

Warhammer Quest

DUNGEON ADVENTURES IN THE WARHAMMER WORLD

· ATTACK OF THE KILLER VAMPIRE GEISHA GIRLS ·

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Location: The Old World

Battle-Level: 4-5

Objective Room: Any



There have been many legends passed down through the ages of all kinds of monsters that drink the blood of living human victims, commonly known as Vampires, but none so strange as this one. From the mists of the ancient East comes a story of intrigue, terror and gore...

In the palace of an archaic Emperor, deep within the mountainous terrain of Nippon and many centuries before the present time, there lived four young women. They served the Empire as Geishas, dancing and entertaining the royalty and their guests. They lived a life of pure luxury, wanting for nothing. They wore the finest silks and adorned themselves with glimmering jewels. Life was peaceful and harmonic, until the visitor came. People started disappearing, and were found later as dry husks, all their blood removed from a gaping rip to the throat. The women decided to play it safe and keep to themselves, practically locking themselves in their chamber. After a week of murders had passed, there were no more disappearances. Palace security was slackened to normal, and the women felt safe to once more to resume their peaceful lives.

One night, months later, the visitor returned. Sneaking into the Geisha's quarters, he quickly overpowered them, bringing each merciful unconsciousness as he drank their blood. When the girls awoke, it was to a terrifying sight. The visitor stood menacingly over them, fangs glistening in the dim candlelight. The Geishas realized the terrible truth- the visitor had been a Vampire Count all along. He had brought them to a place deep under the palace, amidst the labyrinth of tunnels built centuries before to provide escape for royalty during a siege. A heavy wooden door, splintering and old, was the only escape from the room.

The Count flashed them a razor-blade smile. "Finally, you are awake!" he boomed at them. "I have heard so much of your beauty and grace, but I failed to find you in my first visit to your lovely temple. I'm glad I returned- you four visions of loveliness can now accompany me to the end of time as vampires by my side! What feasts we shall make of the mortals!"

The boldest of the four spoke up defiantly, "We will never join you!"

The Count turned golden eyes toward her. "Ah, but my dear, you already have!"

The girls, shocked, looked at each other, and found it was true. They had been turned to vampires while they slept! Their eyes glowed inhumanly in the low light, their fingernails were talons of sharpened glass, and their elongated canines glinted. Furious at the loss of their humanity, and the blood-thirst full upon them, they leapt as one at the evil Count. Surprised at their instant treachery, the Count was stunned for a moment before regaining his powerful senses. But a moment was all the girls needed. Three of them knocked him to the floor, while the fourth used her newly-gained strength to tear a piece of wood from the rotting door and slammed it into their benefactor's heart. His nightmarish scream ripped through the empty corridors before his body turned to dust.

This is the story that is told to the Warriors during their stay at a small mountain town, in the East of the Old World, as an explanation for the deaths which have continued to occur for hundreds of years, ever since the four Geishas were turned into vampires. It is said that they still occupy the underground tunnels of the ancient palace. They mostly hunt at night. Mostly. The ruins of the palace, they are informed, are a short journey north of the town. The terrified residents of the town implore the Warriors to help them destroy the vampire Geisha girls, telling them of vast riches which can be found within the ruins, still there after centuries because of the terrorizing presence of the long-dead occupants. The Warriors set off from the town, following the directions of the townspeople, north to the ruins of the ancient temple.

SPECIAL RULES

First of all, the Warriors have to search the surface ruins until they find the entrance to the tunnels beneath. Play as a normal dungeon, using only 6 cards, and the Library instead of the Objective Room at the bottom of the deck. The Warriors must find the secret door in the Library to continue down to the underground tunnels. (See the rules on the card for how to do this)

Once the board section's event (if any) has been resolved, the Warriors may search the halls for treasure. The Geisha girls have guarded these halls very fiercely over the years, and no one is game to enter the tunnels and help themselves to the treasure that no doubt resides within. To do this. Each Warrior may roll as many dice as he likes and multiply the result by 10. This is the number of Gold Pieces the Warrior finds. However, if the Warrior rolls a 1, he gets nothing. If he rolls more than one 1, then his searching has managed to attract a group of Dungeon Room Monsters. If at least three 6's and no 1's are rolled, the Warrior has also found a Treasure Card, which he may take for himself.

Play the rest of this adventure as a normal dungeon, except with only 6 cards. The Objective room will be one of the last three cards. 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 Killer Vampire Geisha Girls waiting to feast on the new intruders. Once the Warriors have entered the room, place the four girls at the back of the room.

Killer Vampire Geisha Girl

Wounds	25
Move	6
Weapon Skill	7
Ballistic Skill	2+
Strength	5
Toughness	4
Armour	-
Initiative	8
Attacks	3
Damage	2D6
Willpower	4
Gold	1700

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
Killer Vampire Geisha Girl	2	2	2	3	3	3	4	4	4	4

Killer Vampire Geisha Girl

Ambush, Magic 3+; Fly; Magic Resistance 5+; Necromantic Magic 1; Vampire Abilities.

Once the Geisha Girls are dead, each Warrior can take 1 Objective Room Treasure Card for their troubles.

Aftermath

The Warriors can decide whether to travel back to the town in the mountains for a hero's welcome, but it could be seen before they left that there would be no reward for the dispatching of the vile enchantresses, due to the poverty of the town. Therefore, they may choose, as usual, which settlement to travel to, knowing that they have rid the world of a little bit of evil.

This adventure is designed for a group of 4 Warriors. If there are fewer or less Warriors adjust the number accordingly. There will be one Geisha Girl for each Warrior in play. Yes, this most likely will be a tough battle.

