

# THE DEAD KING'S THRONE ROOM

## 11 – The Liche King's Bones

Many seasons past, a powerful sorcerer defeated the Liche Lord Korag Tor, finally held from his ability to regenerate himself. He now roams the dungeon, a lost tortured soul awaiting another way to free himself from his substanceless form. Now sometime later he has found a way, and his loyal minions rush to carry it out. The blood of a magical beast poured on the bones of the Liche Lord will bring him back. His followers have the blood and now travel back to the dungeon. The adventurers must hurry into and through the dungeon to the Liche's bones and destroy them before his minions return with the blood.

### Special Rules

At the start of the adventure, roll D6+6. This resulting amount is the number of new tiles the Warriors can explore before Korag-Tor's minions arrive and complete the ritual. Each new tile the Warriors explore, reduce this number by one, once it reaches zero, the ritual is complete.

### Events

Whenever a Monster is killed roll 1D6. On a roll of 1 the bodiless soul of Korag-Tor passes through the body and the Monster is resurrected. However, the Warriors still receive the Gold value for killing it. The Monster now has half of its original Wounds. Upon death a second time, the Warriors receive half of the Monsters Gold value.

### Objective Room

If the Warriors reach the Throne Room before their time is up, they have caught Korag-Tor's minions beginning the ritual. Roll for Objective Room Monsters as normal to represent Korag-Tor's minions. Once all the Monsters are killed, as well as receiving an Objective Room Treasure Card, the Warriors search the Liche Lord's treasure pile and each find a Treasure Card and 1D6 x 100 Gold.

If the Warriors do not make it to the Throne Room before their time is up, Korag Tor's minions have arrived before them and have already performed the ritual. A blood curdling cry echoes around the dungeon at the Liche Lord's regeneration. When the Warriors reach the Throne Room he will be waiting for them. The Liche Lord has the same characteristics as a Liche from the Warhammer Quest Roleplay Book. Roll once on the Monster Table for the Liche Lord's minions, and once on the Monster Table one level above the current Warriors' Battle Level for the Monsters that the Liche Lord has summoned. The Liche Lord is also there. If the Warriors manage to defeat the Monsters, as well as taking an Objective Room Treasure Card, each Warrior finds 1D6 x 100 Gold.

## 12 – Assassins

Deep below the earth, the local Mages discover a horrible truth: Nagash is being raised! Using magical scrying techniques spy on the undead world, they discovers that this is a lengthy process, masterminded by a wizened necromancer, Gartax. Older than the hills and twice as tough, Gartax has been working night and day to bring Nagash back to life. If the warriors kill him, it may not stop Nagash being raised, but it will be a crippling blow to the process. The quest takes place within the Dark Crypts, where Nagash was buried. The warriors must make their way through the dark crypts to the throne room of Nagash, where Gartax is conducting the necromantic ceremony.

### Special Rules

The Dark Crypts are rife with the evil undead forces, and the warriors cannot simply race through the dungeon killing whatever crosses their path. Therefore, the mages cast a disguise spell on the warriors to make them less noticeable to the monster's eyes. This

will last for 2D6 turns, during which the warriors need only take the one event card if an unexpected event occurs, and none if they enter a room. Once the spell wears off, however, speed is of the essence (see below).

### **Events**

Between the time that the spell wears off and when the warriors enter the throne room, each event will manifest itself in 2 event cards plus 1D3 ghosts.

### **Objective Room**

The warriors enter the throne room uninterrupted, and can get one clear shot at Gartax. Only one warrior can make the shot, which is enough to kill him if it hits him in his drained state. The shot must be taken at +2 ballistic skill, as the undead powers attempt to disrupt the warrior's aim. Luck and other bonuses may not be taken into account. If the shot hits, the necromancer falls to the ground, mortally wounded. If it misses, Gartax casts a summoning spell, and brings 3 rolls of undead from the level above the Dungeon Level and all three must be undead. Then, the necromancer slips out a back door, and is away.

If the warriors kill Gartax outright, then they are rewarded with an item of objective room treasure each, and 1D6 x 100 gold. If they fail to kill Gartax, they gain an item of dungeon room treasure each.

Once Gartax has been killed, the warriors may simply escape the back door, or if not, follow the evil Necromancer although he will be long gone by that point.

## **13 – Vampire's Curse**

The Warriors have just completed a quest, and are feeling rather proud of themselves, when they discover that the Objective Room has a more horrible secret. A Vampire has long laid dormant in the Dread King's Throne Room, awaiting the mystic energies released by the Warriors and their foes in their battle. This tomb is under the Throne Room, where the dread creature begins to emerge from. Unsure of the power of this creature, the Warriors decide to evacuate from this Dungeon rather than face the creature on its own turf.

### **Special Rules**

The Vampire has woven a mighty spell to change the Dungeon's layout, it is not the same complex that the warriors came through, and has been restocked. This is an indication of the Vampires vast power, and why the Warriors decide to leave.

The Dungeon is built as normal with one exception: the Warriors START in the Dread King's Throne Room Objective tile, and are seeking the exit. Thus, build the dungeon with 6 cards and the stairs, with them acting as the usual objective room. Then mix 5 cards and place them on top of that stack (the usual 6<sup>th</sup> is the room the Warriors start in).

Once the stairs is reached, the warriors may leave the dungeon out the door at the far end, and the Vampire will not follow into the light.

If any of the warriors are reduced to zero wounds in the same room as The Vampire, then they are in trouble. There is a chance The Vampire will consume their living spirits as they fall defenseless to the ground. As soon as a warrior is reduced to zero wounds, before he does anything else he must roll a D6. The warrior must then lose 1D6 times that many permanent wounds. If the warrior rolls a 1, the Vampire totally consumes their life force and they may not be healed in any manner. Luck, etc. may be used to re-roll the D6 permanent wounds but not the initial roll.

## Events

Each turn nominate a Warrior and draw a Warrior Counter. If it is the nominated Warrior, the Vampire has arrived! He can perform one vampire attack on a random Warrior before vanishing into the shadows, using the "Turn to Smoke" vampire ability to escape at the end of the turn. Should the Warriors manage to slay the Vampire (treat him as a Vampire Necromancer Lord, he heals back all wounds each time he escapes) in a single turn, he is reduced to a cloud of foul smelling smoke that drifts away. The Warriors then gain the gold value for him and find an objective room treasure.

## Objective Room

This quest begins in the Dread King's throne room, the Warriors must escape out and find their way through the dungeon. The tomb chamber is a mighty vampire's resting place, and contains his pets: 12 giant bats, 2D6 giant rats, and 1D6 tomb guardians, who issue forth from the subchamber and attack immediately. Once the creatures are defeated, they Warriors may leave and make their way out of the dungeon.

## 14 – The Redemption of Randon Keeg

The Warriors are camped near the intersection of the Ash and Great Mortis Rivers when they are visited by a ghostly form. Just before the warriors attacked they ghost of Randon Keeg spoke in a loud and unnatural voice asking the warriors to hear him out. He speaks of his plight of being restless and unblessed dead and then offers the warriors hidden gold and treasures to aid him in returning to the shrine of the ages, the one place where his soul can be put to rest. The Warriors for their own reasons decide to help, and set out looking for the dungeon.

## Special Rules

Randon Keeg is a ghost, but he will not attack the Warriors, nor will monsters attack him. He occupies no location on the board, being insubstantial, but will lead the Warriors as a vision through the Dungeon, trying to find the Shrine. He glows, and acts as a lantern that lights up one tile, the tile where the leader is. Should the lantern be extinguished in some way it can be relit the following turn without a roll due to this.

## Events

On an Unexpected Event, any time monsters are rolled, if Undead result the number of total Undead is the maximum possible (so if D6 can show up, 6 are there) representing the forces of darkness trying to prevent Randon's rest.

## Objective Room

If Randon is returned to the shrine of the ages (the Dread King's Throne Room) the warriors all receive 1 added to their starting wounds permanently as Randon's remaining life force is distributed between them. Before departing for his eternal rest, Randon reveals hidden treasure equal to 1D6 x 100 gold, 1 treasure card, which cannot be obtained until all the monsters are killed first.

## 15 – The Doom Beneath Cair Brettain

Beneath an ancient Bettonian castle a servant recently discovered some ruins. Part of the wine cellar deep in the bowels of the keep collapsed, revealing an ancient, beruned corridor thick with a dread odor and spirit. From this collapse horrors began to crawl forth, terrorizing and slaughtering noble and servant alike. The Duke of Brettain, Edmund Callow has hired the Warriors to explore and destroy the creatures within. His court magician has determined that they are generated by the tomb of a Liche laid to rest long

ago, guarding the ghastly bones. Should this tomb be destroyed the plague will cease. The Duke generously has decided that the Warriors may keep all the treasure they find as payment, plus D6x25 each level of the dungeon.

### **Special Rules**

The ancient tomb is filled with an aura of horror and doom, and all fear and terror rolls are at -1 on the die. If the lantern goes out, dark spirits work against the warriors, and there is a -1 on the D6 roll to light the lantern.

### **Events**

If a monster event is rolled it is ALWAYS undead. Use the charts in the Catacombs of terror for monsters and events.

### **Objective Room**

The Objective Room is dominated by a throne with the inert body of the Liche on it. He will not stir nor come to life, he is totally dead. However, his horrible evil influence gives the Undead a +1 to hit in the room and all Necromantic Magic will succeed, it cannot roll no spell. Once the monsters are all defeated the Warriors may loot the body of the Liche, who has treasures on him and in his lap, tribute left long ago.

## **16 – The Catacombs of Vranth**

Beneath the city of Vranth an ornate system of catacombs was hewn. They served as the tombs for both king and commoner, and with a complex and powerful system of blessings and magics lay quiet for centuries. But recently, the wards have become weakened and the dead have begun to walk once more. The Vranth Magistrates have gathered and hired the Warriors to determine the source of this and destroy it if they can. Learning the source earns them D6x50 gold, destroying it double that.

### **Special Rules**

The catacombs are lined with dead, and as such any undead attack gains Ambush 5+.

### **Events**

Any unexpected event that results in monsters will also include a number of skeletons equal to the Battle level of the dungeon, woken and crawling from the catacomb walls.

### **Objective Room**

The Objective Room holds a mighty spellcaster, probably weak from his efforts to shatter the wards and wake the dead for a mighty army. As such, he cannot affect the combat at all unless a Necromancer or Liche is rolled up randomly as one of the creatures the Warriors must face. If so, he is sitting on the throne and will not move from there unless directly threatened and cannot cast spells.

## **THE FIRE CHASM**

### **11 – The Flames of Righteousness**

One night as the rest of the party sleeps, the watchman hears an unearthly noise coming from beyond the ridge. Waking the others and then rushing to locate its origins the warrior crests the hill to see the plain beyond covered in dark and foul magic. A veritable army of creatures marched slowly forth and as they walked new members seemed to rise from the ground to join their ranks. Apparently some necromantic enemy has decided it is time to eliminate our warriors, this time with an army rather than some elaborate trap.

The warriors quickly depart heading north but after some limited thinking realize that their predicament is indeed direr than they had thought. Given the fact that the warriors must rest and the undead needn't rest the warriors conclude that they must do more than futilely attempt to outrun this army.

Just then one of the warriors recalls a tale of a dungeon with the fabled Flames of Righteousness nearby. This Ancient structure is said to send any that pass through the flames to safety, if they can survive the purging fires and face their own demons. No one can confirm its existence but with lack of a better plan our warriors stride off towards the flames of righteousness.

### **Special Rules**

Amazingly they find the dungeon but with the undead horde close on their heels. Due to the complexity and number of monsters involved in the objective room for this quest it is in reality 3 rooms joined together. Connect the fire chasm and 2 generic dungeon rooms together end to end to create the flames of righteousness. One special note is that the monsters may not cross the bridge or exist in any way on the other side as the flames would detect and attempt to extinguish their inner evil.

### **Events**

The warriors have 3D6 turns to make their way through the dungeon, every turn after that, 6 tomb guardians will arrive at the far end of the previous tile, and march to attack the warriors. Although normally warriors cannot explore while monsters are present, in this case they may while the Tomb Guardians approach. Once the warriors enter the objective rooms the guardians will not longer attack as they lack the willpower to enter the room of pureness.

### **Objective Room**

Once the warriors enter the fire chasm objective room they will be confronted by a number of foes. Roll on the Objective Room Monster Table for the beasts that guard the Fires of righteousness, horrible monsters who will stop at nothing to prevent anyone from reaching them. These monsters are placed on the near side of the Fire Chasm, none are on the other side under any circumstances, place them behind the Warriors if necessary.

If the warriors kill everything in the objective room then they each receive 1D6 x 100 gold, a dungeon room treasure card, and an objective room treasure card. After this the warriors must cross the bridge. When crossing the bridge, roll the warriors Battle-Level in dice. The warrior is then placed alone in a dungeon room, for every 1 rolled a wight is present, for every 2 a wraith, for every 3 - 5 a tomb guardian, and for every 6 nothing. All the monsters in this room must be killed as the warrior conquers his inner demons. If he fails he is burnt alive by the flames of righteousness. After these creatures are dead the warrior is transported many miles away straight to the empire outpost of Karan Haz.

## **12 – The Forge of Karak Khazad**

Deep under the World's Edge Mountains was a Dwarven stronghold of great wealth and renown. Most of the world knew of Karak Khazad, and its fabulous metal works, producing items of power and beauty. But with the fall of the Dwarves, the forge at Karak Khazad was lost, and its enchanted anvil abandoned. Now the foul creatures living in the ruins use the anvil for their own purposes, and although unable to attain its full potential, the results are truly troubling nonetheless. The Dwarven Enchanter Smith Dol Gondur has hired the Warriors to retrieve this anvil, and return it to him. In payment, he will either offer D6x200 gold or an item he creates with the anvil. If the item is chosen, make two

rolls on the Weapons and Armor Dungeon Room Treasure table, and choose the one the Warriors like the best. This he gives to them for free.

### **Special Rules**

Any creature with a magic item of any kind (armor, item) also has a magic weapon (if one already is called for, then ignore this rule). The locals have been using the forge.

### **Events**

There are no special rules for events in this dungeon

### **Objective Room**

The Anvil is in place of the dragon statue, but is the same size, with all the accoutrements and is far too large and weighty for mere mortals to carry off. However, once the monsters of the dungeon are all dealt with, the Warriors may use a special wand the Dwarf provided that shrinks the Forge and its anvil to a tiny size to carry home. Once the Forge is reduced in size, a doorway out to the surface is revealed.

## **13 – The Dragon Oracle**

High above the city of Khost is a dragon's cave, where the monster will answer questions for a price. Only the bravest of Warriors can hope to reach the dragon and learn their answer, for he keeps the dungeon well stocked with creatures. The Warriors have been hired to reach the dragon and ask a single question: is the treaty offered by a nearby count trustworthy or not? The Duke hiring the Warriors pays well, an objective room treasure and 50 gold each.

### **Special Rules**

There are no special rules for this dungeon

### **Events**

The count is indeed untrustworthy, so much so he hired assassins to try to kill the Warriors off. The first Unexpected Encounter in the dungeon that results in monsters is instead assassins! Roll monsters from a level higher than the dungeon and place the minimum amount of them in the room... these creatures were hired to slay the Warriors and tell them so.

### **Objective Room**

The dragon will not answer any questions (rather ignoring the Warriors entirely) until all the monsters that he filled the room with are dead and the Warriors stand before him. Once the Warriors reach the dragon and defeat all the creatures, they activate a magical item that creates a connection between them and the Duke. Asking the question the dragon answers NO, and the Duke thanks the Warriors. The dragon reveals an exit to the surface and bids the warriors adieu before going to sleep and snoring rumbly deep snores. The only objective room treasure is that given by the Duke, there is none in the objective room at all.

## **14 – The Dark Elf Passage**

The Dark Elves have been using an underground passage to attack the surface cities with as they sail from sea to sea in their Black Arks. Small expeditions of the Dark Elves have been using this dungeon for some time now, and the Warriors are hired to destroy the passage with a special dwarven bomb. They must find the place the Dark Elves are coming out and demolish it or return with enough information to allow a later group to do so. Upon completion of the task, the Warriors receive D6x50 gold each and a piece of Objective Room Treasure.

### **Special Rules**

The bomb can be used in combat, it does 5D6 damage with no deductions for armor, and ignores all dodge/ignore pain type rules. It does this damage to everything in a 2x2 area, and does 1D6 less damage each square further out from that (so only 4D6 3 squares out, 3D6 4 squares out, and so forth). Of course, if so used, the Warriors cannot finish their task and will not be paid.

### **Events**

If any event results in Dark Elves as the monsters faced, there will be the maximum number of them (so if 2D6 Witch Elves can result, there will be 12).

### **Objective Room**

The Firechasm is the actual passage used, there is a pathway from deep in the earth to the surface here, and the Dark Elves use it to move from their Black Arks to the settlements in raids. The far side of the FireChasm actually has an exit to the surface, the one the elves have used that the locals did not know about, but to use it the Warriors have to cross the bridge. If the bomb is used, it blows the bridge out and thus it cannot be crossed normally any more.

## **15 – Destroy the Crown!**

The Crown of Command has been lost in a huge battle between Dwarves and Chaos Dwarves when the Chaos Dwarf Hero Gha'zzik fell to a Slayer's axe. The Crown was discovered by a Night Goblin and fell into the Warrior's hands when they killed the nasty little beastie. This item was in their hands for some time, but it constantly attracted unpleasant attention from Chaos, and they searched for a manner to destroy the thing finally. The only way known nearby was the Fire Chasm, to fling the offending crown into its mystic fires. So off the warriors go, hoping for the best.

### **Special Rules**

The Crown of Command allows the Warrior carrying it to take control of a given monster by rolling an initiative test (subtract the target's initiative and then roll, trying to roll better than 7). The monster remains in control of the Warrior, acting on the end of the Warrior phase in whatever manner the Warrior controlling it so chooses. Only one such creature may be controlled at a time. Note: no one will buy the crown and if it is simply abandoned, the Chaos Dwarves will regain it and terrorize the nearby area. Being heroes, the Warriors would rather not see that (or at least, it would make the settlements difficult to shop and train in).

### **Events**

Any unexpected event that results in a monster is not rolled randomly; it is forces of the Chaos Dwarves desparately attempting to retrieve the Crown. Consult the table below for the type of monster encountered by level.

### **Objective Room**

The Fire Chasm will flare up tremendously if the item is thrown in and this flare will destroy the bridge across it. Thus if the Warriors desire to cross, they will have to before they throw the Crown of Command in.

## **16 – The Inventor Must Die**

A demented Dwarf has secluded himself in the nearby dungeon, and for over a year now has been creating bizarre and lethal items of his own design. Unfortunately, he sells these items to the local monsters in exchange for being left alone, and has become corrupted by their Chaos influence. The local lords have had enough of his war machines and weapons being used by the monsters and hire the Warriors to kill the

offending inventor. Upon delivering his head, the Warriors will receive D6x20 gold and D6 healing potions each (heal D6 wounds a piece).

### **Special Rules**

There are no special rules for this dungeon

### **Events**

All unexpected events are events, not monsters. There are few monsters wandering this dungeon, unless shopping, but traps abound.

### **Objective Room**

The Dwarf is hidden in a bizarre contraption that is designed like a dragon. It can breathe fire once every D6 turns, but roll a D6, if a 1 is the result, then the machine jams, and it will not breathe any more. The dragon breathes fire at the end of the turn it goes off, and does D6 in D6 damage to a random warrior (toughness etc all applies). All creatures in a direct line to the Warrior struck from the dragon are affected, as are any creatures beyond the Warrior until a wall is reached. Once all the monsters are slain, the Dragon can be opened up and the Dwarf inside slain, he is helpless and very loony, skinny as a reed with no clothes but his beard. Inside the dragon are a dungeon room treasure and any treasures the monsters generate.

## **FOUNTAIN OF LIGHT**

### **11 – Curse of the Wolf**

One of the Warriors was attacked by a werewolf and torn horribly on a trip to a Settlement, and upon arrival discovered he was infected by the Curse of the Wolf. Hurling from the City, the Warrior sought an answer for the cure to this curse, and with his friends learned of the Fountain of Light buried deep in the mountains. Supposedly enchanted with great power, this Fount is able to heal any affliction, remove any curse, for a price. With little else to try, the Warriors set out for the Fountain of Light, racing against the full moon.

### **Special Rules**

The Dungeon has two Objective rooms. Build the dungeon as normal, but use the Fire Chasm card for the objective room. When this room is conquered then the Warriors may pass through a door on the far side of the Chasm room into the Fountain of Light.

In addition, the Curse of the Wolf is trying to prevent the Warrior thus afflicted from being cured, draw a Warrior Counter randomly. This Warrior is the lycanthrope, and might change in the Dungeon due to the Curse's influence. If The Warrior becomes a Werewolf, he must be taken to 0 wounds to restrain him (or otherwise paralyzed, netted, etc). At this point unless healed, he will die, but will change back to a human immediately.

### **Events**

Should the Warriors roll two Unexpected Events in a row, instead of a standard event, the fluctuation of POW results in the Lycanthrope changing into a werewolf. The Warrior in question begins changing shape, tearing armor and clothing off as the other monsters back away in primal understanding and kinship. No monster will attack the Lycanthrope in the D6 turns it takes for him to change shape into a Werewolf, and once he has become the Wolf, he is then treated as a monster. The Lycanthrope will not change more than once in this dungeon.

## Objective Room

The Objective room is actually the Fountain of Light, but it is guarded by the Fire Chasm. The Fire Chasm is treated as the objective room, with the rolls for monsters within it. However, the treasure is not in here, but lies beyond in the Fountain of Light. Bones of the ones who failed to pass the test of the Fountain lie about it, and within that is the treasure the Objective Room ordinarily would give (including additional treasure for any unexpected events) plus a potion of healing (heals D6 wounds) and D6x50 gold.

The afflicted Warrior must spend D6 turns in the fountain bathing, while in it he is immune to any assault and no monsters should they appear from an Unexpected Event will attack him nor even take note. At the end of the bathing, the Warrior must roll a D6 and add his Initiative. If this roll exceeds his Battle-Level, the Warrior is cleansed, and free of the curse, although he now has a wolf's head tattoo on one arm.

If this roll fails, the Warrior becomes the werewolf once more and remains in this form for eternity, immediately attacking the nearest Warrior.

## WEREWOLF

A curse lies upon the land, warping and twisting the unfortunate who are afflicted. With the coming of the full moon the curse is manifest, changing the form of an ordinary soul to a dark and evil creature of Chaos, the werewolf. Werewolves are enormous wolves with deep red glowing eyes and ruddy black fur. They are rare, but if they wound someone without killing, their curse may be transferred.

Wounds:	25	Attacks:	2
Move:	5	Gold (Each):	550
Weapon Skill:	4	Armour:	--
Ballistic Skill:	--	Damage:	2D6
Strength:	4		
Toughness:	4*		
Initiative:	4		

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
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**Special Rules:** Werewolf, Curse

**WEREWOLF:** Werewolves are largely unaffected by weapons that are not magical or silver. Any blow by a non-magical, non-silver weapon does half damage after toughness is calculated.

**CURSE:** Any Warrior reduced to 0 wounds and healed is infected by the Werewolf's Curse, and will become one on the full moon. While in this state, the Warrior is a monster, and will not be a hero in any sense of the word, rather a stalking, monstrous killing machine, a force for chaos. This lasts sunset until morning, and can only be cured by extraordinary means, such as a quest or very rare herbal treatment.

## 12 – The Poisoned Water Supply

Skaven under the last settlement the Warriors visited have found the spring that feeds the towns main water supply. Snickering evilly, they placed a sliver of warpstone into the spring, thus contaminating the water of the settlement. The people of the settlement beg the Warriors to enter the catacombs beneath the settlement and assist them, offering rewards and laud if they can save the water from this poison. Should the Warriors

succeed, they are given a total of gold equal to 50 x (2D6 for a village, 4D6 for a town, and 6D6 for a city).

### **Special Rules**

There are no special rules for this dungeon.

### **Events**

Any monster resulting in Skaven of any kind has the maximum number of Skaven appearing (so if 2D6 Storm Vermin can appear, 12 will show). This represents the dwindling presence of Skaven in the catacombs.

### **Objective Room**

Once all the monsters are defeated, the Warriors are faced with the task of removing the Warpstone from the spring (represented by the fount). This is a poisonous, destructive horrible radioactive chunk of chaotic death, and cannot be handled safely. It cannot even be nearby the spring or it will still have residual effects.

Any Warrior touching the Warpstone takes D3 wounds a turn from it, with no modifiers whatsoever. These lost wounds cannot be healed by any spell, device, or potion, only time (the time spent on the road to a new settlement). The Warpstone also might have a corruptive effect on the Warrior if it gets into his system, anyone touching it must roll a Strength Check. Failure results in the wounds being lost permanently, plus a loss of -1 STR. The Warpstone must be carried either outside (leaving the dungeon) or to another tile. It cannot be destroyed by any means at the Warriors Disposal except a Pit of Despair or casting a Window of the Void directly on top of the stone.

## **13 – Purifying Spring**

In the local area, there is a spring of water said so pure and clear that it is able to remove the taint of any curse or poison by washing in it. The Warriors are hired to take a cursed item from the local lord, a signet ring, and cleanse it of the dark curse that lies upon it by using the spring. The Lord is confident that they Warriors can reach it, and at the very least, they should make it far enough in the ring won't be found any time soon to extend its curse on the Lord's family any longer. Should the Warriors return with the signet ring, the Lord gives them D6x25 gold each and presents them with a cart.

### **Special Rules**

The Purifying Spring's presence negates any poison in the dungeon. Any creature with venom, poison, toxin or any special poison attack (such as Poison Wind Globardiers) will not have those attacks.

### **Events**

No Chaos monsters can be encountered due to the purifying influence of the spring, if any are rolled, roll again. This includes Chaos Dwarves and their kin.

### **Objective Room**

Any model adjacent to the spring may drink from it on his turn. This takes the entire turn, but heals 2D6 wounds by doing so. It also eliminates any disease, disfigurement, or other effects that are harming the model. The presence of the spring negates any tomb rot or similar area of damage that any item or monster causes due to its cleansing nature. Once the creatures are all dead, the Warriors may wash the signet with the spring and its curse is lifted. Any cursed item can be thus cleaned, removing the curse with its waters. The Warriors must then make their way back out of the dungeon to the entrance.

## 14 – Spring of Power

Deep beneath the wizard's spire there is a mystical spring of magic energies, potent in the extreme with the winds of power. This Spring is the source of the mageguild's font of power, where they recharge items such as wizard staffs or orbs of power. This Spring is well known of, but is perilous to approach by any Warrior.

The Warriors are about to leave the settlement when a worried old fellow stops them and begs their indulgence. It seems the Wizard's Guild has fallen prey to a Skaven trick, a splinter of Warpstone dropped into their Font of Power. Although the Skaven quickly perished, and the Warpstone was removed, the Font no longer has any Power in it. The only way to replenish it is to take a special container and fill it with waters from the Spring of Power beneath the Wizard's Spire. Should they do this task, the Wizard's Guild will grant one treasure card to each Warrior and fill any Power items for free.

### Special Rules

All Power rolls in the dungeon are at +1 due to the strong Winds of Power in the area. Any natural 1 still results in an unexpected event. Due to this magical force however, any monsters that can cast spells are able to cast 1 extra spell a turn (so if a Necromancer Lord can cast 3 spells a turn, in this dungeon, he can cast 4). Further, it is more difficult to dispel magic (for example, the Wizard's dispel magic succeeds on a 4+, in this dungeon it is a 5+) and all magic resistance is 1 harder (5+ becomes 6+, 6+ is unaffected).

Nominate one Warrior, that warrior carries the flask used to carry the liquid, and if he is reduced to 0 wounds, then the flask is destroyed. No other container will suffice to carry the Waters of Power, and the quest is over should this happen.

### Events

Any monster that has any magical items at all (magic sword, for example) has an additional magic item (even if this results in more than one). The local mages have been using the Spring to create items.

### Objective Room

Once the monsters are defeated, the Warriors may fill the Flask of Power with the mystic liquid. In addition, the Warriors may wash one item with the Waters of Power and it is then treated as magical for purposes of hitting certain monsters and such. Although no special abilities are conferred, the item is considered magical from then on.

## 15 – Font of Blood

An outpost of Dark Elves nearby has been wreaking havoc in the nearby settlements, raids and slave capturing parties have spread their evil among the Empire, and worse yet, the Witch Elves are strong there. An army of the Dark Elves led by these horrible women using their Blood Cauldron has caused great destruction near the outpost. The local mages believe there is a Font of Blood in the outpost, an abhorrent spring of blood that the Witch Elves use to fill their cauldron and bathe in, rejuvenating them and fuelling their dark magic.

The Warriors have been hired to destroy this Font, using a special Dwarven bomb while the Dark Elf army is away raiding a town. The Empire will assault the outpost, and mourn the town's loss later, giving you what they expect only minimal resistance as you make your way to the Font and demolish it. When the Warriors destroy the Font and return, they will be given D6x100 gold each and a treasure card each.

### **Special Rules**

The Dwarven bomb can be used in combat, it does 5D6 damage with no deductions for armor, and ignores all dodge/ignore pain type rules. It does this damage to everything in a 2x2 area, and does 1D6 less damage each square further out from that (so only 4D6 3 squares out, 3D6 4 squares out, and so forth). Of course, if so used, the Warriors cannot finish their task and will not be paid.

Once the Font is destroyed, the Warriors must make their way back out of the Dungeon, but it will be swarming with Dark Elves.

### **Events**

Any event that calls for Dark Elves will result in the largest number of them (so if 2D6 are to arrive, 12 will be there). In addition, any Witch Elves will frenzy automatically, and any Dark Elf mages will be able to cast 1 more spell a turn. The Dark Elves are very strong here.

While the Warriors are on their way back out of the Dungeon after destroying the Font, the chances of running into Dark Elves increases considerably. Any Power Die roll of 2 at that point results in encountering a Dark Elf patrol. This consists of one witch elf per level of the Dungeon and D3 Dark Elves for each level of the dungeon. For each 4 levels there is an additional Dark Elf Mage.

### **Objective Room**

The Witch Elves have summoned many monsters to protect their Font as they leave to do battle with the Empire, and none may actually be in the room. Roll normally on the Objective Room Monster Table, if any Dark Elves result, the maximum number are there. Once the monsters are all defeated, the bomb is set in the font and the players have 3 turns to exit the room before it explodes as listed above. This will destroy the font utterly, and anger the local Dark Elves no end. Any encountered on the way out of the dungeon will be Frenzied and fight until they die with +1 to any fear rolls.

## **16 – Quench the Fire**

In a recent battle with the forces of Chaos, the Prince of Evestri captured a powerful Chaos device called the Fire Standard. He has tasked the Warriors with quenching this device and snuffing its foul green fires forever. The only place to do that is in the Font of Light, buried deep beneath the forest of Ardeniz nearby. But the Font is said to be overrun with monsters, horrors deep within the caves under the surface have inhabited it.

When the Warriors return, they will be paid D6x50 gold and given a horse and cart.

### **Special Rules**

All Chaos creatures encountered are +1 attack and +1 to hit due to the power of the standard (this includes the Beastman and Chaos Warrior if they are played).

### **Events**

Once the standard is destroyed, no monsters will be encountered on their way out, but Unexpected Events may still trigger events, so continue to check.

### **Objective Room**

Once the Warriors destroy all the monsters, they can plunge the standard into the waters and it is destroyed, leaving a husk of a standard. The monsters all wail in terror and flee once this happens, leaving a clean path to the surface.

## **IDOL CHAMBER**

## 11 – The Dark Eve

The Warriors arrive in a small city known as Gharig, on the edge of the marshes of madness, where they meet a messenger from the council of the empire. A visage of the great undead king Nagash had appeared before the council telling them that he was returning and that his armies would soon destroy all that the empire had built. Grim news indeed, for even if untrue, the power required to create such an apparition so far away would be immense. Even worse than the news from the messenger, however, is the local state of the city.

Displeased with the warriors and their past deeds, Nagash, or his current replacement, has assigned one of his groups of minions to attack the warriors and eliminate them. The Dark Eve, as this group of elite warriors is known, first tried to convince the inhabitants of Gharig to turn the warriors over to the dark eve by threatening them with death and a curse.

The inhabitants of Gharig are not your run of the mill peasants though, having great bitterness towards the undead that kill their crops and indeed friends as well, refused to give in to their demands. Instead the peasants decide to support the warriors, as long as they could find a way to stop the curse of the dark eve which kills 1 citizen every night that the warriors live. When purchasing anything in this city, a roll of 5 or 6 will reduce the cost by 25%.

### Special Rules

To stop the curse, the warriors must take water from the sacred fountain in Gharig and pour it on the idol in the idol chamber, once this is done, the power that the idol was providing is stopped and the curse is broken.

### Events

Every turn the members of the Dark Eve will enter the dungeon, being placed in the first room. From there they will pursue the warriors through the dungeon unless halted by an impassable obstacle. The number of Dark warriors (Skeletons armed with swords) is determined with a D6 roll and these warriors have +1 weapon skill and +1 strength. Note that these attackers are in addition to any other monsters. Note: that the normal rules for exploration do not apply, because otherwise the warriors wouldn't make it past the first room, in this quest you may explore when monsters are present. These monsters move at their normal movement rate (4 for skeletons) and track the path to the Warriors directly, being guided by evil magics.

### Objective Room

Once the Warriors defeat the monsters in the Idol Chamber, (the most powerful denizens left alive and enslaved to the Dark Eve) the warriors may bathe the idol in the magical water. Once this is done, a chest at the base of the altar yield 1D6 x 100 gold and an objective room treasure card to any warrior who participates in the battle.

## 12 – Destroy the Idol

A Chaos Idol is high in the mountains, a source of power and worship for the foul creatures. It must be destroyed, to cripple the powers of Chaos in the area and clear the blight on the land it represents. If done so, the Warriors will all be marked and all prayers at the Temple will be at half price in perpetuity.

### Special Rules

The Chaos effect of the dungeon makes all spells cost one POW less when cast, but all spells are treated as if the Wizard is one battle-level lower (so a 6<sup>th</sup> level Wizard's Spear

of Light would do 5D6, not 6D6). In addition, all skills that do not require a skill roll (such as Ignore Pain and Power Shot) now require an Initiative Test (7+ on D6+initiative) to succeed until the idol is destroyed.

### **Events**

If any Chaos creatures result from an event, then the maximum number of them results (so if 2D6 can appear, 12 are there).

### **Objective Room**

The Idol cannot be destroyed until all the monsters are dead, and it has 50 wounds, with no toughness nor armor. All four warriors can work on the idol, but due to the nature of the work, only one attack each turn can be made on it per Warrior, and no spells have no effect on it at all. Once the damage has been done, the Idol collapses, and the power is broken. Within the Idol is 2 rolls of Dungeon Room treasure and 3D6x50 gold.

## **13 – The Shrine of Knowledge**

Hidden in the forest nearby is a shrine of Knowledge, able to grant wisdom to one who reads its runic base and meditates. The Warriors are in the area and decide to give it a try, although the locals warn it is not a safe place to travel.

### **Special Rules**

There are no special rules for this dungeon.

### **Events**

There are no special rules for events in this dungeon.

### **Objective Room**

Once the monsters are cleared out of the objective room, the Warriors may meditate at the altar one at a time, each one taking a turn. If they do so, they may roll for a skill on their appropriate tables (or if there are no skills available, their next level costs 25% less gold to achieve due to the learning). This dungeon does not generate an objective room treasure, instead a dungeon room treasure is found in the objective room.

## **14 – Battle Shrine**

Nearby the settlement the Warriors visit is rumored to be a shrine that was built centuries ago to train warriors and soldiers in combat. It will allow access to a complex filled with monsters and treasure, if payment is made. The Warriors are cautioned though, that the monsters are rumored to be very dangerous in the dungeon.

### **Special Rules**

The dungeon will not open unless the Warriors put at least their battle level x 20 gold on the idol, or a piece of treasure. All monsters encountered within the dungeon are one level higher than indicated, but only half of the number are encountered (for example, the unlucky player rolls an 11, one level higher, on a 3<sup>rd</sup> level dungeon. This results in a 5<sup>th</sup> level creature (one level higher than the additional level) but half of the normal number of creatures will show).

This dungeon is built somewhat differently than most, with the Objective Room at the beginning. Take the stairs and treat it as the objective room (mix it with 6 cards) and place five random cards atop them (the first card is already known, the Idol Chamber). When the stairs are found, this is the exit, and the objective room treasure awaits them at its base.

### **Events**

If an Unexpected Event ends up as an event, then the warriors find a dungeon treasure in addition to the event.

### Objective Room

The dungeon begins in the Idol Chamber, and there are the creatures in it as normal. This is the only room that the additional level rule in Special Rules does not apply, the normal number and composition of Objective Room monsters is found here. Once the monsters are defeated, there is no Objective Room Treasure, that is waiting at the end of the dungeon. The door to the training dungeon will not open until all monsters have been defeated, and all Warriors have placed their tribute at the idol. It is placed on one side of the Idol Chamber, and leads to the rest of the dungeon.

## 15 – The Kabalic Locus

It is said in the valley of Cormallis lies a Shrine, an underground temple. Long ago mages were said to make pilgrimages there from the Empire to meditate and study, for it was an area of great magical power, the winds of power were strong there. This Kabalic Locus has been lost over time, but surely power is still there for the bold. Recently, the Warriors discovered the notes of a long dead wizard with what appears to be a map to the Locus. The Warriors set out at the urging of the local Wizard, hoping to find riches and adventures there, and unknown power.

### Special Rules

Due to the magical nature of the Locus, all Power rolls are at +1 in the dungeon (a roll of natural 1 still results in an Unexpected Event). Due to this magical force however, any monsters that can cast spells are able to cast 1 extra spell a turn (so if a Necromancer Lord can cast 3 spells a turn, in this dungeon, he can cast 4). Further, it is more difficult to dispel magic (for example, the Wizard's dispel magic succeeds on a 4+, in this dungeon it is a 5+) and all magic resistance is 1 harder (5+ becomes 6+, 6+ is unaffected).

### Events

There are no special rules for events in this dungeon.

### Objective Room

Once the monsters are defeated in the Objective room anyone who wishes to may spend a turn to meditate at the Shrine. Any spellcaster who does so rolls on the table below, others can spend the time and gain +1 luck the following adventure. Only one Warrior may meditate at a time at the Shrine. Each turn thus spent generates an Unexpected Event on a 1 or 2 due to the winds of power surrounding the Warriors. Any Warrior may meditate more than once at the shrine, but doing so increases the time required by a turn each successive attempt, and increases the number for unexpected events by 1 (so the second time a Warrior meditates at the shrine the Unexpected Events occur on a 1-3).

ROLL	RESULT
2	There is no result, the Winds turn against your efforts
3	The Winds of Power blow strong with you. For the next adventure, all Power rolls are +1 (a 1 still results in an Unexpected Event)
4	Power fills your senses. Roll a D6 and add that to your Power total for the next adventure
5	The Winds blow through you. All staves, orbs, and other Power receptacles are filled to their maximum
6-8	The Winds of Power guide your path. +1 luck permanently
9	The Winds of Power fill you. All Power Rolls for you are at +1 permanently
10	Power fills your soul. Roll a D6 and add that to your Power total permanently
11	Power Fills you with knowledge, roll a D6 and learn a spell of that spell number

	of your choice
<b>12</b>	Power Roars through your brain, roll 3D6 and learn spells as you desire with this result as if advancing a level. Then roll one spell at random and erase it, forgotten.

## 16 – The Gilded Idol

The Warriors hear of an idol crusted with gems and gold, buried deep into the distant mountains. The trip will take time, but the treasure is rumored to be very great.

### Special Rules

The Dungeon actually is D6 weeks travel from the settlement that the Warriors are in, and must be traveled to with standard wilderness hazards along the way.

### Events

There are no special rules for this dungeon.

### Objective Room

The Idol dominates the Objective room, gleaming with gold and precious jewels, worth far more than the Warriors had hoped. Once the monsters are cleared out, the Warriors may loot the Idol. There are untold gems and precious metals here to be stolen, but they must be pried out of the idol taking takes D3 turns to finish. While the Warriors work, the Idol's deity protects its self by making Unexpected Events occur on a 1 or 2. In addition, once the gem or gold has been prized loose, the Warrior must roll a D6 and consult the table below. Each item pulled from the Idol is worth 2D6x50 gold when sold. There is no limit to the number of gems the Warriors can pull from the idol, other than their desire to face the consequences and monsters. All the Warriors can try at the same time, taking differing amounts of time.

ROLL	RESULT
<b>1</b>	The Idol summons a monster to battle you, roll on the battle level one higher than your present level. Only one of the creatures shows up, regardless of the number shown, and all the other Warriors are caught in time, unable to interact, help, harm or be harmed in any way. This monster will kill you unless you kill it first, roll Pow as normal but no Unexpected Events occur.
<b>2</b>	The Idol curses you! -1 luck permanently. If this reduces the Warriors luck below 1, keep track, it negates further luck gains as if it were a negative number.
<b>3-6</b>	There is no effect

## THE FIGHTING PIT

### 11 – The Beast

Captured by the goblin warlord Urgal Headsticka while exploring his home in Karak Azul, the warriors have been given a chance to escape and, in the process, provide entertainment for the goblins. The warriors must fight their way to freedom without weapons or armor! And as if that's not enough, their only way out is through a minotaurs' lair.

### Special Rules

The warriors start the dungeon stripped of any armor or weapons they may have, and must fight with their bare hands.

#### No Armor

While they are without armor the warriors may only deduct their toughness from any blows that hit them.

#### **No Weapons**

The warriors start with no weapons at all (even missile weapons) and must fight in hand-to-hand combat using their fists. While fighting unarmed each warrior will do 1D3 wounds when he hits plus his strength.

#### **Events**

When the first monster event is triggered, it will be (D6xDungeon level/2) goblins armed with spears. They are carrying the warriors weapons! As the warrior kills a goblin roll a D6 on a 6 the goblin had one of that warriors weapons determined randomly, the next turn the warrior may give up half of his attacks to pick up the weapon which he may use the next turn. In any case if the warriors manage to slay all of the goblins, they may retrieve all of their weapons.

When the second monster event is triggered it will be D6xDungeon level goblins armed with bows. They are carrying the warriors armor. As a warrior kills a goblin roll a D6 on a 6 the goblin was carrying a piece of that warriors armor determined randomly, the next turn the warrior may give up all of his attacks to put on the armor. If the warrior chooses to do so the goblins are at +1 to hit (+1 BS as well) him. In any case if the warriors manage to kill all the goblins they may retrieve all of their armor.

#### **The Pit (Final Room)**

Do not roll on the objective room monster table when the warriors find the final room as the following rules apply. The only way to escape this dungeon (excluding the daylight event) is through the trapdoor in the bottom of the Fighting Pit. However Urgal has had his wizards place a powerful magik on the floor of the pit such that when the first warrior jumps into the pit 2x Dungeon level minotaur will appear at the far end of the pit (there a door there ain't there?). Combat then continues as normal. This is not an unexpected event, and in fact no unexpected events occur as long as the minotaurs live. If the warriors succeed in killing the minotaurs they must then open the trapdoor that will require 15 strength to open, so up to 2 warriors may attempt to open the door at a time rolling D6+ST and adding them together. If a doubles is rolled the warriors clumsily step on the door and close it again back to 15 st. Roll for unexpected events each turn. After the warriors open the door they find the way out, and a cache of treasure! Roll on the treasure table once for each warrior, Also each warrior receives an objective room treasure.

## **12 – Challenge**

As the warriors are finishing up their business in town, they notice a poster announcing a challenge to clear an abandoned castle of it's infestation of creatures the prize being an objective room treasure per warrior in the troupe, also 3D6 x 50 gp. Unfortunately other groups of warriors also notice the poster and will compete with the warriors for the prize.

## Special Rules

Roll D6 to find the number of groups of warriors your group is challenged by. When you move from tile to tile roll D6 equal to the number of other groups of warriors, if any of the dice come up 1 this tile has already been visited and there will be no automatic event! Unexpected events in such a tile occur based on the number of 1's rolled on the previous dice. If no 1's were rolled on all of the dice then the only way an expected event can occur only on a die roll of 1, if any 1 was rolled then unexpected events occur on a 1 or 2, and so on adding 1 to the possible die roll to get an unexpected event up to the maximum of 1 through 5, a 6 will never have an unexpected event. This is due to the denizens of the castle coming to see what all the racket is.

## The Pit (Final Room)

As with any of the other rooms it is possible for the other group of warriors to have made it to the fighting pit and cleared it out. Count the number of 1's rolled on the other warrior group roll. If you have rolled none then roll on the objective room monster table and fight them as normal, the other groups must have been wiped out! If the warriors finish off the monsters they find their way out of the castle and head back to town to gain their treasure, roll on the outdoor hazards table as normal back to the town/city you came from. If any 1's were rolled for the warrior group roll, each warrior rolls a number of dice equal to that number. Any doubles are as follows:

Double	Result
1's	The room has been cleared out! The other warriors are on the way home. There is 4D6 x10 gold in the room scattered about but that is all.
2's	The other warriors were here, but they've been slain! Roll on the objective room monster table and subtract 3 from the roll. These monsters are waiting for you and ambush!
3's	The other warriors were here, but they've been slain! Roll on the objective room monster table and subtract 2 from the roll. These monsters are waiting for you and ambush!
4's	The other warriors were here, but they've been slain! Roll on the objective room monster table and subtract 1 from the roll. These monsters are waiting for you and ambush!
5's	The other warriors were here, but they've been slain! Roll on the objective room monster table. These monsters are waiting for you and ambush!
6's	The other warriors were here, but they've been slain! Roll on the objective room monster table and add 1 to the roll. Fight the monsters as normal, if the warriors survive they may 'loot' the bodies of the other warriors in the room, draw treasure cards for each warrior that chooses to 'loot' these slain hero's.

if more than one set of doubles are rolled randomly determine what occurs on the table above, add 1 to the die roll for each extra set of doubles of different numbers rolled. No doubles means roll as normal on the objective room monster table, however unexpected events can occur on either a roll of 1 or 2 and there is in addition to the monsters rolled from the objective room table one more set of monsters from the dungeon level.

## 13 – Arena

The Arena is a famed battle pit, with mighty pit fighters from around the world competing for cash and freedom. However, it has been determined that forces of Chaos have kidnapped and sold a prince to the slavers and he is scheduled to fight to the death soon in the pits. The event is a Battle Royale, where many combatants fight against each other all at once. However, it is rigged, all the creatures will attack the prince to slaughter him utterly, then fight each other for a victor. The sweetheart of the prince has hired the Warriors to get into the arena and set him free. She will pay them D6x25 gold each for his body, and add an objective room treasure each for him alive.

**Special Rules**

There are no special rules for this adventure.

**Events**

There are no special rules regarding events for this adventure.

**Objective Room**

The Arena room is surrounded by a cheering crowd, and the Warriors arrive just as the fight is about to begin. The monsters that are rolled up for the Objective Room are the other arena fighters, and as the Warriors enter the room, they recognize a threat, and turn on them immediately. Place the Prince on the far end of the pit, against the doors. He is drugged and will not fight nor defend himself, simply stand there in a daze with weapons. Once all the monsters are set free, the Warriors can take the Prince out the back doors and flee, chased by gladiators and guards alike. However, each turn that the combat continues, roll a D6. If a 1 results, one of the monsters adjacent to the Prince has turned on him and slain him out of spite. If there are no monsters next to the Prince, this does not occur.

14 –

**Special Rules****Events****Objective Room**

15 –

**Special Rules****Events****Objective Room**

16 –

**Special Rules****Events****Objective Room**

## ANY TILE

### 11 – Trapped!

The Warriors have just begun to explore a dungeon when the door collapses, sealing them in the complex! Unable to dig out, they are forced to find a separate exit from this place.

#### Special Rules

The only way out of this dungeon is to find the Daylight! Event, use a spell such as Transport of the Damned or get to the end of the Dungeon and leave through the Objective Room. Thus, the Escape! Table cannot be used.

#### Events

There are no special rules for events in this dungeon.

#### Objective Room

The Objective Room used is standard, with the typical monsters. Once the Warriors defeat the monsters, they find the treasure and a lever that opens a door to the surface, and freedom!

### 12 – The Maze

The Warriors have found a dungeon that is supposed to contain a horrible minotaur, as well as great treasure. But it is also a maze, winding and long, and the Warriors need to track down the beast first. Many have tried, few have even escaped to tell of it.

#### Special Rules

This is a maze, and as such has no rooms save the Objective Room. Remove all room cards when making the dungeon, it will be exclusively passages, Ts, Ls and stairs.

#### Events

The Minotaur has trapped his lair heavily and has other creatures scurrying about in the dark, so Unexpected Events occur on a 1 or 2 in this dungeon until the Objective Room is reached.

#### Objective Room

In the Objective Room is the Minotaur, and possibly some other minions, based on the level of the dungeon. Consult the table below for its contents:

LEVEL	CONTENTS
1	1 Minotaur
2	3 Minotaurs
3	2 Minotaurs and 2 Ogres
4	3 Minotaurs and 2 Trolls
5	1 Minotaur Champion
6	3 Minotaurs and 1 Minotaur Champion
7	1 Minotaur Hero
8	1 Minotaur Hero and 3 Minotaur Champions
9	1 Minotaur Heros, 2 Minotaur Champions, and 3 Minotaurs
10	3 Minotaur Heros, 3 Minotaur Champions, and 3 Minotaurs

## 13 – Underworld City

The Warriors have found a city deep underground, swarming with monsters. The complex is gigantic, and actually has shops and homes, including a king in the Objective Room.

### Special Rules

The Dungeon is made up of entirely Objective Rooms and halls, stairs, and such, remove all normal rooms from the Dungeon. All monsters encountered are one level lower than the dungeon level, but there are two rolls worth in every room. If this is a first level dungeon, simply take one roll at the first level. Any time a treasure is taken, roll a D6; on a 1 the room was a shop, consult the table below for the shop that you loot instead of ordinary treasure. The Warriors may take an item from the shop of stock number no higher than twice their BL.

ROLL	RESULT
1	Gunsmith
2	Weaponsmith
3-4	General Store
5	Fletcher
6	Armorer

### Events

There are no special rules for events in this dungeon.

### Objective Room

The Objective Room has the normal monsters, but in the place of the highest roll that the monsters come from there is a single monster from two levels higher (for example a roll on the dungeon level and a level higher would result in one at the same level and a single monster two levels higher instead). There is an exit to the surface from this room, which the Warriors can take advantage of after killing the monsters and looting the room.

## 14 – Rescue

A foolish group of young men from the nearby village has taken a dare and gone into the local dungeon, never to return. Their families plead the Warriors to at least find out what became of the idiots, all 6 of them, and will pay 20 gold and 2D6 provisions for each one that they bring home alive. Doubtful, but interested in finding out, the Warriors enter the dungeon.

### Special Rules

There are no special rules for this dungeon.

### Events

There are no special rules for events in this dungeon.

### Objective Room

Roll a D6 for the number of surviving fools when the Warriors enter the Objective room, they are tied up and being tortured by the inhabitants, whom the Warriors ambush (one free attack this turn) on a 5+. The monsters forget all about their fun then and attack the Warriors, which leaves the hapless idiots alive if the monsters are defeated.

## 15 – Thief

A thief has stolen an heirloom from the local Duke, and he desires their return as soon as possible. The thief has fled to a local dungeon where he has his lair, and the Warriors are hired to quietly and quickly recover the heirloom. Upon their return, the Heroes will be paid 500 gold each.

### Special Rules

The Heirloom is worth 3D6x500 gold if sold on the open market, but by doing so, they make a powerful enemy. In any settlement they enter thereafter, each day a D6 roll of 1 results in their discovery and capture, and if they cannot roll initiative+D6 of 8 or higher, their execution the following day. The Duke will never rest until the Warriors are brought to justice.

### Events

There are no special rules for events in this dungeon.

### Objective Room

The Thief and his loot are in here, he is simply one of the monsters that is in the Objective Room. Once the treasure has all been collected, the heirloom is in addition to this treasure, a locket with a picture of a very ugly silly looking boy (the young duke).

## 16 – Fugitive!

The Warriors are part of a posse hunting down a murderer, a horrible man responsible for killing dozens of young girls. When the trail ends at a dungeon, the others look to the Warriors to enter and find the Dark Elf Assassin, and bring him to justice. Alive, he is worth 1000 gold, dead, only 500.

### Special Rules

The Elf has entered the dungeon just ahead of the Warriors and is exploring it with his ring of sight and natural stealth. He is a Dark Elf Assassin, with a cloak that absorbs 1 wound every hit and furs for 1 armor. He breaks pin automatically and will flee if possible, not needing the lantern to see, and he moves at 5. If the Assassin is reduced to 0 wounds, he dies; unless healed that turn, in which case he is simply incapacitated. His equipment can be taken, it is furs, an elven cloak, and a pair of elven boots. The ring allows you to see as if you have a lantern. He also has a repeater crossbow, but it is broken by the struggle if he is killed.

### Events

On each Unexpected Event, the Warriors have caught up with the thief, in addition to the monsters. He will be on the far side of the room and flee as soon as possible. The thief will only stand and fight if he cannot flee.

### Objective Room

If the Assassin has not been defeated earlier, or not caught, he is in this room, in the back. The normal monsters are there, plus him with a Repeater Crossbow. He is able to fire the crossbow once every other turn, and if it hits, he can fire again and hit a different target. The crossbow does D6+3 and each time it hits he can fire again, which the Assassin will use to spray shots evenly among the targets. This crossbow will be broken when the Assassin dies, unless the Warriors have a Dark Elf Assassin among their ranks, in which case he can pick it up.