridors, passageways and rooms, hopefully overcoming whatever foes cross your path (and if you

*Unspeakable horrors set upon the Warriors as they explore the dark halls of a lost temple.*



can't do that then you're usually dead). This takes you into the grand hall where you fight out the final climactic battle.

Well, in many ways the Dungeon rooms you pass through are just as characterful as the Objective rooms themselves, if a little smaller. These chambers are packed full of discarded weapons, beer barrels, magic circles and the like, all begging to be used in your Warhammer Quest games. There are so many details on Richard Wright's floor plans that it is frankly impossible to write specific rules for all of them. Anyway, you might not want the well, magic circle or whatever, to be the same in every adventure.

### NOT JUST ANOTHER DUNGEON

This article gives some pointers and tips for cunning ways to get the most out of your Warhammer Quest floor plans, so you can create customised adventures of your own.

Here's a trick that you can use to add significance to any room. When you make up your initial Dungeon deck, pick a specific room and make sure that this is shuffled in with the rest of the cards. You must reach this room before you are allowed to enter your final Objective room and complete your Quest. You'll have to think up some background for this. For example, you might have to reach the Torture Chamber before you can complete your Quest. This could be because the dungeon denizens have taken a Bretonnian emissary prisoner, and are holding him in the Torture Chamber while their "information retrieval technicians" go to work on him. He must be rescued so he can tell the Warriors about the fatal flaw in the Chaos Idol (their final Objective) which will allow them to destroy it.



## INTO THE SEWERS

The Sewer board section from this month's card can easily be incorporated into any quest. Just shuffle the card in with the rest of your Dungeon cards when you come to preparing your Dungeon deck. On entering the Sewer you should draw an Event Card, just as if it were a Dungeon Room.

The Warriors emerge in the sewer itself, on the left hand side of the board section as pictured. They must climb out and work their way round to the exit.

To move around in the water filled sewer section of the board, you'll have to imagine that it is divided into six "squares". It's actually fairly obvious where the lines should be, but if you're having any trouble, remember the room is six squares long by three wide. Every time a Warrior enters a new square in the water, you should roll a D6. On a roll of 2-6 the Warrior may continue moving as normal. However, on a roll of a 1 the Warrior has encountered something unexpected (and probably horrible and slimy) beneath the sludge. Roll a dice on the following table to find out what happens to him:

1-2: The Warrior feels something brush up against his ankle. Something is definitely moving through the water. Before he has time to react, a tentacle wraps itself around his leg, grabbing hold and pulling the victim down beneath the surface of the sludge. The Warrior suffers D6 Wounds with no modifiers for Toughness or armour, before managing to fight the creature off.

3-4: Suddenly the floor gives way beneath your Warrior, as he steps into a sink hole. By the time he regains his footing, he realises that he has dropped something down the hole. Discard one random Treasure card.

5-6: Beneath the surface of the sludge, years of slime have built up, making the floor extremely slippery. The Warrior is unable to keep his footing, and slips beneath the surface, taking in mouthfuls of extremely unpleasant effluent. He may do nothing further until the end of the next Warriors phase, as he is too busy retching.

To climb out (or indeed in), a Warrior must spend an entire Warriors phase climbing. Move the Warrior from the square he is standing on in the sewer, to any adjacent square on the path (or vice versa, if the Warriors want to climb back down).

However, if the Warriors try climbing the wall from which the two pipes can be seen emerging, then there is a chance they will be knocked back down by a sudden gush of effluent rushing out of the pipes. Roll a D6 for any Warrior trying to climb past the pipes. On a roll of 1-3 they manage the climb before the pipes wash them back down. However, on a roll of 4-6 they are caught by a sudden and unexpected gush of effluent, which throws them back down into the sewer. Roll immediately on the table above to see what happens as they land in the sewer.



## The Dungeon Cell & Torture Chamber

The Dungeon Cell and Torture Chamber are perhaps the most unpleasant places to come across in any dungeon. They are grim reminders of the fate that awaits the Warriors if they should fail in their Quest. Even the most hardened adventurer cannot help but cringe at the torture instruments that litter the floor, and the stricken remains of the former agonisingly tormented victims. Any Warrior spending too long in these rooms may begin to lose hope, or then again they may be

driven onwards to avenge those who suffered and died in such terrible places. To reflect this, you might decide to roll a D6 for each Warrior standing on either of these board sections in the Exploration Phase. On a roll of a 1, they are beginning to despair, and must lose a single Wound as it gnaws away at their will to continue. On a 6, the desire for vengeance fills the Warrior with strength, and they may recover a single Wound.

## The Monster's Lair

Stepping into a Monster's lair is going to be dangerous. Just wandering around in the general vicinity of a monster's lair is probably going to be dangerous, so actually stepping inside... There are lots of ways that you could reflect this when you draw the Monster's Lair Dungeon card. You could just add one to the number of Monsters appearing, or you could perhaps say that any Monsters encountered there will always be at maximum numbers. So, for example, if you were to draw an Event card saying that you encountered 2D6 Giant Rats, then you would always encounter 12.

## The Circle of Power

The Circle of Power is the focus for all the magical powers that flow through the dungeon. It is a





concentration of pure magical energy, that can be tapped for the benefit of the party, or can consume them in a sudden burst of fiery mystical power. If a spell caster is standing in this room then you could allow him to add one to the die roll for determining the strength of magic. You could say, however, that if he rolls a 6, the magical energies are beyond those that normal mortals are used to controlling, and there is a chance that any spellcasters will be overcome by the strength of the magical energy. Any Warrior who tries to cast any magic in the turn that a 6 is rolled must immediately take D6 Wounds as the magical energies start to tear at their bodies.



might be that every time you roll to see how many Monsters turn up as the result of an Event card, add 1 to the result. This would apply to all board sections after the Stairway. If the Warriors decide to return back upstairs, then they may revert to normal.

## PUTTING IT ALL TOGETHER

So now that I've given you a few of my ideas, I thought it would be worthwhile demonstrating just how you can put all these things together to make an interesting and characterful (and lethal) adventure. In this quest, the Warriors must infiltrate the palace of a Slaanesh Sorcerer. They must first find a way into the sewers beneath the palace, before battling their way through to emerge in the palace itself and kill the Sorcerer. The quest uses the Sewer board section, from this month's card, as well as incorporating special rules for several of the Dungeon rooms. Additionally, I've made up an extra Event card, to help give the feel that the Warriors are dealing with the powers of Slaanesh. It's amazing how adding just one or two Event cards can change the whole feel of an adventure!

## The Well of Doom

Who knows what horrors might lurk at the bottom of the Well of Doom? And who would dare pull the ominous looking chain that reaches down into the depths of the well? Your Warriors, no doubt! Perhaps the chain is attached to some horrific beast. Giving it a good tug is only likely to waken it, or enrage it. Soon, foul tentacles will start reaching up through the grate at the top of the well, wrapping themselves around the Warriors' ankles, pulling them to be crushed against the grate.

Then again, perhaps the chain is simply there to allow access to a secret vault. The Warriors could open the grate and climb down to the vault, finding an unguarded treasure horde!

You might decide to roll a dice if one of the Warriors wants to try the chain. On a roll of 1-3, you could have them awaken a monster. They suffer D6 Wounds with no modifiers for Toughness or armour before they manage to fight it back down into the well. On a roll of 4-6 you could have them find access to a secret vault, giving the Warrior a free Treasure card. Obviously, the chain may only be tried by the Warriors once per adventure.

## The Stairway

The Stairway leads down deeper into the heart of the dungeon. The deeper the Warriors go, the more dangerous the dungeon will become – only the toughest monsters can survive and thrive in the depths. One idea

## MARIUS THE SUFFERABLE

Marius is a Chaos Sorcerer of Slaanesh, with the profile of a standard Chaos Sorcerer as follows. Note that, as presented, he is about battle level 3 and will slaughter novices.

<b>Wounds</b>	15
<b>Move</b>	4
<b>Weapon Skill</b>	6
<b>Strength</b>	4
<b>Toughness</b>	5 (6)
<b>Attacks</b>	2
<b>Gold</b>	840

At the start of each Monster phase, Marius can cast one spell. Roll on the Slaanesh magic table to determine which spell he casts each turn. In addition,

Marius is particularly able to resist the effects of magic. He may shrug off the effects of any spell cast at him on a roll of 4+ on a D6. Also, Marius may parry the Warriors' attacks. Any attack will be parried, negating all its damage, on a roll of 5+ on a D6.

Marius has been blessed by his Chaos deity with the *Allure of Slaanesh*. Any Warrior attempting to attack Marius in hand-to-hand combat must subtract 1 from their roll to hit.

Marius carries a *Destroy Magic Scroll*. The first time a spell is cast at Marius, roll one dice for him, and one dice for the spell caster. If Marius' roll is higher than the Warrior, he has used the scroll successfully. The spell will have no effect, and may not be cast again for the duration of the adventure.

Marius wears *Chaos Armour*, increasing his Toughness by 1.

The Warriors may not take any of these items as they are so evil and corrupted that they would destroy any Warrior who tried to make use of them. Shame on you for even thinking about it!





## CHAOS SORCERER OF SLAANESH MAGIC

At the start of each Monsters' Phase a Chaos Sorcerer of Slaanesh may cast one of the following spells. Roll a D6 on the following table each turn to determine which spell is cast. If a spell affects only a single Warrior then pick a Warrior counter at random to determine who is affected.

**1 Acquiescence:** The Chaos Sorcerer reaches out his hand and touches his victim, casting the dread power of *Acquiescence* upon him! Randomly select one Warrior standing adjacent to the Sorcerer. The victim must roll under their Initiative on a D6 or be overwhelmed by waves of euphoria. An affected Warrior will have all his characteristics halved, rounding fractions up. The spell will last until the Sorcerer is slain.

**2 Pavane of Slaanesh:** The Sorcerer unleashes the *Pavane of Slaanesh* against a random Warrior on the same board section as him. Roll a D6. On a roll of 1-3 the Warrior overcomes the Pavane, and it has no effect. On a roll of 4-6 the Warrior starts to dance and cavort with uncontrollable joy. An affected Warrior cannot shoot any missile weapons, or use any magic, and their movement is reduced to a single square. However, they may still attack and defend normally in hand-to-hand combat. The spell lasts until the Sorcerer is slain.

**3 Cacophonous Choir:** A hellish sound is conjured up by the Sorcerer, of such intensity in its wailing discord that it overloads the senses, burning out minds and shattering bones. All Warriors on the same board section as the Sorcerer immediately suffer 1D6+5 Wounds, modified as normal for armour and Toughness.

**4 Cursed Caress:** The Chaos Sorcerer casts the *Cursed Caress* against a random Warrior standing adjacent to him. The victim is overcome with waves of excited ecstasy, and quickly reaches such a state of overwrought passion that his heart explodes! The affected player rolls a D6. If the roll is equal to or greater than the number of Wounds the Warrior has remaining, then the victim is dead. If the roll is less than the number of remaining Wounds then no damage is caused. Note that a Warrior killed by the *Cursed Caress* cannot be healed back into the game – they are dead for good!

**5 Whip of Slaanesh:** A quivering lash uncoils from the Sorcerer's outstretched hand and strikes his foes with a mighty crack. A random Warrior on the same board section as the Sorcerer is struck for a punishing 2D6 Wounds, but this may be modified as normal for armour and Toughness.

**6 Succour of Chaos:** When cast, the *Succour of Chaos* will invigorate all monsters currently in play. For the duration of the next Monsters' phase, all Monsters gain a +1 bonus to hit the Warriors.



manner of foul and evil creatures, who will be all too intent on devouring the Warriors (or worse!).

## The Scenario

The first stage in preparing for this scenario is to assemble the Dungeon deck. This is done as normal, using the Sewer section as the Objective room. Once the Warriors reach the Sewer, they must exit it to reach their final objective, the Idol Chamber. This is where the hooded man's daughter is to be sacrificed. Roll as normal on the Objective Room Monster table, but in addition you should also include Marius the Sufferable, the leader of the Slaanesh cult.

If the Warriors come across the Well of Doom before reaching the Sewer, then they are able to peer down the Well and see what is happening in the Sewer. Forewarned of any danger, the Warriors need not draw an Event card when they enter the Sewer board section.

If the Warriors find the Torture Chamber before they reach the Sewer, then they may rescue the ragged prisoner who has been captured and tormented by Marius the Sufferable. After completing any events in the room, the Warriors may cut the prisoner free from his shackles. Grateful to his rescuers, he will help show the Warriors the way into Marius' palace. To represent all this extra information, you may look at

the top card in the Dungeon deck and discard it if you wish.

The Guard Room is particularly heavily manned at this time, due to Marius' concerns about a possible rescue attempt on his sacrificial victim. Draw two Event cards, instead of the usual one, when you come to the Guard Room.

You can shuffle in the new Event card, Fascination of Slaanesh, to your Event deck if you want to get a bit more of an appropriate feel for the adventure. Better yet, you can make up a whole bunch of suitable Event cards yourself. This way, you can encounter Daemonettes, Fiends of Slaanesh, and other such monstrosities during your quest.

Once the Warriors have killed Marius, all the other Monsters will become disheartened and flee. The Warriors may then grab the girl and leave by a secret entrance in the back of the chamber. Returning back to the hooded man, each surviving Warrior is rewarded with a single Treasure card for rescuing his daughter.

## Strange Goings On

A dark stormy night, the Warriors sit around the tavern fire, telling tales of their recent exploits. They know a quest will turn up soon. A quest always turns up when they go to tell tales in the tavern on a dark and stormy night. And they're not to be disappointed. A mysterious, hooded man approaches them, offering a great reward if they will help him. It seems his daughter has been kidnapped by a cult dedicated to the Chaos god of pleasure, Slaanesh. She is to be sacrificed in his name, unless the Warriors can rescue her. A frontal attack on the Slaanesh palace would be fruitless – it is just too heavily guarded. Instead, the Warriors will have to find an entrance into the foul tunnels beneath the palace, battle their way through these sewers, and emerge right in the middle of the domain of the Slaanesh cultists. Once there, they can slay the Sorcerer who leads the cult, and with its members in disarray at the death of their leader, they can rescue the hooded man's sister. The only problem is that the caves leading to the sewers, as well as the sewers themselves, are inhabited by all



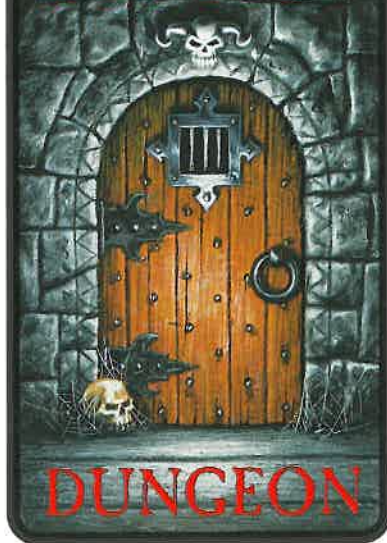


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DUNGEON

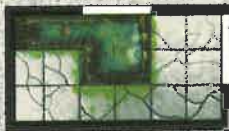


DUNGEON

## SEWER

*The rancid stench of noxious vapours assails the Warrior's nostrils as they reach this intersection with an effluent channel.*

See White Dwarf 204 for details of the Sewer.



**SPECIAL**

## E FASCINATION OF SLAANESH E

Soft, seductive voices gently whisper the promises of Slaanesh to the Warriors, while ambrosian scents fill the air, blinding them to their surroundings.

Each Warrior should immediately roll 1D6. Any Warriors who roll higher than their Toughness will succumb to the Fascination and will become incapable of action (their minds being otherwise occupied!). These Warriors may do nothing until they are next struck in combat. This is then sufficient to shock them out of their trance.

Draw another Event Card immediately.

**NO TREASURE CARD FOR COMPLETING EVENT**