

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· THE GODS OF INJUSTICE ·

by Michael Brockhouse and Wendy Brown

Location: Old World

Battle-Level: 3-4

Objective Room: Any



Thousands of years ago, in the realm of the Gods, the powers that rule today were nowhere near as powerful. **Khorne, Slaanesh, Tzeentch** and **Nurgle** were only a few of the Chaos Gods that vied for power over mortals. Today, most of these other Gods are believed not to be worshipped anymore, although some of them have small cult followings, such as **Ranald**, Trickster God of Thieves. As the war for supremacy raged on, minor Gods of all varieties were being killed by the dozens. It is said by some that Gods that could not be killed because of their power were banished to the Warhammer World as mortals. Their power was stripped, and they were left lying naked for the wolves to find. Most of these once Gods were killed almost instantly, having little skills in which to survive upon the harsh surface of the mortal world. However, there were those who held such fury for the Gods that threw them down there that they vowed to get revenge on the Gods by becoming mighty rulers on the earthy realm and thus gain enough power to reclaim their Godhood.

All did not go as planned. At first, things went very well. One man made his way to the Empire city of **Nuln** where he began preaching to the crowds about the downfall of an empire and the dethroning of the true Gods. Naturally most people dismissed this mad man with a wave of their hand, but eventually, his following grew. He recruited warriors, thieves, necromancers, wizards and mystics, all eager to see their master restored to power in the heavens. The thought of dethroning the Chaos Gods was a dream come true. **Sigmar** had failed to do so, could it be that their saviour came in the form of this zealous religious leader?

Using his recruited mystics, the man discovered the whereabouts of eight others whom had been banished to the mortal realm. He summoned them, and soon, he had a large gathering of generals and war marshals under his command. With this vastly growing base of power, his influence began to spread. His wizards had begun designing ways of allowing their master to once again access the full force of his God like powers. Afters many years of long research, one of the wizards spoke of success. If the dethroned Gods could all partake of a segment of each of the Chaos God's power, then perhaps they could use that as a siphon to restore their powers. It was agreed. The blood of a Bloodletter, a Plague Bearer, a Daemonette of Slaanesh and a Pink Horror was drained into a single goblet, infused with magical energy. Each God drank from the mixture of blood while the wizards and necromancers recited dark rituals.

It was then that the Chaos Gods noticed something was afoot...

The experiment was going to be a success. Each God could feel the power returning to him. Then suddenly, the lumbering forms of two Demon Princes of Khorne appeared. The wizards began to flee in terror, the rituals forgotten. The Gods cried in anguish as they saw their power slipping away once more. The demons wrecked havoc amongst the foot soldiers of the Gods, butchering as many as they could. The Gods had fled the scene, hiding out and cursing within the halls of the temple they were in. Eventually, the demons disappeared back into the warp.

The Gods emerged from their hiding places, looks of utter despair on their faces. The Chaos Gods knew, and would never let the experiment be a success. It was all over. The research, the waiting, all for naught... until one of the Gods cried in mild surprise. He concentrated and two bolts of energy erupted from his eyes, striking the wall behind him. Hope rising once again, each of the Gods tested their powers. Some of them could fly, others could run at super speed. Some had vast super human strength. Laughing manically, the original leader of the Gods threw back his head. The Chaos Gods had failed. They had failed to stop the experiments in time. Therefore, each of the Gods had managed to reclaim a small fraction of their power. Together, they could wipe the world of all insurgences of Chaos and thus dethrone the Chaos Gods once and for all.

All the Gods had reclaimed their immortality as part of the bargain. For hundreds of years, they lived within the Northern Wastes in a small fortress made of solid green plasma energy, pulled directly from the warp. From there, they fought the rising tides of Chaos with all they had. But to this day, they could not defeat them all. Soon, it became too much for the Gods, who had to flee the Wastes for safer grounds.

Down and out jesters and bards, seeking to entertain their tavern audience with tales of power and the old Gods, often tell the Legend of these Gods. Today, no one believes in the Gods. If they existed, where would they live? Why are they not fighting the forces of Chaos as we speak?

While in a dusty, run down tavern in Nuln, the Warriors are accosted by an old man who tells them he needs their help. Apparently, he has reason to believe a small religious cult has recently sprung up that call themselves "The Injustice Gang." The cult contains only nine members, each of whom worships one of the supposedly false Gods from the Legend. The man offers a large reward if the Warriors can find out more about this Cult, and if they are found evil, to destroy them before they spread.

SPECIAL RULES

The old man has actually found out the hideout of the Gods from the Legend. After their forced retreat from the Northern Wastes, they were low in power. They hid out in an abandoned Dwarven mine and bided their time. Unfortunately, the years of solitude have done them no good at all. It appears they have gone insane. Attacking anyone and everyone that crosses their path, claiming they can see the raw power of Chaos claiming their soul. The Warriors must venture into the dungeon, kill the Gods before they regain their full power, and put an end to this sad legend. Play this adventure as a normal dungeon. However, when the Warriors reach the Objective Room, there will be no rolls made on the Objective Room Monster table. Instead, the Warriors will find the "Injustice Gang", as they call themselves now, waiting to fight the new intruders. Once the Warriors have entered the room, place the gang as the back of the room, in order of Initiative. When combat begins, the members will begin to move down to attack the Warriors.

This adventure is designed for a party of 4 to 5 Warriors. A party of 2 Warriors is going to have a lot of trouble completing this adventure. Use the following table to adjust the “Injustice Gang” member numbers depending on the number of Warriors.

Warriors	Current Members	Warriors	Current Members
1	Kal-Zel, Goth, Woman of Wonders	4	All of them
2	Kal-Zel, Manhunter, Iron, Helena, Goth	5	All of them
3	Kal-Zel, Manhunter, Rayner, Goth, Helena, Algae	6+	All of them + Objective Room Monsters

“The Injustice Gang”

Kal-Zel – God of Battle and leader of the “Injustice Gang”

Wounds:	55
Move:	9
Weapon Skill:	5
Ballistic Skill:	4+
Strength:	8
Toughness:	8
Armour:	-
Initiative:	6
Attacks:	4
Willpower:	4
Damage Dice:	4
Gold:	2250

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Kal-Zel	2	2	3	3	4	4	4	4	4	4

Kal-Zel

Fly; Heat Vision; Ignore Blows 4+.

Heat Vision

At the start of his turn, before he makes any other attacks, Kal-Zel can fire two thin beams of heat energy from his eyes at a random Warrior, hitting on a successful Ballistic Roll and causing 2D6 unmodified Wounds, or 3D6 if the Warrior wears metal armour.

Manhunter – Green God of the Hunt

Wounds:	48
Move:	5
Weapon Skill:	5
Ballistic Skill:	4+
Strength:	5
Toughness:	5
Armour:	-
Initiative:	6
Attacks:	4
Willpower:	4
Damage Dice:	3
Gold:	1500

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

Manhunter

Fly; Heat Vision; Ignore Blows 5+; Invisibility.

Heat Vision

At the start of his turn, before he makes any other attacks, Manhunter can fire two thin beams of heat energy from his eyes at a random Warrior, hitting on a successful Ballistic Roll and causing 2D6 unmodified Wounds, or 3D6 if the Warrior wears metal armour.

Invisibility

At the end of each turn, roll 1D6. On a roll of 5 or 6, Manhunter becomes invisible and cannot be attacked or targeted next turn, although area affect weapons can still harm him (firebombs, etc). At the end of the Warrior’s Phase, Manhunter will return to normal, allowing him to attack this turn.

Rayner – Plasma God

Wounds:	32
Move:	4
Weapon Skill:	3
Ballistic Skill:	4+
Strength:	3
Toughness:	3
Armour:	-
Initiative:	6
Attacks:	3
Willpower:	8
Damage Dice:	2
Gold:	700

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

Rayner

Fly; Plasma Ring.

Plasma Ring

Within the warp lies untold power, waiting to be tapped into by one with the power to control it. Such is the power of Rayner,, a God with power of controlling the raw green plasma energies that coalesce within the warp. His magical ring allows him to tap into the warp and use its power in ways wizards only dream of. At the start of each Monster's Phase, roll 1D6 on the following table to see what Rayner does with his ring this turn.

- 1 Rayner shoots a beam of green energy at a random Warrior, causing him to lose 2D6 unmodified Wounds.
 - 2 Holding the ring aloft, green rays of power erupt outwards towards the Warriors. Each Warrior must roll 1D6 and score less than or equal to their Willpower, or suffer 1D6 unmodified Wounds and the loss of one point of Willpower, which will be regained at the end of the adventure. If a Warrior is reduced to 0 Willpower, he is dead.
 - 3 A cage of green energy descends upon a random Warrior. He must roll 1D6 and add Initiative. If the result is 7 or more, he manages to escape the cage before it lands on him. If the result is less than 7, then he is trapped within the cage. The Warrior spends 1D3 turns trying to get out of the green cage. In this time, he can do nothing else.
 - 4 Shaping the power of the warp, Rayner uses the ring to create green plasma copies of a group of monsters. Roll once on the Dungeon Room Monster table to see what he creates. Since the creatures are magical constructs, Warriors not using a magical weapon suffer -1 To Hit them.
 - 5 Seeing his comrades in trouble, Rayner creates magical green bandages that heal his comrades. All other Injustice Gang members gain 2D6 Wounds each, but not above their maximum. Roll for each separately.
 - 6 Using the ring, Rayner creates a large column of green energy that engulfs the entire room. Each Warrior must roll less than or equal to their Willpower on 2D6, or lose 1 Toughness for the rest of the adventure. If a Warrior is reduced to 0 Toughness, he is dead.
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Lightning - God of Speed

Wounds: 25
Move: 10
Weapon Skill: 3
Ballistic Skill: 6+
Strength: 3
Toughness: 3
Armour: -
Initiative: 5
Attacks: 4
Willpower: 4
Damage Dice: 2
Gold: 450

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Lightning	2	3	4	4	4	4	5	5	5	6

Lightning

Dodge 4+; Never Pinned.

Woman of Wonders – Amazon Goddess of Champions

Wounds: 43
Move: 4
Weapon Skill: 5
Ballistic Skill: 5+
Strength: 5
Toughness: 3
Armour: -
Initiative: 5
Attacks: 2
Willpower: 5
Damage Dice: 3
Gold: 1165

<u>ENEMY'S WS</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9</u>	<u>10</u>
Woman of Wonders	2	2	3	3	4	4	4	4	4	4

Woman of Wonders

Bracelets of Reflection; Golden Lasso; Ignore Blow 5+.

Bracelets of Reflection

For each successful hit upon the Woman of Wonders, roll 1D6. On a 5 or 6, the hit will rebound onto the attacking Warrior, causing damage as if they had hit themselves. Roll for Bracelets of Reflection before rolling for Ignore Blows. Do not roll for Ignore Blows if the Bracelets roll succeeds.

Golden Lasso

At the start of her turn, before all her other attacks, the Woman of Wonders tries to ensnare an adjacent Warrior with her Golden Lasso. Roll 1D6. On a roll of 6, the lasso has found its mark and the Warrior is unable to do anything next turn unless he breaks free. Roll a D6 and add Strength. If the total is 8 or more then the Warrior wriggles free. Woman of Wonders can of course only have one lassoed person at a time. Therefore, if the Warrior fails to escape the lasso, Woman of Wonders cannot make another lasso attack this turn. The Woman of Wonders automatically hits the ensnared Warrior, gaining an extra Damage Dice in the process. Others get +2 on their To Hit roll.

Goth – Dark God of Injustice

Wounds:	19
Move:	4
Weapon Skill:	6
Ballistic Skill:	5+
Strength:	4
Toughness:	3
Armour:	-
Initiative:	4
Attacks:	3
Willpower:	5
Damage Dice:	3
Gold:	550

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

Goth Special Rules

Ambush 2+; Armed with Gothcutter; Assassinate 5+; Ignore Pain 1; Terror 8+.

Gothcutter

The Gothcutter is a sharp, boomerang-shaped weapon, causing 3D6 + Strength Wounds when thrown. Goth can throw the Gothcutter and attack in hand-to-hand combat while waiting for the Gothcutter to return to his hand.

Algae – God of Water

Wounds:	25
Move:	3
Weapon Skill:	4
Ballistic Skill:	4+
Strength:	5
Toughness:	4
Armour:	-
Initiative:	4
Attacks:	2
Willpower:	4
Damage Dice:	2
Gold:	450

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

Algae

Armed with Elemental Wand of Water.

Elemental Wand of Water

At the start of his turn, before he makes any other attacks, Algae uses his Wand of Water to shoot a burst of high-pressure water at a random Warrior (make a Ballistic roll to hit), causing 2D6 damage. Because of the force of the water, the Warrior is pushed back 1 square directly into the square behind him. If there is a wall behind him, he takes an extra 1D3 unmodified Wounds from being whacked against the wall. If there is another model behind him, each model involved in the collision suffers the loss of 1D3 unmodified Wounds. If there is a pit or chasm behind the Warrior, he must roll 1D6. On anything but a 1, he is safe and manages to hold onto something without falling in. On a roll of 1, the Warrior is thrown back into the pit to his death.

Helena – Goddess of Dark Justice

Wounds:	15
Move:	4
Weapon Skill:	3
Ballistic Skill:	3+
Strength:	3
Toughness:	3
Armour:	-
Initiative:	3
Attacks:	1(4)*
Willpower:	3
Damage Dice:	2
Gold:	500

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

Helena

Ambush 4+; Armed with Crossbow (Str 5).

* Helena may make 4 attacks per turn with her crossbow. In melee, she uses a sword that gives her 1 Attack per turn.

Iron – God of Armour

Wounds:	20
Move:	4
Weapon Skill:	5
Ballistic Skill:	4+
Strength:	4
Toughness:	3(6)
Armour:	3
Initiative:	3
Attacks:	2
Willpower:	4
Damage Dice:	4
Gold:	880

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

Iron

Armed with Hammer of Inertia.

Hammer of Inertia

Iron's special weapon has a magical ability to hit harder if thrown further. Each turn, Iron can either throw his hammer or use it in hand-to-hand combat. When Iron is adjacent to a Warrior, roll 1D6. If the result is an even number, Iron attacks the Warrior next to him as usual. If the number is odd, Iron throws his hammer at a random Warrior who is not adjacent to him. For each space between Iron and the chosen Warrior, add 1D3 to the damage inflicted. For example, if there are two spaces between Iron and the Warrior, the damage will be 1D6 + 4 + 2D3 (1D6 + Strength for normal attack, plus two extra D3's for the two spaces). If there are no Warriors adjacent to Iron, he will automatically throw his hammer. After each attack, the hammer magically returns to Iron's grip. This hammer is not counted as a thrown attack, and therefore Iron does not get to make an attack with it as soon as he is placed on the board.

Aftermath

When the final Gang Member dies, the Warriors are engulfed by waves of shocking power, pouring from the gaping wounds of the dead gods. With their deaths, the immense power that resides within them is released and is desperately trying to find a foothold in this world. Each Warrior may roll 1D6. On a roll of 6, that Warrior gains 1D3 Permanent Wounds. Upon returning to the settlement, each Warrior is given a small bag of goods valuing 1D6 * 50 Gold Pieces for their trouble by the old man, who turns out to be a descendant of one of the banished gods who didn't answer Dalzell's call to arms all those hundreds of years ago.