

Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

FLAMES OF KHAZLA

By Gavin Thorpe

The catacombs beneath the Old World are full of monstrous creatures and fabulous treasures. Other mysteries also abound: strange temples to forgotten gods and magical shrines that can help or hinder the Warriors in their quest for riches and fame.

SPECIAL QUESTS

Last month we included an article with new rules, floorplan and cards for the *Gaol* Special Quest. This was received very well by all you battle-hardened Warriors who wanted more challenges, more danger and even more treasure! In response, this month we have the *Flames of Khazla* Special Quest for you to add to your Warhammer Quest adventures. Don't worry if you haven't got White Dwarf 185 (shame on you!), all the rules for Special Quests are given again below.

The Special Quest card and floorplan later in this article can be used to represent an unexpected twist or mission in your games of Warhammer Quest. Along with a new Dungeon card and room are six new adventures for you to use. If you also have the *Gaol* card from last issue you could include that as well.

DUNGEON CARDS

To use the Special Quest card, simply shuffle it in with your Objective Room cards when you start your adventure. If you draw a 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 purposefully set out on a Special Quest, eager for the opportunity to gain even greater riches. If you decide to do this, take all of your *Special Quest Room* Dungeon cards and pick one at random. Then roll a dice and consult the corresponding pages to find out what adventure the Warriors have found themselves embroiled in.



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 come across the *Flames of Khazla* Special Quest number 6 – *Warning of Khazla*

Flickering light shone from the tunnel ahead, mixing with the yellow glare of the lantern to cast bizarre shadows along the roughly hewn walls.

Barek Thundersword waved the others to a stop and stepped forward to investigate. Drawing his Frostblade from its sheath, the Norseman squinted against the light. Ahead of him a small dais nestled in the corner where the tunnel turned sharply to the left. A gilded brazier, fully half as tall as the Barbarian, stood glimmering in the darkness. Suddenly red and green flames leapt from the brazier and licked against the stone roof in a gout of magical energy.

Barek heard a voice whispering inside his head, urging him onwards. Without willing it himself, the Barbarian sheathed

his weapon and thrust his hand into the leaping flames. Pain seared along the length of his arm and suddenly his whole body felt as if it were burning. Crying out he resisted the instinct to tear his hand away. After a moment the racking pain had passed away and something solid and warm to the touch was clutched in his hand.

He withdrew his arm slowly, fearful of what horrendous scars his sword arm might bear. He almost fainted with relief when he found that he was unharmed.

Clutched in his hand was a massive axe, runes glittering along its haft and the head aglow with an inner fire. Raising the weapon over his head Barek let out a shout of triumph and called to his companions.



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.

FLAMES OF KHAZLA



Just ahead of the Warriors the corridor turns sharply, and nestled in the corner is a small shrine. An ornate brazier burns continuously with multi-coloured flames that occasionally leap up to the ceiling.

CHOOSING A QUEST

Many rumours abound concerning the fabled Flames of Khazla. The origins of these small shrines are lost in the mists of ancient history. However, many bold adventurers claim that they do indeed exist and your Warriors have heard a rumour that one of these mythical sanctuaries is within the dungeon they are heading for. Shuffle the Flames of Khazla card in with the rest of the Dungeon deck. Roll a dice to see which of the *Flames of Khazla* Special Quests is rumoured to be found within the dungeon.



1 TASK OF KHAZLA

The Task of Khazla is a magical trial by combat, created to allow only the most worthy to venture further into the dungeon. If the Warriors wish to proceed past the Flames of Khazla they must each complete the Task.

Special Rules

Only one Warrior can stand on the Flames of Khazla board section at a time. As soon as the first Warrior enters the board section a shimmering wall of magic prevents any other model entering. In the next Monsters' Phase turn over the next Event card. If this has an 'E' in the top corners shuffle the card back into the deck and keep drawing Event cards until you get Monsters. The Warrior must fight *one* of the indicated Monsters. The other Warriors cannot help in any way at all. If the Warrior kills the Monster he gains double the normal amount of gold. Shuffle the Event card back into the deck once the Monster is defeated.



This happens every time a new Warrior enters the board section, and so each must fight a Monster before they can continue. Unexpected Events cannot affect a Warrior while he is undergoing the Task of Khazla, so they will always affect one of the other Warriors instead. Since you will only be able to move off the Flames of Khazla by exploring through the empty doorway, it is advisable that the Warrior with the Lantern is the first to undertake the Task.

2 GIFTS OF KHAZLA

The Gifts of Khazla are a test of a Warrior's strength and courage. If he is found to have true bravery he will be rewarded. If he is found wanting he will be hideously burnt and may even die!

Special Rules

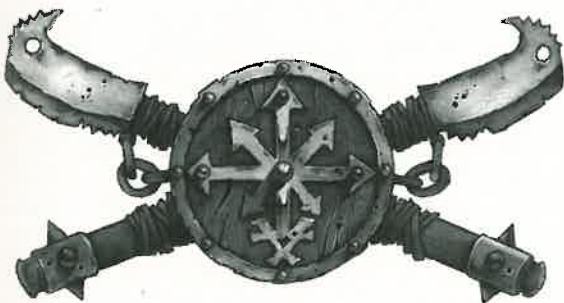
One Warrior may attempt to earn a Gift of Khazla each turn. The Warrior must be standing next to the Flames and may do nothing else that turn. A Warrior may not attempt to gain a Gift of Khazla if there are Monsters anywhere in play.

The Warrior thrusts his hands into the flames. If he succeeds in passing the test he can bring forth an item of great worth from the flames. If he fails the flames will burn him. To see if your Warrior passes or fails roll a dice and add his Toughness. On a score of 6 or less he is deemed unworthy and suffers 2D6 Wounds with no deductions for armour. If he scores a 7 or more he passes the test and removes his hands unburnt by the flames and clutching an item of treasure. Your Warrior gains a Treasure card from the deck. This card does not count towards your total for the dungeon so keep it to one side. This means you may still be given a Treasure card normally even if you have more treasure than the other Warriors. Each Warrior can only attempt the test once, whether they pass or fail.



3 OFFERING OF KHAZLA

The Warriors are approached by an old hermit while on the way to the dungeon. He gives one of them some holy incense which he says will bring great health and strength if the Warriors can burn it in the Flames of Khazla as an offering to the gods. Before the Warriors can ask him any more about the incense, the Hermit disappears into the gloomy woods.



Special Rules

Decide which Warrior has the incense. That Warrior can throw the incense onto the Flames of Khazla if he is standing next to the brazier at the start of the Warriors' Phase. Roll a dice to see what happens. On a roll of 1 the Warriors have been tricked and a huge gout of flames rushes over them. Each Warrior suffers 1D6 Wounds with no deductions at all. On a roll of 2 or more the air is filled with a pungent, sweet smoke and the Warriors feel uplifted and whole. Each Warrior immediately heals 2D6 Wounds.

4 RENEWAL OF KHAZLA

The Flames of Khazla have the magical property of transforming the Warriors' treasure into something else. However, if the Warrior is unlucky he may well end up with a pile of molten and useless metal!

Special Rules

One Warrior may place a piece of treasure in the Flames of Khazla each turn. The Warrior must be standing next to the Flames and may do nothing else that turn. A Warrior may not do this if there are Monsters anywhere in play.

You must give up an item of Treasure, discard it immediately. Roll a dice and look up the result below to see what your Warrior gains in return. Each Warrior can only make one offering of treasure to the Flames of Khazla.

5 GUARDIAN OF KHAZLA

The Flames of Khazla are guarded by a powerful beast which must be overcome if the Warriors wish to pass. Even so, the rewards for such valour are great as the Flames of Khazla hold many treasures and secrets.

Special Rules

In the Monsters' Phase after the Flames of Khazla are discovered the Warriors will be attacked by a Minotaur. This horrific beast is placed on the board as usual, however, it is much more powerful than a normal Minotaur since the Flames of Khazla protect it. Any Warrior who tries to hit this Guardian with a non-magical weapon is at -1 to their hit roll. Warriors using magical weapons and spells affect the Guardian Minotaur as normal.

If they defeat the Guardian, the Warriors gain 440 gold and a piece of Treasure as normal. In addition, each of them gains a Treasure card from the Flames of Khazla themselves.

RENEWAL OF KHAZLA TABLE

D6 Roll	Result
1	The Warrior is deemed a coward and a rogue and all he gets is the molten remnants of his treasure, which is worth nothing at all.
2, 3, 4	Your Warrior gains a single item in return. Draw the next Treasure Card. If you are playing the Roleplay rules, a Warrior gains an item of equal value to the one he gave up. For example, if you offered a Dungeon Room treasure you gain a Dungeon Room treasure.
5, 6	Your Warrior gains two pieces of treasure in return, take the next 2 Treasure Cards. If you are playing the Roleplay rules, a Warrior gains items of equal value to the one he gave up. For example, if you offered an Objective Room treasure you gain two Objective Room treasures.

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WARNING OF KHAZLA

It is said that the Flames of Khazla can grant visions of the future to those who dare to stare into their depths. If the Warriors risk this ordeal they may gain vital information about the dungeon ahead.



Special Rules

One Warrior may stare into the Flames of Khazla each turn. The Warrior must be standing next to the Flames and may do nothing else that turn. A Warrior may not do this if there are Monsters anywhere in play. Roll on the following table.

WARNING OF KHAZLA TABLE

D6 Roll	Result
1	Your Warrior is temporarily blinded! For the next D6 turns he may do nothing except defend himself against Monsters' attacks, and counts as having a Weapon Skill of 1.
2, 3, 4	Your Warrior gains a vision of the future. Any time in this adventure your Warrior may ignore the effects of any one successful attack, as he is forewarned and takes no damage at all.
5, 6	Your Warrior is shown startling images from the future. He gains the ability for the result above. In addition for the duration of one whole turn in this adventure, your Warrior may add +1 to all of his dice rolls. A roll of one still counts as a one despite this bonus.

HOW TO ASSEMBLE YOUR DUNGEON CARD AND FLOORPLAN

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 new 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 Flames of Khazla floorplan tightly. You may need to use several layers of card to make the floorplan the right thickness.



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