

WARHAMMER QUEST

BLACKSTONE FORTRESSES



EXPLORATION

Read this when you start the quest for the Black Shrines

INTRODUCTION

The explorers have acquired a map that shows the approximate location of Obsidius Mallex's seat of power in the Blackstone Fortress. However, the Chaos Lord's chamber is protected by powerful wards, and the explorers must first disrupt the Black Shrines throughout the Citadel of Mallex before they can confront him.

The explorers will need to pick their way through the fortress' chambers and passages, identifying navigable routes through the Citadel of Mallex so they can locate the four Black Shrines and reach the Chaos Lord's throne room. On their journey, they will occasionally venture into regions of the fortress not yet stabilised by Mallex.

The first section of this booklet (pg xx-xx) contains a range of chambers. Chambers are stable areas of the Citadel of Mallex, and are equivalent to the combat encounters found in the main game.

The next section of this booklet (pg 16-26) contains a range of passages. These are the pathways that connect chambers to one another, and must be passed through to move between locations within the citadel.

The final section of this booklet (pg 30-39) is composed of the Black Shrines and the Throne of Mallex. The shrines are dangerous locations dotted throughout the Citadel of Mallex; conquering them is essential to the quest, allowing the explorers to access Mallex's throne room.

On the back of this booklet you will find the exploration map. This map shows the entry point the explorers will use to access the Citadel of Mallex, as well as the location of the Chaos Lord's throne room. It also shows all of the chambers that make up the Citadel of Mallex, each one represented by a hex.

Navigating the Citadel

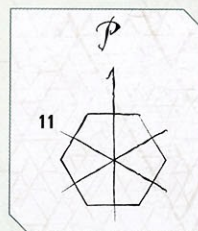
To avoid getting lost in enemy territory, it is important to understand how to move around the Citadel of Mallex. Each chamber has a number of portals leading from it, and the explorers can leave the chamber by summoning a maglev transport to one of these portals. Each portal takes the explorers to a specific passage, as indicated on the chamber map. Each portal corresponds to a side of the hex representing that chamber on the exploration map.

Some passages present the explorers with a challenge, while others lead into the Blackstone Labyrinth. If the explorers enter a passage with a challenge, after that challenge has been resolved, they will move on to the next chamber, as indicated in the description of the passage. If the passage leads to the Blackstone Labyrinth, the explorers will need to resolve one or more exploration cards before being able to move on to the next chamber as instructed.

Recording Your Progress

Below are a few hints and tips for navigating the citadel:

- The blank hexes on the exploration map represent areas within the Blackstone Fortress that you can explore. Each of the chambers and Black Shrines within the Citadel of Mallex occupies a single blank hex, though some of the hexes on the exploration map will be untamed areas of the Blackstone Fortress that are not part of the citadel. Two chambers – the Gateway and the Throne of Mallex – are already plotted on the exploration map.
- As you move around the citadel and find new chambers, you should plot their locations on the exploration map as well. Once you are sure of a hex's location, we recommend writing the chamber number into that hex on the exploration map, as well as noting the direction and numbers of any passages leading from that chamber.
- On the exploration map, and in the corner of each chamber map, there is a compass with an upwards-facing arrow pointing towards Precipice. The compass shows you the orientation of the chamber relative to the exploration map. It also shows which direction you will move on the exploration map when you use a portal to exit the chamber. For example, the compass to the right shows the direction the explorers will move on the campaign map if they exit this chamber using passage 11. If passage 11 takes the explorers directly to another chamber within the Citadel of Mallex, that chamber will be adjacent to this chamber on the exploration map, in the direction shown on the compass.
- If the explorers pass through a passage that leads into the Blackstone Labyrinth, they will have to pass through constantly shifting sections of the fortress before returning to the Citadel of Mallex. The number of chambers they pass through while in the Blackstone Labyrinth will be evident, but you won't know the direction in which they've travelled – until the explorers reach a chamber that they have already determined the location of, you won't be able to mark your position on the map.
- If you become lost and are unsure of your location, it can often be worth ending the current expedition, restarting from a location you are certain of and trying a different exit.



READ THIS BEFORE CONTINUING!

You step inside the maglev transport and input the complex rune sequence, following the instructions you have procured from the data traders aboard Precipice. Once you have completed the procedure, the open wall of the transport folds shut, entombing you inside. For a moment, nothing happens – then, with a shudder, the maglev stirs into motion.

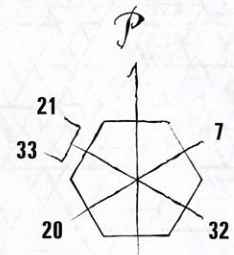
As the transport chamber wends its way deeper into the Blackstone Fortress, you take a moment to do a final check of your weapons and equipment, and to steel yourself for the horrors you will undoubtedly soon face. You don't know what you will find inside the Citadel of Mallex, but you are certain the Servants of the Abyss will present formidable resistance against your incursion. With a little luck you may be able to avoid the heaviest patrols and the most monstrous fiends that roam the dark corridors – at least for a while.

The quest before you is simple in principle, if exceedingly dangerous in execution. You must prevent the Servants of the Abyss from gaining more control over the Blackstone Fortress. If you fail to do so, Precipice will certainly fall to their increasing bombardments, and then the entire galaxy shall feel their wrath. Scans have shown a massive build-up of warp energy deep within the fortress, and so it is towards this that you must progress. You must be ready for whatever the followers of the Dark Gods throw in your path – and you should never forget that wherever you go, the Blackstone Fortress is watching you too.

GO TO PASSAGE 23

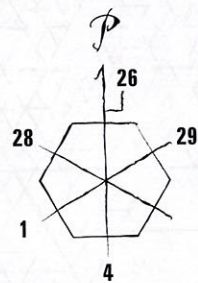
CHAMBER 1

The Mustering Ground



CHAMBER 2

The Armory



PASSAGE 28

PASSAGE 26



PASSAGE 29

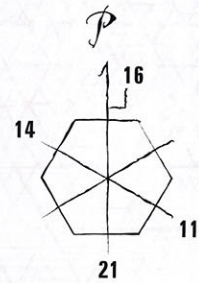
PASSAGE 1

PASSAGE 4

Blocked Portal: Explorers cannot use the **Summon (4+)** action on this portal until all four Black Shrines have been conquered.

CHAMBER 3

The Archive



PASSAGE 14

PASSAGE 16



X-101 Location Tile

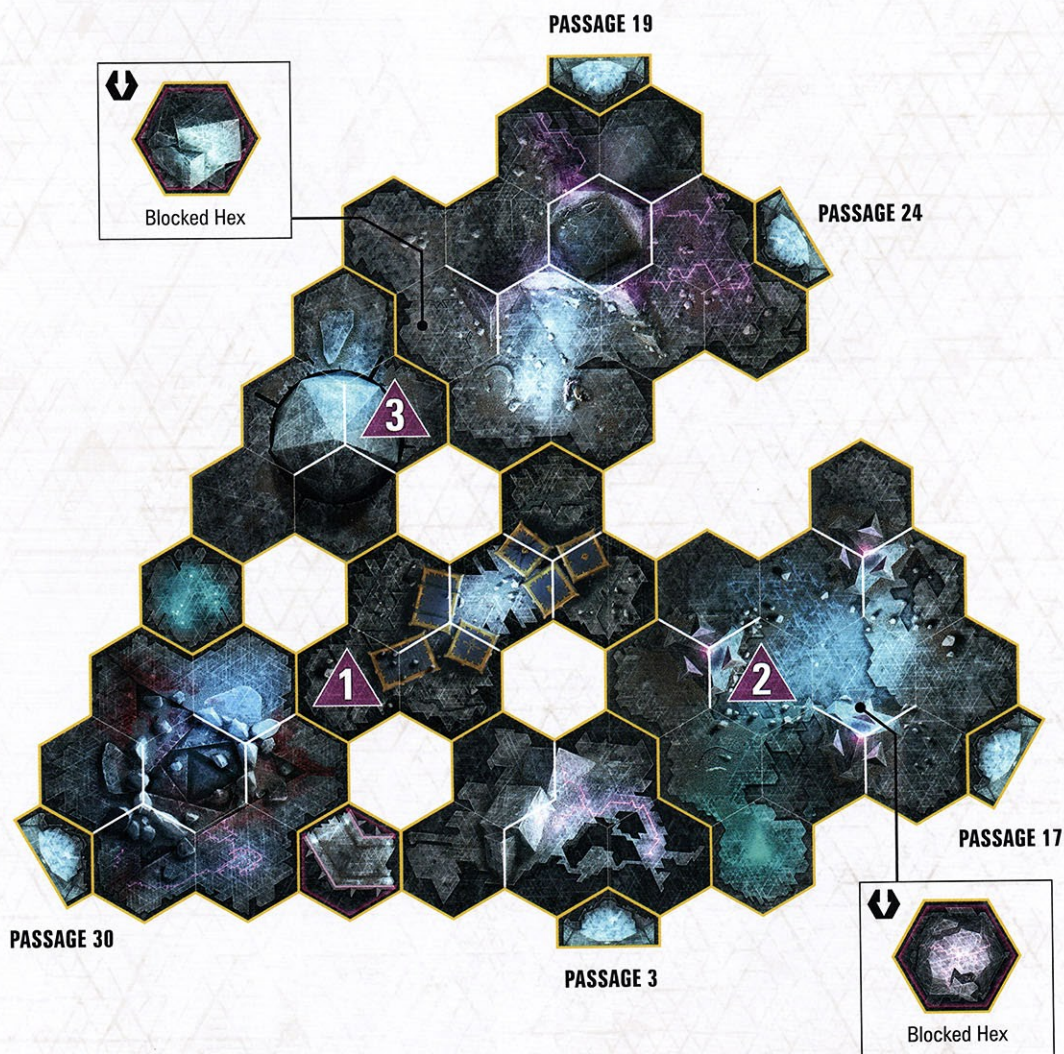
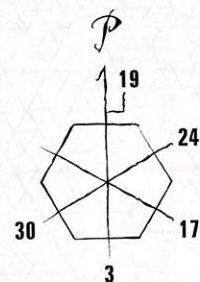
PASSAGE 11

PASSAGE 21

When setting up this chamber, if X-101 has not already been activated, set up the X-101 location tile in the space shown above. If an explorer is adjacent to the X-101 location tile and has no hostiles adjacent to them, they can take an **Activate (4+)** action. If they do so, remove the X-101 location tile and place X-101 in that hex. X-101 then joins the explorer group immediately as a retinue character, as described on page 10 of the Escalation booklet.

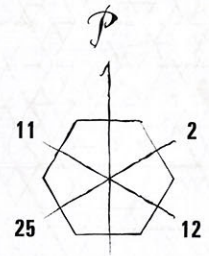


CHAMBER 4 *The Spoils*



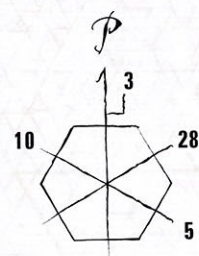
CHAMBER 5

The Profane Sanctum

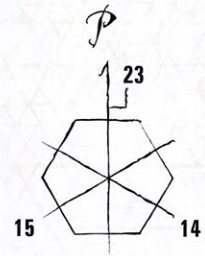


CHAMBER 6

The Oblivette

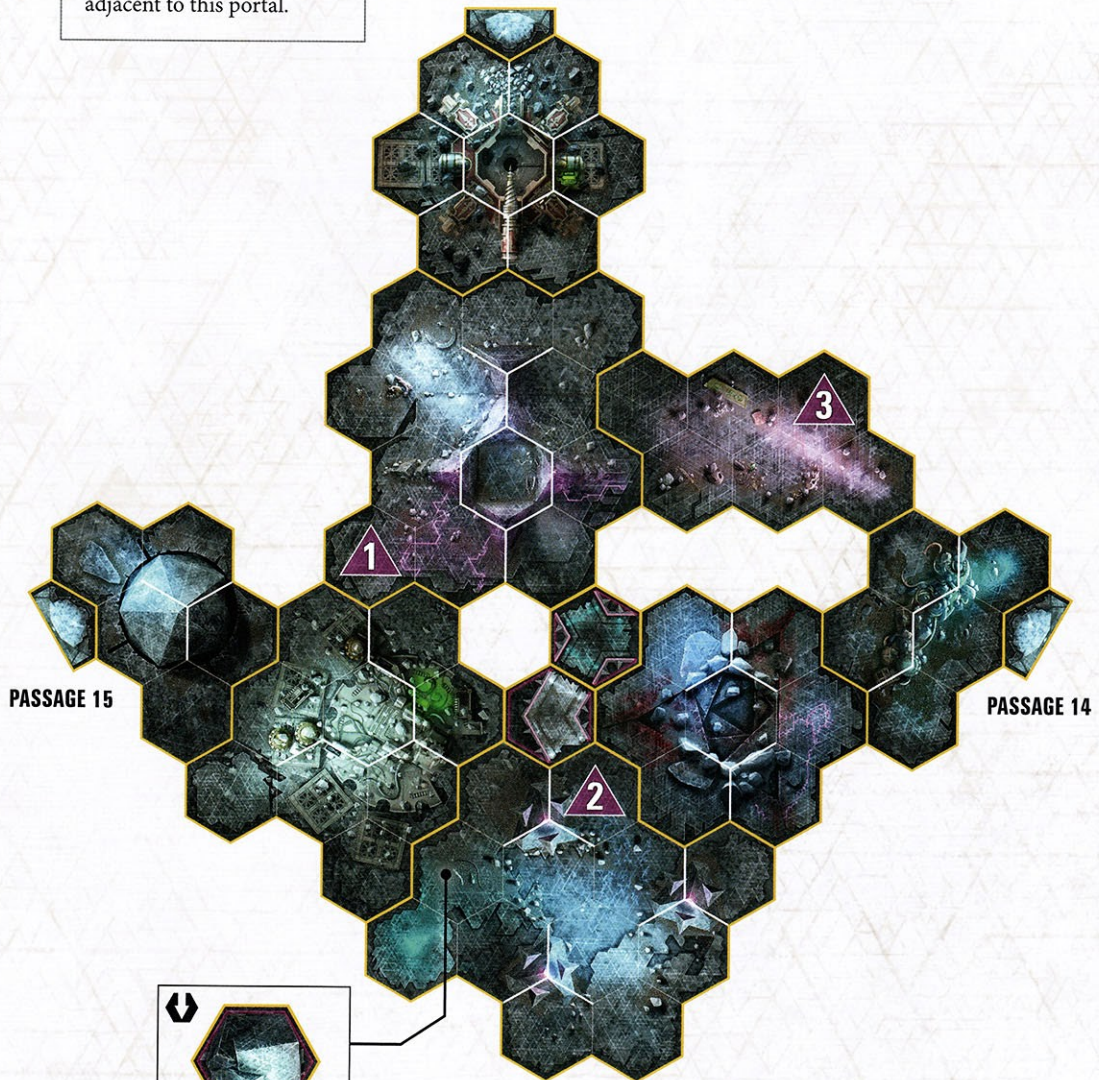


CHAMBER 7 *The Gateway*



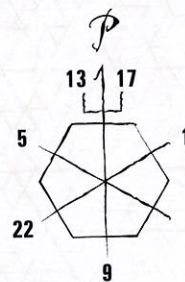
Explorers cannot use the **Summon (4+)** action whilst adjacent to this portal.

PASSAGE 23



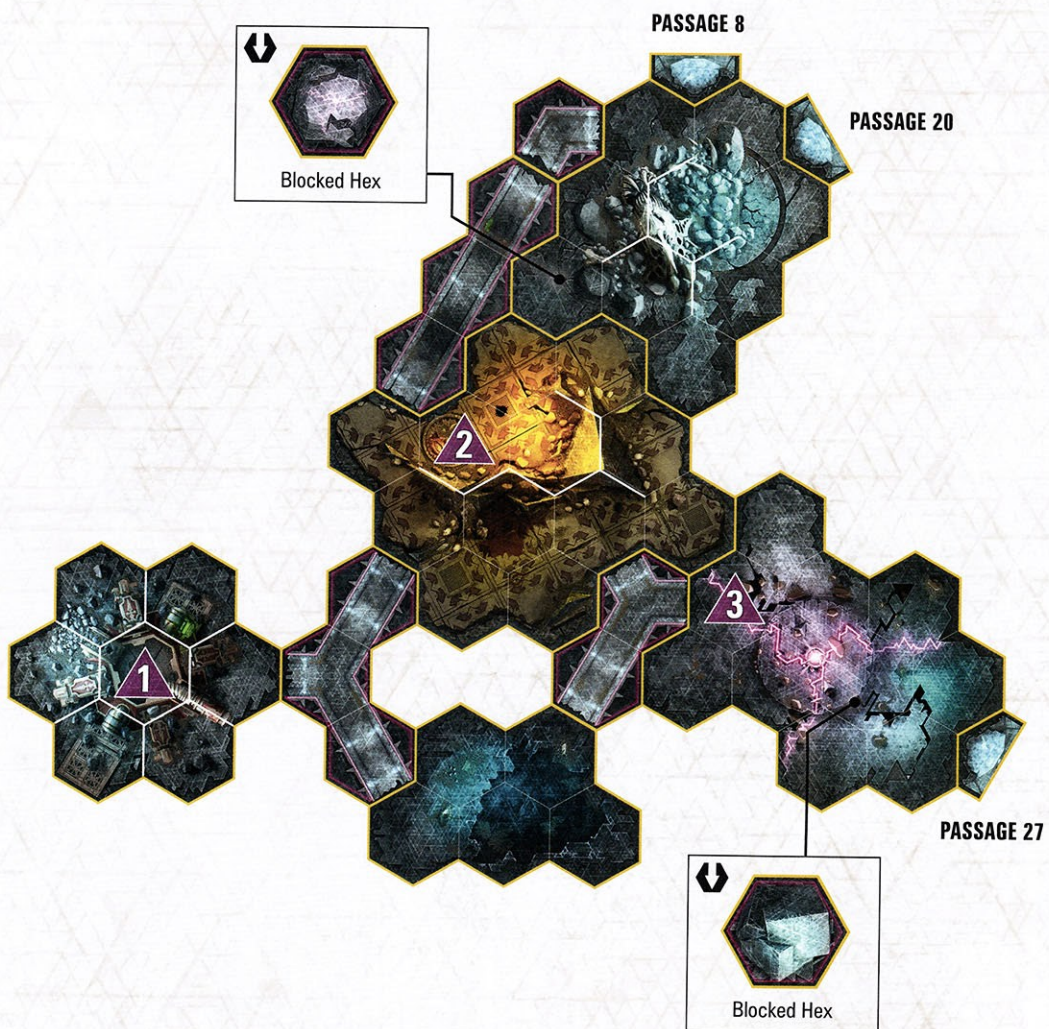
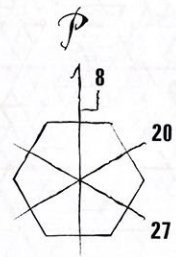
CHAMBER 8

The Screaming Halls



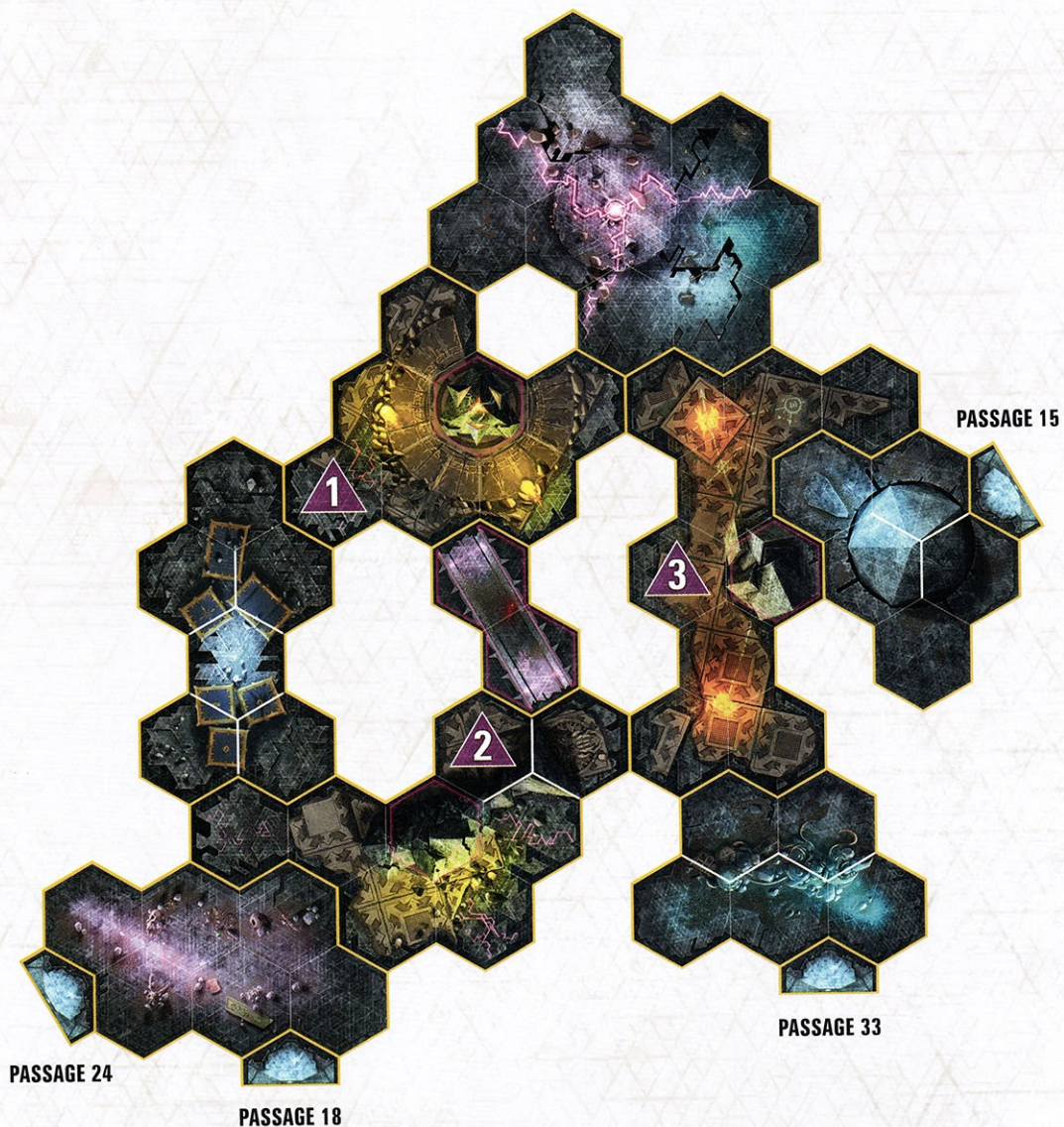
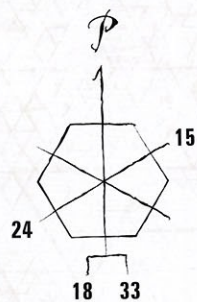
CHAMBER 9

The Barracks



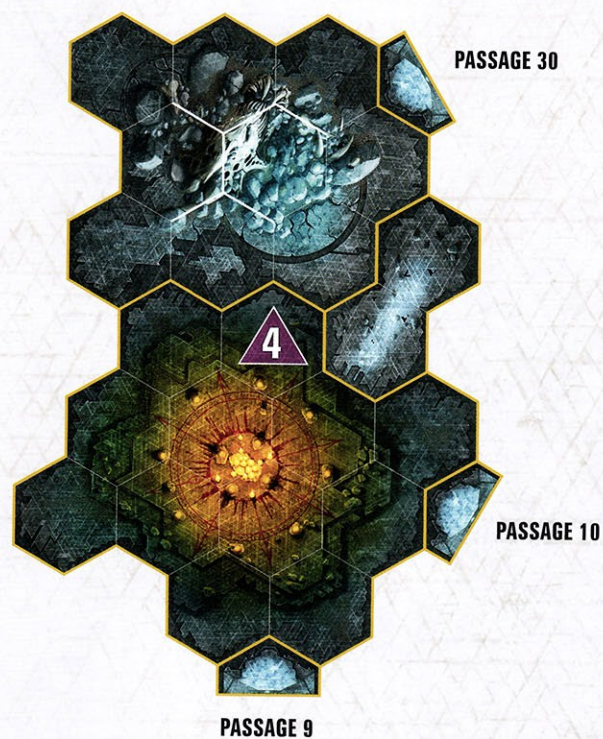
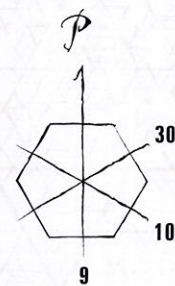
CHAMBER 10

The Catacombs



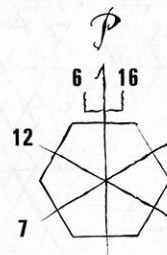
CHAMBER 11

The Sanctuary



CHAMBER 12

The Asylum



PASSAGE 1

Sniper in the Shadows

A veteran Traitor Guardsman has taken up an advantageous position, ready to fire upon the explorers as soon as they enter the chamber.

If Amallyn Shadowguide and/or Rein & Raus are part of this expedition, they can try to pick off the sniper before it can fire. Pick an attack action for each of these explorers from their character card and make an attack roll as if the target was at range 4+. If any of the results are a critical success, the sniper is taken out and nothing happens. If no critical success results are rolled, or Amallyn Shadowguide or Rein & Raus are not part of this expedition, the leader suffers a grievous wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 8**, go to **Chamber 2**. If you entered this passage from **Chamber 2**, go to **Chamber 8**.

PASSAGE 2

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top four cards from the exploration deck and place them face down in a stack next to Precipice to create this Blackstone Labyrinth's exploration deck. Then turn over the top exploration card and resolve the challenge or combat as normal. Once each card is completed, draw the next card in this Blackstone Labyrinth's exploration deck and resolve that one.

Once the fourth exploration card has been resolved, if you entered this passage from **Chamber 5**, go to **Passage 32**. If you entered this passage from **Passage 32**, go to **Chamber 5**.

PASSAGE 3

Biopsychoic Ooze

A strange, pulsating ooze covers the exit to the chamber. Neither bullet nor blade can harm it, and upon contact the strange entity burns flesh and mind alike.

If Pious Vorne and/or Aradia Madellan are part of this expedition they can each roll a number of activation dice equal to the number of spaces they have empty on their activation track. For each result of 6 rolled in this way, the leader can pick one explorer to pass through the ooze safely. Each explorer that does not pass through the ooze safely must make a vitality roll. On a critical success they are unharmed, but on any other result they suffer a wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 4**, go to **Chamber 6**. If you entered this passage from **Chamber 6**, go to **Chamber 4**.

PASSAGE 4

Murder Hole

The Servants of the Abyss have warped the fortress' geometry to create a long corridor flanked by firing galleys, making this the perfect site for them to ambush unwitting explorers.

Each explorer rolls an activation dice. If the result is higher than that explorer's Move value, make a  attack roll against that explorer. If the result is equal to or less than that explorer's Move value, that explorer can make an attack against their ambushers; make an attack roll using one of that explorer's (1+) attack actions. On a critical success that explorer receives an inspiration point.

Once this challenge has been resolved, go to the **Throne of Mallex** (pg 38).

PASSAGE 5

Halls of Vanity

This corridor is lined with mirrors, all of different shapes and sizes and with different lavish frames, and whose surfaces ripple like liquid when touched. Those who gaze too long at their reflection in these mirrors may find a portion of their soul is forfeit.

The leader counts slowly out loud to 6. At any point during this process, any explorer can call 'stop' and roll an activation dice. If the roll is less than the last number the leader called out, that explorer gains an inspiration point. If the roll is equal to or more than the last number called out, that explorer suffers a grievous wound. After this roll, or if the leader reaches 6, the challenge ends.

Once this challenge has been resolved, if you entered this passage from **Chamber 6**, go to **Chamber 8**. If you entered this passage from **Chamber 8**, go to **Chamber 6**.

PASSAGE 6

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top two cards from the exploration deck and place them face down in a stack next to Precipice to create this Blackstone Labyrinth's exploration deck. Then turn over the top exploration card and resolve the challenge or combat as normal. Once each card is completed, draw the next card in this Blackstone Labyrinth's exploration deck and resolve that one.

Once the second exploration card has been resolved, if you entered this passage from **Chamber 12**, go to **Passage 31**. If you entered this passage from **Passage 31**, go to **Chamber 12**.

PASSAGE 7

Rage Resonator

Vibrating shards of blackstone protrude from the walls and ceilings, filling the mind with unquenchable wrath.

In leader order, each explorer rolls a number of activation dice equal to the number of wounds or grievous wounds on that explorer's character card and adds these rolls together. If an explorer's result is 8 or more, that explorer takes the initiative cards for the other explorers, shuffles them and draws one. They then resolve one of their (1+) attack actions with a range of 1 against that explorer. Explorers who are the target of these attacks can roll for defence as normal. Resolve any attacks for an explorer before rolling activation dice for the next explorer when resolving this challenge.

Once this challenge has been resolved, if you entered this passage from **Chamber 1**, go to **Chamber 12**. If you entered this passage from **Chamber 12**, go to **Chamber 1**.

PASSAGE 8

Cultist Onslaught

Portals open on all sides of the chamber, and from them come charging hordes of Cultists.

In leader order, each explorer makes three attack rolls as if they were making one of their (1+) attack actions at range 1 or 2-3. UR-025 and Neyam Shai Murad can make two additional attack rolls. Keep track of the total number of successes and critical successes. Once all explorers have made their attack rolls, count the total number of successes and critical successes. If the total is 8 or more, the Cultists have been wiped out. Otherwise, the explorers suffer a number of wounds equal to the difference between the total and 8; the leader allocates each of these wounds one at a time to any explorer.

Once this challenge has been resolved, if you entered this passage from **Passage 26**, go to **Chamber 9**. If you entered this passage from **Chamber 9**, go to **Passage 26**.

PASSAGE 9

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top four cards from the exploration deck and place them face down in a stack next to Precipice to create this Blackstone Labyrinth's exploration deck. Then turn over the top exploration card and resolve the challenge or combat as normal. Once each card is completed, draw the next card in this Blackstone Labyrinth's exploration deck and resolve that one.

Once the fourth exploration card has been resolved, if you entered this passage from **Chamber 11**, go to **Chamber 8**. If you entered this passage from **Chamber 8**, go to **Chamber 11**.

PASSAGE 10

Bladed Cache

The floor is pocked with recesses; some contain valuable treasures, while others are rigged with horrific traps.

In leader order, each explorer can choose to roll an activation dice. On a 6 that explorer draws a discovery card and places it next to their character card. On a 1 that explorer suffers a grievous wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 6**, go to **Chamber 11**. If you entered this passage from **Chamber 11**, go to **Chamber 6**.

PASSAGE 11

Path of Fate

A number of branching corridors lie before you, each wending into darkness. With the weight of destiny heavy in the air, each of you must walk your own path.

In leader order, each explorer takes an activation dice and places it with a chosen value facing up. The leader then rolls a destiny dice. Each explorer whose chosen dice value matches the result of the destiny dice suffers a wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 3**, go to **Chamber 5**. If you entered this passage from **Chamber 5**, go to **Chamber 3**.

PASSAGE 12

Puzzle Box

Warp energy pours from an abstruse puzzle box. You can try to seal the box, or simply press on through the screaming vortex.

Each player takes the initiative card for their explorer and secretly places it explorer-side up if they wish to help seal the puzzle box, or explorer-side down if they do not wish to help. Players then simultaneously reveal their cards. If at least one explorer chooses to help, the leader rolls a ☐ four times. Each time a critical success is rolled, the leader takes all of the initiative cards for explorers that are helping, shuffles them, and then draws one. That explorer suffers a wound.

If no explorers choose to help seal the puzzle box, each explorer suffers a wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 5**, go to **Chamber 12**. If you entered this passage from **Chamber 12**, go to **Chamber 5**.

PASSAGE 13

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top card from the exploration deck and resolve the challenge or combat as normal.

Once this exploration card has been resolved, if you entered this passage from **Passage 18**, go to **Chamber 8**. If you entered this passage from **Chamber 8**, go to **Passage 18**.

PASSAGE 14

Mouth of Madness

An insidious whisper permeates the room, riling up tensions and turning the explorers' aggressions against each other.

Each explorer rolls three activation dice. Each explorer rolls one fewer activation dice if Janus Draik is on the expedition, and one fewer if Taddeus the Purifier is on the expedition.

Then, in leader order, each explorer compares each of their dice results to those of the other explorers. If any of the results match, that explorer must pick one other explorer with a matching result, and make an attack roll against that explorer using an attack action of the attacking explorer's choice at range 1.

Once this challenge has been resolved, if you entered this passage from **Chamber 7**, go to **Chamber 3**. If you entered this passage from **Chamber 3**, go to **Chamber 7**.

PASSAGE 15

Mutagenic Miasma

The chamber is filled with a thick green gas that causes flesh and metal alike to twist and reform.

Each explorer rolls two activation dice. If the total equals 7, that explorer must make a vitality roll. On a failure they suffer a grievous wound, but on a critical success they can remove a wound counter from their character card. If that explorer has no wound counters, remove a grievous wound counter instead.

Once this challenge has been resolved, if you entered this passage from **Chamber 7**, go to **Chamber 10**. If you entered this passage from **Chamber 10**, go to **Chamber 7**.

PASSAGE 16

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top four cards from the exploration deck and place them face down in a stack next to Precipice to create this Blackstone Labyrinth's exploration deck. Then turn over the top exploration card and resolve the challenge or combat as normal. Once each card is completed, draw the next card in this Blackstone Labyrinth's exploration deck and resolve that one.

Once the fourth exploration card has been resolved, if you entered this passage from **Chamber 3**, go to **Chamber 12**. If you entered this passage from **Chamber 12**, go to **Chamber 3**.

PASSAGE 17

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top card from the exploration deck and resolve the challenge or combat as normal.

Once this exploration card has been resolved, if you entered this passage from **Chamber 4**, go to **Chamber 8**. If you entered this passage from **Chamber 8**, go to **Chamber 4**.

PASSAGE 18

Destabilising Storm

A swirl of violent energies causes fragments of the floor, walls and ceiling to tear away and fly across the chamber, pelting the explorers with debris.

Make a  attack roll against each explorer. If Espern Locarno is on the expedition, explorers treat their Defence value as being  for this attack, unless their defence is already , in which case they treat it as   instead. If Gotfret de Montbard is on the expedition, he can choose to have any number of these attacks target him instead, and he can re-roll failed defence rolls.

Once this challenge has been resolved, if you entered this passage from **Chamber 10**, go to **Passage 13**. If you entered this passage from **Passage 13**, go to **Chamber 10**.

PASSAGE 19

Filthsome Reservoir

The chamber has been flooded with toxic fluids, and the only way forwards is straight through it.

Each explorer rolls an activation dice and adds their Move value. If the total is 7 or more that explorer makes it through the toxic pool unharmed. If the total is less than 7 that explorer suffers a wound. If the total is less than 4 that explorer suffers a grievous wound instead.

Once this challenge has been resolved, go to the **Shrine of Decay** (pg 32).

PASSAGE 20

Blood Geysers

As the explorers progress along the passage, gouts of boiling blood spray from cracks in the walls and floor in seemingly random patterns. The explorers must progress carefully lest they be scalded by this grisly phenomenon.

Each explorer must roll two activation dice, adding the rolls together. Any explorer with a result of 9 or more passes without injury. If any explorers have not rolled a result of 9 or more, each of those explorers must repeat this process. If, after repeating this process, an explorer has still not rolled a result of 9 or more, that explorer suffers a wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 1**, go to **Chamber 9**. If you entered this passage from **Chamber 9**, go to **Chamber 1**.

PASSAGE 21

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top card from the exploration deck and resolve the challenge or combat as normal.

Once this exploration card has been resolved, if you entered this passage from **Chamber 3**, go to **Chamber 1**. If you entered this passage from **Chamber 1**, go to **Chamber 3**.

PASSAGE 22

The Great Attractor

A cluster of jagged barbs in the centre of the chamber thrums with magnetic energy, drawing towards it your hard-earned riches.

Each explorer rolls a  for each archeotech card and a  for each resource card next to their character card. For each critical success, that explorer must choose to either discard that card or suffer a wound.

Once this challenge has been resolved, go to the **Shrine of Excess** (pg 30).

PASSAGE 23

Access Route

The explorers access the maglev transport and key in the location for Mallex's citadel. To reach their destination, however, they must traverse a small region of the fortress proper.

Take the top two cards from the exploration deck and place them face down in a stack next to Precipice to create an exploration deck for this access route. Then turn over the top exploration card and resolve the challenge or combat as normal. Once this card is completed, resolve the second card in the exploration deck.

Once the second exploration card has been resolved, go to **Chamber 7**.

PASSAGE 24

Rotting Corpses

A thick swarm of bulbous flies surrounds a series of unidentifiable bodies that lie prone in the middle of the corridor. The explorers can sneak past, or brave the swarm to see if any of these bodies carry something useful.

In leader order, each explorer that wishes to search the bodies rolls two activation dice and adds the rolls together. Each explorer with a result of 7 suffers a grievous wound. Any explorer with a result of 10 or more can draw a discovery card.

Once this challenge has been resolved, if you entered this passage from **Chamber 10**, go to **Chamber 4**. If you entered this passage from **Chamber 4**, go to **Chamber 10**.

PASSAGE 25

Gnashman Passage

The corrupting energies of Chaos have caused the narrow openings between chambers to grow jagged teeth that snap down on those who pass through.

Each explorer must make either a defence or agility roll. On a failure, that explorer suffers a wound.

Once this challenge has been resolved, if you entered this passage from **Chamber 5**, go to **Passage 29**. If you entered this passage from **Passage 29**, go to **Chamber 5**.

PASSAGE 26

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top two cards from the exploration deck and place them face down in a stack next to Precipice to create this Blackstone Labyrinth's exploration deck. Then turn over the top exploration card and resolve the challenge or combat as normal. Once each card is completed, draw the next card in this Blackstone Labyrinth's exploration deck and resolve that one.

Once the second exploration card has been resolved, if you entered this passage from **Chamber 2**, go to **Passage 8**. If you entered this passage from **Passage 8**, go to **Chamber 2**.

PASSAGE 27

Arena

The chamber rapidly rearranges itself, sealing off all exit portals but one, and through that portal an enemy comes.

Draw an encounter card, place it face up and set up the hostiles listed under hostile group 1 next to it. The explorers must defeat this hostile group. Do not roll activation dice or create a combat track – instead, in leader order, each explorer makes a single attack action against that hostile group as if all hostiles were visible, at range 1 and adjacent to each other. After all explorers have attacked, each remaining hostile makes a single attack against an explorer chosen by the leader (or hostile player if there is one) at range 1. Repeat this process until all hostiles are slain or all explorers are taken out of action. If all of the hostiles are slain, one explorer, chosen by the leader, can draw a discovery card.

Once this challenge has been resolved, go to the **Shrine of Wrath** (pg 34).

PASSAGE 28

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top card from the exploration deck and resolve the challenge or combat as normal.

Once this exploration card has been resolved, if you entered this passage from **Chamber 6**, go to **Chamber 2**. If you entered this passage from **Chamber 2**, go to **Chamber 6**.

PASSAGE 29

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top card from the exploration deck and resolve the challenge or combat as normal.

Once this exploration card has been resolved, if you entered this passage from **Passage 25**, go to **Chamber 2**. If you entered this passage from **Chamber 2**, go to **Passage 25**.

PASSAGE 30

Spindle Drone Scrap Heap

The chamber is filled with the twisted remnants of experiments the Servants of the Abyss have been conducting on Spindle Drones. You must tread carefully, lest you rouse those that are still functional.

Each explorer must make an agility roll. An attack is then made against each explorer using the Pulse weapon on the Spindle Drone hostile reference card, using the threat level equal to the total number of explorers whose agility roll was a failure (to a maximum of 3). The threat level for each attack is reduced by 1 if Dahyak Grekh is in the party, and is reduced by 1 if Daedalusus is in the party, to a minimum of 0.

Once this challenge has been resolved, if you entered this passage from **Chamber 4**, go to **Chamber 11**. If you entered this passage from **Chamber 11**, go to **Chamber 4**.

PASSAGE 31

Psychic Singularity

Suspended at the centre of the corridor is a roiling node of warp-distorted space that scrambles information and drains knowledge from anything that passes nearby.

In leader order, each explorer can choose to discard a clue discovery card. If they choose not to, or they do not have any clue cards, that explorer suffers a wound.

Once this challenge has been resolved, go to the **Shrine of Fate** (pg 36).

PASSAGE 32

Annihilation Spires

Spars of blackstone crackle with Chaos energy, sending arcs of destructive force towards the explorers.

Make an attack roll against each explorer. The attack roll is determined by the current menace level.

Menace level 0	
Menace level 1	
Menace level 2	
Menace level 3	 
Menace level 4	 

Once this challenge has been resolved, if you entered this passage from **Chamber 1**, go to **Passage 2**.
If you entered this passage from **Passage 2**, go to **Chamber 1**.

PASSAGE 33

Blackstone Labyrinth

The maglev transport closes shut and begins moving along an erratic path, taking you into the vast and shifting depths of the Blackstone Fortress.

Take the top three cards from the exploration deck and place them face down in a stack next to Precipice to create this Blackstone Labyrinth's exploration deck. Then turn over the top exploration card and resolve the challenge or combat as normal. Once each card is completed, draw the next card in this Blackstone Labyrinth's exploration deck and resolve that one.

Once the third exploration card has been resolved, if you entered this passage from **Chamber 10**, go to **Chamber 1**. If you entered this passage from **Chamber 1**, go to **Chamber 10**.







BLACKSTONE FORTRESS

THE BLACK SHRINES

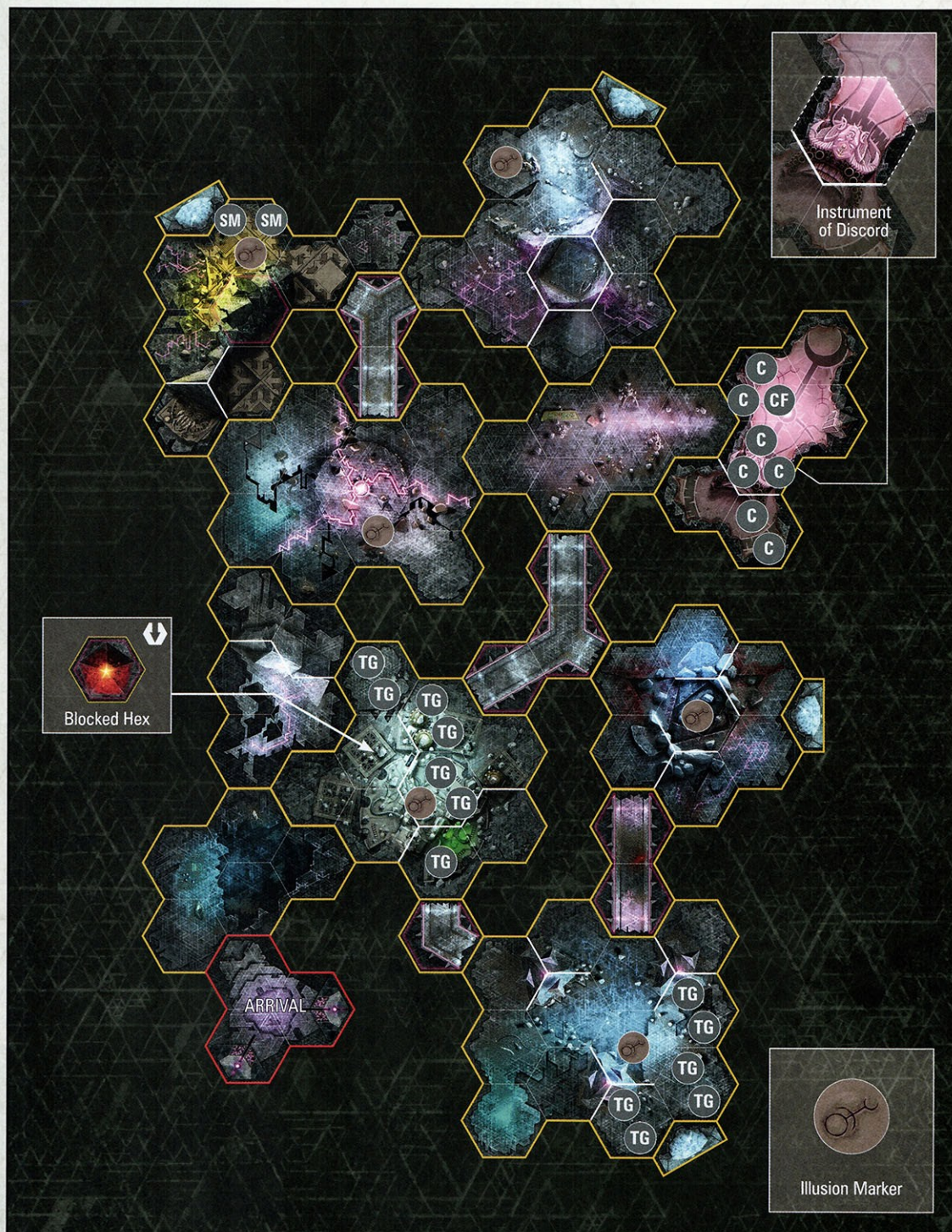
*"I have fought long and hard to reach this darkened
place, yet this is not the end of my crusade - it is
only the beginning!"*

- Gotfret de Montbard

QUEST FOR THE BLACK SHRINES

SHRINE OF EXCESS

As the walls of the maglev transport open, you are hit by an unrelenting wall of sound. The discordant screaming of some profane instrument echoes throughout the corridors before you, yet beneath this deafening racket you are just able to make out an insidious whisper, beckoning you in and promising to provide you with whatever you most desire.



HOSTILE GROUPS

- 1** Cultist Firebrand (CF)
7 Cultists (C)
- 2** 7 Traitor Guardsmen (TG)
- 3** 6 Traitor Guardsmen (TG)
- 4** 2 Chaos Space Marines (SM)

SHRINE RULES

No Escape: The explorers may not use the **Summon** (4+) action whilst in the Shrine of Excess.

Disrupting the Ritual: If an explorer is in a hex adjacent to the Instrument of Discord, that explorer can take a **Disrupt** (5+) action. If an explorer takes this action, roll the blackstone dice, adding 1 for each other explorer in a hex adjacent to the Instrument of Discord. On a 16+ the Instrument of Discord is destroyed.

Ritual Leader: The Cultist Firebrand cannot be selected as a hostile model to return to the battlefield as a result of a reinforcement roll (but can return as the result of a 'Not Dead Yet' roll on the Shrine of Excess event table).

Rapaciousness of Slaanesh: Add 1 to the Move value of Chaos Space Marine hostiles.

Tantalising Illusions: Until the Instrument of Discord is destroyed, if an illusion marker is visible to an explorer at the start of any kind of move (except a move made in a randomised direction), that explorer must finish that move closer to that illusion marker, even if the type of move they are making would require that they finish the move closer to something else. If more than one illusion marker is visible to that explorer, the explorer must end that move closer to the closest illusion marker. If two or more eligible markers are equidistant, that explorer can pick which marker they must finish that move closer to.

If an explorer is in the same hex as an illusion marker, and there are no hostiles adjacent to them, that explorer can take a **Dispel Illusion** (4+) action. If they do so, remove that illusion marker from the battlefield.

Note that, in the case of Rein & Raus, each miniature is treated as a separate explorer for the purposes of Tantalising Illusions, and so each will move towards the illusion marker that is visible and closest to their respective miniature. If both miniatures are in the same hex as two different illusion markers, and Rein & Raus takes a **Dispel Illusion** (4+) action, you may only pick one of the illusion markers to remove.

SHRINE OF EXCESS EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Whispered Distractions: In the next initiative phase, after rolling activation dice, each explorer must reduce the value of each of their dice by 1 (to a minimum of 1).
11-14	Hyperdiscordia: Each explorer within 4 hexes of the Instrument of Discord must make two vitality rolls. For each failed roll, that explorer rolls one fewer activation dice in the next initiative phase.
15-17	Inspiration: The leader can pick one explorer. That explorer receives 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible. If no explorer's are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks one explorer. That explorer takes one discovery card.

CONQUERING THE SHRINE

The Shrine of Excess is conquered if, at the end of any explorer's activation, the Instrument of Discord has been destroyed and the Cultist Firebrand hostile is slain. If all of the explorers are out of action at the start of the event phase, this combat ends and the explorers must return to Precipice.

REWARDS

If the explorers conquer the Shrine of Excess, they can add the Shrine of Excess card to the databank. In addition, reset the menace level back to 0 and do not add a menace counter to the menace tracker when the explorers return to Precipice after this combat.



QUEST FOR THE BLACK SHRINES

SHRINE OF DECAY

You step into a deserted hall in which a rancid-smelling mist hangs thickly. At the centre of the room, you see a series of pumps that are disgorging viscid filth into a large vat. You race towards it, hoping to disrupt whatever horror the servants of Chaos are preparing here – only then do you hear the bellowed shouts of heretics closing in on your position.



HOSTILE GROUPS

- 1** Cultist Firebrand (CF)
7 Cultists (C)
- 2** 7 Traitor Guardsmen (TG)
- 3** 4 Chaos Beastmen (CB)
- 4** 2 Chaos Space Marines (SM)

SHRINE RULES

No Escape: The explorers may not use the **Summon** (4+) action whilst in the Shrine of Decay.

Hold this Position: The explorers are not set up in a maglev transport chamber. Instead, they are set up in the same manner as an ambush combat encounter in any of the ambush hexes (marked **A**).

Attacking from all Sides: Do not set any hostiles up at the start of this combat. Instead, the first time a hostile group is activated, roll the Blackstone dice and consult the map to see which portal that hostile group arrives from. Treat that hostile group as if it were arriving as reinforcements from that portal. If it is impossible to set up any models from a hostile group, roll again to see which portal the remaining hostiles from that group arrive from.

Whenever a hostile group arrives as reinforcements, they will not arrive at the portal closest to an explorer. Instead, roll the Blackstone dice and consult the map to see which portal that hostile arrives from.

Deluge of Heretics: Re-roll reinforcement rolls for hostile groups if reinforcements fail to arrive. If all models from a hostile group have been slain, the whole hostile group returns as reinforcements automatically.

Disrupting the Ritual: At the start of the event phase, place a wound counter on the Cauldron of Poxes if there are any explorers adjacent to it. If there are one or more hostiles in any of the valve hexes (as shown on the map), roll the Blackstone dice. On an 11+ do not add a wound counter to the Cauldron of Poxes this turn. When the Cauldron of Poxes has 6 wound counters on it, it is destroyed.

Noxious Fug: Explorers must re-roll any vitality rolls that result in a success or critical success.

Bloat of Nurgle: Add 1 to the Wounds value of Chaos Space Marine hostiles.

SHRINE OF DECAY EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Toxic Eruption: Make a ☐ attack roll against each explorer that is within 4 hexes of the Cauldron of Poxes. No defence roll can be made against this attack.
11-14	Plague of Rust: Shuffle together the initiative cards of all explorers that are not out of action, draw the top card and then roll the Blackstone dice. On a 1-5, that explorer must discard one of their resource cards. If the explorer has no resource cards, this event has no effect.
15-17	Inspiration: The leader can pick one explorer. That explorer receives 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible. If no explorer's are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks one explorer. That explorer takes one discovery card.

CONQUERING THE SHRINE

The Shrine of Decay is conquered immediately after the Cauldron of Poxes has been destroyed. If all of the explorers are out of action at the start of the event phase, this combat ends and the explorers must return to Precipice.

REWARDS

If the explorers conquer the Shrine of Decay, they can add the Shrine of Decay card to the databank. In addition, reset the menace level back to 0 and do not add a menace counter to the menace tracker when the explorers return to Precipice after this combat.



QUEST FOR THE BLACK SHRINES

SHRINE OF WRATH

The floor of the maglev transport opens beneath your feet. You drop into a vast arena, at the centre of which stands a pile of skulls, and on the far wall you see jagged gates opening and Chaos soldiers pouring forth. From somewhere unseen, a mighty horn blares, filling you with sudden rage – but you know you must keep calm if you are to leave this place alive.



HOSTILE WAVES

Wave 1

- Cultist Firebrand (CF)
- 7 Cultists (C)

Wave 2

- Cultist Firebrand
- 7 Cultists
- 7 Traitor Guardsmen

Wave 3

- Cultist Firebrand
- 7 Cultists
- 4 Chaos Beastmen

Wave 4+

- Cultist Firebrand
- 7 Cultists
- 4 Chaos Beastmen
- 2 Chaos Space Marines

HOSTILE GROUPS

- 1 Cultist Firebrand and all Cultists on the battlefield
- 2 All Traitor Guardsmen on the battlefield
- 3 All Chaos Beastmen on the battlefield
- 4 All Chaos Space Marines on the battlefield

SHRINE RULES

Entrance Portals: In leader order, each explorer is set up in one of the hexes marked **E**. Only one explorer can be set up in each of these hexes. If the explorers have a retinue character accompanying them, that retinue character is then set up in any of the hexes marked **R** that is adjacent to the leader.

Hordes of the Blood God: The combat begins with the hostiles of wave 1 in the spaces specified on the map. Until the Skull Pile has been destroyed, at the end of the event phase, set up as many of the hostiles as possible for the next wave in the hexes marked **H**. Set up one hostile from that wave in each of these hexes until each hex has a hostile set up in it, then set up a second in each of these hexes and so on, until all hostiles from that wave have been set up or the hex limits have been reached. All hostiles from the same group are activated when that group's initiative card is reached, regardless of which wave they are a part of.

Unbridled Rage: Treat behaviour rolls of Fall Back, Sneak, Aim and Onslaught as Charge.

Let the Blood Flow: If an explorer inflicts 8 or more wounds on hostiles during their activation, put a bloodrage marker on that explorer's character card. At the start of that explorer's next activation, discard the bloodrage marker. For the duration of that activation, if any hostiles are visible to the explorer at the start of any kind of move (except a move made in a randomised direction), that explorer must finish that move closer to the closest visible hostile, even if the type of move they are making would require that they finish the move closer to something else. If two or more eligible hostiles are equidistant, that explorer can pick which hostile they finish that move closer to.

Note that, in the case of Rein & Raus, each miniature is treated as a separate explorer for the purposes of Let the Blood Flow, and so each will move towards the hostile that is visible and closest to their respective miniature.

Disrupting the Ritual: If an explorer is in a hex adjacent to the Skull Pile, that explorer can take a **Disrupt** (5+) action. If an explorer takes this action, roll the Blackstone dice, adding 1 for each other explorer in a hex adjacent to the Skull Pile. On a 16+ place a wound counter on the Skull Pile. When the Skull Pile has 3 wound counters on it, it is destroyed.

Fury of Khorne: Re-roll one failed action dice roll for each attack roll made for a Chaos Space Marine hostile at range 1.



SHRINE OF WRATH EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Arena Blades: Make a  attack roll against each explorer or hostile that is in a hex on the edge of the battlefield.
7-10	Torrent of Gore: Reduce the Move value of explorers and hostiles by 1 (to a minimum of 1) until the start of the next event phase.
11-14	Blood Siphon: Roll a  for each wound counter on an explorer or hostile that is within 4 hexes of the Skull Pile. On a critical success, that wound is converted to a grievous wound. If any wounds are converted to grievous wounds by this event, remove 1 wound counter from the Skull Pile (if it has any on it). If the Skull Pile has been destroyed, this event has no effect.
15-17	Inspiration: The leader can pick one explorer. That explorer receives 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible. If no explorer's are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks one explorer. That explorer takes one discovery card.

CONQUERING THE SHRINE

The Shrine of Wrath is conquered if, at the end of any explorer's activation, the Skull Pile has been destroyed and there are no hostiles on the battlefield. If all of the explorers are out of action at the start of the event phase, this combat ends and the explorers must return to Precipice.

REWARDS

If the explorers conquer the Shrine of Wrath, they can add the Shrine of Wrath card to the databank. In addition, reset the menace level back to 0 and do not add a menace counter to the menace tracker when the explorers return to Precipice after this combat.



QUEST FOR THE BLACK SHRINES

SHRINE OF FATE

The maglev opens and, in the recesses of your mind, you see glimpses of the shrine you have entered. It is a sanity-bending maze that extends like a tower up through the Blackstone Fortress, dotted with carefully arranged psychic crystals to siphon off the soul energy of those within. You must gather these profane artefacts and nullify the sorcerous ritual.



HOSTILE GROUPS

- 1** Cultist Firebrand (CF)
7 Cultists (C)
- 2** 7 Traitor Guardsmen (TG)
- 3** 2 Rogue Psykers (RP)
- 4** 2 Chaos Space Marines (SM)

SHRINE RULES

No Escape: The explorers may not use the **Summon (4+)** action whilst in the Shrine of Fate.

Crystalline Tower: This combat takes place over four floors of a tower. Explorers can only move between floors using the stairways (see below).

Shifting Stairways: If an explorer is in a hex adjacent to a portal, they can take a **Traverse Portal (1+)** action. If they do, remove that explorer from the battlefield and roll an activation dice. Set that explorer up in a hex adjacent to the portal that corresponds to the number rolled. If the explorer cannot be set up in a hex adjacent to that portal, re-roll the dice, repeating this process until the explorer can be set up. If the explorer uses a **6+** when taking the **Traverse Portal** action, they can instead choose a destination portal rather than rolling a dice.

Fateful Manipulations: Until all four psychic crystals have been placed (see below), when an activation dice or destiny dice is discarded as a result of the **Disrupt** hostile action, place that dice to one side until the end of the turn. If the total value of discarded dice reaches 9 or more, the explorer whose initiative card is in the lowest position on the combat track suffers a wound.

Disrupting the Ritual: If an explorer is in the same hex as a psychic crystal marker, that explorer can take a **Collect Crystal (1+)** action. If they do so, place that psychic crystal marker next to that explorer's character card. An explorer can only have one psychic crystal marker at any time. An explorer that has a psychic crystal marker can take a **Place Crystal (3+)** action. If they do so, place that psychic crystal marker in the same hex as that explorer.

During the initiative phase, after explorers have rolled their activation dice, an explorer that is carrying a psychic crystal must choose one of their activation dice to discard. Place this dice to one side as if it had been discarded by the **Disrupt** hostile action. Any dice discarded in this way count towards the total for Fateful Manipulations (see above). If an explorer is taken out of action while carrying a psychic crystal marker, place the marker in the hex the explorer was standing in.

Manipulations of Tzeentch: Explorers cannot use destiny dice whilst adjacent to any Chaos Space Marine hostiles.

SHRINE OF FATE EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Reflected Images: All hostiles are treated as though they were in cover until the start of the next event phase.
11-14	Uncertain Destination: Roll an activation dice. Explorers cannot be set up in a hex adjacent to the portal that corresponds to the result until the start of the next event phase.
15-17	Inspiration: The leader can pick one explorer. That explorer receives 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible. If no explorer's are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks one explorer. That explorer takes one discovery card.

CONQUERING THE SHRINE

The Shrine of Fate is conquered if, at the end of any explorer's activation, there is a psychic crystal marker in each of the ritual hexes. If all of the explorers are out of action at the start of the event phase, this combat ends and the explorers must return to Precipice.

REWARDS

If the explorers conquer the Shrine of Fate, they can add the Shrine of Fate card to the databank. In addition, reset the menace level back to 0 and do not add a menace counter to the menace tracker when the explorers return to Precipice after this combat.



QUEST FOR THE BLACK SHRINES

THRONE OF MALLEX

The walls of the maglev transport open into a cavernous hall. The air within crackles and sparks, and the floor beneath your feet shudders under the oppressive weight of Chaos energy. Whatever Obsidius Mallex has planned for the Blackstone Fortress must be stopped. You step forwards, and from the distance hear a deep and contemptuous laugh.



HOSTILE GROUPS

- 1** Obsidius Mallex (OM)
2 Chaos Space Marines (SM)
- 2** 2 Rogue Psykers (RP)
4 Chaos Beastmen (CB)
- 3** Cultist Firebrand (CF)
7 Cultists (C)
- 4** 7 Traitor Guardsmen (TG)

THRONE OF MALLEX RULES

No Escape: The explorers may not use the **Summon (4+)** action whilst in the Throne of Mallex.

Lord of the Fortress: Use the Obsidius Mallex Empowered hostile reference card for Obsidius Mallex for this combat.

Beneath His Notice: Do not make behaviour rolls for Obsidius Mallex or Chaos Space Marines unless one or more hostiles from their group have suffered any wounds of grievous wounds, or there is an explorer visible to Obsidius Mallex when he is activated. From that point onwards they will act as normal. In addition, until you make a behaviour roll for Obsidius Mallex, subtract 5 from reinforcement rolls for hostile groups (in addition to any other modifiers).

Mallex's Chosen: Add 2 to the Wounds value of Chaos Space Marine hostiles in the Throne of Mallex. In addition, if a Chaos Space Marine is in a hex adjacent to Obsidius Mallex, Obsidius Mallex cannot be targeted by weapon actions taken by explorers unless the explorer is in a hex adjacent to Obsidius Mallex.

Malefic Aura: At the start of each turn, remove a wound counter from each hostile on the battlefield that has suffered any wounds. Then, if a behaviour roll has not yet been made for Obsidius Mallex, make a ☐ attack roll against each explorer.



THRONE OF MALLEX EVENT TABLE

ROLL	EVENT
1	All Is Dust: Each explorer loses 1 inspiration point, to a minimum of 0.
2-3	Unfulfilled Destiny: Do not make a destiny roll at the start of the next turn.
4-6	Not Dead Yet: If possible, the leader must pick one hostile that has been slain during the combat encounter and has not returned to the battlefield, and then deploy them as close to an explorer as possible.
7-10	Endless Hordes: The first reinforcement roll made for a hostile group in the next turn is treated as a roll of 1.
11-14	Daemonic Screams: Each explorer within 3 hexes of the Seat of Power rolls one fewer dice when making their activation roll in the next initiative phase.
15-17	Inspiration: The leader can pick one explorer. That explorer receives 1 inspiration point.
18-19	Heroic Effort: The leader picks an explorer that is out of action. Deploy the explorer in the same hex as another explorer or as close to another explorer as possible. If no explorers are out of action, the leader picks an explorer. Make a vitality roll for that explorer.
20	Lucky Find: The leader picks one explorer. That explorer takes one discovery card.

CONQUERING THE THRONE OF MALLEX

The Throne of Mallex is conquered if, at the end of any explorer's activation, Obsidius Mallex has been slain. If all of the explorers are out of action at the start of the event phase, this combat ends and the explorers must return to Precipice.

REWARDS

If the explorers conquer the Throne of Mallex, the explorer that slew Obsidius Mallex should open the Throne of Mallex envelope.



ACCESS ROUTE

THE GATEWAY



THRONE OF
MALEX