

Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

DARK SECRETS

By Andy Jones

Snorri Ironaxe glanced back over his shoulder, listening carefully for the faintest sound. As the other Warriors investigated a trapdoor, the Dwarf caught the sound of footsteps, the same footsteps which had haunted him for so long. It was no use, he'd have to tell them now. "Er, brave comrades," he began. "There's something you should know..."

THE BRAVE WARRIORS

From the initial roster of the four Warriors in the Warhammer Quest game, the roll call has now expanded to include six new heroes – the Pit Fighter, Imperial Noble, Elf Ranger, Trollslayer, Warrior Priest and the Chaos Warrior. Here at the Studio we have four rival groups of these Warriors, all on the lookout for booty and glory. Grunnson's Marauders, The Lost Boys, Navaak's Damned and Eldrad's Avengers are all at present missing in action in the caverns and halls beneath the Old World. The Warriors' Chronicles in the next pages give some details of these mighty heroes in action.

Having gone to the trouble of sorting out a Trollslayer, Elf Ranger or whoever, painstakingly painting up the miniature, and of course getting familiar with the rules, the last thing we wanted to do was start all over again in each game – we wanted our Warriors to go on to greater things! Section one of the Roleplay book gives rules which explain how to do just that, linking games of Warhammer Quest together into a campaign, featuring the same heroic Warriors in each adventure. There are Hazard tables to chart your Warriors' perilous journeys from adventure to adventure, and settlement rules to give you the opportunity to spend some of your hard-won gold.

From the first adventuring groups composed of a Wizard, a Dwarf, an Elf and a Barbarian, we now have some very mixed groups of Warriors doing battle against the evil inhabitants of the dark underworld. Each party of Warriors has quickly developed a life and identity of its own, creating epic sagas of glory, danger and death that grow with each adventure. Every game throws up some memorable event, often setting up frictions or friendships between the Warriors – we have all knocked a Minotaur down to just one or two Wounds, only for some other 'hero' in our party to step in, despatch the staggering beast and claim the gold!

Together with the Hazard tables from the Roleplay book, the adventures themselves, and the way in which the different players interact, each group of Warriors creates its own continent-spanning tale of glory and shame, victory and catastrophe in fairly equal measure.

WARRIORS' CHRONICLES

As mentioned before, linking your adventures together means that the party starts to develop a history. Some of our Warriors have started writing their chronicles, no doubt to sell it to the glory-hungry populace when they retire! If several Warriors each write their own memoirs it can often prove to be highly amusing comparing one person's version of events with another's. This article contains a summary of two of our party chronicles, detailing the Lost Boys and Navaak's



THE LOST BOYS

Mike McVey	Nogbad, Barbarian
Richard Wright	Taliesin, Elf
Chris Colston	Red Magnus, Wizard
Paul Jones	Jonas Faithbringer, Warrior Priest
Gary Morley	Sir Rano Debignez, Imperial Noble
Simon Smith	Skaggi Longbeard, Trollslayer

Nogbad the Barbarian is the leader of the Lost Boys, and has consolidated his position since finding the *Hammer Of Sigmar* deep in the caves below Karak Azgal. Jonas Faithbringer, Warrior Priest of Sigmar, insists that it should be he who bears the *Hammer*, as it is a holy artefact which should be returned in triumph to Altdorf. Nogbad's reply runs along the lines of "Izza big 'amma! S'mine! You wannit, come 'n geddit!"... This delicate situation is yet to be resolved! Skeggi the Dwarf died a noble death, having saved the life of Red Magnus with his very last provisions. How was he to know that in the next turn he would be jumped by a Minotaur, whilst Magnus had no Power to heal him at all? Skeggi will be remembered. In fact, his brother Skaggi has taken the Slayer Oath and is even now searching for the Lost Boys so he can be avenged. Whether he intends to kill them all, or join them on their quest in his brother's place is as yet uncertain, but what is known is that he carries his lamented brother's beard with him at all times.

The latest addition to the Lost Boys is none other than Sir Rano Debignez, an Imperial Noble of fearsome repute. Rano used to fight with Navaak's Damned, but left them when he realised that the name of the group referred to the fact that they seemed doomed to fail!

Damned, two of our most active parties. Each group contains more than four Warriors, and the exact composition of a party varies from adventure to adventure, depending on who happens to be free at the time.

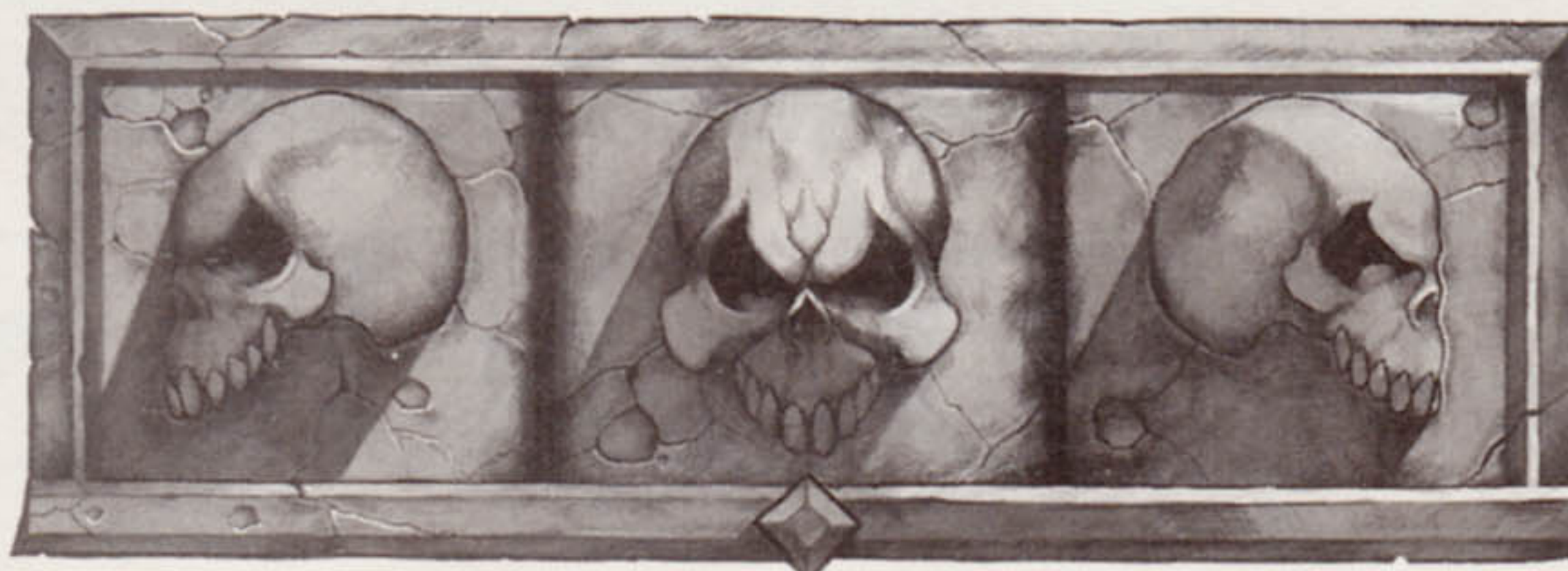
These parties have also provided a great way for us to fully playtest all the new Warriors, and you will note that Navaak's Damned contains an Elven Revenant Knight and a Halfling Thief – two Warriors who we will be producing in the future, though not for while yet.



THE DARK SECRET CARDS

I've been following the adventures of the Lost Boys, and as well as using the Hazard tables and so on to develop their story, we have been experimenting with a series of Dark Secret cards, which give some of the Warriors ulterior motives for adventuring! These cards provide extra background for the

Warriors, explaining a little more about why they descend into the cavernous depths of the underworld, facing death and adversity at every turn. Over the next pages, you will find eight new Dark Secret cards to be used in your Warhammer Quest games. Below is the way that we use the cards at the Studio, but you may like to try different method. However, we have found that if every Warrior has a Dark Secret the adventure becomes pure bedlam, as conflicting objectives tear the party apart – so take care!



Once the game is ready to start, roll a dice. On a 1-4, that many Warriors have a Dark Secret. If the dice roll is 5 or 6, then nobody has a Dark Secret. Use the Warrior counters to see who has a Dark Secret. Once you have worked out who has the secrets, deal each one a Dark Secret card. These Warriors are under no obligation to tell the others what they have drawn, and may hide their card if they wish! The remaining cards are then put away without anyone looking at them (no sneaky glimpses to work out which ones have been taken!).

ASSEMBLING YOUR DARK SECRET CARDS

On the following pages we've printed eight Dark Secret cards. To assemble them, first cut out or photocopy the pages. Then carefully cut around each card, keeping the front and back of each one together. Fold each card along the dotted line, glue the back of each half (Citadel PVA glue is ideal), and press together firmly. If you want to make your cards more durable then sandwich a piece of thin cardboard (cereal packet works fine) between the two halves before sticking them together. Finally, trim off any excess material and you're ready to go adventuring!

NAVAAK'S DAMNED

Des Hanley	Navaak Steinaussen, Chaos Warrior
Matt White	Gruffbeard, Dwarf
Wayne Greenwood	Liarndel Narfi, Elf Ranger Mage
Lindsey Paton	Glibfoot Volespanker, Halfling Thief
Ian Pickstock	Calenor Fireblade, Revenant Knight

It could be said that this party of Warriors is learning the hard way that a Wizard is always useful. However, Liarndel is holding his own, proving himself adept at both combat and the arcane arts. Unfortunately, he has become rather enamoured with his *Shockwave* spell, and the party are often left without his healing powers!

Navaak has already developed a fearsome reputation, slaying his foes with his *Entrancing Blade of Mighty Striking*. And if that doesn't do the trick, there is always his *Poison Bite*! He has to take great pains to conceal his true identity from other Warriors, and it could perhaps be not entirely coincidental that he has been the only Warrior in his party to survive the last three adventures...

SECRET MAP

You have a map which leads to a chamber filled with treasure!

If you ever get to a point where you would have to turn back, then you may explore beyond what would normally be a dead end. Take an Objective Room at random and clip it onto the board. This room is illuminated, and you will not need the Lantern to enter. If you enter, roll a D6.

	D6	Result
1,2		It's a trap! Roll on the Objective Room Monster table, but take no treasure!
3,4		Wrong room! Take an Event card, which is resolved as usual.
5,6		Treasure! Take an Event card, resolved as usual, then take an extra 1D3 Treasure cards for yourself.

ESCORT

A wizened alchemist from Altdorf has paid you to escort him into the dungeon to search for a certain item. You must protect him at all times.

The artefact he seeks is in the Objective room. If he is alive when your quest is complete, he finds what he searches for and rewards you with 1D6x100 Gold!

You will need a model to represent the alchemist, controlled by yourself. He will not attack, and has the profile below. He moves 4 squares per turn. Monsters will not attack the alchemist while there are Warriors still standing!

WS	BS	S	T	I	A	WOUNDS	PINNING
2	6+	2	4	5	6	4+	



DARK SECRET

PERSONAL SUPPLIES

Before descending into the perilous darkness, you stocked up with some supplies to help in the danger ahead. Roll a dice to see what you have brought, and what it does.

	D6	Supplies
1,2		D6 provisions. Each heals 2 Wounds when eaten. May be used at any time.
3,4		D6 bandages. Each heals 3 Wounds when used. May be used at any time.
5,6		A trance stone. If you do nothing in a turn, including moving, and there are no Monsters on the board, you may heal 1 Wound.

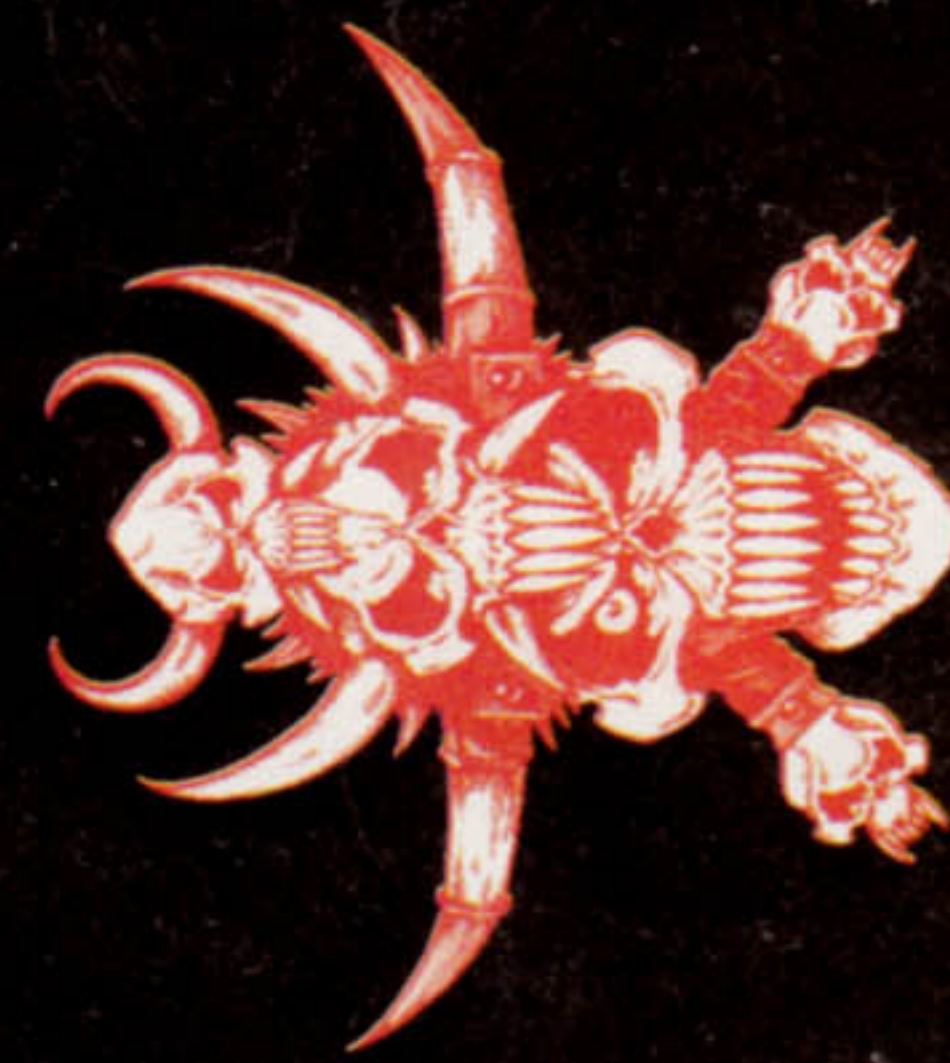
Of course, you could sell or swap these with the other Warriors if you wish!

DISCOVERY

Legend tells that deep within this dungeon lies an item of great power. You have worked out where it lies, and you are determined to make it yours!

Roll D6+6 and secretly note down the result. This is the number of board sections which must be explored before you reach the place of your search.

When you get there, before doing anything else, you must roll another D6. This shows the number of Treasure cards you can now pick up. You must choose one of them as the legendary artefact, keeping it as your own, on top of any other treasure you may have. The other cards are shuffled back into the Treasure deck.

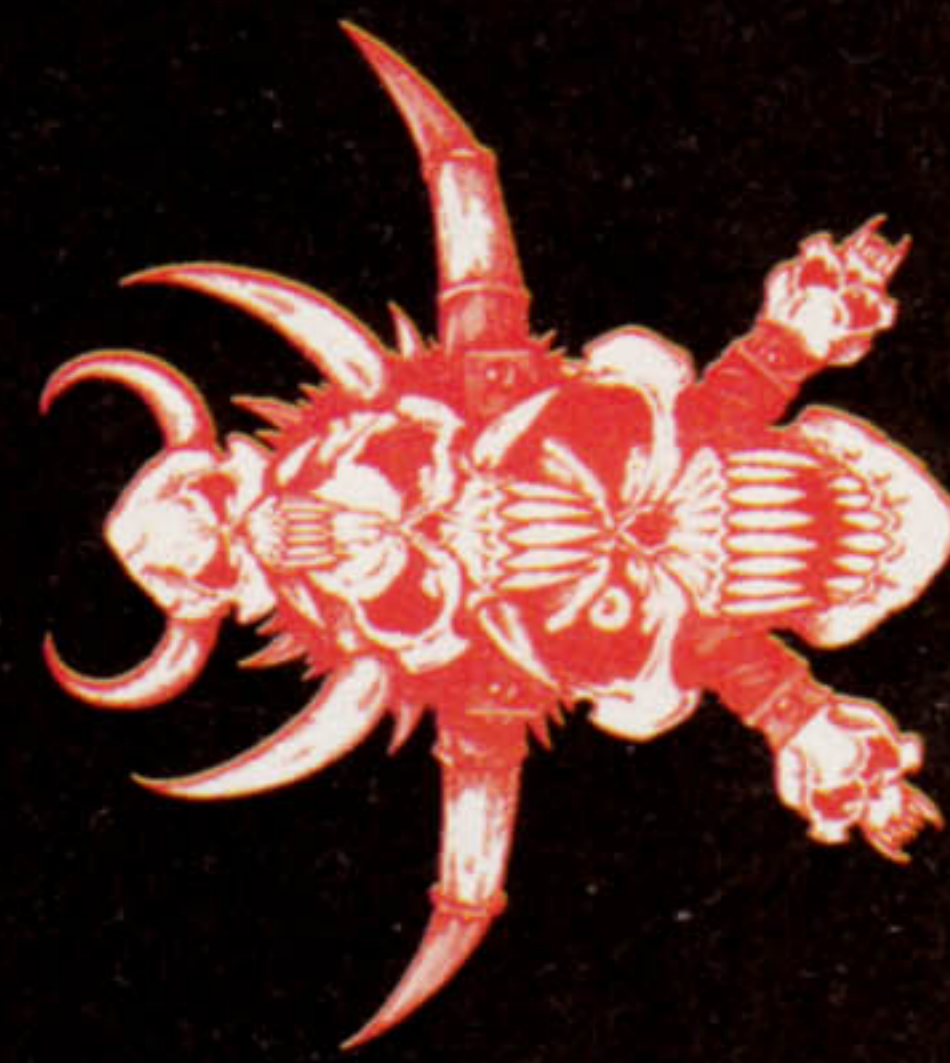


DARK SECRET

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VENGEANCE

You have a personal reason for going on this adventure – vengeance! Your arch enemy is reputed to dwell in this cave system, and you are out to destroy the monster once and for all.

Write down in secret what type of Monster you are after. When you first meet this type of Monster, you go absolutely crazy, leaping into the fray with no thought for the others at all. Reveal which Monster you want to kill to the other players. Until it is dead, you always go first, gaining +1 Attack, +1 Strength, but -1 to hit as you are attacking so wildly. If you kill the Monster you gain double the normal Gold!



DARK SECRET



PHOBIA

You harbour a secret fear that chills your blood! Roll a dice to see what your phobia is:

1. Rats – you are at -1 to hit them.
2. Spiders – you are at -1 to hit them.
3. Bats – you are at -1 to hit them.
4. The dark! – you will never move off the board section with the Lantern on it.
5. Blood! – whenever your Warrior is wounded, roll 2 dice – on a double one you faint, missing the next Warrior's phase. Whilst down, no Monster will hit you.
6. Minotaurs – (understandable really!) you are at -1 to hit them.

Gain +10 Gold for every Wound you cause against a Monster you fear!

PURSUIT

You have not told the others, but you are being pursued by monsters who are after your blood. You stole a valuable artefact from them and they will not rest until they get it back.

You must keep an eye on the Power dice. As soon as the Wizard rolls the same number in two successive turns, the pursuit arrives, howling for your blood.

Roll on the Objective Room Monsters table to see what arrives. Before fighting them, you reveal to the others the truth – take a Treasure card now. This is the item the Monsters are after. It may be of some use in the fight which follows!



DARK SECRET



RESCUE

A member of your family has been kidnapped, and must be rescued.

Roll a D6 twice to see who has been captured, and where they are held

D6	Who?	Where?
1	Father	Well of Doom
2	Mother	Monsters' Lair
3	Brother	Guard Room
4	Sister	Dungeon Cell
5	Cousin	Torture Chamber
6	Nephew	Objective room

If you find the room, then roll a D6. On a 1, you are too late, the relation is dead! On a 2-5 your relation is alive but guarded – take an extra Event card. On a 6, the room is empty except for your relation, do not take an Event card for the room (Objective Room contains normal Monsters). Once there are no Monsters in play, the relation is freed. Eternally grateful, they give you a Treasure card and escape safely to the surface.