

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· THE BLACK WIGHT ·

by Andrew Brockhouse

Location: The Old World

Battle-Level: 1-3

Objective Room: Throne Room of Death



A renegade Wight and his minions have been invading and terrorising local villages in the dead of night. Affected by the raw power of Chaos Warpstone, the Wight's bones have turned completely black, and he has gone insane with unquenchable bloodlust. Other undead affected by the Warpstone have also undergone strange transformations, such as horn growth or hairy bones. Thought an unstoppable force by many of the townspeople, the Warriors arrive on the scene to prove them wrong. The Wight's lair, a nearby dungeon, is only a week's travel from the settlement; the Warriors head off immediately.

SPECIAL RULES

Roll once on the Hazard Table to represent the week's travel to get to the dungeon. Then play the adventure as normal. Upon reaching the Objective Room, do not roll for Objective Room Monsters. Place the Black Wight at the rear of the room; he will move down and attack the Warriors in his turn as normal. Roll three times on the first table to determine what Monsters are in the Objective Room. Then roll on the second table for each group to determine what mutation(s) they possess. Each group of Monsters will possess the same mutation – don't roll for them separately!

D6	Monster	Number
1	Vampire Bats	2D6
2	Tomb Guardians	1D3
3	Zombies	1D6
4	Ghouls	2D6
5-6	Skeletons	2D6

D6	Mutation	Ability
1	Bloodlust	<i>Frenzy</i> 6+
2	Horns	<i>Impale</i> 6+
3	Quick Reflexes	<i>Dodge</i> 5+
4	Tough Skin/Bones	+1 Toughness
5	Extra Leg	+1 Movement
6	Hairy	-

The Black Wight

Wounds	20
Move	4
Weapon Skill	3
Ballistic Skill	-
Strength	3
Toughness	4 (6)
Armour	2
Initiative	3
Attacks	1
Damage	2D6
Gold	500

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
The Black Wight	2	3	4	4	4	4	5	5	5	6

The Black Wight

Fear 7; Frenzy 5+.

CONCLUSION

When the Warriors have managed to kill the Black Wight and his followers they are rewarded by the villagers with 1D3 x 100 Gold each. Because the villagers are farmers, they are give the Warriors 1D6 melons each from their crops; treat a melon in exactly the same way as a provision.