

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

THE DARKNESS BELOW

By Gavin Thorpe

There are many lost catacombs and forbidding tunnels beneath the the Old World. Some of these cavernous underground cities are so deadly that even the bravest and strongest Warriors have perished in the darkened halls in their quest for gold and glory. Can your Warriors face the toughest challenges and survive?

THE DUNGEON

Warhammer Quest is a game of bold Warriors battling against Monsters through the caverns and catacombs that lie beneath the Warhammer World. The Dungeon and Event cards from the Warhammer Quest box (and those published in White Dwarf and the Adventure Packs) allow you to explore a myriad subterranean dungeons and fight and almost infinite variety of foes. However, there are also other ways to make each adventure totally different from the last. Hopefully, this article will provide inspiration for those of you who like to meet the most daunting challenges and survive!

SIMPLE IS BEST

If you want to vary the way you explore or generate your Warhammer Quest dungeons, a good rule to remember is *keep it simple*. If you have a really complex system you'll spend most of the game trying to work out the dungeon, and hardly any time adventuring with your Warriors. Although it is perfectly alright for you to come up with an intricate system to represent the Giant Labyrinth of Karak Azgal or wherever, you may find that the more complicated the rules you design, the slower the game gets. One of Warhammer Quest's best features is its simplicity – it is a fast game which represents hectic fighting and split-second decisions of life and death! For this reason, probably the best way to alter a dungeon is to simply change the way you create your Dungeon deck before you begin your adventure.

CARD TRICKS

As nearly everything in Warhammer Quest is represented by a card of some sort, from the dungeon itself to the ancient and valuable artefacts that can be found, it is very easy to introduce slight but important changes to the way these are generated. For example, if you wanted to represent the Warriors being totally lost in the dungeon, you could shuffle extra cards into the Dungeon deck as you go along. This could be at regular intervals (every five board sections, say) or on a

dice roll made every time a new turn starts or an Unexpected Event occurs. It's up to you to decide what method to use. Another way to vary the way a dungeon has to be tackled is through the use of the Event cards. This can make your dungeon much tougher on the Warriors, but it will also make your victory all the more glorious!





THE INITIAL SET-UP

As I said before, one of the best ways to make your dungeon a bit special is to alter the Dungeon deck when you first set-up. This means that you don't have to worry about anything while you're in the middle of an adventure, everything is already in place. At its most basic level this can mean shuffling more or less cards into the pack. Alternatively, you could have a pre-determined number of Dungeon rooms to pass through and you could sort these out before you play. When you create your dungeon, you ensure that three or four of your cards are taken from the pile of Dungeon rooms. This will increase the number of Events you encounter, and ensures a horde of Monsters to battle against!



Another alternative is the crumbling catacombs. The whole cave system is unstable, and is likely to fall on the Warriors' heads at any time. For this idea, use one of your blank Event cards and fill in another *Cave-in* event (just copy the details from the existing card)! To even things out, you can make sure that all three *T-Junction* Corridors are in the dungeon deck, or you could have one specified Dungeon room with three doors instead of two. This will reduce your chances of being cut off from the Objective Room, or the way back.

HIDDEN PASSAGES

Back in White Dwarfs 185 and 186 I presented two Special Quests which included the rules for *Hidden Passages*. These are reprinted below in case you haven't got one of those issues (tut, tut!). Although normally you can't search for a *Hidden Passage* until there are no other exits left, you could be in a special dungeon that your Warriors know to be riddled with ancient corridors and secret tunnels. In this dungeon you can search for *Hidden Passages* whenever you want and there may be two, or three, or as many as you can find! However, the Monsters know about these too, and you could come up with a rule that allows them to ambush your Warriors!

THE DEATHTRAP

To triumph against overwhelming odds is the most satisfying victory you can achieve. If you are feeling particularly suicidal (or just fancy your chances) you could have a dungeon that includes *every* Dungeon card and Event card you have. This means there'll be five or more Objective rooms (each filled with an appropriate number of Monsters, and an extra doorway to leave through) and miles of rooms and corridors to explore. If you survive, you'll probably end up rich enough to buy a large part of the Empire and retire!

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) or you have decided to play a special type of adventure, they may look for a *Hidden Passage*. The Warriors cannot search for a *Hidden Passage* if the adventure description says they have to escape immediately.

Searching for Hidden Passages is simple. Searching is the Warrior's action for that turn and he may do nothing else. Each Warrior may only search a particular board section once per adventure, and only the board section he is standing on at the time. At the end of the Warriors' phase roll a D6 for each Warrior who is 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. Unless you are playing otherwise, each dungeon will only ever have one Hidden Passage so there is no point searching again once it has been found.

The Deathtrap dungeon can also be fun if you have filled in some blank Event cards with lots of deadly traps. The dungeon could be a trap-ridden tomb-city in the Kingdoms of the Dead, or a cruel test by an evil wizard to make the Warriors prove themselves for his entertainment.

The list is endless. With just the Treasure cards, Dungeon cards and Event cards from the Warhammer Quest box, there are so many possible variations I would be foolish to even contemplate trying to put them all here. The next section gives you some rules you can use to get your imaginations going. The best part about fiddling with the dungeon is the way you can do it with any adventure, but you could come up with specific adventures yourselves to suit the maze you have devised.

BURIED TREASURE

The Warriors have managed to get their hands on a treasure map. Whether it's real or a forgery they don't know, but it has led them to a series of caves which they intend to explore. One of the Warriors has the Treasure Map Equipment card (if you can't decide who, draw a Warrior Counter!). Generate and play a dungeon as normal. However, in any Exploration phase the Warrior with the Treasure Map can declare he is going to become the leader. Roll on the table on the Treasure Map and apply the results immediately. Whatever happens, the Warrior with the Treasure Map will become the Leader from the start of the next Warriors' phase and for the rest of the adventure. This does *not* mean that the Warrior with the Treasure Map gets the lantern, but overrides the normal rules as he bullies his way into showing the Warriors where to go! The map can only be used again if a roll of two to five was made.

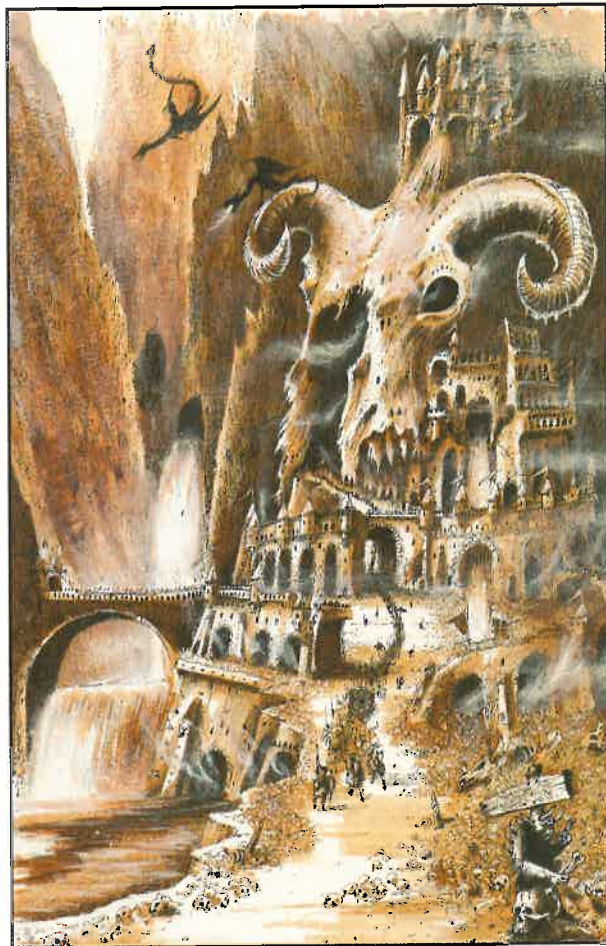
When the table on the Treasure Map indicates *Treasure Ahead!* it will be found in the next Dungeon room. When the Warriors next explore a Dungeon room, place one of the treasure chest counters from the Warhammer Quest box in the room. Any Warrior may spend a whole turn next to the chest to open it. Inside there are D6 Treasure cards' worth of magic items and valuables! This must be split between the Warriors just like any other Treasure.



THE LABYRINTH

The Dungeon is a massive maze of doorways and tunnels, which lead off in all directions. The dungeon only contains one Objective room shuffled into the bottom six cards as normal, but all your other dungeon cards should be included. Every time the Warriors explore a Dungeon room, roll on the following table.

D6 ROLL	RESULT
1-3	The room is normal.
4	The room has an extra door to the left.
5	The room has an extra door to the right.
6	The room has extra doors both to the left and right.



IN AT THE DEEP END

A really fun, and sometimes very difficult game, is attempting two different adventures at the same time! At the start of the game generate two adventures as normal, these should be from two different Objective rooms. When you are sorting out the Dungeon deck, shuffle *both* Objective rooms into the bottom part of the pile. The Warriors must complete both the adventures to be successful. They will get no reward at all if they fail in either of the adventures. If they do manage to complete the adventure though, each Warrior is entitled to a hefty pat on the back and a bonus Treasure card!

You can even try three adventures at once, or try attempting two adventures in the same Objective room. One or two of the adventures may be incompatible with each other, in which case just re-roll the inappropriate result.

NEW TREASURE CARDS

There are two new Treasure cards at the end of this article, the *Gem of Passage* and the *Globe of Detection*. Both of these Treasure cards alter the way the Warriors can explore the dungeon, and could even be the reason for an adventure – you could set up an adventure where the Warriors might not be able to find an escape route without one of the special items or they need the special item to find the objective room.

There is an endless variety of ways you can change and characterise the dungeons you explore. Just don't go astray in the legendary Lost Halls of Xanadan!

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
GEM OF PASSAGE

The Gem of Passage was wrought many centuries ago by the Dwarfs. It aided them in building their underground empire and can be used to control the very rocks that make up the ceiling and floor of the dungeon.

The Gem of Passage can be used once per adventure. As the Warrior invokes its powers, the Gem of Passage opens up a hole in one of the walls. Place another doorway on the board section the Warrior occupies. Beyond this doorway will be 1D6+3 more Dungeon cards which the Warriors can explore as normal.

VALUE
250
GOLD

ONCE PER ADVENTURE

TREASURE



TREASURE

DUNGEON ROOM TREASURE CARD
GLOBE OF DETECTION

The Globe of Detection allows the Warrior's vision to pierce the solid rock of the dungeon walls.

A Warrior with the Globe of Detection can easily find hidden passages. When the Warrior rolls on the Hidden Passages table, he may add one to his roll. However, if the Warrior rolls a one, then that results stands and the Warriors will suffer a 'collapse!' result.

VALUE
100
GOLD

PERMANENT



ASSEMBLING YOUR CARDS

It's really easy to assemble your new Treasure cards. First of all, cut out or photocopy this page. Then you should carefully cut around the front and back of each card, remembering to keep the two halves together. Next, fold each Treasure 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 before sticking them together, to make your Treasure cards more durable (cereal packet works fine). Finally, trim off any excess material, so that your new card doesn't stand out from the rest of your Treasure deck.

You should follow the same process for your Equipment cards, but it's best if you use thicker card between the two halves.

TREASURE MAP

When used, roll a D6 on the following table:

- 1 Forgery! Add D6 cards to the top of the Dungeon deck.
- 2-5 Nothing familiar. The map is no help, but may be used again.
- 6 Treasure Ahead! There is a treasure chest in the next Dungeon room. See WD189.

EQUIPMENT