

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· THE BROTHERS FOUR ·

by Ben Head

Location: Norsca

Battle-Level: 7-9

Objective Room: Any



A king of a large province of Norsca brings the Warriors into his court, which he hailed days before. As they sit in the seats provided he begins to tell them of a dark tale.

"Many seasons ago, there were four demons, one from each faction of the daemonic world, who joined together to form one unholy team. This was, of course highly irregular, and the Chaos Gods found it intolerable. The "team" journeyed to the material world to wreak havoc on the living, and they did. They started in Norsca killing all who stood in their way. The group of slayers not only had great strength, but they also possessed mighty daemonic weapons that they stole from sacred places from their own planes.

Eventually the Chaos Gods discovered the theft and soon followed them through the rift to the mortal plane in their hordes. For the first time these daemonic creatures worked together and eliminated the four runaways. During the battle the weapons were weakened from use and were deemed less than useful, and so were left lying on the battle field. The hordes then passed back to their own planes and left a battlefield strewn with the dead.

At the same time not so far away four goblin brothers were running away from group of Minotaurs who they had tried to steal some food from. Their blind fleeing led them to the demon battlefield, where they discovered four glowing weapons Realising that anything like that must be more than what it seems, each goblin grabbed a weapon and waved it at their oncoming attackers. Amazingly the Minotaurs fell before the goblins feet as demonic energies swirled around them.

With their new found power the goblins started conquering small parts of Norsca. They soon became known as "The Brothers Four". Creatures and men who scoffed at them because they were mere goblins were soon killed by the power of their strange weapons.

The range of their kingdom grows and soon the borders of my province will be invaded. I have heard it on good word that the Brothers main group of followers are attacking a small city four moons travel from today. Here's where you come in. I need you to infiltrate the goblins castle while its main forces are away, and kill the four brothers. There will be a substantial reward upon your return."

SPECIAL RULES

Set this adventure out as normal.

Within the Objective Room are the Four Brothers and whatever else is rolled on the Objective Room Monster Table. The statistics of the Brothers are that of normal Goblins armed with the following exceptions:

Rot Gibbler	Glog Mog	Gummy Snot	Bog Vomit
Armed with Sword of Nurgle	Armed with Flail of Tzeentch	Armed with Axe of Khorne	Armed with Club of Slaanesh
Bonus:	Bonus:	Bonus:	Bonus:
+3 Attacks	+2 Attacks	+1 Attacks	+1 Attacks
+4 Strength	+3 Strength	+6 Strength	+6 Strength
+1 To Hit	+1 To Hit	+1 To Hit	+1 To Hit
+1 Damage Dice	+2 Damage Dice	+1 Damage Dice	+1 Damage Dice
Nurgle Magic 1	Tzeentch Magic 2	+8 Toughness	Slaanesh Magic 1
+7 Toughness	+6 Toughness	+30 Wounds	+10 Toughness
+20 Wounds	+20 Wounds	Fatal Damage	+30 Wounds
Plague	Tomb Rot (1D6)		Assassinate 4+

Each Goblin of The Brothers Four is worth 1300 gold.

When the Goblins are Dead

On completion of this mission the Warriors receive 1000 gold each, as well as normal Objective Room Treasure. They must reach the Settlement to collect their reward.