

WARHAMMER QUEST

SILVER TOWER



ADVENTURE BOOK

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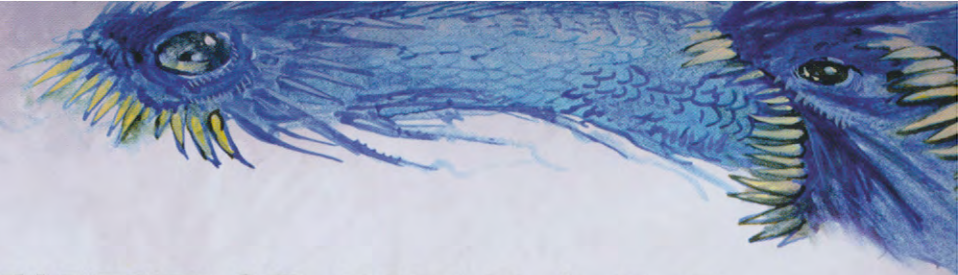


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THE TOWER'S TRIALS

It is said there are as many tales of the Silver Tower as there are folk of the realms with the wit to tell them. Some are stirring stories of valiant heroes who overcame evil and saw justice prevail. Others follow bands of evil men seeking only power, or tell the tragic tale of defeat at the Gaunt Summoner's hands. The truth is that every tale of the Silver Tower is unique, an adventure full of terror, excitement, heroism and horror. Now, then, let us begin to tell our own...

STARTING A TRIAL

Read this passage after you have set up your heroes in the ingress chamber, as described on page 7 of the guidebook, to decide which of the Gaunt Summoner's trials you will face.

If this is your first trial, read 'The Legend Begins' on the next page. Then read passage 89.

Otherwise, if the party has exactly four fragments of the amulet, read passage 84.

If the party has all eight fragments – or if you wish to seek your doom – you can face the Gaunt Summoner by reading passage 01.

Otherwise, you must choose which trial you will encounter. You could face metallic horrors in the trial of Chamon by reading passage 60, or encounter life at its most profane in the trial of Ghyran, found in passage 87. The trial of Ulgu is shrouded in shadow; read passage 74 to face it. Or would you rather seek the unquiet dead in the trial of Shyish, in passage 47?

Perhaps you are ready for a more challenging trial. The flame-wreathed paths of the trial of Aqshy will test even the bravest champions, and can be found in passage 67. Or you could pit yourselves against the trial of Ghur, hoping to conquer the bestial rage that surely lies at your heart, in passage 18. Choose wisely!

ENDING A TRIAL

Whether the heroes were successful or not, they must wander the Silver Tower in search of the Gaunt Summoner's next test. Amid its labyrinthine corridors, that which has been learned may fade like a dream, while treasures may serve their purpose or simply be lost.

Each player rolls a dice for each treasure card they have. On a 1, 2 or 3, return it to the treasure deck. On a 4, 5 or 6 the hero keeps it.

Any fragments of the amulet are kept by the players that took them. If the group has no fragments of the amulet, each player must then discard all of their skill cards.

If the players do have any fragments of the amulet between them, its powers will help them retain their memories. If they have one fragment, each hero can keep one skill. If they have two or three fragments, each hero can keep two skills. If they have between four and seven fragments, they can keep three, and if they have all eight fragments they can keep four. They must discard the rest.

Any skills, treasures and fragments of the amulet that you keep will be with you when you attempt your next trial. You can either keep them with your hero card, or just make a note for later reference.





THE LEGEND BEGINS...

In a vast and statue-lined chamber did the champions first come together. Whether by the dark designs of the Gaunt Summoner, or the vagaries of fate and destiny, each champion descended the winding stairs to face one another across a sigil-etched floor. How each had come to this place was an epic tale in itself. Why each had come remained a secret known only to them. Yet it was clear that, for now, their paths were intertwined.

It was then that the Gaunt Summoner's visage loomed above the champions in a blaze of unearthly light. In a booming voice the Summoner revealed that, should the champions wish to win his boon, they would have to best his trials. Only in this way might they gather the fragments of the shattered amulet upon which his true name was inscribed. Do this, the Gaunt Summoner promised, and the champions would have whatever they desired. Fail, and they would be his prisoners forevermore. With this the Summoner faded from sight, leaving only his echoing laughter, and a glowing portal leading on into the Silver Tower's labyrinthine depths.

Long had the champions wandered the twisting ways of the Silver Tower. Many and great were the dangers they had faced. Now, at last, they held in their hands enough fragments of the sacred amulet that they could conjure the Gaunt Summoner to them. With power and freedom beckoning, the champions deemed the hour was nigh, and with that resolution they began a mighty ritual. The amulet fragments flared with light as the champions chanted, the words of the ritual coming unbidden to their minds and spilling from their mouths like a river of power.

As the final syllables were uttered, the light flared bright, and from it stepped the Gaunt Summoner. No illusion was this, no simulacra or trick. The Summoner had himself been summoned, and he stood before the champions in all his infernal might. Yet the creature was not angry. Instead a shark-like grin split his hideous features, and a malevolent chuckle shook his narrow shoulders. Very good, spoke the Summoner, very good. The champions had brought him forth to battle. But were they ready? And if they were, which one of them would claim his boon? Vital questions, sneered the Gaunt Summoner, but ones that would only see an answer if the champions could keep up! With this, the daemon swept his staff in a great arc and with it tore reality aside like a curtain. A glowing rent was left behind, and through this the Gaunt Summoner leapt. The champions exchanged swift and telling looks, then plunged into the rift in pursuit of their tormentor.

Upon the other side of that daemonic gateway, the champions found themselves once more in the shimmering temple of Tzeentch, where so long ago they had used the lights of great lenses to destroy the avian idol. Now, the Gaunt Summoner stood amid the statue's rubble where once his image had floated. At a flick of his long fingers the prisms began to spin, faster and faster, sending searing beams of light lashing out in deadly whirling circles.

For the duration of this final trial there are no consequences of destiny, the players cannot be ambushed, and you should only need to use the adventure book once in each chamber, when it is revealed. As such, you can leave the book open so that you can refer to the rules there.

Find the exploration card titled **Searing Beams** and resolve it as though a hero had made an explore action at the ingress chamber's exit, skipping the text in italics in passage 81. Then set up the Gaunt Summoner in front of the statue. This time, the beams do not affect any adversaries or the statue. At the end of each hero phase, roll a dice for each prism – on a 1, 2 or 3 it rotates 90° clockwise, while on a 4, 5 or 6 it rotates 180°. Heroes can attack the prisms as though they were adversaries; a prism that suffers 8 wounds is destroyed and removed.

When the Gaunt Summoner is slain, read passage 38.

The figure whirled, time flowing around him like molten amber. His heavy robe grew tattered, scattering into blue-lit cinders that drifted up and away upon a phantom gale. Thus was the Gaunt Summoner revealed in all his wicked glory, needle fangs set in a cruel leer and sorcerous staff raised ready to spew forth the energies of unbridled change.

Set up the Gaunt Summoner as close to the runemarked player's hero as possible. If the heroes alerted the figure to their presence, they are caught off-guard; make a behaviour roll for him immediately, interrupting the normal round sequence. (He will act again in the adversary phase.)

As the bestial sorcerer was struck down, his body burst into a million shimmering motes. The Gaunt Summoner's taunts turned to furious shrieks as those motes formed a pulsing portal of fire, and the bloodied champions charged headlong into its depths. Bursting through walls of ash, they found themselves once more in the temple of Tzeentch, yet all was now ablaze. Amongst the kaleidoscopic inferno stood the Gaunt Summoner. Though their very souls writhed at the touch of that unnatural inferno, and the breath scorched hot in their lungs, the champions saw something that gave them hope at last. In the Summoner's many eyes, they saw fear. With courage and purpose filling their hearts, the champions advanced to battle one last time.

Clear away everything, then find the exploration card titled **Fires of Tzeentch** and set up its chamber. Set up the heroes as close as possible to the chamber's exit. Set up the Gaunt Summoner in front of the statue.



Subtract 1 from the result of any behaviour rolls for the Gaunt Summoner, to a minimum of 1. If the heroes do not have the fragment of Aqshy (marked with the symbol above), subtract 2 instead.

Whenever the Gaunt Summoner suffers a wound, roll a dice. On a result of 1, 2 or 3, remove him from the board and set him up as far from the heroes as possible, then set up a Kairic Adept (or Acolyte, if there are no Adepts available) in the space he was in. Should a hero slay the Gaunt Summoner, they should read passage 68 to seek their destiny...

As the clangour of battle subsided, the champions saw that, by blade or by blast, the strange fungus that infested this chamber had been greatly damaged. Now a withering set in, spreading from those mushrooms whose rubbery flesh had sustained injury to every other growth in the chamber.

The runemarked player takes the exploration card titled **The Shadow-garden** and puts it next to their hero card until the end of the trial.

As the champions made their way deeper into the Silver Tower, they were hailed by a shrill voice from on high. Looking up they beheld a diminutive avian figure, draped in peculiar robes and perched atop a jutting gargoylesome way above their heads. Certain that it had the champions' attention, the bizarre little beast puffed out its chest and recited a riddle as if by rote. 'What is more craven than Sigmar, and more glorious than Tzeentch? The fearless fear it, the cowardly take solace in it, and should you eat it, you will surely die...' Its falsetto pronouncement complete, the imp craned forward expectantly, a superior and wicked gleam in its eye as it awaited the champions' response.

Decide, as a group, the answer to Tweak's riddle. Then read passage 08.

Stepping through a stone doorway, the champions found reality twisting and reflecting around them. Pushing through that maddening mirage they emerged above a yawning pit lined with bladed metal pillars. Within that place daemonic beings cartwheeled and leapt, daubing unnatural ritual runes in sizzling ichor as they went. Horrors they were, and strange and jarring their singing became as they caught sight of the champions.

Set up two Pink Horrors in the centre of the fighting pit.

Yet again the daemon fled, and again the champions gave chase, though their limbs were leaden and their spirits flagging. They had come this far. They would not let their tormentor slip away now. The champions faltered as they found themselves once more in the darkling cave. Yet this time gruesome fungi of impossible size bulged out of the cavern's floor. From these monstrous puffballs spewed sickly emerald light, and a constant stream of swirling spores that clogged the champions' throats and made their eyes waters. Worse, the toadstools' issue seemed malign and cursed, for where those spores stuck fast they began to eat away at cloth and metal, and to sizzle flesh like meat upon a spit. Realising that time was against them, the champions sought to best the Gaunt Summoner amidst the murk before they succumbed to a horrible death.



Clear away everything, then find the exploration card titled **The Spore-cave** and set up its chamber. Set up the heroes as close as possible to the chamber's exit, and set up the two fungus markers as shown on the card. Set up the Gaunt Summoner in the centre of the chamber.

At the start of each round, do not read passage 73; instead, each player whose hero is in the chamber must roll a dice for each fungus marker on the board, adding 2 to the result if the group has the fragment of Ghyran (marked with the symbol shown above). For each dice that scores 3 or less, their hero is wounded as the cursed spores eat into their flesh. When the Gaunt Summoner is slain, read passage 20.

Staring up into the gloomy heights where the strange being lurked, the champions spoke their answer to its riddle. For long moments their words hung upon the still air of that strange place, while the familiar regarded them with cold, avian cunning. Then, at last, it gave its response.

If the answer you gave was "Nothing", Tweak favours the heroes with a sage nod before vanishing into the darkness with no further effect. Otherwise, the familiar lets out a mad cackle and traces a pattern in the air, the gloom seeming to intensify around him. For the rest of this trial, whenever chambers vanish, only the current chamber and any chambers connected to it are safe.

Drawing close to the living statue, the champions listened hard as whispered words crept soft from its graven throat. A challenge it issued, a test of skill and wit that, were it completed to the statue's satisfaction, would result in great and wondrous rewards.

Read the following words to the chosen player: "Pick up four dice. There are five tasks before you, and you have 45 seconds to complete as many of them as possible, in the order that they are given." Another player should keep time, starting the timer when the first roll is made. Do not read the second task until the chosen player has completed the first, and so on. The tasks are as follows:

- 1) Roll the four dice. You must score a total of 15 or more to complete this task. You can re-roll all of the dice as many times as you wish, but you must re-roll all of them at once.
- 2) Roll the four dice. You must score exactly three 6's to complete the task. You can re-roll any of the dice as many times as you like.
- 3) Place the four dice in a line from left to right, showing the numbers 3 to 6 in sequence.
- 4) Roll the four dice. You must score exactly 18 to complete the task. You can re-roll any of the dice that you wish, as many times as you like.
- 5) Stack the dice in a column so that there are exactly two 3's and two 6's showing.

The chosen player gains 1 point of renown for each challenge they managed to complete within the time limit. If the player completed all five challenges, each player can also draw a treasure card.

The champions had come to a place where ancient tomes and dusty scrolls overflowed from creaking shelves. Mounds of lore and hillocks of knowledge shifted and fluttered all around. As they stared about in wonder, the champions took note of a strange, book-like being regarding them from above. With a rattle and a squeak, the odd familiar leapt high, then dove into the nearest drift of volumes. Sensing a reward of lore in the offing, the champions hastened to give chase.

Take an unused exploration card from the box for each player, plus two more, and arrange them in a face-down circle. The runemarked player sets up Blot on a card, then each player whose hero is not grievously wounded sets up their hero on a different card. Then the runemarked player rolls a dice. On a 1-3, Blot flees D6 cards anticlockwise; on a 4-6 he flees D6 cards clockwise.

If Blot ends on a hero's card, they can try to catch him by rolling a dice. If they score 3 or more, they catch him (see below). Otherwise, return that hero to the chamber. If Blot ends on an empty card, any heroes on adjacent cards are pelted with heavy-bound volumes; return them to the chamber. Any heroes that have not been returned to the chamber can remove their card and move to another unoccupied card. Then roll again to see where Blot runs to, repeating the process.

If all the heroes are returned to the chamber, Blot vanishes from sight. Continue with the respite. If a hero catches Blot, he gifts them with forbidden knowledge. That hero's player can draw the top three skill cards, keeping one and discarding the others. The respite then goes ahead as normal.

11

With a roar, a great jet of sky-blue flame leapt from on high to engulf the champions in the dancing energies of change. Cries of alarm rang out as the party hurled themselves aside, seeking to avoid immolation and mutation both.

Starting with the runemarked player and going clockwise, each player in turn rolls four dice. Keep going until a player does not roll a 6. That player's hero is struck by a gout of warpflame and suffers D3 wounds. If they are grievously wounded as a result, they must discard one of their skills at random and draw the top card of the skills deck to replace it.

12

From nowhere it came, little more than a blur of black cloth and poisoned blades. The skaven leapt and rolled, darted and dodged, and the champions might just as well have swung their weapons at smoke. The Deathrunner's mad red eyes fixed upon its victim, and it lunged in to strike the killing blow.

Set up the Skaven Deathrunner at the portal that is closest to the runemarked player's hero.

13, 14

Athick and cloying fog billowed up to engulf the champions, scintillating blue and purple vapours in which strange lights swam. The clouds shredded apart as quickly as they had come, but in their wake were left Kairic Acolytes who sprang swiftly to the attack.

Roll a dice and place that many Acolytes next to the board. Starting with the runemarked player and going clockwise, each player sets up one of those Acolytes as close to their hero as possible, until they have all been set up.

15

The champions now came to a place where insects beyond number crawled upon the walls, ceiling and floor. No normal creatures were these, but minute sculptures of living crystal that keened with agitation as the champions drew near. That jarring note grew more piercing by the second, until as one the insects shattered apart and rained as jagged shards upon the intruders in their midst.

The runemarked player rolls dice, one at a time, keeping a running total of the score. They can stop whenever they like. If they score exactly 20, the heroes throw themselves to the ground and are miraculously unharmed. If they score below 20, the insects inflict one wound for each point that the score was below 20; the runemarked player divides these wounds as evenly as possible between their hero and any other heroes in the same chamber. If they score 21 or higher, the runemarked player's hero and each other hero in the same chamber suffers a wound and is stunned.

The ornately bound book had come from the body of one they had slain... Wait, no – they had snatched it from a creaking silver bookshelf... Or had it been in their possession all along? Such questions seemed strangely unimportant as the champions felt the power radiating from the ancient tome and wrestled with the temptation of the forbidden knowledge locked within.

The runemarked player must decide whether they will read the pages of the tome. If they refuse, the player to their left has a chance to do so, and so on until either all players have refused or a player decides to read the tome. Whichever player does so rolls two dice; if the result is a double, they suffer D3 wounds. Otherwise, they can look at the top four cards of any deck (the treasure or skills deck, or an exploration deck) and rearrange them in an order of their choice.

Before the champions a dank cavern spread out, weird fungal growths glowing softly amidst the gloom. A great stirring and skittering there was in that fell place, malevolent figures scurrying through the shadows on all sides. Caught amidst a tangle of cobwebs at the cavern's apex hung another vital fragment of amulet. It glinted in the half-light, waiting to be plucked from the webs like a strange and sorcerous fruit. Whatever crawled there in the darkness, the champions must brave it to continue their quest.



Put the fragment of Ulgu (marked with the symbol shown above) next to the board, then set up 8 Grot Scuttlings adjacent to the walls of this chamber, as far from the heroes as possible.

The champions now found themselves in a vast and echoing gallery, from whose vaulted ceiling hung the dusty skeletons of mythical beasts. Beneath those skeletal curios stood a vast statue, a monstrous wolf graven from a single immense block of purest amber. The champions gasped in horror as that lupine behemoth stirred, its eyes opening to spill wintery light throughout the chamber. Blades were drawn and incantations readied, yet it was all for naught. With a single great drawing-in of breath the giant wolf sucked the champions from their feet and into its yawning jaws. Through a terrible void they tumbled, surrounded by the howls and roars of bestial things, before at last plunging down upon a hard stone floor. As the champions rose shakily to their feet, there could be no doubt in their minds that another trial had begun.

Prepare the exploration deck for this trial as follows:



Take the 9 exploration cards marked with the Ghur icon (shown above), and return the rest to the box. This trial's grand chamber card is **Bestial Fury**. Shuffle it with two other random Ghur cards, and put them face-down next to the ingress chamber's exit to form the bottom of the deck. Then, shuffle the rest of the Ghur cards and put them on top to complete the deck.

With your path laid out ahead of you, the trial may begin.

Surrounded by the bubble and hiss of alchemical crucibles, the champions thought to try their hands at mixing potions that might aid their quest. The laboratory was unlike anything they had seen before, as much a geometric shrine to the powers of change as it was a place of dark science. Drifting clouds of stinking gas shimmered like swarms of fireflies, and the reek of sorcerous compounds was thick in the air. Tinkering at will in this peculiar place, the champions risked dire consequences in their search to brew draughts of prescience or potions of power.

Starting with the runemarked player, each player adds the scores of their dice together to see what they have made. Grievously wounded heroes cannot mix potions!

- 2 The potion explodes; each hero suffers a wound.
- 3 Search the treasure deck for Wrathblood, taking it if you find it. Then shuffle the deck.
- 4-5 The potion is volatile. Your hero suffers two wounds.
- 6 Search the treasure deck for Alarielle's Kiss, taking it if you find it. Then shuffle the deck.
- 7 Search the treasure deck for Philtre of Luck, taking it if you find it. Then shuffle the deck.
- 8 The potion is unstable. Your hero suffers a wound.
- 9 Search the treasure deck for Trickster's Brew, taking it if you find it. Then shuffle the deck.
- 10-11 Your warrior only succeeds in creating a foul-smelling concoction with no use.
- 12 The potion warps reality; an unexpected event occurs.

Once more the Gaunt Summoner fled. Once more his pursuers followed doggedly upon his heels. They took heart that their quarry no longer cackled with maddening laughter, but instead snarled his frustration at their persistence and strength. The Summoner sprang from his latest portal and, as the champions emerged behind him they found themselves suddenly slowed. For a long moment they moved like insects trapped in flowing amber, forced to watch as the daemon sped away to the furthest reaches of that strange chamber. When normality reasserted itself it did so amidst a blare of sound, the cacophonous clattering of bladed pillars echoing all around. Throughout the chamber time seemed to speed and slow, blades spinning like whirlwinds at one moment then grinding like broken timepieces the next. This would be a dangerous place indeed to battle their daemoniac foe, yet the champions did not falter.



Clear away everything, then find the **Time Fragments** exploration card and set up its chamber. Set up the heroes as close as possible to the fighting pit exit, and the Gaunt Summoner on the stairs.

If there are more odd-numbered destiny dice than even-numbered ones on the fate board at the end of the destiny phase, time is slowed. For the rest of the round, each hero halves the number of hero dice they roll, rounding up. If there are more even-numbered destiny dice, time is accelerated this round. Each time a hero ends an action in the fighting pit, they suffer D3 wounds from the rapidly whirling blades. If the group has the fragment of Azyr (marked with the symbol above), the runemarked player can choose at the start of the round whether time will be slowed or accelerated. When the Gaunt Summoner is slain, read passage 40.

Propped against a nearby wall the champions found a robed acolyte, his throat slit open from ear to ear. Clutched in the figure's dead hands and caked in drying blood, a treasure glinted golden. Yet a sense of terrible threat radiated from this stricken corpse, a coiling and malicious curse that might awaken at the slightest jolt to wreak havoc on all who disturbed its slumber.

Flip over the top treasure card, leaving it on top of the deck. Put a dice on top of it, in the centre of the card, and another dice on top of that one. Pick one player from the group; they can attempt to take the treasure without setting off the trap. They must try to take the face-up card using one hand, without touching either of the dice. If either dice falls off the deck, the trap is triggered! Discard the treasure card. The player who was attempting to take the treasure, and each other player whose hero is in the same chamber as theirs, rolls a D3 – their hero suffers that many wounds. At any point the player can give up by removing the dice from the deck and discarding the face-up treasure card.

Terrible avian shrieks split the still air, the hunting cry of creatures twisted irredeemably by the will of Tzeentch. Barely did the champions have time to ready their weapons before the strange beings were upon them, all clacking beaks and whistling silvered blades.

Set up one Tzaangor per player as close as possible to the nearest unexplored exit to the runemarked player's hero. If there are no unexplored exits, set them up at the nearest portal instead.

It was then that the crystalline flesh of the Silver Tower did turn itself against the champions. Like ice spreading swift upon the skin of a lake, thick blue crystals grew across the exit nearby. None would pass this way now unless by shattering force.

Roll a dice and put it on top of the exploration deck that is closest to the runemarked player's hero. While the dice is on the exploration deck, the top card cannot be turned over. Heroes can attack the exit with weapon actions – for each wound they cause, reduce the score on the dice by 1, or remove it if it is already showing a score of 1.

The champions knew a moment of sinking dismay as one careless footfall broke a glittering strand of light, stretched cunningly across their path. The air thickened like cooling tallow, time running slower and slower as the enchanted trap was sprung.

The runemarked player rolls 4 dice. For each result of 1 or 2, their hero is stunned. They then pass each dice that scored 3 or more to the player on their left, who repeats the roll with those dice. Carry on until no dice are passed or each player has rolled the dice once.

25, 26

Phantasms danced upon the air and strange sounds echoed from every direction. Shrieks and giggles flitted by upon the breeze, while on the edge of sight the champions saw terrible things crawl and writhe. It was all they could do to keep their wits about them as the Silver Tower worked its foul tricks.

Roll a dice and put it on the Rune of Tzeentch. When a player makes their action roll, discard any dice that score the same number as the dice on the Rune of Tzeentch. Discard the dice on the Rune of Tzeentch at the end of the round.

27

At that time the champions came upon a strange cave, lit from within by grotesque fungi that threw out a flickering emerald glare. Bestial shadows twisted and capered around the grotto's walls, dark silhouettes of the vile monsters that stamped and chanted at the cavern's heart. As the champions entered that glowing cave the toadstools gave a horrid shudder and began to utter muffled screams, spewing out clouds of drifting spores that soon filled the air with foulness. So warned, the beast cult that shrieked and cavorted within the cavern took up their blades, while their towering leader clutched at the ensorcelled amulet fragment that hung about his neck. The beasts' screeches of devotion became sounds of anger as they prepared to strike these interlopers down and feast upon their flesh.



Put the fragment of Ghylan (marked with the symbol above) next to the board, and set up the two fungus markers as shown on the exploration card. If one of the heroes has the exploration card titled **The Shadow-garden**, the strange toadstools are already shrivelling; roll a D3 for each fungus marker and put that many wound counters on it. Set up the Ogroid Thaumaturge in the centre of the chamber, then set up two Tzaangors, plus one for each hero, as close to him as possible.

A hero that slays the Thaumaturge can take the fragment of Ghylan. When the last adversary in the chamber is slain, the trial is complete – read 'Ending a Trial' at the start of this book.

28

Though twitching corpses were heaped on all sides, still more shrieking Scuttlings surged in to attack. They squirmed from holes, scurried from deep shadows, and descended upon thick strands of web, weapons drawn and fangs bared in anticipation of the kill.

If there is no dice on the **Overwhelmed** card, the runemarked player can take the Fragment of Ulgu and complete the trial. Otherwise, the runemarked player sets up 8 Grot Scuttlings in the chamber, making sure that they are not adjacent to any heroes if possible. Then, reduce the score on the **Overwhelmed** exploration card by 1, or remove it if it is already showing a score of 1.

As the last possessed Scuttling fell, the Gaunt Summoner fled again. With a swing of his staff he tore reality aside, the champions pursuing him only to plunge out of the gate and into a strange, cold lake. Gasping at its frozen touch, the champions realised that they had fallen into what seemed to be a pool of icy quicksilver, which was rising as the walls themselves melted into its mass. Fighting against the clinging liquid metal, the champions saw the Gaunt Summoner perched atop a nearby pillar. His cackling laughter mocked their efforts to survive, and as the quicksilver rose ever higher the champions knew they must somehow reach and defeat their foe lest they drown in this terrible flood.



Clear away everything, then find the exploration card titled **The Fighting Pit** and set up its chamber. Set up the heroes as close as possible to the exit in the fighting pit. Set up the Gaunt Summoner on the furthest bladed pillar. Then set up two Kairic Acolytes per player, anywhere outside the fighting pit.

If the heroes have the fragment of Chamon (marked with the symbol above), put a stun marker on the Rune of Tzeentch. If they do not, put three stun markers there instead. Add another stun marker to the rune at the end of each round. Each time a hero moves into a space in the fighting pit, their player rolls a dice. If the result is lower than the number of stun markers on the Rune of Tzeentch, their action ends immediately. When the Gaunt Summoner is slain, read passage 90.

As each daemon was slain, its essence streaked across the chamber to form a whirling firestorm that raced around the walls. When the final beacon burst alight, flames blossomed at the chamber's heart and from them stepped the Gaunt Summoner. The daemon bowed low with a mocking grin upon his face. With a click of his clawed digits the Summoner conjured another gleaming amulet fragment from amidst the sorcerous flames, spreading his hands benevolently as it drifted down and into the champions' eager grasp. It was a gift, the summoner chuckled, but it would do the champions no good, for time was not their friend. With that the Gaunt Summoner rapped his staff hard against the chamber's floor before vanishing in a blaze of light. In the daemon's wake, cracks began to spread through walls, floor and ceiling. Reality shattered apart like a broken mirror, fragments spinning lazily through the air in a slow-motion blizzard. Realising that to be caught amidst that shattering storm would mean a hideous death, the champions turned and fled with frantic haste.



The runemarked player takes the fragment of Azyr (marked with the symbol above). Clear away all chambers but the grand chamber, moving any heroes that would be cleared away just inside its nearest exit. Shuffle together all of the Azyr exploration cards except **Time Fragments** and **Truth Reflected** to make a new exploration deck. Put this deck next to the fighting pit's exit, then put **Truth Reflected** on top of it. Finally, set up four pairs of Brimstone Horrors at the fighting pit exit. Time runs strangely in this chamber; if a pair of Brimstone Horrors is slain it is replaced with a Blue Horror. If a Blue Horror is slain it is put to one side – then, when a second Blue Horror is slain, it is replaced with a Pink Horror. Pink Horrors that are slain are simply removed from the board.



31, 32

With every footfall the champions became ever more convinced they were being followed. Small and twisted figures scuttled in the dark, skittering along ceilings and flitting between shadows. Moment by moment the tension swelled, the muffled cackles and frantic shushing less restrained, until the champions felt they could endure no more. It was then, with a great shriek, that the Scuttlings sprang their ambush. Vile nets of sticky strands splattered down from above, ensnaring the champions as the Grots burst from hiding to attack.

Each hero is stunned. Then roll a dice and place that many Grot Scuttlings next to the board. Starting with the runemarked player and going clockwise, each player sets up one of those Scuttlings as close to their hero as possible, until they have all been set up.

33

There came from within the walls an ominous clicking and whirring, as of unseen mechanisms spinning maliciously in the dark. The champions wheeled and turned, trying in vain to determine the source of that terrible sound. Then, with a vicious hiss, the clockwork blades sprang forth.

The runemarked player puts three stun markers in front of them, representing three blades, then rolls a dice. If the result is less than their Agility, they are struck by the blades and suffer a wound for each marker in front of them. Otherwise, they dodge one of the blades (discard one of the markers) and must roll again, to see whether they can dodge another.

34

Here the champions came upon arcane runes. Strange and unsettling these sigils were, crawling lazily across walls, floor and ceiling. Each crackled with the barely contained energies of raw sorcery, bathing the champions with an ever-shifting glare that seemed to seep into their very flesh.

Each hero who has not yet had their turn this round puts a hero dice on one of the spaces on their hero card, showing a score of 6. They do not need to roll that dice when they make their action roll.

35

In that place the champions came across a portal that glimmered with a mirror sheen. Within its depths, one of their number perceived a beckoning figure. Seized by the compulsion to obey the cowed creature, they stumbled helpless toward the mirror and the many grasping limbs that pushed from beneath its surface.

The runemarked player rolls a D3 and moves their hero that many spaces towards the nearest portal. If the hero is in the portal's space at the end of their move, they are stunned D3 times.

B rushing aside drifting skeins of windborne blue silk, the champions found themselves confronted by a being both bizarre and repulsive. A great mound of ever-changing flesh it was, all bulging eyes, flailing limbs and gaping maws that dribbled the fires of change. The revolting thing held out its rubbery hands, grunting and beckoning with palms turned upward, and the message was clear. A toll must be paid...

Each player must discard a treasure card if possible. If none of the heroes have any treasure, roll on Encounter Table A and set up any resulting adversaries at the nearest portal.

A terrible stink of warpstone and embalming fluids stung the air, drifting from the grinding mechanical innards of sarcophagi that stood open in the corridor's midst. An eternity of agonised madness beckoned from within, horrifying yet inexplicably fascinating. Even as they stared, the champions found themselves suddenly beset by mobs of howling cultists. Striking and stabbing, the zealous daemon-worshippers attempted to drive the champions into the clockwork sarcophagi as though prodding sacrificial captives towards a caldera's edge. The champions fought back with every grain of strength they possessed, horrified at the thought of such a terrible fate. None wished to find themselves shut inside those dark and terrible confines, entombed for all eternity like the living dead.

Take two Kairic Acolytes per player and set them up as near as possible to the centre of the chamber.

D espite his evil tricks, the Gaunt Summoner had failed to slay the champions. Before they could strike him down, the daemon rent open another rift and fled once more. The champions gave chase, tumbling from the yawning maw of the daemon gate and into a pitch-black cave. All around them the champions could hear movement, shrieks and hisses and the scuff of many limbs. Amidst the gloom, the Summoner's staff flared to life and the many-coloured flames revealed an army of Scuttlings, their eyes burning with the light of foul possession. These were the puppets of the Gaunt Summoner now, imbued with his unnatural might, and as one the hideous creatures flung themselves forward to attack.



Clear away everything, then find the exploration card titled **Overwhelmed** and set up its chamber. Set up the heroes as close as possible to the chamber's exit. Set up the Gaunt Summoner in the centre of the new chamber, and 8 Grot Scuttlings as far from the heroes as possible.

Any Grot Scuttlings in this chamber have a Vigour of 4 rather than 2, and their Stabbas and Huntin' Bows cause 2 wounds rather than 1.

When the Gaunt Summoner is slain, read passage 29. If the group has the fragment of Ulgu (marked with the symbol shown above), you can have a respite before you read the passage.

The tinkling of coins rang out as the champions picked their way across the drifts of riches that the familiar, Pug, had gathered. With a metallic clatter the strange being popped up amid the sea of coins, his moon-face scowling at this unwarranted intrusion. At the same moment, the chamber's portals flickered shut, and the treasure-strewn floor began to tilt madly, first one way and then another. With spiteful strength the little familiar pelted the champions with riches, attempting to force them off the edge.

The hero phase ends immediately. Set up the heroes in the centre of the chamber. Then, the chamber tilts. The runemarked player rolls four destiny dice and puts them on the raised platform in the corner of the treasure chamber, to show how the platform is tilting. On the count of three, all of the players roll their four hero dice, re-rolling any of the dice as many times as they want, trying to match the scores on the four destiny dice. The last player to manage this loses their footing and their hero moves one space towards the nearest edge of the chamber.

The chamber tilts once more for each player before Pug grows bored and gives up. (So if there are three players, it will tilt three more times.) If a player loses their footing while at the edge of the chamber they tumble away into the heaped riches below, and will not participate in any more rolls. Once Pug gives up, each player whose hero is still on the platform can draw a treasure card, and there is a respite. Players who fell from the platform must spend their time clambering back up, so cannot rest or search for treasure.

Great was the Gaunt Summoner's scream of frustration as the champions bested him again. Ichor now dribbled from the daemon's wounds, and his posture was stooped and pained. Still shrieking with fury, he sprang through yet another portal. Cursing, the champions gave chase, emerging amidst a field of amber crystals. From every stone shone a beam of magical power, and all were focussed upon the monstrous being that stood at the crystals' heart. An Ogroid Thaumaturge it was, but one so filled with bestial magicks that his eyes burned with orange flame and his skin seemed about to split with the power that writhed beneath it. The Gaunt Summoner was nowhere to be seen, but his pained laughter resurged, skirling about the chamber as his empowered underling roared a deafening battle cry and advanced upon the champions with pounding steps.



Clear away everything, then find the exploration card titled **Bestial Fury** and set up its chamber. Set up the heroes as close as possible to the chamber's exit. Set up the Ogroid Thaumaturge in the centre of the chamber, then set up one Tzaangor per player, as close to the Thaumaturge as possible.

The Thaumaturge is swollen with arcane energy – after rolling on its behaviour table and resolving the effects, make another roll and resolve the effects. If the group has the fragment of Ghur (marked with the symbol above), roll a dice after the first result is resolved – on a 4, 5 or 6 the second roll is not made.

When the Thaumaturge is slain, read passage 03.

41, 42

U*nbeknownst to the champions, not all the treasures they had gathered within the twisting paths of the Silver Tower were what they seemed. Great was their consternation as they reached for enchanted blades or magical potions, only to find them gone in puffs of sulphurous smoke.*

Each player rolls a dice for each of their treasure cards. If the result is 1 or 2, the treasure was an illusion, and must be discarded.

43

C*autiously the adventurers trod those strange corridors, but even this care was not enough. A single misplaced footfall fanned to life the sorcerous embers of a cursed rune, which burst apart in a great billow of daemonic flames.*

The runemarked player, and each player whose hero is adjacent to theirs, rolls three dice. For each dice that scores a 1, their hero is wounded. For each dice that scores a 2 or 3, their hero is stunned.

44

A*mighty gong chimed like thunder, its note rolling through the still air. A golden gargoyle thrust its face through the ceiling above the champions' heads, and its jaws yawned wide. Out spilled a wounded figure, sprawling like a rag doll into the champions' path.*

Put an unused hero card next to the runemarked player's chamber. Heroes in the chamber can make the following action: **Give Aid (2+)**: Put a stun marker on the unused hero card.

At the end of the phase, roll a dice. If the result is higher than the number of stun markers on the hero card, the stranger is beyond help. Otherwise, they join the party as a companion. Set them up anywhere in the chamber.

45, 46

B*linding light engulfed the champions, a searing luminescence that manifested without warning and burned away all sensation. For a span of time that might have been seconds or centuries the champions hung in that eerie void, before reality sprang back upon them with a fearsome roar.*

Remove all miniatures from the board except the runemarked player's hero, and set them aside. Starting with the runemarked player and going clockwise, the players take turns setting up a miniature that was removed. Miniatures must be set up in the same chamber as the runemarked player's hero, or as close as possible if there is no space in that chamber. Once all of the miniatures that were set aside have been returned to the board, the round continues.

Before the champions loomed a macabre gate of vast size and ominous aspect. It resembled a scrimshawed cage, wrought from the bones of countless birds. Within its arched confines dark shadows fluttered and trilled, the shades of a million feathered things flitting back and forth. Seeing no other path to take, the champions swung those bone gates open and advanced cautiously into the enormous cage. As the last of their number passed within, the gates slammed shut with a terrible crash, and the avian shades descended in a screeching storm. The champions cried out as they felt beaks and claws tear at their flesh, their eyes, and their minds. Then, as suddenly as the storm descended, it was gone, leaving the champions somewhere else altogether.



Prepare the exploration deck for this trial as follows:

Take the 9 exploration cards marked with the Shyish icon (shown above), returning the rest to the box. This trial's grand chamber card is **Bound in Death**. Shuffle it with two other random Shyish cards, and put them face-down next to the ingress chamber's exit to form the bottom of the deck. Then shuffle the rest of the Shyish cards and put them on top to complete the deck. The Silver Tower has prepared the way for you; all that remains is for you to walk it.

Raging heat and searing, multicoloured light struck the champions like a physical blow as they entered that next chamber. A Tzeentchian fane it was, swirling with scintillating colours and reeking of sulphur and brimstone. From strange pits in the chamber's floor, wildly churning columns of unnatural fire leapt high enough to scorch the ceiling black with their wrath. Amidst these curling, tentacular conflagrations danced strange and unnatural figures, and around them drifted a glinting fragment of the amulet that the champions sought.



Put the fragment of Aqshy (with the symbol shown above) next to the board. Set up the two prism markers as shown on the exploration card. It looks as though these can be moved to still the fires...

Until the columns of fire are covered, they will harm the heroes as described on the exploration card. However, if a player has the exploration card titled **Flamekeepers**, their hero is immune to the fire. Once both columns have been covered and the last adversary in the room is slain, the runemarked player takes the fragment of Aqshy. Read 'Ending a Trial' at the start of this book.

As the beam of otherworldly illumination struck the daemon statue, the champions heard a terrible shriek of rage. Great cracks began to spread across the idol's surface, and from them shone an infernal light. Thus did the champions come to realise what had to be done...

A *midst a terrible grinding of cogs and hissing of gaseous vapours, the strange sarcophagus swung slowly open. Within was revealed a cadaverous being, swathed in wrappings and mouldering robes. The terrible revenant's eyes opened wide, and a hellish light shone forth from their depths. With a dust-dry moan and a clatter of cogs the magister stepped forth, summoning up ancient sorcery to strike the champions down.*

Discard any remaining treasure cards. The runemarked player then sets up a Kairic Adept adjacent to the sarcophagus as close to the searching hero as possible. The magister acts like any other Kairic Adept, but its withered form contains just enough residual power for one last display of its former prowess. Roll a D3, add 2 to the result and look it up on the Gaunt Summoner's behaviour table, then resolve it immediately, treating the Adept as the Gaunt Summoner. The turn then continues.

S *oon there came a moment when the champions could not even trust that which their own eyes beheld. With every step the floor seemed to fall away, crumbling into an unknowable void of swirling madness that left the champions paralysed with fear.*

The current chamber's floor seems to vanish. Until the end of the round, each time a hero tries to move into a space in that chamber, their player must roll a dice. On a 1 or 2 they stay in their current space, and their action ends immediately.

I *n that moment the air resounded with a cacophony of daemonic voices. Gleeful shrieks, jabbered riddles, curses uttered backwards and threats that dripped like slime from the air echoed around the champions in a maddening din. The fires of change leapt high, then guttered out to leave capering horrors in their wake.*

Each player rolls a dice. If they roll a 1 or 2, their hero is set ablaze by daemonic wildfire and suffers a wound. Then, set up a Pink Horror at the nearest portal. If there are at least 3 players, also set up two Blue Horrors at the same portal.

A *midst the coiling vapours a figure moved. A stranger approached through the shimmering murk. Weapons were drawn and readied, yet serendipity this was. Stepping into the light came not some monstrous foe, but another lost soul seeking freedom from this place.*

Pick an unused hero card at random. That hero joins the party as a companion. Set them up as close to the runemarked player's hero as possible.

The laws of nature had no purchase in that terrible place, for all was governed by the twisted will of the Gaunt Summoner. Space folded in upon itself, and down became up as one of the champions was whirled off their feet and spun up into the ceiling with terrible force.

The runemarked player's hero is removed from the board as they shoot towards the ceiling. At the end of the heroes' phase, they are returned as close to the centre of the chamber they were in as possible. It is not a soft landing, however, and their hero suffers a wound.

A figure the champions now saw, stood huddled in their path. Its back was turned to them, and about its shoulders hung a heavy, tattered robe. Could this be another traveller, lost within the tower's labyrinthine paths? Or was it something altogether more sinister...?

You must decide, as a group, whether you trust the figure – will you alert them to your presence, hoping for a new ally, or will you suspect a trap and attack before they notice you?

Once you have decided, the runemarked player rolls a dice. If the result is an odd number, go to 02. If it is an even number, go to 72.

As the daemonic statue at last shattered apart, blue flames roared up from its sundered remains. Hanging amid those spectral fires was revealed the Gaunt Summoner, albeit a shadow of his true self. The daemon favoured the champions with an unsettling smirk, then raised one hand. Up from his outstretched palm there drifted a glinting fragment of the amulet of which the Gaunt Summoner had spoken before. This, proclaimed the ethereal daemon, was the first piece of the puzzle, for on it was seared a syllable of his true name. Such words have power, he revealed, and should the champions gather them all they would be able to bind him to their will, albeit for a few moments. Long enough to demand his boon, and to earn their freedom. Why should he tell them all this, asked the Summoner with a shark's smile? Perhaps it was just his nature, or the caprice of Tzeentch. Perhaps they had earned such revelation. Or perhaps his fear of these interlopers was so little that he would hand them the keys to unlock his power, knowing that they would never live long enough to use them. With that last pronouncement the spectral creature raised his blade and darted to the attack, the amulet fragment still orbiting lazily about him with the promise of rewards yet to be reaped.



The beams are shut off immediately, and no longer have any effect. Set up the Gaunt Summoner directly in front of the statue, and put the fragment of Hysh (marked with the symbol above) next to the board. If the Gaunt Summoner is slain, the runemarked player can take the fragment, completing the trial. Turn back to the start of this book and read 'Ending a Trial' to see what happens next.

Bested, the Deathrunner sprang straight up into the air and vanished in a puff of bright-green smoke. The champions were left with the whispers of the imprisoned spirits, which now swelled into a single, sibilant voice, one that spoke over and again the words of a maddening riddle:

'My first is in death, but never in reap; my second in reap, but never in slay. My third, next to last in the Changer of Ways. My fourth can be found among weak, heaving heaps. My fifth asks a question at close of the day. As the years proceed, all will fall under my sway.

In his garden my lord sits awaiting you all. But you'll be in my clutches the moment you fall.

What am I?'

Decide, as a group, the answer to the spirits' riddle, then read passage 78. If one of the players has the **Cursed Draught** exploration card in front of them, they can read passage 78 secretly, to discover the answer to the riddle. They cannot speak it aloud or write it down, but there is nothing stopping them from attempting to act out the answer for their fellow players...

There came a sound of wet and monstrous ripping as the librarian tore bodily in two. Where once stood a great pink-fleshed being now two smaller blue simulacra took its place, grumbling in great indignation. For all their bluster these beings feared the champions, and told them a precious secret, an ancient incantation that would still the blinding light of sorcery for a time. Even as the champions puzzled over this sliver of lore the daemons vanished, returning to the shimmering smoke whence they came.

The runemarked player takes the exploration card titled **The Librarian** until the end of the trial. Its purpose will become apparent later, should you survive that long...

In this region of the Silver Tower, the champions' foes seemed especially well armed. They bore exquisitely ornamented blades, and were weighted down with glittering armour and bags of riches. After battling through another wave of these gaudily attired enemies, the champions reached a perfectly spherical chamber whose walls were liquid steel. A single, slender bridge of elaborately worked copper arced out into that echoing chamber. At its end was a rippling disc of gold, hovering in the air like a curtain dancing in the breeze. Here, it seemed, was a portal. Behind them the champions heard another great host of enemies gathering to attack. Preferring the unknown to such heavily armed attackers, the champions fled along the copper bridge and plunged through the liquid gold beyond. So began their next great trial.



To prepare the exploration deck for this trial, take the 9 exploration cards marked with the Chamon icon (shown above) and return the rest to the box. Find **The Fighting Pit** – this trial's grand chamber card – and shuffle it together with two other random Chamon cards. Put this stack of three next to the ingress chamber's exit to begin the deck, then shuffle the remaining Chamon cards and put them on top to complete it. All that remains is for you to step forth and see what awaits you...

61

How long he had stood there none could say, but the champions became suddenly aware of their captor's presence, manifest and almost within arm's reach. Yet no sooner had they detected him than the Gaunt Summoner began to fade from sight, an enigmatic look upon his hideous features.

The Gaunt Summoner appears at the nearest portal to the runemarked player. After he acts in the adversary phase, he vanishes and is removed from play.

62

A shambling procession now approached, a train of ragged figures. These strange unfortunates were swathed in heavy robes and cowls, from beneath which echoed their piteous moans. As they drew close the figures raised shackled limbs in supplication, rattling their chains and pleading for release. The champions eyed one another, suspicion and compassion warring in their hearts. Were these helpless unfortunates more than they seemed?

The group must decide whether they will push past the unfortunates, ignoring them completely, or free them from their shackles. If you choose to help them, roll a dice. On a 1, 2 or 3 it was a cruel trick! Set up a Kairic Acolyte next to each hero and make a behaviour roll for them immediately, interrupting the normal round sequence. (They will act again in the adversary phase.) On a 4, 5 or 6 the grateful wretches pass on an arcane item stolen from their captors, and the runemarked player draws a treasure card.

63

The champions felt a strange and terrible sensation come over them, a swooping vertigo married with the awareness of great and terrible beings controlling their actions like playing pieces on a board. Then did the champions strive to resist those godlike shapes that loomed over them, dicing with their fates for fun.

Until the end of the round, each time a player tries to make an action, they must first roll a dice. On a score of 1, 2 or 3 their hero stubbornly refuses to act. The hero dice is still discarded, but they do not make the action.

64

By the flickering light of writhing, moaning candles, the champions' vision blurred. Both before them and behind, the path appeared to double then double again, unfolding into kaleidoscopic profusion before settling once more into strangely familiar shapes.

If any exploration cards have been discarded, take two of them at random without looking at them. Shuffle these cards into the exploration deck that is nearest to the runemarked player's hero.

The shadows thereabouts seemed to stir and shift, as though possessed of a life of their own. Within their depths moved a fell and ancient presence. In a voice innocent and sweet its whispers carried to the champions' ears promises of power... for a price.

Each player hides a dice behind their hand. If they wish to offer up another player in exchange for power, they indicate this with the score on their dice – 1 for the runemarked player, 2 for the player to their left, and so on. Discuss your options, if you trust each other! Once each player has chosen a number, they are all revealed at once. If at least half the players' dice show the same number, the player with that number suffers 3 wounds and each player who chose them draws a treasure card.

As they stepped through a veil of dancing lights, the champions felt a sudden presentiment of great evil near at hand. The very next moment, that evil reared its monstrous head, striding on cloven hoof through a swirling portal and giving vent to a bestial bellow of rage. An Ogroid Thaumaturge had found them, and now turned all of its fell powers to striking them down to prove its own might. Varicoloured flames licked across the walls and the air swam with a gathering storm of sorcery. Truly, the champions faced their sternest test yet.

Set up the Ogroid Thaumaturge at the closest portal to the runemarked player's hero. It is enraged, as though it had already suffered 9 wounds (as per the Brutal Rage rule).

In that place the champions found but one way forward, an ominous tunnel set low in a solid wall of brass. With little choice they fell to their hands and knees, crawling one after another into that steaming darkness. The further they crawled, the greater the temperature became, yet at the champions' heels the tunnel rumbled shut like the closing gullet of some terrible beast. For long moments they crawled on with ever greater haste, sweat running freely down their scalded faces at the touch of hot brass. Surely this must be quest's end, they thought, and a hideous one at that, roasted alive in this cramped oven. Just as they felt they could crawl no further, the champions scrambled from the hideous tunnel and into the sweltering space beyond. Grimacing with pain and anger, the champions came to the realisation that they had passed through a particularly unpleasant portal, and into the beginning of their next deadly trial.



Prepare the exploration deck for this trial as follows:

Take the 8 exploration cards marked with the Aqshy icon (shown above), and return the rest to the box. This trial's grand chamber card is **Fires of Tzeentch**. Shuffle it with two other random Aqshy cards, and put them face-down at the ingress chamber's exit to form the bottom of the deck. Shuffle the rest of the Aqshy cards and put them on top to complete the deck. As this trial begins, heed this warning: that which lies before you would challenge even the noblest champion...

As one of the champions bellowed out the daemon's true name and swung a final, fateful blow, time seemed to stop as still as glass. The Gaunt Summoner, bloodied and beaten, knelt at that mighty champion's feet. They were the only things that moved, for all the other champions stood frozen in time like the chamber and the flames around them. The legends tell how a portal blossomed in the air at the Summoner's back, a way back to the Mortal Realms through which all the champions would soon escape. Yet before that, the chosen champion, the one who had struck the final blow, had a decision to make. Claim the boon, and demand whatever power they desired from almighty Tzeentch – or cut the Gaunt Summoner down as the vile abomination he was, and thus forgo the rewards that only a god could offer.

Every tale of the Silver Tower ends in a different way, and as the fire burns low and this tale ends, let us see what that lone champion would choose this time...

A choice stands before you. You could slay the Gaunt Summoner, hoping to rid the realms of his blight, even if only for a time, or you could stay your hand and demand a boon. Choose wisely.

With that, your quest is complete – for now, at least. Revel in your victory, for it may be your last...

As they fled pell-mell through that twisted reflection of the heavens, the champions beheld once again the mirror in which noble Sigmar had been glimpsed. The God-King's visage still filled the mirror's depths, yet now it swam monstrosly out of focus, its features twisted and somehow insidiously avian. The Sigmar-thing opened wide its beak-like maw and shrieked out praise to the Changer of Ways. Moments later, the surface of the great mirror flowed with shining cracks, then burst asunder in a shower of shards.

The heroes cannot take a respite for the rest of this trial – there is no time to waste! At the end of the next round the chamber with the fighting pit shatters and is cleared away, in the same way as a vanishing chamber. The chamber with Sigmar's mirrored image shatters in the round after that, and so on. If the hero carrying the fragment of Azyr is cleared away, the fragment is lost.

When the heroes explore the last chamber in the deck, place the ingress chamber so that it adjoins it. If your hero moves into the blue portal they escape and are removed, gaining a skill as a reward. When the last hero is removed from the board, read 'Ending a Trial' on the first page of this book.

It was then that the most unlikely of allies crept from the shadows. On padded claws the Skaven Deathrunner approached, its blades sheathed and tail warily a-twitch. The champions watched with equal caution as the verminous creature placed an arcane weapon before them, then skittishly withdrew. The offer was obvious, the ratkin's motivations less so. It could be a gift, or a trap.

The runemarked player goes through the treasure deck until they find the Warpstone Bomb, then either takes it or gives it to a player of their choice. If there is no Warpstone Bomb in the deck, the Deathrunner senses treachery – set him up as close to the centre of the chamber as possible.

Few stranger challenges would the champions face than that which next occurred. One amongst their number cried out as they felt something wriggling beneath their clothes. With a slither and a squirm, a fishlike creature slided its way free as though escaping a fisherman's net, slapping the champion about the face with its tail for good measure. Disgusted and incensed, the champion swung a blow at the magical imp, only for it to hop aside and slap at them with its tail once again. Hilarity turned to outrage amongst the champions as Slop scampered between them, leaping and slapping at will. So began a madcap chase, the champions falling over one another as they fought to land a telling blow upon their slimy, boggle-eyed tormentor. It was not, perhaps, their most heroic moment...

Set up Slop next to the runemarked player's hero. Until he is caught the players cannot make Explore (1+) actions, and cannot have a respite. If a player tries to catch Slop, subtract 2 from the result of their dice roll – here in his domain, he is slipperier than ever. If he is not caught he is not removed, and the hero does not suffer a Bane; instead, the runemarked player rolls a dice and moves Slop that many spaces, staying in this chamber but ending as far from the heroes as possible. If the foul creature is caught he refuses to grant a Boon, but the heroes can at least continue on their way.

As the mysterious figure's tattered cloak slipped to the ground, their true nature was revealed. Here was not some nefarious foe, but another champion lost within the trackless wastes of the Silver Tower. Such was the nature of this terrible realm, where even friends could appear as foes, and those wary of trickery could be fooled by their own well-placed caution.

If the heroes chose to attack the cloaked figure, roll a D6. If the score is 1 or 2 the stranger is slain with a single blow, and each hero loses D3 renown as they realise their terrible mistake. On a 3, 4, 5 or 6 their potential ally is wounded. Despite the heroes' protestations that it was a terrible mistake the stranger refuses to stand with such reckless individuals and stalks off into the shadows. If the heroes alerted the cloaked figure to their presence, pick a random unused hero card – that hero joins the party as a companion. Set up their miniature as close to the runemarked player's hero as possible.

A terrible thing then occurred. A great stirring and heaving rolled through the fungal growths, and with a sound like the sighing of the wind they began to spew luminescent spores into the air. Those champions who inhaled the glowing motes began to choke and retch, while their enemies seemed empowered by each great breath of tainted air that they inhaled.

Each player whose hero is in the grand chamber must roll a dice for each fungus marker on the board. For each result of 1, 2 or 3 their hero is stunned.

Without warning, one of the champions set foot upon a flagstone that sank ominously into the floor. A terrible roar arose, and the champions cried out in alarm as the ground fell away beneath their feet. Revealed below was a thundering whirlpool of shadow and smoke, a hungry maelstrom of darkness that swallowed them up without a trace. But this was not the end, for that terrible vortex was in truth a portal. It was a gloaming gateway, a passage through the ether, and as they were spat unceremoniously from its Stygian depths the champions found themselves at the beginning of another of the Gaunt Summoner's insidious trials.



Prepare the exploration deck for this trial as follows:

Take the 8 exploration cards marked with the Ulgu icon (shown above), and return the rest to the box. Find **Overwhelmed** – this trial's grand chamber card – and shuffle it with two other random Ulgu cards. Put this stack of three face-down at the ingress chamber's exit to begin the deck, then shuffle the rest and put them on top to complete it. Malevolent creatures lurk in the shadows ahead. Keep your wits about you as you begin this trial...

From a nearby passage, the champions heard the sound of scampering footfalls drawing swiftly closer. Red eyes glinted amidst the gloom, and a black-clad figure burst from the shadows. The Deathrunner collided with the champions, giving vent to a chittered cry of alarm as it did so. All rose at once, blades drawn with a hiss like a nest of vipers. Then came the sound of roaring beasts, and from the tunnel at the Deathrunner's back poured those fiendish terrors from which he had fled. Bedlam broke like a storm over the champions as the fight began in earnest.

Set up the Skaven Deathrunner in the centre of the chamber. Then roll on Encounter Table D and Encounter Table B, setting up any adversaries as close to one of the unexplored exits as possible.

The Deathrunner's quarry changes each turn. Roll a dice at the start of each adversary phase. If the result is 1-5, the players roll as described in the Deathrunner's Chosen for the Kill rule. If the result is 6, the runemarked player can choose any miniature on the board to be the Deathrunner's quarry – even another adversary!

As the great golden portal swung wide, beyond was revealed a library that seemed stolen from some madman's dreaming. No ordered repository of lore was this, but a scattering of crumbled scrolls and forbidden tomes that ran riot in impossible profusion. At the champions' exclamations the air grew thick and there billowed a smoke within which myriad colours shone bright. From that fume stepped the daemonic librarian of that strange chamber, one digit laid upon his rubbery lips in a mocking appeal for silence.

Set up a Pink Horror as close to the centre of the chamber as possible – this is the Librarian. He follows all the rules for Pink Horrors, and has some additional rules on the exploration card.

One amongst the champions, braver or more foolish than the rest, unstopped that silver flask and took a deep draught of its contents. Within moments they had dropped to their knees, crying out mightily in pain as though venom coursed through their veins. The champion's comrades looked on, helpless, as the drinker's very soul spilled forth, flowing like smoke to whirl about the chamber. With a shriek, the soul-stuff raced back between the corpse-blue lips of the fallen champion, and life bloomed in their glassy eyes. Yet when they rose, that champion bore a new and frightening air of undeath about them, and spoke not a single word.

Put the **Cursed Draught** exploration card in front of you. For the rest of this trial, your hero is a revenant. You can re-roll any save rolls for them, but as a walking spirit, you cannot easily communicate with your allies. For the rest of the trial, you cannot speak unless you discard a hero dice, at which point you can say up to three words.

Trepidation filled the champions as they spoke aloud what they believed was the answer to the spirits' riddle. The whispering in the chamber grew in volume until it rang between the pulsing crystals, whirling in a susurrant storm around the champions' heads. Had they answered correctly, or were dire consequences about to unfold?

If the answer you gave was "decay", the spirits are impressed, and the player who suggested the answer can take the fragment of Shyish. Otherwise, the spirits let out a mighty howl of derision, alerting the denizens of the tower. Roll on Encounter Table D, then Encounter Table A, setting up any adversaries as close to the chamber's exit as possible. The hero phase ends immediately. When the last adversary is slain, the runemarked player's hero can take the fragment of Shyish. In either case, when the fragment is taken, the trial is complete. Read 'Ending a Trial' at the start of this book.

One by one the sorcerous foe fell, until only a single acolyte remained alive. Subdued by the champions and surrounded by a ring of glinting blades, the cultist would surely spill his secrets.

The hero phase ends immediately. Remove any wound or stun markers from the Kairic Adept. Starting with the runemarked player, the players take turns to either torment their captive, or press them for answers.

If you torment the adept, roll a dice. On a 5 or 6 you are sufficiently persuasive – put a stun marker next to the adept. On a 1 you are overzealous and the adept is wounded. If you press for answers, roll a dice. If the result is less than the number of stun markers next to the adept, he reveals his secrets and you can take the **Flamekeepers** exploration card. Otherwise, he is wounded.

If the adept reveals his secrets, or if he is wounded three times, he is slain and the round continues.

Something stirred the champions' souls in that strange place, an animalistic ferocity that they were forced to fight down with every breath. Hastening to search for the cause of that peculiar anger, they found themselves confronted by a field of pulsing crystals, above which hung a fragment of the amulet they sought. Amber light spilled from those tall, jagged outcroppings and around them clustered Tzaangors, shrieking and bellowing as they basked in the bestial magicks there set loose. The champions felt their own fury rise, and as they rushed to bring their foes to battle it was all that they could do not to turn their blades upon one another.



Put the Ghur fragment (marked with the symbol shown above) next to the board. Set up two Tzaangors, plus one for each hero, at the centre of the chamber.

When the last adversary is slain here, the heroes cannot resist turning on each other in a fit of bestial rage. The players can attack each other's heroes as though they were adversaries (they can make save rolls as normal). When there is only a single hero in the chamber and no adversaries, that player can take the fragment of Ghur, ending the trial. Read 'Ending a Trial' at the start of this book.

Stepping through a shimmering blue haze, the champions emerged in a profane temple to Tzeentch. In that place of worship they beheld a great statue of a daemon lord, whose avian gaze bespoke knowledge of dark and terrible secrets. At the statue's feet the champions saw two great crystal prisms, each mounted upon an intricate clockwork dais. From these prisms spilled a searing light. Each beam leapt out like a searing river of power to scorch the walls black. Here, it seemed, was a puzzle of sorts...

Set up the two prism markers as shown on the exploration card. Each prism projects a beam that extends outwards until it hits an obstacle or the chamber's edge. To begin with, each beam is projected at the closest edge of the chamber. Their effects are detailed on the exploration card.

A hero with the exploration card titled **The Librarian** can make this action:

Chant (3+): Until the end of the hero phase, the beams are deactivated and have no effect.

One by one the champions took that terrible leap, sailing across the yawning gulf with their hearts in their mouths. All was well until one amongst their number stumbled, their leap falling perilously short of the mark. The breath rushed from the champion's body as they struck the floating stone, and panic flared in their eyes as they began to slip backwards into the infinite gulf below.

Your hero suffers D3 wounds as they scramble back up onto solid ground. If there is another hero who has already leapt across, you only suffer a single wound as they can lend you a hand. Once your hero makes it onto the ledge they check their possessions. Roll a dice for each of your treasure cards – on a 1, 2 or 3 it was lost during your ill-timed leap and is discarded.

Up ahead, the champions heard shouting voices, whooshing flame, and a clank and clatter as of some great machine at work. Weapons drawn and hearts thumping, they advanced into the glaring light of a strange chamber. Blades spun and twisted on every side, rendering deadly the high-sided pit in which the champions found themselves. Perched above were a pair of sorcerous adepts, hurling spells and counter-spells at one another from atop rotating columns of metal while a glowing fragment of amulet hung in the air between them. Cultists thronged the edge of this arena, bellowing encouragement to one or other of the combatants. Yet all eyes turned to the champions now, and with a great shout the cultists attacked.



Put the fragment of Chamon (marked with the symbol shown above) next to the board. Set up a Kairic Adept on each of the bladed platforms nearest to the middle of the chamber, and a Kairic Acolyte on each set of stairs. Then set up one Kairic Acolyte for each hero, anywhere outside the fighting pit. The Adepts are bound to their pillars until their duel is complete, so they cannot move.

If the last adversary on the board is slain, the runemarked player takes the fragment of Chamon. Read 'Ending a Trial' at the start of this book.

In that part of the Silver Tower the champions found that the air seemed a little clearer, the light a little brighter. The crystal corridors and shifting stairwells were bereft of monsters, and for a short time the champions were afforded a sense of safety they had not felt in days. The source of this strange phenomenon became clear when, cresting a flight of obsidian steps studded with star-like diamonds, the champions found themselves before a yawning portal of heavenly light. Golden statues flanked the swirling portal, their aspect a mocking perversion of Sigmar's Stormcast Eternals, and around their feet lay the blackened corpses of acolytes and beastmen by the score. Some amongst the champions dared hope that this might be a gateway leading to the Realm of Heavens, but all swiftly realised that such was a fool's hope. Whatever lay beyond the portal was of the Gaunt Summoner's devising, yet they all sensed that their path led that way towards the next amulet fragment.



To prepare the exploration deck for this trial, take the 5 exploration cards marked with the Azyr icon (shown above) and return the rest to the box. Put **Time Fragments** – this trial's grand chamber card – face-down at the ingress chamber's exit, then shuffle the rest and put them on top of it to form the deck. Your trial will be a short one, it seems... if you are willing to believe what you see.

The champions' surprise was great when, gazing into a tall mirror suspended over an endless gulf, they beheld none other than the noble God-King Sigmar looking back at them. The celestial deity's voice crackled with power as he spoke, warning that the Gaunt Summoner himself lurked nearby. Only by facing their fiendish captor could the champions defeat this trial, and go on with their quest through the Silver Tower. His warning given, the God-King subsided into a dignified silence from which he could not be stirred.

The round continues.

With prayers to their gods, the champions stepped off the brink and plunged into the whirling maelstrom below. Colours and lights flashed past them, while a storm of half-glimpsed images and cacophonous sound filled their minds to bursting. It was over as quickly as it had begun, the vortex spilling the champions out in some new and mysterious reach of the Silver Tower.

Set aside the heroes and this chamber's exploration deck, then clear away all of the chambers as though they were vanishing at the end of a round. Then set up the ingress chamber, and place the exploration deck you set aside next to its exit. Starting with the runemarked player and going clockwise, each player sets up their hero in the ingress chamber.

At that time the champions found themselves walking an ever-descending spiral, a tunnel whose crystal walls were carved into the likeness of twisted vines and roots. Shimmering insects crawled amongst them, raising a faint tinkling chime as they scuttled across nodding crystal blossoms. Glass petals crunched underfoot as the champions walked ever deeper down that strange spiral, and an emerald glow began to radiate from the walls. Soon that green illumination suffused everything, growing brighter and more blinding by the second. Birdsong and the drone of insects' wings filled the air, and suddenly the champions emerged somewhere else entirely, propelled headlong into their next deadly trial.



Prepare the exploration deck for this trial as follows:

Take the 10 exploration cards marked with the Ghyran icon (shown above), and return the rest to the box. Find **The Spore-cave** – this trial's grand chamber card – and shuffle it with two other random Ghyran cards. Put this stack of three face-down at the ingress chamber's exit, then shuffle the rest and put them on top to form the exploration deck. With this done, the trial can begin.

In that place the champions found themselves creeping carefully between great outcroppings of amethyst in which the shades of the dead whirled and whispered. Within a gloaming chamber did the champions find the Deathrunner, interrogating the ghosts of the crystals in ever more angry and impatient tones. Sharp were the senses of that skaven assassin, and though the champions did their best to move in silence, the creature's whiskers were soon twitching. Turning with a furious screech, the Deathrunner leapt to the attack, and the champions were forced to defend themselves lest they be struck down by poisoned blades.



Put the Shyish fragment (the one with the symbol shown above) next to the board. Set up the Skaven Deathrunner as close to the centre of the chamber as possible. He is caught off-guard here, and does not have a target in mind; as such, the players roll as described in his Chosen for the Kill rule at the start of each adversary phase to determine who his quarry is for that phase.

The energies of the portal surged around the champions and propelled them down a twisting tunnel of light. Moments later, they stumbled from the portal's exit and into a strange new chamber. Regaining their composure, the champions squared their shoulders and steeled themselves against the dangers to come. Their first trial within the Silver Tower had begun.



Before you go any further, you must construct the exploration deck for this trial as follows:

Take the 7 exploration cards marked with the Hysh icon (shown above), returning the rest to the box. (You will not need them for this trial.) Set aside **The Librarian**, **Whirligig Passage**, and two others at random. Shuffle the remaining three cards together – one of these is the grand chamber card, **Searing Beams**, but you will not know exactly where it is in the deck. Once the three cards are thoroughly shuffled, put them face-down next to the ingress chamber's exit.

Next, take **The Librarian** and the two random cards you set aside, shuffle them together and put them on top of the stack of cards at the ingress chamber's exit. Finally, put **Whirligig Passage** on top to complete the exploration deck.

You can now return to the guidebook and begin your first trial.

With the champions free from the mercurial tide and closing upon him, the Gaunt Summoner fled before their fury. Uttering a mad cackle, the daemon tore open the veil and hurled himself through, the champions close upon his heels. This time, the Summoner's portal bore them into the midst of a spiritual hurricane. Amethyst crystals dotted the chamber they found themselves within, and from them poured streams of howling ghosts. Striving to weather the ethereal tempest, the champions sought to reach the Gaunt Summoner who stood untouched by the madness.



Clear away everything, then find the exploration card titled **Bound in Death** and set up its chamber. Set up the heroes as close as possible to the chamber's exit. Set up the Gaunt Summoner in the centre of the chamber, and two Kairic Acolytes per player as close to him as possible.

Each turn, after the destiny roll is made, each player must roll a dice. If the result is less than the number of destiny dice that were discarded, their hero is stunned. If the group does not have the fragment of Shyish (marked with the symbol above), the hero is stunned D3 times instead.

When the Gaunt Summoner is slain, the heroes can have a respite. Then read passage 07.

NEW CHAMPIONS

TZEENTCH SORCERER LORD

The Gods of Chaos respect only strength, cunning and ruthlessness. They care nothing for loyalty or comradeship amongst their followers, for the path to glory is paved with the skulls of the unworthy. The weak fall by the wayside, until only the mightiest remain to serve the Dark Gods. So it is that the sorcerous changeweavers who worship Tzeentch are no allies to the Gaunt Summoner. Instead, these devious Arcanites view the Silver Tower as a repository of lore to be looted by those with the wit to do so.

The Sorcerer Lord is one who believes himself equal to this deadly task. Perhaps he comes in search of the secrets of daemonhood and domination. Maybe he seeks some ancient weapon or artefact. Whatever the truth, the Sorcerer Lord is a powerful addition to the champions' ranks. His change-magicks are deadly even against the servants of Tzeentch, warping and burning to ashes all who stand in his path.



SLAUGHTERPRIEST

Khorne is a warlike god who scorns wizardry and all those who use it. Even the mortal priests of the Lord of Skulls are towering, iron-thewed berserkers, raging murderers whose prayers are war cries that can boil the blood of their victims in their veins, and whose sacrament is the severed and flensed skulls of their enemies. After battle, Slaughterpriests drink the warpstone-tainted heartsblood of the mightiest foes they have slain in order to gain the blessings of Khorne – those who survive the hideous changes wrought upon them by their patron are incredibly powerful warriors.

The Slaughterpriest scorns the wizardly denizens of the Silver Tower, seeing their treacherous spellwork for the cowardice it is. He carves a red path through the Gaunt Summoner's realm, trails of broken bodies and blood-sprayed walls the sure sign of the Khornate priest's passing. In his mind burn gore-drenched visions sent by the Blood God himself, guiding this fanatical warrior towards his goal.



KNIGHT-VENATOR

There are no more swift and deadly armies in all the Mortal Realms, it is said, than Sigmar's Stormcast Eternals. Hurlled down from on high upon coruscating bolts of lightning, the Stormcasts can strike at will wherever the enemy is found. There can be no hiding from the vengeance of the Stormcast Eternals, for they will hunt out the servants of Chaos no matter the odds.

No single Stormcast warrior embodies these traits better than the noble Knight-Venator. Borne aloft on enchanted wings, the Venator is first and foremost a huntsman. It is the duty of the Knight-Venator to track the enemy like a hawk does its prey, before swooping down to strike the killing blow. The Knight-Venator's swiftness is a great advantage in battle, as are his hunter's instincts. Legends tell how this sharp-eyed warrior can spot his foes even through veils of illusion and sorcery. No one can hide from the Knight-Venator, and once he chooses his quarry they are as good as dead.



AURIC RUNEMASTER

To the duardin Fyreslayers, the power of ur-gold is all. They not only fight for this substance, but augment their might in battle with it. Runes of ur-gold are cast by their finest craftsmen, and hammered hot from the forge straight into the flesh of their warriors. These runes channel the power of mighty Grimnir, the Fyreslayers' god, and so those who craft and bequeath them are held in great esteem.

Such a revered individual is the Auric Runemaster. So attuned to the energies of Grimnir is this venerable warrior that molten ur-gold is said to flow through his veins in place of blood. Wisdom, too, the Runemaster has in great measure, for long years of tempering both at the forge and in battle have imparted unto him their hard-earned secrets. The Runemaster lends all of his considerable experience to the champions' efforts, calling forth torrents of forgefire while striking down the minions of the Gaunt Summoner with rune-wrought might.





TZEENTCH SORCERER LORD






WEAPON ACTIONS	Range	Hit	Damage
Runesword (1+)	Combat	3+	1
Ruinous Blast (3+)	Missile	4+	D3

Dominate: Once per round, after the behaviour roll for an adversary group, you can use this ability to increase or decrease the roll by 1.

Ultimate Power: If you use an action dice with a score of 6 to make a Ruinous Blast, also make an attack roll against each adversary adjacent to the target.

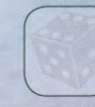
TRAITS: The Tzeentch Sorcerer Lord is **Chaotic** and **Arcane**.

RENOWN: If any 6's are discarded from the destiny roll, gain D3 renown.



SLAUGHTERPRIEST



WEAPON ACTIONS	Range	Hit	Damage
Bloodbathed Axe (1+)	Combat	3+	2
Blood Boil (6+)	Area	6+	D3

Sacrificial Rite (4+): For the rest of your turn, each time you slay an enemy, pick a hero (yours or another player's). That hero heals D3 wounds.

Slaughterer's Boon: Add 1 to the result of your attack rolls if you have already slain any adversaries this turn.

TRAITS: The Slaughterpriest is **Chaotic** and **Holy**.

RENOWN: If you heal a hero with a Sacrificial Rite, gain 1 renown.



KNIGHT-VENATOR







WEAPON ACTIONS	Range	Hit	Damage
Star-eagle's Talons (3+)	Combat	3+	D3
Realmhunter's Bow (1+)	Missile	3+	2
Star-fated Arrow (6+)	Missile	2+	5

Star-fated Arrows: Put a stun marker in the space marked above when you use a Star-fated arrow – you cannot use another while it is there. When there is a respite the quiver is restored, and you can remove the marker.

Huntmaster: You can make attack actions with Missile weapons even while adjacent to adversaries.

TRAITS: The Knight-Venator is **Celestial** and **Swift**.

RENOWN: If you slay an enemy with a Star-fated arrow, gain 2 renown.



AURIC RUNEMASTER






WEAPON ACTIONS	Range	Hit	Damage
Runic Iron (1+)	Combat	3+	1
Throwing Axe (4+)	Missile	4+	1

Forgefire (5+): Pick a space on the board visible to the Runemaster, then roll a dice for each miniature in or adjacent to it. On a 3 or more, they suffer a wound.

Rune of Warding (6+): Put the hero dice here until the end of the round. While it is there, other players can re-roll saves if their hero is in your chamber.



TRAITS: The Runemaster is **Holy** and **Unrelenting**.

RENOWN: Whenever you take a treasure card, gain 2 renown.



MONSTROUS HORDES

Red of fang and sharp of claw are the creatures that dwell within the Silver Tower. Legion is their number, and all living things their prey. Formless monstrosities writhe through the tower's roots, while shrieking abominations flap about its firelit peaks. Entire tribes of twisted beings inhabit the countless chambers, hallways and stairwells that lie between, so numerous that wars are fought between tower-dwelling nations for the Gaunt Summoner's cruel amusement. Many are the foes that the champions face as they seek their boon, but few threats are more terrible than the daemons of Tzeentch. Whether wielding fell magicks or hurling the fires of change, these malefic beings are cunning, cruel and wildly unpredictable enemies.



SCREAMERS OF TZEENTCH

Swift and sharp as the harvestman's scythe are the curved fins of the Screammers of Tzeentch. Legends tell how shoals of these flying Daemons sweep through the Silver Tower, cutting through their victims upon blade-like wings to lop heads and sever limbs. The raw currents of sorcery that flow through the Silver Tower bear the Screammers aloft like the ocean tides, allowing them to swim through the air at speed. The Screammers are predatory creatures, possessed of only the most rudimentary and spiteful intelligence. What they lack in reason the daemons more than make up for with speed and feral savagery, following the soul-spoor of their chosen victims with a terrible persistence and slicing them apart without mercy.



FLAMERS OF TZEENTCH

Few stranger beings exist in all the realms than the bounding, leaping Flamers of Tzeentch. Formed from writhing fungus are these freakish things, and covered in glaring eyes, twisted faces and yawning maws. From these fanged orifices dribble the liquid fires of change, and with a retching heave the Flamers can spew those flames outward in a seething torrent. Victims drenched in such warpflame might find themselves left as little more than a smoking stain in the Silver Tower's shifting passageways – but equally, they might mutate beyond reason, transmute into crystals or sand or petals, or even be healed of their most grievous wounds. Such is the capricious nature of the Changer of Ways.

EXOTIC ADVERSARIES

The adversaries in this box are not the only ones that can be found in the Silver Tower. Over the following pages you will find rules for Exotic Adversaries, which can be added to your games. Citadel Miniatures representing these adversaries can be purchased from games-workshop.com or your local Games Workshop store or independent retailer.

Adding Exotic Adversaries to your games is simple. If the result of an encounter roll gives the option for an Exotic Adversary Group, the runemarked player can choose to set up those adversaries instead of the others that are listed for that result. Each exotic adversary's page shows how many miniatures a group includes.

EXALTED FLAMER OF TZEENTCH

Amongst the gibbering Flamers of Tzeentch leap those whose fires burn hotter and stranger than the rest. Larger than most Flamers, and possessed of a cruel and utterly incomprehensible intelligence, the Exalted Flamers are powerful monstrosities that fight in the vanguard of Tzeentch's daemon hordes. Within the twisted confines of the Silver Tower it is said that these daemons are especially deadly. Their raging warpfires can fill entire passageways with the inescapable energies of change, while a single lurch of their muscular forms can propel the daemons through the air for dozens of yards. More than one champion's tale has ended in tragedy beneath the blazing appendages of these vile creatures.



HERALD OF TZEENTCH

Capering madly through the fires of uncreation, the Heralds of Tzeentch command their unnatural brethren in battle. They work to further Tzeentch's evil schemes with every thought and deed. Sorcerous knowledge is theirs in profusion, dark words of power spilling from their rubbery lips to conjure up storms of scintillating flame and beams of searing, prismatic light. The Heralds of Tzeentch are cunning beyond mortal ken, their minds churning cauldrons of schemes and plans so complex that they would drive most beings mad. The tangled skeins of fate are laid bare to these strange beings, allowing them to predict their enemies' deeds and strike wherever the champions are at their weakest.





SCREAMERS OF TZEENTCH

Slashing through the air upon magical tides, the Screamers of Tzeentch fall upon their prey like shoals of twisted sharks in a ravenous blood-frenzy.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Lamprey Bite	3	Combat	3+	1
Slashing Fins	1	Combat	4+	1

This exotic adversary group consists of 1 Screamer per player, to a maximum of 3.

Gliding Predators: Screamers can pass through heroes as they move.

Heroic Deeds: When the last Screamer in the group is slain, each hero gains 1 renown.

Tooth-lined Maw: If the attack roll for a Lamprey Bite is 6, it causes 3 wounds rather than 1.



BEHAVIOUR TABLE

D6 Actions

- 1-2 Swarm:** Each Screamer moves so that it is adjacent to a hero, passing through as many heroes as possible as it moves. As each Screamer moves, it attacks each hero it passes through with its Slashing Fins. When they have all moved, each Screamer attacks the nearest hero with its Lamprey Bite.
- 3-4 Feeding Frenzy:** Each Screamer moves towards the most wounded hero it can reach. Each Screamer then attacks the nearest hero with its Lamprey Bite – if several heroes are equally close, it attacks the most wounded one.
- 5-6 Circle:** Each Screamer moves so that it is as far as possible from any heroes, taking the most direct route it can. If a Screamer passes through any heroes as it moves, it attacks each of them with its Slashing Fins.



FLAMERS OF TZEENTCH

Bounding fungoid daemons whose flesh crawls with howling maws and bulging eyes, flamers spew the multi-hued fires of change across their victims.



WEAPON ACTIONS

Flaming Maw

Warpflame

Dice

Range

Hit

Damage

2

Combat

4+

1

5

Missile

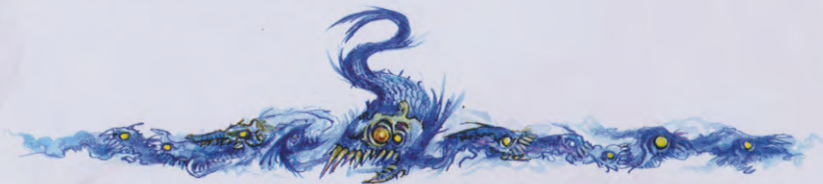
3+

1

This exotic adversary group consists of 1 Flamer per player, to a maximum of 3.

Cavorting Flame: If your hero suffers a wound from Warpflame, each other player whose hero is within 2 spaces of yours must roll a dice. On a result of 1, their hero suffers a wound as writhing flames leap across to them.

Heroic Deeds: When the last Flamer in the group is slain, each hero gains 1 renown.



BEHAVIOUR TABLE

D6 Actions

- 1-2 Pyroclysm:** Each Flamer moves so that it is not adjacent to any heroes, but can see as many of them as possible. Each Flamer then attacks each hero it can see with Warpflame – the runemarked player splits the five dice as evenly as possible between those heroes, then rolls them separately in an order of their choice.
- 3-4 Doomfires:** Each Flamer that is adjacent to a hero attempts to move away, ending its move so that it is not adjacent to any heroes but can see at least one of them. Each Flamer then attacks the nearest hero it can see with Warpflame, or with its Flaming Maw if it is still adjacent to a hero.
- 5-6 Blazing Cacophony:** Each Flamer attacks the nearest hero with its Flaming Maw or Warpflame, whichever is in range. Then, roll a dice for each hero that was attacked, regardless of whether they suffered any wounds. On a 1 or 2, the hero is stunned.



EXALTED FLAMER OF TZEENTCH

A giant amongst its kind, the Exalted Flamer sends terrible jets of change-fire leaping forth, mutating and incinerating all before it.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Flaming Maws	4	Combat	4+	1
Billowing Warpflame	3	Area	3+	1

This exotic adversary group consists of 1 Exalted Flamer.

Capricious Conflagration: After an Exalted Flamer attacks with Billowing Warpflame, roll a dice for each hero that was wounded. On a score of 1 or 2 they suffer another 2 wounds, while on a 5 or 6 they heal two wounds.

Heroic Deeds: When an Exalted Flamer is slain, each hero gains 1 renown.



BEHAVIOUR TABLE

D6 Actions

- 1 Blazing Assault:** The Exalted Flamer attacks with Billowing Warpflame. Then, each player whose hero is in the same chamber as the Exalted Flamer rolls a dice. The Exalted Flamer moves towards the hero whose player rolled the lowest (re-roll any ties), and which it can reach. It then attacks that hero with its Flaming Maws.
- 2-4 Eruption of Flame:** The Exalted Flamer moves so that there are as many heroes in its chamber as possible, then attacks with Billowing Warpflame.
- 5-6 Arcane Energies:** The Exalted Flamer moves towards the nearest portal. If it reaches it, it heals D3 wounds. Then, the Exalted Flamer attacks with its Flaming Maws if it is adjacent to a hero, or Billowing Warpflame if it is not.

HERALD OF TZEENTCH

A capering, gibbering master of daemons, the Herald of Tzeentch bends fate itself to his will, and slaughters his foes with strange magicks.



WEAPON ACTIONS	Dice	Range	Hit	Damage
Staff of Change	1	Combat	3+	D3
Magical Flames	D6	Missile	4+	D3

Fatemaster: If a Herald of Tzeentch is on the board when the destiny roll is made, re-roll any unique numbers before discarding dice and resolving their consequences.

Arcane Tome: When a Herald of Tzeentch is slain, each hero gains 1 Renown. Then, the heroes can read his Arcane Tome if they dare. Read passage 16.

Locus of Conflagration: Subtract 1 from any behaviour rolls for Horrors while the Herald of Tzeentch is on the board.



BEHAVIOUR TABLE

D6 Actions

- 1-2 Craft Minions:** Roll two dice. For each one that scores a 4, 5 or 6, set up a Pink Horror as close as possible to the Herald. For each dice that scores a 2 or 3, set up a Blue Horror as close as possible to the Herald, and for each dice that scores a 1 set up a pair of Brimstone Horrors as close as possible to the Herald. These adversaries can act this phase if their groups have not already acted. The Herald then attacks the nearest hero with its Staff of Change or Magical Flames, whichever is in range.
- 3-4 Twin Fires:** The Herald moves so that it is not adjacent to any heroes, but can see at least one of them. It then attacks the nearest hero it can see with Magical Flames. These attacks do not cause any wounds. Instead, for each wound that would be caused, the hero is stunned. The Herald then attacks the most distant hero it can see with Magical Flames – this time, it causes wounds as normal.
- 5-6 Wondrous Change:** The Herald moves towards the nearest hero, then attacks them with whichever of its weapons is in range. If the hero is grievously wounded, they must discard one of their skills at random and draw the top card of the skills deck to replace it.



ADVERSARY ENCOUNTER TABLES

ENCOUNTER TABLE A

2D6 Encounter

2-3	Skaven Deathrunner
4	An Unexpected Event occurs
5-6	1 Tzaangor per player or an Exotic Adversary Group
7	1 Kairic Acolyte per player and D3 Blue Horrors
8-9	1 Kairic Acolyte per player
10	1 Grot Scuttling per player
11-12	1 Blue Horror per player

ENCOUNTER TABLE B

D6 Encounter

1	1 Kairic Acolyte per player and 1 Pink Horror
2	1 Pink Horror or an Exotic Adversary Group
3	1 Kairic Acolyte per player and 1 Blue Horror per player
4	2 Kairic Acolytes and D3 Blue Horrors
5	1 Blue Horror per player
6	1 Kairic Acolyte per player

ENCOUNTER TABLE C

D6 Encounter

1	2 Grot Scuttlings per player
2	D3 Tzaangors or an Exotic Adversary Group
3	1 Grot Scuttling per player and an Unexpected Event occurs
4	D6 Grot Scuttlings
5	1 Tzaangor per player
6	1 Grot Scuttling per player

ENCOUNTER TABLE D

2D6 Encounter

2-3	Ogroid Thaumaturge
4	An Unexpected Event occurs
5-6	2 Kairic Acolytes per player and D3 Tzaangors
7	2 Kairic Acolytes per player or an Exotic Adversary Group
8-9	2 Grot Scuttlings per player and an Unexpected Event occurs
10	1 Tzaangor and 1 additional Tzaangor per player
11-12	2 Pink Horrors

UNEXPECTED EVENTS

When an unexpected event occurs, roll two dice, one after the other. Treat the first dice as tens and the second as units, then read that passage in this book. For example, if you rolled 2 then 6, you would read passage 26.

EXOTIC ADVERSARIES

The rules for using Exotic Adversaries can be found on page 37 of this book.

