

# Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

## · THE TERROR ·

by Ben Head

Location: The Old World

Battle-Level: 2-3

Objective Room: Any



Passing through swamps on the road to Nalan the Warriors hear a chilling wail carried on the wind, haunting an already bleak night. Tired of the swampland the Warriors stop in at a village to rest their legs. The village is small, a few houses and a tavern really. The Warriors enter the tavern "The Grisly Ghoul" and the rowdy drunkards within fall silent.

Finally they start talking amongst themselves again as the Warrior's head to the serving bar.

"What ye gentlemen doing out at this time of night!" The barmaid starts. "It's lunacy, what with the terror roaming the moors!"

"They're outsiders" interjects a burly farmer, "They don't need to know our problems!"

"I'll not have these kind strangers killed while they're visiting our little town!"

At this the Warriors walk the maid into the back room and inquire at to what this terror is. After what seems like endless frightened gibberish the Warriors finally ascertain that there is some sort of undead roaming the swamps killing travellers. Wanting to see this creature dispatched and to pick up a bit of booty in the process, the Warriors take it upon themselves to rid the swamps of this beast! At this she goes on to say that the creature lives in an old abandoned castle at the heart of the swamp. The wailing noise usually stops around midnight and she's think it takes its prey there to devour them!

Wasting no time the Warriors set out into the swamp. "BEWARE OF THE WINGED GUARDIANS" the maid calls out from the Tavern door behind them. The Warriors groan at the thought of more monsters before the booty, and head on into the swamp, the howls of the terror somewhere ahead.

## SPECIAL RULES

Roll 1D6+5 times on the next table top represent the Warriors' journey through the swamp.

- A random Warrior trips and falls into muddy pool. A thick tentacle grasps him around the throat and squeezes hard. Roll 2D6 for the tentacle and 1D6+ Toughness for the Warrior. If the Tentacles result is higher the Warrior takes 1D6 wounds with no modifiers and another roll must be made. If the Warrior's roll is higher then he has shaken loose the tentacles grasp and pulled himself out of the pool. The other Warriors are unable to lend assistance as the Warrior is being thrown around so viciously in the pool they can't get a clean hit.
- The Warriors are set upon by a group of screeching harpies! Fight a battle with 1D6 harpies. The Winged Guardians the maid spoke of perhaps?

	<b>Harpy</b>
<b>Wounds</b>	22
<b>Move</b>	6
<b>Weapon Skill</b>	4
<b>Ballistic Skill</b>	-
<b>Strength</b>	4
<b>Toughness</b>	4
<b>Armour</b>	-
<b>Initiative</b>	2
<b>Attacks</b>	1
<b>Damage</b>	1D6/2D6 (5+)
<b>Gold</b>	180

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

**Harpy**  
Claw 6+; Fly.

**CLAW 6+**

Harpies have long sharp claws which they use to rip a Warrior to shreds. If a Harpy rolls 6 or over To Hit then the damage caused is not modified for armour.

- The party are set upon by a Wight and 2D6 Skeletons.
- The party are attacked by wandering Zombies. Fight a battle with 2D6 Zombies.
- The party are set upon by ghosts and zombies!! Fight a battle with 1D3 ghosts and 1D6 Zombies.
- The Warriors lose their way in the swamp. Add 2 more rolls on this table.
- 8-10** The Warriors traverse this part of the swamp easily.
- 11-12** The Warriors hear the wail directly ahead and move towards it. Subtract -1 roll on this chart.

### When the journey is complete

The Warriors come to a dilapidated old castle. The wailing seems to have stopped so they venture in. Play this adventure as normal but instead of 12-dungeon cards use 8, divided up normally but with 4 cards in each group instead of 6.

### OBJECTIVE ROOM

Once the Warriors reach the Objective Room place a Banshee at the back. Also in the room are 2D6 Skeletons, 2D6 Zombies, and 1D6 Wights. Normal Objective Room Monsters are *not* rolled for.

	<b>Banshee</b>
<b>Wounds</b>	38
<b>Move</b>	6
<b>Weapon Skill</b>	4
<b>Ballistic Skill</b>	-
<b>Strength</b>	4
<b>Toughness</b>	4
<b>Armour</b>	-
<b>Initiative</b>	4
<b>Attacks</b>	2
<b>Damage</b>	Special
<b>Gold</b>	1200

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

### Banshee

Chill 2; Ethereal -1; Necromantic Magic 1; Terror 8; Wail.

### WAIL

The Banshees wail draws upon the power of the darkest magic and has a deadly effect on those who hear it. At the beginning of each Monsters' Phase, before anyone casts a spell, the Banshee will begin her wail. Roll 1D6 on the following table.

- 1 The Banshees terrifying wail causes living creatures to age and crumble to dust. Choose a random non-undead model on the board section the Banshee is currently on. The model instantly crumbles to dust and may not be resurrected.
- 2 The Banshees wail invigorates all Undead in the dungeon. For the rest of the turn each Undead model on the board gains an extra attack. In addition, they shake off any Warriors spell effects that they might be affected by.
- 3 The piercing shriek penetrates the Warriors' bones. All Warriors on the board suffer a Chill 1 attack immediately.
- 4 The wailing strikes fear into all the Warriors. Each Warrior must immediately take a Fear 8 test. If they fail they will be at -1 To Hit as usual. If they are already scared of the Banshee, then they will have a -2 modifier To Hit.
- 5 The piercing shriek penetrates a random Warriors' bones. He suffers a Chill 1 attack immediately.
- 6 The wailing disrupts the winds of magic. No Warrior may cast a spell for the rest of the turn.

### Completing the Objective Room

Once the Objective room has been cleared take normal treasure. In addition, the Warriors see a great undead treasure! Pick out a Warriors counter to see who grabs it. Then roll 1D6:

- 1-2 The item is an ornate sword, but when the Warrior picks it up he finds it is cursed!! The Warrior finds he cannot let it go and is at 1 Toughness for the remainder of this adventure and the next before it's power is exhausted and falls from the Warriors hand.
- 3 The item is a bony crown. When worn it protects the wearer from magic cast by undead on a 6+ (value 500 Gold)
- 4 The item is a necklace made from many, many teeth. When worn it gifts the wearer with the ability to go into a zombie-like trance where upon the Warrior can regenerate 1D3 wounds if he does nothing else that turn. (value 600 Gold)
- 5 The item is an undead rune stone. It can be burnt onto any weapon gifting it with +1D3 damage when fighting undead. (value 300 Gold)
- 6 The item is a chalice filled with black blood. It can be drunk from 1D6 times. With each drink it gifts the drinker with invulnerability against all attacks and magic, for 1D3 turns. (value 300 Gold per drink)

### CONCLUSION

The Warriors then return to the tavern with the Banshees head. They are hailed as heroes!! "Free grog for all" the maid shouts. But the festivities don't last long as the Warriors head off once more.