

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· REVENGE OF THE DYING DWARF PROSPECTORS ·

by Andrew Brockhouse

Location: The Old World

Battle-Level: 1-2

Objective Room: Any



While in the local alehouse, the Warriors overhear a strange tale. Apparently the local Dwarf population are fed up with adventurers leaving them to die in dungeons. Too many times have parties of Warriors come across dying dwarf prospectors, only to take their portcullis key and disappear, leaving them to their doom. A small group of local Dwarfs have journeyed into the dungeon in a fit of rage and threatened to trick adventurers into taking their portcullis keys and then leaping up and killing them. The Warriors must travel to the dungeon and put a stop to this madness before it is too late.

SPECIAL RULES

Play this adventure as normal, except in every Dungeon Room, roll 1D6. On a roll of 1-3 treat the room as normal. On a roll of 4-6 the following event occurs instead, even if the room does not normally generate an event.

Slumped against the wall the Warriors find a dying Dwarf Prospector. At the Warriors approach, he tries to rise, but then slides back down the wall. He hands the Warriors a key, and with a dying breath says, "This is the key to the portcullis. Without it you will never get through."

Roll 1D6. On a roll of 1-3 treat the event as normal. On a roll of 4-6 as the Warriors move to take the portcullis key, the Dwarf jumps up and yells, "So it is you who have been stealing our keys and leaving our kin to die. You will pay for this!" Fight a battle against one Dwarf Prospector.

	Dwarf Prospector
Wounds	10
Move	4
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	4
Armour	-
Initiative	2
Attacks	1
Damage	1D6
Willpower	4
Gold	110

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Dwarf Prospector	2	3	3	4	4	4	4	4	5	5

Dwarf Prospector

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Treat the Objective Room as normal; there will be no Dwarf Prospectors in here.

Conclusion

When the Warriors return to the Settlement they are thanked by members of the adventuring community for making the dungeons safe once again, well apart from the hordes of Monsters that is... Any excess portcullis keys that the Warriors have can be sold to the Dwarf Guildmasters (there is no need to actually visit the Special Location) for 50 Gold each.