

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· THE RELIC ·

by Michael Brockhouse

Location: Lustria

Battle-Level: 3-4

Objective Room: Great Hall



It is said that deep within the Lustrian jungles there exists a creature. A creature so vast and powerful that even its creators, the very first Old Ones, have feared it. Rumours abound that the creature is simply a vast mutation of a Kroxigor caused by the warping forces of chaos. Others believe it to be one of the Old Ones themselves, aged and powerful beyond belief. Those uninitiated even go so far as to say the creature does not exist at all, but is the topic of conversation around camp fires and children's stories only. At night, villagers lock their doors and windows, and close their blinds, fearful of the cries this creature echoes throughout the night. No one has ever seen it full on, but glimpses of its thick, scaly hide and horrendously disfigured shadow have been glimpsed briefly before the viewer has fled in fear for his very soul.

*The creature has not been glimpsed fully, that is, until now. **Tyrrandolf**, a small coastal Empire settlement, just off the shore of Vampire Coast, has had continuous reporting's of a hideous creature, unlike anything ever seen before. Wizards have detected no signs of chaos mutation, or warpstone transmutation, and can not explain the strange creature's existence. After arming the meagre guards that the settlement had to defend their walls, the creature, most likely starving to the point of death, attacked them with such force that most of the guardsmen were killed or maimed. A lucky fireball from a Wizard singed the ogre sized creature, causing it to rear in pain and flee into the jungle. Many search parties were sent out after the creature but to no avail. Most didn't return with their lives, and those that did, gibbered about hideous things that no mortal man could bear to look upon.*

*Then, when all seemed lost, the Warriors arrived at the settlement, brimming with treasure and looking for more excuses to grab loot. The mayor of the city, one **Reynold Di-Pier**, begs the Warriors for help.....*

SPECIAL RULES

What the Warriors have to do is track the strange creature to its lair and kill it. Simple as that. However, if the Warrior can rescue any of the men that did not return from the search parties, they will receive extra rewards.

To track the creature, roll 1D3. This is how many weeks it takes to locate fresh tracks of the beast. Roll for events as usual. Upon finding the tracks, the Warriors must be able to keep them in their sights, which is quite hard to do in a thick jungle like this one. Roll 1D6 and add Initiative of the Warrior with the highest Initiative score. If the result is 9 or more, the Warriors have found the beast's lair, and can start a normal dungeon adventure. If it is lower, roll again on the Hazards table, then try again. For every roll failed, make an extra roll on the Lost Kingdoms Hazard table. If, by 10 rolls, the Warriors have not found the lair, they give up and return to the city in shame, where they are booed out of the settlement and must move immediately onto the next adventure.

Play the adventure as a normal dungeon, with the following rules.

Whenever a room is encountered, it is possible the Warriors may find one of the guardsmen sent on a scouting mission to kill the beast. Roll 1D6 when all the Warriors are in the room. On a roll of 3 to 6, there is a man here. Roll 1D6 on the following table to see what happens.

- 1-2** The man rises from his spot on the ground and attacks the Warriors in a maddened fearful frenzy before he dies. A random Warrior takes 2D6 modified Wounds.
- 3-6** The man is grateful for the rescue. He may now be controlled by a random Warrior, and takes his turn after that Warrior. He has the following statistics:

Guard

Wounds:	9
Move:	4
Weapon Skill:	4
Ballistic Skill:	4+
Strength:	3
Toughness:	3(5)
Armour:	2
Initiative:	3
Attacks:	1
Willpower:	3
Damage Dice:	1

Guard Special Rules

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Any monsters killed by the guard are not counted towards treasure. Place a Warrior counter in the cup to represent the guard. A Warrior may have any number of guards following him as temporary henchmen. For Fear purposes, a guard is level 2.

Because of the number of guards that a Warrior can have with him, the Objective Room monsters are going to have to be harder than normal, hopefully finishing the game in a huge and bloody battle between man and monster. Roll three dice for Objective Room Monsters and take the smallest number for the roll. Any humanoid sized creature encountered have +2 to the number

encountered. As well as normal Monsters, there is also the creature to fight. It must be placed at the back of the room, and has the following statistics:

Relic Beast

Wounds:	25
Move:	4
Weapon Skill:	5
Ballistic Skill:	4+
Strength:	6
Toughness:	5
Armour:	-
Initiative:	3
Attacks:	3
Willpower:	3
Damage Dice:	2/3(5+)
Gold:	650

Relic Beast Special Rules

Fear 7, Poison Attack, Acid Spray

Acid Spray

At the beginning of each Monster's Phase, the creature will shoot a stream of corrosive acid towards a random Warrior. Roll Ballistic skill to hit. If successful, the Warrior suffers 3D6 modified Wounds. In addition, roll 1D6. If the result is a 1, the Warrior loses one randomly determined piece of treasure or equipment, as the acid east through it.

The creature is actually a mutated form of Saurus Warrior, thousands of years old who has only recently begun to stir within the jungles once again.

When the Warriors have killed the creature, they must back track and leave the cave through the entrance they entered by. Journey time back to the city of Tyrrandolf takes 6 weeks.

The reward for completing the mission is 1D6 x 100 gold pieces and a Treasure Card for each Warrior. In addition, for each guard rescued and delivered safely, the Warriors receive an extra 1D6 x 50 Gold, which is to be divided up as seen fit.

One final thing remains to be said. This ancient creature does not like to be annoyed at all. If he is attacked and not killed for some reason, such as if the Warriors feel they have to flee the dungeon or die, the creature will forever want vengeance against the Warriors. From now on, while adventuring in the Lost Kingdoms, at the end of every future adventure in the Objective Room, roll 1D6. On a roll of 1 or 2, the creature has stayed hidden in ambush waiting for the Warriors. Place him at the back of the room. Play the normal adventure as usual, but with this additional foe to deal with. Again, if he is not killed, he will continue to return adventure after adventure until he kills the Warriors or dies trying. Note that when returning to Lustria after a while of adventuring elsewhere, the Relic Beast will still have a vendetta against the Warriors, and may still be after them. The only way the Relic Beast will forget about them is if all of the Warriors who originally fought the Relic are killed elsewhere.