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Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

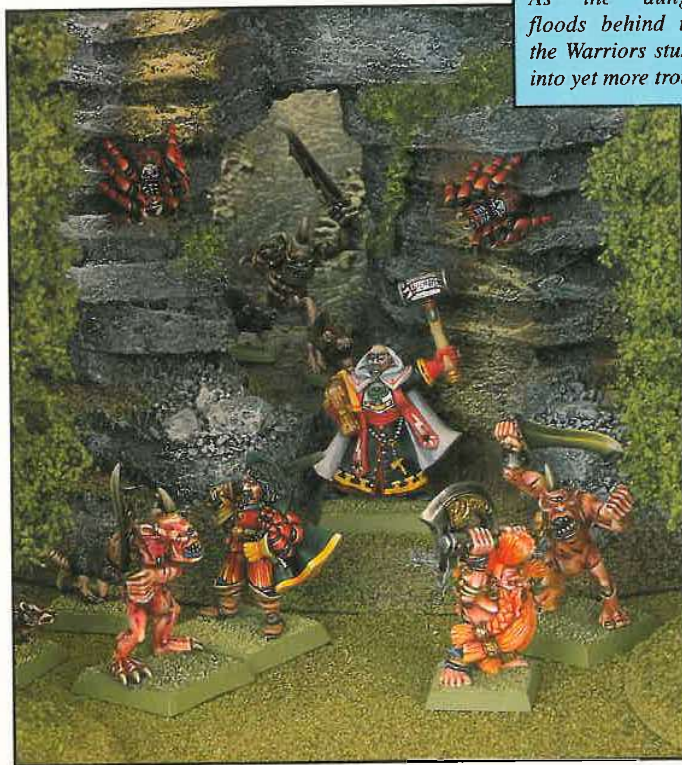
A GREEN AND PUSTULANT LAND

By Steve Anastasoff and Tuomas Pirinen

A horrifying disease for which there is no apparent cure threatens to wipe out the entire population of an Empire town. A cry for help spurs the Warriors to find a way to save the innocents, but the origins of this plague are shrouded in mystery and legend. The Warriors must find a way to save the town – and perhaps themselves!

THE ADVENTURES

The three quests described on the following pages allow the Warriors to battle against the most foul of all the Chaos powers – Nurgle, the lord of decay and disease.



As the dungeon floods behind them the Warriors stumble into yet more trouble.

Commanding the followers of Chaos is a pestilent Sorcerer of Nurgle, Festasmus the Septile. The quests are designed to be played as a mini-campaign, with each one leading into the next as the Warriors track down and destroy Festasmus and the source of the plagues he is spreading across the Empire.

Each of the three quests is played using its own special rules described below. In each, you should shuffle the Affliction of Nurgle Event card (from this month's card section) into the Events deck. This reflects the exposure that the Warriors will have to Festasmus' plagues, and the chance of one (or more) of them contracting some foul illness of his creation. In between quests the Warriors may travel to settlements as normal (provided that they have not contracted the *Mouldering Pox* affliction). In addition to the extra Event card, you will need a model to represent Festasmus himself.

When the Warriors reach each of the three Objective Rooms, you can either roll on the normal Objective Room Monster Table to determine their guardians, or, better, you can roll on the special Plague Room Monster Table given in this article. This will add more character to the quests, but you will need some additional miniatures, such as Nurgle Plaguebearers, to do so.

PLAGUE OF SALSBURG

The Warriors have arrived at the town of Salsburg near the Black Mountains, and head for the local tavern to spend their hard-earned money. The tavern of the town seems strangely deserted,

except for a man who approaches the Warriors and offers them a quest. The man is Johann Mannstein, the mayor of the town. He explains that for several months now, ever-increasing numbers of inhabitants of Salsburg have fallen ill, and suffered a painful, wasting death. Worse, it seems that the disease is spreading at an alarming rate. The town healer has been powerless to stop this strange affliction, and he swears that the disease is a magical, not natural illness and thus incurable by his talents. The foresters of Salsburg suspect that the origin of the disease is a great cavern complex located high in the Black Mountains. They have witnessed many Giant Rats emerging from the forbidding place, biting animals and men who later succumb to the disease. Johann pleads with the Warriors to investigate the caverns and find a way to seal or cleanse them so the disease can be kept in check. If the Warriors agree to undertake this dangerous mission, Johann will provide them with a map of the surrounding area, including the mouth of the cavern that the diseased creatures have been emerging from.

Special Rules

This adventure uses the Fountain of Light Objective room from the Warhammer Quest box. It also uses the Stairway board section. In order to cleanse the caverns of Giant Rats, as well as all the other foul denizens that inhabit the place, they must be sealed and flooded. The only way to do this is by blocking off the outflow of a spring in the depths of the caverns. The Warriors must then find a way to escape.

Before starting you should remove the Stairway Dungeon card and set it aside. Then prepare the Dungeon deck as normal, with the Fountain of Light as the objective room. After defeating the monsters they find there (by rolling on the



FESTASMUS THE SEPTILE

Festasmus is a Chaos Sorcerer of Nurgle, with the profile of a standard Chaos Sorcerer as follows:

Wounds	15
Move	4
Weapon Skill	6
Strength	4
Toughness	5 (6)
Attacks	2
Gold	840



At the start of each Monster phase, Festasmus can cast one spell. Roll on the Nurgle magic table to determine which spell he casts each turn. In addition, Festasmus is particularly able to resist the effects of magic. He may shrug off the effects of any spell cast at him on a roll of 4+ on a D6. Also, Festasmus may parry the Warriors' attacks. Any attack will be parried, negating all its damage, on a roll of 5+ on a D6.

Festasmus wears *Plague Armour*. This increases his Toughness by one. Additionally, any time a blow is struck against this armour, the attacker risks catching one of Festasmus' horrible afflictions. Roll a dice each time a Warrior hits Festasmus successfully. On a roll of 1 the Warrior permanently loses 1 point of Toughness. Any Warrior reduced to 0 Toughness is dead and should be removed from play.

Festasmus is armed with the *Scythe of Septicity*. If a Warrior is reduced to 0 Wounds by the Scythe his Toughness is permanently reduced by 1 point. Any Warrior reduced to 0 Toughness is dead and should be removed from play.

Festasmus has been blessed with *Nurgle's Foul Odour*. The horrible stench that surrounds him means that anyone attacking him suffers a -1 penalty to hit for all their hand-to-hand attacks. However, any Warrior suffering from *Odorous Blight* is immune to this – they can hardly notice Festasmus' stench over their own!

The Warriors may not take any of these items. They are so evil and corrupted that they would destroy any Warrior who tried to make use of them.



Objective Room (Monster Table) any Warrior may then block off the spring by spending a turn standing adjacent to the fountain. This will then start the dungeon flooding. The entrance the Warriors came in by will have already been sealed off, so they must instead find the stairs deeper in the Dungeon that lead up to safety, since the flood level will not get that high. Place a doorway at the far end of the Fountain of Light room – the Warriors can leave through this and carry on searching for the Stairway. Roll a D6, and shuffle this many Dungeon Cards together with the Stairway card. Place these cards after the exit from the Fountain of Light. The Warriors must search through this deck to escape.

The flood level will gradually rise as the Warriors race to find the exit. At the end of each exploration phase, roll 1D6. On the first 6 the water has reached the Warriors' knees – subtract 1 from their Movement as they are forced to wade through the water. On the second 6 the water is up to their waists – subtract a further 1 from their Movement. On the third 6 the water has reached their necks – subtract a further 1 from their movement. On the fourth 6 the Warriors must drop all their equipment and treasure to stop themselves drowning, and they continue moving with the above penalties. Further sixes have no more effect. Note that the Movement penalties apply to both Warriors and Monsters. Once all the Warriors have reached the end of the Stairway they can leave the dungeon safely, the quest is complete.

On returning to Salsburg after completing this quest, Johann Mannstein will reward each of the Warriors with D6x50 Gold and a towel.

CLEANSING FLAME

Despite the efforts of the Warriors, the diseases of Nurgle are spreading and soon the entire southern Empire will be in grave danger unless something is done quickly. The healers and herbalists are not able to find a cure, but luckily a learned priest of Sigmar has found an answer from one of his arcane tomes: according to legend, during bygone ages Sigmar himself blessed a brazier deep in a dungeon located in the Black Mountains. The flame now burns eternally and its warmth will cure any disease of Nurgle. Johann Mannstein promises a sizeable reward if the Warriors bring back the flame so that it can be used to cure Festasmus' afflictions. The Warriors probably also have a personal reason to seek the cure. The chances are that one or more of them may have already been infected with some of the dreaded diseases and plagues themselves!

Special Rules

This adventure uses the Idol Chamber Objective room from the Warhammer Quest box. Play the quest as you would a normal Warhammer Quest game. The Warriors must get to the sacred flame, located at the brazier in front of the daemon statue, and recover it. However, the only way that the Warriors can carry it is to use it to light their lantern. Roll on the Objective Room Monster Table when the Warriors find the Idol Chamber to determine its guardians. Once all the monsters are dead, the Warrior carrying the lantern may take the sacred flame by spending a turn standing next the brazier. The Warriors must then escape the dungeon the same way they came in. However, if the Warrior carrying the lantern is reduced to zero wounds, the flame will flicker and go out. The Warriors must then return to the Idol Chamber to re-light the lantern with the sacred flame.

If the Warriors complete the quest and return to the surface successfully, then they will each be rewarded with 1D6x100 Gold. In addition, any afflictions already caught by Warriors will be cured in time for the next Quest. However, until then the results still apply, so any Warriors suffering from the *Mouldering Pox* affliction will not be admitted to any settlements until the end of the next Quest.

PLAGUE ROOM MONSTER TABLE

- 1 6 Plaguebearers of Nurgle, 1D6 Nurglings and 1D6 Giant Rats
- 2 1D3 Plaguebearers, 1D3 Plague Censer Bearers and 4 Plague Monks.
- 3 1D3 Plaguebearers, 1D6 Nurglings and 1D6+2 Skaven.
- 4 2D6 Skaven, 1D6 Plague Monks and 1D3 Plague Censer Bearers.
- 5 6 Skaven, 6 Giant Rats and 6 Plague Monks.
- 6 6 Skaven and 12 Giant Rats.

PERMANENT CURE

The Warriors are hailed as the heroes of the Empire after returning with the Cleansing Flame of Sigmar. The flame is used to cure the sick, and soon all of the victims of Festasmus' afflictions are on the road to recovery. The grateful townspeople throw a huge banquet in honour of the Warriors in the town hall. But in the middle of the feast, a horribly disfigured man stumbles into the great hall where the celebrations are taking place. The man falls upon the floor in his death-throes, crying "You promised I would be healed, Master! I have done what you have asked! Have mercy on me! Master..." Within seconds the man is dead. In his hand he clutches a decaying scroll. After it is pried from his fingers the



Warriors can read a message: *"The Time of Disease shall return. The next blessing that Lord Nurgle grants to you will not be curable by your feeble gods. Thus swears Festasmus, the most favoured of the servants of the Lord of Decay."* Who knows what sort of calamity Festasmus the Septile will unleash on mankind next? He must be stopped once and for all, so that the Townsfolk can sleep peacefully at night. The magician of Salsburg, a Celestial mage of great skill, uses his powers of divination to scry the location of the lair of Festasmus. The Warriors must track down Festasmus in his lair and slay him, thus ending this threat permanently.

Special Rules

This adventure uses the Fire Chasm Objective room from the Warhammer Quest box. In addition to the Monsters rolled on the Objective Room Monster Table, Festasmus the Septile will also be here. Festasmus is a Chaos Sorcerer, with the profile given in the Bestiary section of the Warhammer Quest Roleplay book. However, instead of casting Chaos magic, Festasmus casts Nurgle magic. Roll on the special Nurgle magic table below when Festasmus casts a spell. All of Festasmus' profile and special abilities are summarised on the previous page for your convenience.

The normal rules for using the Fire Chasm apply. When the Warriors have killed all the Monsters, including Festasmus, they will find a concealed exit on the far side of the chamber through which they can escape back out of the dungeon. Once they have returned, the Warriors will have all their afflictions cured in time for their next quest, although anyone suffering from *Odious Blight* may still not enter a settlement until after their next adventure (the symptoms take a while to clear after the cure is



Using appropriate plague-type monsters like these will add extra colour to your quests. You can write up your own Event cards with them on, or just use the Plague Objective Room Monster table from this article.

administered). Note, though, that Toughness lost through attacks from Festasmus or a Plaguebearer cannot be recovered. The Warriors are then rewarded with 1D6x100 Gold and a magic item each.



CHAOS SORCERER OF NURGLE MAGIC

At the start of each Monsters' Phase a Chaos Sorcerer of Nurgle may cast one of the following spells. Roll a D6 on the following table to determine which spell is cast. If a spell affects only a single Warrior then pick a Warrior counter at random to determine who is affected.

1 Cloud of Flies: The target Warrior is surrounded by an impenetrable mass of flies. The victim can see nothing and can neither move nor shoot in the following Warriors' phase. They may, however, still fight as normal in hand-to-hand combat.

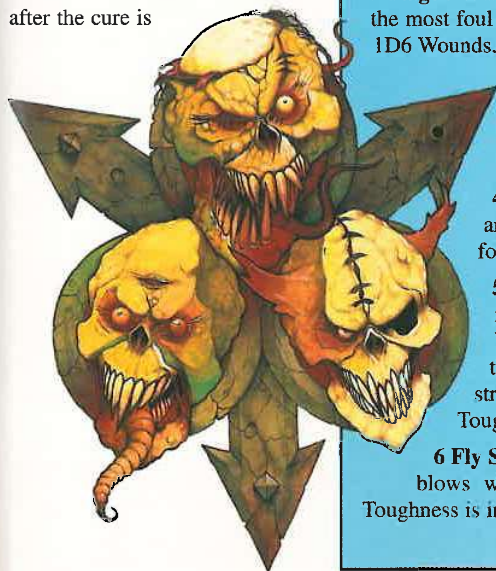
2 Plague Wind: A damp and foetid wind howls through the dungeon, bringing with it the most foul diseases. Each Warrior on the same board section as the Sorcerer suffers 1D6 Wounds, modified for Toughness, but not for armour.

3 Rancid Visitation: The target Warrior begins to rot and putrefy, fingers and toes fall off, skin blisters and decays, and eyes drop from their sockets. The Warrior suffers 2D6 Wounds with no modifiers for Toughness or armour.

4 Stench of Nurgle: All Warriors on the same board section as the Sorcerer are nauseated by this disgusting odour. All victims must lose 1 attack in the following Warriors' phase.

5 Stream of Corruption: The Sorcerer vomits forth a jet of putrid blood, maggots, excremental slime and other indescribable foulness. The target Warrior is overwhelmed by the revolting muck. Roll two dice and subtract the Warrior's Initiative as he tries to dodge out of the way of the disgusting stream. The Warrior suffers this many Wounds with no modifiers for Toughness or Armour.

6 Fly Swarm: The Sorcerer is surrounded by a black mass of flies which absorb blows with the depth of their odorous and squashy bodies. The Sorcerer's Toughness is increased by one until the start of the next Monsters' Phase





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Warhammer Quest™



In Warhammer Quest you take the part of a brave adventurer, exploring the danger-ridden catacombs that lie deep beneath the Old World, fighting hideous Monsters for fabulous treasures and undying glory. Further adventures are detailed in the Lair of the Orc Lord and Catacombs of Terror packs which introduce new Monsters and even more perils. In addition, the Warrior packs contain eight new heroes, each with unique special abilities, skills and weapons. Dare you face the challenge of Warhammer Quest?

WARNING! Adventure and Warrior packs contain lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

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MAGIC ITEM 50 POINTS

THE CLOAK OF ISHA

The Cloak of Isha was woven from the leaves of the sacred rowan trees of the Grove of Isha by Queen Arfel herself.

When Orion goes forth into battle he wears the Cloak of Isha as his only protection. The Cloak acts as both shield and armour for Orion and gives him a special save of 4+ against every kind of attack. This is not an armour save and so even saves against war machines, breath attacks and magic weapons that normally allow no save.

ORION ONLY

MAGIC SPELL 50 POINTS

THE HORN OF THE WILD HUNT

Orion carries an enormous hunting horn crafted from the horn of a mighty aurochs, the gigantic wild ox of the forest.

Orion may blow the horn in the magic phase. The sound echoes through the forest and over the battlefield signalling that the Wild Hunt is on. When the horn is sounded, the nearest enemy unit within 12" becomes filled with impending doom and must take a Panic test. Orion may not sound the horn if he is in hand-to-hand combat. The blast from the horn is a magic spell and so can be dispelled as normal.

ORION ONLY

NO TREASURE FOR COMPLETING EVENT

5-6 Mouldering Pox - the Warrior breaks out in bright green and purple blotches. He will no longer be admitted to settlements.

3-4 Pushtant Fungosity - the Warrior's body erupts in sores and warts, which constantly bleed and ooze pus. Any time the Warrior is healed, he only regains half the Wounds indicated (round fractions up).

1-2 Odorous Blight - the Warrior's flesh begins to rot, and a small cloud of flies gathers around him. Any other Warrior standing in a square next to him at the end of the Explorer's Phase must lose their next turn as they retch in disgust.

The diseases and contagions of Festanus the Septile have infected one of the Warriors. Pick a Warrior counter to decide who falls ill, and then roll a dice to see which illness that Warrior contracts.

AFFLICTION OF NURGLE

MAGIC ITEM 50 POINTS THE SPEAR OF KURNIOUS

The hunting spear can be thrown like a missile weapon and always returns to Orion's hand. When thrown it has a range of 8". There is no penalty for throwing at targets over half range. If the spear hits an independent model roll a number of dice equal to the original Wounds characteristic of the target. Each dice that scores 4+ causes a wound. If the spear hits a unit, roll a dice for each rank of models in the unit. Each score of 4+ causes a wound on the unit. In hand-to-hand combat roll to hit and to wound as usual. Orion cannot throw the spear when he fights in hand-to-hand combat. Instead he stabs with it like a normal spear. Roll to hit and wound as normal. Only magic armour can save against wounds inflicted by the Spear of Kurnious, whether it is thrown or used in hand-to-hand combat. For full rules see Warhammer Armies, Wood Elves.

ORION ONLY

D6	LOCATION	ARMOUR FRONT	SIDE/REAR
1-2	Space Marine Rider	See Below	10
3-6	Bike	10	10

D6 Bike Damage Table

- The bike's twin bolters are destroyed and may no longer be used.
- The wheel and mountings are badly buckled. From now on the bike's maximum speed is reduced to its slow rate only.
- The bike's controls are damaged making it difficult to control. Roll a D6 at the start of each of the bike's movement phases. On a roll of 4, 5 or 6 the rider is able to control the bike and it moves normally. On a roll of 1, 2 or 3 the bike moves out of control for that turn.
- The bike's front wheel is blown off and it flips over, killing the rider. The wreck comes crashing to the ground D6" away in a random direction. Anybody under the bike when it lands takes D3 S6 hits with a -2 saving throw modifier.
- The bike's engine explodes, killing the rider. The wreck hurtles out of control next turn before coming to a permanent halt.
- The bike's fuel catches fire, killing the rider. The flaming wreck hurtles out of control next turn and then explodes, causing D3 Strength 8 hits with a -3 saving roll modifier on all models within 3".

Rider Damage Table

Roll to see if the rider is killed using the normal shooting rules by comparing the attacking weapon's Strength to the rider's Toughness, and making any armour saving rolls as normal. If the rider is killed then the bike will move out of control for one turn, and then flip over and be destroyed.