

Warhammer Quest™

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

INTO THE DEPTHS

By Gavin Thorpe and Andy Jones

“... good, solid Dwarf stone”, exclaimed Snorri Ironaxe approvingly as he noisily stomped down the tunnel. “Stay up for centuries this will, you mark my words!” There was an ominous rumble, a creak, and with a shower of dust the roof suddenly collapsed on top of the venerable Dwarf.

INFINITE VARIETY

Warhammer Quest's unique card and floorplan system means that every dungeon you explore, from its layout to its inhabitants, is different from the last. The cards and miniatures in the box provide enough adversaries for even the most glory-hungry Warrior. Add to this the enemies and new board sections from Lair of the Orc Lord and Catacombs of Terror, and the variety just keeps growing! Then there is the plethora of Warriors you can choose to play, and the blank Event card decks you can use to tailor your games to your Citadel collection. And it doesn't end there, oh no...

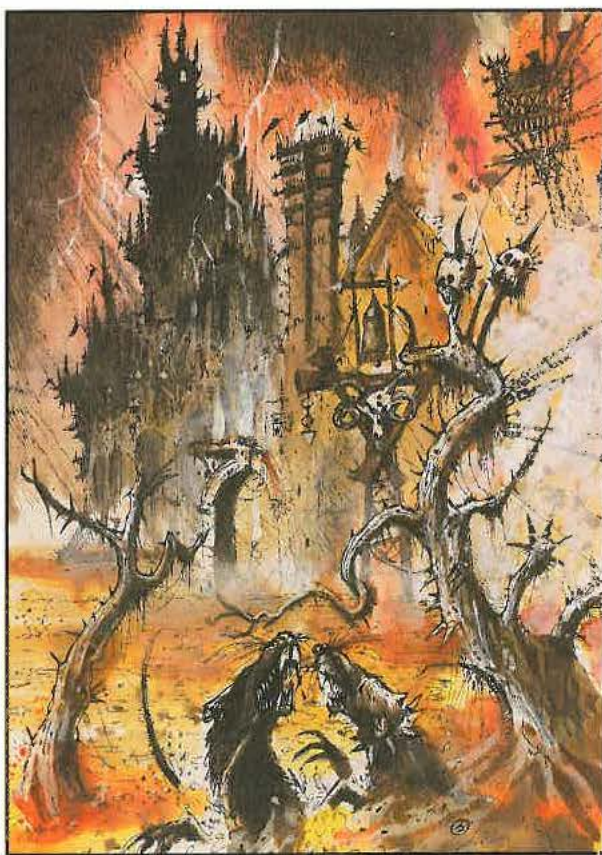
BROADEN YOUR HORIZONS

This is the latest in a series of articles showing how simple it is, with a bit of imagination, to expand and tailor your games of Warhammer Quest to the specific type of adventures you find most exciting. It deals with one of the most fundamental aspects of Warhammer Quest – the board sections. Even the simplest changes to the board sections can dramatically influence the way an adventure is played. In case you haven't seen the earlier articles, there is an issue guide to all the Warhammer Quest articles from previous White Dwarfs on the next page.

ARCANE ARCHITECTURE

Perhaps the simplest thing you can do to vary your adventures is to invent new rules for the board sections you already have. Take the Circle of Power, for example. Perhaps this Dungeon room has some kind of affect on magic users, allowing them to cast spells more easily, or increasing the effect of the spells they do cast? Alternatively, it could have a negative influence, drawing the winds of magic away from the Warriors and making it more difficult to cast spells. It could do this by reducing the Power roll or decreasing the effects of a spell. You could come up with special rules for the Guard Room so that the Warriors can check the barrels'

contents. They could find some beer, or maybe a foul Orcish brew – it's up to you to decide what's appropriate. You can even extend this to the Objective rooms. The Fire Chasm already has special rules, but do you think the Idol Chamber should rouse the Monsters to fanatical strength? Or perhaps the Tomb Chamber has some method of generating Undead creatures when the Power roll comes up as a one? There really is no limit to what you can do!



DESIGNER DUNGEONS

Even better than coming up with new rules for existing board sections, is coming up with new board sections themselves! If you're a budding Richard Wright (the artist who so magnificently captured the Warhammer Quest atmosphere on the floor plans in the box) you can design your own from scratch. Got an idea for a fantastic new Objective room? Well, go ahead and set to with the ol' paint and brushes! Although we plan to produce lots of new Warhammer Quest components over the coming issues, we could carry on for years without covering all the possibilities. Besides, only *you* know what would be your ultimate Dungeon room or Special Quest.

ADDING SPECIAL EFFECTS

If you're going to spend time creating your own board sections, you might as well sit down and think up some special rules to go along with them. There are only a few points to keep in mind when doing this, otherwise anything goes! Firstly, whatever you decide to do, you should relate it to the experience of your party. A trap which inflicts D6 Wounds is scary at Battle-level 1, but by the time Battle-level 10 Warriors reach it, it's just an annoyance. Secondly, the rules should have a purpose, either to challenge or aid the Warriors. Rooms with whirling scythes, crushing walls and descending ceilings should allow the Warriors a reasonable chance of escape – the more dire the consequences of failure, the more likely it should be that the Warriors get away in time. Certain death is not an option! Thirdly, the rewards should justify the risks. So, if you've come up with the lair of some monstrous beast, it should have a suitably impressive treasure hoard to guard. I'm sure you've got the idea by now.

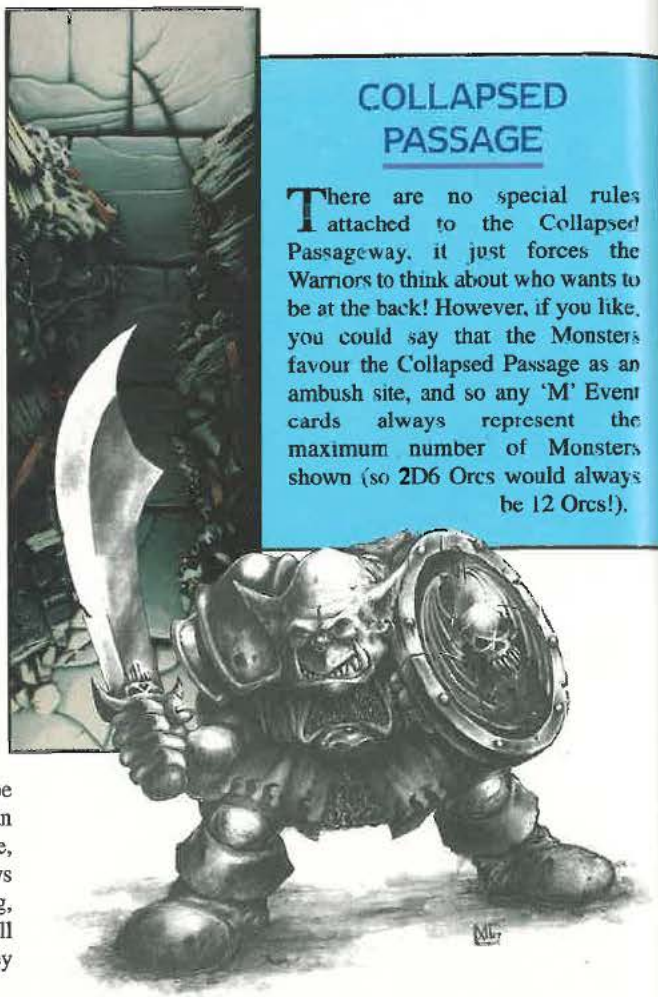
On the other hand, magical shrines, hidden temples and other rooms which may heal or aid the Warriors should be brief respites from the horrors of the dungeon, rather than regular resting places which crop up all of the time. Of course, a room which can aid the Warriors, but at a price, is always fun. How about an ancient chapel which will provide healing, but only for a donation of gold or Treasure? The Warriors will have a hard decision to make, and they may never be sure they made the right one.

THE NEW CARDS

Featured on this issue's card sheets are three new board sections and the Dungeon cards to accompany them. You won't be able to get them anywhere else – they've been specially produced for White Dwarf! Each is relatively straightforward, but adds an interesting twist to the adventure. They also show you the kind of things you can do with new board sections.

COLLAPSED PASSAGE

There are no special rules attached to the Collapsed Passageway, it just forces the Warriors to think about who wants to be at the back! However, if you like, you could say that the Monsters favour the Collapsed Passage as an ambush site, and so any 'M' Event cards always represent the maximum number of Monsters shown (so 2D6 Orcs would always be 12 Orcs!).



WARHAMMER QUEST WHITE DWARF ARTICLES

ISSUE	TITLE	SUBJECT
184	WARHAMMER QUEST	Andy Jones' introduction to the Warhammer Quest hobby.
185*	MISSION IMPOSSIBLE	Introduces Special Quests and the Gaol board section and adventures.
186	FLAMES OF KHAZLA	Another Special Quest with six new adventures and board section.
187	LAIR OF THE ORC LORD	Discusses the Lair of the Orc Lord Adventure pack.
188	CREATURES OF DARKNESS	Shows how to use the Blank Event card decks to personalise your adventures for your own miniatures collection.
189*	THE DARKNESS BELOW	Gives ideas on how to alter the Dungeon deck and includes new Treasure cards and an Equipment card.
190	DARK SECRETS	Ideas about Warrior parties and eight new Dark Secret cards for you to use.
191	A HORROR AWAKENS	Campaign and adventures, showing how you can link adventures and create new ones with your existing Warhammer Quest collection.

*These issues both contain new rules for Hidden Passages.

INTO THE DARK

The Into The Dark card is accompanied by the spiral staircase board section. Imagine this board section is roughly divided into four squares around the stairwell itself (like the Gaol and Flames of Khazla board sections). The Warriors may either ignore the steps and skirt around the top, or they can descend downwards into the very bowels of the dungeon.

No Monsters will move onto the stairs, and whilst the Warriors are on this board section no Unexpected Events will occur. However, the area is saturated with dark sorcery and no Warrior may use any magic whilst at least one of their number remains on this board section.

The procedure for the spiral stair is simple to use, but is a bit difficult to put into words because it involves shuffling the cards around. Here goes. Once all the Warriors are on the stairs, roll a D6. Take that number of Dungeon cards from those not in play (either because they have already been used or are spare), not including Objective rooms. Now take the remaining Dungeon deck (those that represent the rooms ahead which haven't been explored yet) from the direction the Warriors were heading. Shuffle these and the spare cards into one pile and replace the unexplored Dungeon cards with the same number of cards from this new deck. The remaining cards in your hand are placed next to the stairwell, and represent the rooms down the spiralling stairs.

Example. The Warriors come across the spiral stair towards the end of their adventure. Behind them is a single T-Junction with four cards still unexplored. Two Dungeon cards remain ahead of them. Rolling a D6, the Warriors score a 5, and take five spare Dungeon cards. These are shuffled with the two ahead of them, giving a pile of seven in total. Two of these are dealt out to replace the cards they were heading for, while the remaining five represent the dungeon at the bottom of the stairwell. The cards by the T-Junction are not affected.

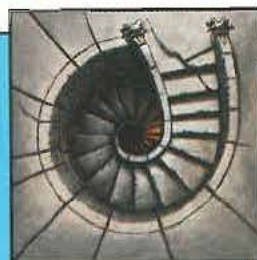
FURTHER MOVEMENT

If the Warriors decide to move on as normal, they must explore and move off the spiral stair just as with any other board section. If they descend into the depths, turn over the top card of the stairs' Dungeon deck and place the Warriors at the near end, as if they had started a new dungeon. Warriors can go back up the stairs by moving off the end of the board section. At the start of the next Warriors' phase place the Warrior model on the spiral staircase section.

THE PERILS OF THE DARK

The dungeon below the stairs is dangerous indeed, the very heart of the Monsters' domain. Whenever an Unexpected Event occurs while below the stairs, the Warriors should take D3 Event cards instead of just one (roll a D6, 1-2=1, 3-4=2, 5-6=3). Any 'E' type Events should be resolved before Monsters are placed on the board. Alternatively, if you are using the Monster tables from the Roleplay book, roll on the table one Battle-level higher than normal.

This board section forces the Warriors to make a hard choice. Firstly, they must consider where the Objective room is, and secondly, how strong they feel. It may turn out that they will have to head into the darkness to reach the Objective room regardless of their wishes, but nobody ever said life was fair...



DEAD END

The Warriors have come to a complete Dead End and must either retrace their steps or dig their way through the rubble. You cannot dig through while there are Monsters on the same board section.

HI HO, HI HO!

Up to two Warriors may dig through at any one time, and both must be standing at the collapsed end of the passage. For each turn a Warrior spends digging, roll a D6 and add their Strength. Keep a track of the score (or scores if more than one Warrior is digging). When the total reaches 30 or more the Warriors break through and may continue exploring as normal. However, if two Warriors are digging at the same time and both dice rolls come up the same (ie a double) then the roof collapses again and any work they have done is ruined – reduce their digging total by the score rather than adding it!

CUNNING MONSTERS

The Monsters that lurk within this dungeon know that bold Warriors frequently spend a lot of time near the Dead End. For this reason they regularly patrol the area and set traps to catch the unwary. The Dead End is a corridor, so only Unexpected Events will occur here. However, while a Warrior is standing on the Dead End board section a Power roll of 1 or 6 will trigger an Unexpected Event.



INTO THE DARK

A set of ancient stairs descends *into the depths of the dungeon.*

See White Dwarf 192 for details of this room.



SPECIAL



DEAD END

A rockfall blocks the tunnel ahead and there seems no obvious way deeper into the dungeon.

See White Dwarf 192 for details of the Dead End.



CORRIDOR



COLLAPSED PASSAGE

The walls of this passage have fallen in, forcing the Warriors to walk in single file.



CORRIDOR