

WHITE DWARF

**GAMES WORKSHOP'S
WEEKLY MAGAZINE**

CITADEL MINIATURES

WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 120

14 MAY 2016



NEW BOXED GAME

WARHAMMER QUEST SILVER TOWER

HEROIC ADVENTURES IN THE GAUNT SUMMONER'S LABYRINTH OF MADNESS

PLUS: FREE WARHAMMER AGE OF SIGMAR SILVER TOWER WARSCROLLS!



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NEW RELEASES

Beware, mortals – the Silver Tower beckons. This great new boxed game is available to pre-order this week, allowing you to undertake mighty quests in the Age of Sigmar.

PAINT SPLATTER

Stage-by-stage painting guides for the Darkoath Chieftain and Tzaangors from Silver Tower.

WARSCROLLS!

Turn [here](#) for a special section featuring warscrolls for all the heroes from the Silver Tower game!

THE TRIAL OF HVSH

So, how does Warhammer Quest Silver Tower work exactly? Well, we play through the first trial and show you how we did.

BLACK LIBRARY & DIGITAL

Black Library offer up *Labyrinth of the Lost*, a Warhammer Quest Silver Tower novella, while there's also a dedicated companion app for the game – your very own digital Gryph-hound.

NEXT WEEK

The fun doesn't end there – we've got more from the Silver Tower in issue 121.



DARE YOU ENTER?

Throughout the Mortal Realms the legends of the Silver Tower are told. In each tale, a disparate band of champions both good and evil find themselves fighting through the ever-shifting domain of one of the nine Gaunt Summoners of Tzeentch. Some seek a boon, while others seek strike him down – but no matter their agendas, they must battle side-by-side as they navigate the sanity-blasting horrors of the Silver Tower. Foul monsters must be slain, mind-bending riddles must be solved, and fiendish puzzles must be completed, with the threat of death always looming for those who fail...

Warhammer Quest Silver Tower is a remarkable new boxed game for up to four players, bursting with astonishing Citadel miniatures from the Age of Sigmar. Simply turn the page to start reading about its secrets and wonders! Later in the issue we also have two indispensable Silver Tower Paint Splatter guides, an exhaustive playthrough of the game's first quest and, in the centre of the magazine, the first of two free pullouts allowing you to use the miniatures in the box in your games of Warhammer Age of Sigmar. Enjoy! ♪



WARHAMMER QUEST

SILVER TOWER

Throughout the **Mortal** Realms, tales are told of the Silver Tower and its scheming master, and of the heroes who would brave its halls. Now you can lead your heroes in a quest for fortune and glory against the Gaunt Summoner and his impossible fortress...



From the Firelands of Aqshy to the spires of Azyrheim, tales are told of the Silver Tower and its mysterious master, the Gaunt Summoner. These legends speak of a maddening nightmare realm, but tell also that should a hero outwit the sorcerer-king of that benighted place and his high-impossible trials, they will be granted their heart's desire. Drawn by such tales, champions from all points of the map are lured to the nightmare realm of the Silver Tower, braving its endless horrors, intent on claiming the Gaunt Summoner's boon.

In Warhammer Quest Silver Tower, you and up to three friends take on the role of mighty champions who have been drawn to the Silver Tower. Some seek fortune and glory whilst others seek to end the Gaunt Summoner's life. Warhammer Quest Silver Tower is a complete game in a box, packed with 13 double-sided board tiles, a 40-page Guidebook, a 40-page Adventure Book, cards, counters, dice and of course, 51 stunning Citadel miniatures to represent the denizens of the Silver Tower and the heroes who brave its halls...

WHAT LURKS IN THE SILVER TOWER?

This issue is packed full of features looking at this great new boxed game. Over the next few pages we take a look at the miniatures and the game itself, we've got painting guides for two of the heroes in Paint Splatter [here](#) (with two more to come next week), and we try out the game [here](#).

HEROES OF THE SILVER TOWER

Every legend needs a hero, and in Warhammer Quest Silver Tower you have six mighty champions to choose from, from surly duardin warriors and inscrutable aelf magicians to warlords of Chaos and noble priests of Sigmar. All seek to overcome the Silver Tower...



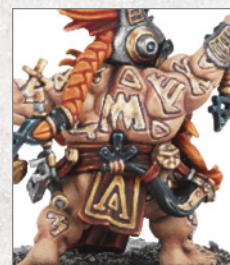
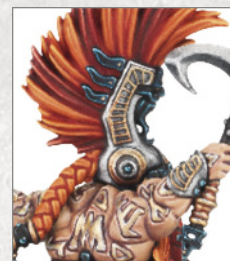
KNIGHT-QUESTOR

Every single Stormcast Eternal was once, in mortal life, a mighty hero, remade into living instruments of Sigmar's will, clad in gleaming sigmarite and infused with the power of the very heavens themselves. The Knights-Questor stand out from their fellows as champions whose deeds are truly the stuff of legends, and it is they who are tasked with undertaking perilous quests the length and breadth of the Mortal Realms. The God-King himself appoints them to slay great and terrible foes and recover artefacts of unfathomable power, and it is just such a quest that brings the Knight-Questor to the nightmare manse of the Silver Tower.



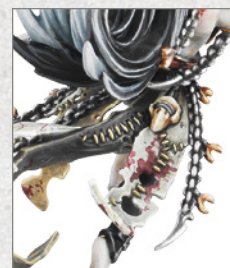
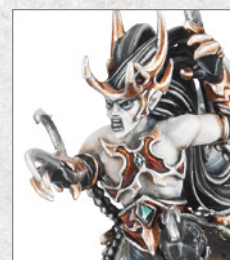
FYRESLAYER DOOMSEEKER

Forsaking the bonds of brotherhood and the lodge of their birth, Doomseekers have sworn mighty oaths that set them upon a solitary path. What drives a Fyreslayer to this is a mystery – perhaps it is a rite of passage, or simply the destiny of those Runesons not chosen as their father's heirs; perhaps others may be the last survivors of lodges long since lost, honouring the oaths of their fallen kin. Some may fulfil their oaths and return to their lodges as heroes whilst others will walk the Mortal Realms until death claims them. What terrible oaths have brought the Doomseeker to the Silver Tower is a question only he can answer.



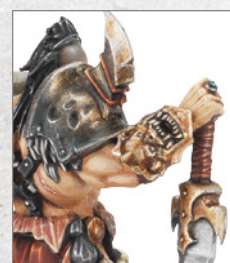
TENEBRAEL SHARD

The subject of countless fireside tales, little is truly known of the Tenebrael Shard, with many refusing to accept he is even real. Some legends claim the Tenebrael Shard can walk between shadows like a man would walk between rooms, whilst others insist he can become a cloud of living darkness that flows like smoke around the darting weapons of his enemies. Can he really break sword blades with his bare hands? Can he stop a heart with a single ice-cold glare? No one bar the Tenebrael Shard knows the truth. Like everything else about this peerless killer, why he has come to the Silver Tower is a shadow-cloaked mystery.



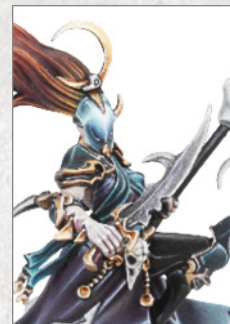
DARKOATH CHIEFTAIN

Not every hero who ventures to the impossible labyrinth of the Silver Tower is a paragon of nobility and virtue, or enters it with pure and selfless intentions. A black-hearted and ruthless warrior, the Darkoath Chieftain seeks the favour of the Dark Gods of Chaos, crushing the weak and craven beneath his heel as he relentlessly advances along the path to glory. The Darkoath Chieftain has bested his myriad rivals, monstrous beasts of the Mortal Realms and heroes of Order beyond counting, and now seeks to test his mettle in the deranged maze of the Silver Tower, eager to claim the boon of its nefarious master or die in the attempt.



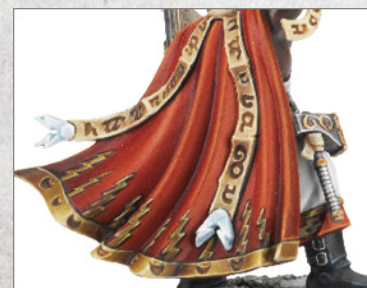
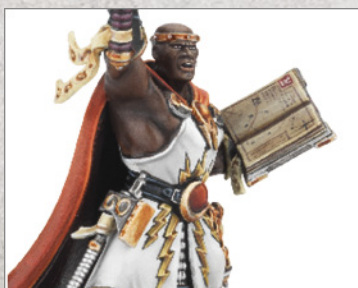
MISTWEAVER SAIH

A riddle ensconced in a mystery obscured by an illusion, everything about the sorcerous Mistweaver Saih is an elusive puzzle. Some claim she hails from shadow-haunted Ulgu, although proof is not forthcoming. Who does she serve? Who are her allies? Who are her foes? Just why has she sought out the Silver Tower? The only thing those that fight alongside the Mistweaver Saih really know about this enigmatic aelf sorceress is that she is a truly powerful enchantress, blasting apart those who have drawn her ire with bolts of magic. She baffles and blinds enemies with insidious illusions that play on their darkest fears and anxieties, sowing paranoia and discord wherever she goes, turning enemies on one another or even upon themselves, all the while floating serenely in a haze of sorcerous power.



EXCELSIOR WARPRIEST

Taking Sigmar's light to even the darkest of places, the Excelsior Warpriest is a mortal man with the courage of a true hero. A mighty warrior as well as a firebrand orator, the Excelsior Warpriest spreads the word of the God-King across the Mortal Realms, backing up his impassioned sermons with a sacred warhammer. Able to heal his allies with the power of Sigmar's light, this same power will burn away even the vilest manifestations of Chaos. The Warpriest does not undertake such a task alone, for at his side is a noble Gryph-hound, a fierce and loyal beast that would give its life to save its heroic master should it come to that. The Warpriest's reason for traversing the Mortal Realms to reach the Silver Tower is simple: he does not seek its wicked master's favour, but to slay the Gaunt Summoner in Sigmar's name.



CHAMPIONS WITHOUT NUMBER

These six heroes are exemplars of their kind, drawn from across the Mortal Realms to best the Gaunt Summoner in his infernal demesne. But they are far from the only ones to brave the Silver Tower. Click [here](#) to find out more about including even more heroes in your adventures in Warhammer Quest Silver Tower!

DENIZENS OF THE SILVER TOWER

From half-arachnid savages to ogroid warlocks, the Silver Tower is home to a nigh-infinite variety of beasts and abominations from across space and time. At its heart lies the Gaunt Summoner, the daemonic master of that ever-shifting nightmare realm.

GAUNT SUMMONER

The dark and terrible master of the Silver Tower, the Gaunt Summoner is a daemon-king of phenomenal sorcerous power. At the heart of his infernal realm, the Gaunt Summoner is akin to a god, shaping the impossible geography of the Silver Tower to his capricious and ever-changing whims, summoning and abducting monsters and heroes from across the realms to pit against one another in endless trials and contests. However, as cruel and perverse as he may be, the Gaunt Summoner is not without a sense of fair play, albeit one that is sick and twisted. Should a hero best the Gaunt Summoner and overcome his trials, the Gaunt Summoner will grant them a boon, and there is little that is not in the sinister sorcerer-lord's ability to grant. Few ever get that far, trapped for eternity in the impossible geometries of the Silver Tower, the playthings of its master forevermore.



FAMILIARS

Serving no master but the Silver Tower itself, the Familiars are raw magic given form and purpose, helping and hindering all in equal measure. The imperious Tweak (1) will bore all in earshot with his evil schemes, forever convinced he is a mighty Lord of Change. The acquisitive Pug (2) is a light-fingered pilferer, his eye ever caught by shinies. Blot (3) may well contain the secrets of creation, albeit obscured by lunatic gibberish. And Slop (4) is a vile-smelling fish-thing, his stink preceding his arrival.



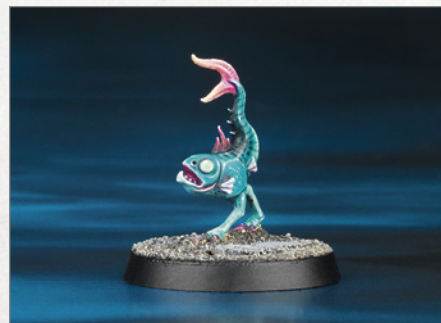
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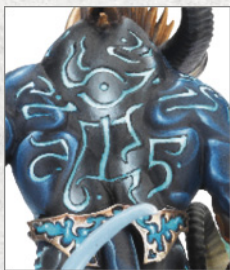
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4

OGROID THAUMATURGE

Save its capricious master, no denizen of the Silver Tower is as hated and feared as the Ogroid Thaumaturge, a hulking terror straight out of primordial nightmare. It leads the twisted cultists and savage beastkin of the Silver Tower in their vile rituals and in battle, hurling the mortal servants of the Gaunt Summoner into the endless conflicts inside the nightmare confines of the Silver Tower, all for the fickle and fleeting amusement of their sorcerous master. Woe betide any foolish adventurer who encounters this monstrous magician, for it will bear down on any hero in its path like a raging beast, crushing those who cannot escape beneath its mighty hooves and brutal fists, and burning all others with the preternatural, multicoloured fires of Tzeentch.



GROT SCUTTLINGS

Grot Scuttlings are a degenerate offshoot of the tribal grots, their diminutive and rangy forms warped to match their new existence in the forgotten corners of the Silver Tower. They survive in the dank depths of the Gaunt Summoner's puzzle-palace by catching the incautious with vile poisons and tricky webs, fleeing

into the cracks and shadows whenever a fight isn't in their favour, forever avoiding the attentions of the more dangerous (and inedible) inhabitants of the Silver Tower. However, with numbers on their side, Grot Scuttlings are more than a match for any party of adventurers who stumble into their lairs.



PINK HORRORS

Magic made manifest; the Pink Horrors are cackling, capering lesser Daemons of Tzeentch, hooting and hollering with the sheer joy of existence as they cartwheel through the nightmare confines of the Silver Tower. Cheerful and jovial in the extreme, Pink Horrors burble and chirp in happiness as undiluted magical power streams forth from their outstretched hands, bursting into riotous laughter as they engulf adventurers in blazing whirlwinds of multi-coloured flame. Should an adventurer manage to slay one of these exuberant sorcerer-Daemons, they will not vanish as their daemonic kin are wont to do when bested; instead, a Pink Horror will split straight down the middle into a pair of surly Blue Horrors.



BLUE HORRORS

Unlike their cheerful Pink forebears, Blue Horrors are surly and spiteful Daemons, forever grumbling and whining, usually at their twin as they eternally argue over whose fault it is they're no longer a Pink Horror. Despite being smaller and surlier than their Pink counterparts, Blue Horrors are still creatures wrought from magic and made in Tzeentch's madcap image; each is a capable spellcaster who will douse any adventurers they come across in warplame, muttering under their breath all the while. Should a Blue Horror be slain, they will not simply vanish, but split once more, into Brimstone Horrors.



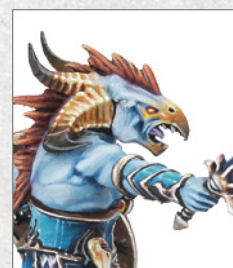
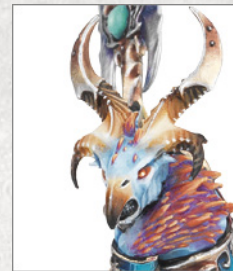
BRIMSTONE HORRORS

Barely a step above the raw magic that saturates the Silver Tower, Brimstone Horrors are little more than bundles of spite and warplame held together by a scrap of sentience. Even nastier and more vicious than their Blue forebears, they swarm on adventurers in gibbering pairs, snapping and biting with razor-sharp maws and slashing with freakish claws half-formed of magical flame. Fortunately, they are ephemeral, and just as likely to disappear into nothingness having spent themselves in casting an especially draining spell as they are to vanish under the blows of their beleaguered foes.



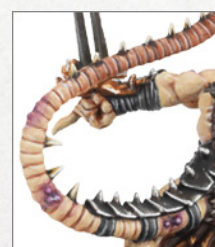
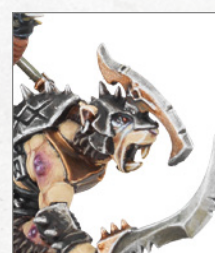
TZAANGORS

Once feral beastkin, Tzaangors have been warped by Tzeentch into a form the Architect of Fate finds more pleasing, bullish snouts becoming bird-like beaks, clumps of multi-hued feathers sprouting from tormented flesh and masses of Horr-r-esque tentacles growing from their skulls. With an avian aspect and clad in armour of astonishingly fine craftsmanship for beastkin, Tzaangors prowl the nightmare corridors of the Silver Tower for heroes and the more feeble inhabitants of the Gaunt Summoner's realm, descending on foes in a flurry of vicious beaks and savage blades, eager to satisfy their cravings for bloody violence.



SKAVEN DEATHRUNNER

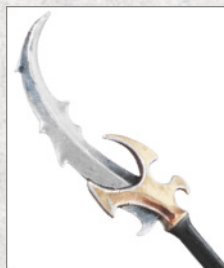
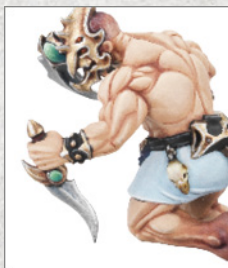
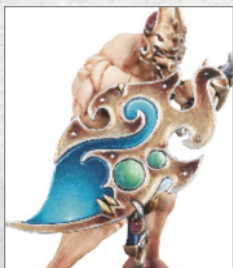
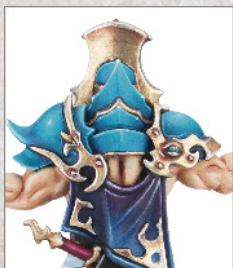
Not every denizen of the Silver Tower is there by the leave of the its infernal master. The Skaven Deathrunner has come to the Silver Tower at the behest of his mysterious and unseen masters on a mission of murder, although just who or what is this superlative killer's quarry is a mystery. Skilled not only with blade and poison, the Deathrunner is a cunning spellcaster, making skilful use of shadow magic to appear in two places at once. This illusory twin appears to be as real as the Deathrunner himself, but fades away like smoke as blades pass through it, leaving would-be killers at his mercy.



KAIRIC ACOLYTES

Twisted in mind, body and soul by their insane devotion to Tzeentch and the Gaunt Summoner, Kairic Acolytes are cunning warrior-wizards who fight with the zeal of fanatics. Each is an accomplished spellcaster, equally likely to blow anyone foolish enough to walk the halls of the

Silver Tower apart with blasts of magic as they are to slit their throats. They are led by Kairic Adepts (top left), the most accomplished of their number, but for all their fanatical loyalty, the Gaunt Summoner regards them as disposable pawns in his endless games and trials.



EXOTIC ADVERSARIES

None know how many are the inhabitants of the Silver Tower, or how many their kinds, as the Gaunt Summoner has swept up countless beasts and monsters from across the Mortal Realms and the Realm of Chaos to wander its shifting halls. Should anyone try to catalogue every such being, it would soon fill volume after volume and library after library, and send the foolish scholar completely and utterly beyond the edge of sanity.

It is entirely likely that not even the Gaunt Summoner himself truly knows the full number of beings that wander the ever-changing halls of his Silver Tower, and should anyone care to look, they would find all manner of deranged and debased inhabitants lurking in its shadowy depths, warring with each other incessantly in the lightless and forgotten places, all for nothing more than the fleeting and capricious amusement of the black-hearted lord of that dark and terrible place.

The monstrous villains contained within Warhammer Quest Silver Tower are more than a match for almost any party of heroes, however brave, but the game also includes rules for adding in a selection of Tzeentch's other daemoniac servants, from Screamer and Flamers to mighty Heralds of Tzeentch. So, if you've already got a collection of Daemons of Tzeentch, or fancy adding to the Gaunt Summoner's minions and presenting yourselves with an even trickier challenge after playing the game a few times, you can. But, be warned, brave adventurers – these daemoniac foes will thoroughly test your mettle. Exotic Adversaries are not for the faint of heart.

WELCOME, MORTALS...

So these are the denizens of the Silver Tower, and the heroes sent to best them – but what of the Gaunt Summoner and his trials? Warhammer Quest Silver Tower contains a mass of board tiles, cards, counters and dice to play your way through all these many quests...



1

- 1 The heroes react with horror as their blows do not slay, but merely divide and multiply, Tzeentch's Daemons.

THE HEROES OF ANOTHER STORY

Think the Knight-Questor would look great with your other Stormcast Eternals? Want to see how the Tenebrael Shard fares against even tougher foes? Well, in the centre of this very issue you'll find warscrolls for using all the heroes from Warhammer Quest Silver Tower in your games of Warhammer Age of Sigmar!

The Warhammer Quest Silver Tower box is as heaving with game components as it is with miniatures. 13 lavish, double-sided board tiles represent the myriad chambers of the Silver Tower, from the Star-Nexus to the Shadow-Garden and the Alchemist's Den. As the players explore the Silver Tower, these chambers are revealed by the exploration deck – a set of cards which ensure your route through the shifting corridors of madness (be it to victory or defeat, who can yet tell?) will never be quite the same twice.

But the exploration deck does more than simply reveal these chambers; each is laden with danger and who knows what terrors lie beyond the next glimmering

portal? The exploration cards point the players towards the relevant section of the 40-page Adventure Book, with wonderful snippets of story to describe what next unfolds: adversaries unleashed, riddles to be solved, or perhaps a meeting with the Gaunt Summoner himself.

These adversaries are myriad, with the box containing eight Grot Scuttlings, eight Kairic Acolytes, six Tzaangors, two Pink Horrors, four Blue Horrors and four pairs of Brimstone Horrors, a pair of Skaven Deathrunners, the Ogroid Thaumaturge, two of each Chaos Familiar, and finally, the Gaunt Summoner himself. These denizens are controlled by the players (though according to just the kind of beastly



2

2 There are 13 double-sided board tiles in the box representing the hellish chambers of the Silver Tower.

3 The heroes must collect the eight fragments of the amulet upon which the Gaunt Summoner's true name is inscribed.

4 Each fragment bears the symbol of one of the eight Mortal Realms.

5 Portals open throughout the Silver Tower, and from such apertures can the Gaunt Summoner's minions appear.

6 Wound markers track the damage of both heroes and adversaries.

7 Stun markers indicate if a model is stunned.

8 The Rune of Tzeentch indicates the runemarked player, who, amongst other things, controls the adversaries in a particular round.

9 Mere gold is the least of the treasures within the Silver Tower!

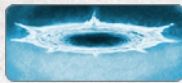
10 The ingress chamber is where every one of the trials starts. Who knows what lies beyond the shimmering portal?



3



4



5



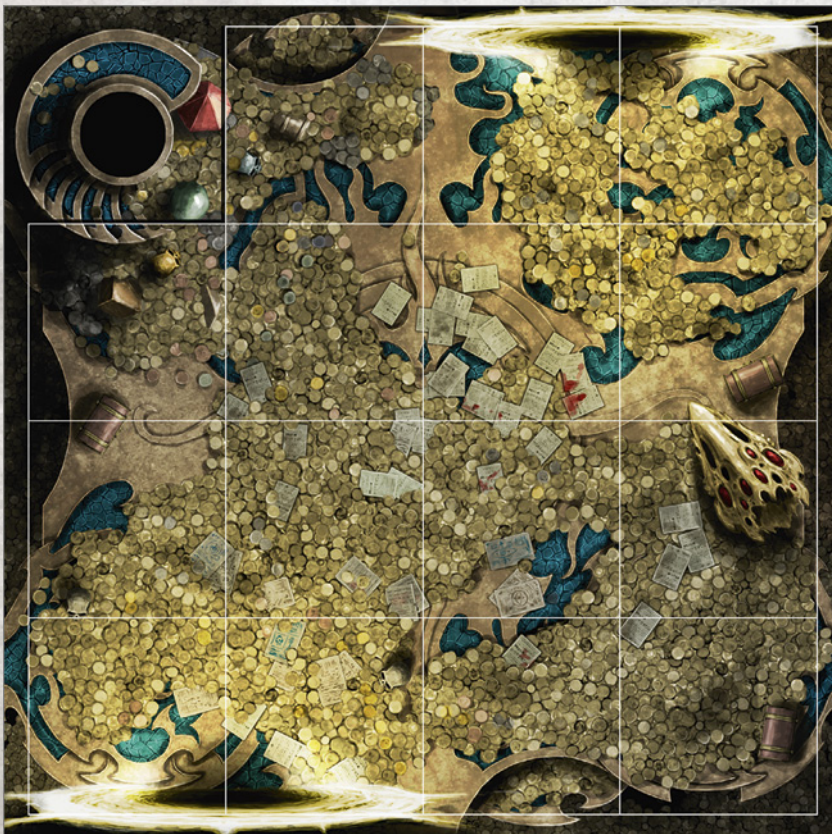
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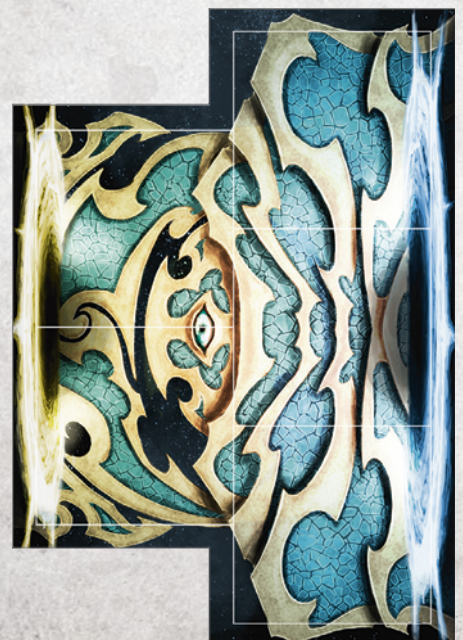
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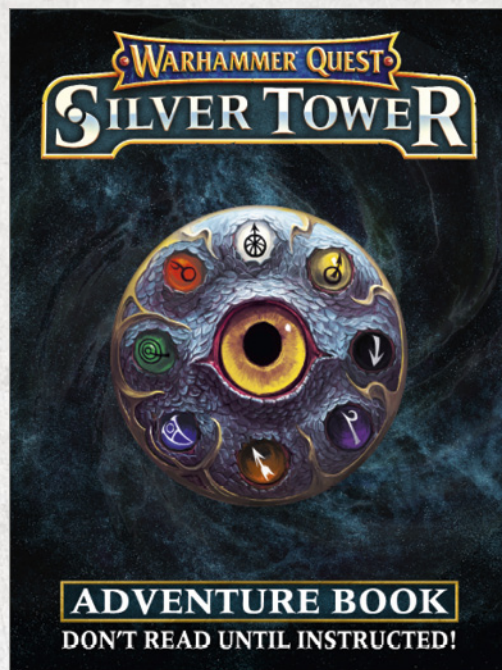


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- 1 As it states on the cover, it is advised you read the Guidebook first.
- 2 The Adventure Book contains the details of the numerous Unexpected Events, as well as the details of the nine trials of the Gaunt Summoner. No peeking!
- 3 Heroes who accrue enough renown can gain skill cards, providing extra abilities as they attempt the trials of the Gaunt Summoner.
- 4 What would an adventure be without treasure? Treasure cards can aid the heroes in their quest, as another way to best the perils the Gaunt Summoner has set.
- 5 The noble Gryph-hound may not be as large as the one who accompanies the Stormcast Lord-Castellant, but is just as ferocious and devoted to his Warpriest master.
- 6 There are six hero cards in the Warhammer Quest Silver Tower boxed game, which show the different actions, weapons and abilities which each hero can make use of.
- 7 Each of the heroes is radically different from one another, fulfilling a different role as the adventuring party traverses the puzzle-realm of the Silver Tower.



1



2

EYE OF FATE

Flashes of the future are revealed in your mind's eye, warning you of dangers to come.

Foresee (2+): Put a stun marker on this card until the end of the round. While it is there, you can re-roll save rolls of 1. If your hero is **Celestial**, other players whose heroes are in the same chamber as yours can do the same.

3

EYE OF PHOROS

By shattering this glowing blue gem the bearer gains a shadow of the daemon Phoros' might.

Discard this card to absorb the jewel's power. Add 1 to the result of any attack rolls you make for the rest of your turn.

4

GRYPH-HOUND

Whenever you set up the Excelsior Warpriest, set up the Gryph-hound as close to him as possible (unless it is already on the board). The Gryph-hound is not a hero, but adversaries treat it as though it is one. It can pass through models from either side as it moves.

Attacking
When the Gryph-hound attacks, pick an adjacent adversary and roll two dice. For each dice that scores 4 or more, that adversary suffers a wound. If the Gryph-hound slays an adversary, the Warpriest gains a point of renown.

Wounding the Gryph-hound
When the Gryph-hound suffers a wound, place a wound marker next to it. If a second wound marker is placed next to it, discard the wound markers and remove the Gryph-hound from the board. Next time there is a respite, set it up as close to the Excelsior Warpriest as possible.

5

KNIGHT-QUESTOR

WEAPON ACTIONS	Range	Hit	Damage
Warblade (1+)	Combat	3+	2
Thundercharged Strike (6+)	Combat	3+	3

Guard Stance (3+): Put the hero dice here until the end of the round. While it is there, your Save is 3+ rather than 4+.

Challenge (2+): Pick an adversary and move it up to 3 spaces towards you. If you spent a hero dice with a score of 4 or more, pick up to 3 adversaries instead.

TRAITS: The Knight-Questor is **Celestial** and **Unrelenting**.

RENOWN: If any of your save rolls scores a 6, gain 1 renown.

6

MISTWEAVER SAIH

WEAPON ACTIONS	Range	Hit	Damage
Aelven Blade (1+)	Combat	4+	1
Illusory Assault (3+)	Missile	3+	D3
Bedazzle (6+)	Area	3+	Stun

Glimmermist (3+): Put the hero dice here, making sure it still shows its score. Until the end of the round, any attacks that target the Mistweaver Saih or another hero in the same chamber will miss if the attack roll is exactly the same as this dice.

TRAITS: The Mistweaver Saih is **Arcane** and **Swift**.

RENOWN: If the attack roll for an Illusory Assault is 6, gain 1 renown.

7



8

► behaviour you'd expect) who must work together to triumph – though that's not to say there are not those adventurers solidly out for themselves and their own glory!

Each of the six heroes in the box is represented by a hero card, describing all of their weapons and abilities, and providing a handy tracker for the hero dice which allow players to make use of these actions and abilities. (There are 25 dice in the box in total, with different coloured hero dice for each character.)

As your adventurers make their way through the Silver Tower, they will, with luck, acquire skills and treasure. Treasure cards are drawn when characters search chambers during moments of respite. Perhaps you'll be gifted the power to turn your adversaries to unliving stone with the Basilisk's Tongue, or unlock the arcane powers of the Celestrum to view the next few cards in the exploration deck (although there's nothing that says you have to share your knowledge of the coming peril with your fellow adventurers).

Solving the Gaunt Summoner's riddles and besting his many minions is no mean feat, but as your heroes overcome their foes and venture deeper into the Silver Tower their renown will steadily grow, even as the trial goes on. With enough renown, a player may take a skill card from the deck to give their character a new ability, putting them One Step Ahead, unleashing their Battlewrath or gifting them the Eye of Fate. What's more, the 40-page Guidebook provides rules for ongoing quests, so that heroes can retain some of these skills and items of treasure as they battle on through each of the nine trials described in the Adventure Book.

With the tower, its denizens and the Gaunt Summoner's riddles all against you, and with so much variety to each of them, you'll be a long time in overcoming them all – even when the other players are supposedly all on your side... 🐾

Want to see how the game works and how the White Dwarf team did in the first of the Gaunt Summoner's trials? Click [here](#) now!

8 The Ogroid Thaumaturge himself at last confronts the heroes, commanding a horde of Acolyte and Tzaangor followers.

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PAIN SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, we've got two painting guides from the Silver Tower's arcane library, one each for the Darkoath Chieftain and Tzaangor.

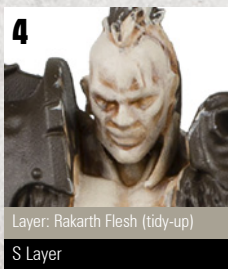
The **Silver Tower** presents a host of different painting opportunities, with each of the heroes quite literally figures unto themselves and Tzeentch's minions being so multi-coloured. This week we bring you painting guides for the Darkoath Chieftain and Tzaangors, and next week we'll be bringing you guides for the Excelsior Warpriest and Kairic Adept, plus tips on painting the rest of the miniatures in the box. So, without further ado...

DARKOATH CHIEFTAIN

The **Darkoath Chieftain** is a brutal barbarian, a monstrosly powerful warrior who has walked across countless realms in search of the Silver Tower. His colour scheme was inspired by the Bloodreaver models painted for the Warhammer Age of Sigmar starter set, which is why he wears a lot of dark leather and has tough, weather-beaten skin. Overall the Darkoath Chieftain has a warm palette as many of the model's details are painted in gold or red. In some places these colours are really obvious, such as the model's bright red tabard, while in others it's more subtle – his leather vambraces and the wrappings on his weapon hilts (painted in the same way as his tabard), for example, all have a reddish hue to them.

The Darkoath Chieftain was painted using the 'inside-out' method, which involves painting the deepest areas of the model first (such as skin) and working outwards to

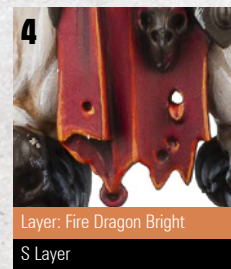
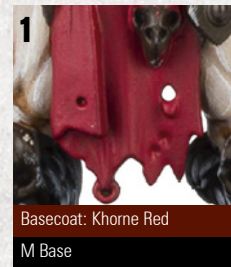
Skin



Grey Fur



Red Cloth



clothes, armour and weapons. This means you can be pretty messy painting the skin because any areas you accidentally get paint on will soon be painted over with another colour. It's much easier to tidy up a raised detail than a recessed one, which is why this technique is so effective.

Another useful tip is to basecoat and shade all the different metal areas of the model, then highlight them all at the same time. They all share a common highlight colour – Runefang Steel – so you can save time by highlighting all of these areas at the same time.

When it comes to painting the Knight-Questor, check out any of the guides in How to Paint: Stormcast Eternals, and for the Doomseeker check out the Grimwrath Berzerker guide in White Dwarf 104 (available digitally via the White Dwarf App).

Horned Skull



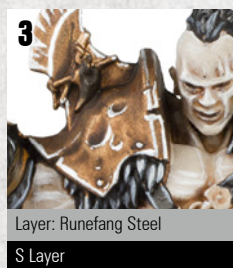
Tattered Leather



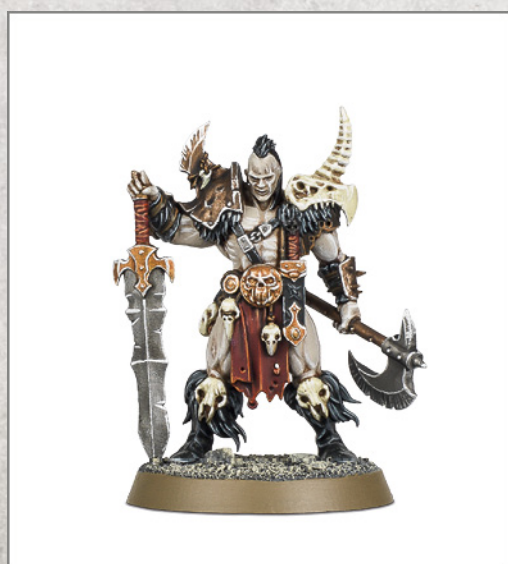
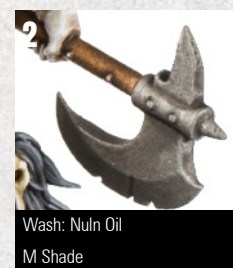
Gold Rondel



Brass Armour



Iron Axe



HOW TO USE THIS GUIDE

These pages offer clear stage-by-stage guides to painting your models, by breaking down each area of the miniature into a series of stages and showing the paints and techniques used in each.

Each stage includes the following:

Photograph: These show exactly what has been done – study the pictures before you paint to see where you're applying the colours and what they should look like. Remember to look for similar areas of the model and do these at the same time.

Technique & Paint: The coloured bar names the technique shown in the picture, along with the Citadel Paint used.

Brush: We name the Citadel Brush used – the name here is exactly what you'll find on the Citadel Brush, making it as easy as possible to identify the right one.



TZAANGOR

Tzaangors are twisted children of Chaos, Beastmen that have been mutated by Tzeentch into even more hideous and disturbing creatures than they once were. Most of the Beastmen we've seen in the

past have brown or black fur, but these creatures belong to the Changer of Ways and, as such, were painted with an entirely unnatural skin tone – in this case, blue. A basecoat of The Fang was applied using

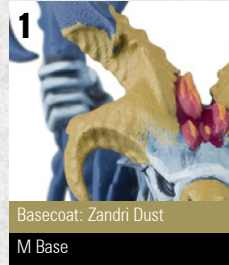
Tzeentchian Skin



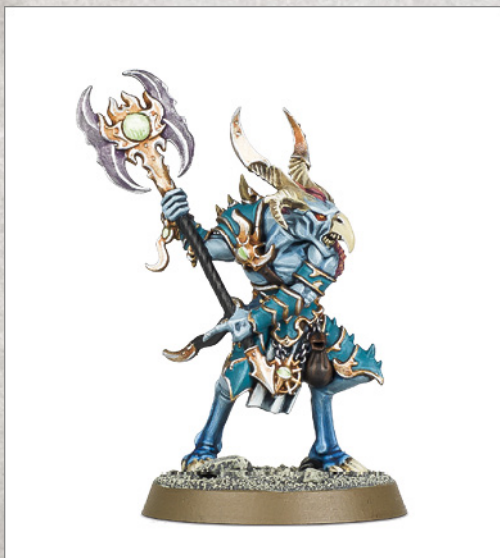
Purple Fur



Bestial Horns



Loin Cloth



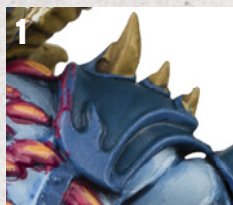
Citadel Spray paint, which is much neater (and quicker) than using a brush.

Once the skin has been highlighted with Blue Horror, the end result is a very pale-looking Tzaangor. A glaze of Guilliman Blue was applied to the model's

extremities to enhance the colour and give the impression that its skin is shifting colour. The more Guilliman Blue you apply, the deeper the skin tone you'll achieve. On this model we've concentrated the additional glazes on the lower legs, for a gradient of colour. ♡

Next week: More from the Tower...

Blue Armour



Basecoat: Stegadon Scale
M Base

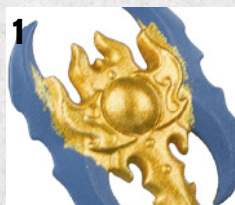


Layer: Sotek Green
M Layer

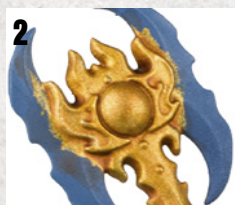


Layer: Temple Guard Blue
S Layer

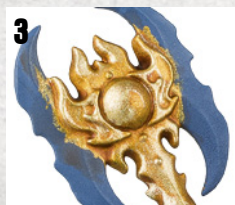
Gold Metal



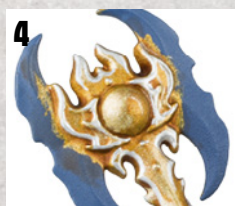
Basecoat: Retributor Armour
M Base



Wash: Reikland Fleshshade
M Shade

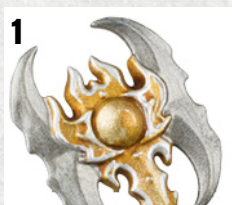


Layer: Liberator Gold
S Layer



Layer: Runefang Steel
S Layer

Ensorcelled Metal



Basecoat: Leadbelcher
M Base

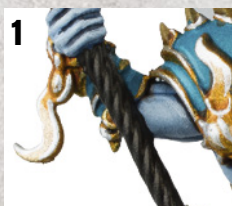


Wash: Druchii Violet
M Shade



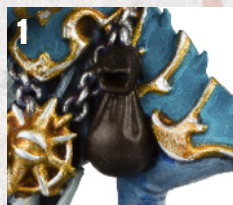
Layer: Runefang Steel
S Layer

Weapon Handle

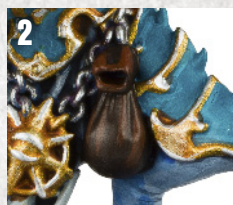


Basecoat: Abaddon Black
M Base

Leather Pouches



Basecoat: Rhinox Hide
S Base



Layer: Doombull Brown
S Layer

Magical Gem



Basecoat: Ceramite White
S Base



Glaze: Waywatcher Green
M Glaze

Glowing Eyes



Layer: Evil Sunz Scarlet
S Layer



Layer: Tau Light Ochre
XS Artificer Layer

MAGICAL HUES

Druchii Violet was used to shade the Tzaangor's blade. Normally we shade silver metalwork with Nuln Oil, but a coloured Shade was used to give the metal a more magical appearance. Try experimenting with different Shades and see what effects you come up with – it doesn't matter if not all of them match across your models – Tzeentch's minions come in a rainbow of colours, so it's only fitting that their weapons do, too.

Similarly, the glowing green gemstone set in the head of the Tzaangor's weapon was painted with a glaze of Waywatcher Green over a Ceramite White basecoat. This is a quick and easy way of painting a gemstone to look like it's glowing – no doubt the blade is imbued with sorcerous power.

THE TRIAL OF HYSH

With the release of Warhammer Quest Silver Tower, what better way to show it off than by embarking on one of the nine trials of the Gaunt Summoner? In this playthrough of the brand new boxed game, we face the first of the daemonic sorcerer's perverse trials.



THE NINE TRIALS

In Warhammer Quest Silver Tower, there are nine trials for your champions to brave. You can play them in almost any order, but there are some that are far more difficult than others, and it would be a very foolish band of adventurers indeed who would seek out the Gaunt Summoner without completing his shattered amulet...

The Trial of Hysh is the first of the nine trials of the Gaunt Summoner and handily introduces all the main aspects of Warhammer Quest Silver Tower, so is ideally suited to our first playthrough. Like each of the trials, the objective for the heroes is to survive and claim the amulet fragment at the end – easier said than done. As with every adventure in the Silver Tower, you are at the mercy of the Gaunt Summoner's manipulations, so any given trial will unfold differently every time, such is the variety in the game.

The next few pages will give you an introduction to Warhammer Quest Silver Tower, how the game works, and some of the things you may come across when you embark on your own quests within its chambers. For our game, the heroes we chose were the Knight-Questor, the Darkoath Chieftain, the Excelsior Warpriest and the Mistweaver Saih (though you can use any of your choice). We set up the heroes in the ingress chamber and prepared to embark on the first trial – for the fragment of Hysh...

SET-UP – THE INGRESS CHAMBER

Meeting for the first time in a mysterious chamber, the four champions stood before a vast shimmering portal. How each had come to this place would be an epic tale in its own right, but now each stood eyeing one another cautiously. Pushing past the Excelsior Warpriest and the mysterious Mistweaver Saih, the Darkoath Chieftain stood shoulder to shoulder with the Knight-Questor, a pairing that would in any other circumstance lead to bloodshed and carnage. Then, from the glimmering portal ahead of them, appeared the nightmarish

visage of the Gaunt Summoner, a shark-like grin forming on his pallid features. The Daemon-sorcerer revealed that the only way forward for the champions was to overcome his trials, and recover the eight amulet pieces, upon which would be inscribed his true name. Succeed and he would grant them their heart's desires. Fail and they would be his playthings forevermore, trapped for eternity in the labyrinthine depths of the Silver Tower. The face faded to echoing laughter, to reveal the first chamber...

DICE OF DESTINY

Every one of the heroes has their own coloured dice, but the purple dice are the Destiny Dice, a communal pool of dice that any player can use. However, if you spend one, the highest remaining dice is locked, and you cannot use it. Should the Destiny Dice roll a double 1 or double 6, an Unexpected Event occurs (see [here](#)).



THE RUNEMARKED PLAYER

The rune of Tzeentch passes from player to player at the start of each round, and the player holding it is described as the runemarked player. They roll the Destiny Dice (see above), control the adversaries in the adversary phase (see [here](#)) and may be called on to perform a particular action during an Unexpected Event (see [here](#)).

ROOM ONE – THE WHIRLIGIG PASSAGE

ACTION DICE
Actions are carried out using a player's hero dice. Roll your four hero dice and place them on your card at the start of your turn. To make an action, you must spend a dice the score on which at least matches the cost of the action. So, an action of 3+ would need you to spend a hero dice with a value of 3 or more to perform it.

The way forward was revealed to the four heroes, a whirling corridor of interlocking gears and cogwheels, moving with unearthly precision. At the heart of the corridor stood a band of Kairic Acolytes, gold-masked cultists in the service of the Gaunt Summoner. Before the Acolytes could react, the Knight-Questor and Darkoath Chieftain surged forward, blades at the ready, carving a bloody swathe through the cruel acolytes of the Architect of Fate. The Darkoath Chieftain cut one down with contemptuous ease, a cruel

sneer on his features, whilst the impassive Knight-Questor smashed another cultist aside before jabbing another with his warblade. Before the Knight-Questor could finish the wretch off, the Mistweaver Saih serenely floated into the chamber and blew the bloodied Acolyte apart, before evaporating the final minion in a storm of impossible colours. As the Excelsior Warpriest and his Gryph-hound companion entered the chamber, the infernal clockwork stilled, now that every adversary within had perished.



IMPOSSIBLE GEOGRAPHY

The halls of the Silver Tower ever shift, so instead of a map, there is the exploration deck. Using an action to peer through a chamber's unexplored exit, you draw a card and add the revealed chamber to the board – here, the Whirligig Passage – before reading the description and following its instructions, such as rolling for adversaries.

ROOM TWO – THE WAY DIVIDES

Taking the lead, the Knight-Questor stepped through the glimmering portal into a lurid chamber of jade and gold, at the centre of which stood a quartet of muttering, grumbling blue-skinned Daemons. The Knight-Questor charged in, bellowing Sigmar's name, and cleaved one of the rubbery blue Daemons in twain with a thundercharged strike. Where a single Daemon had stood, there was now a pair of diminutive screeching Brimstone Horrors! The Mistweaver followed behind the Knight-Questor, splitting another Blue

Horror in two, filling the room with yet more Brimstone Horrors. The gibbering imps siphoned their very being into streams of pink flame that fortunately only scorched the heroes' armour before fading into nothing. Their blue counterparts followed suit, flooding the room with magical fire, before hidden blades jabbed out from the walls at the Mistweaver. As if frustrated at being left out of the carnage, the Darkoath Chieftain charged towards the last few Daemons, stamping out the remaining Horrors beneath his heel.

UNEXPECTED EVENTS

Should the Destiny Dice roll a double 1 or double 6, an Unexpected Event occurs! Roll two dice, one after the other. The result of the first is the tens, the other the units, so 2 then 5 would be 25. Then play out the event as it is described. In the case of 25, a dice is rolled, and any hero dice that matches that score is discarded.



WHIRRING BLADES

Unexpected Event 33 can be a devastating one for sluggish heroes. Blades lash out from hidden places, jabbing at a hero – in this case, the Mistweaver Saih. The renemarked player has to roll three dice, and should they roll under their agility score on any of them, they are struck and suffer a wound. The normally swift aelf suffered two wounds. Ouch!

ROOM THREE – ABANDONED NEST

SPECIAL ABILITIES

Some champions have abilities that do not require an action dice to use, but can only be used under particular circumstances, such as the Darkoath Chieftain's Deathblow ability. Should he slay an adversary, he can immediately attack an adjacent enemy with the same weapon without spending an additional action dice!

Taking Sigmar's light to the darkest of places, the Excelsior Warpriest stepped through the glittering portal to reveal a dank and fetid room, heaving with vile Grot Scuttlings. Stepping to the fore, the Warpriest smote one of the disgusting things with his sacred warhammer, as his loyal Gryph-hound ripped out the throat of another tricky spider-thing who had tried to sneak up on the Gryph-hound's master. The Darkoath Chieftain stormed past the holy man and leapt into the thick of the degenerate grot mutants. Lashing

out with axe and broadsword, he slew Scuttling after Scuttling, laughing with the joy of carnage and slaughter unending, finally free to shed blood for his monstrous and ineffable deities. Deathblow after deathblow rained down upon the warped grots, and before the Darkoath Chieftain's allies could even draw their own blades, not a single one of the deformed greenskins remained alive. Exulting in triumph, the champion of Chaos walked over to the room's exit, not giving his fallen adversaries another thought.



DENIZENS OF THE TOWER

As Warhammer Quest Silver Tower is a cooperative game, control of the monsters is handed to the runemarked player (see [here](#)), albeit guided by the monster's behaviour tables in the Guidebook. Adversaries of the same kind attack as a group, so the mass of Grot Scuttlings here attack our heroes all at once regardless of their weapons.

ROOM FOUR – PERILOUS FOOTING

The next chamber was a room heaving with treasure, the footing treacherous as gold coins plundered from nations without number spilled across the floor. Within was a Pink Horror, surrounded by a coterie of Kairic Acolytes. From the shadows slunk one of the Gaunt Summoner's diminutive familiars, the light-fingered Pug, drawn by the promises of shiny new treasures to add to his vast trove, hidden elsewhere in the impossible geometries of the Silver Tower. Watching his footing, the Darkoath Chieftain engaged the blubbery pink

Daemon at the heart of the room and tore it apart, before attacking the pair of surly Blue Horrors that sprouted from its remains, slicing them apart before they could even grumble. The Knight-Questor followed his corrupt companion, dashing an Acolyte's brains out against his sigmarite shield. The Mistweaver Saih, however, noticed the creeping Pug, and snatched up the little imp before he could flee, shoving the protesting creature into one of her reagent bags, barely glancing up as she blasted another Acolyte apart.

FAMILIARS

When the Destiny Dice roll a double 2, 3, 4 or 5, a familiar may appear, and their mere presence can hinder your heroes in their quest. A champion can attempt to grab one to gain the creature's boon, but this may just as easily temporarily curse an adventurer, in addition to the indignity of being outwitted by a gibbering man-fish.



GLITTERING PRIZES

No adventure in an impossible dungeon would be complete without mysterious treasures, and the Silver Tower is no different. Treasure can be searched for during a respite (see [here](#)). Treasure cards typically can only be used once and because of this, they are potent artefacts, like the Warpstone Bomb the Excelsior Warpriest has discovered in this room.

ROOM FOUR – PERILOUS FOOTING

RENOWN

Each time you slay a foe, you gain a point of renown, which moves a hero's token along the renown tracker. Should they complete a circuit they gain a new skill (see [here](#)). Every hero has a way to gain yet more renown, such as the Darkoath Chieftain, who gains additional renown for inflicting eight or more wounds in a single round.

The **Excelsior Warpriest** moved in to support his allies, smashing one of the Brimstone Horrors into pure ether with his warhammer. His faith invigorated by overcoming the children of Chaos, the Warpriest healed the wounds he had suffered. His Gryph-hound, meanwhile, savaged the leader of the Kairic coven, chewing great lumps out of the wicked Adept's thigh. The surviving cultists drew their blades and lashed out at their assailants, drawing blood from the Darkoath Chieftain and Excelsior

Warpriest. The spilt blood summoned forth yet another Pink Horror, giggling and capering as it pulled itself out of the gore. However, before it could act, it was bludgeoned into ichor by the Knight-Questor, before the rest of the heroes finished off the surviving Acolytes. Stepping through the far portal, the party travelled the multifarious impossible pathways of the Silver Tower. Yet they could not shake the feeling they were being watched, their progress shadowed by something terrible and monstrous...



RESPIRE

If there are no adversaries on a board at the start of the adversary phase, the heroes may take a respite. They can move anywhere in the chamber, as well as opt to heal D3 wounds or search the room for treasure. Don't get too comfortable, though – if two rounds feature a respite back to back, an Unexpected Event occurs!

ROOM FIVE – THE LIBRARIAN

The heroes found themselves in familiar halls, and to their despair they realised they had travelled in a colossal loop, arriving at the divided room of jade and gold. They took the second exit this time, entering a new room, festooned with books, scrolls and papers. At its heart stood a bulbous Pink Horror, living books in its many distended hands. The Daemon mockingly held one finger up to its puckered lips for silence, before turning to the glimmering blue portal in the far corner of the room. As the Pink Horror

sketched a derisive bow, a roar echoed out across the Silver Tower as the Ogroid Thaumaturge stepped through, hungry for the blood of the heroes. Sensing a worthy foe, the Darkoath Chieftain charged in, drawing both of his weapons and slashing and stabbing at the enormous bull-like warlock, drawing blood and angering the mighty beast-wizard. The Knight-Questor, leaving his colleague to his work, carved up the Librarian, as hordes of Tzaangors streamed from portals and apertures, as if by the Thaumaturge's magical summons.

MIGHTY FOES

Throughout the Silver Tower are foes who stand out even amongst the nightmare masses of twisted fiends. Heroes may encounter unique abominations like the Librarian (creatures specific to a certain trial), but terrors like the Ogroid Thaumaturge can appear at any time, any where. Best these foes, and you will be richly rewarded...

THE PRICE OF FAILURE

Should a hero suffer more than four wounds, they are grievously wounded and removed from the board until a respite occurs (see page [here](#)). Should every hero become grievously wounded, the trial is failed. You could attempt that trial again, or try your luck with one of the other trials of the Gaunt Summoner.



ROOM SIX – NARROW LEDGE

SKILL CARDS

When a hero gains a skill, you draw the top two skill cards, choosing which one you want, and discarding the other. Each skill gives a hero an additional ability they can use, from boosting hero dice rolls to making additional small moves before every attack. Some skills work better with some heroes than others, so choose wisely!

The Warpriest bellowed a prayer to the God-King, flooding the chamber with a pure light that burned the twisted fiends of the Silver Tower. Dodging the jabbing attacks of the beastkin, the Mistweaver filled the room with illusory phantasms, distracting the party's foes for a moment. But a moment was enough, as the Knight-Questor unleashed a thundercharged strike upon the Ogroid Thaumaturge, slaying the savage sorcerer in a blaze of light. The mightiest foe now vanquished, the Darkoath Chieftain sought out the next

chamber, finding a vast and empty corridor hanging in space. Behind him, the Excelsior Warpriest continued to bludgeon Tzaangors with his warhammer, spilling tainted blood out against the scattered parchments, the Gryph-hound tearing out yet more throats from adversaries. Soon, only one Tzaangor remained. With a flash of his warblade, the Knight-Questor slew the final beastkin, and followed the Darkoath Chieftain to the corridor, a sense of trepidation that they were reaching the climax of this first trial...

DON'T LOOK DOWN!

On occasion, a room or Unexpected Event will give the players a strange task to perform. On the Narrow Ledge, a player whose hero moves through the gap must take four dice and stack them on top of each other, so that at least one pip is visible on the uppermost surface of each die. If the stack topples, their hero falls and suffers a wound!



ROOM SEVEN – SEARING BEAMS

Passing through the corridor, the heroes found themselves in a chamber filled with cultists and Daemons, all chanting before a colossal daemonic statue flanked by pillars emitting a searing, sorcerous light. The Warpriest stepped into the chamber, and hurled a warpstone bomb he had found on the party's travels, killing Acolytes and splitting Blue Horrors, before the Knight-Questor and Darkoath Chieftain moved in to finish off the foes still standing. The heroes turned the pillars to shine their unwholesome light on the

statue, sundering the idol... only to reveal the Gaunt Summoner, or perhaps his projection. The first fragment of the amulet orbited this apparition, who then plunged into the room, jabbing at the party with his warptongue blade. The heroes fought valiantly with blade and spell, but in the end it was the pure Warpriest's Light of Sigmar that banished the Gaunt Summoner's shrieking phantom. Snatching the first fragment out of the air, the party fled the chamber, conscious that seven more trials remained ahead of them... 🗡️

THE END OF A TRIAL

Whether they succeed or fail, the heroes will continue to wander the Silver Tower in search of the next trial, and any treasure they have found or skills they have gained may vanish like a dream. What you keep will be with you for the next trial, so your hero will grow and change as they progress through the Silver Tower.



HEED THE CALL OF THE SILVER TOWER

Every Games Workshop store, and many large independent stockists, will have their own copy of Warhammer Quest Silver Tower in store today for you to look at, examine in detail and maybe even play one of the Gaunt Summoner's nine trials with. Maybe you want to see how the mighty Fyreslayer Doomseeker and the

shadow-shrouded Tenebrael Shard will fare in the impossible halls of the Silver Tower, or perhaps you would rather tell your own tales of noble Stormcast Eternal Knight-Questors and black-hearted Darkoath Chieftains. Your destiny awaits you in that nightmarish labyrinth of madness, brave adventurers...

WARHAMMER QUEST SILVER TOWER

MY HERO COMPANION APP

The Silver Tower is a dizzying mystery, and all who seek to scale its endless stairs will find themselves faced with challenges and trials beyond counting. Help, though, is at hand – with the My Hero companion app at your side, you need fear no evil...

Warhammer Quest Silver Tower is overflowing with heroes, adventures, monsters and mayhem – so much so that keeping track of everything going on becomes an enjoyable exercise in its own right. Which is where the My Hero companion app comes in, a tailor-made digital accompaniment to our latest, greatest boxed game, and one that seeks to aid your adventuring in manners undreamt of.

First and foremost, the My Hero app offers the ability to track your trial progress. As you play through the trials in the game, in your quest to find and best the Gaunt Summoner, your heroes will find treasure and accrue skills through achieving renown, which they may carry with them into further adventures. The My Hero app records all this, along with the amulet pieces

you hold and the results of any previous trials. It even offers a generator for your hero dice!

The My Hero app also allows you to create your own heroes, and contains an in-app store through which you can purchase new skills, treasures and hero cards. In fact, you will be able to purchase hero cards for almost all of the available plastic Warhammer Age of Sigmar hero miniatures, from the Collegiate Arcane Battlemages to the Ironjawz Warchanter and beyond. In fact, be sure to check back next week as in White Dwarf 121 we'll be exclusively giving away the Silver Tower rules for the Lord of Plagues, which will then become available to purchase in the My Hero app at a later date. You can buy the My Hero app at the Apple App Store and on Google Play. 🎮



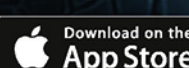
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LABYRINTH OF THE LOST

By Andy Clark
Hardback | 128 pages

It is said that there are as many tales of the Silver Tower as there are those with the wit in the Mortal Realms to tell them. Gather round, and prepare for a story of honour, ambition, greed and desperation, in *Labyrinth of the Lost*.

Every tale of the Silver Tower tells of mighty heroes and cunning adventurers, so it makes sense that noted scribe Andy Clark would put together a compelling cast of heroes and rogues for *Labyrinth of the Lost*, the tie-in novella to Warhammer Quest Silver Tower. The novella is a twisting tale eminently suited to the impossible labyrinth of the Silver Tower. Andy brings together an unlikely group of heroes: a Knight-Questor, tasked by the God-King himself with defeating the master of the Silver Tower, a faithful Warpriest snatched up as he walked between the realms, a Darkoath Chieftain hungry for the power the Gaunt Summoner can grant, and a Fyreslayer Doomseeker, trapped for what seems an eternity in the hellish confines of the Silver Tower and now seeking only his freedom.

In this 128-page hardback novella, this disparate group of adventurers must push deep into the Silver Tower in search of vast fortune, eternal glory or merely the chance to escape its nightmare halls. They must deal with the most cunning of traps, the most terrible of monsters and – most dangerous of all – the secrets that each keeps from their fellows. They will have to learn to stand together as one, or they will surely be doomed to a fate where mere death would be the sweetest of releases. And all the while, the Gaunt Summoner watches their progress with the avid fascination of a monstrous spider watching flies wriggle and writhe in its web, cackling in twisted amusement as fate plays out to his maddening designs... 🕷

LABYRINTH OF THE LOST

128 pages, hardback

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FURTHER READING

Should this novella whet your appetite for further tales of action and adventure in the Age of Sigmar, Black Library has plenty of stories to choose from. Perhaps you wish to see more of the doughty Fyreslayers? Then the aptly-titled *Fyreslayers* should scratch that itch. Maybe you want to see how a champion of Chaos like the Darkoath Chieftain would walk the path to glory? Then *Call of Archaon* is what you seek. And if you want to see more of the Stormcast Eternals in action, you're spoilt for choice with titles such as *The Gates of Azyr*, *Hammers of Sigmar* and *Warbeast*, to name only a few.

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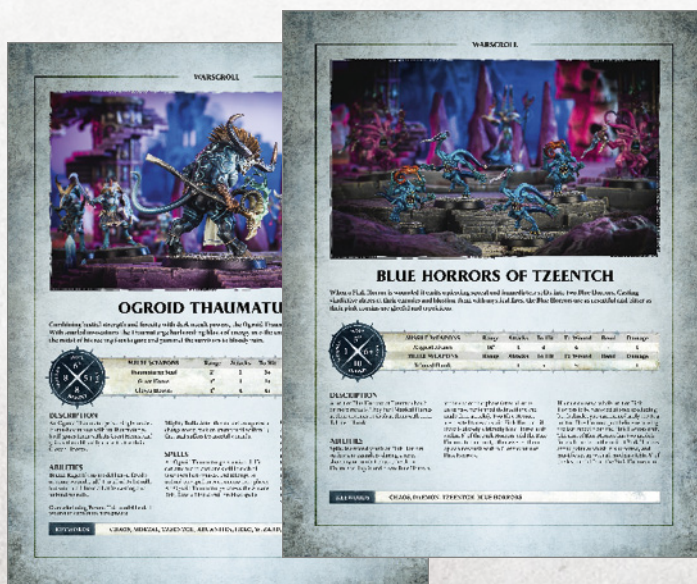


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NEXT WEEK IN WHITE DWARF

THE HEROIC ADVENTURES CONTINUE...

- Two unmissable Silver Tower Paint Splatters! Full stage-by-stage guides to the Excelsior Warpriest and Kairic Acolytes.
- Another free rules pullout! Complete Warhammer Age of Sigmar warscrolls for the denizens of the Silver Tower.



WHITE DWARF 121 ON SALE SATURDAY 21 MAY

WARSCROLLS

We're very proud to present the first of two free pullout sections containing warscrolls for the Citadel miniatures in the Silver Tower boxed game, enabling you to use them in your games of Warhammer Age of Sigmar! In this pullout: our noble (and not so noble) heroes...

Every Citadel Miniature in the Warhammer range has its own warscroll, containing all of the information needed to use it in a game of Warhammer Age of Sigmar, detailing its weapons, abilities and more. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls – and that now includes the miniatures found in Warhammer Quest Silver Tower!

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the models in the Warhammer Age of Sigmar range are available from Games Workshop. Just visit our website

at www.games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the Warhammer Age of Sigmar rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.

Next week: Warscrolls for all the evil denizens of the Silver Tower. Don't miss it! 🐉



1. **Title:** The name of the model that the warscroll describes.
2. **Characteristics:** Each warscroll has a set of characteristics that tell you how fast, powerful and brave the model is, and how effective its weapons are.
3. **Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given.
4. **Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.
5. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword on their warscroll.



KNIGHT-QUESTOR

Knights-Questor have vowed to stand as shields between the denizens of the Mortal Realms and the depredations of Chaos. It falls to these heroes to undertake great quests in Sigmar's name. They adventure across the realms and beyond to slay terrible enemies or recover arcane artefacts whose power can turn the tides of war.



MELEE WEAPONS

Warblade

Range

1"

Attacks

4

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Knight-Questor is a single model. He is armed with Warblade and carries a Sigmarite Shield

ABILITIES

Heroic Challenge: If a Knight-Questor is within 6" of an enemy **HERO** when chosen to fight in the combat phase, he can pile in 6" instead of 3", but must end its pile in move within 1" of that **HERO**. You can re-roll failed hits rolls for a Knight-Questor if the target is a **HERO**.

Sigmarite Shield: You can re-roll failed save rolls for this model.

Thundercharged Strike: Add 1 to the damage inflicted by a Knight-Questor's Warblade if the wound roll for the attack was 6 or more.

KEYWORDS

ORDER, CELESTIAL, HUMAN, STORMCAST ETERNAL, HERO, KNIGHT-QUESTOR



MISTWEAVER SAIH

A Mistweaver Saih is a powerful enchantress. Drifting amidst a swirling, sorcerous haze, she flickers in and out of sight at will, sowing confusion and paranoia amongst those who have drawn her ire. Amidst the carnage the aelven enchantress remains disturbingly serene, the eye at the heart of a storm of illusory horror and bloodshed.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Aelven Blade	1"	3	4+	4+	-	1
Mistweaver's Staff	2"	1	4+	3+	-1	D3

DESCRIPTION

A Mistweaver Saih is a single model. She is armed with an Aelven Blade in one hand and carries a Mistweaver's Staff in the other that can enshroud her in a glimmering haze.

ABILITIES

Glimmermist: Once per turn, when this model is chosen as the target for an attack, the Mistweaver can use her staff to shroud herself in a magical mist. When she does so, her Save is increased to 1+ against that attack.

MAGIC

A Mistweaver Saih is a wizard. She can attempt to cast one spell in each of your hero phases, and attempt to unbind one spell in each enemy hero phase. A Mistweaver Saih knows the Arcane Bolt, Mystic Shield and Illusory Assault spells.

ILLUSORY ASSAULT

The Mistweaver twists the perceptions of her victims with ever more horrific illusions, sending them into a panicked frenzy of violent self-destruction. Illusory Assault has a casting value of 6. If successfully cast, pick an enemy unit within 24" that is visible to the caster and roll three dice. If the total is greater than that unit's Bravery, it suffers D3 mortal wounds. If the total is at least double that unit's Bravery, it suffers D6 mortal wounds instead.

KEYWORDS

ORDER, AELF, HERO, WIZARD, MISTWEAVER SAIH



TENEBRAEL SHARD

A Tenebrael Shard is a killer of superlative skill. Fast beyond belief, supernaturally agile and ominously silent, the Shard closes upon his prey as fast as thought and ends their lives with callous efficiency. None know whether he is an assassin, a spy, or simply a terrifying force of nature, but to stand in his path means certain death.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Bladed Barbs	1"	6	4+	4+	-	1
Reaper Gauntlets	2"	2	3+	3+	-1	D3

DESCRIPTION

A Tenebrael Shard is a single model. He is armed with Bladed Barbs that hang from his body on iron chains, while his hands are sheathed within a pair of wickedly sharp Reaper Gauntlets.

ABILITIES

Shadowstrike: Roll a dice for this model in each of your hero phases. On a roll of 4 or more you can remove it from the battlefield, and then set it back up anywhere within 3" of the enemy. If you do so, you can add 1 to all hit rolls made for this model for the rest of the turn.

Graceful Killer: When you make save rolls for a Tenebrael Shard, ignore the attack's Rend characteristic.

Incredible Speed: If a Tenebrael Shard slays any models in the combat phase, he can make an 8" move immediately after his attacks have been resolved. He cannot finish the move within 3" of any enemy models.

KEYWORDS



DOOMSEEKER

It is said of the Doomseeker that his axe scorches the air with every swing, that he spits glowing cinders with every war cry, and the wrath of the forge burns in his glare. This is no dishonourable mercenary, but a religious crusader whose word is his bond.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fyresteel Throwing Axe	8"	1	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Runic War-iron	1"	3	3+	4+	-	1
Doomseeker Axe	1"	3	3+	3+	-1	1

DESCRIPTION

A Doomseeker is a single model. He is armed with a Runic War-iron and a Doomseeker Axe, and has a plentiful supply of Fyresteel Throwing Axes to hurl at the enemy.

ABILITIES

Runic Power: If a Doomseeker slays any models, add 1 to the Damage of its War-iron until the end of the following turn.

Goaded to Fury: You can add 1 to all hit rolls made for a Doomseeker if he has suffered any wounds.

Oathbound: At the start of the first battle round, pick an enemy unit that the Doomseeker has sworn to destroy. If that unit is within 3" of the Doomseeker after he has made his attacks in the combat phase, he can pile in and attack for a second time.

KEYWORDS

ORDER, DUARDIN, FYRESLAYERS, HERO, DOOMSEEKER



EXCELSIOR WARPRIEST

This courageous mortal man has taken up arms to protect Sigmar's faithful from Chaos, and has been gifted with the power to summon forth the divine light of Sigmar. With this holy radiance he scourges away the abominations of Chaos even as he heals the wounds of his comrades in battle.



MELEE WEAPONS

Warhammer

Range

1"

Attacks

4

To Hit

4+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

An Excelsior Warpriest is a single model. He is armed with a Warhammer blessed by Sigmar himself.

ABILITIES

Light of Sigmar: In your hero phase, the Warpriest can hold his book of Sigmar's teachings up high, and pray to the God-King for aid. If you do so, roll a dice. On a 3 or more, pick the Warpriest or a unit within 10". If you picked a friendly unit, it heals 1 wound (the Warpriest and friendly **ORDER** units heal D3 wounds instead). If you picked an enemy unit, it suffers 1 mortal wound (**CHAOS** units suffer D3 mortal wounds instead).

Divine Power: An Excelsior Warpriest can attempt to unbind 1 spell in each enemy hero phase as if he were a wizard.

Loyal Companion: After setting up an Excelsior Warpriest, you can if you wish immediately set up one Gryph-hound within 3" of him. If you do so, the Gryph-hound is bound to the Excelsior Warpriest. A Gryph-hound that is bound to an Excelsior Warpriest makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of the Excelsior Warpriest.

KEYWORDS

ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, PRIEST, EXCELSIOR WARPRIEST



GRYPH-HOUNDS

Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful. Packs of Gryph-hounds are known to ally themselves to those fighting for a just cause, and they offer loyal protection to their companions.



MELEE WEAPONS

Beak and Claws

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

DESCRIPTION

A unit of Gryph-hounds can have any number of models. They savage their foe with their razor-sharp Beaks and Claws.

ABILITIES

Loyal Companion: Once a Gryph-hound has bonded with a companion, it will defend them to the death. A Gryph-hound makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of a **LORD-CASTELLANT**.

Darting Attacks: Gryph-hounds attack in a series of darting strikes. Immediately after this unit attacks in the combat phase, roll a dice and move each model in the unit up to that many inches.

Warning Cry: It is said that it is impossible to sneak up on a Gryph-hound. If an enemy unit is set up within 10" of this unit, roll two dice. Any unit within that many inches of the Gryph-hounds is alerted to the enemy unit's presence, and can attack it with one of its weapons as though it were your shooting phase.

KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS



DARKOATH CHIEFTAIN

A Darkoath Chieftain has set his feet upon the path to glory or damnation. His every deed is meant to win the favour of the gods. This barbarous warrior has slain mighty rivals, bested great beasts, and torn down the enclaves of Order and light wherever he has found them.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
War Axe	1"	1	4+	3+	-	1
Broadsword	1"	3	3+	3+	-1	1

DESCRIPTION

A Darkoath Chieftain is a single model. He is armed with a mighty Broadsword. Some Darkoath Chieftains also carry a War Axe.

ABILITIES

Berserker Charge: A Darkoath Chieftain makes 6 attacks with his Broadsword instead of 3 if he charged earlier in the turn.

Deathblow: If a Darkoath Chieftain slays any models in the combat phase, each enemy unit within 1" of him at the end of that combat phase suffers 1 mortal wound.

Quest for Glory: Keep track of the number of wounds inflicted by this model during the battle. If the total reaches 8 or more, you can add 1 to all hit rolls made for this model for the remainder of the battle. If the total reaches 16 or more, you can add 1 to all wound rolls made for this model as well.

KEYWORDS

CHAOS, MORTAL, SLAVES TO DARKNESS, HERO, DARKOATH CHIEFTAIN



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