

WARHAMMER QUEST SILVER TOWER

Official Update, Version 1.0

Although we strive to ensure that our boxed games are perfect, sometimes mistakes do creep in. When such issues arise, we feel that it is important to deal with them as promptly as we can. When changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **Magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

Adventure Book, Passage 89 (page 31)

The explanation of how you build the exploration deck for this trial can allow you to encounter the grand chamber card before you should – to avoid this, replace it with the following:

Before you go any further, you must construct the exploration deck for this trial as follows:

Take the 7 exploration cards marked with the Hysh icon (shown above), returning the rest to the box. (You will not need them for this trial.) Set aside The Librarian, Searing Beams and Whirligig Passage. Of the four that remain, take two at random (without looking at them) and shuffle them together with the grand chamber card, Searing Beams. Once the three cards are shuffled, put them face-down next to the ingress chamber's exit.

Next, shuffle together The Librarian with the two remaining cards, and put them face-down on top of the three cards you placed at the chamber's exit. Finally, put Whirligig Passage on top. This completes the exploration deck.

You can now return to the guidebook and begin your first trial.