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WEEKLY MAGAZINE

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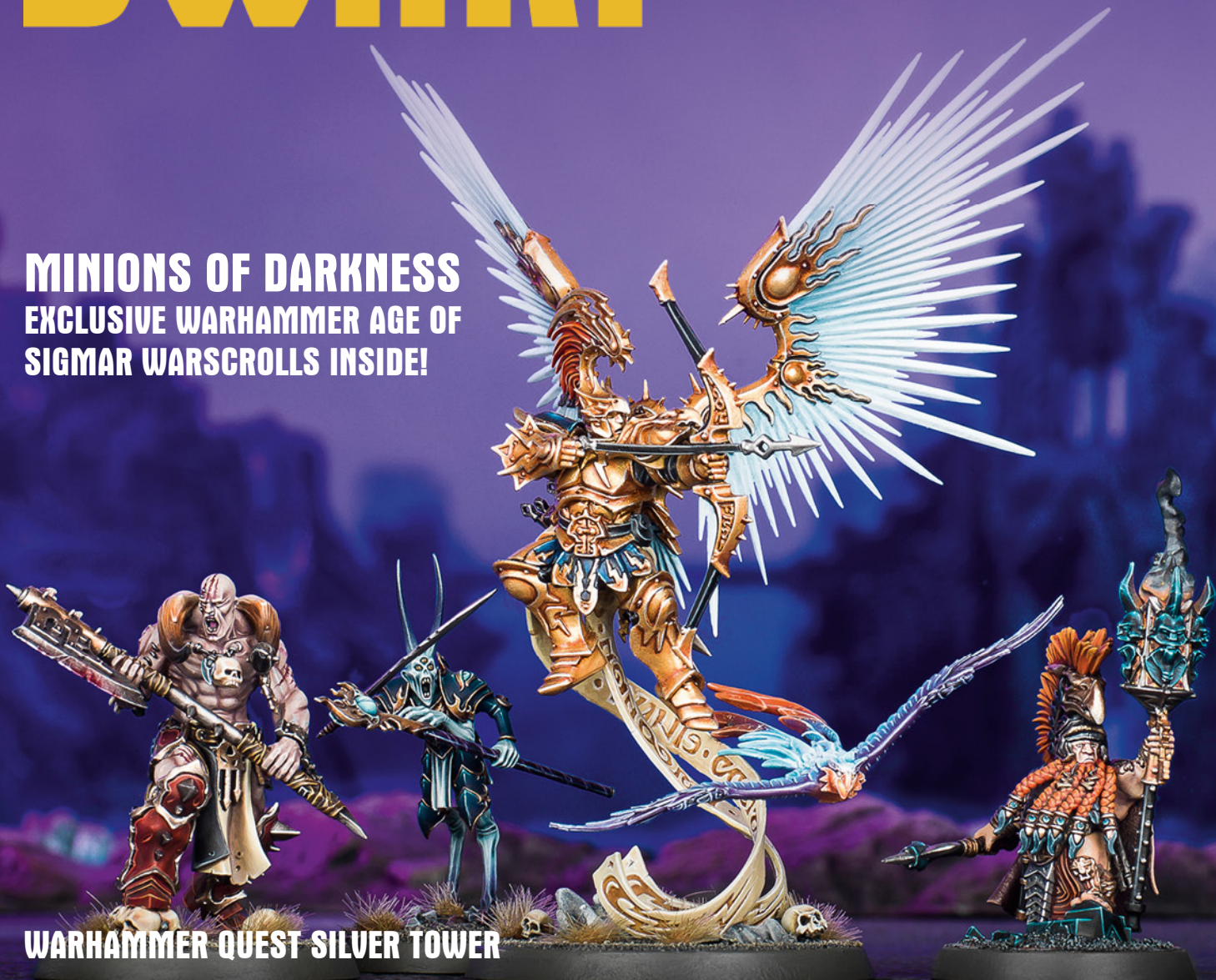
WARHAMMER 40,000

WARHAMMER AGE OF SIGMAR

ISSUE 121

21 MAY 2016

MINIONS OF DARKNESS
EXCLUSIVE WARHAMMER AGE OF
SIGMAR WARSCROLLS INSIDE!



WARHAMMER QUEST SILVER TOWER

THE MIGHTIEST OF HEROES

NEW ADVENTURERS ARRIVE TO BRAVE THE GAUNT SUMMONER'S INSANE TRIALS



WHITE DWARF

ISSUE 121
21 MAY 2016

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Comment, opinion, trivia and more!

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THE QUEST CONTINUES

Warhammer Quest Silver Tower is now on sale, and we hope you're all having as much as fun with it as we are. There's so much for you and your heroes to encounter, fight and puzzle over that it'll give you plenty of unalloyed gaming pleasure for months and months. And this week, a brilliant expansion set arrives to give you further questing joy – the **Mighty Heroes** box contains four new adventurers of the Mortal Realms all ready to seek out the Gaunt Summoner. And in this issue of *White Dwarf*, we've also got exclusive

Warhammer Quest Silver Tower rules for the Nurgle Lord of Plagues, plus the second of our Warhammer Age of Sigmar pullouts, containing warscrolls for all the evil denizens of the Silver Tower! Truly, this week our gaming cup runneth over.

We've also got a behind-the-scenes feature about the making of Warhammer Quest Silver Tower – if you're at all interested in the game it's unmissable reading. Enjoy the issue and see you in the labyrinth! ♡

NEW RELEASES: WARHAMMER QUEST

MIGHTY HEROES

The adventures in the Silver Tower continue with this brand new collection of four mighty champions: the blood-soaked Slaughterpriest of Khorne, the scheming Tzeentch Sorcerer Lord, the stoic Auric Runemaster and the noble Knight-Venator.



WARHAMMER QUEST SILVER TOWER EXPANSION PACK



MIGHTY HEROES

**4 CITADEL®
MINIATURES**

The **Silver Tower** has drawn countless champions to its labyrinths of madness, from the most heroic paragons of virtue to the most monstrous of villains. The Warhammer Quest Silver Tower Mighty Heroes Expansion Pack provides models for four more heroes to face the nightmarish trials of the Gaunt Summoner. Where Warhammer Quest Silver Tower includes six strapping heroes to seek fortune and glory or death and despair, the game also includes rules for a quartet of heroes that use existing Warhammer Age of Sigmar miniatures, and now you can pick up all four in a handy expansion pack for use in your games of Silver Tower.

Like his patron deity, the Slaughterpriest despises magic and the cowards who use it, so it was only a matter of time before one of Khorne's butcher-clerics found their way into the Silver Tower. Carving a crimson path through any Acolyte or Daemon foolish enough to step into his path, the Slaughterpriest's mind burns with visions sent by the Blood God

himself. Where his bloodbathed axe falls, the Slaughterpriest can heal the wounds he and his allies have suffered, which, whilst it might mean the difference between life and death, is a grim bargain indeed for any of the heroes of Order (or adventurers in the service of the other gods of Chaos) he might fight alongside.

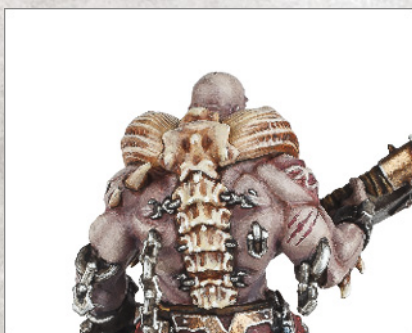
Loyalty is not a virtue for the followers of the Dark Gods, and Tzeentch above all values cunning and treachery. So it follows that the Tzeentch Sorcerer Lord is no ally of the Gaunt Summoner, and sees the Silver Tower as a treasure trove of arcane lore to be looted by those with the will and the wit to do so. The Tzeentch Sorcerer Lord is, like all Tzeentch Arcanites, a powerful spellcaster who can not only vaporise adversaries in a stream of arcane power, but also anyone foolish enough to be standing next to his victim. The Tzeentch Sorcerer Lord's powers can also be subtle, twisting the will of the denizens of the Silver Tower to suit his sinister schemes and benefit his allies.

- 1 The rules for using the Mighty Heroes are at the back of the Warhammer Quest Silver Tower Adventure Book, on page 32, right after the trial passages (no peeking!). If you already own any or all of the Mighty Heroes in your Warhammer Age of Sigmar collection, you can use them straight away in your adventures. Alongside the six heroes in the box, and this week's exclusive Lord of Plagues hero ([here](#)), you'll be adventuring in the halls and corridors of the Silver Tower for some time to come. Just as the Gaunt Summoner planned...

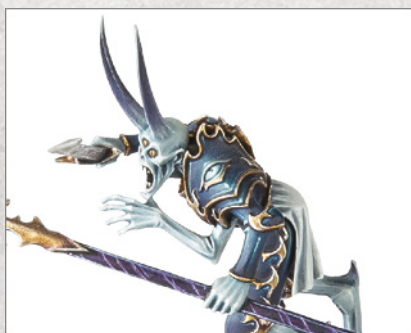
- 1 The Knight-Venator can also be built as a Knight-Azyros, who is not only a great hero for Warhammer Age of Sigmar but, thanks to the My Hero app, can be used as a hero in Warhammer Quest Silver Tower, too!
- 2 The Slaughterpriest of Khorne's brutal mutations are in stark contrast to the subtle flesh-changes of the denizens of the Silver Tower.
- 3 The Sorcerer's armour bears an eye – but is it keeping watch over him, or spying for his master?
- 4 The Slaughterpriest's bloodbathed axe bears a mark seldom seen within the walls of the Silver Tower...
- 5 The Auric Runemasters' finely-wrought accoutrements reflect their status as the high priests of Grimnir.
- 6 The Knight-Venator's Star-eagle is much more than a loyal companion – it's a fierce creature that will tear the eyes out of anything that gets too close to its master.



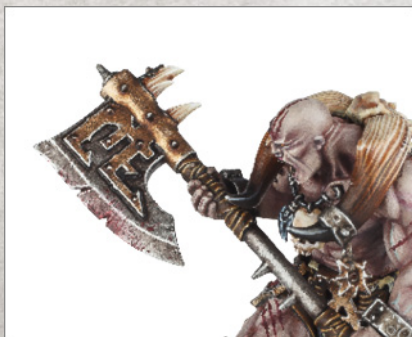
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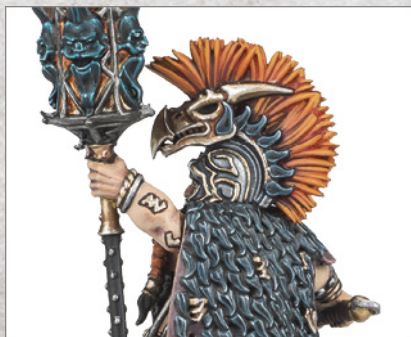
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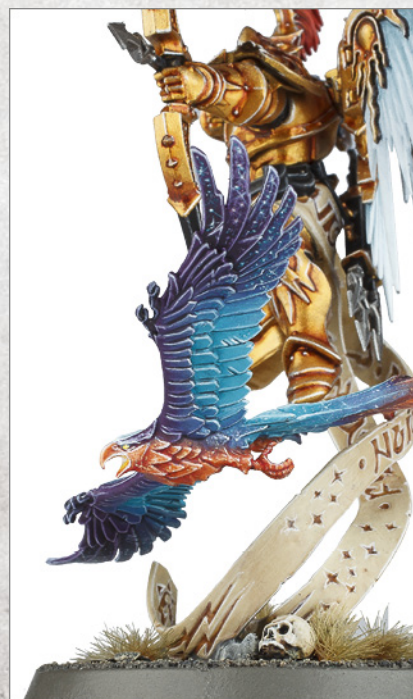
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6



7

Only the lure of ur-gold could lure an Auric Runemaster to the Silver Tower, for these high priests of the Fyreslayer's warrior-god are typically to be found in the hearts of their lodge's magmaholds, crafting runes to be studded into the flesh of their Fyreslayer brothers. Their affinity with Grimnir is such they can even master the raging flames of the forge, summoning torrents of magma from the depths of the earth to engulf foes. The Auric Runemaster can also use his sacred runecraft to boost the resilience of his allies, when he's not busy bludgeoning adversaries to death with his runic iron.

The swift-winged huntsmen of the legions of the God-King, the Knights-Venator are marksmen of inhuman accuracy and speed. Like the Knight-Questor, the Knight-Venator has ventured to the Silver Tower at the behest of Sigmar himself, to scour the Mortal Realms of the wickedness within. Unlike the Knight-Questor, the Knight-Venator is a lightning-quick assassin unleashed to fell the mightiest prey, as his star-fated arrows, can lay low

the mightiest of monsters – perhaps even the Gaunt Summoner himself. As always, the Knight-Venator is accompanied by a Star-eagle companion, eager to defend its master. The Knight-Venator can also be built as a Knight-Azyros if you so desire, lighting the way in the dank depths of the Silver Tower, with rules available through the My Hero app (click [here](#)).

In many ways, each of the heroes are mirrors of the champions found in the Warhammer Quest Silver Tower boxed game, with similar roles to fulfil, albeit with a host of rather different abilities. For example, both the Tenebrael Shard and Knight-Venator are swift-moving assassins, but where the Tenebrael Shard emerges from shadow to strike at close range, the Knight-Venator is able to attack from afar. Whether you're hungry for a new challenge in the Silver Tower, or simply can't agree on who gets to be the Stormcast or the Fyreslayer, this collection of Mighty Heroes will give you even more exciting options as you try to outwit the Gaunt Summoner and triumph in his trials. ♫

7 You can use the four heroes in the Mighty Heroes expansion pack together as a group in your games of Warhammer Quest Silver Tower, or you can pick and choose between them and any of the heroes in the boxed game – or, indeed, any of the heroes with rules available through the My Hero app (click [here](#)).

MIGHTY HEROES 4 Citadel miniatures

£35, €45, 350dkr, 420skr,
390nkr, 175zt, USA \$55,
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NEW RELEASES: BLACK LIBRARY

SPACE MARINE LEGENDS: CASSIUS

FURTHER READING

Space Marine Legends: Cassius is the second in the Space Marine Legends series, following *Space Marines Legends: Ragnar Blackmane*, available in eBook format only from:

www.blacklibrary.com

SPACE MARINE LEGENDS: CASSIUS

176 pages, hardback

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Once more, Black Library has produced a luxurious limited edition hardback worthy of one of the greatest Space Marine heroes to ever live, the volume ensconced inside a magnificent presentation box. With a limited run of only 1,500, you'll want to get your hands on one quickly. 📖

NEW RELEASES: BLACK LIBRARY

GREAT RED

Only the desperate or the insane would broker an alliance with the Ironjawz. Which, we wonder, are the Stormcast Eternals?



On the hunt for the duplicitous Mannfred von Carstein, the Stormcast Eternals of the Hallowed Knights and Astral Templars journey to the perilous Sea of Bones. There, Ramus of the Shadowed Soul and Vandalus, the King of Dust, encounter not Mannfred but a fearsomely powerful orruk chieftain, the Ironjaw known only as Great Red. Fearing that conflict with the orruks would impede their mission, the Stormcast seek to broker an alliance with the greenskins. However, the Ironjawz only respect strength, so the noble warriors of Sigmar need to prove they are worthy of such an alliance...

This 74-minute audio drama, penned by David Guymer, is replete with action, excitement and bone-crunching carnage, perfect listening whilst painting your Warhammer Age of Sigmar armies. 🎧

FURTHER LISTENING

Great Red is but the latest audio drama in the Age of Sigmar, and there are plenty more to choose from. Want to know just why the Stormcast are hunting Mannfred von Carstein? Check out *The Prisoner of the Black Sun*. For more information visit:

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GREAT RED

74 minutes, audio drama

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AVAILABLE THIS WEEK

The following releases (and many more) are available to buy right now! Go to your local store or visit www.games-workshop.com for prices and details.



FOR ALL THIS WEEK'S NEW RELEASES GO TO GAMES-WORKSHOP.COM

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PAINT SPLATTER

Paint Splatter provides handy tips and stage-by-stage painting guides for the week's key releases. This week, two more denizens of the Silver Tower get the stage-by-stage treatment – a Kairic Adept and the Excelsior Warpriest.

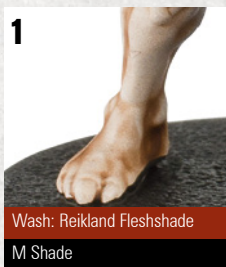
As promised last week when we featured painting guides for the Darkoath Chieftain and the Tzaangor, this issue features two more stage-by-stage painting guides for models from the Silver Tower boxed game – the Excelsior Warpriest and the Kairic Adept. You'll also find useful painting tips for some of the other models in the box, including Pink, Blue and Brimstone Horrors and the Ogroid Thaumaturge.

KAIRIC ADEPT

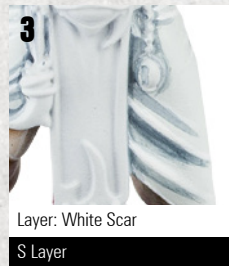
The first stage when painting the Kairic Adept was to undercoat the whole model with Corax White. Not only does this provide a perfect foundation for the pale skin tone, it also makes the other colours on the model, such as the blue armour and white robes, brighter than if you'd used a Chaos Black undercoat.

The first part of the Kairic Adept to be painted was the pale skin, which makes up the majority of the miniature. Rather than apply a new basecoat over Corax White, a wash of Reikland Fleshshade was applied directly over it instead. This gives the effect of pale, slightly raw-looking skin, which can then be highlighted with Pallid Wych Flesh. It's a really quick technique for painting skin that can be used on pretty much any model. The last stage on the skin was a second wash, but applied selectively around the model's feet. Kairic Adepts are mortal followers of Tzeentch, but have begun to receive his blessings and their feet have started to mutate into

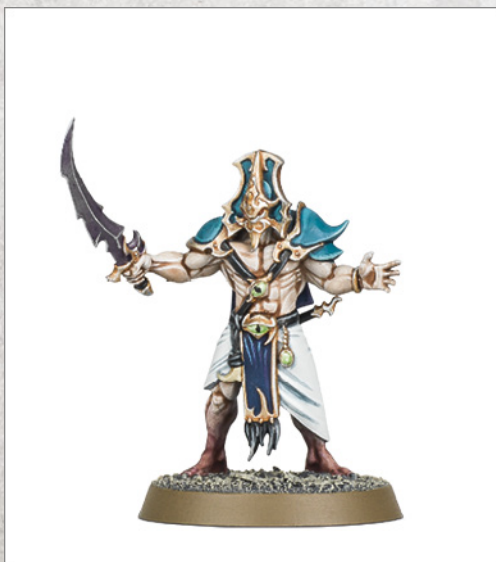
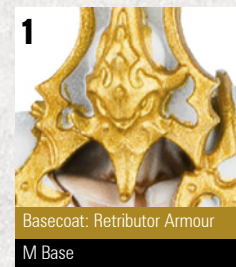
Mutating Skin



Shimmering Robes



Lustrous Gold



avian claws. To emphasise this, several thin washes of Carroburg Crimson were applied to make the feet stand out.

Washes were also used to great effect on the Kairic Adept's robes. We suggest using Lahmian Medium to thin down the

Drakenhof Nightshade before applying it into the recesses of the robes, otherwise it will stain the grey basecoat and make it much harder to highlight. We suggest using an M Glaze brush for this rather than a Shade brush, as it has a smaller point for getting in to those tiny crevices.

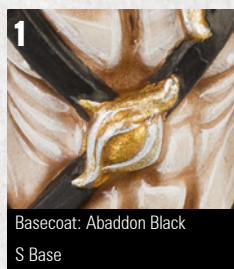
Azure Carapace



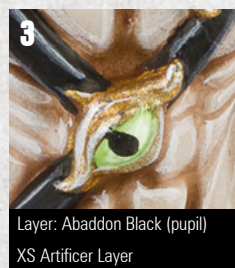
Silken Tabard



Leather Straps



All-Seeing Gem



Ensorcelled Metal



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.



EXCELSIOR WARPRIEST

The **Excelsior Warpriest** was basecoated with Rhinox Hide spray, the perfect basecoat for his dark skin and the warm, rich colours of his robes and weapons. Intense colours such as red and gold work

especially well over a brown basecoat (compared to a black one) as the lighter tone makes the colours easier to apply and get smooth coverage.

A useful tip when painting the Warpriest's eyes is not to try and paint the whites then

Dark Skin



Basecoat: Rhinox Hide
Citadel Spray



Wash: Nuln Oil
L Shade



Layer: Rhinox Hide
M Layer



Layer: Doombull Brown
S Layer



Layer: White Scar (eyes)
XS Artificer Layer

White Robes



Basecoat: Celestra Grey
M Base



Wash: Nuln Oil & Lahmian Medium
M Shade



Layer: Ulthuan Grey
M Layer



Layer: White Scar
S Layer

Red Cloak



Basecoat: Mephiston Red
M Base



Wash: Agrax Earthshade
M Shade



Layer: Mephiston Red
M Layer



Layer: Evil Sunz Scarlet
S Layer



Layer: Fire Dragon Bright
XS Artificer Layer

Holy Litanies



Basecoat: Zandri Dust
M Base



Wash: Seraphim Sepia
M Shade



Layer: Ushabti Bone
M Layer



Layer: Pallid Wych Flesh
S Layer

Sigmarite Hammer



Basecoat: Leadbelcher
M Base



Wash: Nuln Oil
M Shade



Layer: Runefang Steel
M Layer



dot the pupil on top, but simply to place two tiny white dots either side of the centre of the already black eyeball.

The Gryph-hound, meanwhile, was basecoated with The Fang spray, though you can, of course, use a brush if you don't

have the spray paint to hand. Once the skin was painted, stripes were applied across it using Incubi Darkness. We suggest thinning the paint down a little so as to avoid unsightly brush strokes. Try and keep the stripes random, too, it will help the beast look more natural. 🐾

Next week: Time to get technical...

Golden Details



Basecoat: Retributor Armour

S Base



Wash: Reikland Fleshshade

M Shade



Layer: Runefang Steel

M Layer

Leather Boots



Basecoat: Abaddon Black

M Base



Layer: Mechanicus Standard Grey

M Layer



Layer: Administratum Grey

S Layer

Gryph-hound Skin



Basecoat: The Fang

Citadel Spray



Layer: Mechanicus Standard Grey

M Layer



Wash: Drakenhof Nightshade

M Shade



Layer: Fenrisian Grey

S Layer



Layer: Incubi Darkness (stripes)

M Layer

Feathers



Basecoat: Celestra Grey

M Base



Wash: Drakenhof Nightshade

M Shade



Drybrush: Wrack White

S Dry

Razor-Sharp Beak



Basecoat: Zandri Dust

S Base



Wash: Reikland Fleshshade

M Shade



Layer: Screaming Skull

XS Artificer Layer



OGROID THAUMATURGE

Whilst the **Ogroid** Thaumaturge is an intimidating opponent, he's not so intimidating to paint. He has a few separate areas of colour, but they're all tackled with simple techniques. Undercoat the model with Chaos Black spray, then basecoat the flesh with Kantor Blue, before drybrushing the chest area with Altdorf Guard Blue, Calgar Blue and finally Etherium Blue. Finally, carefully wash his back and lower legs with Nuln Oil. The glowing rune-tattoos that adorn his body are carefully painted with White Scar, before being given a Guilliman Blue glaze. The staff top was basecoated with Zandri Dust, washed Seraphim Sepia, then drybrushed Tyrant Skull. The staff's shaft was basecoated Abaddon Black with a Dawnstone highlight. The ethereal green flame streaming from the staff was a simple Ceramite White basecoat with a Waywatcher Green wash. His hair and hooves are Mournfang Brown, washed Agrax Earthshade, then drybrushed Skrag Brown, whilst his horns were basecoated Mechanicus Standard Grey, highlighted Dawnstone, Abaddon Black, then washed with Druchii Violet. Not so tough, is he?



GROT SCUTTLINGS

Painting Grot Scuttlings couldn't be simpler. Sprayed Chaos Black, their robes are given a highlight of Dawnstone and then washed with Nuln Oil. Hey presto! Their skin is a little more complex: basecoated Deathworld Forest, it's then washed with Biel-Tan Green and tidied up with another layer of

Deathworld Forest, before a final highlight of Ogryn Camo on the outermost tips of the Scuttlings' faces and knuckles. For final details, the webbing patterns were painted with Ulthuan Grey and the teeth were picked out with Screaming Skull and given a tiny wash of Agrax Earthshade.



PINK HORRORS

You might think, given that they're meant to be raw magic given form and purpose by Tzeentch, that the Pink Horrors would be tricky things to paint – but they're really not. Firstly, spray them Corax White, then basecoat them with Emperor's Children. Follow this with a Carroburg Crimson wash, then pick out the raised areas again with Emperor's Children. A Fulgrim Pink highlight on the most extreme raised areas finishes off the skin, but a delicate wash of Druchii Violet on the ends of the Horror's hands, feet and tentacles darkens them down to purple a bit more – a pleasing effect that you can see demonstrated to the right. Any silver bits can be painted with Runefang Steel and then washed with Guilliman Blue.



COLOURS OF CHANGE

The techniques shown here can be applied to all the models in your Tzeentch Arcanite or Daemons of Tzeentch army. The techniques for the flesh of Blue Horrors could easily be applied to Screamer of Tzeentch, and a combination of Blue and Pink Horror skin tones, alongside Brimstone Horror fire, is great for painting both Flammers and Exalted Flammers of Tzeentch. There's nothing to stop you using a combination of these techniques even for painting a Tzeentch Sorcerer Lord to brave the Silver Tower. Experiment and tinker to see what works for you!

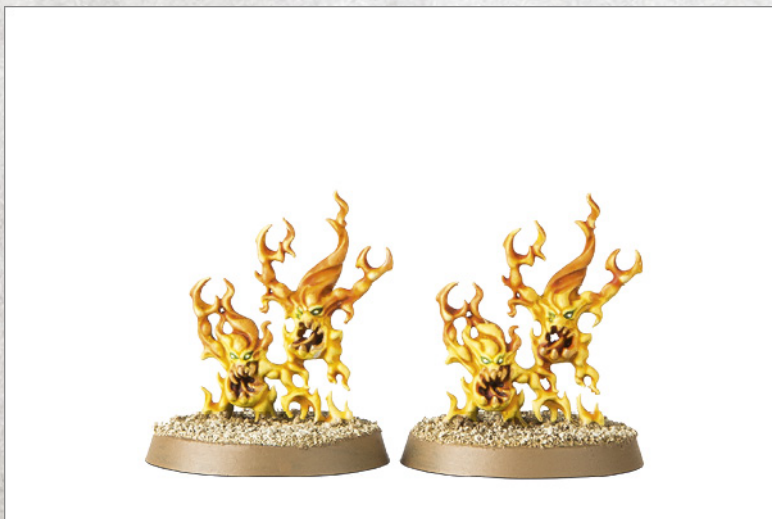
BLUE HORRORS

To start with, undercoat the Blue Horrors with Corax White spray. Layer the skin with Sotek Green before highlighting with Temple Guard Blue, then wash the extremities of the model with Coelia Greenshade. To finish off, paint Xereus Purple on the tips of the tentacles. If they're casting a spell, take a look below for how to paint fire, and paint any weapons with Runefang Steel, then wash with Druchii Violet. The Horrors' teeth and claws can be basecoated Rhinox Hide, then highlighted with Ushabti Bone. The Blue Horrors' tongues were painted (appropriately enough) with Pink Horror.



BRIMSTONE HORRORS

As gibbering little sprites of magical flame, Brimstone Horrors are simple Daemons, a hair's breadth from raw magic, and they're incredibly simple creatures to paint, too. They're simply uncoated with Corax White Spray, then washed all over with a coat of Casandora Yellow. When this has dried, wash the tips of the flames and claws with Fuegan Orange. It really couldn't be simpler to get an outstanding flame effect with next to no effort. To finish the model, use a dab of White Scar on their beady little eyes, and when this has fully dried, carefully go over it with a glaze of Waywatcher Green. 🐉





A NEW HERO APPEARS!

Want more heroes to seek out the Gaunt Summoner's boon with? The Warhammer Quest: My Hero app is your answer – through it you can buy rules for almost every Warhammer Age of Sigmar hero available... but we've got one here exclusively for our readers!

THE MY HERO APP

Also to the right you can see an advert for the Warhammer Quest My Hero app, available to buy from the App Store and Google Play. Alongside being able to purchase rules for a realm's worth of new heroes, you can make your own, track your own trials and even grab new skills and treasures. It's the perfect companion to a lifetime of exploring the insane labyrinth of the Gaunt Summoner...

We're very proud to present the rules for using the Nurgle Lord of Plagues in Warhammer Quest Silver Tower – exclusive to White Dwarf for a few weeks before they go on sale in the My Hero app! Simply swivel your eyes to the right to register the putrid glory of the hero card for the Lord of Plagues – now you can use him as a questing 'hero', spreading Grandfather Nurgle's gifts to all an sundry in the Gaunt Summoner's trials. The Lord of Plagues, of course, isn't a hero in the traditional sense, but there are many reasons why he may enter the Silver Tower. Nurgle and Tzeentch are famously great adversaries

so his ultimate mission could quite simply be one of assassination. Or perhaps he wants to 'persuade' the denizens of the Silver Tower as to the benefits of his god's patronage – his Nurgle's Rot ability is the perfect medium for the message, able to choke the life out of every enemy in a chamber. He even gets extra renown for blessing a victim so abundantly that the effect is fatal!

Whatever your reasons for the Lord of Plagues' quest, simply cut out the hero card to your right and you're ready to go Gaunt Summoner-hunting! 🐛



LORD OF PLAGUES



WEAPON ACTIONS	Range	Hit	Damage
Plague-ridden Great Blade (1+)	Combat	4+	2
Nurgle's Rot (6+)	Area	5+	D3

Rotten Regeneration: Recuperate actions made by a Lord of Plagues are always passed on 1+, regardless of how many times the action is used.

Plague-ridden: If you roll a 6 for the attack roll when using the Plague-ridden Great Blade, the target suffers an additional D3 wounds.

TRAITS: The Lord of Plagues is **Chaotic** and **Unrelenting**.

RENOWN: If you slay an enemy using Nurgle's Rot, earn 2 renown.

WARHAMMER QUEST SILVER TOWER

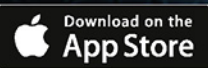
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Select your champion from a roster of new
warriors, each with unique and powerful
abilities, only available in the Warhammer
Quest: My Hero app.



PARADE GROUND

Warhammer Quest Silver Tower is on sale now! And to celebrate, the Gaunt Summoner plucked several hobbyists from their rightful place and time to paint some of the amazing new miniatures from the box...

MISTWEAVER SAIH

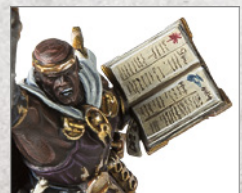
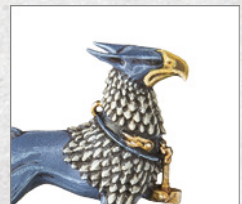
Matthew Hutson chose to paint the enigmatic Mistweaver Saih first, out of all the heroes. The reason? Because at first blush it's quite a complex miniature, with loads of detail to get stuck into. Once he started painting it, though, Matthew found that what he thought was complicated was, in fact, quite simple. "The trick is in delineating the smoke that wreathes the lower half of the character, and much of her staff. Once you've painted that, the shape of the Mistweaver becomes very clear."



EXCELSIOR WARPRIEST

James Karch painted this Excelsior Warpriest, and was particularly excited as not only is the character great fun to use in Warhammer Quest Silver Tower, but he's also the perfect gateway for some mortal support to his Stormcast Eternals army in

Warhammer Age of Sigmar. James's chosen Stormhost are the Astral Templars, and he painted his Warpriest in the same signature maroon and white – eventually this proud hero will lead a contingent of Free Peoples in support of Sigmar's finest.



THE LIBRARIAN

Chris Webb is a passionate devotee of all things Tzeentch and so drinks precisely nine cups of tea every day in worship of the Weaver of Fates. Chris converted one of the Pink Horrors to represent the Librarian, whom heroes will meet in the first trial, clutching forbidden tomes of arcane power. The books are leftover parts from two Burning Chariot kits; two of the books are identical components, so to make them look as different as possible Chris painted one of the books with mottled purpley-blue pages, as though it was made with indigo-dyed vellum with silver lettering. He then cut out some tiny paper rectangles and painted them to match before carefully gluing them into the book to make it look like they're flapping about with eldritch intent.



BLUE HORRORS

Melissa Holland, like Chris, is a great fan of mighty Tzeentch and so leapt at the chance to paint the Blue Horrors (and Brimstone Horrors, below). Her colour scheme is a really simple one, but is so carefully applied that the results are both striking and subtle. Over a Corax White spray undercoat she basecoated the Blue Horrors with Lothorn Blue, then washed them Guilliman Blue (actually a Glaze, not a Shade, but the effect here is rather similar). Finally, some watered-down White Scar was applied as a final highlight, its thin consistency giving this layer the appearance of blending into the blue very nicely indeed.



BRIMSTONE HORRORS

Having painted a pair of Blue Horrors, Melissa felt compelled to paint the Brimstone Horrors that spring into being when the former are killed. Melissa's Brimstone Horrors are also exemplars of simple but effective painting: Flash Gitz Yellow was painted over a Corax White undercoat, followed by a Casandora Yellow wash and a White Scar highlight applied in the same manner as on the Blue Horrors. A drybrush of Praxeti White would also be an effective highlight in place of the White Scar layer – the choice is yours!



GROT SCUTTLINGS

Having completed painting the Mistweaver Saih, Matthew Hutson chose next to dive into painting some of the evil denizens of the Silver Tower, plumping for

the Grot Scuttlings – their nature as a verminous infestation was particularly appealing to Matthew, being a fan of cramped dark spaces himself.



FAMILIARS

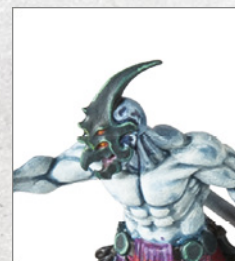
Melissa also fell in love with the Gaunt Summoner's Familiars, telling us that each of them is bursting with character. Her favourite is Slop, the ambulatory

fish-beast, his description as the single most annoying creature in the Silver Tower especially tickling her fancy. "He has soulful eyes," she said, mysteriously.



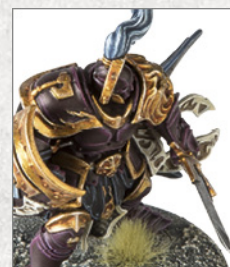
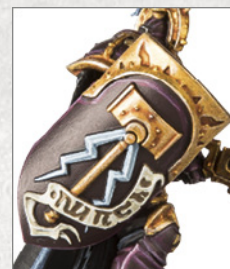
KAIRIC ACOLYTE

Stuart Edney painted this Kairic Acolyte. He spoke thusly: "I was drawn to the Kairic Acolyte as I absolutely love the freakish and grotesque mask, because who knows what's beneath it? The four eyes seem to hint at something deeply unpleasant. The skin is Celestra Grey, layered up to Ulthuan Grey, but the mutated flesh around the feet, head and neck is Kantor Blue layered up to Fenrisian Grey. The flesh was then washed a mix of Drakenhof Nightshade and Forge World Clear Medium, as I find it flows in a different fashion to straight washes." Wise words and clear instructions, we're sure you'll agree – heed them well, readers.



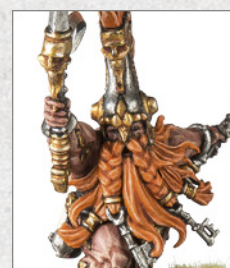
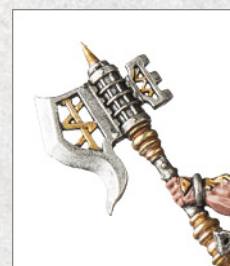
KNIGHT-QUESTOR

Along with his Excelsior Warpriest on the previous page, James Karch was also champing at the bit to get stuck in to the Knight-Questor, again in the colours of the Astral Templars, his chosen Stormcast Eternals Stormhost. The background for the Knights-Questor is that they have been sent by Sigmar to venture across the Mortal Realms in search of items and treasure that will aid in the fight against Chaos, and so it is with James's hero. On the field of battle in Warhammer Age of Sigmar, this Knight-Questor will lead one of James's large units of Liberators in their mission to lay low the tyrants of the ruinous powers.



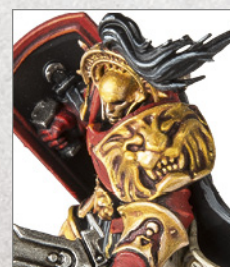
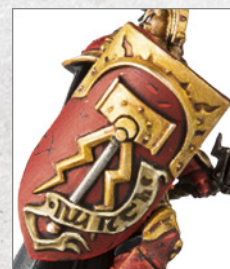
FYRESLAYER DOOMSEEKER

Sticking with his theme of painting the good guys first, James also applied Citadel paints with gusto to the Fyreslayer Doomseeker. (James is also painting some Fyreslayer allies for his Stormcast Eternals army – which is handy as last issue we included the Warhammer Age of Sigmar warscroll for the Doomseeker, allowing James to use the model in his bigger tabletop battles.) The striking orange hair was painted in the following way: a Ratskin Flesh basecoat was followed by a Troll Slayer Orange layer, a Reikland Fleshshade wash, another Troll Slayer Orange layer and then a final Fire Dragon Bright highlight.



KNIGHT-QUESTOR

Having finished the Grot Scuttlings, Matthew Hutson then moved on to the Stormcast Eternals Knight-Questor, choosing to paint the heroic adventurer in colours pleasing to his own eye rather than as a specific Stormhost. His theory is that this Knight-Questor has abandoned his Stormhost's official colours for more personal heraldry, the Stormcast Eternal's code of honour allowing him to adopt his heraldry again only when he has achieved his aim and wrested a great treasure from the Gaunt Summoner to aid Sigmar in his struggle to defeat Chaos. But what is the treasure he fights for? Perhaps only the Gaunt Summoner truly knows... 🐉



ARCHITECTS OF FATE

Gather now about the fire. Huddle close to its light, for this is a dark and terrible tale. A tale of how the Silver Tower was created. Here we chat to the miniatures designers, illustrators, playtesters and writers behind this exceptional game.

BLANCHITSU!

Veteran fans of Warhammer will know of John Blanche, whose atmospheric artwork has helped define the universes of Warhammer and Warhammer 40,000 for decades. When it came to designing the characters and monsters for Silver Tower, John couldn't resist drawing a few concept sketches for them. You can see his concept drawing for the Darkoath Chieftain below, with more over the page.

HEROES AND VILLAINS

The first stop on our journey of discovery was the secret dungeon where the miniatures designers reside. There, lost in the gloom of ages, we sat down to chat with the sculptors who created the models for Silver Tower, among them Mark Harrison, Colin Grayson, Steve Buddle and David Waeselynck.

Ben Jefferson, one of the Citadel Miniatures Design Managers, set the scene and explains how his team created the heroes and villains of the Silver Tower.

Ben Jefferson: When we started getting ideas together for the Silver Tower project, the notion of a dungeon-bash style game, but given new life with distinctive Age of Sigmar elements, was easily the most popular. We're all fans of Warhammer Quest here (click [here](#)) and a game with dungeons to be explored, monsters to be defeated and quests to be completed was just what we were after. This is the sort of project our designers love, too, because they get to work on loads of different miniatures, creating new characters and monsters you'll never have seen before, like the Tenebrael Shard and the Ogroid Thaumaturge. Many of these characters required a lot of concept work to nail down while others, like the Stormcast Eternal and Fyreslayer Doomseeker, were based on imagery from their respective ranges.

Mark Harrison: I sculpted the Doomseeker soon after finishing the Magmadroth, so I was totally immersed in the background of the Fyreslayers at the time. I wanted him to be the epitome of his race, a mighty hero, which is why his body is covered in ur-gold runes. Rather than pose him in a traditional battle stance, I sculpted him striding cautiously forward, his pick raised as if lighting the way. That's actually what the face on the pick is for – I imagine it glowing when the path gets dark. I also wanted him to look like he was away on campaign, hence his drinking horn and pipe. They're little details that suggest he's an adventurer, not a frontline warrior.

David Waeselynck: One of the characters I sculpted was the Knight-Questor. I was keen to emphasise was that he wasn't fighting as part of his Stormhost any more, which is why he holds his blade in his left



hand, not his right like every other Stormcast Eternal. He's a loner now, a questing knight, and he no longer needs to protect the warrior to his right in a shieldwall, so he's adapted his way of fighting. That's what really carries the model, and explains him, his pose: it's combative, ready to strike or move into a guard stance, which actually became a rule in the game.

Colin Grayson: I worked on the other devotee of Sigmar, the Excelsior Warpriest. He's the religious counterpart to the Stormcast Eternal, which is why he wears more cloth than armour. He's also not in a warrior pose, but standing with his hammer raised high as if he's bellowing out a prayer. The Excelsior Warpriest was also a call back to the world-that-was and the Warrior Priests of Sigmar. He definitely shares some of the same imagery, such as the robes, the gavel-like hammer on his belt and the circlet around his head. He's also an absolute giant for a normal human – easily seven feet tall – though, in the madness of the Mortal Realms, who's to

say what's a normal height any more! He certainly towers over the Kairic Acolytes, who are regular-sized men.

David: The Darkoath Chieftain is also huge, though you'd expect that from a follower of Chaos. He's the barbarian of the group and, just like the character in the original Warhammer Quest, he's armed with a sword and an axe and doesn't wear many clothes. I originally planned to sculpt him running forward, hacking and slashing at the enemy, but when I made the mock-up to get his size and musculature right, I liked the stoic pose more. It also matched John's concept artwork (left) more closely and just felt right for the character.

Ben: It's that sneer you sculpted on his face, it's really menacing and arrogant. I imagine him standing in the entrance to a room, weapons ready, waiting for someone to come and fight him, like "Who's first?"

David: He's not someone to mess with, no. You can see he's covered in trophies

1 John's concept artwork for the Darkoath Chieftain. David followed John's design closely, even down to the knife on his cross belt and the skulls on his knees. David's only real deviation was the Chieftain's hairstyle, which he wanted to look more symmetrical, but still really brutal, like he'd shaved the sides of his head with a sharp stone.

2 The six characters in Silver Tower are all very different, each with their own imagery and design cues. The Knight-Questor and the Doomseeker are both exemplars of their race and easy to identify as part of a faction. The Warpriest and the Darkoath Chieftain are recognisably human, but they fight on opposing sides in the eternal war for the Mortal Realms. The two aelfs are something new entirely, unique characters whose stories remain a mystery.





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1 John's concept drawing for the Mistweaver Saih. As you can see, the original drawing has two serrated blades, but David sculpted the model with a staff to make her more mage-like. The swirling mist around her robes represents her emerging from a pall of smoke, the idea being that she's able to emerge from any shadow, anywhere.

2 John's first drawing of a Kairic Acolyte. Many of the ideas in John's sketch made it to the final model, including the curved blade and grotesque mask.

3 The Ogorid Thaumaturge surrounded by Tzaangors. The Silver Tower was the perfect opportunity for the miniatures designers to revisit the old Realm of Chaos books and models from the 1980s and bring some classic Chaos monsters back to life in the Age of Sigmar.

already – an ogor shoulder pad, the skull of a Tzeentch creature, a Khorne rune on his belt. His armour isn't consistent either, like he's taken it from lots of defeated foes. He's a really different miniature to the Mistweaver Saih, which I also sculpted. For her, I stuck pretty close to the concept sketch (above), but made a few changes to help establish her character. Firstly, I made her female, which isn't immediately obvious in John's drawing, and I also gave her a staff. In Warhammer, wizards need a staff or a wand, a magical locus, so that's what she got. I also gave her a mirrored mask to give her a more enigmatic quality. You hope she's beautiful behind that mask, but you really don't know...

Ben: That's part of the mystery of the two aelf characters. The Tenebrael Shard is unlike anything we've ever created. Feral isn't quite the right word to describe him – ritualistic, maybe, or savage. He leads a very dark life. He's certainly nothing like the elves of the past. Edgar Ramos sculpted him to look really lithe and arabesque, like a Wardancer, but



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juxtaposed that with loads of blades, chains, razors and barbs – his whole body is a weapon. When he kills you it won't be painless, but it might be mercifully quick.

Steve Buddle: I didn't sculpt any of the heroes, but I did get to do a lot of work on the villains. My first challenge was creating the Blue Horrors, which we wanted to look really grumpy and aggressive, flinging spells and fireballs all over the place. I also wanted to convey the impression that they're transient beings, constantly changing their form, like magical blue fireballs with teeth. The Brimstone Horrors were spawned from their design, and they're even more malevolent.

Mark: I sculpted the Pink Horrors. I envisaged them as Heralds, which is why they're really fancy, like anti-heroes. I see them as the epitome of their kind, which is why I crammed every bit of Tzeentchian imagery I could onto them: multiple limbs, asymmetrical body, tentacles, bangles, rings, ritualistic dagger, feathers, nozzle-like flame fingers. It was quite a challenge!



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Steve: The Kairic Acolytes were a joint project between myself and David. They are wizards in training, but still muscular, powerful warriors and it was a challenge combining those two elements. The unsettling mask was a key element in John's illustration and the khopesh-style ritual blade was also a must-have. Their shields were based on the Tzeentch symbol, which is shaped like a flame (or a fish, depending on who you ask...).

David: I wanted the Acolytes to convey a lot of movement, like they're twisting and turning into every attack. There was a debate as to how mutated they should be, but they're the lowest minions in Tzeentch's army so I settled for one small mutation: avian talons instead of feet, a classic Tzeentch mutation.

Colin: Don't forget the Scuttlings! Those little critters were really fun to make. Goblins are a classic dungeon minion, as are spiders, so we decided to combine them together. The story goes that these grots started eating a weird fungus that

grew on giant spiders, which, over time, caused them to mutate. It just goes to show that you are what you eat!

Ben: Then there's the Gaunt Summoner and the Ogroid Thaumaturge, both designed by Brian Nelson. The Gaunt Summoner was an opportunity to define the look of Tzeentch on a mortal-ish creature. The Chaos Sorcerer Lord (also designed by Brian) was instrumental in the design, as was Vilitch the Curseling. We also like how this Gaunt Summoner is similar, but distinct from the one riding the disc. We want their silhouettes to be instantly recognisable, but you won't necessarily know which of them you've encountered. The Ogroid Thaumaturge is the classic dungeon henchman, but with a twist. Not only is he a monster, he's also a wizard. The tattoos on his body are riffs on the symbol of Tzeentch that shift and move as he casts his spells. His menacing pose is a real winner in my opinion. It's like he was busy scrying when he heard the door creak behind him and the adventurers stumbled in...

CHILDREN OF CHAOS

Ben: Beastmen are the classic children of Chaos, so it seemed only right to include some of them in the Silver Tower. One thing we wanted to get across was that Tzeentch probably gives his minions a lot more attention than his brother gods, which is why the Tzaangors look a lot more opulent and sophisticated than regular Beastmen. It also gave rise to the question of whether they're born as Tzaangors or whether they mutate into them. Knowing Tzeentch, it's likely to be a combination of both, their bodies mutating until he's pleased with their form. Edgar did a stunning job combining several feral creatures into each model, giving them weird, goat-like faces with beaks and human-ish bodies with extra-jointed limbs and talons for feet. They truly are made of Chaos.



THE COVER ART

The box cover for Silver Tower was created by Paul Dainton, whose work has appeared in scores of books over the years. The cover features elements that nod to the original Warhammer Quest box cover, but brought up-to-date with modern imagery and characters. The Gaunt Summoner, as lord of the Silver Tower, can be seen looming over the heroes as they battle through the Silver Tower. There was, of course, a decision to be made on who would take centre stage on the cover. The barbarian was the central character of the original game, but Stormcast Eternals are the main protagonists in the Age of Sigmar. In the end, they agreed to share the cover. Also note the mohawk contest taking place between the Ogroid Thaumaturge and the Fyreslayer Doomseeker on the right of the image!

MAKING THE SILVER TOWER

The second stop on our adventure through the Silver Tower was the glittering spires where the game's creators dwell. There, amidst dusty scrolls and books with legs, we talked with James Hewitt, Tim Molloy and John Michelbach about bringing the game to life.

James Hewitt: The Silver Tower project all began last year when a group of us got together to discuss the possibility of creating a new version of Warhammer Quest. There were nine of us in the meeting – auspicious, much? – and sitting on the table in front of us were the models that would be in the game. To say we were blown away would be an understatement. So we knew what we were working with, but the challenge was putting everything into context. It was like having a jigsaw but with no picture to show the end result. The Familiars are a great example of this – they're incredible miniatures but we had no idea how they would become part of the game. It really was one giant puzzle.

It was clear from the miniatures that Tzeentch was very much the architect behind the game, so we started coming up with loads of ideas about the setting and the story. Andy Clark (who is sadly on a quest killing Scuttlings this week) wrote the background for the game, and we quickly decided that the Silver Tower was not a traditional dungeon with dank corridors and mouldy crypts, but more of a fairground hall of mirrors where nothing is obvious, everything is weird and madness is all around. What could be more fitting for the Age of Sigmar?

Tim Molloy: We wanted the game to retain the classic feel of Warhammer Quest, with each player controlling a hero, fighting myriad enemies, picking up treasure, gaining experience and, ultimately, defeating the bad guy at the end of each quest. It was a fine balance keeping the classic feel but putting it in a new setting in the Mortal Realms and the Age of Sigmar. I did a lot of the book design, so it was fun mixing imagery from the old Realm of Chaos books with more modern artwork.

James: Before I started work on the game, I did a lot of research online to find out what people loved about Warhammer Quest and why so many people still play it 20 years after it came out. Interestingly, almost no one mentioned the rules – their posts were all about the epic adventures they'd been on, the stories they'd created while playing, amusing anecdotes such as how their all-powerful character had been killed by a Snotling, and so on. It was really heartening, actually, because it meant I could strip the rules right back and create a whole new game. The skeleton of Warhammer Quest is still there, but its body is the Silver Tower.

Warhammer Quest had two main modes of play. In one you had a deck of dungeon cards that you and your mates teamed up to explore, killing enemies as you went and stealing their treasure. Alternatively, you could play with a gamesmaster, who would create a story for the quest, plan out the dungeon and control all the minions. I

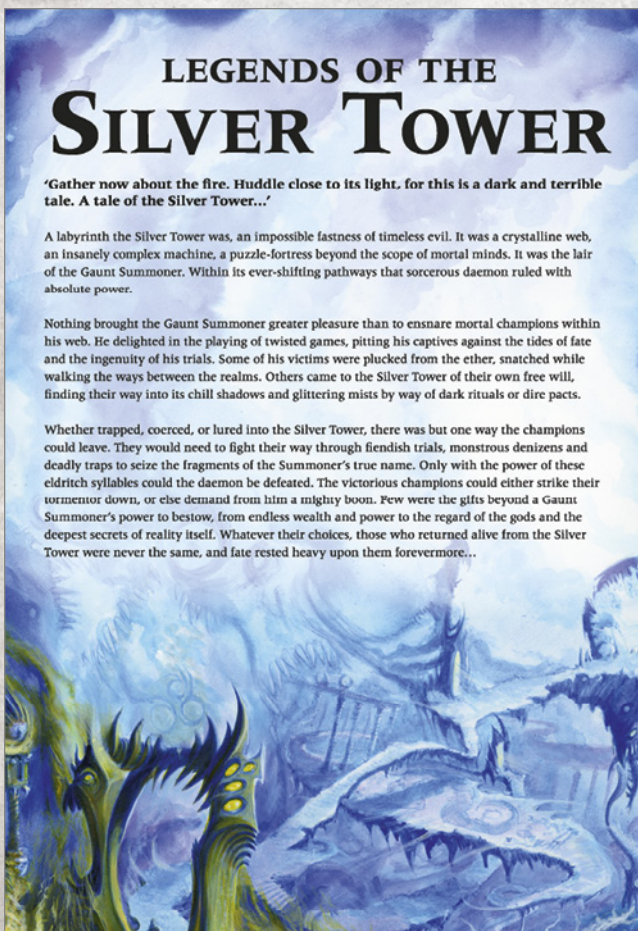
wanted Silver Tower to be a combination of the two, where everyone could take part, but there was still an air of mystery to the game, where none of the players would know what was coming next. That was where the Adventure Book came in...

Tim: Ah yes, the Adventure Book... James couldn't possibly have conceived a more complicated tome! It's like a choose-your-own-adventure book where all the events are jumbled up – how very Tzeentch! We know people will want to skip ahead to see what's going to happen next, but this way you can't. The way the game cards, rooms and Adventure Book interact is very clever and you'll genuinely not know what's in the next room until you roll the dice. There could be blades coming out of the walls, exploding fungus, a gaggle of Blue Horrors or all of the above!

John Michelbach: As the artist for the game, one of my first challenges was figuring out what the 'board' would look

1 James: Andy did a brilliant job capturing the feel of the game on the opening spread of the Guidebook. I know some people will want to skip this bit and get straight on to playing the game, but, seriously, don't! It sets the scene for the whole story and really brings the game to life. Read it as a group, huddle round the campfire and listen to the tale – it's the best way to immerse yourself in the game right from the start.

2 Tim: The Gaunt Summoner is a great villain, an all-knowing, all-seeing conjurer who holds the fate of the adventurers in his hands. Yet even he can get things wrong. The Skaven Deathrunner and the Grot Scuttlings are great examples of the Gaunt Summoner's plans going awry. No doubt he's got a plan to deal with them!



TREASURES & SKILLS

James: Something we wanted to tweak from Warhammer Quest was what you did between dungeons – getting new weapons and equipment, for example. You rolled a few dice, maybe got a new sword, and your Barbarian got thrown out of a tavern, but the cool stories were the ones that happened in the dungeon, not outside it. That's why we have all the treasures and skills appear as you play – it's instant gratification and you can put them to good use immediately.

John: It's not like the characters can leave the Silver Tower after each quest anyway – they can't just pop down the shops or nip out for a beer. They're trapped, they're not getting out, so we needed to have them gain experience during the quests and find new treasures along the way. The treasures are all pretty special, too, not something dull like the +1 Blade, or the -1 Shield. They've all got fun names and crazy rules. *(A favourite here in the White Dwarf bunker is the Warpstone Bomb. – Ed)*

like. I say 'board' (with air quotes), because, like Warhammer Quest, we wanted Silver Tower to change every time you played, with new rooms appearing and disappearing all the time. Figuring out what the inside of a Silver Tower would look like took us to some very strange places and Dave Gallagher (another of the Studio artists) and John Blanche created some very surreal concepts. I then had to render them down into the designs for the tiles while still considering how the game would be played on them. We did a lot of playtesting as a group, constantly changing the designs of the boards and how the models interacted with them. We also had to consider the different quests and how the rooms would appear in each of them. Inevitably some rooms would appear in multiple scenarios, but we weren't too worried about that. The Silver Tower is a really strange place and it seemed wholly appropriate that our heroes could step through a portal and find themselves in a room they'd already been in before on a previous quest.

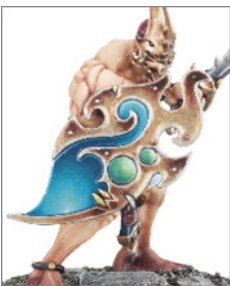
James: We even joked about the heroes seeing another group in the distance, then realising it was them on another quest that was taking place at the same time.

John: Yeah, but that one of the group was missing! I made sure to include a few

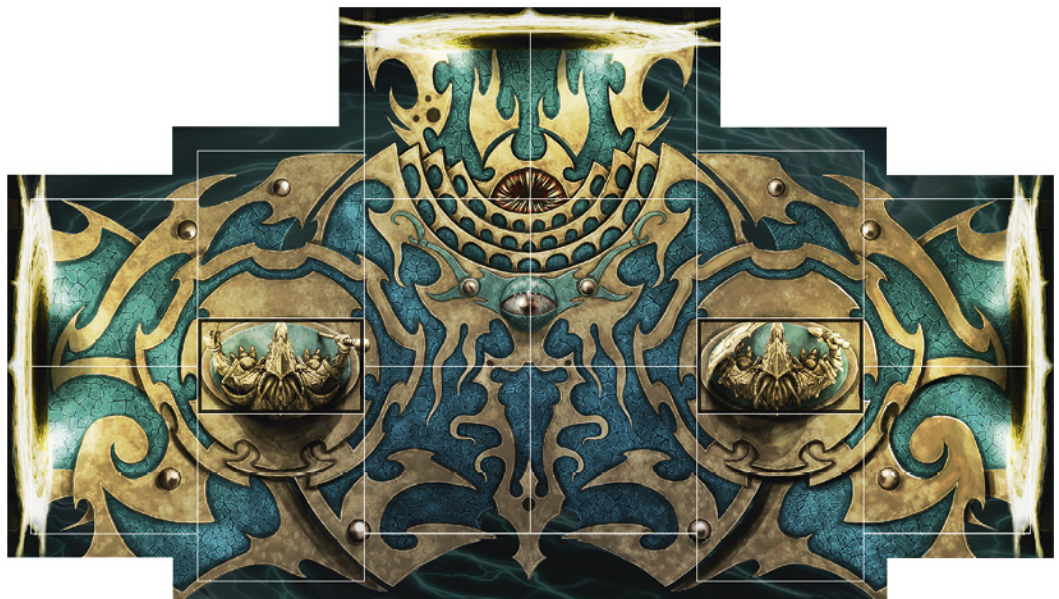
classic rooms from Warhammer Quest, too, such as the Fighting Pit. The twist is that this room does actually fight, slicing you up with jagged blades. The trick was to make the inner workings of a Silver Tower actually feel real and tangible, despite being a madman's worst nightmare. I even snuck a little anarchy into the grid (the squares the characters stand in) so that it isn't always neat and tidy. The intestines room is designed that way – it's wonderfully confusing and awfully disgusting to boot.

Tim: What I love is that, despite how complicated the game was to create, it's actually really intuitive to play. We endeavoured to make the rules as easy to understand and as quick to absorb as possible and the Guidebook is written in such a way that it feels like you're being guided through each stage, like you're being helped along by an unseen hand.

James: Yeah, a blue one with a dagger in it. We wanted the Guidebook to be read as a group, not that one person reads it cover to cover, then teaches everyone else. The book talks to you as well. Not literally, of course, but it addresses you as the adventurers, saying "You must roll these dice..." or "When you set up the room...". It's a lot more personal than our other games and it matches the tone Andy set



John: One of the key design elements for the board tiles came from the shields carried by the Kairic Acolytes. I wanted the tiles to look like they're constantly moving and rotating around each other, like an astrolabe or the gears of a clock. The cam-shape of the Acolyte's shield was perfect for that design. I even made the boards the same colours!





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for the background sections of the book. This isn't just a game, it's your adventure.

Tim: I really like how you're dropped in right at the deep end, just like the heroes. At the start you're not told what the aim of the game is, but you have to work it out as you go along. The funny thing is, the heroes think they have autonomy, that their actions are their own, but in the story they're all being manipulated by the Gaunt Summoner. When you read the unexpected events in the Adventure Book you'll notice they're all written in the past tense, as if they've already happened. Which they have, in a way, because the book is recounting a tale, an adventure that has happened in the past and will happen again in the future and is probably happening right now. That's the reason Andy was keen not to give the characters names, as there are many legends of the Silver Tower, not just one. The idea is that you create your own legend and that your hero develops as you play. That's what the renown tracker's for – enabling players to develop their characters.

James: The renown tracker also encourages you to play the way your character would act – you gain more renown if you play the part, essentially. We found it creates competition in the group, which is brilliant, because though you need to work together to win, you're each secretly trying to become the most powerful. It's not like the heroes are friends, anyway – there's no love lost between the Knight-Questor and the Darkoath Chieftain. Interestingly, it was this competitive edge to the game that led to the rule that stops one player using all the destiny dice, wasn't it, Tim?

Tim: Yes, that was me! I was playing as the Mistweaver Saih and I used all the dice in one of the playtest games. James soon put a stop to that.

James: Overall, I think we've had a blast creating Silver Tower. It's been one of my favourite projects to date and we all put way more hours into it than was expected. I reckon the end result was worth it and I really look forward to hearing about the adventures people have playing it. ☺

1 Tim: I was so excited to see the Tzaangors in the set, resurrected from the Lost and the Damned books of old and brought up to the modern day. Their design helped influence both the look of the board tiles and the imagery in the book, which is replete with lots of crazy Daemon heads and magical beasts. The Ogroid Thaumaturge was also a real joy to see. John copied the pattern of his tattoos onto the board section where he makes his lair in one of the quests. You can just see them underneath the Knight-Questor's feet. Linking the design of the miniatures to the tiles in this way made the villains feel more like part of the Silver Tower, while the adventurers clearly don't belong there. The exception, of course, are the Grot Scuttlings, who are more of an infestation than true denizens. The Gaunt Summoner just can't get rid of them all!

TELL US YOUR TALE

Here in the White Dwarf bunker we've played quite a few games of Silver Tower and no two have been alike. With 90 unexpected encounters and events to stumble into, loads of unique rooms and four different charts where adversaries suddenly pounce on you, it's virtually impossible to play the same game twice. Saying that, the Ogroid Thaumaturge has appeared twice in our games (both times when he really wasn't wanted!) and decapitating blades hiding in the walls seem to be a popular accoutrement in our Silver Tower. Our tales are all well and good, but what we really want to hear about are your tales of derring-do. Once you've played Silver Tower, why not tell us all about it? You can email us at:

team@whitedwarf.co.uk



OGROID THAUMATURGE

Combining bestial strength and ferocity with dark occult powers, the Ogroid Thaumaturge is a cunning and deadly foe. With snarled invocations the Thaumaturge hurls roiling blasts of energy into the enemy ranks, before stampeding into the midst of his reeling foes to gore and pummel the survivors to bloody ruin.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Thaumaturge Staff	2"	2	3+	3+	-1	D3
Great Horns	1"	1	3+	3+	-2	3
Cloven Hooves	1"	4	4+	3+	-	1

DESCRIPTION

An Ogroid Thaumaturge is a single model. It smashes its foes with its Thaumaturge Staff, gores them with its Great Horns, and grinds them bloodily underfoot with its Cloven Hooves.

ABILITIES

Brutal Rage: If this model has suffered 5 or more wounds, add 1 to all of its hit rolls but subtract 1 from all of its casting and unbinding rolls.

Overwhelming Power: This model heals 1 wound in each of its hero phases.

Mighty Bulk: After this model completes a charge move, pick an enemy unit within 1"; that unit suffers D3 mortal wounds.

MAGIC

An Ogroid Thaumaturge is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. An Ogroid Thaumaturge knows the Arcane Bolt, Mystic Shield and Fireblast spells.

FIREBLAST

A Fireblast spell engulfs the target in coruscating flames from which capering daemons spring forth. Fireblast has a casting value of 7. If successfully cast, pick an enemy unit within 18" that is visible to the caster. The unit you pick suffers D6 mortal wounds. After the damage has been inflicted, you can set up a unit of Pink, Blue or Brimstone Horrors within 1" of the target; the number of models set up in the new unit is equal to the number of mortal wounds inflicted.

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITES, HERO, WIZARD, OGROID THAUMATURGE



BLUE HORRORS OF TZEENTCH

When a Pink Horror is wounded it emits a piercing squeal and immediately splits into two Blue Horrors. Casting vindictive glares at their enemies and blasting them with mystical fires, the Blue Horrors are as resentful and bitter as their pink cousins are gleeful and capricious.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Magical Flames	14"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Taloned Hands	1"	1	5+	5+	-	1

DESCRIPTION

A unit of Blue Horrors of Tzeentch has 2 or more models. They hurl Magical Flames at their enemies or slash at them with their Taloned Hands.

ABILITIES

Split: If a friendly unit of Pink Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and create Blue Horrors

at the end of that phase (after all other units have performed their actions and made their attacks). Two Blue Horrors are created for each slain Pink Horror – if there is already a friendly Blue Horror unit within 6" of the Pink Horrors, add the Blue Horrors to that unit, otherwise set them up as a new unit within 6" of the unit of Pink Horrors.

If a rule causes a whole unit of Pink Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Blue Horrors, just before removing the last model from the Pink Horrors unit. The unit of Blue Horrors has two models for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models within 6" of the last model from the Pink Horrors unit.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, BLUE HORRORS



BRIMSTONE HORRORS OF TZEENTCH

When a Blue Horror is wounded it vanishes in a cloud of smoke, and is replaced with a pair of Brimstone Horrors. Savage little sprites formed from living fire, these diminutive Daemons leap and crackle as they worry at their enemies' shins and set fire to their battle-garb.



MISSILE WEAPONS

Magical Flames

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	2	5+	5+	-	1

MELEE WEAPONS

Taloned Hands

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	5+	6+	-	1

DESCRIPTION

A unit of Brimstone Horrors of Tzeentch has any number of models – each model consists of a pair of Brimstone Horrors. They hurl Magical Flames at their enemies or grab at them with their Taloned Hands.

ABILITIES

Split Again: If a friendly unit of Blue Horrors suffers any casualties during a hero, shooting or combat phase, the slain Horrors will split and create Brimstone Horrors at the end of that phase (after all other units have performed their actions and made their attacks). One model is created for each slain Blue Horror – if there is already a friendly Brimstone Horror unit within 6" of the Blue Horrors, add the Brimstone Horrors to that unit, otherwise set them up as a new unit within 6" of the unit of Blue Horrors.

If a rule causes a whole unit of Blue Horrors to be removed at once (excluding battleshock), you can immediately create a unit of Brimstone Horrors, just before removing the last model from the Blue Horrors unit. The unit of Brimstone Horrors has one model for each model in the unit of Pink Horrors at the point at which it is removed, and must be set up with all models within 6" of the last model from the Blue Horrors unit.

KEYWORDS

CHAOS, DAEMON, TZEENTCH, BRIMSTONE HORROR



TZAANGORS

These savage avian beastkin have been warped into shapes more pleasing to Tzeentch than their crude gor-kin cousins. Clad in flowing armour of silver and gold, wielding curved blades and massive double-handed axes, they fight with the speed and violence of unbridled change.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Savage Blade	1"	1	4+	4+	-	1
Two Savage Blades	1"	1	3+	4+	-	1
Greataxe	1"	1	4+	4+	-1	1
Vicious Beak	1"	1	4+	6+	-	1

DESCRIPTION

A unit of Tzaangors has 6 or more models. Each unit fights with a variety of weapons; some of the Tzaangors are armed with two Savage Blades, others carry a Savage Blade and Arcanite Shield, and some are armed with double-handed Greataxes. No matter what they carry in their hands, all can also tear at a foe with their Vicious Beaks.

ABILITIES

Arcanite Shield: Roll a dice before allocating a wound or mortal wound to a model that has an Arcanite Shield. On a roll of 6 the shield deflects the damage and the wound is ignored.

Anarchy and Mayhem: Roll a dice before this unit piles in. Add 1 to the roll if the unit is within 9" of any **ARCANITE HERO** from your army, and add a further 1 if the unit has 9 or more models. If the result is 4 or more, you can add 1 to all wound rolls for the unit in that combat phase.

KEYWORDS

CHAOS, GOR, TZEENTCH, ARCANITES, TZAANGORS



KAIRIC ACOLYTES

Marked by the Changer of the Ways for their cunning and devotion, these warrior cultists fight with blade, sorcery and terrifying zeal. They are the chosen mortal warriors of Tzeentch, and with the proper chants and rites they are able to combine their gestalt magical might before unleashing it in crackling bolts of unnatural flame.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sorcerous Bolt	12"	1	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Cursed Blade	1"	1	4+	4+	-	1
Two Cursed Blades	1"	1	3+	4+	-	1
Cursed Glaive	1"	1	4+	4+	-1	1

DESCRIPTION

A unit of Kairic Acolytes has 8 or more models. Each unit fights with a variety of weapons; some of the Acolytes are armed with a single Cursed Blade while others carry two, some instead carry a Cursed Blade and an Arcanite Shield, and some are armed with a double-handed Cursed Glaive. All Kairic Acolytes can hurl Sorcerous Bolts.

KAIRIC ADEPT

One Acolyte armed with a single Cursed Blade can be the Kairic Adept, who is the leader of this unit. The Kairic Adept makes 2 attacks rather than 1 with his Sorcerous Bolt.

ABILITIES

Arcanite Shield: Roll a dice before allocating a wound or mortal wound to a

model that has an Arcanite Shield. On a roll of 6, the shield deflects the damage and the wound is ignored.

Gestalt Sorcery: You can add 1 to the hit rolls of this unit's Sorcerous Bolts if it is within 9" of at least one friendly TZEENTCH WIZARD .

KEYWORDS

CHAOS, MORTAL, TZEENTCH, ARCANITES, KAIRIC ACOLYTES

GAUNT SUMMONER AND CHAOS FAMILIARS

A daemon mage of terrible power, the Gaunt Summoner delights in tricks and torments. With his sorcerous powers and dark arcana this terrible being can twist his enemies into mewling spawn, or annihilate them utterly with the iridescent fires of Tzeentch. Weird magical familiars caper at the Daemon's heels, each one a focus for the powers of sorcery and change whose presence further bolsters the might of their leering master.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Changestaff	18"	1	3+	4+	-	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warp tongue Blade	1"	1	3+	4+	-	See below

DESCRIPTION

A Gaunt Summoner of Tzeentch is a single model. He is armed with a Changestaff that can blast his enemies with the iridescent fires of Tzeentch, and a Warptongue Blade. He is never without a Book of Profane Secrets, with which he can call cohorts of daemons to the battlefield through a Realmgate. He is accompanied by a quartet of Chaos Familiars, that aid him in a variety of evil ways.

ABILITIES

Book of Profane Secrets: If a Gaunt Summoner is within 9" of a **REALMGATE** at the start of its movement phase, it can summon a unit of **CHAOS DAEMONS** to the battlefield, adding it to your army. Place the unit so that all models are within 6" of the Realmgate and more than 9" away from any enemy units. This is the summoned unit's move for the movement phase.

Chaos Familiars: The Gaunt Summoner is accompanied by four Chaos Familiars: Tweak, Slop, Blot and Pug. Whenever the Gaunt Summoner is set up or finishes a move, place each surviving Familiar within 1" of him. The range to or from the Gaunt Summoner can be measured to his own model or to any of his Chaos Familiars. When a wound is inflicted upon the Gaunt Summoner, the attacker can choose for the wound to either affect the Gaunt Summoner normally, or for

it to remove one of the Chaos Familiars instead. All remaining Chaos Familiars are removed if the Gaunt Summoner is slain.

The Chaos Familiars have the following effects as long as they are alive (they cannot do anything else):

Tweak: Add 1 to the hit rolls for the Gaunt Summoner's Warptongue Blade, as long as he is accompanied by Tweak.

Slop: Your opponent must subtract 1 from the save rolls of enemy models that are within 3" of the Gaunt Summoner, as long as he is accompanied by Slop.

Blot: Add 1 to the casting rolls for the Gaunt Summoner, as long as he is accompanied by Blot.

Pug: Your opponent must subtract 1 from any hit rolls that target the Gaunt Summoner in the combat phase, as long as he is accompanied by Pug.

Warptongue Blade: The body of anyone cut by a Warptongue Blade is wracked with sickening and uncontrollable mutations. If a Warptongue Blade inflicts damage on an enemy unit, roll two dice. If the roll is higher than the enemy unit's Bravery, one model in the unit is slain. Otherwise, the blade inflicts 1 wound.

MAGIC

A Gaunt Summoner of Tzeentch is a wizard. He can attempt to cast two different spells in each of your hero phases, and attempt to unbind two spells in each enemy hero phase. A Gaunt Summoner knows the Arcane Bolt, Mystic Shield, and Infernal Flames spells.

INFERNAL FLAMES

Infernal Flames creates an area of scorching fire that engulfs enemy formations. Infernal Flames has a casting value of 8. If successfully cast, pick an enemy unit within 18" that is visible to the caster. Roll 1 dice for every model in the target unit that is within 18"; the unit suffers 1 mortal wound for each roll of 4 or more. Roll 3 dice for each **MONSTER** or **WAR MACHINE** in the target unit, rather than only 1 dice.

KEYWORDS

CHAOS, DAEMON, MORTAL, TZEENTCH, ARCANITES, EVERCHOSEN, HERO, WIZARD, GAUNT SUMMONER AND CHAOS FAMILIARS



GROT SCUTTLINGS

Grot Scuttlings are wily and tribal, half-arachnid greenskins whose poisons and webs are the bane of the unwary. Though individually weak and cowardly, when massed in great swarms the Scuttlings can overwhelm even the greatest of warriors, before dragging their venom-bloated corpses away to dangle in their carrion webs.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Huntin' Bow	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stabba	1"	1	5+	5+	-	1
Two Stabbas	1"	2	5+	5+	-	1
Stabba and Grot Spear	2"	1	5+	4+	-	1

DESCRIPTION

A unit of Grot Scuttlings has 8 or more models. Each unit fights with a variety of weapons; some of the Grots are armed with two Stabbas, others carry a Stabba and a Grot Spear, and some are armed with a Stabba and a Huntin' Bow.

ABILITIES

Poisoned Weapons: You can re-roll wound rolls of 1 for a Grot Scuttling.

Tangling Webs: If a unit of Grot Scuttlings has 5 or more models, your opponent must subtract 1 from any hit rolls they make against it in the combat phase.

KEYWORDS

DESTRUCTION, GROT, SCUTTLINGS



SKAVEN DEATHRUNNER

This cunning murderer has been dispatched to the battlefield on a mission of assassination. By poisoned blade and shadow magic does he seek to strike down his mark. The Deathrunner flickers impossibly through the smoke and flame of the battlefield, or conceals his advance with clouds of alchemical fume before springing forth to plunge his blades into his victim's unprotected back.



MISSILE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
12"	2	4+	4+	-	1

MELEE WEAPONS

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	2	3+	3+	-1	D3
1"	3	3+	4+	-	1

DESCRIPTION

A Skaven Deathrunner is represented by 2 models, one real and one an illusion (see Illusory Twin). A Skaven Deathrunner is armed with a Bloodblade sword in one hand and a Stab-slicer dagger in the other. He also carries razor-sharp Warpstars that he can hurl at an enemy.

ABILITIES

Illusory Twin: Although he has two identical miniatures, there is only one Deathrunner, with the uncanny ability to appear in two places at once. When the Skaven Deathrunner is set up, place both models upon the battlefield. They do not need to be set up within 1" of each other, and each is a separate unit. One of the models represents the real Deathrunner, the other is an illusion. The truth is only revealed when the Deathrunner attacks or is slain. If one of the miniatures is slain, roll a dice. On a 1, 2 or 3 the slain model was the illusion – it is removed. On a 4, 5 or 6 it was the true Deathrunner, and both miniatures are removed. If one of the models makes an attack, the other is the illusion and is removed.

Marked Target: At the start of the first battle round, pick an enemy **HERO** as the Deathrunner's target for assassination. You can re-roll failed hit rolls for any attacks made by the Deathrunner upon his marked target.

Shadowsmoke Bombs: A Skaven Deathrunner carries a number of Shadowsmoke Bombs that can be used to mask his position and protect him from enemy missile fire. Your opponent must subtract 1 from any hit rolls that target a Skaven Deathrunner in the shooting phase.

KEYWORDS

CHAOS, SKAVEN, ESHIN, HERO, SKAVEN DEATHRUNNER

THE WEEK IN

Join us for a round-up of the week as we share comment, opinion and trivia on all the latest releases, plus other fun tidbits that have cropped up in the White Dwarf bunker this week. This week, it's more of the mysteries of the Silver Tower, ancient quests, and a chicken.

THE MANY PATHS TO MADNESS

GOING SOLO

There may be times when you feel the call of the Silver Tower, but your allies are nowhere to be found, perhaps on a wet weekend afternoon. Why not take control of the entire party and brave the depths alone? With a little care to keep each character's skills and treasure separate, you can enjoy the challenges of Warhammer Quest Silver Tower by yourself.

BEYOND THE GATES OF THE SILVER TOWER

The varied and unique miniatures from Silver Tower really demand to be played with. With the warscrolls in this issue and last week's White Dwarf, you can use the contents of Warhammer Quest Silver Tower on the battlefield, in any way you like. You could even use all the heroes from the box together on the battlefield, representing a particularly strange trial the Gaunt Summoner has set the heroes, fighting against impossible hordes or endless armies (or maybe the party are survivors out to hunt down the Gaunt Summoner).

Or you could use the Gaunt Summoner's minions, as they carry out his whims across the Mortal Realms as part of Tzeentch's armies. Equally, there's all sorts of ways to use your collection in Silver Tower. What if a few of you want to play similar heroes? Why not have multiples of the same hero in the party? Perhaps a band of champions of Chaos seeking to eliminate a rival, or Stormcast heroes trying to end the threat of the Gaunt Summoner once and for all. Who knows what tales of the Silver Tower you could tell?



WHITE DWARF

THE MASTER OF FORTUNE

While **Warhammer Quest** Silver Tower is absolutely jam-packed with gorgeous artwork, to say nothing of the beautiful box cover, one particular piece that has captivated our imaginations here in the bunker is this stunning piece by Kevin Chin, found on pages 2 and 3 of the Adventure Book.

Upon embarking on your first trial, these pages will explain just how and why the gathered heroes came to be at the Silver Tower, in an impossible chamber that leads to nightmarish halls. But this

amazing art adds a whole new level of intrigue to the situation, with some very malevolent spectators gazing down upon the seemingly tiny form of a Knight-Questor. You may wonder what these terrible creatures could be: Lords of Change and Daemon Princes come to watch the work of the Gaunt Summoner? Manifestations of the Silver Tower? Aspects of Tzeentch himself? And what exactly is going on? That, we think we may have the answer to. Just take a close look at what the creature on the right is juggling in the claws of his right hand...

BIT OF THE WEEK: PALTRY POULTRY

You wouldn't think ogors would have much time for such tiny morsels, but apparently this chicken, from the Stonehorn kit, is a bit of a delicacy, and also a favourite of reader Nick Cooney, who wrote in to nominate it for Bit of the Week. We hear it tastes like gnoblar.



DUNGEON BASHING

Warhammer Quest is inspired in part by the 'dungeon bash' style of adventuring, long popular with readers and gamers of many stripes. Here are a few of our favourites...

SPACE HULK

It's a dungeon bash, in space. Aside from being a classic game in its own right, the image of an ancient space hulk laden with monstrosities did much to establish the Genestealer as the 41st Millennium's iconic lurker in the dark. Today, two Space Hulk computer games – Space Hulk and Space Hulk Ascension – are available on a number of platforms.

DEATHWATCH OVERKILL

Perhaps owing something to the atmosphere of its classic predecessor, Deathwatch Overkill mines a similar vein to Space Hulk with a sinister Genestealer Cult lurking in the depths of an Imperial delverworld.

THE MINES OF MORIA

The most iconic fantasy dungeon adventure in fiction, film or gaming, the Fellowship's desperate attempt to cross the Misty Mountains via the abandoned Dwarf hold of Moria reaches its climax on the Bridge of Khazad-dûm where, in the Balrog, it presents an unforgettable foe and, in Gandalf's death, an unforgettable moment of sacrifice.

WARHAMMER QUEST

Worthy of another mention, in all its incarnations! Warhammer Quest Silver Tower is hands-down the finest yet, but did you know that a computer game inspired by the original is available today on iPhone, iPad, Steam for PC and Android?

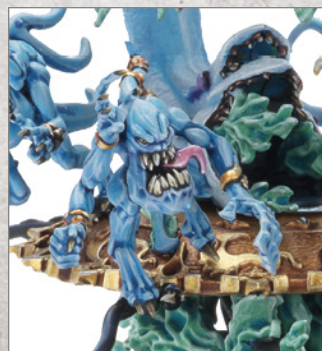
WARHAMMER QUEST: BEFORE THE SILVER TOWER...



The venerable Warhammer Quest name goes back all the way to 1995, and this predecessor game to today's Silver Tower. The game featured an Elf, a Dwarf, a Wizard and the Barbarian you can see on the cover, questing their way through dungeons the Old World over. Several other heroes were released (much as with today's Mighty Heroes expansion set) and there were a couple of expansions in Lair of the Orc Lord and Catacombs of Terror. We've got fond memories of the original, even if it did feature a bit too much sitting around in taverns (*No such thing!* – Ed).

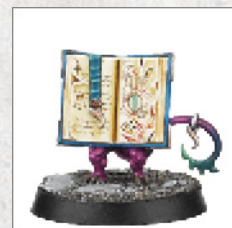
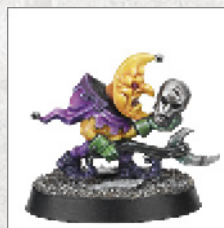
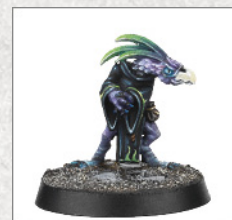
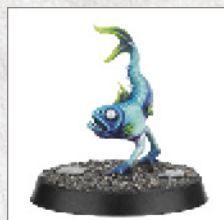
THE HORRORS, THE HORRORS

With the warscroll found in the centre of this week's issue, you can unleash hordes of Blue Horrors in your games of Warhammer Age of Sigmar. It's been a while since units of Blue Horrors last appeared on the tabletop, but they're a classic Tzeentchian image that still pops up across the range. The Blue Scribes – P'tarix and Xirat'p – for instance, are two Blue Horrors tasked by Tzeentch with learning every spell in existence.



CATCH OF THE DAY: FAMILIARS

You heard it here first – Games Workshop has finally made a fishman! Well, it's actually Slop, a fishy Familiar with legs, from the Silver Tower game. Alongside him are Tweak, a would-be Lord of Change, Pug, a moon-faced, head-collecting nuisance, and Blot, a walking book. These critters may look cute, but beware, the further you progress through the Silver Tower, the more they take notice of you!



Elsewhere, a trio of Blue Horrors accompany the Exalted Flamer on the Burning Chariot of Tzeentch. However, if you build the kit with the Herald of Tzeentch as its rider, the Blue Horrors are left over – perfect if you're looking to add a few more Blue Horrors to your collection without having to saw your Pink Horrors in half. (Caution: Cutting Pink Horrors in half won't actually give you any Blue Horrors. Please don't try it.)

READER'S MODEL OF THE WEEK

Reader's Model of the Week is another silver tower – one from the far future and with distinctly less mutation involved. It's also decidedly more gunmetal than the Gaunt Summoner's abode. Thilo Engels painted this Plasma Obliterator with gleaming golden icons of Imperial saints and gold detailing to contrast with the weathered grey metal of structure. Thilo has been very sparing with his use of weathering, adding just enough to give the feel of an ancient and revered device without it looking dilapidated. Combined

with the gold, this gives the impression that the Plasma Obliterator is more than a gun emplacement – a sacred relic to the armies of the Imperium.

If you've painted a miniature that you think is worthy of a place in White Dwarf then why not send a picture to:

team@whitedwarf.co.uk

If it's something we can use, we'll be sure to get in touch.



CODEX: APOCRYPHA EXTRA

Notes from the worlds of Warhammer. This week: minions!

GENESTEALER FAMILIAR

Tiny freakish things that resemble purestrain Genestealers, Genestealer Familiars are not, strictly speaking, real creatures at all. Rather, they are psychic manifestations of a particularly adept Genestealer Magus, like Orthan Trysst of Ghosar Quintus. Despite this, they are still vicious and dangerous things, able to slash and bite anyone who gets too close to their hideously tainted master.

CHAOS FAMILIARS

The four diminutive Familiars of the Silver Tower are not the only ones of their kind. There is unending variety of Familiars, from ambulatory mannequins and impish skeletons to minuscule dragons and tiny scarecrows. Partly, this is the fancy of the sorcerer they are bound to, but as with everything associated with the foul powers of Chaos, Familiars are also shaped by the will of the Dark Gods themselves.

THE HAMADRYA

An ugly and vile little creature, the Hamadrya is the Familiar of Huron Blackheart, the aptly-named master of the Red Corsairs renegades. Always at its master's side, what the Hamadrya actually is remains something of a mystery, as is its true form, at times appearing reptilian, avian or mammalian, or some stomach-churning combination of all three.

GYRINK

Cat-like creatures usually found in the company of Eldar seers, these xenos felinoids augment their owner's psychic capability over time. They are companions for life, but should an owner die, they will seek out a new one as quickly as possible, driven by a bone-deep need to belong to someone.

WHITE DWARF'S REGIMENTS OF RENOWN

You can never really go wrong with an Imperial Knight, and Tom Warsop's Imperial Knight Errant is a wonderful example to behold. Clad in the colours of House Raven, it serves alongside an Imperial Knight Paladin as part of a pair of Imperial Knights in Tom's larger Adeptus Mechanicus army.

Tom saw the greater army as a chance to finally master airbrushing, and managed an impressive weathering job on the Knight, giving the impression of a war

machine on campaign, with paint scratched away and dirt building up, but avoiding the pitfalls of going too far and making the weathering look like an untidy paint-job! This is, after all, a relic of the Cult of the Machine God and House Raven, and treated as such.

You can never have too many Imperial Knights, though, so Tom has plans to expand the force with a few more, perhaps using some of the weapon options found in the Imperial Knight Warden box. ♡



NEXT ISSUE: HALL OF FAME, ARMY OF THE MONTH, PAINT SPLATTER AND MORE!



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