

White Lion of Chrace

From far off isle of Ulthuan comes the brave and young White Lion of Chrace. Ulthuan is an ancient land where most High Elves hail from.

From the Phoenix King, Caledor the First, to the present, the White Lions have served as personal bodyguards to the Elven Regent.

The region of Chrace is filled with dark forests and high mountains. Its settlements are fortified due to the fact that the Dark Elves often invade this land. Thus, the people of Chrace have become great hunters and scouts, adept at guerrilla warfare and skilled in the use of bows and axes. In order to be thought a great hunter, each youth must hunt down and slay one of the fierce white lions of Chrace, a dangerous predator who dwells in the high peaks. Those that complete such a feat are considered for the ranks of the Phoenix Kings personal guard. As a trophy, the youth will often take the skin of the white lion and wear it as a cloak.

White Lions of Chrace seen outside Ulthuan are usually sent on some mission given by prophesy from the Everqueen. He is more than happy to do this as it is a great chance to travel and to test his skills on the front line in the battle against the worlds rising tide of darkness.

In the Warhammer Quest Game, you are one of these White Lions of Chrace who has gone out into the world. Having taken the skin of a white lion and claiming its namesake, you now wish to test your skills and fulfill the Everqueens wishes and prophesy. Encountering a band of warriors, you join them in their quest for adventure, wealth and glory.

Starting as a White Lion of Chrace

The profile of a White Lion of Chrace is as follows:

Wounds:	1D6+7
Move:	5
Weapon Skill:	5
Ballistic Skill:	5+
Strength:	4 (6)
Toughness:	3 (4)
Initiative:	6
Attacks:	1
Pinning:	5+

Wounds

The White Lion starts with 1D6+7 Wounds. When rolling for Wounds remember that you can re-roll any roll of 1, but you must accept the second score, even if it another 1!

Equipment

The White Lion starts with his White Lion cloak. Rules for the White Lion cloak are below.

Weapons

The White Lion is armed with his Great Axe. It does 1D6 plus strength, plus two in damage (1D6 +5).

Armour

The White Lion begins with no armour, though his White Lion Cloak does give him +1

Toughness.

Pinning

The White Lion escapes pinning on a roll of 5+.

White Lion Special Rules and Items

Before leaving the Realm of Ulthuan, the elf from Chrace earns his White Lion cloak:

White Lion Cloak

Taken from the great hunting beasts of the mountains of Chrace, the White Lion cloak provides the elf with some protection. It grants a +1 Toughness, and an additional +1 Toughness against missile fire (+1 T in melee, +2 T vs. missiles). Also, the White Lion can never automatically lose this Cloak, in a situation where this occurs, roll 2D6. On a 2 or 12, he loses the cloak normally and must return to Ulthuan for another. He will be gone from the game for 6 Months game time. If any other result is rolled, the Cloak is not lost.

Bodyguard

The White Lions duty is to guard others from harm. He may pick one person in the party to guard, this choice lasts the whole adventure, and may perform this special skill at the beginning of the Turn as long as he is adjacent to his charge. When the White Lion chooses to Bodyguard, he is at +1 to be hit from the Monsters. However, the person the White Lion is protecting is at -1 to be hit by the Monsters. In addition, any attacks the White Lion gives up, subtracts an equal number of attacks from the Monsters of his choosing that are attacking his charge (Example: Three Goblins are attacking The White Lions charge, he gives up his one attack to take away one of the Goblins attacks, the other two get to swing at his charge).

Axe Techniques

The White Lions are quite skilled in the use of axes, using them to fight bears, lions and worse. In combat they have three special techniques which can be used one at a time, once per turn:

-Lion Rampant: Ward off an enemy charge, the enemy is -1 to hit the White Lion. Usable only on one enemy per Turn and only when that enemy has moved at least one square and attacked.

-Lion Leaping: Strike rapidly at an enemy, gain +1 attack. Usable once per Turn and only when the White Lion has moved at least one square and attacked.

-Lion Claw: Strike with power and strength, gain 1D6 extra damage. Usable once per Turn and only against creatures with 12 or more Wounds.

Woodsmen

The Charcians are all expert Woodsmen, equalled only by the Wood Elves of the Old World. Therefore, they suffer no movement penalty through Woods.

White Lions and Equipment

The White Lions prefer to use Axes. All his Techniques can only be used with Axes. They may not use any Magic Weapons except for Axes. He may not use Guns of any kind. He may use Bows (not Crossbows) or throwing Axes (but no other throwing weapons). White Lions can wear any kind of Armour up to Light Armour and any Helm (but no Shields). If they couple Furs and Light Armour they do not Suffer the Movement penalty. They can use any Magic Item usable by the Barbarian or the Elf.

White Lions of Chrace and Settlements

The Alehouse

Unlike most other Elves, the White Lion can go to the Alehouse, resolving events there at 2D6.

The Temple

The White Lion may visit the Temple location, but must pay an additional 1D6x10 gold. His pantheon is difficult to find and the Temple will need more money for upkeep, which the White Lion is happy to pay.

Elf Quarter

The White Lion may visit the Elf Quarter as Normal.

Elf Rangers Noble House

The White Lion may visit the Elf Rangers Noble House as normal, save that it will take him 1D6 days to do so as the Elf Noble asks him to guard his person while he runs errands; this being his duty, the White Lion accepts. During this time the White Lion rolls for events as normal, but may not visit other locations and his living expenses are tripled (the Noble lives High on the Hog, but wont pay for you!). The White Lion may only acquire rumors here, discarding the roll of 4 on the Rumor Table. He may take one Magic Weapon per Settlement visit here and trade it in for another more suitable to the White Lion (of the same power level, Dungeon Room for Dungeon Room Item, Objective Room Item for Objective Room Item, etc). If one more suitable is not found, then the White Lion keeps the original Item and may sell it as normal.

Hunters Hall

Hunters of all races and kinds come together at the Hunting Hall. One Warrior may accompany the White Lion to this locale. Any Hunter styled class may visit this Special Location (found as normal, 7+). Some of the items for sale are as follows:

Equipment	Stock	Cost (Buy)	Cost (Sell)	Special Rules
Great Axe	3	400	75	+2Str, Double Handed
Chracian Ithilmar	10	7300	1500	+4 Toughness
1D6 Quarg Meat	11	100	50	Heals 2, Immune to Fear/Terror for 1 Turn
Chracian Axe	11	5000	1000	+4 Str, + Battle Level (must be Battle Level 5+ to use)
Halfling Arrows	8	100	20	+1 Damage on any Bow
Imperial Map	12	1000	100	Lose one Week from Travel Time

While here any Hunter may go on The Great Hunt. You and Several Hunters gather to go bring down a mighty beast of the Forest. This will take 1D6 days in which no other Settlement events are rolled. Roll 1D6 and Consult the Following Table to see what happens on the Great Hunt:

- 1: Disaster! Your tracker was a fool and led you and your fellows to a great cave in the mountains where a gang of Trolls lived! You fought bravely but the Trolls killed and ate your companions and you were forced to flee or share the same fate. You are at -1 Toughness from the ordeal for the next adventure.
- 2: You and your fellows wander through the forest while your trackers clumsy steps tell every creature you are in the area. Cursing his name your hunting group falls under attack by Forest Goblins! Many are felled by the poison arrows of the foul creatures, but you gather together as many as possible and flee the woods. You are -1D6 Wounds at the beginning of the next adventure and lose 1D6 provisions (or whatever food items you have) that you dropped in your flight.
- 3-4: You wander the wilds in search of prey and find none. The area seems to have been over hunted and there is no game to be had.
- 5: You decide to take charge and track the animal yourself for the group. Spying the great Hart of the Forest, you and your fellows expertly dispatch the beast and bring back a mighty trophy to the Hunting Hall and share in the meat of the catch and you are given the hide of the Beast as

reward for your great tracking skill. Gain 1D6 Provisions for the next adventure and the Armour Item: Furs.

6: Finding the track of the Great Quarg Beast itself, you begin to track in earnest. The prey proves elusive, but you and your fellows hold on. Near night fall you are out alone, far ahead of the main group, tracking the Mighty Quarg. Suddenly it burst from the trees and attacks you! With one strike, you dispatch the Beast! Your fellows hail you the mightiest Hunter and you all take the slain creature back to the Hunting Hall. You are rewarded by the Grand Huntsman with the Meat from the Quarg and a Healing Potion. Gain 1D6 Quarg Meats and a Healing Potion that will heal you to full Wounds when consumed.

White Lion of Chrace and Events

The White Lion handles certain situation differently then some. He has some slightly different reactions to the following:

Hazards

11 Massacre

Upon arriving on the scene, the White Lion grimly surveys the area. Coming upon the tracks of the enemies, he announces that the evil ones can be followed. From here the Warriors can take an extra week to track down the villains, or keep going. If they go after the enemies, they get an extra weeks travel time. After this week they find the camp of the slayers. Take the total number of Warriors and multiply that by 6. Now all the Warriors roll 1D6 and add their Strength (the warrior that has Hatred from this Event may reroll this die), if they beat the first number, then the Warriors get revenge upon the Slayers of the companions kin by killing the murderers and the Warrior in question no longer has Hatred. The group gains 800 Gold and a Objective Room Treasure Item. If they fail to beat this roll, then the players are driven back and are at -1 Toughness for the next adventure.

32 Famine

Ranging far and wide the White Lion somehow manages to hunt down some food for the poor village, he waves all costs here (but cant get the magic sword either).

34 Bad Map

Recognizing the signs of the land that show the right way to go rather than the incorrect map, the White Lion leads his companions the proper way, though this adds an extra week of travel, they dont have to stay in the village.

41 Lost

The White Lion has a chance to lead the Warriors the right direction. The White Lion makes an Initiative check at -2, if the White Lion passes the test then he leads the party the right way and they only lose one weeks travel time, if he fails then resolve the event as normal.

45 Which Road?

Not easily lost, this map is so bad that it confounds even the White Lion (make a snide comment about one of the Warriors map choice skills). The White Lion however can help in this situation, add +1 to the results of this event.

46 Ambush

Finding the tracks of the would be ambushers, the White Lion may add +1 to the results of this Event.

52 Blizzard

The White Lion tells his companions to dig in and wait out the Blizzard. Having grown up in the

harsh cold climates the White Lion attains enough food for everyone to meek out survival in this bleak terrain. This adds 3 weeks to the travel time, but they may continue their journey as normal.

53 Double Back

The White Lion recognizes the trail the Warriors are taking long before they reach the Dungeon. Leading them the proper direction, this will add another weeks travel time onto the journey for the Warriors.

22, 24, 33, 44, 51, 56 Uneventful Week

The Warriors may decide to have the White Lion guide them through paths seldom trodden. If this is the case then roll 1D6 on the following White Lion Guide Table to see what happens:

- 1: Somehow the White Lion gets hopelessly lost. Leading the party deep into the mountains into a dead end canyon, they must now start the Journey over again, and add 4 weeks!
- 2: Leading the party to a small village, the White Lion sheepishly admits that this isn't where he wanted to lead the Warriors. The Warriors may stay here if they like or they can leave and start the Journey over. Everyone in the party must roll one Settlement Event before they can start out again. The Journey must begin afresh!
- 3-4: The White Lion manages to guide the Warriors successfully, and they run into no help or hinderances.
- 5: Seeing a familiar pass in the mountains the White Lion guides the Warriors through it. It is indeed a shortcut! The Warriors lose 1 weeks travel time off their Journey.
- 6: Seeing a pass into the mountains, the White Lion guides the Warriors through its deep, snow filled reaches. Hidden high in the peaks is a small village. The Warriors may not stay as there isn't enough food for the Winter. However, the village chief tells the White Lion of an item of great power in the next Dungeon he is heading to. When the Objective Room Treasure Item is gained in the next adventure, the White Lion may draw an extra Objective Room Treasure Card.

Settlement Events

21 Fight

You have had about enough out of the bickering street trader, whipping out your axe you cut down his guards to the left and right. Looking quite shocked and afraid, he stammers an apology and hands over 100 gold for the trouble he caused. He does however cause you some trouble, spreading dark rumors about you to other merchants. All stock rolls for this Settlement stay are at +1.

23 Fooled!

Anything bought at the Hunters Hall is never fake, your fellows hunters aren't that dishonorable.

25 Reward

Spotting the struggling merchant and shouting for the guards you pursue the wanted murderer. He flees the scene and leaves the shaken Merchant who awards you 20 gold. Make an Initiative check at -4. If you are successful you somehow track the murderer through the streets to his hideout! Charging through the door you cut the murderer in two and rescue some wealthy aristocrats who were being held for ransom. They gladly award you 300 gold for your service.

26 Betrothed

Telling these fools they have the wrong man (or elf) doesn't seem to work, so after getting sick of their threats you pull out your axe and tell them to back off or you will make them suffer. Deciding that you aren't the right man after all, they leave.

35 Duel

You decide not to wait till morning, and tell the professional duelist that now is the time! Pulling out your axe you attack. Roll 1D6 on the following Table:

- 1: He skewers you through the abdomen and you cut his head off. Your Companions come to

the scene and take you to an apothecary to recover. You are bed ridden for 1D6 days while on the mend. Your friends end up paying the bill of your illness. One Warrior must pay your living expenses during this time. Determine randomly.

2-4: He takes a stab at your guts and you meet his thrust with a well placed axe blow, severing his hand. He screams and drops his blade, the local constable declaring you the winner. You divest the Duelist of 50 gold.

5-6: Taking him in half at the waist with one swipe, the crowd gasps. Taking a jewel from his body you find its worth 2D6x50 gold and you also find a Dungeon Room Treasure Item.

45 Pet Dog

You decide to train this dog for the Hunting Hall. You deliver the Dog to the other Hunters who accept him gladly. The next time you go on a Great Hunt, you take the Dog and gain +1 to the Table Result.

61 Temple Donation

Due to the Scarcity of the Elven Dieties in these lands, you decide to give more to the Temple. Pay an extra 50 gold on top of normal costs here.

63 Quarg Hunt

Being no stranger to this, you immediately set out to catch the beast. You get result 6 on the Great Hunt Table.

Uneventful Days

The White Lion rarely enjoys peace and quiet. Roll 1D6 on the following table to see what occurs:

1: You run into a band of Dwarves. After bringing up the Great Book of Grudges and several other slights you are responsible for, you tell them you've had enough and soon a brawl ensues. You fight bravely but the Dwarves are too many and they thrash you soundly. You lose 1D6 Wounds for the next adventure.

2: You encounter an Imperial Noble who comments on your smell and your ancestry. You give him a good beating but are caught and thrown in jail for your assault. Immediately go to the Event, 51 Crime.

3-4: Nothing REALLY happens!

5: You run into another High Elf. After exchanging tales of your homeland he tells you of a vision he had regarding your next adventure. When Monsters are revealed next adventure, may discard that encounter and get another, but you must accept the second encounter!

6: You run into a band of Elves who invite you to a party. You celebrate long into the night and make a very good impression. The High Elf Noble who is celebrating gives you several items of his esteem. Gain 1D6 Healing Potions. These heal 1D6 Wounds each. You also get One Item of Dungeon Room Treasure.

White Lions and Training

The White Lion trains at the Hunting Hall. This takes one week's time of which he may do nothing else and roll no Settlement Events. Consult the following Skill Table if he gains a skill for his new Battle level. He may roll each of these skills only once. He gains One Skill Per Battle Level (but not at Battle Level 1). Roll 2D6:

2 Powerful Blow

When using Lion Claw, the White Lion may now DOUBLE his damage dice.

3 Lions Strength

The White Lion may push back a single model one square, once per turn, only if they have an

empty square to get pushed to.

4 Perfect Aim

The White Lion gains the ability to ignore all negative modifiers to hit.

5 Warding Blow

The White Lion can now stop one extra attack from Monsters when using the Bodyguard ability.

6 Chracian Fury

The White Lion is +2 damage with Axes.

7 Lions Stance

The White Lion may now use the Lion Rampant ability on two Monsters in the same Turn.

8 Superior Tracker

The White Lion now takes one week off the total time of a Journey to a Settlement.

9 Superior Cloak

His Cloak now gives an extra +1 Toughness (+2 T in melee total, +3 T against missiles total).

10 Dodge

The White Lion gains the *Dodge* skill of 6+.

11 Lions Fury

The White Lion gains +1 Attack.

12 Power of Chrace

The White Lion savagely swings his axe in a vicious arc. Roll 1D6 for each Monster adjacent to the White Lion, on a 4+ the Monster takes 1D6 plus the Strength of the White Lion in unmodified Wounds. This take all the White Lions attacks and he may not Bodyguard or use any other Great Axe skills while doing this move.

-Roleplaying Modifiers-

<u>Action</u>	<u>Modifier</u>
Barge Aside	+1
Bluff Enemies	0
Climb on Shoulders	0
Climb Wall	+1
Construction	-1
Crawl	0
Difficult Shot	0
Disarm Enemy	+1
Distract Enemy	+2
Duck	0
Fight Defensively	--
Hide	0
Hold Door	+1
Identify	0
Improvise Weapon	0
Interrogate	0
Jump	+1
Kick Over	0
Leap	+1
Lift Trapdoor	+1
Listen at Door	+1

Loosen/Tie Bonds	0
Make Bandages	+1
Make Rope	+1
Move Heavy Objects	+1
Pick Lock	-4
Play Dead	-2
Read	-1
Search Object	0
Search Room	+1
Start Fire	+2
Stun Enemies	0
Swing on Rope	0
Take Cover	--
Understand Speech	-2
Wait/Interrupt	--
Wedge Door	+1

White Lion Battle Level Table

Battle Level	Gold	Title	WS	BS	Str	Dam Dice	T	Wnds	I	A	Luck	WP	P
1	0	Initiate	5	5+	4	1	3	1D6+7	6	1	0	3	5+
2	2000	White Lion	6	5+	4	1	3	2D6+7	6	1	1	3	4+
3	4000	White Lion	6	5+	4	1	4	3D6+7	7	2	1	4	4+
4	8000	White Lion	6	5+	4	1	4	4D6+7	7	2	2	4	4+
5	12000	Lion of Chrace	6	4+	4	2	4	5D6+7	7	2	2	4	4+
6	18000	Lion of Chrace	7	4+	4	2	4	6D6+7	7	3	2	5	4+
7	24000	Lion of Chrace	7	4+	4	2	4	6D6+7	7	3	2	5	4+
8	32000	Lion of Chrace	8	4+	4	2	4	7D6+7	8	3	3	5	4+
9	45000	Lord of Chrace	8	3+	4	3	4	7D6+7	8	4	3	6	3+
10	50000	Lord of Chrace	8	3+	4	3	4	8D6+7	8	4	4	6	3+

This class was put together by Max Iloff. It does not challenge Games Workshop upon the foundations which the class was constructed. This class is meant for non-commercial use and is meant for everyone who wishes to use it for free.

