

# Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

## • CAVERN OF THE ICE WITCH •

by Ben Head

Location: Norsca

Battle-Level: 3-4

Objective Room: Any



The Warriors are escaping from the cold in the rowdy tavern in **Talos**. Around them are assorted Norsemen their beards almost as long as their drawn out tales of battle. An older barbarian behind the Warriors is telling one such tale. He sputters the words, which become more incoherent with every gulp of rum. "Treasure I tell's you!! Piles of it!! I was... there, if it wasn't for that damn witch we would have gotten out with it too!" His mentioning of treasure draws a small group of listeners that stand around the table with their arms crossed. "That's right! A witch! She killed us all... all but me that is."

One of the Norse steps forward. "You are a coward then old man."

"A coward? No, just an old man who has lived long enough to know when it is time to run."

"So where is this cavern old fool," blurts the Norseman.

"A-ways to the north, brute, beyond the great Hardoon Battlefield... But only I know the exact location, I could take you there, for a price that is ... heh."

Now a few Norsemen call out "I'll give you 50 Gold!" If the Warriors decide to join the bidding for the witches treasure cavern, roll 1D6 for the amount of Norse interested. Each one of them bids 1D6x50 Gold. To win the bidding the Warrior must bid more Gold than the highest Norse.

If they do the old warrior takes them outside and gathers his possessions. "Well then, let us be off!"

## SPECIAL RULES

The journey takes 1D6 weeks of travel time. Roll on the Old World Hazard Table this many times. After each event roll, roll 1D6 on the following table. The Warriors guide is also subject to the events and if he is to die, the Warriors must add another 1D6 weeks to travel while they try and find the carven with his initial rough directions.

**1-3** The Warriors are set upon in the night by angry Norsemen, who they recognize from the tavern. They have obviously been followed!! Fight a battle with 4 Norse Warriors and a Norse leader. The old Norse guide sits to the side knowing the attackers wont hurt him. Once they have been dispatched there is no need to roll further on this table.

**4-6** Nothing happens.

Once the Warriors have finished their journey they arrive at the entrance to a cavern seemingly cut from sheer ice and rock. The old Norse says he will go on no further and demands another 200 Gold for his trouble. If the Warriors refuse to pay, he attacks!! Fight a battle with 1 Norse leader (no magical weapon).

Once the Norse guide has left or is dispatched the Warriors are free to enter the Cavern. Play this adventure as a normal Ice Cavern with the following modifiers:

Once a combat has started roll 1D6. On a 1-3 the Ice Witch has also entered the combat! Place her as a missile troop. She will remain in the combat until she first sustains damage - when this happens she disappears leaving a skin of ice behind which shatters to the floor. The Ice Witch keeps the first Magic Items she rolls for the whole dungeon.

The Ice Witch's unholy green eyes bore into her victims. She also likes to play games with them beckoning them forward with one finger before blasting them with ice magic.

	<b>Ice Witch</b>
<b>Wounds</b>	35
<b>Move</b>	4
<b>Weapon Skill</b>	4
<b>Ballistic Skill</b>	3+
<b>Strength</b>	3
<b>Toughness</b>	6 (2)
<b>Armour</b>	2
<b>Initiative</b>	7
<b>Attacks</b>	2
<b>Damage</b>	2D6
<b>Gold</b>	1200

<b>ENEMY'S WS</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>8</b>	<b>9</b>	<b>10</b>
Ice Witch	2	3	3	4	4	4	4	4	5	5

### Ice Witch

Armed with Staff of the Screaming Skull; Ice Magic 2; Magic Item x 2.

### **Staff of the Screaming Skull**

The Ice Witch's staff is adorned with an animated skull which lets out a wailing scream. At the beginning of the Monsters' Phase the staff lets out a scream, dislodging ice stalactites from the roof, which come crashing down on the Warriors. Roll 1D6 for how many are dislodged, then randomly determine which Warriors are hit. Those Warriors must pass an Initiative Test of 7 (roll 1D6 adding Initiative to get a total of 7 or more) to try and avoid the plummeting ice. Those who fail are hit for 2D6 damage.

### **OBJECTIVE ROOM**

Once the warriors reach the Objective Room, roll for Monsters as normal and place the Ice Witch at the rear of the room as before, although now she will fight to the death.

Once the Objective Room has been cleared of Monsters, the Warriors rush over to the Witch but all that remains are shards of ice. Perhaps she is dead... perhaps not. From a side passage in the Objective Room is a room laden with treasure. Roll 2D6 for the group:

- 2-3** Indeed the Ice Witch is not dead!! Place her back on 20 Wounds and fight to the death once more. She also gains an *Ambush* attack! Afterwards the Warriors find the treasure they first saw now to be shards of ice.
- 4-5** The Warriors find 1D6x20 Gold each.
- 6** The Warriors find gold! Each Warrior may roll as many dice as he wants and multiply the total by 10. However, if more than 1 dice comes up as a 1 then the Warrior finds nothing..
- 7-9** The Warriors find a Dungeon Room Treasure Card each.
- 10-11** The Warriors find a Dungeon Room Treasure Card each and may roll for Gold as in result 6, above.
- 12** The Warriors each receive a Dungeon Room Treasure Card and one Objective Room Treasure Card.