



## · WARRIOR PRIEST ·

v1.00

This is a completely unofficial, unsupported, and unauthorised electronic version of Games Workshop's Warhammer Quest Bretonnian Warrior Priest pack.

As much as possible this electronic version resembles the original, though colour depths and the resolution of the images has been reduced where possible in order to produce a smaller file size.

Due to the licensing restrictions on the fonts used, they can not be embedded in the PDF. So to ensure that the manual looks as it is intended to you'll need the "Casablanca Antique" and the "Book Antiqua" fonts (otherwise it looks terrible).

Enjoy.

A.

Thousands of years ago, before the empires of Man arose, the Dwarfs already an ancient and mighty race. Beset on all sides by Orc and Goblin hordes, the Dwarfs desperately needed allies to stem the evil green tide. They found them in the primitive human tribes living in the lands that would become known as the Empire. Many thousands of human warriors flocked to join the Dwarfs in the fight against the greenskins, and greatest of these was Sigmar, first son of the chief of the Unberogen tribe.

In the countless battles he fought against the Orcs, Sigmar won the respect of the Dwarfs, and became known as the mightiest warrior of his time. As a mark of their respect and thanks for his aid, the Dwarfs gave Sigmar a mighty magic warhammer known as Ghal Mharaz, or Skull Splitter.

After his defeat of the Orcs at the Battle of Blackfire Pass, Sigmar was crowned king of the lands that now constitute the Empire, uniting the human tribes together into one mighty realm. After fifty years of successful reign, he gave up his crown and journeyed east once more to visit the Dwarf kingdoms. He was never seen again and passed into legend.

Eventually he came to be worshipped as a god, and the cult of Sigmar, led by the Grand Theogonist, became one of the most powerful religions in the Empire. The cult is based in the great cathedral at Altdorf, and Sigmar is widely recognised as the patron deity of the Empire.

The cult of Sigmar has many cathedrals, temples and Churches across the Empire. Most towns or Cities will have a temple, and in the smallest village is likely to have some kind of shrine. Revered by the people, Sigmar is believed to be watching over them still, ever vigilant against the hated forces of Chaos.

Sigmar's priests are seen as physical manifestations of his watchful presence. A Warrior Priest is a respected figure, and to have a member of one's family accepted into the priesthood is a great honour. Young men from all corners of the Empire make the arduous journey to Altdorf to petition the priesthood for one of the coveted places as an initiate in the cult of Sigmar. Those who are accepted are seconded to one of the larger cathedrals or temples, to study under the tutelage of the local priests. Their first tasks menial, tedious and arduous as they are taught the values of patience, diligence and selflessness.

After many years' study, an initiate is sent away from his mastery or temple to go forth into the world in the name of Sigmar. With the fires of faith and conviction burning in their veins, these young priests are sent to minister to the people, to spread the word of Sigmar, and to stamp out the taint of Chaos wherever it may be found.

Dressed in flowing robes, and always carrying their Holy Book with them, these missionaries of Sigmar deal out judgement and retribution with wise words as well as mighty warhammers. Some priests never return to their studies, but continue as travelling emissaries of Sigmar, bringing faith and hope to all they encounter. Others return after a period of months or years to enter into the full priesthood as ordained priests of Sigmar, where they will serve in one of the temples or monasteries, working their way upwards through the ranks of the ecclesiastics.

In the Warhammer Quest game, you are one of these young priests: you have finished your basic training, and have been sent out to find glory and honour in the name of Sigmar. Hence you find yourself joining the ranks of a band of Warriors heading for the caves and dungeons of the World's Edge Mountains. Their motives are largely treasure lust and gold greed. You like to think that your motives are more worthy - although some treasure would be appreciated of course!.

## INTRODUCTION

This pack contains everything you need to introduce a new Warrior -the Warrior Priest - to your games of Warhammer Quest, including his Warrior card, Warrior counter, Equipment cards, a rulebook and a Citadel miniature to represent the Warrior himself. This rulebook is split into three sections: a basic Warhammer Quest section, an Advanced Warhammer Quest section and a Roleplay section.

The Warhammer Quest rules contain all the rules for using this Warrior in your games. The Advanced rules cover the Priest's progression through the battle-levels, including any spells, skills or special rules, and the final section gives rules guides for using the new Warrior with the Roleplay game.

### RULES FOR WARHAMMER QUEST

If you wish, you may replace one of the Warriors from the Warhammer Quest game with the Warrior Priest. Simply swap one of the existing Warriors for the Warrior Priest. The rules that follow explain how to use the Warrior Priest in your games. Remember to put the Warrior counter for the original Warrior back in the box, replacing it with that of the Warrior Priest!

Remember too, that if there is not a Barbarian in the party, then one of the other Warriors will have to carry the lantern and be the leader.

### BIGGER GROUPS OF WARRIORS

If you want to, you can take more than four Warriors on an adventure, but You will have to make sure that there are enough Monsters to go round! The cards and tables for Warhammer Quest are based on there being four Warriors to fight, so if you have fifteen different Warriors in the party. then the game as it stands will present no challenge at all! As a general rule. Stick to parties of four Warriors, but if you have a party Of five or six, then increase the number of Monsters by an equal proportion.

For example, if you have six Warriors in the party, this is 50% more Warriors than the Event cards are set up to deal with. In this case, you should make sure that each time Monsters appear, there are 50% more of them. If the card says "1 D6 Orcs", roll the dice as usual and then multiply the result upwards to match the party size - so a dice roll of four Orcs would become six Orcs. and so on.

## - STARTING AS A WARRIOR PRIEST -

The profile of a Warrior Priest is as

Wounds	1D6+7
Move	4
Weapon Skill	2
Ballistic Skill	5+
Strength	3
Toughness	2 (3)
Initiative	2
Attacks	1
Pinning Roll	4+

### EQUIPMENT

Before being sent out to minister to the world, every initiate of Sigmar is given the following items:

A Holy Book of Sigmar and a Ring of Jade.

### HOLY BOOK OF SIGMAR

Each Priest has a copy of the words of Sigmar and the teachings of his cult, a handed down first by word of mouth and then by scribe over the centuries. AS part of his initial duties, each Priest has to hand scribe his own copy of this sacred work, to stand him in good stead once he is out amongst the heathens. The Holy Book contains many wise words, ancient prayers, blessings and texts. The power of Sigmar himself is said to reside in its hallowed pages, and each book is revered as a holy magic artefact in itself.

Priests of Sigmar do not use magic as such, they are not natural wizards. However, each Priest's Holy Book crackles with the powerful energy of Sigmar himself. In battle, a Warrior

Priest radiates confident power. He knows no fear. Sigmar is with him, guiding his hand and calming his mind. As a Priest grows more powerful, his faith imbues confidence in those around him, rallying the weary and rousing the fainthearted. The litanies, blessings and prayers in his Holy Book work the effect of magic on the hearts of men, goading them on to achieve superhuman feats.

### BLESSINGS

The power of a blessing, as the Priest calls upon Sigmar for aid, is linked in some mystical fashion to the power of magic. This is represented in Warhammer Quest as follows: The Priest may attempt one blessing per turn. For the blessing to be successful, the player must roll a dice, add the Power dice roll for the turn to his score, and get a total of 7+. So, for example, if a 3 is rolled in the Power Phase, the Warrior Priest chooses his blessing and rolls a dice, scoring a 3. As 3+3=6, the blessing fails!

The Priest may choose to cast the blessing himself, or on any Warrior who is on the same board section.

The Holy Book contains the following blessings:

#### SCOURGE OF CHAOS

*As the Priest reads aloud the words from his leather-bound tome, the Warriors feel their swords strike their foes with unprecedented accuracy and precision.*

On a Blessing dice roll of 7+, the chosen Warrior's Attacks for the turn are all at +1 to hit as his hand is guided by the power of Sigmar.

#### CALL OF THE BRAVE

*The Warriors' blows miraculously hit their targets despite the Monsters' best efforts to avoid them.*

On a Blessing dice roll of 7+, the chosen Warrior may re-roll a single Attack which misses this turn.

#### VANQUISH

*The power of Sigmar surges through the Warriors, who redouble their attacks upon the enemy.*

On a Blessing dice roll of 7+, the chosen Warrior gains an extra Attack this turn.

Attempting a blessing does not stop the Warrior Priest from carrying out any other actions, such as moving and fighting.

### ROLLING A 1

Whenever the Priest wants to make a blessing, he has to roll a dice, even if he has so many modifiers to the score that failure is impossible. This is because if the Warrior Priest rolls a 1 for his Blessing dice roll, the blessing fails, no matter what other modifiers might apply at the time - a 1 is a 1 and always fails!

### RING OF JADE



Each ring is reputed to contain a fragment of the Grand Theogonist's Jade Griffin, and to hold the power of healing within it.

Whether this is true or not the magic of the ring seems to work. At the end of each turn, if the Priest is not on zero Wounds or dead, then the ring has a chance of healing him, and any Warriors who are standing in adjacent squares.

The Priest should roll 3 dice. If he scores a double, he may heal a number of Wounds equal to the total of the double rolled. So for example, if he scores a double 4, then he may heal 8 Wounds. If he rolls three numbers the same, it still counts as a double.

The Wounds are shared out between the Warrior Priest and any Warriors in adjacent squares to him as the Priest sees fit, with the limitation that all the points of healing from a single dice must be spent on a single Warrior. The Priest should nominate who he is going to heal before he rolls the dice.

The Priest could take all the Wounds himself, give them all to another Warrior, or share them out between two Warriors, for instance.

The Priest gets 5 gold for every Wound he heals on another Warrior.

#### Rolling a Double 1

If the Priest rolls a double 1, then the ring is drained for that turn and works in reverse to revitalise itself. Each Warrior nominated for healing suffers 2 Wounds, with no deductions at all.

The Priest may use the Ring of Jade once per turn.

## WEAPONS

The Warrior Priest starts off with a warhammer, which causes 1136 Wounds plus his Strength (for a total of  $1D6+3$ ) every time he hits his foe. Additionally, if the Warrior Priest scores a 6 when he is rolling to hit his enemy, then he may roll an extra dice for Wounds (for a total of  $2D6+3$ ).

## ARMOUR

A Warrior Priest wears an ornate breastplate, which adds +1 to his Toughness, taking it up to Toughness 3.

## WARRIOR PRIESTS & TREASURE

A Warrior Priest may use any item of treasure he finds, with the following restrictions:

A Warrior Priest may never wear any armour or use a shield, other than his breastplate.

He may never use any weapon other than a warhammer.

A Warrior Priest may collect and use treasure which is normally only associated with Wizards.

### Spellcasting Treasure

Some items of treasure assist the Wizard by storing power, or adding to casting dice rolls. Because a Warrior Priest uses blessings rather than spells, these items of treasure work in somewhat different fashion. Although there is not space here to explain how every item works with the Warrior Priest, the basic rule is that any items which add Power etc will add +1 to the Priest's Blessing dice roll.

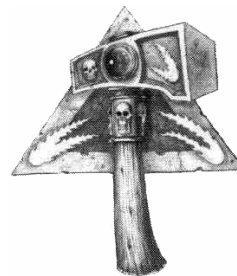
For example, if a Warrior Priest finds a Death stone, then once peradventure he may use any one blessing successfully on a dice roll of 3+, no matter what is rolled in the Power Phase. Likewise, each one of the points of Power stored in an Orb of Might can be used up to add +1 to a Blessing dice roll for a Warrior Priest.



### Choosing Treasure

Although a Warrior Priest is fairly restricted in which treasure he can use, he does have a special ability which gives him more chance of gaining an item he really wants.

If the Priest has a Treasure card that he doesn't want and can't use, he may swap it for another player's Treasure card when it is turned over. If the Warrior Priest decides he would like to have the new card, the player rolls a dice and adds +3 to the score. If he scores 8 or more in total, then he may swap his unwanted card for the new card, forcing the other player to take his unwanted treasure.



The Priest may only swap cards in this way under certain circumstances. First, he must swap cards as soon as the new card is turned over. He cannot decide that he wants a card later on in the game when another player has already had it for a few turns.

Secondly, he must have an item to swap, and he may only swap an item he cannot use himself for one he can use. For example, he could not swap a "Bag of Gold" card for the "Dragon Shield" just because the shield was worth 300 gold! He could, however, swap the Dragon Shield card, if he had it, for the Talon of Death card, because a) the Priest cannot use the Dragon Shield, and b) he can use the Talon of Death.

Of course, this rule does not stop players exchanging treasure as normal if they wish. It also does not stop the Warrior Priest from hanging onto a valuable item of treasure which he cannot use, if he wants to trade it in at the end of the game to add to his gold total.

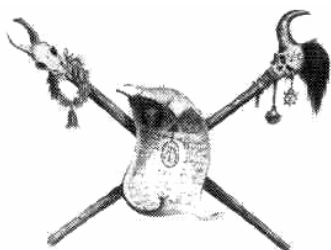
## ADVANCED RULES

In the Advanced game, you can keep your Warrior Priest from game to game, building up his character as he progresses from adventure to adventure. This section of the rulebook gives you all the rules for taking your Warrior Priest right up to battle-level 10, including special rules for visiting Settlements, training, and a whole range of new blessings for him to acquire.

The Warrior Priest starts at battle-level 1 as an Initiate - you will find his Battle-level Table on the outside back cover of this booklet. All the rules for Warhammer Quest still apply in the Advanced game, unless specifically stated otherwise.

### INITIAL BLESSINGS OF SIGMAR

Rather than automatically taking the three blessings listed for the Warhammer Quest game, you now have a choice. You may either stick with the original three blessings (Scourge of Chaos, Call of the Brave and Vanquish), or discard one and take another from the Blessings Table. You may still only have three blessings in your Holy Book as an Initiate, and if you discard one of the three already outlined, you must stick with the replacement you roll on the table.



The three blessings for the Warrior Priest in the basic Warhammer Quest game have been carefully selected, so consider what you are doing before you change one.

Actually, the three initial blessings are amongst those listed on the Blessings Table, so it is possible to roll them anyway! The difference is that in the Advanced game the blessings get more powerful as the Warrior Priest advances through the battle-levels, so they have more detailed rules. If you do decide to re-select your blessings when generating a new Warrior Priest, and roll one that you already have, just roll again.

### SPELLCASTING TREASURE

As explained earlier, the Warrior Priest may use certain items of treasure normally only associated with the Wizard.

For example, if a Warrior Priest finds an Energy Jewel (Dungeon Room Treasure, Magical Items, number 12, page 69 of the Roleplay book) then he rolls for the points of Power as usual, and may use them up one by one to add +1 to his Blessing dice rolls.

Some magical items are tailor-made to augment the Power of human Wizards, and the Warrior Priest cannot use them at all. These items are:

- The Wand of Diabolum
- The Talisman of Jet
- The Book of Arcane Knowledge
- The Tablet of Adain
- The Wand of Jade
- The Brooch of Power

### CHOOSING TREASURE

The rules for forcing a swap of treasure still apply in the Advanced game. However, rather than just rolling a dice and adding +3 to the score, the Priest now rolls 1D6 and adds his current Willpower instead. In fact, the +3 in Warhammer Quest represents his Willpower!

### BLESSINGS OF SIGMAR

In the Advanced game, a Warrior Priest can invoke a number of blessings per turn, governed by his battle-level. His Battle-level Table shows how many blessings he may attempt per turn. The actual blessings are listed later on in this book, and their effects change as the Warrior Priest becomes more powerful.

### ARMOUR

A Warrior Priest wears no armour other than his breastplate - +1 Toughness. He is not averse to buying furs, however, if the weather is inclement, and these offer some extra protection as well as warmth.

## RING OF COMMAND

In the Advanced rules, the Warrior Priest also has a sacred Ring of Command, which sometimes gives him a Strength bonus when he hits his foes in combat. The Priest only gets the Strength bonus if he rolls the same as or more than a given score to hit, as indicated by the following table. This bonus improves as the Priest advances through the battle-levels.

Battle Level	Score to hit	Strength Bonus
1	-	-
2	6+	+1
3	5+	+1
4	6+	+2
5	6+	+2
6	5+	+2
7	5+	+2
8	6+	+3
9	6+	+3
10	5+	+3

For example, if a level 6 Warrior Priest rolled a 5 to hit, he would get a +2 Strength bonus.

## WARRIOR PRIESTS IN SETTLEMENTS

When the Warriors arrive at a Settlement, the Warrior Priest may visit the Alchemist, the Alehouse (2D6-2), the Gambling House, the Temple, the Armourer, the Weaponsmith, the General Store and the Animal Trader. If any locations have to be found first, then he has to search for them as usual.

He may also visit a new Special Location - the Temple of Sigmar. All the rules for finding a special location in a Settlement apply to the Temple of Sigmar.

### TEMPLE OF SIGMAR

In the Temple of Sigmar, the Priest donates gold and treasure to the coffers of the church. This pays for his training when he is deemed ready to receive the next stage of his tutelage. He may do this in one of two ways: he may either visit a Temple of Sigmar (if there is one) whenever he visits a Settlement, paying in what gold he can afford, or wait until he has the full amount (as listed on his Battle-level Table).



If he chooses the former route, then the player should keep a note of how much he needs to pay off before he is next trained. The training will take one week to complete.

The benefits of training for the Warrior Priest are explained later.

### DONATIONS TO THE CULT OF SIGMAR

Also in the Temple of Sigmar, the Priest may make further donations as he dedicates his destroyed foes to Sigmar. This will take some time, as the Priest will pray for many hours, meditating on the perils he has been through and the dangers yet to come. Priests of Sigmar often spend days at a time on their knees before the altar to Sigmar in the inner sanctum of the temple, purging their spirit, cleansing their minds and preparing themselves for the next foray into the outside world.

Warrior Priests claim that Sigmar himself guides them through the most perilous of realms, and that they are but the physical manifestation of his great and powerful spirit. He lends power to them as they smite his foes, and rewards them for their determination and effort.

In exchange for time spent in meditation at the temple, a Warrior Priest sometimes gains inspiration or supernatural assistance from Sigmar himself in the next adventure that the Warriors embark upon.

This is resolved by the use of the following table. Basically, the Warrior Priest may make a donation according to how much 'spare' gold he has. He must roll 2D6, add the dice together and multiply the result by 50. This shows how much gold he must donate. Once he has done this, roll another 2 dice. add up the scores, and look up the result on the table below.

The Priest may try this once per Settlement.

The dice rolls on the following table may not be affected by Luck.



#### PRAYER TABLE (ROLL 2D6)

- |   |  |
|---|--|
| <p>2 Nothing</p> <p>3- The Priest's warhammer is magical for the next adventure.</p> <p>4 plus the Warrior Priest causes an extra D6 damage to any one single hit in the next adventure.</p> <p>The Priest gains +1 Wound permanently.</p> <p>6 The Priest's warhammer is magical for the next adventure. In addition, he may claim any Wounds he makes in a single attack as his own, stealing them from his foe to heal himself. He must declare as soon as he hits the foe that he is going to use this ability, but before he rolls to see how much damage he does.</p> <p>7 For the next adventure, the Priest may choose to roll an extra dice when using his Ring of Jade, sharing out the healing power H any of the dice come up with the same number (but beware double 1's!). However, if he does this, he may not use the ring for one turn afterwards, as it is temporarily drained.</p> | <p>8 The Priest's warhammer is permanently magical, and for the next adventure it is inscribed with powerful runes that add +1 to his Toughness.</p> <p>9 The Priest's warhammer is magical permanently and for the next adventure it causes an extra D6+ his battle-level Wounds damage whenever he rolls a natural 6 to hit.</p> <p>10 The Priest may randomly select one blessing. This blessing may only be used once, after which it is gone. It is automatically successful when used.</p> <p>11 The power of Sigma, courses through the Priest's veins. For the duration of the next adventure, he may choose to gain either +1 WS, +1 Strength or +1 Toughness.</p> <p>12 The power of Sigmar courses through the Priest's veins. For the duration of the next adventure, he may add +1 to any one of his characteristics.</p> |
|---|--|

## UNEVENTFUL DAYS

Warrior Priests rarely spend a day in frivolous time wasting. If the Priest has a moment to spare, he will begin preaching to the heathen unbelievers of whatever Settlement he is in, extolling the virtues of Sigmar, and often attracting quite a crowd.

When in a Settlement, if the Priest rolls an 'Uneventful Day' result on the Settlement Events Table, then he must consult the following subtable to see if anything does actually happen.

### UNEVENTFUL DAYS TABLE (ROLL 1D6)

#### 1 Denounced!

A preacher from a local popular cult denounces the Warrior Priest as a heretic, and soon the mood of the crowd looks pretty ugly. Roll another dice:

- 1-3 The crowd grab the Warrior Priest and throw him out of town, where he must wait for the others, paying living expenses as usual.
- 4-6 Using wisdom and well chosen words, the Priest turns the preacher's words against him, and pretty soon the crowd are more convinced by Sigmar than any other cult. The Priest gains 1 D6x 100 gold as donations from the crowd.

#### 2-4 Ministering to the Faithless

Setting up on a street corner, the Priest opens his great book at a suitable page, and begins to speak to the people about the deeds of Sigmar. Roll a dice:

- 1-2 The crowd laugh and pelt the Priest with rotten fruit & eggs
- 3-6 Pretty soon the crowd are convinced by Sigmar than any other cult. The Priest gains 1 D6x100 gold n donations from the crowd.

#### 5-6 It Really is an Uneventful Day!

## TRAINING

When he is trained to go up a battle-level, the Warrior Priest's profile changes, as shown on his Battle-level Table. To go up a level, he has to pay the amount of gold shown on the table, although as already explained, he can 'bank' gold towards the gold required as he goes along. As well as changes to his profile, the Warrior Priest sometimes gains an extra blessing, and may now be able to attempt more blessings per turn.

If the Battle-level Table indicates that the Warrior Priest has gained an extra blessing,

then he should roll on the table below to see what blessing he gets, so he can add it to his Holy Book. If he gains the same blessing twice, he should roll again.

To make a Blessing dice roll, roll a D6 and add the Power dice roll for the turn. The total must come to the same as or more than the score given in the tables for the blessing to work. Attempting a blessing does not stop the Priest carrying out any other actions.

A Warrior Priest may not cast the same blessing more than once per turn.



## BLESSINGS OF SIGMAR (ROLL 2D6)

### 2 Vanquish

*The power of Sigmar surges through the Warriors, who redouble their attacks upon the enemy*

The Warrior Priest may nominate himself or any Warrior who is on the same board section. On a successful Blessing dice roll, each affected Warrior gains an extra Attack this turn.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	+1 A
Champion	6+	2	+1 A
Hero	6+	3	+1 A
Lord	5+	4	+1 A

Duration: 1 turn

### 3 Hearts of Steel

*As the words of the blessing are spoken, a shimmering aura surrounds the Warriors*

This blessing creates a magical aura around the Warriors, steeling them against the effects of evil magic.

The protected Warriors gain magic resistance for one turn. Each Warrior who is blessed may try and resist the effects of any spell cast against him, rolling equal to or above the required resistance roll indicated. The Priest nominates which Warriors are affected.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	6+ MR
Champion	6+	1	5+ MR
Hero	6+	2	5+ MR
Lord	5+	2	4+ MR

Duration: 1 turn



### 4 Power of Sigmar

*Laying on hands, the Warrior Priest calls upon his power to heal the wounded, knitting torn flesh and staunching the flow of blood through the power of his faith alone.*

The Warriors affected by this blessing are healed by the power of Sigmar. The Priest decides who is healed, and each Warrior affected gains a number of Wounds indicated, up to a maximum of the Warrior's Starting Wounds score.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	1D3 W
Champion	6+	2	1D3 W
Hero	6+	2	1D6 W
Lord	5+	4	1D6 W

Duration: Immediate

### 5 Banish Fear

*The Priest proclaims that Sigmar is with them as they fight, and the Warriors should know no fear.*

Whilst this blessing is in force, the Warriors affected gain a bonus to Terror and Fear tests. The Warrior Priest decides who is affected, although the blessing can only affect Warriors in squares adjacent to the Priest, and of course the Priest himself.

The table below shows how many Warriors are affected, according to the Priest's battlelevel, and what bonuses to the Fear/Terror test that Warrior gains. Note that the blessing only lasts for one test; the Warrior does not gain that bonus for the rest of the adventure.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	+1F
Champion	7+	1	+1F, +1T
Hero	7+	2	+2F, +2T
Lord	7+	4	+2F, +2T

## 6 Steadfast

The power of Sigma- called upon to guard the Warriors from the blows of the enemies who beset them on all sides.

The Warrior affected by this blessing gains a Toughness bonus. This blessing affects one Warrior only, regardless of the Priest's battlelevel.

Level of Priest	Blessing dice roll	Effect
Initiate	7+	+1T/battle lvl of Priest
Champion	7+	+1T/battle lvl of Priest
Hero	7+	+1T/battle lvl of Priest
Lord	7+	+1T/battle lvl of Priest

Duration: 1 turn

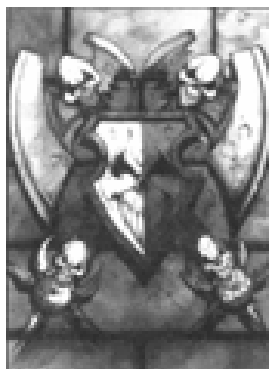
## 7 Scourge of Chaos

As the Priest reads aloud the words from his leather-bound tome, the Warriors feel their words guided as if by hands unseen, striking at their foes with unprecedented accuracy and precision.

The Warrior Priest may nominate himself or any one Warrior who is on the same board section. On a successful Blessing dice roll, that Warrior's attacks for the turn are ail at a bonus to hit, as indicated by the table below

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	+1 to hit
Champion	6+	1	+1 to hit
Hero	5+	1	+1 to hit
Lord	4+	1	+2 to hit

Duration: 1 turn



## 8 Damnation

The Priest calls down the curse of Sigmar upon the evil creatures that beset the Warriors. The Monsters see the anger in the Priest's eyes, and begin to know the meaning of fear. The Warrior Priest uses this fear to cause the Monsters to hesitate and fumble, giving the Warriors precious time to attack.

If this blessing is successful, then the Warrior Priest causes the Monsters to lose a number of Attacks. He can split the number of Attacks lost between Monsters as he sees fit.

Level of Priest	Blessing dice roll	Attacks lost
Initiate	7+	1
Champion	7+	2
Hero	7+	3
Lord	7+	4

Duration: 1 turn



## 9 Call of the Brave

Miraculously, blows which seem sure to miss hit their target, despite the Monsters' best efforts to avoid the attacks.

The Warrior Priest may nominate a number of Warriors (including himself) who are on the same board section. On a successful Blessing dice roll, these Warriors may each re-roll a single that missed this turn. The Priest only has to make one Blessing roll, not one per Warrior, and he decides who is affected. The number of Warriors affected depends on the battle-level of the Warrior Priest.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	rr 1A
Champion	6+	1	rr 1A
Hero	5+	2	rr 1A
Lord	4+	4	rr 1A

Duration: Re-roll 1 attack which misses that turn.



### 10 Hammer of Sigmar

*Incensing the Warriors with righteous fury, the Warrior Priest calls upon Sigmar to lend power to their blows as they strike down the Monsters in his name.*

This blessing can be used on the Warrior Priest himself and any Warriors who are on the same board section. The higher the Priest's battle-level, the more Warriors can be affected. The blessed Warriors gain a Strength bonus when they strike their foe, as indicated on the table below. The Priest decides who is affected by the blessing.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	+ 1 Str
Champion	6+	2	+ 2 Str
Hero	5+	3	+ 3 Str
Lord	4+	4	+ 3 Str

Duration: :1 turn



### 11 Deliverance

*"Even in times of darkest despair" proclaims the Priest, "Sigmar will be there to guide the faithful".*

If the Warrior Priest is successful in his Blessing roll, then any Warriors who decide to cape from the dungeon may add the bonus indicated to their dice rolls on the Escaping Table. as they try to escape from their doom. This blessing affects up to four Warriors.

Level of Priest	Blessing dice roll	Effect
Initiate	7+	+1 bonus
Champion	7+	+2 bonus
Hero	7+	+3 bonus
Lord	7+	+4 bonus

Duration: : 1 Escape dice roll per Warrior



### 12 Intervention

*Such is the faith of the Warrior Priest that the fabric of time slows to a haft, slowing the Monsters to sluggish hulking beasts that the Warriors can strike at with ease.*

The Warriors affected gain an extra Warriors' Phase this turn. This works just as if they each had a Time Freeze Ring, except that the effect is localised to the number of Warriors indicated on the table below, rather than automatically giving all the Warriors an extra Warriors' Phase.

Level of Priest	Blessing dice roll	No. of Warriors affected	Effect
Initiate	7+	1	extra WP
Champion	7+	2	extra WP
Hero	7+	3	extra WP
Lord	7+	4	extra WP

Duration: :1 turn

## ROLEPLAY GUIDELINES

Warrior Priests are not easily daunted by the mind-churning horrors that await the Warriors in the dungeons below the Warhammer World. They are proud and defiant, stern and calm when all about is chaos. Warrior Priests are not renowned for their sense of humour, but a taciturn grin or sardonic joke is not unheard of...

Warrior Priests are devoted worshippers of Sigmar, and will not tolerate his name being taken a . A Priest's most prized possessions are his Holy Book, the Ring of Jade, the Ring of Command and his warhammer; each is a token of the holy symbols of Sigmar. To lose any of these items would cause a Warrior Priest great shame and distress.

Their faith in Sigmar gives Warrior Priests ear magical power, and they spend much time deep in thought and devotion. To them, the dungeons of the world are not just an exciting and mysterious challenge, and they are not overly concerned with slaughtering Monsters just for the sake of it. To them the evil inhabitants of the under-realm must be driven out by force in the name of Sigmar, and they will not tolerate any who shirk from this task.

### CHARACTERISTIC TESTS

A Warrior Priest is difficult to quantify in the Roleplaying game. In Some respects he is closer to the Wizard and the Dwarf than he is to the Barbarian or the Elf. He will be fairly good at reacting against magic o traps etc, while not being very good at reacting to physical dangers Such as traps and ambushes.

With regard to the example Warriors' actions on page 166 of the Warhammer Quest Roleplay Book, perhaps the best way to get a good idea of the sort of things a Warrior Priest is good at is to list his suggested modifiers. If you compare these modifiers to the Warriors in the Warhammer Quest, you will see that the Priest is a fairly good all-rounder.

WARRIOR PRIEST ACTION MODIFIERS	
Barge Aside	-1
Bluffing Enemies	0
Climb on Shoulders	0
Climb Wall	0
Construction	+1
Crawl	0
Disarm Enemy	-2
Disarm Trap	-1
Distract Enemy	0
Duck	0
Fight Defensively	0
Hide	+1
Hold Door Open/Closed	0
Identify	+1
Improvise Weapon	0
Interrogate	0
Jump	0
Kick Over	0
Leap	0
Lift Trapdoor	-1
Listen at Door	0
Loosen/Tie Bonds	0
Make Bandages	0
Difficult Shot	-2
Make Rope	-1
Moving Heavy Objects	0
Pick Lock	-1
Play Dead	0
Read	+1
Search Object	+1
Searching Rooms	+1
Starting Fires	0
Stunning Enemies	0
Swing on Rope	0
Taking Cover	0
Understand Speech	+1
Wait/interrupt	0
Wedge Door	0

*The darkened cavern was alive with dimly seen staggering shapes- Dull eyes glinted in the shadows, decaying limbs dragged on the dark damp floor. The glow of arcane magic swirled around the skeletons who stalked towards the Warriors. rusted words held in their jerking limbs. Rictus grins stared at the Warriors and an eerie whispering reached their ears as the foetid and decaying puppets of the Necromancer Vidas Vaal closed in on the outnumbered heroes.*

*They had descended into the darkened cavern through a hole in the roof far above. climbing down the stout Dwarf rope and alighting on the flagstones of what they supposed to be yet another long abandoned hall. it was only when movement had started in the shadows, and the harsh words of Necromantic magic rang out that the Warriors realised that they had inadvertently descended into a hell-hole.*

*Faced by the shambling horde of Undead. Gundar the Pit Fighter had been seized by bone chilling terror, and was rooted to the spot. The magical glow that surrounded Rigellan Moonglow faded to nothing as fear froze the mind of the Wizard. Even Mop d 'Kag the Ogre had snarled and backed away as the zombies and skeletons approached.*

*It had been Brother Mortius Semmler, Warrior Priest. who had broken the spell. As the walking dead had reached out their decayed and diseased talons to tear out the hearts of the Warriors, he had raised aloft his mighty hammer and called upon the power of Sigmar to drive out the dark abominations who assailed them.*

*For a moment there was no reply, and the mocking laughter of the Necromancer skulking in the shadows filled the hall. Mortius had not flinched. his faith in the power of Sigmar strong in his mind. Then the cavern filled with a bright light, incandescent beams of energy radiating out from the Priest to throw every small crevice of the cave into stark white illumination*

*Hissing and spitting, the creatures of darkness were thrown back in disarray. shielding their eyes from the hated brightness.*

*With an effort of will and much cursing. Vidas Vaal threw his minions back into the fray. forcing them on towards the Warriors. But now they were ready for the fight, and met the Undead with gleaming cold steel and powerful magic.*

*Outnumbered many times over, the Warriors resolutely determined to fight the deathly creatures. Moonglow's upraised fist unleashed a rain of fire upon the approaching zombies. turning them into blazing, staggering figures, ambling stupidly around the cave.*

*Mog b'Kab strode into the midst of the stumbling skeletons, smashing them into slivers of brittle bone with his mighty club. Dashing past the enraged Ogre. Gundar dodged the clumsy blows of a mace-armed mummy, and smashed the decaying lord to the ground with his massively spiked fist. Face to face with Vidas Vaal. Semmler the Priest grinned and raised his mighty warhammer. The Necromancer licked his lips feverishly. looking for a way out. "My creations will be your doom. Your poor Sigmar cannot help you, there are too any of us -we'll get you in the end," the Necromancer sneered. backing away as fast as he could.*

*As if they could sense his fear, a shudder ran through the Undead throng, and they too fell back for a moment before rallying and continuing the fight.*

*The Priest just strode forwards, following the Necromancer until Vidas Vaal was backed right up to the cavern wall. "I will put these poor souls to rest. You have no right to bind them here," Semmler snarled. raising his hammer once more. The Necromancer suddenly lunged forwards. and cold steel glittered in his hand, striking for the Priest's heart beneath his flowing robes.*

*As the Priest's warhammer smashed the Necromancer's skull into several bloody chunks, Vidas Vaal's final thought was to wonder why his poisoned blade had failed to penetrate the soft cloth of his adversary's robes.*

*The Necromancer's twitching body slumped to the ground, and as his life ceased, so too did the magics animating the zombies, skeletons and mummies. In a moment, the entire Undead force crashed to the ground, a threat no longer, and the Warriors breathed a sigh of relief.*

*Releasing the protective magical shield which had been warding off the assaults of a powerful mummy, Moonglow shouted across at Semmler.*

*"Our thanks are in order. brother Priest - are you hurt at all?"*

*Fingering his breastplate through the rip in his robes. Semmler shook his head.*

*"Nothing that can't be stitched," he grinned, seeing the looks of concern turn to dawning amusement on the faces of his companions.*



· WARRIOR PRIEST BATTLE-LEVEL TABLE ·

Battle-Level-	Gold	Title	WS	BS	Str	M	Damage Dice	T	Wounds	I	A	Luck	WP	Blessings/ Turn*	Pin
1	0	Initiate	2	5+	3	4	1	2	1D6+7	2	1	0	3	3/1	4+
2	2,000	Champion	3	5+	3	4	1	2	2D6+7	3	1	1	3	4/1	4+
3	4,000	Champion	3	5+	3	4	1	3	2D6+7	3	2	1	3	5/1	4+
4	8,000	Champion	4	5+	3	4	1	3	3D6+7	3	2	2	4	5/1	4+
5	12,000	Hero	4	5+	3	4	2	3	3D6+7	4	2	2	4	5/2	3+
6	18,000	Hero	4	5+	4	4	2	3	4D6+7	4	3	3	4	6/2	3+
7	24,000	Hero	4	5+	4	4	2	4	5D6+7	4	3	3	5	7/2	3+
6	32,000	Hero	5	5+	4	4	2	4	5D6+7	5	3	3	5	7/3	3+
9	45,000	Lord	5	5+	4	4	3	4	6D6+7	5	3	3	6	8/3	3+
10	50,000	Lord	5	4+	4	4	3	4	6D6+7	5	3	3	6	9/3	3+

**NOTES:** The Blessings/Turn column shows two things. The first entry indicates how many blessings the Priest has at that level. The second entry tells you how many blessings the Priest may attempt per turn.

## WARRIOR PRIEST

Wounds: 1D6+7  
Move: 4  
Weapon Skill: 2  
Ballistic Skill: 5+  
Strength: 3  
Toughness: 2 (3)  
Initiative: 2  
Attacks: 1



**Equipment:** Holy Book & Ring of Jade.

**Weapon:** Warhammer, which causes 1D6+3 Wounds. If the Priest scores a 6 to hit, then he rolls 2D6+3 Wounds.

**Armour:** Breastplate, giving him +1 Toughness.

**Pinning:** The Priest escapes from pinning on a roll of 4+.

### Special Rules

See the back of this card for the Warrior Priest's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

## SPECIAL RULES

### Warrior Priests and Treasure

A Warrior Priest may never wear armour or use shields, other than his breastplate, and may only use warhammers in combat. He may use treasure which is normally only for Wizards.

### Spellcasting Treasure

Any items that add Power to a Wizard's spellcasting will add +1 to the Priest's blessing dice roll (eg each point of Power stored in an Orb of Might can be used to add +1 to a Blessing dice roll). Likewise, if he finds a Deathstone, then once per adventure he may use any one blessing successfully on a dice roll of 3+, no matter what is rolled in the Power Phase.

### Swapping Treasure

When a Treasure card is first turned over, the Priest may swap it for one he doesn't want and can't use. Roll a dice, and add +3 to the score. If the Priest scores 8 or more in total, then he may swap cards with the player who was going to get the new item. He can only do this if the new card is one he can actually use.



### The Holy Book contains the following blessings:

#### Scourge of Chaos

*The Warriors feel their swords guided as if by hands unseen, striking at their foes with accuracy and precision.*

The affected Warrior is at +1 to hit this turn.

#### Call of the Brave

*Miraculously, blows that seem sure to miss hit their target, despite the Monsters' best efforts to avoid the attacks.*

The affected Warrior may re-roll a single missed attack this turn.

#### Vanquish

*The power of Sigmar surges through the Warriors, who redouble their attacks upon the enemy.*

The affected Warrior gains +1 attack this turn.

## HOLY BOOK

### Blessings

The Priest may attempt one blessing per turn. He may cast the blessing on himself, or any one Warrior who is on the same board section. Roll a dice and add the Power dice roll for the turn to his score. The blessing will succeed on a total score of 7+. Attempting a blessing does not stop the Warrior Priest from carrying out any other actions.

### Rolling a 1

When the Warrior Priest rolls a 1 for his blessing dice roll, the blessing fails, no matter what other modifiers might apply at the time – a 1 is a 1 and always fails!





## RING OF JADE

The Warrior Priest may use the Ring of Jade once per turn. At the end of each turn, if the Priest is not on zero Wounds or dead, then the ring has a chance of healing him, and any Warriors who are standing in adjacent squares.



The Priest rolls 3 dice. If he scores a double, then he heals a number of Wounds equal to the total of the double rolled. These Wounds are shared out between the Priest and any Warriors on the same board section. All the points of healing from a single dice must be spent on a single Warrior. Declare who you intend to heal before rolling the dice. If you roll a double 1, each Warrior nominated for healing suffers 2 Wounds, with no deductions at all. Gain 5 gold for every Wound healed on another Warrior.