

# Using the Objective Tables

These tables are meant to be used to randomly create the objective and various special rules attributed to each adventure. To generate a new dungeon first draw at random the objective room you will be using then roll below to find out what adventure it will be. Then roll on the dungeon escape route to determine how you will be allowed to leave the dungeon once you are in it and finally roll on the dungeon feature table to see if any special rules apply.

Some of the Adventures in this book require the use of some special expansion or home brewed tiles and or miniatures. The following is a list of all the various tiles/miniatures you will need to run all of these adventures. Also a few adventures require extra tiles from the base game. You can create new tiles, buy another set (ouch!) or just re-use tiles as they come up by moving them from one part of the dungeon to another.

It doesn't hurt to roll up your next adventure at the end of a session and jot it down should you need to find any excess models or tiles and have them ready for the next session. Most of all have fun and enjoy the pain these adventures should inflict on the poor hapless warriors!

## -Required Tiles-

1 extra **staircase**

All expansion tiles including White Dwarf expansions

**Crossroads** (homebrew)

**Asteroth** (homebrew)

**The Rotating Room** (homebrew)

## -Required Miniatures-

There are several additional characters in the Epic Quests that you may or may not want to pick up to represent the various encounters. They could be proxied of course but what fun is that? You may however want to pick up a box of Empire Militia just to fill out a few of the friendly characters and random human characters that crop up in some of the adventures. The most you will need is 12 of these but you are welcome to go overboard as would be your won't.

Throughout these adventures there are sometimes enemies or allies that are essentially no player warriors. Generally it is fairly easy to determine how they would act. If they are attacking the warriors they will use any and all one shot items to try and defeat them and will use the most powerful weapons/armor that they have available. Sometimes however the non player warriors are spell casters. Generally it would be too time consuming and difficult to pick out their spells. The easiest way to figure out what they cast is to randomize the spell choice. For instance for a wizard just roll 1D12 for casting cost and then randomize within that casting cost range to see what he casts. If he has power left over for the turn he can cast again.

For the most part Common sense prevails and the idea that the non player warriors will try to defeat the other warriors as quickly as possible

# - Adventure Generation -

Dungeons in this adventure book are generated by first rolling on the **Main table**. If a **Normal result** is rolled simple draw an objective room as normal and roll on the adventure sections later in this book. If a **sub table** is rolled consult the difficulty or epic sub table bellow. Some will increase the monster level in the dungeon others will lead to dangerous or epic quests described later in this book.

The Dangerous quests represent very difficult quests that could easily lead to the warriors doom but have substantial rewards to be gained. The epic quests are generally longer quests that are slightly more difficult but generally less so than some of the situations present in the dangerous quests. Epic quests however are sorted by battle level tailoring the challenge to a specific level of the warriors. In either case the **warriors should decide before rolling what the dungeon's base level will be**. For instance if a group of level 5 warriors want to face a level 6 dungeon and they roll a difficulty roll that increases the monster BL by 1 it will not be a level 5 warrior group facing a level 7 dungeon!

After generating the adventure roll again on the **Dungeon escape route** table to see how the warriors will leave the dungeon. If this conflicts with anything that is written in the adventure itself ignore this roll. finally roll on the **dungeon features** table to see if there is anything special about this particular dungeon. Afterward you are ready to explore your new dungeon!

## -Main Table-

- 1 - *Difficulty sub table*
- 2 - *Normal*
- 3 - *Normal*
- 4 - *Normal*
- 5 - *Normal*
- 6 - *Epic sub table*

## -Difficulty sub table-

- 1 - *Dangerous quest & monster BL is +1*
- 2 - *Dangerous quest*
- 3 - *Monster BL is +1*
- 4 - *Normal*
- 5 - *Monster BL is -1 each encounter on a D6 roll of 4+*
- 6 - *Epic Quest (created at +1 BL so a lvl 5 party takes a lvl 6 quest monster BL is counted as 6 instead of 5 in this case)*

## -Epic Sub Table-

- 1 - *Monsters are at +2 BL Objective room gives extra objective room treasure per warrior*
- 2 - *Monsters are at +1 BL*
- 3 - *Normal*
- 4 - *Normal*
- 5 - *Epic Quest*
- 6 - *Epic Quest*

## **-Dungeon Escape Route-**

*2 - The Dungeon can only be left by the same way in which it was entered (ie the first tile laid down).*

*3 - The dungeon may only be left by clearing the objective room and opening a secret door found afterwards*

*4 - The dungeon can only be left as in a '2' result however that way is locked. After each monster group encountered roll a dice if it is a 5 or 6 the warriors have found a key to get out.*

*5 - The dungeon can only be left as in a '3' result however that way is locked. After each monster group encountered roll a dice if it is a 5 or 6 the warriors have found a key to get out.*

*6 - The stair case (or spiral staircase) is shuffled into the bottom 6 dungeon cards and when found becomes an exit or on a roll of a 1 or 2 it will be the sole exit!*

*7 - The Dungeon may be entered and exited freely either by leaving at the first dungeon tile placed or via the exit. Also when stairs are drawn (spiral or straight) on a 4+ it is actually an exit unless it would be a dead end.*

*8 - The exit is behind a secret door. Each warrior may search each board section once. If a 6 is rolled on a search the secret door that leads out of The dungeon is found. If the whole dungeon has been explored without a door found it is found in the last board section.*

*9 - The staircase or (or spiral staircase) is shuffled into the top 6 dungeon cards and becomes the exit when found.*

*10 - There are another D6 dungeon cards after the Objective room and at the end of those is the exit.*

*11 - Shuffle the sewer card into the dungeon deck. Either the entrance or the sewers can be used as an exit. If the sewers are used they lead to an extra D6 dungeon cards with the last leading straight to a city!*

*12 - The warriors are given a glyph of transportation and may place it upon the ground at any time to instantly leave this dungeon and return to the last settlement.*

## **-Dungeon Features-**

**2 - Dangerous patrols:** Every time an unexpected event is on a further 1 or 2 they are a level above the dungeon BL.

**3 - Unnatural darkness:** Warriors must end their movement on the SAME board section or be lost in the darkness!

**4 - Unstable:** The dungeon is crumbling with the slightest touch. If a 6 is rolled in the power phase parts of the ceiling collapse hitting each warrior on a roll of 1, 2 or 3 causing 1D6 wounds with no modifiers.

**5 - Magical Wards** line the dungeon wall all monsters gain a +1 to their dispel or resistance roll (no resistance = resist 6+)

**6 - Ransacked:** The dungeon has been recently looted and there are less treasures to be found. Whenever a

*dungeon room treasure would be found it is missing on a roll of a 1 or 2.*

**7 - Normal dungeon** no special rules.

**8 - Normal dungeon** no special rules.

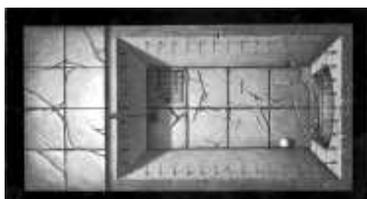
**9 - Loot galore!:** Whenever dungeon room treasure is found on a roll of a 6 an extra treasure is found!

**10 - flowing winds of magic:** two dice are rolled in the power phase and the highest dice is used. However if any doubles are rolled it will count as an unexpected event.

**11 - Glowing Fungus:** A strange fungus glows in the dark in this dungeon making the lantern un-needed for exploration.

**12 - Pawns:** Every time an unexpected event is rolled on a further 5 or 6 they are one level below the dungeon BL.

# - THE FIGHTING PIT -



**1 - Captured!** The warriors are captured by monsters and made to fight for the entertainment of the dungeon denizens. The Warriors will start, stripped of armor and weapons, in the fighting pit itself and have to work their way out of the dungeon. When creating the deck shuffle the **staircase** into the final 6 cards. **This is the only way out** and once the warriors have exited via this tile they have escaped claiming an objective room treasure as a prize. Once the warriors are placed spawn monsters as if the fighting pit is a dungeon room. The next time the warriors encounter monsters they are carrying their Weapons (but not using them) which they can retrieve once the monsters are slain (the warriors do not gain a treasure for these monsters). The next group of monsters are in turn carrying their armor (again no treasure for defeating them).

Once the warriors find the **Staircase** they have found their way out however the monsters are not happy about the warriors escape and have followed the warriors in force! Roll on the objective room monster table these are the monsters trying to re-capture the heroes. **Anytime a hero is brought down to zero wounds in this fight roll a D6 and on a 1 or 2 they have been dragged**

**away to the rear of the monsters** and chained. This warrior is essentially out of the fight and will remain unconscious until the end of the battle. After the battle he will need to be immediately healed at least 1 wound or he will die that round. If he is healed somehow before the end of the battle he will be conscious but chained and unable to aid his fellow warriors. After the battle one of the monsters will have a key on it that unshackles the fallen warriors. Each warrior will gain an objective room treasure afterwards.

**If the warriors are all recaptured** at the end of the battle each warrior will lose 1D3 starting wounds permanently and have to start the adventure all over again! The dungeon layout will remain the same and only the fighting pit will spawn more monsters due to other dungeon rooms being previously explored. The warriors will re-start the adventure with only 1D6 wounds replenished and shoved into the fighting arena!

**2 - Sworn enemy:** One of the warriors (draw a counter) has heard that his sworn enemy has issued a challenge to him from deep within the dungeon. Roll on the monster table 1D2 Levels

higher than the warrior and the **highest gold value monster on the entry** rolled is the warriors sworn enemy (do not roll for amount of the enemy as it will always be 1). Once the party reaches the objective room in addition to the normal objective room monsters there will be the warriors sworn enemy which only he is allowed to engage in battle un-assisted (including defensive magics). The warrior will gain the following abilities or penalties:

**1:** Monster gains Fear n where  $n = \text{Warriors BL} \times 2$

**2:** Monster gains Magic weapon

**3:** Monster gains frenzy 2+

**4:** Warrior gains double gold + extra dungeon treasure for defeating monster

**5:** Warrior gains frenzy 2+

**6:** Warrior gains Fear n where  $n = \text{Warriors BL} \times 2$

When the monsters are all defeated the warriors will gain objective room treasure as normal however the **warrior who's sworn enemy was just defeated will get to roll 3 times** on the table and choose their favorite result as the monster has taken a precious family heirloom that the warrior has retrieved.

**3 - Warp Portal:** A portal has been opened from deep within the dungeon constantly spewing forth monsters. The warriors must get to the fighting pit and close the rune doors at the bottom of the fighting pit to stop the monsters from continuously coming into their world. While in this dungeon **unexpected events will happen on a 1**

**or 2 and will ALWAYS be monsters on a further roll of 2+** (drawing an event card as normal on a roll of 1).

Once the warriors reach the **Fighting Pit** they will have to close the doors either via magical incantations or brute strength. The door starts with **5D6 X BL in Portal Strength**. Each time a warrior is near the doors at the bottom of the fighting pit they may focus their energy on closing the doors instead of attacking a monster this warriors phase. To do this they can either use their **incantations** ( $nD6 + \text{Willpower}$  where  $n = \text{BL}$ ) or their **strength** ( $nD6 + \text{Strength}$  where  $n = \text{BL}$ ) to damage the Portals Strength. **Once portal strength is reduced to zero** or less it has been sealed shut and no monsters can spawn anywhere in the dungeon.

**4 - Challenge:** The warriors have been challenged by the local fighters guild after a rousing night at the alehouse. The challenge of course is to defeat an elaborate dungeon that has been stocked with the most dangerous beasts that the guild could capture. **Roll 3 times on the Monster table 1D2 levels above you.** The **highest gold value monster of each entry are the 3 challenges** that must be bested before the warriors can be considered victorious. These monsters each have **double the wounds and are armed with either a magic weapon or magic armor (random)**. Each time monsters are encountered in an unexpected even roll a dice. On a 1 one of the 3 monsters has attacked in addition to the monsters rolled and will be included in the combat as well.

Since this is a public spectacle the fabricated 'dungeon' is actually an open air Coliseum in which the warriors must cater to the whims of the crowd. Every

time **maximum damage** is rolled on a hit of any kind (magic included) the crowd roars its approval of the carnage! **If a warrior caused the damage** then his moral becomes high and he will add +1 to hit and or gain +1 power (does not stack) for the rest of the combat. If the **damage was caused by a monster** however the crowd boo's at the warriors and may even pelt them with rotten vegetables! This will either remove any moral bonuses they had before or if they have none then they have low moral and are at -1 to hit and +1 to be hit! If a low moral warrior does maximum damage again they will revert to no moral bonus but lose the negatives.

When the **Fighting Pit** is found roll twice on the monster table that is equal to your warriors battle level and place all the remaining special monsters challenges in with the objective room rolls you made. Once all of the monsters are defeated and the fighting pit cleared the warriors will be rewarded with an objective room treasure each for besting the course!

**5- The Wizards Trap:** An evil wizard has led the warriors to this dungeon in order to entrap them and amuse himself with their suffering. The dungeon **CAN NOT be left for any reason** until the objective room is cleared (**magic items that allow this will work on a 5+** but only have one chance to succeed after which they are useless for the dungeon, abilities are useless in attempting to escape). When fighting in this dungeon the wizards maniacal whims radically change the abilities of the warriors. At the beginning of each combat roll to see what effect this will have below:

1: All magic items, armor,

weapons, spells etc have no effect (including monsters)

2: Monsters are reinforced (roll 1 extra time on the monster table = to your level)

3: One monster (furthest from the warriors) is imbued with spell casting abilities and gains type magic 1 (appropriate to its race)

4: The winds of magic blow strong and the power roll is doubled (1 is NOT an unexpected event either!)

5: The warriors are imbued with an extra D6 strength

6: The warriors gain an extra treasure at the end of combat

Once the objective room is reached it is populated with monsters as normal. The warriors will gain objective room treasure as normal as the wizard reluctantly rewards the warriors for their entertainment. Once the room is cleared the wizard, frustrated at the end of the game, will teleport the warriors far away from his dungeon and they will be allowed to venture to a settlement as normal.

**6- Test of Valor:** The warriors are told that a great sorcerer has recently passed beyond the mortal coil and has left his vast treasury ripe for the picking! However not only is it certainly guarded by his arcane traps and puzzles but it will also be sought after by many monsters looking to make a name for themselves in the depths of the old world. Each time a new board section is laid down in this dungeon roll 1D6 and consult the table to see how many exits the room has:

1: 0  
2: 0  
3: 0  
4: 1  
5: 2  
6: 3

The Dungeon consists of the usual 12 dungeon cards with the **Crossroads of Doom** and **Bridge of Peril** shuffled into the first 10 cards and the Fighting Pit shuffled into the final 6 cards.

There are **secret rooms** within this dungeon and they can be searched for by the party by rolling a D6 and adding the warriors initiative to the roll. Any roll rolling above the Battle level of the dungeon +2 will succeed in finding a secret door and placing a new exit to the board section if there is room. Only board sections that have no monsters on them may be searched however. Once the objective room is reached roll below to see what lies in wait in the treasure chamber.

**1: Rune Guardians:** The monsters in this room gain ethereal and magic resist 5+ roll for objective room monsters as normal.

**2: Haunted:** The spirit of the sorcerer is still present in this room and will cast 1 random spell once per turn with power equal to 1D6 + half the BL. (max of 10)

**3: Shape Shifting runes:** Monsters are placed as if it is a normal objective room however at the end of each round on a 4+ all remaining monsters are replaced with an equal amount of monsters from the next highest level (choose the monster in the entry closest to 1.5 times its gold value).

**4:** The magical protection has failed with the loss of their caster and the objective room is treated as a normal objective room.

**5:** Normal Objective room monsters and roll on next higher level table placing the monster with the highest gold level in the room as well with double wounds and +1 Strength and Toughness.

**6: Mirrors of Fate:** The warriors face a shadow version of themselves! Each warrior is cloned and placed within the fighting pit. To escape the lair the warriors must best themselves in combat!

Once the objective room is cleared the warriors gain treasures as normal but on a 4+ they each gain an extra dungeon room treasure as well!

# - The Fire Chasm -



## 1 - Destroy the Warpstone

**Icon:** Deep bellow the Old World an ancient warpstone icon has been discovered its raw powers are far to evil to be permitted to fall into the wrong hands. The dungeon deck is created slightly differently this time. First draw 12 dungeon cards and shuffle the **Idol Chamber** in with them. Then shuffle the **Fire Chasm** in with the final 6 cards.

The Warpstone icon is being stored in the **Idol Chamber** which will trigger an objective room monster roll when it is entered. After defeating the monsters the warriors will **each gain a NORMAL dungeon treasure** and find the **warpstone icon** that is to be destroyed. While a warrior is carrying the Warpstone Icon he will be at -1 movement and unexpected events will occur on a roll of 1 or 2.

When the **Fire Chasm** is found it will spawn objective room monsters again. As soon as a warrior is next to the fire chasm and is not pinned he can throw the icon in. All models on the board section will suffer BLD6 wounds with no modifications from the backlash of the icon being destroyed. Once the Icon is destroyed and the room cleared the warriors will each gain an objective room treasure!

## 2 - Banish the Daemon:

The local wizard's guild has caught wind of a daemonic presence growing from deep within a nearby dungeon. The warriors have been sent to banish this daemon before it can take corporeal form and ravage their lands.

To make the dungeon deck this time draw 12 dungeon cards and shuffle the **Fountain of Light** into them. Next shuffle the **Fire Chasm** into the final 6 cards. The goal is to find the daemon and draw it into the banishing light of the fountain and seal it away for good.

When the warriors enter the **Fire Chasm** it is populated with monsters in the same way as a normal objective room however after defeating the monsters they do not reward the players with any treasure. The warriors must use a set of amulets given to them by the wizards guild to draw the daemon out of the statue which they can do so automatically while in the Fire Chasm. Once drawn out the daemon **possess one of the warriors** (draw a counter). That warrior is now considered a monster for all intensive purposes and will ruthlessly follow the warriors throughout the dungeon (however it does not count as pinning any warriors). The possessed warrior will only move at 75% of his speed (rounding down) and will attack any monsters in his way in order to get

to the party. Any monsters that are adjacent to the possessed warrior may attempt to attack him but will be afraid of his daemonic presence and be at -1 to hit unless it is a fellow daemon. Monsters will prefer to attack non possessed party members first however. The Possessed warrior will get gold as normal but no treasure until he has been exorcised of his possession. When placing monsters the possessed warrior is not considered a part of the party.

If the possessed party member is slain the rest of the warriors may attempt to draw the daemon out again and it will possess another random warrior. Once the daemon has been lured into the **Fountain of Light** room it is purged from the warrior's body and the party gains objective room treasure as normal!

**3 - Destroy the bridge:** The Warriors are being pursued through the dungeon by an enraged mob of monsters. Unexpected events occur on a 1 or 2 throughout this dungeon and will always be monsters unless a 5 or 6 is rolled (then take an event card as normal). the dungeon itself is made up of the normal 12 dungeon cards with the Fire Chasm shuffled into the **final 3** cards.

When the warriors get to the **Fire chasm** it is guarded by objective room monsters as normal. Once they have crossed to the other side they can cut the bridge by taking a turn to cut one side of the bridge (2 warriors can then cut the bridge down in a single turn but requires both to do so). Cutting the ropes of the bridge will take an entire turn and the warrior may not do anything else that turn. Any unexpected events from now on will spawn on the far side of the bridge and be unable to cross without flight however they can use ranged

weapons to attack the warriors so from now on any monster that is unable to attack the warriors will not spawn (re roll on a roll of 1, 2 or 3 if the monster entry contains no monsters capable of doing so). Once the ropes are cut the monsters can loot the dragon statue and each gain objective room treasure.

If the **Dungeon escape route is not already within the objective room** then the secret exit will only reveal itself if the power roll is a 5 or 6, place a new door on the side the warriors are taking refuge and in the turn it is revealed they may exit. In subsequent turns a 5 or 6 is required to continue to reveal the exit. Once the exit is revealed the warriors are free to leave the dungeon and escape.

**4 - Trap!:** The Dungeon seemed empty and forgotten when the warriors made their way through the dungeon. **The warriors will start in the Fire Chasm** at the dragon statue. They MAY each take a piece of Objective room treasure from the statues horde. If they do it sets off a trap forcing an objective room monster roll AND sealing off the way they came in by. A door will open up on the opposite side of the room near the statue and once the monsters are defeated the warriors can leave the room and venture through the new door.

The rest of the dungeon is now created from 12 cards shuffling the **staircase** into the **final 3** cards. The warriors must now get to the staircase to exit the dungeon however EVERY room now counts as a dungeon room and will spawn monsters only (no events).

**Treasure can only be gained through unexpected events, or if you have cleared what would normally be a dungeon room on a roll of a 4+ it will also contain treasure as normal.**

If the warriors decide to NOT take the

bait in the beginning they may exit the dungeon (2D6 cards with the staircase in the final half) as normal setting up the staircase exit and fighting dungeon rooms/unexpected events and gain treasure as normal.

**5 - Find the lair:** A great monster is rumored to be taking up residency in this dungeon hoarding its treasures and challenging all to come forth and try to claim them! The dungeon is created as normal with the objective room shuffled into the final 6 cards.

When the **Fire Chasm** is revealed roll on the objective room monsters as normal and roll on the monster table 3 levels higher than the warriors. **The highest gold valued monster** in this entry is placed on top of the dragon statue in the Chasm room and **will not move from that spot**. It can make attacks in melee as normal however there is something strange about this dungeon denizen and it is at -2 to hit the warriors. roll on the table below

**1:** The monster was a fake! A strange mechanical construct meant to lure foolish warriors down into the depths. The party gains gold equal to  $n \times 6 \times 10 \times \text{BL}$  where  $n = \text{their BL}$  (BL 5 would then be  $5 \times 6 \times 10 \times 50$  gold). Sadly no other treasure is present in the objective room but the warriors can spin a fake tail of a great beast that was bested deep in the dungeons!

**2:** The monster was a fake! An optical illusion made to look like a great challenge indeed! Behind the statue the warriors find the poor creature that was putting on this ruse - Roll on the BL 1 monster table to decide what was behind this illusion (lowest gold value in the entry). The creature begs for its life and

seems quite cowardly. If the heroes let it go it promises to help them and will accompany them in the next dungeon finding treasure after exploring a board section (and clearing it of monsters) on a roll of a 4+! If they decide to kill it they find that it did manage to scare several warriors out of their treasures and roll on the objective room treasures as normal.

**3:** The monster was just a sickly shadow of its former self. It had long since grown old and lost much of its former glory. The warriors gain objective room treasure as normal however when they return to the next settlement word of the monster's pathetic stature has reached the settlement and the warriors are laughed out of the alehouse if they ever try to enter it!

**4:** The monster was sleep walking! once defeated it wakes up and the warriors find out it is far more powerful than they had previously thought! The monster is back to double its starting wounds and has +1 to all of its statistics! If the warriors defeat it they gain objective room treasure as normal AND 1000 Gold per BL extra each.

**5:** The monster was only the spirit of the creature that once guarded this chamber. You do not gain any gold for defeating it but you do gain what is left of its treasures - 4 rolls on the dungeon room treasures!

**6:** The previous adventurers had severely beaten the monster and weakened it then made off with the treasure. All that is left is 250 gold per BL.

**6 - Death Below:** The rumors swirl of a cavern hidden deep below the old world that grows wondrous and powerful crystals that have the ability to increase the user's power just by touching and absorbing their energies. However the Fiery chamber in which they grow is far underground and will be very treacherous to venture into.

To represent this, the Dungeon deck is constructed in four separate piles each one representing a single deep or level. In the **first level** shuffle the staircase into the bottom half of a deck of 8 cards the staircase leads down into the second level. In the **second level** shuffle the spiral staircase into the bottom half of a deck of 6 cards. In the **third level** deck shuffle the fighting pit into the bottom half of a deck of 4 cards (the trap door in the bottom of the pit serves as an entrance to the final level). Finally in the **fourth deck** shuffle the Fire Chasm into the bottom half of a deck of 4 cards.

When the warriors enter the **Fighting Pit** it will be encountered exactly as if it were an objective room (IE roll monsters) but add +2 to the roll (7 or 8 count as 6). After the Fighting Pit is cleared it only gives out a normal treasure to each warrior instead of objective room treasure.

When the warriors reach the **Fire Chasm** again it will be populated by objective room monsters but will not

give out any treasure this time. Instead the warriors find a small patch of strange crystals growing out of the walls that seems to be tapped into a direct lay line deep below the earth! The crystals once touched will grant the warrior one of the following bonuses upon touching it (there is only enough magic for each warrior to gain one roll):

**1:** The crystal imbues the warrior with great health, gain 1d6 wounds re-rolling once if it is a 1.

**2:** The crystal grants the warrior an increase to his power, gain +1 strength and movement permanently.

**3:** The crystal empowers the warrior with a thick hide and he gains +1 Toughness and Willpower permanently.

**4:** The Crystal reveals many secrets to the warrior and he gains +1 Initiative and Luck permanently.

**5:** The crystal asks the warrior 'What is it you seek?' and allows the warrior to increase 1 statistic by +1 (or +D6 in the case of wounds/power).

**6:** The crystal grants the warrior great skill and increases his weapon skill and movement by 1 permanently.

The warriors do not gain Objective room treasure for this adventure at all but the statistic bonuses more than make up for it!

# - Fountain of Light -



**1 - Purification:** While enjoying their stay at the last settlement the waters have turned a putrid black and the stench of evil runs rampant in the river. Something upstream has been poisoning the waters and the warriors are not the only ones who need to find a cure and fast! It is rumored that a magical fountain exists of the purest waters that flow directly from an ancient spring blessed by the elves. If one could bring enough of this water to the source of the poison it will eradicate any and all impurities. The dungeon deck will be created by shuffling the Fountain of Light into the top 6 cards and shuffling the Monsters Lair AND Sewers into the bottom 6 cards.

When the **Fountain of Light** is found it will be filled with 3 rolls on the monster table equal to the warriors BL. After the room is cleared the warriors can spend a turn filling their buckets with the water from the fountain. They will each need to carry a bucket which will reduce their movement by 1 point.

When the **Monster's lair** is found roll on the monster table 2 levels higher than the warriors BL. **The highest gold value monster** on the entry is the source of the contamination along with another roll on the same table. The monster that is the contamination source has double the wounds of its normal counterpart as

well as gaining +1 Strength and Toughness. When defeated the warriors are free to continue on through the dungeon to find the source of water itself.

When the **Sewers** are found roll once on the monster table 1 level higher than the warriors BL. These monsters are guarding the location of the rivers underground source. When they are defeated the warriors can pour the water they found in the Fountain of Light room into the contaminated waters to purify them and complete their quest. Note that if the monster in the Monster's Lair is not defeated then the waters can not be purified and any buckets poured into it are wasted!

Once the warriors have purified the waters and defeated the monster poisoning it then they can continue back to the settlement they were last at (village, town or city) and claim their reward of 1 objective room treasure each + nD6 x 100 Gold where n equals the warriors BL.

**2 - Cursed:** While enjoying a night of drunken debauchery at the local inn one of the warriors spilled his drink upon a particularly ill tempered wizard! Within seconds he utters a strange incantation which burns a cursed symbol into the warriors flesh! Roll on the following table to determine where and what effect the symbol has.

**1 - Head:** The warrior is at -2 willpower and initiative. The warrior's skills (including spells) can not be used until the curse is removed.

**2 - Mouth:** The runes scream alerting monsters unexpected events occur on a 1 or 2. Also each turn roll a dice, if a 1 is rolled draw a wizard spell at random and the runes cast it against the party! (Healing enemies if possible attacking party members etc, Re-draw if Pit of Despair is drawn.)

**3 - Legs:** The warrior is at -1 movement and can not successfully jump over obstacles or pits without the aid of a rope by other party members.

**4 - Arm:** The warrior is at -1 to hit and if a 1 is rolled in the power phase roll a dice. on a 1,2 or 3 he makes 1 immediate attack on himself!

**5 - Chest:** The warrior's starting wounds are halved until the curse can be removed.

**6 - Neck:** The warrior loses 1 wound per turn on a roll of 1, 2 or 3.

The only way to cure the warrior is to find the legendary Fountain of Light which is said to be capable of curing all ailments including removing magical curses! The dungeon is deep underground however and was once in the care of a group of Sigmar's elite warriors but has long since fell to decay and ruin. Set the Idol Chamber, Tomb Chamber, Staircase and Spiral Staircase

aside for now.

The dungeon is composed of 3 levels each leading further down into the earth. Each level consists of a deck of 6 dungeon cards with an objective room shuffled into the final 3 cards. The first level contains the **Idol Chamber** and the Second the **Tomb Chamber** with the final level containing the **Fountain of Light**.

Each level in this dungeon is considered a different difficulty. The first level spawns normal level monsters, the second spawns +1 level monsters. In the third level every time monsters are spawned roll a die, on a 1-3 they are +1 level on a 4-6 they are +2 level monsters!

When either the **Tomb Chamber** or **Idol Chamber** are discovered they will have a further door leading to the staircase or spiral staircase which will take the warriors to the next lower level. These first two objective rooms spawn dungeon room monsters as normal but require 2 rolls instead of 1. These first two objective rooms will contain 1D3 dungeon treasures after the monsters are defeated.

When the warriors find the Fountain of Light they hear a booming voice "*Who dares defile our sacred temple?*". Guarding the fountain are the ghosts of the 4 elite guardians of the fountain! They are a party made up of a barbarian, elf, dwarf and wizard at +1 level to the warriors. They must be generated like normal warriors with skills and each has 2 pieces of objective room treasure rolled out as normal that they can use. When defeated the warriors can take their treasures and finally rid themselves of the wizards curse!

**3 - Fabled Treasure:** A rousing night at the alehouse has tipped the warriors off to a certain dungeon containing a single great treasure of legend. First roll to see what the treasure is:

- 1 - Huge sums of Gold!
- 2 - Magic Elixer
- 3 - Magic Amulet
- 4 - Shield
- 5 - Weapon 1-2: war hammer (2 handed), 3-4 Great Sword (2handed), 5-6 Sword (1handed)
- 6 - Staff

This will be the rumor the warriors are chasing. The dungeon itself is created as normal with the **Fountain of Light** shuffled into the final 6 cards however this dungeon is guarded by more dangerous monsters than usual so add +1 to the BL of monsters rolled in this dungeon!

When the warriors reach the **fountain room** they will have to deal with objective room monsters as normal and once defeated can see what their treasure is:

**Huge Sums of Gold!:** Roll a dice, on a 1 the rumors were false and there is nothing more than a dungeon room treasure for each member. On a 2 - 5 the rumors were true but maybe slightly exaggerated, each warrior gains nD3 x 1000 gold. on a 6 the rumors did not do this treasure cache justice and there are nD6 x 1000 gold! n is equal to the warriors Battle level.

**Magic Elixer:** Roll to see what the potion is, there is enough for each warrior to take a dose before it is gone (can not be used on any warrior twice):

1 - The warrior has D6 wounds added to his starting wounds permanently

2 - The warrior gains + 1 movement permanently

3 - The warrior gains +1 Weapon skill permanently

4 - The warrior gains +1 Strength permanently

5 - The warrior gains +1 toughness permanently

6 - The warrior may choose any single previous result on this table

#### **Shield, Amulet, Weapon or Staff:**

The warriors gain objective room treasure as normal except for one warrior who will be given the legendary item. Roll on the objective room table twice to see what properties the item has. Any results of a one use (but not one use per dungeon) should be re-rolled. Both results combine in the abilities of this item. The item has nD6 charges however with n being equal to 3 times the warriors BL.

**4 - Waters of Time:** The warriors have heard tales of a magical underground spring that reveals the future when gazed upon from it's source. The problem is its source is only reachable during the full moon otherwise it floods the caverns and its waters will only give a glimpse of the near future as the magic fades. The warriors must explore the cavern, find the source of the spring and escape before its waters drown everyone in the caverns. The dungeon is setup as normal with the Fountain of Light shuffled into the final 6 cards. With the full moon high in the sky the warriors are free to explore the caverns however other creatures may be after a glimpse of the future as well.

Every time an event card is drawn if it is a monster, re-draw and take the

second card. This represents the fact that only a few monsters have decided to risk finding the spring's source but there are still plenty of traps to go around!

When the **Fountain of Light** is found it will spawn monsters as normal but also roll 1D6+6, this is the number of turns the warriors have before the spring's water completely engulfs the caverns. Anyone who is left in the dungeon after the waters have risen (ie the 1D6+6 turns) will be at 1 movement and will drown in D3 + initiative rounds and are immediately killed.

If a warrior ends their turn next to the fountain and they are not pinned they may look into the waters. Roll on the following table to determine what they see.

**1** - The vision is cloudy but they do catch a glimpse of the future and can avoid any one blow (usable one time only)

**2** - The visions are clear but reveal little. The warrior may reroll any single dice once (usable once only)

**3** - The warrior sees his own death. Although disturbing he also see's how to avoid it and may cancell all wounds dealt to him in a round of combat (usable once only)

**4** - The vision is clear and the warrior sees many moments of danger that he can avoid. The warrior gains 1D6 rerolls (each usable 1 time only.)

**5** - The warrior sees many fleeting glances of the future and has them ingrained in his head. He gains +1 Initiative permanently.

**6** - The warrior sees himself in a future battle and notices a flaw in his technique. He will gain 1 WS permanently

Once clear of monsters the warriors

will gain objective room treasure as normal but of course will still have to escape! Once the waters have begun to rise again no more monsters may occur as the result of unexpected events OR dungeon rooms, only events may trigger.

**5 - Unstable Ground:** The warriors have been tipped off as to the location of an ancient treasure horde left by a once great Orcish warlord. The only catch is that the region has become very unstable with earthquakes and volcanic activity violently reshaping the land. The risk is great but the promise of long forgotten loot is far more tempting!

The dungeon is comprised of the standard 12 cards however the **Fountain of Light** is shuffled into the **first 6** cards and the **staircase** is shuffled into the final 3 cards.

**Roll a dice when the warriors first enter the dungeon.** The result is how many turns the warriors have before the dungeon begins to shake apart from earthquakes. Once the earthquakes starts then any rolls of a 1 in the power phase means that a section of the dungeon has caved in! Choose a board section in the dungeon, any models on the board section have 1 turn to escape or be crushed to death by falling debris afterwards the section is removed from play along with any doorways connected to it!

When the warriors find the **Fountain of Light** they must first defeat the objective room monsters in order to loot the room. They automatically find 1 piece of objective room treasure on the first turn after the monsters have been cleared away. Warriors may each spend any subsequent turns searching for more treasure by rolling on the following table.

**1** - unexpected event! (a cave in as above will happen on a subsequent roll of 1, 2, or 3 only 1 cave in per turn is allowed)

**2** - nothing

**3** - nothing

**4** - nD6 x 20 gold, n = BL

**5** - Dungeon room treasure

**6** - Objective room treasure

When the warriors find the **staircase** they have managed to escape the dungeon.

**6 - Well of Souls:** While traveling through a forest the warriors have come upon an area that is devoid of life and vegetation. At the center of this barren landscape are the ruins of a once great forest citadel. The warrior's curiosity takes the better of them and they decide to investigate the source of this obviously evil power. The citadel is comprised of the normal 12 cards with the **Fountain of Light** shuffled into the final 6 with two of the **T-Junctions** shuffled into the first 6 cards.

The source of this evil power is a cursed wood elf sanctuary that has been defiled by chaos. Instead of providing waters of life it now draws the power of life into itself destroying everything around it. Whenever a warrior is

reduced to zero wounds in the citadel his willpower will be reduced by 1 for the remainder of the dungeon. If they are ever reduced to 0 willpower the warrior's soul succumbs to the power of the well of souls and they are killed permanently!

When the warriors reach **the fountain of light** the Well's powers will increase. From now on until the well is cleansed the warriors will lose Wound per turn! To cleanse the Well of Souls the wizard must roll a 6 in the power phase adding 1 to the roll each time that it fails in order to rid the fountain of its curse. Each round that it is not cleared roll a dice to see what monsters the Well of Souls draws to aid it:

**1** - Monsters at + 2BL

**2** - Monsters at +1BL

**3** - Monsters at equal BL with 2 rolls

**4** + Monsters of Equal BL

Once the fountain is cleansed AND the room is cleared the warriors will gain 1 piece of objective room treasure. After they leave the dungeon Wood Elf scouts surround the party and after a tense moment offer their thanks for riding the fountain of its curse. In return they offer them 4 potions of healing each potion will restore a warrior to full health once.

# - The Tomb Chamber -



**1 - Grave Robbery:** Draw a warrior counter. That warrior has had one randomly determined piece of treasure that once belonged to another now deceased warrior. This weapon creates a disturbing an unending pull towards its former owners tomb which the warriors can follow towards its final resting place. The item which is trying to get back to it's owner continues to function however as long as the warriors are not going to the tomb of its owner the item incurs a -1 movement penalty but gives +1 Movement if they are moving towards its resting place. In addition if the warriors are not attempting to return it the item will not function as well as it used to. Consult the chart below to see what penalties it creates when not returning to its owner.

**Weapon:** -1 on all to hit rolls while the warrior tries to fight with the weapon to make it work properly.

**Armor:** Further -1 to movement and +1 for monsters to hit as the armor becomes very heavy.

**Shoes:** -3 movement as the shoes attempt to root themselves to the ground!

**Amulet:** -1 Wound per round as the amulet tries to strangle the owner.

**Ring or staff:** -1 on all to hit rolls and -1 to the power phase roll (thus a 1 or 2 can be an unexpected event) as it sucks magic from the air!

**Potion:** Kills whoever drinks it with

no chance for resurrection.

*This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!*

The dungeon is created as normal however **on the way in any event card draws are automatically events only** (any that would require a second event card draw do not require the next card). This is to represent the fallen warrior creating a clear path for the warriors and leaving monsters out of the picture.

However once the warriors have placed the item upon the warriors tomb in the **Tomb Chamber** the dungeon suddenly comes alive as the fallen warrior seeks revenge for the warrior who was foolish enough to use his magical item!

From now on all rooms will act as if they have not been explored. Thus the objective room will suddenly spawn monsters. Once defeated the monsters will leave behind objective room treasure as normal (the fallen warrior does not care about those items just his one special item). If the warrior who's item belonged to the warrior in the tomb dies at any time in this adventure (not healed before the end of the round) his soul is captured forever within the tomb and he may not be resurrected.

Should the warriors choose to never

return the item it will continue to incur its negatives as well as any positives the item would normally have. Should they place it on the tomb and then steal it back all dungeon rooms in this adventure will now spawn as if they were objective rooms! The warrior using the item will continue to incur penalties as normal until the warriors can clear the dungeon (objective and all dungeon rooms emptied and explored) then the item will only incur the single -1 movement penalty (unless returned) as the previous owner, although angry, has given up hope of it returning.

**2 - For my ancestors!:** One of the warriors has learned of a recent looting and occupancy of their ancestor's tomb by monsters. Outraged he sets out to clear the tomb and bring his own brand of vengeance upon the hapless monsters trying to make a home amongst the tomb itself.

The tomb is constructed as a normal dungeon with the tomb chamber shuffled into the bottom 6 cards.

The warrior whose ancestor's tomb it is will be fairly particular about what treasures can and can not be looted after a battle however. After a battle or **whenever treasure is found roll a D6 for each treasure.** On a 1 or 2 the treasure was left behind with the warriors ancestral belongings and is off limits for looting (unless that warrior happens to die in the dungeon)!

The warriors do have a massive advantage in that any traps that were left behind to guard the tomb they will have prior knowledge of and be able to avoid. **For any trap event** on a 3-6 it will be a trap that the warrior knows of and can tell the party (provided he is on the same board section and alive). On a 1 or 2 however it is either so ancient that the

warrior did not know of it or newly installed by the monsters and goes off as normal. **If trap type rooms are discovered** (pit of despair, rotating room or crossroads of doom) the warrior can control the rotation of the room/parts of room but it will still spawn monsters as normal.

**If any undead are encountered** in this dungeon roll a dice for all the undead on the same board section as the warrior whose ancestral tomb it is. On a 4 the angry spirits realize who it is and fade away on a 5 or 6 they even join the warriors for this dungeon only. On a 1-3 however they do not recognize the warrior's heritage and will fight as normal.

When the **Tomb Chamber** is found roll for objective room monsters as usual. Then roll again on the table 2 levels higher than the warriors. The highest gold value monster on that entry is the leader and will have double wounds and 1 objective room treasure (roll as normal) that it can use. When the monsters are defeated the warriors can return the treasure to its rightful resting place beside his ancestor's tomb. At that point the spirit of his ancestor appears to thank the warriors for their efforts in returning the sanctity of their resting place. Roll **three times** on the objective room treasure for each warrior they may **choose one roll** as the one they wish to have.

**3 - The Catacombs:** Underneath a ruined city in the empire the warriors have heard of a maze of catacombs that have been long abandoned by humans. They are rumored to still be full of treasures however they are also full of monsters and ancient traps.

The dungeon is comprised of 20 dungeon cards, **including the crossroads of doom and the bridge of peril automatically**, with the **Tomb Chamber** shuffled into the Bottom 5 cards. The catacombs themselves are a mash up of rooms and corridors arranged in a maze like fashion. To represent this **each room explored will have D3 exits** from it instead of what they would normally have.

Every time an unexpected event is rolled on a 1-2 it is a trap (see bellow), on a 3-4 it is an event and on a 5-6 monsters. The traps are as follows:

**1 - Pit Trap:** Place the pit marker underneath a random warrior, they take nD6 wounds with no modifiers for anything. (n = BL)

**2 - Portcullis:** The door behind the warriors has closed as per the event card.

**3 - Noxious fumes:** The board section the warriors are on is filled with noxious fumes causing 1 wound per turn with no modifiers. on a 1, 2 or 3 roll again with a +2 as if encountering a new unexpected event.

**4 - Alarm:** The warrior trips over a wire tied to an alarm bringing 2 rolls on the monster table of equal BL! After the battle on a 5 or 6 the monsters had the portcullis key!

**5 - Portcullis:** The door (or random door) in front of the warriors is blocked by a portcullis as per the event card.

**6 - Burning Oil:** The oil pours from the ceiling set ablaze by torches burning

all warriors on the board section for nD6 + 6 wounds with no modifiers for anything.

When the **Tomb Chamber** is found it will spawn monsters as normal and when cleared the warriors will gain 1 piece of objective room treasure each. In addition they will gain a piece of dungeon room treasure on the roll of a 3, 4, 5 or 6 (roll for each warrior).

**4 - Vampire Hunt:** The settlement the warriors were staying in has been plagued by a rash of murders with the obvious signs of a vampire as the culprit. The watch have managed to locate the vampires lair but are too few in number and not nearly well trained enough to stop him. The warriors arrive during the day however they will still have to hurry to drive a stake into the vampires heart before he wakes up. ***This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!***

The vampire's lair is composed of the usual 12 dungeon cards with the hall of death shuffled into the first 6 and the tomb chamber shuffled into the last 6 cards. **The warriors will have 10D6+6 turns to find the vampire** before night when he awakens again.

When the **Tomb Chamber** is found it will spawn monsters as a normal objective room however if time is up and night has come it will also contain the vampire himself! The vampire is a Vampire Necromancer Lord with 4X the wounds and +4 Strength, Toughness and attacks! The heroes can turn back at any time of course but should they fail to locate and kill the vampire soon enough then the vampire will change its lair realizing his security is compromised

and the warriors will not be able to return to the dungeon. If the party is able to get to the vampires coffin in the Tomb Chamber before night falls then a warrior can spend one turn opening the coffin and staking the vampire to kill him. Once the room is cleared and the vampire is dead the warriors gain objective room treasure and  $nD6 \times 200$  gold where  $n$  equals their BL.

## 5 - Temptation of the Dead:

The warriors have come across an ancient Tomb that appears to be untouched by grave robbers so far.

The Tomb is created from 12 dungeon cards with the **Hall of Death**, **Bridge of Peril**, and the **Tomb Chamber** shuffled into the final 6 cards. *This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!*

As the warriors explore the tomb it will be littered with artifacts belonging to dead. Whenever the warriors enter a room that would normally spawn monsters find out what treasure they would have first (roll for the dungeon room treasure before any events). The warriors may now choose to take the treasure, which will spawn the monsters, or leave it and let the dead rest in peace. If they leave it make note of what was in the room and roll  $2D6$ . If the result is a 2 or 3 then the dead have become annoyed at the warrior's trespasses and rise up to hunt them down. Roll monsters for EVERY dungeon room that has been explored and place them in their respective rooms! They will now move towards the heroes and attack them. From now on dungeon rooms will spawn monsters and treasure as normal the warriors must fight them now.

If the **Tomb Chamber** is found before the dead have become restless then create the objective room treasure first as in a dungeon room above. If ANY of the treasure is taken the not only do the dead become restless but they also spawn a monster roll of  $+2$  BL above the warriors in the objective room! If the objective room is found AFTER the dead become restless then it will spawn monsters as a normal objective room awarding treasure afterward.

## 6 - Escape the Darkness:

While traveling in the wilderness an earthquake has opened up the ground underneath the warrior's feat and they fall unexpectedly into the long forgotten tomb bellow. The warriors will start in the **Tomb Chamber** taking  $nD6$  wounds with  $n$  being equal to half the warrior's battle level rounding up. If any 6's are rolled for damage roll another dice and consult the table bellow (roll once only):

**1 - 2:** Injured Leg - The warrior is at -1 movement until he can heal the injury in a temple for  $100 \times$  BL gold.

**3 - 4:** Injured Arm - The warrior is at -1 to hit until he can heal himself as above

**5 - 6:** Lost Items - The warrior realizes that he has lost one or more of his items and it is probably still on the surface! Roll a dice for each item, if it comes up a 1 then that item was left on the surface and can only be retrieved after the adventure! If no dice come up a 1 then the warrior realizes he just lost some gold in the fall  $100 \times$  BL gold has fallen through the cracks and is gone for good.

The Tomb Chamber itself has 4 exits to it with each exit having  $1D6 + 2$

dungeon cards in it. The warriors must find either the staircase or the Spiral staircase in order to escape the dungeon. They may search for a secret door once per board section (excluding the Tomb Chamber) by rolling a dice and spending their whole turn doing so. If anyone in the party rolls a 6 then a secret door has been found leading to another 1D6+2 dungeon cards. If all cards have been revealed and the exit has not been found then boards may be re-searched for secret doors.

Every time that the warriors **explore one branch of the dungeon** (or a secret door area) **and they come back to the Tomb Chamber** strange runes reveal themselves to the warriors pointing to a treasure hidden away in a specific room. Roll 2D12 and consult the table:

- 1 - Crossroads of Doom
- 2 - Well of doom
- 3 - Monster's Lair
- 4 - Torture Chamber
- 5 - Guard Room
- 6 - Circle of Power
- 7 - Chasm of Despair
- 8 - The Sewers
- 9 - The Shaft
- 10 - Halls of Death
- 11 - Shaman's Den
- 12 - Rotating Room

If the warriors then find or return to that room they will find a hidden alcove with an objective room treasure in it however on a roll of 1, 2 or 3 it is populated by two rolls of equal level monsters!

**If at any time a warrior wishes to use an item, spell or skill to escape the dungeon** roll a dice. On a 1-5 the warrior hears a deathly voice telling them that they will never leave this tomb alive! That warrior takes 2D6 wounds with no modifiers at all immediately and their method of escape is nullified until the end of the dungeon.

# - The Idol Chamber -



**1 - Dark Offering:** While in the last settlement the warriors hear of a terrible curse of endless nights and random madness that has befallen the town. The townspeople have given up hope of their gods ever freeing them from this awful curse and have resorted to trying to appease the dark god who has cursed this poor town.

They have sent a single human sacrifice with the warriors in hopes that it will appease their oppressing evil god. The Sacrifice is represented as an equal level Barbarian warrior who will not participate in combat but can be killed. He moves at the end of the warriors phase and will have attacks directed at him as if he is one of the party. In all manners he is quite willing to be the sacrifice so it is up to the warriors and a little luck as to whether or not he gets to follow through. The dungeon itself is made up of the standard 12 cards with the **Idol Chamber** shuffled into the final 6 cards.

The warriors have the choice of either finding the source of the curse within the dungeon or simply letting the sacrifice die, breaking the curse. If they let the sacrifice die they will have their Luck and Willpower reduced by 1 permanently representing the heavy burden on their soul (unless they are inherently evil like the chaos warrior or assassin). If they try to find the source of the curse they will have to find the

Idol Chamber as normal.

Once the warriors have made it to the **Idol Chamber** they will encounter objective room monsters as normal AND the source of the curse. The main enemy here is the source roll on the monster table 1d3 BL's above the warriors and choose the **closest chaos or demon** entry to what was rolled. **The highest gold value on that entry is the enemy which is cursing the town.** If defeated the curse will be lifted and the warriors will gain objective room treasure as normal. If however the monster is able to land the killing blow on the sacrifice the warriors will suffer the penalties for him dying however gain the blessing of a dark god (it's thanks for delivering the sacrifice personally). Roll on the chaos warrior attribute table for each warrior. They are permanently blessed(?) with this attribute and if they are not a chaos warrior roll each time they enter a settlement. On a 1 they are refused entry as their blessing shows.

**2 - Cults and Chaos:** The locals are up in arms about a mansion that is the site of a rumored chaos cult! Strange noises have been heard and even stranger lights and of course there is the mysterious disappearances that have peaked the suspicions. Of course the town watch has not sat idle and has hired the warriors to investigate this mansion and its inhabitants and put an end to their

dark ways.

**Whenever monsters are rolled and they are not chaos or chaos dwarf** types then check the next and previous 3 rolls in the table. If any of those are chaos or chaos dwarf monsters then that is the entry that is rolled (closest one).

The mansion is divided up into the main floor, 2nd floor, 3rd floor and the basement. Each floor except the basement consists of 2 corridor sections connected together with 3 doors leading to unexplored rooms in each section. The main floor will have a staircase on either end, one leading to the basement (which is locked) and another leading to the second floor. The second and third floors also have staircases at the end of each corridor one leading down and the other up (except the third which only has one leading back down).

The **basement is locked** and requires 3 magical keys to break the lock so no lock picking or spells will open it. there is a key on each floor of the house and to find it the warriors will have to explore the mansion room by room. Each unexplored doorway in the hallway leads to a random dungeon card draw. re-draw any corridor draws (you will need them later) but do include the other objective rooms in with the normal room cards. If the Chasm of Despair or collapsed corridor is drawn it will further lead to another room at the end of that corridor. Each time the warriors enter one of these rooms it will work like a normal dungeon room spawning monsters/events. After that is resolved roll a dice, on a 6 the warriors have found one of the magic keys! Each time they do not find one of these keys the next roll add +1 (after 5 rooms without a key then the 6th will automatically contain one). In this manner it is possible that the warriors will find all 3

keys even on the first floor. When the last key is found the warriors may enter the basement.

The **basement** is made up of a further 2 cards with the final card being the **Idol Chamber** (you can use corridors here if any are left).

When they reach the **Idol Chamber** roll as usual on the objective room monsters but choose the closest chaos entries if there are any on the table at all. When defeated the warriors can leave the mansion and collect their prize from the town watch. Their prize for ridding the town of the cult is their pick of 3 rolls on the objective room treasures each choosing the one they most prefer.

**3 - Witch Hunt!:** Awoken by the shouts of an angry mob the warriors find themselves accused of witchcraft and hunted by residents of a nearby village, pitchforks and torches at the ready! Finding the crowd inconsolable they quickly retreat to a nearby cave system in hopes of escaping the mob.

The dungeon is laid out as normal except the **Idol Chamber** is mixed in with all 12 cards instead of the final 6. **The first time an unexpected event is rolled** and the party has revealed at least 3 dungeon cards do draw for an event as normal. Instead roll a D6, this is the number of turns until the witch hunting party has tracked the warriors down and enters the dungeon in the same manner the heroes have.

The Witch Hunters are comprised of 12 members each with the statistics of a barbarian of +2 BL with no skills wielding a pitchfork (+1 Strength attacks in ranks) and a torch (acts as a lantern and can burn heroes causing D3 wounds with no modifiers allowed useable once per turn).

The mob will track the party through

the dungeon but do not necessarily know where the party is. **Each time the angry mob comes to a path in the dungeon that splits** roll a D6. On a 1-3 They find signs the warriors left on their way through and head in the direction the warriors are in. On a 4-6 They find no evidence of which way they went and split their forces equally amongst the different paths exploring rooms and fighting monsters just as if they were a normal party (gaining no treasure though). **If they find the warriors all of the hunting party within 3 board sections will hear the alarm** and immediately head toward the warriors. If the mob comes to a locked door and they will force it open each turn on a roll of a 3+. If they are stopped by a pit of despair they will manage to cross it easily as they have brought rope along with them it will take them a turn for the entire mob to get across however.

The warriors have no real reason outside of self defense to attack the mob and should try to escape the dungeon. To represent this the warriors can search for secret doors in any board section spending an entire turn to do so. Roll a dice and on a 6 they find a secret door leading to more rooms (split cards from other passageways if there are none or add new ones). When the warriors find one of these secret passages they may search within that secret board section again but only once and on a further 5 or 6 they find a staircase leading out and away from the angry mob!

**If the warriors are drawn into battle with the mob before they find the Idol Chamber** they will lose moral for having killed innocent, albeit confused, villagers. If one of the mob is killed before reaching the Idol Chamber roll on the following table for each warrior at the end of the adventure or

after the mob is all killed.

**1** - With his dieing breath one of the villagers curses you! Lose 1 Strength permanently!

**2** - disheartened the warrior loses 1 luck permanently from shame

**3** - It saddens you to have to kill the villagers but you will get over it, lose 1 luck for the next adventure.

**4** - It was you or them and you realize this. No negative conditions

**5** - You realize that they at least deserve a proper burial and decide to forgo your next town stay instead to bury the villagers meeting up with your fellow warriors later

**6** - It was a matter of survival and you fought well! Gain 1 objective room treasure from looting the bodies!

Once **the Idol Chamber** is found it is filled with monsters as usual and if the angry mob has not yet entered the dungeon they do so now and get 3 free moves! The Idol chamber is a dead end with no secret doors to be found. Should the party be caught by the mob in this room there will be no convincing them that they are not witches (what with the demonic idol in the room). The warriors become enraged at the villagers blind stupidity and feel no pity for sending them to an early grave. Only results of a 1 or 6 count at all when rolling above. Once the room is cleared the warriors can gain objective room treasure as normal.

**4 - Eyes of the Daemon:** A drunken and rather loose tongued dwarf had recounted a tale of a nearly successful treasure hunting expedition. Nearly that is because his warrior band was defeated just feet away from the giant jewel studded eyes of the demon idol they were seeking. Of course every ear in the alehouse perks up at the mention of giant jewels especially when another warrior band has nearly cleared the way; it looks as if the warriors will have competition this time!

This time there is a rival warrior group that will be after the jeweled demon eyes in competition with the warriors and if need be, try to eliminate them! **The rival warrior band is made up of an equal number of warriors randomly chosen from any spare warriors you have** (put all the warrior counters in a cup and draw). Each rival is equal in level to the warriors and is created just like a normal character. They each start with one objective room treasure and one dungeon room treasure as well which they can use against the warriors.

The dungeon is created like a normal dungeon with the Idol chamber shuffled into the final 6 cards. The dungeon has previously been explored but not all of the monsters have been killed. An unexpected event will only occur on a 1 AND only if a subsequent 1, 2 or 3 is rolled after that 1! Before entering the dungeon roll a dice to see how quickly the warriors were able to get to the dungeon.

**1 - Very Slowly:** The rival party has managed to get to the objective room AND loot it as well. No unexpected events are rolled in this dungeon and any room that would normally spawn monsters does not (but may spawn

events only). Every time a new board section is explored roll 2D6 on a roll of a 12 the rival warrior band is here with the jeweled eyes and an extra dungeon room treasure. If they are not found then the next roll gets a +1 added to it each time. If the rivals are not found and all of the board sections are explored that can normally be but the rivals have not been found then they have left the dungeon already with the loot and the warriors adventure ends on a truly lame note.

**2 - Slowly:** The rival party has manage to arrive before the warriors but have just began to delve into the dungeon. Dungeon rooms will only spawn monsters on a roll of 1, 2, 3 or 4 as some of them have been cleared of monsters already. When the Idol Chamber is found the warriors will be there with an extra dungeon room treasure each and a normal roll of objective room monsters. The rival band has made a pact with the monsters before the warriors arrived however and the monsters will AID the rival band each turn on a roll of 1, 2, 3 or 4. If a 5 or 6 is rolled it turns into a free for all as if a 3 or 4 result had been rolled on this table.

**3 or 4 - Average speed:** The warriors arrive at the same time as the rival band but they have managed to sneak into the dungeon from a secret passageway and are not found until the objective room. Once there however the warriors will find their rivals AND normal objective room monsters as well. The rivals will be forced into splitting their attacks against the party and any monsters nearby. If there is only 1 or an uneven amount roll to see who is attacked.

**5 - Quickly:** The warriors have arrived before the rival band and can explore the dungeon as normal. However the first time an unexpected

event occurs the rival band will have caught up to the warriors and attacks instead of drawing an event card.

**6 - Very quickly:** The warriors have arrived long before their rivals and as such will have plenty of time to explore the dungeon and find the jewels. Once the objective room has been found and cleared roll 3D6. On a 3 the rival band has caught up with the warriors and attacks. every turn here after the warriors must roll 3D6 and subtract 1 for each turn the rivals have not found the warriors.

Once the objective room has been cleared or its loot recovered the warriors each gain  $nD6 \times 200$  gold where  $n$  is equal to their battle level. If the rivals are defeated at any time the party will gain whatever treasures they have on them note however that this objective room does not give them any objective room treasure.

## 5 - Through the Mountain:

The warriors have come upon a great mountain range on their way to the next settlement. A caravan is halted near the entrance to a cave stating that it is a secret underground passage through the mountains. They need to get through to deliver their goods on time to the settlement but their warrior escorts have not come back for nearly a day now and they fear that the way would be too dangerous to travel without protection. They offer the warriors a handsome reward for safe passage through the mountain.

The caravan is made out of 4 merchants each with the statistics of an Imperial Noble of 2 less battle levels to the warriors. If this puts them below one then consider their starting wounds rolls to be the lowest score possible (ie -

natural 1). They will move last under the control of the warriors and can attack as normal. Monsters however will only attack them if their are an odd number of monsters to warriors ratio and the extra monster(s) will attack one or more of the caravan. Traps from events and such will effect the caravan merchants as normal. If at any time the merchants are more than one board section away from the warriors they are considered lost in the darkness and removed.

The underground passage way is made up of 12 cards with the Idol Chamber shuffled into the top 6 cards and the Chasm of Fire shuffled into the bottom 6 cards.

When the Idol Chamber is found it contains an extra door leading further into the dungeon and it will spawn 2 rolls of equal level monsters and when defeated reward each character with a piece of dungeon treasure (not objective). The merchants will recognize the room as roughly half way through the mountain according to their map. **If 2 or more of them have died** at this point they will abandon any hope of reaching the other side and decide to turn back and return to the last settlement.

When the Fire Chasm is found another door is placed at the far end representing the exit to the dungeon and the other side of the mountain. This room will be filled with objective room monsters. When defeated and after leaving the dungeon the warriors will be rewarded for each merchant that makes it out alive. For each merchant the warriors will gain a roll on the following table.

**1 or 2:** 1 piece of Objective room treasure

**3 or 4:** 1 piece of objective room treasure AND nD6 Gold X 200

**5:** 1 piece of objective room treasure AND nD6 Gold x 300

**6:** Either counted as roll 5 OR up to 2 FREE items from the Fletcher, Armorer, or Weapon smith (roll for stock as a city +2)

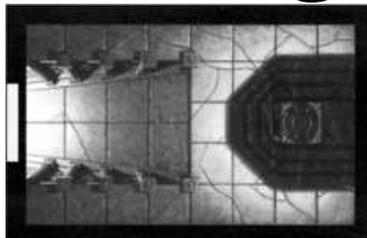
**6 - Trapped bellow:** A dwarven mining crew has approached the warriors about a terrible accident that has happened deep below the worlds edge mountains! They had dug too deep and found a demonic idol that brought forth terrible creatures that over ran the mines. They would leave and cut their losses however 4 of their own crew had been captured before they left and they believe that they are being saved for an evil ritualistic sacrifice! The Dwarves offer to reward the warriors handsomely if they can return the rest of their mining crew safely to the settlement.

The dungeon is composed of 12 cards with the **Gaol AND Idol Chamber** shuffled into the bottom 6 cards.

When the **Gaol** is found it is occupied by the 4 dwarf miners who are locked inside. In order to open it the warriors will need the **Gaol** key found by rolling a 5 or 6 after defeating a group of monsters. When released the dwarfs will wish for revenge on the dwarves who fell in combat in the dungeon and **will not leave the dungeon until the Idol Chamber has been cleared of monsters.** They are each only level 1 dwarves however and unless it is a level 1 dungeon they will almost certainly not survive combat! They can be moved in the warriors turn and attacked by monsters as normal unless they are in the Gaol where the monsters will just ignore them believe them to still be imprisoned. If they stay in the Gaol they will not have to follow the rules of the lantern as a torch is lighting that room and the adjacent board section. The Gaol will not have any other doors than the one in which it was placed onto.

When the warriors encounter the **Idol Chamber** it is filled with monsters as normal however they do not grant any treasure. When the warriors escape with the dwarves they will gain an objective room treasure for each dwarf miner that is left alive AND nD6 X 100 gold with n equal to their BL.

# - The Dread Kings Throne -



**1 - The Late King:** In the last settlement the rumors stirred that the king had died almost year ago but someone else was running the lands in his stead. Strange happenings have been occurring and villages near the castle seemed to have vanished as no travelers had returned from them for some time. The warriors, being the curious lot they are, decide to investigate and head out for the castle. *This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!*

The Journey to the castle is dangerous however and will require 4 weeks travel on the Catacombs of Terror hazards table representing travel in a realm diseased with the stench of necromantic arts.

Once there the castle is constructed as normal dungeon deck with the **Dread Kings Throne** as the objective room however leave out the **Chasm of Despair** (just set it aside).

When the warriors find the **Throne room** first place the **Chasm of Despair** as the next room leading up to the throne room. This will spawn monsters as if it is a dungeon room

however it will only spawn 1 monster from the entry (highest gold value) and it will have double its wounds and +1 Weapon skill, Toughness, Strength as well as a magic weapon and armor! This is the Kings champion and must be faced in singles combat. He will be placed at the mid point of the bridge as soon as the room is revealed. **Only one warrior may fight him at a time** as the rest are immediately shut out by a dark energy and may not enter or cast/attack into the room, the warrior is on his own!

Once his champion is defeated the warriors may all enter the **throne room** which spawns normal objective room monsters in addition to the king himself. The king has been cursed by a necromancer to live forever in undeath, look up the monster described by the table below referencing the dungeon BL.

**lv 1** - Wight with +2d6 wounds

**lv 2** - Wight Lord

**lv 3** - Wight Lord with double wounds and +1 Strength

**lv 4** - Mummy Tomb King

**lv 5** - Mummy Tomb King with double wounds and +2 Toughness

**lv 6** - Vampire Count with Necromancy 3 and +1 Strength

**lv 7** - Vampire Lord

**lv 8** - Vampire Lord with +2 Strength

and Toughness

**lv 9** - Vampire Necromancer Lord

**lv 10** - Vampire Necromancer Lord with triple wounds, +2 Strength and Toughness, and magic dispel 2+

Once defeated the warriors can loot the objective room gaining 1 objective room treasure each. On their journey to the next settlement roll on the role play book's hazards table and **anytime the warriors would normally lose gold from an event they instead gain gold.** This represents the many peasants now free to roam the countryside finding the warriors and showering them with praise and gold (the normally bad event does not happen at all).

## 2- The Real King of the

**Mountain:** Chaos Dwarves have taken up residency in a dwarven mine and have dislodged several bearded brethren from their once mighty homes. The warriors have been told that they can take any treasures that they find within as long as they rid their homes of the evil that has now infested their halls. This dungeon consists of the normal 12 dungeon cards with the Dread Kings Throne room shuffled into the final 6.

The dungeon is covered in runes of Hashut however which have unsettling effects on spells casts within the dungeon. **Anytime a warrior attempts to cast a spell the dungeon itself will dispel it on a roll of a 1 or 2 canceling any and all of its effects.** Monsters however are not affected by this at all.

When the **Throne Room** is found roll objective room monsters as normal but re-roll any results that do not come up as a chaos dwarf result once taking the second result no matter what. In addition to those rolled the objective room contains (sitting on the throne) the

chaos dwarf leader shown bellow by Battle Level.

**BL 1** Bull Centaur

**BL 2** Chaos Dwarf Sorcerer with +D6 Wounds

**BL 3** Chaos Dwarf Sorcerer with Double Wounds and +1 Toughness

**BL 4** Bull Centaur Champion with + 1 Strength and Toughness and magic dispel 3+

**BL 5** Bull Centaur Hero with + 1 Strength and Toughness and magic dispel 3+

**BL 6** Chaos Dwarf Master Sorcerer with double Wounds

**BL 7** Chaos Dwarf Lord on Great Taurus

**BL 8** Chaos Dwarf Sorcerer Lord riding Lamasu with each having +1 Toughness and Strength

**BL 9** Bull Centaur lord with double wounds and +1 toughness, strength and attack

**BL 10** Chaos Dwarf sorcerer Lord AND a Bull Centaur Lord EACH with Triple Wounds and + 2 Strength and Toughness.

When the objective room is cleared the warriors will each gain a piece of objective room treasure and the eternal thanks of the dwarves themselves.

**3 - Escape the castle:** The warriors have been invited to visit the lord's castle just outside the settlement and after a night of raucous laughter and over inflated tales of battles long past the warriors are quite exhausted and ready to settle in for the night. Without warning as everyone is preparing to leave monsters storm the castle and burst into

the room just as the king's men mount a defense of the throne room!

The castle's main floor is composed of 2 corridors leading to the guard room which in turn leads to the throne room which also has a side passage leading to a staircase going into the dungeon. The dungeon itself is comprised of 12 dungeon cards (excluding pit of despair and crossroads of doom as the lord is not that crazy to have those things under his castle!) with the **spiral staircase** shuffled into the final **4** dungeon cards.

The king has a retinue of **8 guards (stats of equal level barbarians with no skills) and 4 knights (stats of equal level bretonian knight with no skills)**. The 8 normal guards will stay within the guard room protecting it with their last breath. **The 4 knights (statistics of an equal level Bretonian knight) on the other hand will accompany the warriors and the lord** as they attempt to escape through the dungeon. In order to escape the warriors must explore the dungeon trying to find the spiral staircase (the lord himself wouldn't be caught dead in the dungeon normally so he does not know the way neither do his knights). They will encounter monsters as normal representing the monsters that have gotten past the guards above ground however, any monsters killed by the knights will gain the party no gold at all. **The Lord has the statistics of a half level (rounding down) imperial noble but will generally be terrified to fight and will only ever make a single attack at -1 to hit per turn. The dungeon is actually well lit and lantern rules need not apply as there are plenty of torches beneath the castle to light the way.**

The guards will however have their hands full as they will face an endless horde of invading monsters! Each turn

determine how many monster groups (one type such as goblins or rats) and if that amount is less than 4 and there is room that isn't behind the guards then more monsters will spawn in the corridors. When monsters spawn they have to be placed in the back of the invading mob (even if the mob is making its way through the dungeon) as if they are the tail end of the monster horde. The monsters will have to get through the 8 guards in the guard room before they can move through the throne room and then into the dungeon in pursuit of the lord. Once the monsters have broken through they will start to send in their elite troops. Every time there are less than 4 monster groups from now on the BL of the monsters rolled increases by 1 each time you have to add to the horde. This represents the increasingly dire straits that the warriors are in trying to escape from this horde.

The horde of monsters can be waylaid slightly by the warriors either by leaving their knights behind to slow them down or certain spells that block travel. In the case of Pit of Despair for instance monsters will have to either be capable of flying or try to jump the pit itself to continue chasing the warriors. For every monster attempting to jump the pit roll a dice. On a 1 they fall in and are removed from the board with no gold being gained otherwise they make it to the other side safely. If a locked door of any kind is between the monsters and the warriors the monsters will bash it down on a roll of a 4+ with 1 added to their roll each turn they fail to bash it down.

**If the warriors ever reach a dead end** in this dungeon they may try to search for a secret door. This requires a 6 to find and may be rolled for each model (including knights and the lord

himself) that is NOT pinned. If a secret door is found place a new door section onto the board section and draw from the dungeon deck (drawing from other piles with the dungeon has split).

As soon as a warrior/knight/lord steps into the **spiral staircase** they are free and leave the dungeon. If the lord has survived and escaped he will be very grateful and reward the warriors with a dungeon treasure, objective room treasure and nD6 X 200 gold per warrior! If he is dead and the warriors escaped then all they will gain nothing extra.

**4 - The Excavation:** The warriors have been hired by the imperial wizard's guild to investigate a recent excavation site in the Khemrian desert. The workers have been scared off by the recently uncovered tomb's inhabitants and the wizard's guild believes that there may be more than restless spirits at work. The warriors have been charged with clearing the tomb of undead and destroying any necromantic artifacts within. *This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!*

The dungeon is a twisted maze of passages and secret tunnels. To represent this every time a new board section is entered roll on the following table:

**1** - Dead end no doors are placed leading to new board sections AND a Portcullis slams shut behind the warriors

**2** - Dead end no doors are placed leading to new board sections.

**3** - Place doors as normal

**4** - Place doors as normal and on a further 1, 2 or 3 one door leads to a T-Junction!

**5** - One Extra door is placed in addition to normal doors (apply this result to the next room if there are no room for extra doors)

**6** - Two Extra doors are placed in addition to normal doors (apply this result to the next room if there are no room for extra doors)

The dungeon itself is comprised of 12 Cards with the **Dread Kings Throne** shuffled into the final 6. If a 6 is rolled in the power phase there is a chance that the warriors have spotted a secret door, roll on the table below:

**1-2:** Nothing, just a false alarm.

**3-4:** Trapped secret door: place a new door on the current board section and draw an event card!

**5 - 6:** Secret door: Place a new door on the current board section.

In the case of any secret doors split the dungeon cards as you would with a T-Junction however if the secret door is found in a dead end room it will instead lead to 1D2 corridors first THEN split the remaining cards amongst ALL POSSIBLE UNEXPLORED EXITS in the dungeon starting with the secret door!

When the **Dread kings throne** is found it will spawn monsters as normal AND will contain a tome of the damned! The tome has a will of its own and on a 1 or 2 in the power phase will

automatically cast a necromantic spell. Also as long as the book remains it will grant all the monsters in the room Regeneration n with n equal to half the warriors BL!

**If a warrior ends their space next to the tome** they can attempt to destroy it. It has BL X 10 Wounds and a toughness of 1. When destroyed and the room cleared the warriors will gain objective room treasure as normal and on a 5 or 6 gain an EXTRA piece of objective room treasure as reward from the wizard's guild!

**5 - Assassination:** The warriors have been tasked with eliminating the general of a monstrous army that has been growing ever more powerful by the day. They have been clued into a secret passage that should be relatively safe letting them sneak into the throne room.

The secret entrance is fairly close to the objective room and is comprised of 6 dungeon cards with the **Dread Kings Throne** shuffled into the final 2 cards. While moving through the secret passage any monsters encountered only come up as 1/4 of the number of monsters that would normally be there. The warriors will however have to defeat any monsters in a single turn or they will raise an alarm allowing the assassination target the perfect chance to escape!

When the **Dread Kings Throne** is found the warriors will enter from the rear of the room through a secret door that will slam shut and become un-openable after all the warriors have moved in.

At the bottom of the ramp is the usual door for the room and behind it lie another **2D6 dungeon cards** with the stairway shuffled into the bottom half. **If the warriors have raised any alarms**

then roll a dice. On a 6 continue as if no alarms were raised however on any other result the general has had ample time to plan an escape. The room will always contain the normal roll of objective room monsters AND the general himself who is a chaos warrior (character not monster of equal level) of +2 levels to the warriors. If he has been warned as above he will appear at the door leading out of the room and will gain the ability Ambush, Magic(A). Whether he is warned or not and if he is not pinned by another warrior he will try to escape on a roll of 2+. If he succeeds this roll he will reveal new board sections AND spawn monsters as he travels through the dungeon trying to find the exit. The warriors only gain 1 dungeon room treasure for defeating the monsters in the objective room.

When the **staircase** is found it will lead to the surface and let the warriors OR the general escape the dungeon. If the general escapes the warriors have failed in the assassination attempt and will gain nothing. If the warriors succeed in killing the general then they will gain a piece of objective room treasure each as their reward.

**6 - The Mummies Curse:** The warriors have uncovered an ancient tomb in the Khemrian desert and have decided to see what riches the occupants have left for the picking. *This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!*

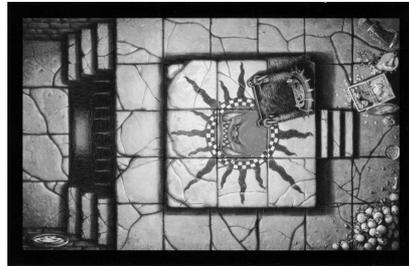
The tomb is made up of 10 dungeon cards with the **Halls of Death**, and **Chasm of Despair** shuffled into the top 4 cards and the **Dread Kings Throne** shuffled into the bottom 6 cards.

When the **Halls of Death** are found it will work as normal causing events every time the doors are explored AND it will spawn monsters when the warriors first enter the board section. The monsters spawned when the warrior initially enter are the mummies royal guards and have waited her in order to trap the warriors. They will gain the ability Ambush, Magic(A).

When the **Dread Kings Throne** is found it will spawn only normal dungeon monsters. The throne room will have a door in the back that will lead to the Tomb Chamber in which the

mummy sleeps. The Tomb Chamber will be empty when first entered. Each warrior is allowed 2 rolls on the objective room treasure table and will choose 1 of the rolls to be one of the treasures that adorn the sarcophagus. If any of the treasures are taken the throne room will be filled with objective room monsters which will gain Ambush(3+) and will move in to attack the warriors. The warriors will gain no further objective room treasure after the monsters are defeated unless there is more that was not picked up during the ambush.

# - Gorgut's Lair -



**1 - Stop the Waaaaagh!: NOTE:**  
*This adventure uses the Lair of the Orc Lord orc monster tables and as such has a maximum level of 5. If this is rolled/chossen then either choose again or it can be considered a normal 12 card dungeon with the lair shuffled into the final 6 cards. The lair works as a normal objective room and each member of the party will receive objective room treasure as normal.*

An orc warlord is gathering forces near an imperial city. The people have yet to catch wind of the coming orc Waaaagh! and the city watch would like to stop it before it gains momentum and causes a panic or worse.

The dungeon is made in the usual manner with 12 cards and **Gorgut's Lair** shuffled into the bottom 6 cards.

When **Gorgut's lair** is found roll on the objective room monsters as normal. In addition to any monsters rolled the following monster is in the center platform of the room following the rules of Gorgut (such as jumping down)

BL1 - Gorgut and Skabnoze

BL2 - Orc Boss with + 1d6 Wounds

BL3 - Black Orc Boss with +2D6 Wounds and +1 Toughness

BL4 - Orc Shaman champion and

Black orc big Boss each with +2D6 Wounds and +1 Toughness and Strength  
BL5 - Orc Warboss with double wounds

After the room is cleared the party finds objective room treasure as normal and a secret passage opens up at the back of the room and the door in which the warriors entered is sealed. Shuffle the staircase or spiral staircase into another deck of 6 dungeon cards. When the staircase is found the warriors have escaped from the dungeon and can claim their reward of nD6 X 100 Gold from the city watch!

**2 - Betrayal:** The captain of the town watch approaches the warriors and tells them that the sewers below have been overrun with vermin. Although the warriors are not particularly fond of a simple albeit dirty job such as this the captain has offered a very handsome reward for the job and the warriors quickly accept thinking they had the better of the deal. The warriors battle their way into the sewers and eventually end up in a strange lair that seems to be rank with the stench of death and battle.

**The warriors start this adventure in the Gorgut's Lair room**

serving as a room hidden deep below the settlement.

The warriors have been duped into an ambush as suddenly a stone block drops behind them sealing the passageway and their employer attacks them from the shadows! The Captain and his 12 city watchmen attack the party and gain Ambush A. The captain explains that his evil plan has been to lure them down there and kill them stealing their treasures as he and his men have been doing for some time now! **The Captain has the statistics of a Barbarian 2 levels higher than the warriors.** He will have skills as normal and a number of rolls on the objective room treasure equal to the number of warriors present. **His watchmen have the stats of an equal level barbarian however they have no skills but + 1 attacks.**

Once all the watchmen are defeated the captain is reduced to half wounds or less he quickly pulls a lever and escapes through a hidden passage or trap door sealing it behind him. Now shuffle the **Guard Room** into the bottom half of a deck of 2D6 dungeon cards (re-roll any 1's taking the final result). Whenever an unexpected event is rolled and it turns out to be monsters do not roll on the monster table instead roll a D6 and consult the table below. **The amount of gold gained for the Captain and his watchmen each is equal to their BL X 150**

- 1: D6+6 watchmen and The Captain
- 2: D6+6 Elite Watchmen (barbarians of +1 BL no skills but + 1 Toughness)
- 3: 6 Elite Watchmen(+1 BL watchmen)
- 4: Monsters as usual!
- 5: 4 Elite Watchmen (+1 BL watchmen) each with a magic weapon and armor! (roll as a monster)

## 6: 2D6 Watchmen

When the **Guard Room** is revealed the Captain and 12 Elite watchmen are guarding it and the way out of the sewers. When defeated the warriors gain Objective room treasure as normal (taken from the stolen items found around the now empty watch house) as well as the items that the Captain had/was using. The warriors although in a settlement now must make a hasty retreat and get out before people discover what has happened. Explaining this one away without a confession from the captain would be a risky if not lengthy trial....

**3 - Fungus:** A local alchemist is offering a substantial reward to any warrior that can gather a rare and rather potent fungus for a new potion he has concocted. The warriors have heard rumors that the fungus exists in a nearby cave but the locals will not venture there due to the dangerous monsters lurking about in its depths. ***NOTE: This adventure uses the Lair of the Orc Lord orc monster tables and as such has a maximum level of 5. If the party is over level 5 you can choose to use the roleplay book's monsters and events OR treat it as a normal 12 card dungeon with the objective room shuffled into the final 6 cards gaining treasure in the objective room as normal.***

The dungeon is made up of the usual 12 dungeon cards plus the **Shaman's den**, and **Gorgut's lair** shuffled into the bottom 6 cards. The dungeon is full of odoriferous fungi that may cause the warriors problems while exploring the dungeon, roll on the table below:

- 1 - The warrior must hold a rag to his

nose to keep from passing out from the horrible combination of smells. He may not carry a shield or use two weapons while exploring the dungeon.

**2** - The warrior is distracted by the smells and in an unexpected even any monsters placed attacking that warrior will gain Ambush(A)!

**3-4** - The warrior fights back against the urge to vomit and manages to overcome the smells.

**5** - The strange concoction of smells reminds the warrior of a past event or maybe even home! That warrior gains +1 to hit in any dungeon room events!

**6** - The warrior notices a certain fungus that lines the walls and instructs the party in how to prepare a potion from it. Each warrior gains a potion that for 1 combat will grant them +1 WS, S and T!

When **Gorgut's lair** is found it will spawn objective room monsters as normal and the warriors will be able to find an orcish key on the body of one of the monsters. This key will unlock the **Shaman's Den** Where-in the fungus that the warriors are looking for lies. When the warriors return to the alchemist afterwards with the fungus they will each gain an objective room treasure as their reward!

**4 - Hostages:** Orcs have managed to capture sever priests of Sigmar and are demanding a ransom that is surprisingly high considering the average orc's lack of counting capabilities. The warriors have been tasked with the safe return of these priests as the empire of course refuses to negotiate with such brigands. **NOTE:** *This adventure uses the Lair of the Orc Lord orc monster tables and as such has a maximum level of 5. If the party is over level 5 you can choose to use the*

*roleplay book's monsters and events OR treat it as a normal 12 card dungeon with the objective room shuffled into the final 6 cards gaining treasure in the objective room as normal.*

The orcish stronghold is made up of 12 cards with the **Shamans Den** shuffled into the top 6 and **Gorgut's Lair** shuffled into the bottom 6. **Set the Gaol aside** and do not shuffle it's card into the deck for now. The warriors must be careful here as they do not want to alert the orcs or they may start executing hostages. Anytime a 1 is rolled in the power phase and there are monsters on the same board section as the warriors roll another 1D6. If the result is a further 1 or 2 the orcs have been tipped off and will execute one of the hostages.

When the **Shaman's den** is found it will contain monsters and the key to the Gaol. Once the monsters are defeated the warriors are free to take the key.

when **Gorgut's lair** is found it will spawn objective room monsters as normal and **the Gaol** will be attached behind the throne platform with a locked door. The four priests (or however many are alive at this point) are locked in the **Gaol**. When the monsters are cleared and the priests released then the warriors will gain an objective room treasure for each priest left alive at the end.

**5 - Undercity:** The warriors have heard a rumor of an entrance to the undercity right bellow their feat! This undercity however has long since been abandoned by the skaven and now all sorts of monsters lurk there but the riches stolen from above should still be waiting deep within.

The undercity consist of nothing but corridor sections to start with. **Take 6 corridor sections and for each one roll 2D6.** Each dice that comes up a 4+ will

mean that a door is placed along the side of the corridor. at each open door roll 1D3, this is the number of cards to add to the dungeon deck. Once your deck is made shuffle **Gorgut's lair** into the entire deck and deal out the cards evenly to all the open doorways.

The dungeon is explored as normal but the warriors are looking for the objective room in which the stolen treasures of the city above have been hoarded.

When **Gorgut's Lair** is found it will spawn monsters as normal however the objective room treasure that is found afterward can be sold back to museums for double its gold value! When the party leaves the dungeon they do not have to roll for hazards as they exit into the city above.

**6 - Mad Cap!:** While staying in the settlement reports of raids by insane crazed orcs have been flooding in from around the country side. On behalf of the imperial watch the warriors have

decided to investigate these strange occurrences. ***NOTE: This adventure uses the Lair of the Orc Lord orc monster tables and as such has a maximum level of 5. If the party is over level 5 you can choose to use the roleplay book's monsters and events OR treat it as a normal 12 card dungeon with the objective room shuffled into the final 6 cards gaining treasure in the objective room as normal.***

The dungeon is comprised of the usual 12 cards with **Gorgut's Lair** shuffled into the final 6. The orcs here however have been enjoying the mad cap mushrooms that grow throughout the cave here. As they are worked into a drug crazed frenzy the orcs and goblins here now have double their normal attacks at -1 To hit!

When **Gorgut's lair** is found it will contain the standard objective room monsters. Afterwards upon returning to the settlement each warrior will be granted a single piece of objective room treasure.

# - Generator Room -



## 1 - The Mad Sorcerers

**Laboratory:** While enjoying a stay at the local inn the warriors overhear a tale of a sorcerer who went mad trying to create a potion that would grant the user unlimited magical power. His laboratory however was discovered and the sorcerer slain by the most powerful wizards in the region. Legend has it though that the sorcerers spirit is still bound within his lab and perhaps he did finish that potion. Throughout this dungeon the warriors will find proof that the sorcerer was able to create something that infuses others with magical powers.

**Every time monsters are encountered** on a 1, 2 or 3 one of the monsters gains the ability to use magic. The type is revealed randomly below and is equal to half the party's BL rounded up. Only one monster in the group will have this ability and it will be the highest gold value monster of the group.

- 1 - Chaos Magic
- 2 - Necromantic Magic
- 3- Orc Magic
- 4 - Dark Elf Magic
- 5 - Chaos Dwarf Magic
- 6 - Randomly casts a wizard spell each turn (power cost may not exceed party BL)

The dungeon is made up of 12 cards with the **Circle of Power** and **Shamans Den** shuffled into the top 5 cards of the dungeon deck. Shuffle the **Generator Room** into the bottom 6 cards.

In order to destroy the sorcerer's spirit and fully inspect his lab the warriors will have to find the sorcerers staff in the **Shamans Den** and replenish its power in the **Circle of Power Room**. When the warriors encounter either of these two rooms roll twice on the monster table, these monsters will need to be cleared before they can take the staff or replenish its power if they have it. In order to replenish its power the warrior with the staff must take an entire 3 turns to do so and may not be interrupted (if an unexpected event occurs start over). Once the staff is in hand and charged they may venture forth to the sorcerers lab (generator room).

When the **Generator room** is found it is filled with objective room monsters as normal and in the middle of the room is the sorcerer's corpse itself bound in a rune locked cage. Although long dead the sorcerer is still capable of defending himself from the spirit realm and will gain a new random magic ability each round (see table above) but only has a single level of it (ie Orc Magic 1). The objective room monster group also has one of its monsters designated as a spell caster in addition to the sorcerer. During the battle if the warrior with the staff is

next to the sorcerers cage AND a natural 4, 5 or 6 is rolled in the power phase the warrior has successfully banished the spirit and the sorcerer will no longer be able to cast spells.

**When the sorcerer's spirit is banished** and the monsters cleared the warriors will find objective room treasure as normal in addition to a single curious potion each. If it is drunk then consult the table bellow.

**1** - Poison! The warrior takes nD6 wounds with no modifiers whatsoever (n = 1/2BL). This damage is fatal!

**2** - The warrior gains D3 casting level 1 spells and may use one per turn

**3** - The warrior gains +1D6 to all stats for 1D6 rounds! An amazing potion but short lived

**4** - The warrior is healed D6 wounds, this is just a simple healing potion.

**5** - The warrior is infused with magical powers and gains a single wizard spell that may be cast 1D6 times for free!

**6** - The warrior gains a single wizard spell at random and may cast it as normal. If they are not a spellcaster though the power roll will be D3 + 1/2 BL rounding up.

## **2 - The Warpstone Beam:**

The warriors, traveling throughout the countryside, suddenly see the a deadly beam of magical energy exploding out of the side of the nearby mountains burning the vegetation and destroying anything unlucky enough to be caught in its path! Of course something as odd as this does not happen every day and the against better judgment they decide to investigate.

The dungeon is created very differently from the normal dungeons. First take all 5 **corridor sections** and

place them out in a **straight line** and remove their cards from the deck. One end is where the party starts and the other is where the objective room is with the 'warp beam generator' pointing straight down the corridors. **at each corridor section are 2 extra doors** on either side with **1D2 dungeon cards at each door** (add the other objective rooms in as well for variety these will be counted as normal dungeon rooms for this adventure).

The monsters in this dungeon have happened upon an experimental skaven siege weapon that has been abandoned and forgotten until now! The device uses the power of collected warp stones and the winds of magic to fire a death ray of sorts through the tunnel! This prototype takes up the entire room and could not be moved but should the technology fall into the wrong hands it could be a devastating weapon! The weapon itself is sealed behind a portcullis made of warpstone so the warriors will need to find a way through that before they can stop the weapon itself (being made of warpstone the portcullis will not be destroyed by the weapon).

If a **5 or 6 is rolled in the power phase** the weapon has recharged and will fire down the corridors! **Any models in the corridor will take 1D6 X BL wounds** with no modifiers whatsoever! The beam's damage counts as fatal damage as anyone caught in the blast is vaporized! Whenever the warriors enter and clear any of the side rooms roll 2D6. On a 12 they have found the lever to release the portcullis leading to the generator room. Every time that the lever is not found add a subsequent 1 to your roll. If it is not found by the last board section explored then it is in that room automatically.

The **Generator Room** will spawn monsters as a normal objective room and as long as at least one monster is next to the generator it will fire on a 5 or 6 in the power phase. When defeated the warriors can destroy the siege weapon and gain objective room treasures as normal.

### **3 - Strange Experiments:**

Monsters of incredible power have been reported raiding nearby villages and the Warriors have been hired to track down the source of these enhanced creatures and put an end to it. They follow a pack of these strange creatures to a skaven cavern that reeks of warpstone!

**Every time monsters are rolled here and they are not skaven** check the closest 5 entries and if any of them are skaven chose the closest entry to the one rolled. The dungeon is made up of the normal 12 cards with the Generator Room shuffled into the final 6 cards.

Monsters here have been greatly altered by the power of the warp stone generator in this dungeon. Each time monsters are found they have +1 Toughness and strength and have 25% extra wounds! Note that this does not affect their gold value they are just more difficult for the party to defeat.

When the **Generator Room** is found it will spawn monsters as an objective room with the extra bonuses as above! When defeated the warriors can destroy the warp generator it has a toughness of 6 and has 50 wounds (hit automatically of course). When destroyed the warriors will gain an objective room and a dungeon room treasure each from the lord of the region who is grateful that his people are now free of this warpstone plague!

**4 - Stop Thief!:** While the warriors were sleeping off another night at the alehouse their room was broken into by skaven gutter runners! They just barely woke up in time to notice the shadowy figure of a skaven leaping through the window and running towards the sewers! For each item of treasure the warrior has roll a dice. If it comes up a 1 or 2 then it has been stolen and can not be used until the warriors kill the skaven gutter runners that have stolen the items.

**The warriors start in the Sewers** which will be connected to a corridor. The skaven gutter runners (four of them) will be inside the corridor while a roll on the monster table will indicate what monsters the gutter runners have alerted as a trap! The gutter runners will be able to explore the dungeon and will always run away from the party splitting up if the dungeon forks as well. They can be as far as 3 board sections away from the warriors and if they try to go further than that they need to roll a 5 or 6 on 1D6 to avoid the temptation to look at their new trinkets. If they roll a 5 or 6 they can move up to half of their movement this turn even with the warriors so far behind. **As the runners explore the dungeon they will roll for monsters as normal however they will be alerting them of their 'wealthy' pursuers** and the monsters will spawn and begin hunting down the warriors! For each gutter runner killed take a warrior counter and that warrior will find all of his stolen equipment as well as a single objective room treasure in the skaven's sack.

The rest of the sewers is made of 12 dungeon cards with the **Generator Room** shuffled into the final 6.

When the **Generator Room** is found (either by the gutter runners or the

warriors) it will spawn objective room monsters as normal. All of the remaining gutter runners now manage to slip away through a small hole or secret tunnel and will find their way to the objective room in 1D3 turns. This is their 'safe haven' and they will stay here hoping the monsters in the room will protect them. If the monsters are all killed the gutter runners that are still alive drop their sacks and run off into the darkness never to be seen again!

### **5 - The Alchemists Barrow:**

The warriors have found several small caves in the hills that were once used to house the resting places of ancient civilizations. The rumors say that a great alchemist who really could turn anything into gold was buried along with his equipment in these barrows.

**The warriors will have to explore each barrow one by one each containing 1D6 dungeon cards with the Tomb Chamber** shuffled into the deck (yes it can be the first drawn!). Each time the warriors Find the tomb chamber it is actually the **Generator Room** on a roll of 12 on 2D6. Add +1 to this roll every time that the Generator Room is not found. If the Generator Room is not found then the warriors must exit the barrow and try another one. The Tomb Chamber will only spawn monsters and treasure as a dungeon room.

When the **Generator Room** is found the warriors have found the resting place of the Alchemist. Objective room monsters are living in this room and will of course attack the warriors. After they are defeated the party will gain Objective room treasure and if one of them passes an initiative roll (1D6 + int must be 7+) then they will figure out the messages left behind and be able to use

the equipment in the room. **If they can use the equipment they can turn any treasure into 3X its value in gold before leaving the barrow!**

**6 - Between Worlds:** As the warriors were exploring the countryside they came upon a tower twisted and perverted by the forces of the chaos. Fearing that a portal to the warp may be hidden within the warriors prepare to destroy it once and for all.

The tower itself consists of 1D6 dungeon cards with the **Circle of Power** at the very bottom. Each dungeon card will be representing a single floor of the tower. Each floor will consist of a single tile connected to the spiral staircase leading up to the next floor.

When the warriors encounter **the Circle of Power** they will find the warp portal itself. it is from here that the warriors must explore the dimension on the other side and destroy whatever is connecting the worlds together. Draw 3D6 dungeon cards and shuffle the **Generator Room** into the bottom half. Now divide the deck as if a three way junction were present. Every time the warriors enter the portal they must choose one of the decks to explore.

**While inside the other dimensional portal the corridors are simply floating islands of stone** that if the warriors are not careful they can fall off of! If any 1's are rolled on a To-Hit roll (or for the wizard in the power phase) roll a further D6 if they are standing at the edge of a board section (ie near the black borders). On another 1 the warrior has slipped and fallen into the void never to be seen again.

When the **Generator Room** is found the warriors have discovered the strange machine that is keeping the portal between these worlds open. Roll for

objective room monsters as normal  
however if there are any chaos entries  
within 3 rolls of the current roll choose  
those monsters instead. When the  
monsters are defeated the warriors gain

Objective Room treasure and the  
machinery powers down and the  
warriors now have 1D6+6 turns to  
escape or be sealed in the warp forever!

# - Dangerous Quests -

**1 - Lost and Alone:** The warriors have heard a fascinating tale of a sorcerer's tome that is thought to have been lost deep below his tower. The dungeon starts out as a somewhat normal dungeon. Shuffle the **Dread Kings Throne** room into a deck of 6 dungeon cards.

When the warriors reach this room roll on the objective room monsters table as normal and once they are cleared the warriors may investigate the sorcerer's tome (note no treasure is given for defeating the monsters!). Upon opening the book the warriors are sucked into its magical pages and the book's defensive trap is sprung!

Pull out the **crossroad** board section/card and place it aside for now. Then shuffle the dungeon deck and deal each player 5 cards. Every player then draws their top card and places their warrior in the room they have drawn effectively splitting the party up. **Until they reunite they will be spawning/fighting monsters as if they were playing the game alone** (lantern rules to not apply the dungeon is well lit with a magical glow)! All rooms except the crossroads from now on will not split even if they normally would and contain 1 exit only. Once the first player manages to explore all 5 of their dungeon cards then the next room is the crossroads. Every time a warrior exhausts their dungeon deck they connect to the crossroads.

**Once everyone is in the crossroads** the sorcerer's tome appears in the middle of the room along with another objective room roll on the monster tables! Once the room is cleared the warriors are

rewarded with 2 pieces of objective room treasure each as the book spills its extra dimensional treasures before transporting them back to the settlement they came from safe and sound.

**2 - Pain Keep:** The Warriors hear of the location of a magnificent treasure horde just ripe for the pickings, if you don't mind wading in waste deep in monsters! Pain Keep is the warrior's destination and its name is well earned. Every time monsters are encountered here instead of normal roll a D6. On a 5 or 6 roll on the monster table for your level as normal. On a 1-4 roll on the objective room table instead!

The dungeon for pain keep is designed in a slightly different way. Set aside the **spiral stair case, Fountain of Light, Tomb Chamber, Idol Room, Fire Chasm, Bridge of Peril, Asteroth, Crossroads of Doom** and the **Dread Kings Throne**.

The warriors start in the **Fountain of Light** which has 4 rooms connected to it. The first room is the **spiral staircase** representing the only way out of the dungeon (even normal magical ways out do not work here the warriors must actually get to the staircase!). The other three exits from this room are each their own dungeon deck.

Each deck consists of 6 Cards with either the **Tomb Chamber, Idol Room** or **Firechasm** shuffled into the bottom half of the deck. Now Shuffle the **Dread Kings Throne, Bridge of Peril, Cross Roads of Doom** and the **Astrogoth** corridor into a separate pile, these will be our trap room deck. **Each**

**time one of the objective rooms is found it will be preceded by a draw from the trap room deck.** The room drawn will be placed before the objective room. If the Dread kings throne is drawn from the trap room deck then draw one more time and use that trap room before the objective room. In the objective room that the Throne room was drawn for there is a door that leads to the throne room however it is magically sealed.

**In each of the objective rooms** monsters are rolled on the objective room table AND a single boss monster of +2 BL is rolled (take the highest gold value in the entry) That monster is armed with a magic item, armor and weapon (roll on dungeon room treasure not monster items) that it can use against the party. When defeated the party gains 1 objective room treasure (not each) and the dungeon room treasures the monster boss had. Each time one of these monsters is defeated the spell on the Throne room door weakens and once all 3 objective rooms are defeated it opens!

The throne room will contain 4 more boss monsters (as above) as well as a single roll on the monster table +1 level to the party. When defeated the warriors will each gain 2 objective room treasures. The party must now escape the same way they came in, through the spiral staircase.

**3 - Dragon Fire Castle:** The warriors have decided to raid the treasure hordes of Dragon Fire Castle! The locals believe that the dragon that lives there is in fact a dragon god and every night the dark magics of the castle flow freely killing all trapped within or worse, turning them into the undead slaves doomed to protect its treasures forever! The warriors will only have 60

turns to grab whatever loot they can and escape with their lives before the castles magic kills and enslaves them within it's walls.

Dragon Fire castle is made up of 12 dungeon cards with these additions. **The Halls of Death, Dwarf Forge, Chasm of Despair, Asteroth, Fountain of Light, and Tomb Chamber** are shuffled into the top 6 cards. **The Bridge of Peril, Crossroads of Doom, Rotating Room, Idol Chamber, Spiral Staircase, Fire Chasm and Staircase** are all shuffled into the bottom 6 cards. The treasure chamber and the sleeping dragon god await the warriors in **the Fire Chasm**. All other objective rooms serve as objective rooms as far as monsters spawning go AND they will each have 1D3 doors leading further into the dungeon in them.

Anytime the warriors are in a normal corridor it will not have unexpected events at all. Anytime the warriors encounter a dungeon room roll on the table bellow:

**1 -** A portcullis slams shut and blocks the way the warriors came in and monsters spawn with double their wounds, +1 strength and Magic Ambush(2+)

**2 -** A portcullis slams shut and blocks the way the warriors came in and monsters spawn with double their wounds, +2 strength and toughness and Frenzy(2+)

**3 -** The lantern goes out (see bellow)

**4 -** a trap is set off (see bellow)

**5 -** monsters are encountered as normal

**6 -** an event card is drawn and encountered as normal

**If the warriors torch goes out** they must try to re-light it quickly as they can

not explore any further rooms without it (or some kind of skill that lets them see in the dark). Each turn pick 3 numbers and roll a D6. If any of the numbers picked equals the dice roll then the torch is re-lit otherwise they will have to try again next turn. If unexpected events trigger while lighting the torch the warriors are at -2 to hit the monsters and spells will miss on a roll of 1, 2 or 3 rendering them useless!

**If a trap is set off roll bellow:**

**1 - Impalement trap:** A razor sharp spear juts out from under the floor. The warriors each must make an initiative check (D6+initiative) and roll equal to or higher than 9 to evade the trap or take BLD6 wounds with modifiers for toughness and armor.

**2 -Trap Door:** One of the warriors falls through a trap door into the catacombs of the dungeon! He must explore 1D3 dungeon cards alone on a separate level (countain monster encounters as 75% less in numbers) before he can find a ladder leading out of the catacombs and join up in the same board section as the rest of the party.

**3 - poisonous gas trap:** the warriors pass out losing 1D3 turns rolling for unexpected events on a 1 or 2. Any monsters that are placed in this time will gain Ambush Magic(A) with no chance of negation!

**4 - Cave in:** The board section is about to collapse and will do so in 1D3 turns. Afterwards it will take 1D6 turns to move through all the rubble and cross the room again!

**5 - Crossfire trap:** Arrows fly out of small holes in the wall. Each warrior is attacked by 1D6 attacks with a BS of 3+, Strength equal to BL and Damage dice of 1/4 BL rounding down.

**6 - Explosive Rune:** One warrior

steps to close to an explosive rune and takes BLD6 wounds with no modifiers whatsoever.

**If a 6 is rolled in the power phase** and the warriors are not in combat roll a dice and on a 1 or 2 a trap has been sprung as above.

When the **Chasm of Despair** is found it is blocked by an evil wizard! He issues a challenge saying that he can meet the skills of any warrior in the party! No unexpected event may happen in this board section and should one of the party attempt to cross they will be attacked by the wizard who transforms into a mirror image of the warrior crossing! The wizard is a carbon copy of the other warrior at full wounds with all of his items and skills. The wizard will act in the warriors phase so on a 1, 2 or 3 the wizard goes first and on a 4, 5 or 6 the warrior gets to attack first. Other party members may aid the warrior if possible but their attacks, spells or skills will be deflected by the wizards magic on a roll of 4, 5 or 6! When defeated the wizard will leave behind a piece of objective room treasure for the warrior that was trying to pass, no other warriors need fight the wizard now.

When the **fountain of light** is found the warriors have found the one holy shrine in this dungeon! It may be 'used' only once and will heal the warriors to full wounds AND grant them +1 to hit for 1D6 further turns. The room itself is empty and will not spawn any monsters.

When **the tomb chamber** is found it will either be inhabited by objective room monsters (roll on the catacombs of Terror tables instead) or if any adventurers have died in the course of the parties adventures, any and ALL adventurers that have died in the groups

past! They will be at equal level to the warriors (leveling them up if need be) and will have any items that they did in life to use against the warriors! If any of the warriors are here that died within the castle then they will have double the wounds as well! Once defeated each warrior will gain a single objective room treasure.

When the **staircase** is found it will act as an exit allowing the warriors a chance to escape the castle.

When the **spiral staircase** is found it will contain half of the remaining dungeon cards splitting as if it were a T-Junction. All the normal rules of the spiral staircase apply.

When the **Fire Chasm** is found it will contain the dragon itself sleeping atop a vast pile of treasure. If a warrior attempts to take a treasure roll 2D6 adding 1 for each additional time anyone tries to take a treasure.

**2 - 5:** Dungeon room treasure:

**6 - 11:** Objective Room treasure:

**12:** The dragon awakens and engulfs the entire room in fire! The warriors will suffer 2 X BLD6 in damage with modifiers for toughness and MAGICAL Armor only! they must flee the room or fight the dragon now!

If they choose to fight the dragon then it is an emperor Dragon with quadruple wounds, +4 Strength, +2 Toughness, Immunity to magic, and will cause the above fiery breath damage each turn to all warriors on the board section. **If defeated** (fat chance) the warriors have just enough time to each grab 2 objective room treasures before the room collapses from the dragons death throws!

## 4 - Sacrifices and Rewards:

An old oracle has given the warriors a map to the location of an ancient and sacred shrine said to release the inner most powers of anyone who meditates at the shrines altar. She tells them that in order to reach the alter they must first dispose of their worldly gains in order to be tested without the aid of their worldly trappings. The Shrine is made out of two levels.

The **first level** is a normal dungeon of 12 cards with the **Fountain of Light** objective room shuffled into the last 6 cards.

When the **Fountain of Light** is found it spawns objective room monsters as normal. After the battle the warriors will gain 1 piece of dungeon treasure each. Now they must discard all of their possessions before the way to the altar will be revealed. This means any equipment they have must be left in the room (they may pick it up later but can not travel into the next level with it at any time). When they have left their equipment behind place the staircase marker on the fountain as it has sunken bellow and revealed the hidden passage to the shrine.

The **second level** is made up of another 12 dungeon cards with the **Idol Chamber** shuffled into the final 6 and the **Guard room** placed on top with a staircase leading back to the first level. In the guard room are all manner of weapons and armor that are free for the warriors to choose from. In this room are 1D2 of the following:

- Leather Armor
- Furs
- Light Armor
- Shield
- Leather Helm
- Open Helm

Short Bow  
Long Bow  
Arrows  
Dagger  
Knife  
Sword  
Long sword  
Axe  
Battle Axe  
Mace  
Flail  
rope  
Bandages (1D6 X 2)

The **second level** will always spawn monsters a level below the party on a roll of a 4, 5 or 6 with a 1, 2, or 3 spawning monsters of equal level. NO treasure can be gained in this level except Gold!

When the warriors enter the **Idol Chamber** it will spawn 3 rolls of monsters (roll for level as above). Once cleared no more unexpected events can occur. The warriors may now meditate at the altar each gaining a single skill roll, an increase (+1 or +1D6 in the case of wounds) to one of their statistics. If they are a chaos warrior they may gain a roll on the chaos attributes OR lose any single attribute. If they are a wizard or other spell caster they may switch out any one spell for any other of 2D6 power cost or less.

Afterward they may leave the altar level and leave through the dungeon (counting any extra exits as if they were on the first level not the second). Note that they can again pick up their equipment they left behind at the fountain room but may not return to the second level with it.

**5 - The Pit:** Legend tells of an ancient dwarven city carved out beneath the old world that fell long ago to something foul and unimaginable. No one has ever managed to explore what is now known as The Pit to its deepest darkest depths but some of the bravest warriors have adventured deep below and escaped with riches beyond belief! The Pit is made out of an infinite number of levels (yes there is probably an end but no one could get there alive!).

Each level starts on the Staircase and is made out of 1D6+4 dungeon cards with the Spiral Staircase and a random objective room shuffled into the bottom half of the deck. The Spiral staircase will serve as the means to the next level and the Objective room will spawn monsters as normal. The Objective rooms start out only granting a single piece of objective room treasure to the entire party. After each level roll twice on the following table (1D12):

**1** - Monster BL increases by 1 (or an extra roll if it is level 10!) on a further roll of 1 on 1D6 the chance for unexpected events is now on a 1 or 2)

**2** - Monsters gain twice the BL in extra starting wounds.

**3** - Monsters gain +1 Strength

**4** - Monsters gain +1 Toughness

**5** - Monsters gain +1 Weapon Skill

**6** - Being deeper underground the dungeon becomes hotter and on a 6 in the power phase all warriors take 1 wound without modifiers (can stack with multiple rolls)

**7** - Monsters encountered now have Magic weapons on a D6 roll of 1 or 2 (or extra magic item if they have weapons roll once per type)

**8** - The power roll is now 1 less than what is rolled (can stack. Unexpected events only occur on natural rolls)

**9** - Monster spell casters now gain +1 to their magic type(x)

**10** - Monsters are worth +100 Gold each now

**11** - Objective rooms will grant +100 X BL gold

**12** - Objective rooms will have +1 objective room treasure

In each objective room is a glyph of transport that can take the warriors out of the dungeon as per transport of the damned wizard spell. It will only activate correctly on a roll of 3+. On a 1 or 2 the magic fizzles and fades leaving the glyph permanently inactive.

**6 - Time Warp:** There is a strange patch of land around a cave where plants grow and wilt out of season seemingly at random. Sometimes Time speeds up and still other times it appears to stand still. The wizards guild of Altdorf suspects that dark powers from the warp may be at work here altering the fabric of time itself. They have located a subterranean lair within the area that may be the source and have hired the warriors to investigate.

The dungeon is made up of 15 Cards with the **Generator Room** shuffled into the final 6 cards as normal. The time line in the dungeon is being radically altered however and several random and strange things will happen. The winds of power will determine how the dungeon changes due to the severe alterations of the warp generator in the dungeon. Every time the dice is rolled in the power phase roll a second dice and consult the table:

**1** - Time reverses and any pits, portcullis, traps or monsters since the last room are reset (monsters come back to life, locked doors are re-locked or unlocked etc)

**2** - Time slows warriors are at half their movement rounding down.

**3** - Nothing Happens

**4** - Nothing Happens

**5** - Time speeds up warriors are at double their movement but must roll the power dice again and take an unexpected event if a 1 is rolled

**6** - Time suddenly jumps ahead in the dungeon. Count any and all unexplored doorways as explored and flip the card(s). If events would happen from any dungeon rooms then they take effect if they are monsters but the monsters are at +1 BL representing time elapsing quickly and more dangerous monsters appearing.

**Each round of combat in the dungeon** can change dramatically as well. When the power dice is rolled during combat roll on the following table as above instead which can not be altered via luck:

**1** - Time has stopped for the warriors and they do not get a warriors phase at all this turn (which includes NO spell casting or other skills/items warriors do not pin monsters this turn either)

**2** - Time slows for the warriors and monsters gain an extra phase at the beginning of this round

**3** - Time does not alter from the last turn counts as the last result rolled

**4** - Time does not alter from the last turn counts as the last result rolled

**5** - Time slows for the monsters and the warriors gain an extra phase at the end of the monsters phase

**6** - Time has stopped for the monsters

and they do not get a turn at all and do not pin the warriors either

When the **Generator Room** is found the warriors have found the warp generator that is causing such radical changes in time. The room spawns objective room monsters as normal however the chaos god's do not take kindly to the warriors intrusion and have ceased playing with the foolish mortals now. The rolls for the combat table

above must now be made at -1 for the first 1D6 turns and -2 for any turns after that. The Generator has a toughness equal to the current BL and has BL X 20 wounds that it can take before it ceases to function and the time flow returns to normal. After clearing the room and destroying the generator the warriors will gain two pieces of objective room treasure from the Wizards Guild for returning the lands to normal.

# - Epic Quests -

## **(BL1) Lair of the Orc Lord:**

The Warriors have been charged with dethroning an established orc warlord in the Mt. Gunbad. Their target is Gorgut himself and it will not be easy defeating his horde of green skins! Gorgut's Lair is divided into 3 deeps or levels each one leading to the next with the orc warlord's lair on the final level. The journey to Mt. Gunbad will take 4 weeks so roll on the Lair of the Orc Lord Hazard table accordingly. *NOTE: This adventure uses the Lair of the Orc Lord monster tables instead of the role play book's tables for monsters, hazards and events.*

The **First level** is made up of 6 Dungeon cards with the Guard room shuffled into the top 3 cards and the Fighting Pit shuffled into the last 3 cards. The warriors start on the staircase leading down to a T-Junction (doesn't count into the initial cards). Unexpected events are not common on the first floor and every time one is rolled nothing will happen on a further roll of 2+. As soon as the warriors enter the Guard room Boggot the snotling appears along with any monsters rolled stealing the lantern! Boggot can actually explore other board sections in this dungeon and will alert other monsters as he does so (spawning them as if the warriors had stepped into the room they will spawn around boggot). Boggot can not be blocked by any monsters spawning around him.

When the warriors find the Fighting Pit there will be a minotaur trapped in the pit. If the warriors fire into the pit from above it will go into a berserk rage and jump out of the pit landing right next

to the warrior that hit it moving models as needed! when defeated the warriors will find dungeon room treasure as well as a cache of 3D6 Bandages in a small hole bellow the trap door. The warriors can continue into the second level via the door at the bottom of the pit.

The **second level** starts with a corridor leading to the fountain of light which has 4 other exits to it. The rest of the level is made up of 6 cards with the Spiral Staircase and the Shaman's den shuffled into the final 3 cards. When the warriors enter the fountain of light room Gubbinz the goblin jester will appear and annoy the party as normal. If he is killed not only will Growler show up but also another 1D6 Wild Squigs!

When the Shaman's den is found it will spawn Skabnoze with his normal body guards. When defeated the warriors find a small iron key around the neck of skabnoze and are free to sample any of the strange potions he has laying about the place but due to the horrible taste they are only willing to do so once per warrior. Roll a dice if they choose to do so:

**1 - Poison!** Warrior takes 1D6 wounds with no modifiers for anything!

**2 or 3 - A minor healing potion:** warrior heals 1D3 wounds.

**4 or 5 - Strong healing potion:** Warrior heals to full wounds

**6 - An invigorating tonic!** The warrior gains +1 starting wound permanently!

When the Spiral staircase is found the warriors may take it to the third level

and if there are cards left in that direction distribute them to any unexplored passageways.

The **third level** will start with a **staircase** leading down into **two T-Junctions**. Take 2 random dungeon cards and **The Torture Chamber** card and randomly place one at each of the exits. The torture chamber leads further on into the final level but the other two are dead ends. The dead ends each spawn a single Ogre when found (they do not need to be explored).

When the warriors enter the **Torture Chamber** Gubbinz will spring his trap if he has not been killed. He will disappear from sight and Growler will be leading 6 Goblin Netters against the party with 1D6 Goblin archers as well! Draw treasure as normal after the combat.

When the warriors find the **Gaol** they will need to unlock the door using the key they found from Skabnoze. The **Gaol** itself leads to **Gorgut's lair**. Roll for objective room monsters as normal AND add Gorgut if he is not already in the room. If Skabnoze is rolled he has been revived by an ancient talisman of regeneration that grants him regenerate(1) and will make him harder to kill this time. When Gorgut is defeated and the room cleared a secret passage will open up leading out of Mt. Gunbad. Upon returning to the settlement the warriors will gain 2 pieces of objective room treasure and 2D6 X 100 gold each for their heroic deeds!

**(BL2) Corruption:** A once peaceful province of the Empire has begun to wage a civil war on the surrounding lands. This is found to be far out of character for the king and the emperor suspects that the corrupting

forces of chaos are at work here. With reluctant cooperation from the wizard's guild the warriors have been tasked with a most important quest. They must infiltrate the kings castle and get close enough to him to use the forbidden tome and enter his mind to finally purge him of the corrupting forces of chaos!

The adventure is in two parts. The **first part** is getting to the kings throne room. The kings castle is made up of 12 cards with the **Guard Room** and **Fountain of Light** Shuffled into the first 6 cards and the Dread Kings Throne shuffled into the final 6 cards.

Throughout this first part the warriors will not encounter monsters unless a 1 is rolled in the power phase. The first time a 1 is rolled an alarm goes off in the castle and the guards are alerted to the noise. From now on monsters are encountered as normal however instead of rolling on the monster table in the roleplay book roll on this one below:

- 1 – 1D6+4 chaos warriors and 1 chaos champion
- 2 – 1D6+6 chaos warriors
- 3 – 2D6 chaos warriors
- 4 – 1D6 chaos warriors
- 5 – 1D6+2 beastmen and 1 minotaur
- 6 – 1D6+2 beastmen

When the **Guard Room** is found it will contain monsters as above even if the alarm has not triggered however if the warriors can defeat all the monsters in a single turn the alarm will never trigger (1's in the power phase do not count). If it takes more than a single turn then the warriors have set off an alarm as if they rolled a 1 in the power phase.

When the **Fountain of Light** is

found it will contain 3 exits splitting the dungeon as normal. There will only be monsters here if the warriors have already triggered an alarm. If they have been caught already then the fountain courtyard will contain 6 chaos warriors and 8 beastmen.

When the **Dread Kings Throne** is found it will be guarded by 4 chaos warriors and 2 chaos champions who will each be guarding a chaos lord (who is the king). The chaos lord will not actually take part in the combat however as the inscriptions in the forbidden tome are keeping him at bay. **If the warrior who is carrying the tome is within 3 spaces of the king** and they are not pinned then they are able to cast the spell that will bring them into the mind of the corrupted king. This takes an entire turn and as such the warrior may do nothing else but cast the lengthy spell.

When the warriors have entered the kings mind clear away everything from the first part. The warriors find themselves in a strange twisted world full of corridors with shifting walls. The **second part** is a very strange 'dungeon' indeed. First take 30 dungeon cards and shuffle them all into a main draw deck. Now take the **Idol Chamber** and shuffle it into the final 15 cards. This is the dungeon draw deck.

Start this dungeon by drawing a single card, this is the hub. Now place the warriors in this starting hub and place 4 doors as exits to this room. Each door will only lead to a single room at the start which is explored as normal. Whenever a new room is explored there is a chance that the dungeon will shift changing rooms in the hub. If a 6 is rolled in the power phase then all of the previously explored portions of the board are removed and it may be explored again as if it was never

explored at all.

Monsters are encountered here as normal however there is a special table for this 'dungeon' that will be used below:

- 1 – 1D6 Daemonettes
- 2 – 1D6+1 Chaos Warrior
- 3 – 1D6 Pink Horrors
- 4 – 1D6+2 Bloodletters
- 5 – 1D6 Plague bearers
- 6 - 1D6 Flamers of Tzeentch

**If any dungeon rooms are found** they represents a part of the kings mind that is in a state of flux fighting off the forces of chaos. As such it will contain monsters but if the warriors can defeat the monsters in 1D6 rounds they will have saved a part of the kings mind and it will reveal part of his mind. Draw the next 1D6 cards and re-arrange them or discard them as you see fit then place them back on top of the deck.

When the Idol Chamber is found the warriors will find a daemonic incarnation (the statue) of the king himself with 6 bloodletters, 6 pink horrors, 6 daemonettes and 6 plague bearers guarding him. Once the warriors have cleared the room they will be able to recite another incantation in the forbidden tome and purge the king's mind from the corruption of chaos for good.

**If at any time a warrior is brought to zero wounds while inside the kings mind** his magical link is broken for a time. Remove the warrior from the board and place him back in the throne room with the chaos lord for 1D6 turns after which he can rejoin the party on their board section.

**If all of the warriors have had their links broken** and no one remains in the kings mind then the quest is failed

and the forces of chaos have fully possessed the king! The chaos lord may now attack as normal and the warriors will most likely have to flee. If somehow they defeat the chaos lord their quest is a limited success as the province does fall to chaos but they are leaderless and not nearly as much of a threat as they were. Each warrior will only gain 1 piece of dungeon treasure for their troubles.

**If the warriors manage to free the king's mind from chaos** then they have rid the province of chaos' influence and are regarded as heroes of the empire! They each gain a piece of dungeon AND objective room treasure and 1000 gold!

### **(BL3) The Lair of the Ogre**

**Tyrant:** While wandering through the countryside the warriors are suddenly ambushed by a large band of ogres! They are quickly knocked unconscious and dragged off to who knows where...

The warriors will start in the **Gaol** which leads to the **torture Chamber**. They will start with only a choice of swords, flails and Light Armor as the rest of their equipment has been stolen. They are being guarded by a single ogre in the torture chamber but their door is locked. The warriors can either use an open spell, lock picks or just trick the ogre into opening the door (initiative check: 1D6 + I must be 7+). Once the door is unlocked and open the ogre will of course attack them otherwise ignore any unexpected events while the door is locked.

After the warriors have escaped the rest of this level consists of 12 dungeon cards with the **Guard Room** shuffled into the top half of the deck and the **Staircase** shuffled into the bottom

half of the deck.

When the warriors find the **Guard Room** it will contain 3 Ogres and a Minotaur. When defeated instead of drawing treasure the warriors will find all of their equipment in a chest in the corner.

When the **Staircase** is found it will lead upwards into the top level of the dungeon.

The **Top Level** consists of a further 12 cards with **Gorgut's Lair** shuffled into the top half of the deck and the **Fire Chasm** shuffled into the second half of the deck.

**Gorgut's Lair** is the lair of the Ogre Tyrant who has imprisoned the warriors here. He is an Ogre with Double the Wounds, +1 Strength, +1 Toughness and +1 Damage dice (5+ to hit = 3D6 damage!). He is guarded (as per Role Play Rules but they move into hand to hand combat instead of staying near him) by 3 Ogres and 12 Black Orcs. After clearing the room the warriors will gain 2 Objective room treasures each!

When the **Fire Chasm** is found it will contain a second door in the rear of the chamber. This is the exit however the room is guarded by 3 very angry ogres if the warriors have defeated the Tyrant in **Gorgut's Lair**. The Ogres have 10 extra wounds and 2 Extra Attacks as they are eager for revenge against the evil tiny things killing their master! They are accompanied by 12 Black orcs and an orc shaman. When the room is cleared the warriors will each gain a dungeon room treasure if they have already defeated the Tyrant from earlier and be allowed to escape to the surface!

### **(BL4) Domain of the Horned**

**Rat:** The city of Middenheim has discovered evidence of a giant undercity

beneath their very streets. They have enlisted the heroes to go down into the wretched underbelly bellow the sewers to root out a growing skaven threat before they can invade the city. The watch has been kind enough however to lend four of their best men to the task at hand. Each is a 4<sup>th</sup> level Imperial noble with the normal starting equipment and skills that they would normal gain for being 4<sup>th</sup> level. *Throughout this adventure there are several special monster characters that will be referenced. Their statistics and rules are present at the end of the adventure.*

The undercity is divided into 4 deeps or levels. The first level represents the caverns below the city leading to the central hub of the undercity. It is made up of a deck of 6 **corridors**, 2 **T-Junctions**, 1 **Crossroads**, and 3 **random dungeon cards**. The **Spiral Staircase** is shuffled into the final 4 cards in this deck. Unexepected events will occur in these tunnels on a roll of 1 or 2 however every time you draw an event card that are monsters redraw and take the second result.

When the **Spiral Staircase** is found it will lead into the second level.

The **Second Level** is the lair of a fairly boisterous and deadly skaven known as Queek Head Taker. His personal bodyguards are well rained and ready to combat the heroes especially on their own turf. All monsters on this level are at +1 BL to the heroes. Also whenever you roll for monsters choose the closest skaven entry on a roll of 2+ instead of the normal roll that you made.

Queek's level is made up of 3D6 dungeon cards with the **Shaman's Den** shuffled into the top 6 cards and **Gorgut's Lair bottom** 6 cards.

When the Shaman's Den is found

the warriors will recognize this as a skaven workshop. It will spawn monsters as a dungeon room however the monsters here have been engineered with mechanical additions to be more deadly than normal! Roll on the following table to see how the monsters have been altered:

**1 – Warfire Cannons:** The monsters count as having the warfire thrower ability.

**2 – Steel Jaws:** The monsters gain an extra bite attack each round that if it hits does an extra 1D3 wounds without modifiers.

**3 – Mechanical Arm:** The monsters gain an extra attack and +1 strength.

**4 – Iron Plating:** The monsters have had iron armor plating grafted to their skin giving them +2 Toughness.

**5 – Vile Iron Claws:** Monsters count as being armed with weeping blades.

**6 – Mechanical Tail:** Monsters gain the Sting(1D3) ability.

When the room is cleared the warriors will each gain a piece of dungeon room treasure.

When **Gorgut's Lair** is found the room will contain Queek Head Taker, 1 Skaven Warchief, 6 Skaven Clanrat Champions and 6 Skaven Storm Vermin Champions. When the room is cleared the warriors will each gain objective room treasure and a new door will open up in the rear of the room leading to the third level.

The warriors will start the **third level** on the **staircase** which leads to the **crossroads**. As soon as all of the warriors are placed a stone block slides into place blocking the warriors from escaping the way they came in. Should

the warriors escape through other means they will not be able to open the stone door and thus not be able to get back to the third level. The rest of the dungeon is made up of the usual 12 dungeon cards with the **Fighting Pit** shuffled into the final 4 cards.

This level is a cunning skaven trap that is meant to lead the warriors into an ambush point set up by non other than Deathmaster Sknitch! Whenever a 6 is rolled in the power phase the warriors will be attacked by 1D3 + the number of warriors still left in the party. skaven assassins. On a roll of a 1 in the power phase the warriors will have set off a trap (but no unexpected event as normal). Roll on the following table for traps:

1 – Trap Door: A random city watchman (or warrior if none are left) has fallen into a trap door. They are temporarily out of the game but will reappear as bait in the objective room. If all of the warriors have been eliminated in this manner then they are all killed.

2 – Alarm: Roll for monsters as normal but pick the nearest skaven entry.

3 – Poisonous dart: A random warrior takes 2D6 wounds with no modifiers. If this takes them to zero wounds they are immediately dragged off into the darkness by furry arms. They will reappear as in a 1 result in this table.

4 – Flying Stars: Deadly sharp ninja stars fly out of the darkness wounding each warrior for 1D6 wounds with no modifiers.

5 – Bear Trap: a random warrior gets their leg stuck in a bear trap and are reduced to half their starting wounds (minimum of 1 wound left). They will not be able to move until they pass a strength check (1D6+ strength need a 7+

to pass) or someone next to them frees them in the same manner. They will be at -3 movement until healed to full.

6 – Theft: Randomly determine a piece of treasure on a random warrior. They realize that something has quickly ran off with it and escaped into the dungeon. It will reappear later in the objective room as a 1 result.

When the **Fighting Pit** is found it will appear to be empty at first. Any warriors, Items or City Watchmen that were taken from the trap tables above will be in the fighting pit below here. As soon as a warrior is next to any of them (or as soon as the room is discovered if no people or items were lost) the trap will be sprung. The warriors will be attacked by Deathmaster Snikch and 8 Assassins! Once the battle starts any warriors or watchmen are ready to fight after the initial ambushes of course. Any items that were stolen however are not usable until after the battle. When the room is cleared the warriors will gain back all of their items and gain a piece of objective room treasure each. The warriors may leave the room through the door at the bottom of the fighting pit.

The **fourth level** is the lair of Ikit Claw chief Warlock of Clan Skyre. He is the source of the growing skaven menace beneath Middenheim and the end to the warriors long quest. The level starts with a normal corridor and is comprised of 1D6 dungeon cards with the **Bridge of Peril** shuffled into the bottom half of the deck.

When the Bridge of Peril is found it will have Ikit Claw, 12 Stormvermin, 1 warpfire thrower, 2 Rat Ogres and 3 Skaven Jezzjails. When the room is cleared the door leading out of the bridge of peril opens leading to a spiral staircase that goes to the surface

and back to the city. The warriors will each gain objective room treasure and 3D6 X 100 gold each. They will of

course have to say goodbye to any (if any!) watchmen that are still alive.

### **Queek Head Taker:**

**M:5 WS:7 BS:1+ W:40 S:5 T:4 Ar:3 At:4 Dam:2D6 I:8 Gold: 1200**

*Special Rules:* Challenge, Hates (Dwarves, Orcs, Goblins), Two Handed Fighting, The Gouger, Dwarf Slayer

*Challenge:* Queek will gladly accept any challenge to his martial prowess and as such any warrior who wishes to may challenge Queek to a one on one battle. Queek will immediately jump to a space next to the warrior moving any models in the way. Once challenged the two warriors are locked into a dual and no outside help is allowed by either side. If Queek reduces the warrior to zero wounds the dual is over and Queek returns to the closest open square in the highest level of the room. If the warrior wins he will gain an extra piece of dungeon treasure for besting Queek alone!

*Two Handed Fighting:* Queek is adept at fighting with two weapons at once. As such he uses both of his magical swords gaining +1 attack in the process. When he attacks he will split his attacks between his two swords using the gouger for the last odd attack normally but the Dwarf Slayer when facing a dwarf.

*The Gouger:* Attacks made with the Gouger ignore all normal armor and magical armor on a D6 roll of 4+

*The Dwarf Slayer:* If a hit is scored with the Dwarf Slayer it will automatically deal 1D6 extra damage but only against dwarves.

### **Deathmaster Snikch:**

**M:7 WS:9 BS:1+ W:35 S:4 T:4 Ar:1 At:4 Dam:4D6 I:10 Gold 2000**

*Special Rules:* Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5 + ; Magic Weapon; Weeping Blade, Bands of Power, Warpstone Stars, Cloak of Shadows.

*Bands of power:* Once per monster's phase Snikch can use the bands of power to cast a single skaven spell.

*Warpstone Stars:* Give Snikch an extra missile weapon attack each turn that targets a random warrior. Roll to hit as normal the star will deal 1D6+3 wounds with no modifiers whatsoever.

*Cloak of Shadows:* Warriors attacking Snikch are at -1 to hit due to the cloaks magical protective qualities.

**Ikit Claw:****M:5 WS:4 BS:2+ W:4 0 S:4 T:4 Ar:2 At:2 Dam:3 D6 I:6 Gold 2000***Special Rules:* Skaven Magic(3), Magic Resist 5+, Magic Dispell 5+, Warplock Pistol, Foul Pendant, Storm Daemon.*Warplock Pistol:* Ikit can fire his warplock pistol once per round rolling ballistic skill as normal. On a successful hit it deals 2D6 + 5 damage modified for toughness only.*Foul Pendant:* Grants Ikit Claw a 5+ dodge on any and all damage including spells.*Storm Daemon:* Once per turn Ikit can release the power of this skaven artifact to inflict 1D3 wounds with no modifications on all warriors in the same board section. This damage is Fatal.**(BL5) The Blood Queen:**

Whilst staying in a particularly affluent side of town the warriors are approached by a representative of the High Elven council. Their scouts have located a secret underground dark elf temple of Khaine and they need to destroy it and purge the ground of their evil cousins taint. They have sent with the warriors an elven scout who has the statistics of a 5<sup>th</sup> level elf with randomly generated skills as a normal warrior and an Elf Cloak and Elf Bow (see role play book). *Throughout this adventure there are several special monster characters that will be referenced. Their statistics and rules are present at the end of the adventure.*

The Dark Elf in this temple of Khaine are particularly well trained in the practice of 'forced' bloodletting. As such any Dark Elf in this dungeon that have only 1 Damage Dice gain an extra +1 to that profile! Also Witch Elves in this dungeon are particularly frenzied due to the close presence of their dark god. As such all Witch Elves gain 2 extra attacks. Finally the normal monster tables are not used in this dungeon instead consult the table below:

- 2** – 1 Dark Elf Lord, 6 Dark Elf Executioners, 6 Dark Elf Assassins, 6 Witch Elves
- 3** – 1 Dark Elf Sorcerer Lord, 6 Dark Elf Assassins, 6 Witch Elf Champions.
- 4** – 1 Dark Elf Hero, 1 Manticore, 6 Dark Elf assassins.
- 5** – 6 Dark Elf Executioners, 6 Dark Elf Assassins, 6 Witch Elves, 6 Dark Elf Champions.
- 6** – 1 Witch Elf Sorcerer, 1D6 Dark Elf Executioners, 1D6 Dark Elf Champions.
- 7** – 1 Witch Elf Hero, 2D6 Dark Elf Champions, 1D6 Witch Elves.
- 8** – 1 Dark Elf Beastmaster, 1 Manticore, 1D6 Witch Elves.
- 9** – 1 Dark Elf Master Sorcerer, 2D6 Dark Elf executioners, 6 Dark Elf Assassins
- 10** – 12 Dark Elf Executioners, 1 Dark Elf Beastmaster with 6 Chaos Hounds.
- 11** – 1D6 Dark Elf Heroes, 2D6 Dark Elf Executioners, 6 Witch Elf Champions.
- 12** – Dark Elf Beastmaster with Hydra, 6 dark Elf Champions

The temple is made up of two levels. The **first level** is comprised of 20 Dungeon cards with the warriors starting the dungeon in the halls of death. The **Fighting Pit** and **Spiral Staircase** is shuffled into the top half of

the deck and the **Dread Kings Throne** shuffled into the bottom half of the deck.

The warriors will notice small drain holes covering the floor of the dungeon as they explore. These are designed to take any blood spilled on the first level and let it flow through to the main temple hall in the lower chambers for the rituals of Khaine. Keep track of the number of warriors and monsters killed on this level as their blood will be a power source for the Cauldron of Blood later on.

When the **Fighting Pit** is found it will contain a Beast master, 6 Chaos Hounds and his pet Hydra Rak'rth. Rak'rth has an extra 30 wounds and +1 Strength and Toughness. When defeated the warriors will each gain a dungeon room treasure and one of the Black Keys that will open the **Spiral Staircase** room.

When the **Dread Kings Throne** is found it will be guarded by Malus Dark Blade, 12 Dark Elf Executioners, 6 Witch Elves and 6 Dark Elf Assassins. When all the monsters are defeated the warriors will each gain objective room treasure and one of the Black Keys that

will open the **Spiral Staircase** room.

The **Spiral Staircase** is locked with two magical rune locks. The warriors will need to find the two Black Keys in this level to unlock it. Once it is unlocked the warriors can enter the second level of the temple.

The **second level** is made up of 12 dungeon cards with the **Bridge of Peril** and the **Idol Chamber** shuffled into the bottom half of the deck.

When the Idol Chamber is found count up any and all deaths that have occurred in the first level. The number of deaths are the number of wounds that Morathi will gain from bathing in the Blood of the recently slaughtered and being blessed by Khaine. The room is guarded by Morathi the Hag Sorceress, 6 Witch elf champions, 12 Dark Elf Executioners, 1 Dark Elf Lord, 1 Manticore and 6 Dark Elf Assassins. When the room is cleared the warriors will gain 1 piece of objective room treasure each.

Upon returning to the high elf council representative the warriors will be rewarded with 1D6 X 600 Gold each and an objective room treasure.

#### **Dark Elf Executioners:**

**M:5 WS:5 BS:3+ W:20 S:4 T:4 Ar:4 At:1 Dam:2D6 I:5 Gold: 750**

Special Rules: Hates Elves, Cause Fatal Damage, Assassinate 5+

**Malus Darkblade:**

**M:5 WS:7 BS:2+ W:35 S:4 T:3 Ar:4 At:4 Dam:3D6 I:8 Gold: 400**

*Special Rules:* Hates Elves, Warpsword of Khaine, Daemonic Possession.

*Warpsword of Khaine:* Ignores any and all armor including magic armor and magical spell protection. Once wounded by the warpsword even luck may not be used by the warrior for another 1D6 rounds!

*Daemonic Possession:* Malus is possessed by the daemon Tz'arkan and will succumb to his passion while in combat. This gives him +1Ws +1T +2Att and +2I. However it also makes him dangerous to be near even for friendly monsters. Every time a 6 is rolled in the power phase Malus will make an extra set of attacks on any friendly monsters that are adjacent to him.

**Morathi The Hag Sorceress:**

**M:5 WS:3 BS:3+ W:40 S:4 T:3 Ar:4 At:3 Dam:2D6 I:7 Gold: 4000**

*Special Rules:* Ambush: Magic(A), Hates Elves, Heartrender, Dark Elf Magic(4), Magic Item X2, Beloved of Khaine, Magic Resist(3+), Ward Save(4+), Enchanting Beauty.

*Heartrender:* Gives the bearer +2 Strength and causes all attacks to be Fatal and Poison Damage.

*Beloved of Khaine:* All Witch Elves within the same board section gain +2 Attacks and +3 Toughness.

*Ward Save(n+):* Gives the wearer an n+ save from any type of damage including spells or even instant kills.

*Enchanting Beauty:* Any model adjacent to Morathi that wishes to attack her is at -1 to hit due to her alluring charms.

**(BL6) Temple of Hashut:** The warriors have been beseeched by a dwarven king to aid him in a manner most secret and most grave. Several of their kin were taken during a recent raid by chaos dwarves. They believe that they are being taken as slaves or offerings to Hashut far to the east. If the warriors can return their kin safely home the dwarven vaults may be opened for the warriors to have their pick of treasure! *Throughout this adventure there are several special monster characters that will be referenced. Their statistics and rules are present at the end*

*of the adventure.*

The warriors follow the Corrupting Signs of the Chaos Dwarves to a Ziggurat east of the World's Edge Mountains. The Ziggurat is comprised of 3 separate deeps or levels.

The **first level** consists of 3D6 dungeon cards with the Dwarven Forge shuffled into the final half of the deck and the **Spiral Staircase** set aside. The Roleplay book's monster tables are not used in this dungeon instead consult the following for any monsters encountered:

- 2 – Chaos Dwarf Lord and 2D6 Chaos Dwarf Champions.
- 3 – 2D6 Chaos Dwarf Champions and 8 Chaos Dwarf Blunderbuss.
- 4 – 2D6 Chaos Dwarf Champions and 1 Master Chaos Dwarf Sorcerer.
- 5 – 1D6 Chaos Dwarf Champions and 1D6 Demogoblin Assassins.
- 6 – 1D3 Minotaur Champions
- 7 – 2D6 Chaos Dwarf Champions and 1D6+2 Chaos Dwarf Blunderbuss
- 8 – 3 Bull centaur Champions and 1 Bull Centaur Hero.
- 9 – 3 Bull centaur Heroes and 1 Bull Centaur Lord
- 10 - 2D6 Chaos Dwarf Champions and 1 Chaos Dwarf Lord and 1 Minotaur Champion
- 11 – 1D3 minotaur Champions and 1 Minotaur Hero
- 12 – 1 Great Taurus

When the **Dwarven Forge** is found the warriors it will be guarded by 12 Chaos Dwarf Champions and a Chaos Dwarf master Sorcerer and 1 Bull Centaur Hero. It will also contain an exit leading to the **Spiral Staircase** which in turn leads to the next level.

The **second level** is comprised of 10 dungeon cards with the **Bridge of Peril** and **Crossroads of Doom** shuffled into the top half of the deck and the **Idol Chamber** shuffled into the bottom half of the deck.

Throughout this level the warriors will be assaulted by spells from a figure just out of sight in the shadows. Every time a 1, 2 or 3 is rolled in the power phase Morgok will cast a single spell. Also Whenever unexpected events are rolled 1D6 Daemogoblin Assassins will be included with any event or monsters rolled.

When the warriors reach the **Idol Chamber** it will be guarded by Morgok

Hellspawn, 1 Chaos Dwarf Master Sorcerer, 1 Chaos Dwarf Lord and 1D6+6 Demogoblin Assassins. When the room is cleared the warriors will each gain objective room treasures. At the end of the battle a secret door will open leading the way into the final level.

The **third level** consists of 4D6 dungeon cards. The **Crossroads**, **The Gaol** and **Hall of Death** are shuffled into the top half of the deck and the **Dread Kings Throne** is shuffled into the Bottom Half of the deck.

When the warriors find the Gaol it is locked buy contained there in are the 4 surviving (ie not yet sacrificial offeriees) Dwarf kin. The Gate is locked and unless the warriors have found the key to the portcullis (by random events) they will have to first get the key to from the objective room. If free'd the dwarves are 3<sup>rd</sup> level Dwarves with no skills or equipment.

When the warriors reach the **Dread Kings Throne** it will be guarded by Zhatan The Black, 3 Bull Centaur Champions, 1 Bull Centaur Hero, 2D6 Chaos Dwarf Champions and 1 Chaos Dwarf Master Sorcerer. When the monsters are defeated the warriors will each gain objective room treasures and a key to the Gaol which they can use to free the dwarves (if they haven't already). The room will also reveal an ancient passage that will lead to 1D6 dungeon cards with the **Staircase** shuffled into the bottom 2 cards.

Whenever the **Staircase** is found either through pure chance or after the objective room the warriors have found a way out of the Ziggurat.

When the warriors return to the dwarves they will be granted a single **choice** from the objective room treasure each!

**Demogoblin Assassin:**

**M:4 WS:4 BS:4+ W:30 S:3 T:4 Ar:4 At:1 Dam:2D6 I:3 Gold: 400**

*Special Rules:* Ambush: Magic(A), Assassinate 6+, Daggers of Hashut, Dodge 6+.

*Daggers of Hashut:* Counts any damage done with the daggers to be Fatal Damage.

**Morgok Hellspawn:**

**M:4 WS:4 BS:4+ W:30 S:4 T:4 Ar:4 At:2 Dam:2D6 I:3 Gold: 1,000**

*Special Rules:* Morgok Lore Magic(2), Daemonic Save 5+, Fear(10), Daemonic(-1), Magic Weapon, Magic Armor, Magic Item, Dodge 6+.

*Daemonic Save(n+):* Grants the model an n+ roll each time the model is wounded. If the roll is n or above the attack or spell or any damage source has no effect.

***Morgok Lore Magic(roll 1D3):***

*1 – Creep and Sneak:* All monsters on the same board as caster get to make a normal move and 1 attack.

*2 – Manipulate:* A random warrior is filled with images betrayal and backstabbing convincing them momentarily that one of their fellow warriors is out to kill them. He will make a single attack against the closest warrior if they can.

*3 – Daemonic Fortune:* Causes all monsters on the same board section to count any 1's rolled To Hit as 6's instead.

**Zhatan The Black:**

**M:3 WS:7 BS:1+ W:50 S:4 T:5 Ar:4 At:4 Dam:3D6 I:5 Gold: 2,500**

*Special Rules:* Magic Resistance 5+, Shield of Hashut, Hammer of Hashut, Hates(ALL)

*Shield of Hashut:* If a warrior uses a magic weapon to attack and does not deal any damage(absorbed by armor/toughness) then that weapon is nullified as long as Zhatan is still alive.

*Hammer of Hashut:* Grants Zhatan +2 Strength.

**(BL7) Catacombs of Terror:** The warriors have been hired by the Altdorf Wizards Guild to track down the Grimoire Necris which the outcast wizard Gunther Larnsheld has stolen from them. As it is a necromantic book all the rumors point to Gunther as a secret practitioner of the dark arts and the warriors soon learn that he has traveled to Khemri to revive the Dread King, Van Damneg in the Twisted Spire. **This dungeon will use the event tables and monster tables from the Catacombs of Terror expansion pack. Normal monster tables from the Role Play book will not be used!**

The journey takes the warriors 6 weeks and will take a further six weeks to return to the lands of the empire afterwards (adding in more time for finding a settlement). The twisted spire is comprised of 4 deeps or levels each one leading further up into the twisted spire and closer to the Grimoire Necris.

the **first level** starts with the staircase leading to the Hall of Death. When the warriors first enter the dungeon a portcullis slams shut behind them sealing off the outside world. No key, Skill, Spell or any other method will open this door or let the warriors escape they are now sealed into the tomb by the powers of the Dread King himself. The rest of the level is comprised of 3D6 dungeon cards with the following cards added in: Asteroth, Fountain of Light, and Spiral Staircase.

Whenever the warriors end their turn in the Halls of Death roll a dice. On a 1, 2, 3 or 4, 1D6 Tomb Guardians will rise from the bone piles. They are armed with a magic weapon and magic armor. After the room is cleared more Tomb Guardians will rise only on a 1 or 2 until the warriors leave and re-enter the room.

When the warriors enter the fountain

of Light they find the vast treasures of Khemri awaiting them. Each warrior may roll as many times as they like on the dungeon treasures table and take those items. However upon leaving the room, roll a dice for each treasure taken. If any warrior rolls a 1 then that warrior's treasure crumbles into sand and all of the treasure they took is gone. If any treasure turns to sand then the warriors have upset the guardians of Khemri, roll on the objective room monsters table. After each warrior leaves they notice that there is no longer a door at all leading to the treasure room, it simply vanishes replaced by a solid stone wall.

Once the warriors find the Spiral staircase it will lead up to the **second level**. The second level is home to the Dread King's dragon who now serves as his guardian in death as he did in life. This level is made up of 10 dungeon cards with 2 T-Junctions shuffled into the top 5 cards and the Idol Chamber and Flames of Khazla shuffled into the bottom 5.

When the warriors first encounter monsters in this dungeon instead of rolling to see what they get Blazefang will be found instead. He is a Zombie Dragon with Magic Resistance 4+. Before the warriors can strike the final blow on Blazefang he will retreat from combat as the Dread King summons 1D6 Tomb Guardians with magic weapons and Armor to cover his escape. From now on Blazefang will appear with every combat on a roll of 1, 2 or 3 restored to full starting wounds and in addition to the monsters normally encountered!

When the warriors find the Idol Chamber they recognize it as Blazefang's lair. Blazefang himself will be here as well as 8 wight Lords and a Vampire Count! Until Blazefang is

killed the wight lords will instantly resurrect when killed as the Dread King is focusing his dark will on protecting his treasured pet. Once the room is cleared the warriors will each gain objective room treasures and a secret passage will open up in the room leading to the final level.

The **third and final level** consists of 10 dungeon cards with the Tomb Chamber, The Guard Room, and the Crossroads of Doom shuffled into the top half of the deck and the Chasm of Despair shuffled into the bottom half. Each time monsters are rolled that have no magic weapon or armor on this level they will have BOTH on a roll of 2+ representing the personal royal guards of the Dread King that were sealed in with him on his death. If they already have both then they will gain a magic item on a 3+.

When the warriors find the Tomb Chamber they will find a very ornate tomb meant to look like the tomb of the Dread King. Instead a very powerful priest of Khemri was mummified here. Roll on the Objective Room monsters and in addition the Priest himself will appear. He is a Tomb King with Double the Wounds, Tomb Rot(2D6), Necromantic Magic(2), and 1D3 Pieces of Objective Room treasure that he can and will use against the party! Afterwards they can divide the mummy's treasures up as they see fit as well as gaining a piece of dungeon room treasure each.

When the warriors find the Guard Room they will have found the preparation area for Gunther Larnsheld's resurrection ceremony. In addition to any dungeon room monsters rolled Gunther will also be here with the Grimoire. Gunther is a Necromancer Lord with his own special set of

necromantic Magic as bellow:

**2 - 3:** Summon 1D6 Tomb Guardians with Magic weapon, Armor and Item.

**4 - 5:** Summon 1D4 Mummies with Magic weapon and Armor

**6 - 7:** Summon 1D6 Wight Lords

**8 - 9:** Vanhal's Danse Macabre: All undead immediately are given a free turn.

**10:** Death chill (as per the roleplay book necromantic magic)

**11:** Vitality of the Grave: All undead gain regenerate(+1) while on the same board section as the caster (can stack)

**12:** Chains of the Grave: All damage dealt for the next 1D6 turns is Fatal.

When Gunther is defeated no more unexpected events may occur in this dungeon as the dread king is now focused on regaining his powers to fight the warriors in his chamber. The Grimoire is also theirs for the keeping however it's dark presence will render all healing magic, potions and items ineffective on a roll of 1, 2 or 3 as it tries to kill the warriors carrying it! Remember the Dread King has still sealed up the Twisted Spire so the warrior will still need to confront him to escape.

When the warriors find the Chasm of Despair it is connected to the Dread King's Throne and a large and threatening wight beckons the warriors into combat. He is G'Harrak The Prince of Skulls and personal bodyguard of Van Damneg. G'Harrak is a Wight Lord with four times the wounds +2 Strength, Toughness, and Attacks. In Addition he has Tomb Rot(1D6), Magic Item, Terror(11), and a special Magic Dispell of 4+ that can not in any way be negated (such as a the forbidden rod). He will start at the end of the bridge and is never subject to falling off into the chasm.

When the warriors enter the Dread Kings Throne his seemingly lifeless husk will be sitting on the throne. To the left and right of the chamber on the ledges above the entrance ramp are doors. Each one will lead out to either the Fountain of Light or The Idol Chamber. When the warriors have all entered the Dread King begins to come to life once more and will summon 6 Mummy Tomb Kings to his aid and they gain the Guard ability. In addition to being a Liche King Van Damneg again has his own set of necromantic spells that are the same as the spells above. Once the Dread King has summoned his minions dreadful moans can be heard from the side chambers of the throne room. In the Idol Chamber 8 Wraiths each with Magic Weapons will appear. In the Fountain of Light 12 tomb Guardians with +2 Strength, Toughness, Attacks and Damage Dice will appear. All of the monsters except the Dread King gain Magic, Ambush(A)!

When The Dread King is defeated the warriors are free to leave the Spire having destroyed Gunther's plot utterly. Upon returning to the settlement Each warrior will be granted 3 rolls on the Objective Room treasure table being able to pick 1 and 1D6 X 1000 Gold each for the return of the Grimoire!

### **(BL8) The Plague Lord Cometh:**

A greater daemon of Nurgle has been spotted in league with the skaven clan Pestilens in the sewers causing rotting and disease to spread like wildfire. The Watch Captain has enlisted the warriors in an attempt to put an end to this plague before the city crumbles to dust. The sewers are split into 3 deeps or levels. The entire sewer system has however been corrupted by the influences of the Skaven and Nurgle. As such all

monsters in this dungeon gain the plague ability! *Throughout this adventure there are several special monster characters that will be referenced. Their statistics and rules are present at the end of the adventure.*

The first level has been where the bodies of the recently deceased have been dumped in an effort to quickly clear the streets above from the dead bodies. A plague lord has taken advantage of this and with the aid of his chaos allies has re-animated the bodies to attack the warriors. 1D6 Plague Zombies will appear along with normal monsters on this level anytime a 1 is rolled in the power phase! These monsters are not undead but simple re-animated and controlled corpses however their statistics are that of normal zombies with +5 Strength, +2 Toughness and +30 wounds (they have to be hacked up quite a bit before the magic binding them fades!). If any warrior is wounded by one of these zombies they in turn will be infected and each round take 1D6 unmodified wounds every round until cured later in the dungeon! If they are reduced to zero wounds at any time no they will turn into a plague zombie and attack the party until killed (which is obviously permanent since they must be hacked into several pieces!).

The **first level** itself starts in the sewer tile with the rest made up of 10 dungeon cards with the idol chamber, bridge of peril and crossroads of doom shuffled into the bottom 5 cards. When the Idol Chamber is found it will spawn objective room monsters and 6 plague zombies (placed first) and a plague lord. When the plague lord is killed any character inflicted with the plague zombie infection will only take 1D3 wounds per round from now on as the curses power

has subsided slightly. After all the monsters are defeated a secret door will open up leading to the next level.

The **second level** consists of 20 dungeon cards with the **Spiral Staircase** shuffled into the top 10 cards and **Fountain of Light** shuffled into the final 6 cards. This is the main portion of the sewer disposal system under the city and as such is very maze like indeed. Each room will have 1D3 exits to it. Note that plague zombies will no longer spawn here. There is however a pack of Skaven Assassins that are hunting the party throughout this area. Each time a 1 is rolled in the power phase before an event triggers 1D6 skaven assassins will appear with a deathmaster assassin leading the way! They will make their ambush attacks and then disappear before the warriors can retaliate (unless they do not make their ambush roll then the assassins only will be stuck fighting the deathmaster will still escape). After their attacks are resolved an event will trigger as normal

When the **Fountain of Light** is found the warriors have found a magical source of purified holy water that can cure the plague zombie disease! However this is also the lair of the assassins that have been stalking the warriors throughout this level. The room is filled with 6 Assassins, 1 Deathmaster Assassin, 12 Plague Priest, a Grey Seer and one roll on the level 9 monster table! When defeated the warriors are free to drink from the fountain and cure any plague zombie infection they had gained. They will no longer take wounds or risk turning into a plague zombie.

When the Stair case is found it will lead into the final level. If the warriors are cursed with the plague zombie infection however it would be wise to find the fountain first!

The **Final level** starts with a spiral staircase leading to a corridor and consists of 12 cards with **Gorgut's Lair** and the **Circle of Power** shuffled into the final 6 cards. When the warriors enter the level they hear a strange daemonic squeaking from the level above. Every time a 1, 2 or 3 is rolled in the power phase place 2D6 plague rats in or near the spiral staircase. Plague Rats are normal giant rats however their Death Leap is not modified by toughness or armor and of course like every monster in this dungeon they have the plague ability. They are capable of leaping over pits of despair with ease and will scurry under any locked doors seeking out the warriors.

When the **Circle of Power** is found the warriors have the lair of the skaven mastermind who is drawing upon the powers of the warp to flood the city above with their plague. The room will contain Lord **Skrolk Plague Lord of Clan Pestilens**, 1 skaven grey seer, 2 Plague Lords, 12 plague priests, and 3 beasts of Nurgle. When defeated the warriors will gain a dungeon room treasure each and find a magical seal that opens the door to the Gorgut's lair room.

When **Gorgut's lair** is found it will be locked unless the warriors have found the seal in the circle of power room. When they enter the room it will be filled with 12 plague priests, 1 plague lord, 1 deathmaster assassin and a greater daemon of Nurgle! When defeated the warriors have cleansed the city of the Skaven and Nurgle alliance and the effects of the plague subsided and in time will fully disapeate. The Watch Captain awards the warriors with 1D6 dungeon treasures and 1d3 objective room treasures each for saving the city. The warriors of course can stay in the city free of living expenses

without needing to roll on the traveling hazards table.

**Lord Skorlk:**

**M:5 WS:6 BS:2+ W:65 S:4 T:5 Ar:8 At:5 Dam:3D6 I:7 Gold: 2,250**

*Special Rules:* Death Fog, Dodge 3+, Frenzy 1+, Terror 12, Magic Resistance 3+, Skaven Magic(1), Warpstone Tokens(3), Rod of Corruption, Bell of a Thousand Poxes, Magic Weapon, Never Pinned, Terror 10, Weeping Blade, Cloud of Flies, Putrid Affinity

*Cloud of Flies:* Lord Skorlk is surrounded by a thick cloud of flies feasting on his diseased flesh. As such warriors in the same board section as Lord Skorlk suffer a -1 to hit due to the thousands of flies in the room.

*Putrid Affinity:* Lord Skorlk's knowledge of the arcane grants him a 5+ chance to dispel ANY spell cast by the warriors even if it is not directed at him.

*Bell of a Thousand Poxes:* After Lord Skorlk has been wounded all models in the same board section with him will take 1D3 Fatal Damage at the end of each turn with no modifiers whatsoever. Plague Monks, Plague Priests and Plague Lords are the only things immune to this.

*Warpstone Tokens(n):* In the first monsters phase Lord Skorlk will use his n warp tokens to grant himself Skaven Magic(+n). Thus he will get +3 to his number of spell rolls in the first monsters phase.

*Rod of Corruption:* If a warrior is wounded by Lord Skorlk he will suffer a further 1D3 Wounds each turn until healed to full wounds and gives Lord Skorlk Tomb Rot(1D3) as well.

**(BL9) The Dragon's lair :** The settlement the warriors are in are living under the shadow of a great wyrm that has been extorting the town for treasures and livestock for some time now. Be it for the heroic deeds or simply the vast amounts of treasure the warriors have decided to slay the beast and free the town from its tyranny. The Dragons lair is not easy to get to as the only way in is through the mountain itself. The Dragons Lair is made out of 4 deeps or levels with the 4th one containing the dragon wyrm the party is after.

To setup this dungeon first **remove the Rotating Room, the Bridge of Peril, The Crossroads of doom** and the

**Stairs** from the dungeon deck.

**The First level** is created by drawing 6 cards and shuffling **the Idol Chamber** and the **Stairs** into it. Then draw another 6 cards and place that on top. When the warriors encounter the **stairwell** they find the top of the stairs leading to the 2nd level has a locked and magically sealed door. When they find the Idol Chamber it is guarded by some of the wyrm's young. Instead of the normal objective room monsters place 4 dragons in the room. When the final one is defeated the warriors find a key in the now cool fires of the draconic idol that unlocks the stair wells door.

**The second level** is created by placing

the stairwell down and connecting it to 3 T-Junctions lined up to form a hallway with several passages leading outwards. At the end of the T-Junctions is the spiral staircase that leads to the third level. There is no lock on this level however each of the T-Junction passageways have 1D3 dungeon cards placed on them that leads to a final chamber. In each of these chambers (the last card in the small deck) a prisoner of the wyrm has been kept and if escorted to the stairwell will give the party an objective room treasure in gratitude when the return to the settlement again!

**The third level** is full of traps meant to harass any would be adventurer that fancies themselves a dragon slayer. This level shuffle the Fountain of light into the bottom 6 cards of another 12 card deck. When the warriors find the Fountain room it is empty however the way the warriors came into the room begins to vanish as soon as they all step into it and the room starts to fill with water! The warriors have 5 turns to escape the room before they drown. To do so they must find a secret entrance which is only revealed on a roll of a 5 or 6 (each warrior can roll individually). when the passage is found it will lead to The Rotating room.

Once everyone has entered the **rotating room** it will spawn monsters as normal however these monsters all have double the wounds of their normal counterparts! Every time the rotating room turns around so that the entrance is aligned with the fountain room water will spill into the chamber giving the warriors a further 3 rotations until that room fills with water and drowns them and the monsters they are fighting! The door on the far side of the room will lead to The Crossroads of Doom which functions as normal. After the

crossroads the Bridge of Peril will be the final room that leads to the staircase moving on to the final level.

**The Fourth level** will be a true test of the warriors skill. take 6 Objective rooms (but not the Fire Chasm) and shuffle them in with 6 dungeon cards. Finally take a further 3 Dungeon cards and shuffle the Fire Chasm into the final 4 and place them on the bottom.

Each objective room will have an emperor dragon present as well as a roll on the monster table like a dungeon room. Also each dungeon room will have 1D3 exits to it splitting up the dungeon deck as normal. Once the Fire Chasm has been found the great wyrm is present and ready for the warriors. Make a roll on the objective room monster table as normal in addition to that the Wyrms will be placed at the back of the room. The wyrm is an emperor dragon with triple the wounds and +3 Strength, Toughness, Attacks and +2D6 Damage Dice. He is immune to magical spells, has terror 20 and has treasure horde 6! When defeated the party can head back to the settlement to claim any objective room treasures they received by rescuing prisoners on level 2 in addition to 3 pieces of objective room treasure each for defeating the scourge of the empire!

### **(BL10) Through the Warp:**

Rumors have spread far and wide that a great chaos war band is gathering in the wastes and the one true lord of chaos has been crowned. To avoid the end of times the emperor has drawn many a warrior to his side in hopes of assassinating Archaon the Lord of Chaos. The emperor's wizards have scryed out the location of Archaon's fortress and believe that they can place the warriors within the castle walls

through a great and powerful elven gate of transportation however the journey will be one way. If the warriors fail they will surely die however if they succeed then the forces of chaos will be leaderless allowing the imperial army a chance to destroy the gathering storm.

Archaon's fortress is made up of 4 deeps or levels each leading further upwards and closer to the lair of the Lord of Chaos himself. *Throughout this adventure there are several special monster characters that will be referenced. Their statistics and rules are present at the end of the adventure.* While within the fortress the warriors will not be able to use any item, spell or skill that would allow them to normally leave a dungeon. They are trapped here until they can complete their quest.

The **First level** begins in the Fountain of Light room which has 4 separate exits from it. First set the Spiral Staircase aside along with its card. Each Exit will contain a deck of 8 dungeon cards with the Fire Chasm, Idol Chamber, Fighting Pit, and Gorgut's Lair shuffled into the final 2 of each of those decks.

When any objective room is found it will contain normal objective room monsters and one of the Chosen lords of chaos. The fighting pit will have Arbaal The Undefeated of Khorne, The Fire Chasm will have Egrimm Von Horstmann Lord of Tzeentch, The Idol Chamber will have Sigvald Lord of Slanaash and finally Gorgut's lair will have Festus Lord of Nurgle. When each of these lords are brought to zero or less wounds they will be suddenly transported through the warp away from battle to be revived by their respective god's later. The warriors will not gain any gold for defeating them however they will gain a piece of dungeon room treasure for each objective room

cleared. When all four of the lords of chaos are defeated the fountain of light room will be replaced with a spiral staircase leading to the next level.

The **Second Level** begins with the spiral **staircase** leading to a **T-Junction**. The rest of the level is made up of 12 dungeon cards with the **Dread Kings Throne** shuffled into the final 6 cards.

When the **Dread Kings Throne** is found the warriors will face all 4 of the previous lords of chaos plus their personal retinue of 6 normal Chaos Lords! The chaos Lords will be placed on the board first then the special character lords behind them. Each time a 1 is rolled in the power phase during this battle it will represent the god's of chaos being pleased with their champions. Randomly choose one of the remaining Lord characters to decide who's god is watching them. They will then summon a greater daemon to aid that Lord. For Example if Arbaal is the chosen one a Bloodthirster will be summoned to aid him. If any greater daemon is already present when another is summoned it will replace the current one and of course be at full strength! When all the Lords of chaos are defeated and the room cleared the warriors will each gain two pieces of objective room treasure and a door leading to the staircase will open up in the back of the room. This leads to level 3

The **Third level** is where Azazel The Daemon Prince is ready and waiting to stop the warriors from reaching his master. The level is made up of a further 12 dungeon cards with the **the Bridge of Peril, Crossroads of Doom, Asteroth, and the Halls of Death** added in. The Fountain of Light is Shuffled into the final 5 cards.

When the **Fountain of Light** is found

Azazel will be waiting for the warriors with a Bloodthirster, Lord of Change, Great unclean one and Keeper of Secrets! After the battle the warriors will each gain objective room treasure and another staircase will appear at the back of the room leading to the final level.

The **fourth level** consists of 1D6 dungeon room cards with the Dread Kings Throne as the last card Also make sure the Circle of Power is set aside with it's card. Every time monsters are encountered on this level one of the lords of chaos will accompany them along with their god's greater daemon!

When the **Dread Kings Throne** room is found it will contain objective room monsters plus 12 Chaos Lords and

Archaon Supreme Lord of Chaos! If the warriors manage to win this difficult battle a final secret passage will open up and the fortress will begin to crumble! Behind the secret door are another 1D6 Cards with the Circle of power at the end. The warriors now have 1D6+6 turns to escape the fortress before it dissolves into the warp and they are lost forever.

When the **Circle of Power** is found the warriors have found a warp Gate that will lead them out of the fortress and back to the empire. Upon Completion the warriors will be paid 100,000 gold each Their own golden statues next to Sigmar's and given an objective room treasure of their own choosing!

#### **Archaon Supreme Lord of Chaos:**

**M:4 WS:8 BS:auto W:100 S:8 T:8 Ar:8 At:5 Dam:6D6 I:10 Gold: 20,000**

*Special Rules:* Mark of Chaos, Armor of Morkar, Eye of Sheerian, The Slayer of Kings, Crown of Domination

*Mark of Chaos:* Grants Archaon all of the chaos auras. Khorne(2+), Tzeentch(1), Nurgle(2D6), and Slaanesh.

*Armor of Morkar:* Grants Archaon ignore Blow(3+).

*Eye of Sheerian:* Allows Archaon to see the future and avoid blows giving him Dodge(4+)

*Slayer of Kings:* Roll a dice every round. on a 4+ it will boost all of Arcahons stats by +2 (including damage dice!) for the turn. On a 1 however it will randomly attack any model adjacent including himself (roll off for each model present lowest score is Archaon's target).

*Crown of Domination:* Allows Arcahon to bend mortals to his will. Each time a 1 is rolled in the power phase a random warrior is under the control of Archaon and will attack another random warrior this turn in the warriors phase!

**Azazel:**

**M:6 WS:7 BS:2+ W:75 S:7 T:5 Ar:5 At:7 Dam:5D6 I:8 Gold: 7,000**

Special Rules: Fly, Terror 13, Daemonic(-2), Dodge(4+), Ignore Pain(5), Magic Weapon, Magic Item(x2), Magic Armor, Aura of Slaanesh

**Arbaal the Undefeated of Khorne:**

**M:4 WS:10 BS:auto W: 55 S:7 T:5 Ar:6 At:7 Dam:4D6 I:9 Gold:5,000**

Special Rules: Magic Drain(4+), Aura of Khorne(3+), Magic Weapon, Magic Armor, Magic Item

*Aura of Khorne(n+)*: The monster with Aura of Khorne is completely immune to magical spells and all allies on the same board section are immune on a roll of n+

**Festus Lord of Nurgle:**

**M:4 WS:7 BS:auto W:65 S:6 T:5 Ar:6 At:6 Dam:4D6 I:5 Gold:5,000**

special Rules: Ignore Pain(12), Plague, Aura of Nurgle(2D6), Magic Weapon, Magic Item, Magic Armor

*Aura of Nurgle(nd6)*: All warriors on the same board section suffer nD6 damage each turn which is also fatal damage.

**Egrimm Von Horstmann Lord of Tzeentch:**

**M:5 WS:8 BS:auto W:45 S:5 T:5 Ar:5 At:5 Dam:4D6 I:9 Gold:5,000**

Special Rules: Chaos Magic(4), Aura of Tzeentch(1), Magic Weapon, Magic Item(x2), Magic Armor

*Aura of Tzeentch(n)*: Gains +n to their chaos magic where n is gained for every allied chaos model on the board. If there are a total of 3 chaos warriors helping a model with Aura of Tzeentch(1) for instance he would gain +3 to his chaos magic.

**Sigvald Lord of Slaanesh:**

**M:5 WS:8 BS:auto W:45 S:5 T:5 Ar:6 At:5 Dam:4D6 I:10 Gold:5,000**

special rules: Aura of Slaanesh, Dodge(4+), Magic Weapon, Magic Item, Magic Armor