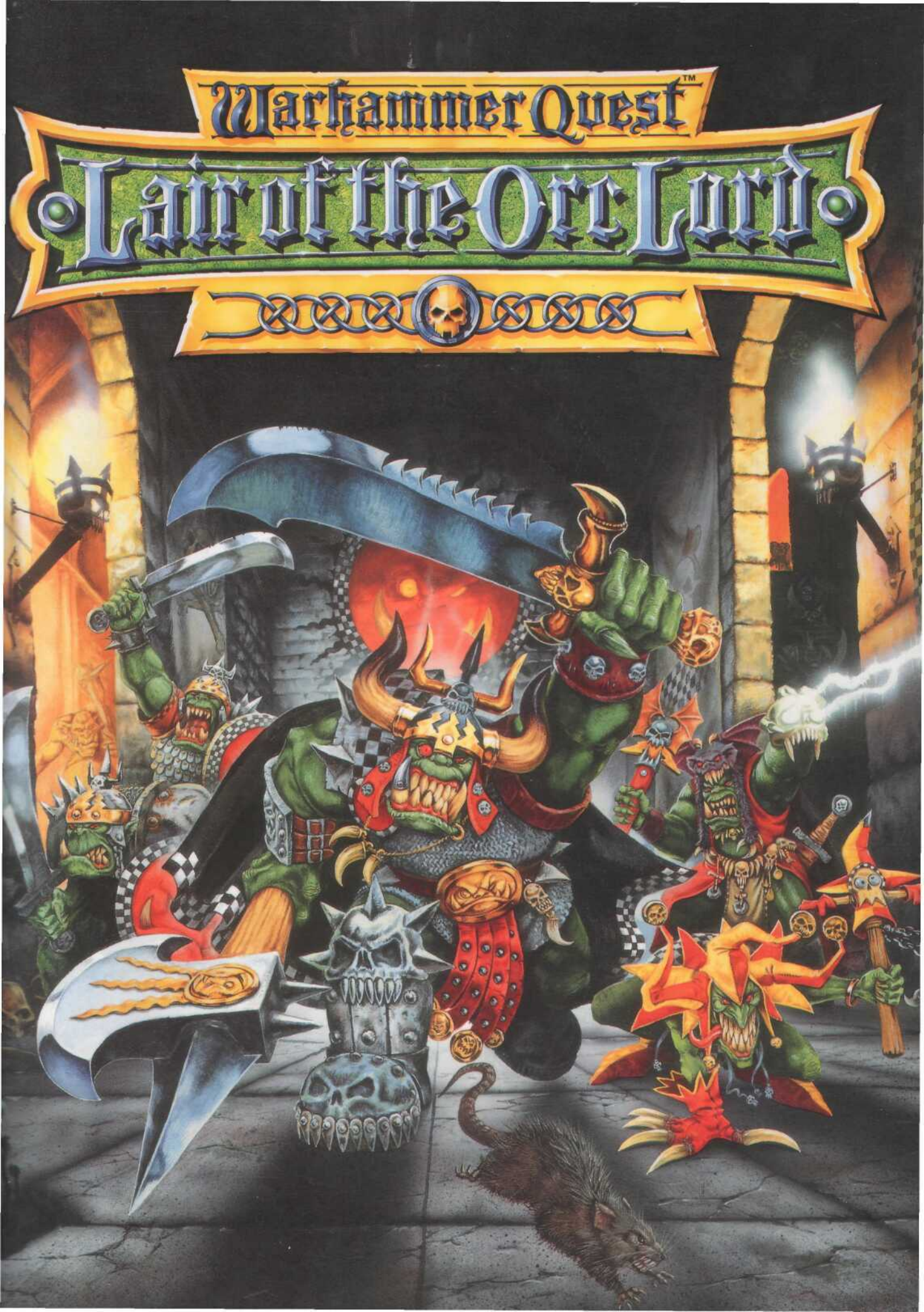
Warhammer Quest™

Lair of the Orc Lord



'EAVY METAL™

· LAIR OF THE ORC LORD ·

THE HEROIC WARRIORS FACE THE DREADED BLACK FANG ORCS IN GORGUT'S LAIR

GORGUT, WARBOSS OF THE BLACK FANG ORCS

ORC BIG'UN

SAVAGE ORC

Just a few of the hundreds of Citadel Orc and Goblin models which can be used in your Warhammer Quest games.

ORC WARRIOR

BLACK ORC

GOBLIN WOLF RIDER

FOREST GOBLIN

GOBLIN WARRIOR

HOBGOBLIN SNEAKY GIT

NIGHT GOBLIN

REFERENCE SHEET

· BOGOFF THE SNOTLING ·

Moving with unbelievable speed, a diminutive Snotling dashes towards the Warriors and grabs the lantern.

BOGOFF THE SNOTLING

Bogoff the Snotling has drunk a potion given to him by Skabnoze the Orc Shaman, which has sent him into a whirling frenzy. Bogoff (WS 1) dodges all hits against him on a dice roll of 4+. He may move through or occupy any square, even if another Monster or a Warrior is in it. Bogoff is never pinned.

Bogoff appears next to the Leader, grabs the lantern and rushes off. Move him as far away from the Warriors as possible, while not leaving any of them in the dark. He will move in this way at the start of every Monsters' Phase, and will continue to lead the Warriors a merry dance until he is finally hit, at which point he will drop the lantern and run off. If another event occurs during this time Bogoff will simply stay as far away from trouble as possible and continue his game when it is over.

The Warrior who hits Bogoff gets 150 gold. He also picks up the lantern and becomes the leader!

· THE RUSTY KEY ·

If the Warriors find themselves trapped, with no hope of escape (due to a cave in, portcullis, etc.), then the rusty key will unlock a secret door, allowing them to continue. Place a new door on the section and continue with any remaining Dungeon cards (from alternative T-junction turns, etc.).

One use then discard.

· NETTERS & CLUBBERS ·

A GOBLIN NETTER AND CLUBBER

Goblin Netters and Clubbers are placed in pairs. The Netters will attack first – roll to hit as normal. If the net hits, the Warrior is caught and can do nothing until he breaks free. Place a Netted counter next to him. The Clubbers then attack, and if they are attacking a netted Warrior they add +2 to their hit roll.

At the start of each Warriors' Phase 'netted' Warriors may try to get free. Each netted Warrior must roll 1D6+ his Strength, and score 7 or more to break free. Once he has broken out of the net, a Warrior can move or attack as normal. Warriors who don't manage to break free must wait until the next Warriors' Phase and try again. If there is no-one for a Netter to 'net', he will whip out his club and smack someone with it instead.

· GUBBINZ THE JESTER ·

GUBBINZ THE JESTER

Gubbinz is a strange-looking Goblin dressed up as a jester. He 'befriends' one of the Warriors (use the Warrior counters to determine who). While he is with the Warriors, Gubbinz counts as a Warrior, not a Monster. Place him adjacent to his chosen Warrior and move him at the end of the Warriors' Phase.

Gubbinz is a great distraction for the Wizard. While the jester is around, the Wizard must subtract 1 from the Power Phase roll (though a natural 1 is still 1).

Gubbinz gets in the way when the Warriors are fighting Monsters. If a Warrior rolls a natural 1 to hit, Gubbinz trips him up! Place the model face down on the floor until the start of the next Warriors' Phase. Monsters attacking a prone Warrior get +1 to their to hit roll.

GROWLER THE SQUIG HOUND

If a Warrior strikes or fires at Gubbinz roll on the table below instead of rolling to hit. Attack spells only work against him on a roll of 5 or 6. He only has 1 Wound, and is Toughness 2, so almost any hit will kill him. It's hitting him that is the problem! If he is killed by magic, count the result as a 6 on the table below.

1-2	Gubbinz ducks and the Warrior hits himself. Roll damage as normal.
3-4	Gubbinz trips up the Warrior.
5	Gubbinz neatly dodges the blow.
6	Gubbinz screams and dies theatrically. Growler the Squig Hound turns up to avenge his master's death – take the Squig Hound special card.

Gubbinz is worth 250 gold. You may only take a Treasure card for him when Growler has been killed.

· FALLING BLOCKS ·

If the Warriors experience the Falling Block event while they are moving down the Collapsed Passage, they may find their party is split by the Fallen Block counter.

Unless they have an alternative light source, any Warriors who find themselves on the other side of the block from the leader will be 'lost in the dark'. Warriors who are lost in the dark must roll on the Escaping Table at the back of the Adventure Book to see whether they manage to make it out of the dungeon safely.

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REFERENCE SHEET

· ORC MINIONS ·

When Gorgut the Orc Boss or Skabnoze summon their minions, roll on the table below to see who turns up.

D6	MONSTERS
1-2	3 Orcs & 3 Orc Archers
3	3 Orcs
4	3 Goblin Spearmen & 3 Goblin Archers
5	3 Goblin Archers
6	3 Goblin Spearmen

	ORCS	GOBLINS
Wounds	3	2
Move	4	4
Weapon Skill	3	2
Strength	3	3
Toughness	4	3
Attacks	1	1
Value:	55 gold	20 gold

Orc Archers need to roll 4 or more to hit. An Orc's bow has Strength 3, and causes 1D6+3 Wounds.

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Orcs	2	3	4	4	4	4	5	5	5	6

Goblin Archers need to roll 5 or more to hit, for 1D6+1 Wounds.

Goblin Spearmen may attack from 2 squares away, past intervening models.

Opponent's WS	1	2	3	4	5	6	7	8	9	10
Goblins	3	4	4	4	5	5	6	6	6	6

· WILD CAVE SQUIGS ·

Roll a D6 each Monsters' Phase to see what each Squig does:

CAVE SQUIG

1 The Squig does nothing this turn.

2-4 The Squig attacks a Warrior, use the Warrior counters to determine who. The Squig moves adjacent to that Warrior and attacks as usual.

5-6 The Squig attacks the nearest Monster. Move the Squig adjacent to the Monster and attack as usual. If there are no Monsters left, the Squig runs off and is removed from play. The Warriors get no gold for a Monster killed by a Squig or for a Squig that runs off.

· NIGHT GOBLIN FANATIC ·

NIGHT GOBLIN FANATIC

Night Goblin Fanatics eat huge amounts of hallucinogenic fungi, which turns them into whirling death machines. Fanatics are armed with a ball and chain which they whirl maniacally about themselves.

Fanatics attack immediately they are placed. Place each Fanatic as close to as many Warriors as possible. Any Warriors adjacent to a Fanatic automatically suffer 1D6+3 Wounds modified for Toughness, but not armour. However, if a Fanatic rolls a 1 for damage he manages to wrap the chain round his neck and strangle himself (the Warriors don't get any gold if he kills himself!). At the start of each new Monsters' Phase each Fanatic will move up to 4 squares to get adjacent to as many Warriors as possible to attack them again with his ball and chain. Fanatics are never pinned.

· SQUIG HUNTERS ·

A Squig Hunter team consist of two Goblin Squig Hunters and one Cave Squig. *The Squig Hunters come on one base and are* treated as a single model, attacking with their prodder.

NIGHT GOBLIN SQUIG HUNTER TEAM

Use the Warrior counters to see which Warrior the Squig Hunter team attacks. Put the Squig model in a square adjacent to the Warrior and place the two Hunters next to it. The Goblins and the Squig all attack the same Warrior: make one attack for the Squig, and one combined attack for the Hunters. Together, the two Hunters make one combined attack each turn with their prodder for 2D6 + their Strength (3) damage.

If one of the Goblins is killed, the remaining Goblin makes a normal attack (1D6+Str). You will have to remember that one of the Goblins has been killed or remove the Hunter team and replace it with a single Goblin spearman model.

Squig hunter teams are never pinned.

If one or both of the Hunters is dead, the Squig reverts to its wild ways. Treat it as a Wild Squig from now on (see the rules to the left). Lone Hunters should be treated as Goblin spearmen.

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It had begun on the icy steppes of Kislev, when the ageing seer had cast the bones onto the dying embers of the fire. The call had gone forth across the Old World for Warriors strong and brave to undertake a most terrible quest. The risks were great, but the potential rewards would be unimaginable.

Many famous Warrior bands took up the challenge, and a great throng gathered to hear the prophecy at the appointed time and place. An expectant hush fell over the crowd. The biting wind whistled through the bare, black trees, the only sound save the crackling and spitting of the last few chunks of wood on the fire. After many minutes, the seer threw back her hood and shrieked the words of her prophecy in a cracked and soul-chilling voice.

The prophecy foretold the ascendancy of a great Orc Warboss, and of a coming time of carnage and death. "Nothing is ever certain," the crone had cackled to the assembled throng of Warriors. "All the bones can tell is what might be. Bring me the head of the Warboss before the passing of 12 moons, and calamity may be avoided." With that, she bowed her head and was silent.

The plain had echoed with the sound of horses' hooves, as the eager Warriors had galloped away into the gathering darkness to begin their epic quest.

Four remained, and after a moment's hesitation approached the cowled figure squatting by the fireside.

The leader of the party, Moradrel the Elf Ranger, clutched his thick furs tighter about his body as he stepped forward into the flickering light of the fire. He cleared his throat.

"Wise seer, what is..."

"His name is Gorgut, Warboss of the Black Fang Orcs."

"Where..."

"Mount Gunbad, southern slopes, Worlds Edge Mountains."

"And...."

"Have I not told you enough? Must I kill him for you too? Go, before I lose patience!"

Shamed, the four Warriors turned and strode into the night.

"That's the way to do it, eh manling?" he grunted at Moradrel. The Ranger had ignored the calculated insult. "You lack finesse, my friend."

There had been four of them at the start. The start! A mere two days ago! With the passing of Bachanan Firestorm, the most accomplished human Wizard Moradrel had ever met, their strength was severely depleted.

The Wizard had been dogged for hours by a prancing, cackling Goblin who had appeared from nowhere and joined the Warriors. Moving as fast as lightning, the idiot creature was almost impossible to catch, and had got in the way of the enraged Wizard's spellcasting. Attempts to kill the Goblin jester had failed dismally as it leapt nimbly out of the way, and its demented shrieks had attracted Goblins and Orcs aplenty.

In a cave that radiated foul magic, they had been ambushed by a veritable horde of greenskinned scum, led by a ferocious shaman. As his minions hurled themselves at the Warriors, the foetid air was rent by the flash of dark magic as he struggled for mastery with Firestorm. The human Wizard had won the day, a lightning bolt stabbing out towards the snarling Orc shaman. As it struck home, the Orc simply vanished with a hoarse bellow, a result which seemed to surprise even the Wizard.

The Goblin jester had snarled and tripped the Wizard up, and he'd been dragged away by a horde of screaming Goblins. Trying in vain to carve a bloody path though their foes and rescue their companion, the others had slain so many greenskins that soon they stood behind a rampart of bleeding flesh.

They had been forced to witness the death of Firestorm from a distance, as his spells thundered and rolled around the cavern. He had died at the calloused hands of some of the biggest Orcs they'd ever fought, his magic searing the flesh off one of them even as the scimitar of another pierced his heart. His last action had been to bring the whole room collapsing about their ears, and the three survivors had leapt to safety, leaving Firestorm entombed forever – a fitting end. They had been left with no option but to go on.

Zzangar White-eye the Pit Fighter inched forwards along the narrow passageway, his spiked flail before him. The pale light of the lantern he held cast grotesque shadows dancing along the rough rock walls of the tunnel. His two companions followed him, too tired to argue with each other any longer.

Moradrel winced as another wave of pain washed over him. The arrow had come within a hair's breadth of taking out his eye, and had ripped a deep gash in his right temple. Zzangar had offered the Elf a swig of his Heal-Itt potion, but Moradrel had turned up his nose at the foul brew. He could cope with the pain and their goal must be near.

None of them were under any illusion that they had the element of surprise any more. The half an hour spent trying to wrest the lantern back from the elusive little Snotling had caused such a commotion that all the Orcs within ten miles of these dank caves must be alerted by now.

The breath of Skarrag Skelfsonn plumed in the cool darkness. The ageing Dwarf Warrior was tiring, though he would not admit it. It was his knowledge of the mountains that had brought them here, and the sheer numbers of Orcs, Goblins and other foul monsters they had encountered suggested that this was indeed the lair of a great Warboss.

Skarrag's armour was rent and torn where he had gone down under the attacks of three ravaging, leaping, bounding fanged monstrosities not ten minutes earlier. The maelstrom of battle had been so tempestuous that the others had not dared intervene for fear of hitting the Dwarf. A blur of axe and fang and blood, the fight had raged for no more than a minute, after which Skarrag had emerged bleeding but victorious.

And now, dispirited, wounded and near exhaustion, they faced the entrance to a vast cave. Fires glowed in the darkness, reflecting off piles of dimly seen treasure. Crude armour plates clanked together as many hulking figures moved in the shadows. Black fletched arrows sang in the air, skipping off the wet flagstones before them – the monsters ahead were clearly expecting them.

The Warriors drew themselves together and grinned at one another. This was it, the moment of truth. Now they would slay their foe and return with his head as their trophy, or die trying. Nothing had stopped them so far, so maybe they were in with a chance. "This is it, my friends, we stand at the gates of death. Let us hope we pass through and emerge victorious." Moradrel's noble voice cut the foul air, and his weary companions found new strength from his words. Skarrag shrugged off his fatigue, and Zzangar drew himself to his full height.

"Let's do it!" The Pit Fighter's voice rasped menacingly.

As they stepped towards the doorway, they were stopped dead by a powerful bellowing roar. A roar that a dragon would have been proud to call its own, a roar to topple mountains and raise the dead, a roar to chill the bones of the mightiest Warrior.

"WAAAAAARGH! WAAAAAAARGH GORGUT! COME'N GEDDIT WARRIORZ, COME OUT TA PLAAAAAY!!"

With a look of consternation, Moradrel turned to the Pit Fighter.

"Perhaps I will partake of your healing elixir after all..."

· INTRODUCTION ·

Lair of the Orc Lord is a supplement for Warhammer Quest, the game of dungeon adventures in the Warhammer World. This Adventure pack includes eight brand new metal Citadel miniatures, three new board sections, 36 playing cards, several counters and a comprehensive 48 page rulebook. The pack is designed to work with all the rules in Warhammer Quest, so you can now take the Elf, Dwarf, Barbarian and Wizard deep into an Orcs' lair in search of treasure and glory. Apart from any special rules in this book, all the normal set-up and game rules for Warhammer Quest also apply to Lair of the Orc Lord.

The Warriors will be risking their lives exploring the deep cave complexes that are home to an entire tribe of Orcs, as well as a multitude of other creatures such as the dangerous Night Goblin Fanatics and the terrifying Cave Squigs. The Warriors will need all their strength and courage to face the horrors that await them. They must be ever watchful as they pass through the dimly lit passageways and rooms, on the lookout for devious traps and sneaky ambushes, not knowing what may lie in wait for them through the next doorway. The way to their goal will be treacherous and many challenges face them, but there are rich rewards to be had for those who have the courage to enter the Lair of the Orc Lord!

· CONTENTS ·

Your copy of Lair of the Orc Lord should contain the following components:

1 Lair of the Orc Lord rulebook

Floorplans: 1 Objective Room (Gorgut's Lair)
1 Dungeon Room (the Shaman's Den)
1 Corridor (the Collapsed Passage)

6 counters: 1 Fallen Block counter
3 Netted counters
2 Pit of Despair counters

36 playing cards: 3 Dungeon cards
21 Event cards
8 Treasure cards
4 Special cards

Citadel miniatures: 1 Orc Lord (Gorgut)
1 Orc Shaman (Skabnoze)
3 Orc Big'Uns
1 Goblin Jester (Gubbinz)
1 Snotling (Bogoff)
1 Squig Hound (Growler)
2 plastic Doorways

THE RULEBOOK

This rulebook is split into sections according to how much of the Warhammer Quest rules you want to use. The first section of the rulebook explains how to incorporate the components from Lair of the Orc Lord into your straightforward games of Warhammer Quest, just by adding the new floor plans, cards and miniatures. At the end of this section you will find six brand new adventures set in the Orcs' lair.

The second section of the book contains many new tables and charts that can be used with the Advanced rules and the Roleplay game, plus some new Monster tables specially designed for the Lair of the Orc Lord.

The final section of the rulebook is a pre-written three-part adventure set in the Lair of Gorgut, the Orc Warlord. It is designed for Warriors of battle-level 2-3, and follows on from the Death Below Karak Azgal adventure in the Warhammer Quest Roleplay book. You will need a Gamesmaster to play this adventure.

CARDS AND COUNTERS

There are Dungeon cards for the new board sections as well as cards for the new Monsters, events and treasures that can be found in the Orcs' lair. Do not mix the four Special cards in with the other cards – keep them separate until you need them.

The new Fallen Block counter is used with the Falling Block Event card.

Fallen Block counter

The Goblins have set up a cunning trap – a stone block that falls from the cave roof to squash the Warriors. Splat!

Netted counter

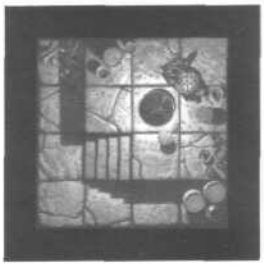
Use these counters to show which Warriors have been ensnared by Goblin nets.

BOARD SECTIONS

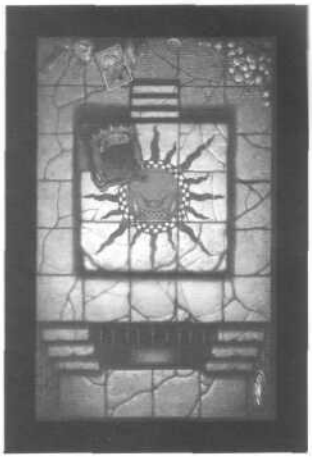
The new objective room, Gorgut's Lair, is the home of Gorgut, an Orc Warboss, and is the basis for six new adventures. The new dungeon room, the Shaman's Den, is where the Orc Shaman Skabnoze carries out his strange and dangerous magical experiments. There is also a new corridor, a collapsed passage where the Warriors will be forced to advance in single file with the leader knowing that if there is any trouble he will have to face it alone.

Collapsed Passage *(Corridor)*

The Shaman's Den *(Dungeon Room)*



Gorgut's Lair *(Objective Room)*



· DENIZENS OF THE ORCS' LAIR ·

These new miniatures represent the special Monsters that can be found in the Orcs' Lair, though you will need to have other miniatures available to represent their sundry minions and henchmen.

Skabnoze, the Orc Shaman

Bogoff the Snotling

Gorgut, Warboss of the Black Fang Orc tribe

Orc Big'Uns

Big'Uns are bigger and tougher than normal Orcs, and are often used as guards. There are two different sorts of Big'Un model.

Gubbinz the Goblin jester and Growler the Squig Hound

· SECTION 1 ·

SETTING UP

Before playing Lair of the Orc Lord, you will need to decide whether you are going to play a specifically 'Orcy' adventure, or just shuffle the new cards in with all your other Warhammer Quest cards for a massive dungeon bash!

DUNGEON BASH!

If you want to play a massive dungeon bash, without using any of the special Orcy rules in this rulebook, just shuffle any of the new cards you want to use into your existing Warhammer Quest decks. You still need to separate out the Objective Room cards as usual, but otherwise you will just have bigger and more unpredictable decks to play with!

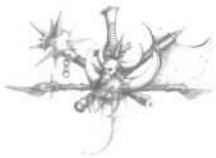
'ORCY' ADVENTURES

If you want to play an Orc and Goblin adventure, you will need the Dungeon cards from Warhammer Quest, but only use the Event cards and Treasure cards included in this set.

Dungeon cards. You will need to sort out the Dungeon deck slightly differently from the way you normally do. Put all the Objective Room cards except Gorgut's Lair back in the box. Shuffle the Dungeon cards, deal out ten, and put the rest back in the box. Shuffle the Collapsed Passage and the Shaman's Den cards in with the ten Dungeon cards you have just dealt out to give you a pack of twelve Dungeon cards.

Now proceed as normal: deal out six Dungeon cards and shuffle the Objective Room card (Gorgut's Lair) in with them. Place these seven cards face-down on the table, and put the other six Dungeon cards on top of them to form the Dungeon deck for your adventure.

If you turn to page 11 of this rulebook you will find six new Orc and Goblin adventures, along with special rules for the Gorgut's Lair and Shaman's Den board sections. As normal, roll a D6 to determine which adventure you will be playing.



"M" Event cards. There should be enough of these to have a totally 'greenskin' adventure. If you haven't got enough miniatures to represent all the Orcs and Goblins on the new cards, for now you could replace the cards you can't use with some from Warhammer Quest. In fact, some of the Event cards from Warhammer Quest are pretty 'Orcy' anyway, so you may like to shuffle them in with the Orc Event card deck.

"E" Event cards. There are eight special new events which should be combined with the 'M' Event cards to make the Event deck.

Treasure cards. Orc treasures are rather unpredictable, and may turn out to be anything from completely useless to really dangerous. If you want a really 'Orcy' feel to your game, shuffle these Orc Treasure cards separately and place them on the top of your Warhammer Quest Treasure card deck so that the first treasures the Warriors find will be those belonging to Gorgut and his minions.

SPECIAL MINIATURES

To help bring the Lair of the Orc Lord to life, the eight most important miniatures are included in the box. These have been especially designed for this Adventure pack, and are:

Gorgut the Orc Warboss
Skabnoze the Orc Shaman
Gubbinz the Goblin Jester
Growler the Squig Hound
Bogoff the Snotling
3 of Gorgut's Big'Uns

These models will need to be clipped onto their slotta bases. Of course, in order to really play Warhammer Quest properly, no game would be complete without giving the models a lick of paint. The photographs on the cover of this book show the superb results which can be achieved with Citadel paints, a steady hand and a keen eye!

Once you have sorted out the card decks and miniatures, you are ready to play.

· BACKGROUND ·

The following excerpts come from *All You Ever Wanted to Know about Orcs and Goblins but Were Afraid to Ask*. This infamous tome is rumoured to have been written by the Imperial historian and critic Mendeleven the Obtuse, but he has always claimed that it wasn't him. Treated as a joke in polite society, this book has become something of a hit with the more adventurous, and is almost a handbook for those Warriors who like to go into holes that lead deep underground.

'Ere be Orcs

Orcs are probably the most numerous race in the Old World, and can be found almost everywhere. If they didn't spend so much time fighting amongst themselves they would probably rule the Old World by now, but happily they seem to be more interested in pursuing their own internecine struggles. On the few occasions that a charismatic leader has managed to pull the tribes together, such as the infamous Azhag the Slaughterer, the world has trembled!

Orcs come in many shapes and sizes but on the whole they tend to be broad with big chests, powerful shoulders and heavily muscled arms. They also have very thick skulls, which unfortunately doesn't leave much room in their heads for brains. However, this doesn't necessarily mean they are stupid, but they don't tend to be great thinkers. If an Orc decides to do something he will just go ahead and do it... hitting something, usually. Oh, and another thing, Orcs are green!

Orc society is heavily dependent on a sort of 'pecking' order, more aptly described as a 'thumping' order. The top Orc is called a Warboss or if he is really powerful, a Warlord, and he will be the biggest, toughest Orc in the tribe. Below him will probably be a few Orcs that have achieved their own position of power as a Boss or Big Boss. If the Warboss dies the Big Bosses and Bosses will fight it out to see who becomes the next Warboss.

The other large Orcs in the tribe are known as Big'Uns. There is a strange relationship in Orc society between power and size. To the outsider it may seem that the bigger the Orc the more power he has, whereas in fact the more power an Orc has the bigger he gets! As a pushy Orc gathers more of his cousins to his cause he fills up with self importance and actually gets bigger. If two large Orcs want to sort out who is the most important this will involve the two of them standing toe-to-toe and hitting each other until one or both of them is dead. This tends to limit the number of Big'Uns in any one tribe.

The rest of the Orcs in the tribe usually keep their heads down and stay out of trouble. Being noticed can lead to work, pain or usually both! They in turn vent their anger on the Goblins, so everyone is happy! (Well, everyone except the Goblins, that is...)

There is a sub-species of Orc called Black Orcs. These tend to be a little bigger than normal Orcs, and have a darker skin. Black Orcs are tough and dangerous, and although they mostly keep to themselves you may find a few hanging around with an Orc tribe because it gives them plenty of other Orcs to look down on!

Of Night Goblins...

Compared to their bigger relatives the Orcs, Goblins are rather scrawny and weak, which is why the Orcs pick on them. They are also more intelligent and enjoy making their larger cousins look stupid, another reason why Orcs hit them a lot. In fact the only thing that they have in common is that Goblins too are green!

A long time ago some of the Goblins decided to live deep within caves and eventually they became different from the other Goblins, virtually a separate race. They are known as Night Goblins and they have become so accustomed to the dark that if they come to the surface they have to cover their heads and bodies in thick robes to protect their sensitive eyes and skin from the sunlight.

There are a few peculiar aspects of Night Goblin culture that may be encountered in caves inhabited by these strange creatures. Night Goblins grow many types of exotic fungi in their tunnels, some of which they use for food and some for the strange effects they have on the Goblin metabolism. The best known of the latter type is probably the Mad Cap. This fungus is brewed into a strange potion that turns Goblins into fearless homicidal maniacs. Before battle, Goblins take a swig of this intoxicating brew and hurl themselves towards the enemy, whirling a ball and chain around their head until they either hit something, strangle themselves or sometimes both! These crazed Night Goblins are called Fanatics – watch out for them!

Night Goblins are also responsible for a strange beast, half fungus half animal, called a Cave Squig. These things are best described as mobile teeth and have been known to take the leg off a Minotaur with one bite. If you come across one of these Monsters you just better pray that it doesn't wake up! Even the Goblins don't go anywhere near Squigs except in pairs armed with a huge 'prodder'.

Finally, one particularly nasty tactic to look out for is the 'Netter team'. Many a Warrior has been wandering underground, minding his own business, when a net has come whistling out of nowhere towards him. While tangled in the net the Warrior then spots the Goblin Netter's little mate running out of the shadows with a big spiked club!

Concerning the Nature of Snotlings..

Last, and most certainly least, come the Snotlings. These too are green, but are very small and are more like pets than intelligent Monsters. Only to be feared in large numbers, Snotlings but can be infuriating because of their habit of stealing anything that isn't nailed down!

· THE MONSTERS OF GORGUT'S LAIR ·

There are eight great new Citadel miniatures included in Lair of the Orc Lord to represent the Warboss Gorgut and his cronies. Rules for these special Monsters are given on the Event cards but more detailed rules and background are given below.

GORGUT, WARBOSS OF THE BLACK FANG ORCS

As already explained, Orc tribes are lead by a Warboss and possibly a number of lesser Bosses, the biggest Orcs in the tribe. Directly under them are a number of other large Orcs called Big'Uns who aspire to being Bosses. Together they make up the ruling class of Orcs.

The Black Fangs are a tribe of Orcs who live on the southern flank of Mount Gunbad. During an attack by a raiding party of Dwarfs from Karaz-a-Karak, the Warboss, Bigrot the Gross, was foully dispatched from behind (though rumour has it that the reason he was hit from behind was that he was running away at the time).

However, it wasn't until the Dwarfs had gone that the real troubles started. Two of the Big Bosses, Vertigut the Big and Blocknose the Squat, gathered their supporters together and fought it out to see who would be the new Warboss. When the dust settled it seemed that in the excitement both had died along with most of their supporters and quite a few spectators. This was the signal to all the Bosses that the Warboss's job was up for grabs and soon nearly the whole tribe was at war.

Within days it began to look as if there would soon be no Black Fang Orcs at all. Many separate factions had sprung up, and because Orcs like nothing better than a good fight, all the Orcs were involved with one side or another, and most with more than one side! It was then that a surprisingly cunning Big Boss called Gorgut finally made his move. Gathering his favoured Big'Uns he quickly struck at some of the other Bosses, whilst trying to avoid getting into piecemeal scraps with their followers.

The simple technique of rushing upon his victims while they were asleep or wounded and despatching them with a few well placed blows from his trusty sword seemed to work a treat. Victorious each time, he added the defeated Orc's followers to his own and continued his rise to power. Finally, he crushed the last of the opposition (literally, with his 'klever boulda trap fing') to become the acknowledged Warboss of the Black Fangs. Any Orc that refused to bow down before him was dealt with harshly by Gorgut's Big'Uns, who carried out their master's orders with an unholy zeal borne out of terror for their own safety... and because they enjoyed that sort of thing.

It was about this time that Skabnoze the Orc Shaman turned up. After his great plans had been wrecked by a group of meddlesome Warriors in the dungeons under Karak Azgal, the Shaman had wandered in the mountains for months, finally turning up at Mount Gunbad. Always quick to seize an opportunity for more power, Gorgut was pleased to see Skabnoze, and after hearing Skabnoze's somewhat embellished tale of his rise to greatness with the help of the powers of Chaos, Gorgut asked him to stay and become his Shaman.

Skabnoze was given his own den where he could carry out his strange experiments and in return supported Gorgut's rule whole-heartedly. Between them they are now building the Black Fangs into a tribe to be feared.

Gorgut's meteoric rise to power means that although he is Warboss, in reality he isn't all that more powerful than the other Big'Uns in his tribe, it's just that his fearful reputation has stopped any of them realising it yet. If they all got together, they might be able to oust Gorgut and steal his gold. A vague feeling of insecurity has made Gorgut slightly paranoid, and he is always worrying that someone is out to get him.

Gorgut is already convinced that Skabnoze wants to do away with him, but Gorgut has 'found' a magic ring which he believes will protect him. The ring counters the build-up of magic power, sometimes actually cancelling it out, so that when a magic user gathers the power for a spell the ring works against him. He has also been training his most loyal Big'Un followers in the noble art of the 'Eadbutt, a special fighting skill feared by all the Orcs' enemies.

GORGUT

Wounds	12
Move	4
Weapon Skill	4
Strength	4
Toughness	4 (5)
Attacks	2
Damage	1D6+4
Gold	400

Special Rules

Minions. Gorgut always travels around with three Big'uns (see page 10) and a bodyguard of minions – a number of Orc and Goblin henchmen who are supposed to guard him. When you draw the Gorgut Event card, roll on the Minion Table to see who his current bodyguards are.

MINIONS TABLE

D6	Monsters
1-2	3 Orcs & 3 Orc Archers
3	3 Orcs
4	3 Goblin Spearmen & 3 Goblin Archers
5	3 Goblin Archers
6	3 Goblin Spearmen

Armour. Gorgut wears armour that gives him +1 Toughness (giving him Toughness 5).

Magic Ring. Gorgut has a Ring of Magical Protection that he has scavenged from somewhere. When Gorgut is present during a Power Phase the Wizard rolls for power as usual but then another player rolls a second dice. This second roll is subtracted from the first, usually leaving the Wizard with little or no power. Note that this does not make an unexpected event more likely, an unexpected event still only occurs if the Wizard's roll was a 1.

SKABNOZE, ORC SHAMAN

After his disastrous change in fortune in the dungeons under Karak-Azgal, the Shaman wandered alone in the mountains for many months, looking for a new home. Eventually he came across the Black Fangs tribe, and has been with them ever since. Now, supported by Gorgut, he has a new position of power among the Black Fang Orcs, including his own "bee-joo" den.

During his wanderings in the mountains, Skabnoze often went without food or water for days on end. It was in these starved and bleary periods that he entered a state of heightened awareness and experienced strange visions. In the visions Skabnoze became aware that he could tap into new channels of magic. Up until then Skabnoze had employed the same Orc spells that had been handed down by generations of Shamans, but now his mind had been opened to more exciting possibilities. Once he had settled down in his new home, Skabnoze was able to concentrate on developing and refining his new spells.

SKABNOZE THE SHAMAN

Wounds	7
Move	4
Weapon Skill	3
Strength	3
Toughness	5
Attacks	1
Damage	1D6+3
Gold	300

Special Rules

Minions. Gorgut has assigned Skabnoze a bodyguard of minions – a bunch of Orcs and Goblins who are supposed to protect him. When you draw the Skabnoze Event card, roll on the Minion Table to see who his bodyguards are.

D6	Monsters
1-2	3 Orcs & 3 Orc Archers
3	3 Orcs
4	3 Goblin Spearmen & 3 Goblin Archers
5	3 Goblin Archers
6	3 Goblin Spearmen

Magic Ring. Though Skabnoze became physically weakened by his time in the mountains, his survival instinct is more keen than ever. Even when seriously wounded, he is always able to escape.

Skabnoze has a Ring of Invisibility. As soon as he is reduced to 0 Wounds, he will slip on the ring and stagger off, leaving any remaining minions to guard his escape. Remove the Skabnoze model from the board.

Skabnoze will slope off to a quiet spot to recover, and may well return again. Roll a D6, and on a roll of 1 shuffle the Orc Shaman's card back in with the remaining Event cards.

Spells. Skabnoze will stay well back from the fight and cast spells. He can cast one spell a turn. At the beginning of the Monsters' Phase, before anything else takes place, roll a D6 on the following table to see what spell Skabnoze casts:

1. *Da Trip.* Skabnoze make a sweeping motion with his foot and one of the Warriors feels his legs knocked from under him and falls to the floor. While lying on the floor the Warrior may not move or attack. Any Monsters who attack a prone Warrior get +1 to hit. The Warrior may get up again at the start of the next Warriors' Phase.
2. *Da Slap.* Skabnoze swings his hand sharply and one of the Warriors takes a powerful hit about the head. The Warrior takes 1D6+6 Wounds modified as normal.
3. *Pritty Lites.* Skabnoze makes a complicated gesture with his fingers and the Warriors are suddenly surrounded by tiny flashes of multi-coloured light making it hard for them to see their opponents. The Warriors subtract -1 from their hit rolls during the next Warriors' Phase.
4. *Konfuze.* Skabnoze makes a showy gesture of pointing directly at a Warrior while covering his eyes. The Warrior immediately forgets what he is doing, and may not move or fight during the next Warriors' Phase.
5. *Help Dem.* Skabnoze makes a gesture above his head with a closed fist and the Monsters feel a rush of power. All the Monsters on the board get an extra Attack this Monsters' Phase.
6. *Pain!* Skabnoze tries to think really hard and the pain this causes him is transferred to the Warriors. All the Warriors take 1D6 Wounds without modifiers.

If the spell Skabnoze casts affects a single Warrior, draw a Warrior counter to determine who.

GUBBINZ THE GOBLIN JESTER, AND GROWLER HIS SQUIG HOUND

Originally jester to Bigrot the Gross, Gubbinz became somewhat 'unhinged' during the fighting after Bigrot's death as he tried to stay alive by pleasing everyone all of the time. He has now taken to wandering the passageways and caverns looking for 'friends' to 'cheer up'. Many an Orc has had to endure his capering and cackling, and has only been stopped from choking the life out of Gubbinz by Growler, the ferocious Squig Hound that seems to have become his pet.

Gubbinz and Growler make a very strange partnership, and the malevolent Squig Hound is steadfastly loyal to his little comrade. However, Gubbinz knows that he is not well liked by his Orc and Goblin cousins and is constantly on the look out for someone new to annoy. When he finds some new 'friends' he follows them around being very very irritating, and it is quite likely that other Monsters will turn up to see what all the noise is about.

GUBBINZ

Wounds	1
Move	4
Weapon Skill	2
Strength	3
Toughness	2
Attacks	Special
Gold	250

Note that Gubbinz' Wounds and Toughness are lower than your average Goblin – he's been kicked around a lot and it shows!

Special Rules

When Gubbinz finds a party of Warriors he will immediately decide to tag along with them. He will 'befriend' one Warrior in particular, draw a Warrior counter to determine who. Place Gubbinz next to his special 'friend'. He will now follow the Warrior wherever he goes; move the jester in the Warriors' Phase along with the other Warriors.

Note that Gubbinz is a very special type of Monster and that unlike the normal rules the Warriors do not have to kill him before they can have an Exploration Phase. It should also be noted that Gubbinz is never pinned.

As Gubbinz capers and dances his bells make an awful lot of noise. The Wizard finds it very hard to concentrate. Subtract 1 from the Power Phase roll, though a 1 stays a 1. This gives the Wizard less power, and it means that unexpected events are more likely to occur (an unexpected event will happen on a natural 1 or a modified 1).

Trip. When Monsters do turn up and a fight starts Gubbinz will show his true colours, running around tripping up the Warriors.

Whenever a Warrior rolls a natural 1 when rolling to hit, Gubbinz has run up behind him and tripped him over. Place the Warrior model face down on the board until the next Warriors' Phase. While he is on the ground, a Warrior may not move or attack. Any Monster attacking a tripped up Warrior may add +1 to its to hit roll.

Attacking Gubbinz. With Gubbinz causing all this trouble, you'd think that someone would have killed him by now, but doing so hasn't proved as easy as you might think. Gubbinz has developed a highly tuned set of reflexes designed purely to save his skin and seems almost impossible to kill. Most Orcs who do get angry enough to try and kill him usually spend half an hour falling over, stabbing themselves and generally missing as he dodges and twists nimbly out of the way and in the end they just give up. Anyway, there's always Growler to contend with!

If a Warrior strikes or fires a missile weapon at Gubbinz roll on the table below instead of rolling to hit. If Gubbinz is attacked by magic he will die instantly, but treat it as a 6 on the table below:

1-2 Gubbinz ducks and the Warrior hits himself or if firing a missile weapon hits another Warrior (draw a Warrior counter to see who). Roll damage as normal.

3-4 Gubbinz darts between the Warrior's legs tripping him over. The Warrior is placed face down on the board and remains prone until the next Warriors' Phase. Monsters attacking prone Warriors add +1 to their hit roll.

5 Gubbinz says "Oi, you nearly 'it me!" or cackles "Dat wasn't nice!" as you miss.

6 Gubbinz screams and dies theatrically. Growler the Squig Hound will hear the scream and rush to avenge his master's death. At the start of the next Monsters' Phase place Growler adjacent to the Warrior who killed Gubbinz. The enraged Squig Hound attacks immediately. Move other models out of the way if necessary.

GROWLER THE SQUIG HOUND

A horrible howl announces the arrival of a creature from the Warriors' worst nightmares. To the unwary (actually, even to the most wary) Growler is a terrible sight to behold, a bounding ball of razor fangs and beady, evil eyes.

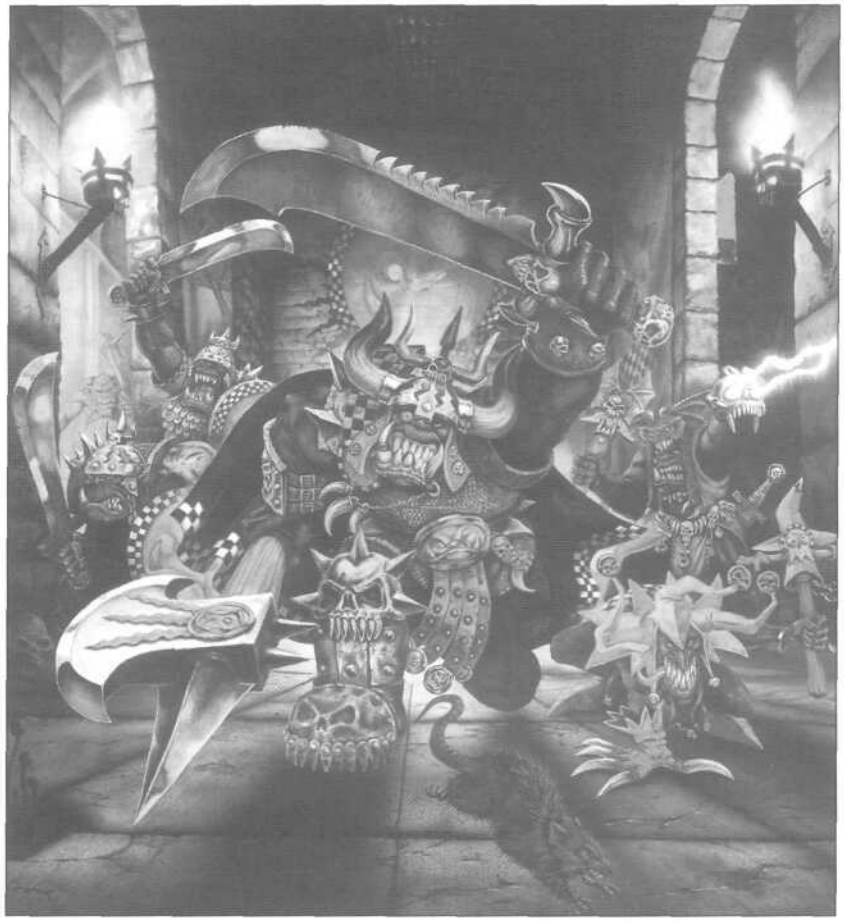
GROWLER

Wounds	6
Move	5
Weapons skill	4
Strength	6
Toughness	4
Attacks	2
Damage	1D6+6
Gold	350

Special Rules

Fear. Growler is a frightening sight, and any Warrior who wants to attack him must first roll a dice to see whether he can overcome his fear. Any Warrior who wishes to attack Growler must first roll 5 or more on a D6 or they are so frightened that they must subtract -1 from their roll to hit.

If the Warriors decide not to kill Gubbinz, or simply fail so often that they give up, Gubbinz will accompany the Warriors all the way to Gorgut's Lair. When they reach Gorgut's Lair Growler will turn up and join in the fight, while Gubbinz will play his normal game of tripping the Warriors up. Once all the other Monsters in Gorgut's Lair are dead Gubbinz will simply wander off to find some other unsuspecting Warriors to annoy.



BOGOFF, SNOTLING MASCOT

Soon after his arrival Skabnoze the Shaman took over one of the rooms in the caves and turned it into his den where he conducts all sorts of strange magical experiments. One day Skabnoze returned to his den just in time to find a mischievous little Snotling rooting through his stuff. Skabnoze was quite taken by the little chap and adopted him as a kind of mascot. Skabnoze finds the Snotling's antics amusing as long as they don't interfere with his 'work' but the gormless creature gets his fingers into everything, hence the Snotling has come to recognise one word in particular which he now thinks of as his name: Bogoff!

Bogoff comes in useful as a test subject for Skabnoze's strange potions. Currently Bogoff is under the influence of a potion Skabnoze thought might make the Snotling bigger and stronger, more able to fetch and carry things for him. As usual Skabnoze got it totally wrong and in fact it has just made Bogoff very hyperactive. Bogoff is currently scuttling around like mad, grabbing things and making off with them at top speed.

BOGOFF

Wounds	1
Move	Special
Weapon Skill	1
Strength	1
Toughness	1
Attacks	-
Gold	150

Special Rules

Bogoff appears next to the leader, grabs the lantern and rushes off. Put Bogoff on the board, as far away from the Warriors as possible, while not leaving any of them in the dark.

At the start of every Monsters' Phase Bogoff will move as far away from the Warriors as possible, while not leaving any of them in the dark. He will continue to lead the Warriors a merry dance until he is finally hit, at which point he will drop the lantern and run off. If another event occurs during this time Bogoff will simply stay as far away from trouble as possible and continue his game when it is over.

Bogoff may move through any square even if another Monster or a Warrior is present, and is never pinned.

Because of his small size and increased speed, Bogoff dodges all hits, including missile attacks, on a 4+. Even when a Warrior finally scores a hit it will merely be a glancing blow and Bogoff will simply drop the lantern and run off. The Warrior who hit the Snotling can pick up the lantern, and becomes the leader of the party.

Note that a side-effect of the potion given to Bogoff by Skabnoze means that the little Snotling is temporarily immune to magic and cannot be killed by a spell. He even dodges magic weapons that automatically hit.

GORGUT'S BIG'UNS

The remaining Black Fang Big'Uns have sworn allegiance to Gorgut and will fight to the death to protect him. Big'Uns are more powerful than normal Orcs, being nearly as tough as Black Orcs, so these are mean characters. In addition, the chosen few of Gorgut's most trusted Big'Uns have been given some special training in the art of fighting dirty, using their extra thick skulls to their best advantage.

GORGUT'S BIG'UNS

Wounds	5
Move	4
Weapon Skill	4
Strength	4
Toughness	4 (5)
Attacks	1 (2)
Damage	1D6+4
Gold	100

Special Rules

'Eadbutt. When a Big'Un rolls a natural 6 to hit the Big'Un stabs the Warrior with his sword *and* gives him a tremendous headbutt at the same time. Roll this combined damage as 2D6+4.

Gorgut. If Gorgut is present, the Big'Uns will be trying hard to protect him and get an extra Attack each turn.

· GORGUT'S LAIR ADVENTURES ·

In Warhammer Quest, the aim of each adventure is to reach the objective room, defeat the Monsters guarding it and complete the adventure laid out in the Adventure Book. Gorgut's Lair is a special objective room and the rules for it are given below along with six adventures designed for this room.

THE RETURN OF GORGUT

Gorgut is a mighty Warboss, and not easily killed. He is fully capable of recovering from the most hideous wounds, especially with the assistance of the foul potions concocted by Skabnoze.

If Gorgut appears early on in an adventure on an Event card and is 'killed', it will transpire that he was merely unconscious and managed to crawl away after the Warriors left. He returns to his lair to recover, ready to get his revenge at the end of the adventure.

Objective Room Monster Table

When using Gorgut's Lair you should use the special Gorgut's Lair Monster Table given below rather than the Objective Room Monster Table given in the original Warhammer Quest Adventure book. Note that full details for the Monsters used here are given on the Event cards or on the reference sheet on the back page of this rulebook. If you do want to use the Objective Room Monster Table in the Adventure book you will need to add Gorgut to make sense of some of the adventures.

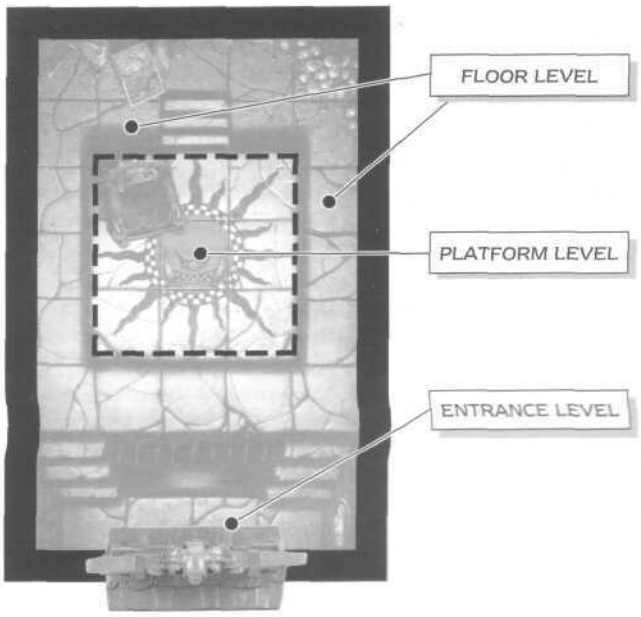
GORGUT'S LAIR OBJECTIVE ROOM MONSTER TABLE

1	Gorgut, Skabnoze, 3 Big'Uns, 6 Orc archers, Gubbinz & Growler
2	Gorgut, Skabnoze, 1 Big'Un, 4 Orcs and 6 Goblin archers
3	Gorgut, 3 Big'Uns and 6 Orc archers
4	Gorgut, 1 Big'Un, 4 Orcs and 4 Orc archers
5	Gorgut, 1 Big'Un, 6 Goblins, 6 Goblin archers, Gubbinz & Growler
6	Gorgut, 6 Goblins and 6 Goblin archers

If Gubbinz is already tagging along with the Warriors, Growler will appear automatically!

· MULTI-LEVEL ROOMS ·

If you look at the Gorgut's Lair floorplan, you will see that it has three distinct levels. The front four squares leading to the steps up past the pit are the lowest area, the entrance level. There is a huge platform in the centre of the chamber, which can only be reached by the steps at the back – this is the platform level. The rest of the area of the lair is the floor level.



Special Rules for Multi-level Rooms

1. Models may only move from one level to another via the stairs.
2. If a Warrior or Monster attacks a target on a higher level, they get a -1 modifier on their roll to hit. If a Warrior or Monster attacks a target on a lower level, they get a +1 modifier to hit. *Being on the stairs counts as being up on the* next level.
3. Models on higher levels cannot be pinned by models on lower levels, and vice-versa. This means, for example, that Orc archers on the platform level can shoot at Warriors on the floor level even if they seem to be standing right next to them.

These rules can be used in all rooms that have more than one level – including the Tomb Chamber, the Idol Chamber and the Fighting Pit.

GORGUT'S LAIR OBJECTIVE ROOM

Monster Placement in the Lair

In the Monsters' Phase after the Warriors enter Gorgut's Lair, you will find out what evil Monsters they meet. Roll on the Gorgut's Lair Objective Room Monster Table to see what Monsters are there, and then place the Monsters according to the following rules:

1 Monsters are never placed on the entrance level. If there are too many Monsters to place them all on the floor or platform levels the extra Monsters are not placed at all. Monsters can of course move onto the entrance level once they have appeared on the board.

2 Gorgut is placed on the platform, from where he bellows commands to his minions. However, he attacks the first Warrior to climb the stairs from the entrance level to the floor level by leaping off the platform into the fray. As soon as a Warrior moves up the stairs, place Gorgut next to him, ready for battle.

3 Goblins, Orcs, Big'Uns, Gubbinz and Growler are placed on the floor level.

4 Any Monsters with missile weapons are placed on the platform level, wherever possible.

5 Skabnoze is placed on the Orc symbol in the centre of the platform.

Special Rules

Spiked Pit. Fighting near the pit at the entrance to the Lair is particularly dangerous. If any Warrior standing in a square adjacent to the pit gets a natural 1 when rolling to hit he loses his balance and falls into the pit. Roll on the table below:

1 The Warrior falls straight into the pit. All nearby Monsters scream with delight as the Warrior plunges to his death in the fires below. Now would be a good time to use that Luck counter!

2-3 The Warrior desperately makes a grab for the edge of the pit, cutting himself on the spikes. The Warrior takes 1D6 Wounds, with no modifiers. During the next Warriors' Phase he may swing over to an empty entrance level square if there is one. If not, he is left hanging in the pit. Swinging to an empty square takes a whole turn, but in the next Warriors' Phase the Warrior may move and fight as normal.

4-6 The Warrior turns his fall into a leap and lands safely in an empty entrance level square, if there is one. Next Warriors' Phase he may move normally. However, if there isn't an entrance level square empty the Warrior falls into the pit just as in result 2-3, above.

No Monster will attack a Warrior while he is hanging in the pit.

THE SHAMAN'S DEN DUNGEON ROOM

The Shaman's Den also has some special rules connected with it, some of which are given on the special card.

Special Rules

Multi-level Room. The room is on two levels, and the special rules explained earlier about fighting on different levels apply.

Power. All the magical energy in the room has a strange effect on the Wizard. Roll a D6 when he enters the room:

1 While he is in the Shaman's Den, the Wizard may *cast no spells at all!*

2-4 The Wizard finds that one of his spells does not work in the Shaman's Den. Randomly determine which spell does not work.

5-6 The Wizard is suffused with power and adds +2 to his Power Phase roll each turn he is in the Shaman's Den. This does not affect the chance of unexpected events – you always get an unexpected event if the actual dice roll was a 1.

Treasure. The Warriors may find extra treasure in the Shaman's Den.

When the Warriors enter the Shaman's Den, there will be an event as usual. This may reveal Monsters, or it may be some cunning trap or other event. Once this event is over, as well as following any other instructions on the card, the Warriors may quickly search the Den. Roll a dice and consult the table below to see what they find:

1 The Warriors find no extra treasure, but they make a heck of a noise searching. Take another Event card now. In addition to what the card says, place Skabnoze the Shaman in the Den too. He has returned to see what the noise is all about. There is a Special card for Skabnoze's spells, and rules for Skabnoze can be found on the Event card and on page 8 of this book.

2-4 The Warriors find an iron flask chained to the ground, which contains a potent healing potion. Each Warrior may take one drink which cures 2D6 Wounds. Orc potions have a very limited shelf-life, so they must use the potion immediately before it goes off.

5-6 Each Warrior finds a glittering Talisman, obviously magical, and possibly of Elven design. Once per adventure a Warrior may stop a single attack against him by use of his magic Talisman. A Talisman is worth 250 gold.

· THE ADVENTURES ·

This section of the rulebook contains six new adventures for your Warhammer Quest games. Now, when you are selecting which adventure to play, you can elect to play an 'Orc' adventure, or you can shuffle the Gorgut's Lair card in with the other Objective Room cards before choosing one at random as usual.

However you end up playing an Orc adventure, roll a dice and consult the next few pages to see which specific adventure you will be playing.

The set-up rules for each adventure are just the same as those for any other game of Warhammer Quest, unless there are special rules set down in a specific adventure. Usually though, the Warriors will fight their way through the dungeon until they reach Gorgut's Lair, their objective room. There they will succeed in their quest, or die trying!

1 STOP THE WAAAGH!

In Kislev, a seer has foretold the coming of another great Orc horde, one to rival that of Azhag the Slaughterer. The prophecy states that in an Orc lair near Mount Gunbad an Orc Warboss has come to power. Unless he is stopped soon, he may gather the tribes and strike at Kislev, eventually laying waste to all the lands east of the Great Ocean. Although there is some doubt about the accuracy of the prophecy a reward is being paid for every Orc Warboss head taken to Kislev, and great treasures are promised to those who bring the head the seer saw in her dreams.

The Warriors have heard rumours of a fight between two Orc factions that has brought about a new Warboss called Gorgut. They have become convinced that he is the one in the prophecy and they immediately set out to find Gorgut and bring back his head!

Gorgut's Lair

Roll on the Gorgut's Lair Objective Room Monster Table to see what Monsters the Warriors meet when they get to the objective room.

After killing all the Monsters in the Lair, one of the Warriors can cut off Gorgut's head so they can take the grisly trophy back to Kislev.

At the back of the room the Warriors find a secret door and a passageway back to the surface. Place another doorway at the back of Gorgut's Lair and use a further four Dungeon cards to see what the Warriors meet on their way out of the lair. Take an Event card as normal if the Warriors enter a room or if the Wizard rolls a 1 in the Power Phase.

Once out of the lair, the Warriors make their way back to Kislev. Eventually they arrive, and present their prize to the seer. Roll on the table below.

1	The seer has already identified a head as being the one in her dreams. The rewards for Orc heads have been stopped, the Warriors get nothing for their efforts!
2-5	The seer says it is not the head from her dreams but the Warriors get 1D6 x 30 gold each for ridding the world of one more Orc Warboss.
6	The seer says that Gorgut's head is the one in her dreams and the Warriors get 1D6 x 100 gold each.

2 ATONEMENT

As the Warriors are returning from a dungeon adventure near Mount Gunbad they are forced to take shelter in a cave during a terrible storm. The cave walls are etched with strange, vaguely familiar symbols and there are signs that a fire has been lit here before. The next morning the storm subsides and the Warriors prepare to continue their journey. A noise of metal on stone alerts them that they have company, but nothing has prepared them for look of anger on the faces of the Dwarfs now surrounding them.

Apparently the cave is a sacred site and the Warriors have defiled it. The Dwarfs are very angry indeed, but there is a possible way for the Warriors to atone for this terrible sacrilege. The Dwarfs know that an Orc lair near Mount Gunbad is the resting place not only of a sacred amulet said to have belonged to Azhag the Slaughterer, but also the actual skull of the Warlord himself. To atone for defiling the Dwarfs' territory, the Warriors must enter the lair and bring back both the amulet and Azhag's skull.

Special Rules

To play this adventure, you will need to prepare the Dungeon deck slightly differently from normal. You will need 10 Dungeon cards, plus the Collapsed Passage, Shaman's Den and Gorgut's Lair cards from the Lair of the Orc Lord.

Put the Gorgut's Lair Objective Room card and the Shaman's Den Dungeon Room card to one side, and shuffle the remaining 11 cards. Deal out six cards face-down, then shuffle in the Gorgut's Lair card. Shuffle the Shaman's Den in with the remaining cards, and put these six cards on top of the other seven cards. This completes the Dungeon deck for this adventure (phew!).

The Warriors must get the amulet from the Shaman's Den and the skull from Gorgut's Lair.

Shaman's Den. Take an Event card for this room as normal, but also include Skabnoze in the room. Once Skabnoze has been sent packing and the other Monsters have been killed, the Warriors may pick up Azhag's amulet which is on the keg on the platform in the Den.

Gorgut's Lair. Roll on the Gorgut's Lair Objective Room Monster Table to see what Monsters the Warriors encounter in Gorgut's Lair.

Once all the Monsters in the Lair are dead the Warriors may attempt to retrieve the skull, which is set in a niche in the wall. This niche is concealed in the corner of the room, above a pile of bones and skulls.

The skull of Azhag has been magically protected by Skabnoze. Any turn that there are no Monsters in the Lair draw a Warrior counter to see who tries to take the skull. This Warrior must roll a D6 + his Initiative and score 7+ (remember that a 1 always fails). If the Warrior fails, a sheet of flame shoots out from the eyes of the skull causing 2D6 Wounds on the Warrior. Each turn continues as normal until a Warrior successfully picks up the skull.

Once the Warriors get the skull the warding spell is broken and in the niche they will also find a lever for opening a secret passage to the surface. The Warriors can then take the skull back to Karaz-a-Karak where the Dwarfs will judge that they have atoned for their wrong doing and reward them with a Treasure card each, taken from the original Warhammer Quest cards.

3 THE MAGNIFICENT FOUR

Just for once the Warriors find that their arrival in a village is a cause for celebration rather than disapproval. They are treated to a feast and entertained in high fashion. Realising that something must be up the Warriors wait for the villagers to make their request. Eventually, towards the end of the evening, the village leaders tell the Warriors that for years they have been harassed by a tribe of Orcs, called the Black Fangs, who live in the mountains nearby. The killing and destruction has been bad enough, but during the last raid the Orcs found and stole a gold statue that the village treasured.

Rumour now has it that the Orcs have recently been attacked by Dwarfs and will not be expecting a small raiding party. The villagers believe that it should now be possible for the Warriors to attack the Orc lair and not only get their statue back but put paid to the nasty Orcs forever. The leader, holding his hat in his hands, tells the Warriors that they have managed to gather together some gold and pleads for the Warriors to help them.

Gorgut's Lair

Use the Gorgut's Lair Objective Room Monster Table to see what Monsters are in the Lair.

Once all the Monsters in the Lair have been killed the Warriors can search for the statue, which they will find in the open chest at the back of the Lair. However, just as they lay their hands on the statue Bogoff the Snotling appears and runs off with it! Place Bogoff at the far end of the board section immediately before Gorgut's Lair. See the reference sheet for the rules for Bogoff. He will run between Gorgut's Lair and the last board section. As with the lantern, the Warriors must hit Bogoff to make him drop the statue. Note which Warrior hits Bogoff.

On the Warriors' return to the village the villagers will pay them 1D6 x 50 gold each plus an extra 100 gold to the Warrior who got the statue back from Bogoff.

4 IMPOSSIBLE!

The king of Bretonnia claims that his knights have finally rid the Grey Mountains of Orcs and Goblins once and for all. His people may now pass safely through the mountains without fear. A banquet is held to celebrate this great day, marred only by the arrival of a deputation from the surrounding villages saying that there seem to be more Orcs than ever!

The king of course has the villagers whipped soundly and sent away, but just in case there is some truth in the preposterous story he sends the Warriors off to scout around and find out what's going on.

In fact, the truth is that a new Warboss called Gorgut had decided to move his tribe, the Black Fangs, from their home near Mount Gunbad. One night he took all his followers and some friendly Night Goblins and went in search of a new lair. After many months of travelling, always by night, they found their new home. Unfortunately Skabnoze, the Shaman who guided them, had a very poor sense of direction. Instead of finding a nice quiet cave complex to the south, say near the Broken Teeth, he headed west, then north and ended up in the Grey Mountains!

The Warriors are walking into very dangerous territory, but they have to follow the orders of the king!

Special Rules

To set the Dungeon deck for this adventure, follow the procedure on page 5 of this rulebook. The Warriors will not know where the Shaman's Den or Gorgut's Lair are.

When the Warriors leave the first board section the portcullis drops in the doorway. The Warriors cannot get out of the Orcs' lair without the key! The key can be found in the Shaman's Den. If the Warriors find Gorgut's Lair before they find the Shaman's Den, place a door at the back of the Lair. The Warriors must continue with the remaining board sections once they have finished in Gorgut's Lair.

Shaman's Den. Draw an Event card for the Shaman's Den as normal. Once all the Monsters are dead the key for the portcullis will be found under one of the stools.

Gorgut's Lair

Roll on the Gorgut's Lair Objective Room Monster Table.

By the time the Warriors reach Gorgut's Lair they will have realised that there are both Goblins and Orcs here. After killing all the Monsters in the lair they will have plenty of proof to take back to the king for their reward, but they cannot leave the lair unless they have found the key to the portcullis!

To claim their reward they journey to Couronne to see the king once more. Upon presenting their evidence, the king makes his judgement. Roll a dice and consult the table below.

1 The proof is ignored and the Warriors are ridiculed as mendacious simpletons. They are paid nothing, and sent packing.

2-3 The king and his court refuse to believe that there could be any more Orcs and Goblins this far west. However, the Warriors told a jolly tale, and are paid 1D6 x 30 gold each just to go away.

4-5 The king's advisors see the truth in the Warriors' words and evidence. The Warriors are paid 1D6+6 x 50 gold each as a reward for their heroic quest, and knights are once more dispatched to wipe the Orcs from the Grey Mountains.

6 The king deems the Warriors conquering heroes for finding the Monsters and defeating them. They are made honorary knights of the realm, with the right to wear the king's colours. They are also each given an item of treasure from the king's treasure chamber. Each Warrior gets a Treasure card, taken from the original Warhammer Quest Treasure deck.

5 A HOUND FOR A HOUND

During an Orc raid the favourite hunting hound of Duke Harald of Talabheim was killed when his hunting party was ambushed. Now Harald has become consumed with the idea of revenge and has offered the Warriors a rich reward to enter the lair of the Orc Warboss responsible and kill his favourite Squig Hound – it's only fair, after all.

Normally, the Warriors would refuse such a foolhardy and pointless quest, but Harald is an extremely wealthy and powerful duke, and they were supposed to be in charge of the hound when it was killed...

Gorgut's Lair

When the Warriors reach Gorgut's Lair use the Gorgut's Lair Objective Monster Table to roll for Monsters as normal but also add Growler the Squig Hound and place him on the platform level.

A special card for Growler is included in this pack, and full rules for him can be found earlier in this book. When all the Monsters are reduced to 0 Wounds the Warriors can remove a tooth from the Squig Hound as proof that they killed it and return to Talabheim through a secret passage. Roll on the table below:

1	The Warriors lose the tooth on the way back and get no reward as the duke doesn't believe their story. Instead, he kicks them off his lands, never to return. They have just made themselves a powerful enemy!
2-3	They return with the tooth but the fickle duke has forgotten about the arrangement. He gives them each 1D6 x 20 gold to go away.
4-5	The duke seems happy with the result and pays them each 1D6 x 50 gold as a reward.
6	The duke declares that he can now sleep happy in the knowledge that he has had his revenge. He thanks the Warriors and gratefully pays each of them 1D6 x 100 gold.

6 STOLEN GOODS

While relaxing in a small tavern between adventures the Warriors are approached by an anonymous Alchemist from Altdorf. The Alchemist wishes to hire the Warriors for a 'simple job'. Rumour has reached him that an evil sorcerer known as Gradluk the Deceiver was recently killed in a wizards' duel in Middenheim.

A few years ago Gradluk stole something from the Alchemist and now he wants the Warriors to get it back. Apparently Gradluk had a secret hideaway near Peak Pass which is where the Alchemist's property is probably hidden. The hideaway will only be lightly guarded and the Warriors should have no trouble in retrieving his property, which will be in a green drawstring bag marked with a skull and crossbones. The mysterious Alchemist tells them the bag contains valuable items that he wants back. However, he says that there are also four healing potions in there, which the Warriors are welcome to if they find the bag. He also gives each Warrior a magical amulet, said to bring luck.

The bag is magically trapped to kill anyone who touches it, but the Alchemist provides the Warriors with a counter spell. Only a Wizard can cast the spell!

What the Alchemist doesn't know is that soon after the death of Gradluk, a tribe of Orcs called the Black Fangs moved into the caves. Retrieving the bag will be by no means easy!

Special Rules

This adventure is played through like any other, with the following special rules:

Luck. Each Warrior takes one of the 'Luck' tokens from the Warhammer Quest game, to represent his magic amulet. At any time in the adventure, a Warrior may declare that he is using his amulet. This allows him to re-roll a dice roll which has just failed. Once he has re-rolled, he discards the Luck token, the amulet's power is exhausted, and the Warrior must abide by the second dice roll.

Gorgut's Lair. Roll on the Gorgut's Lair Objective Room Monster Table to see what Monsters are in Gorgut's Lair. The Warriors will notice the green bag at the back of the room and will also see a pile of bones and skulls in the corner. Whenever someone upset Gorgut he would make them try and pick up the bag; the skulls are a mute testimony to the power of the protective spell.

When all the Monsters have been killed the Wizard can retrieve the bag from the back of the Lair. The Wizard must remember to cast the counter spell before picking up the bag. He must be standing in the same square as the bag. Roll a D6, and on anything but a score of a 1, the Wizard picks up the bag safely – the spell worked. However, if the roll was a 1, black fire consumes him and the flesh is flayed off his bones. His charred skeleton collapses onto the floor.

The Way Out. No matter whether the Warriors get the bag or not, the only way out of the lair is back the way they came and there are still likely to be some Monsters around.

The Warriors must move back through the rooms and corridors, but there is not an automatic event if they enter a room. If the Wizard rolls a 1 in the Power Phase he must roll again. If the second dice comes up with anything but a 1 take an Event card as normal. However, if the second roll comes up a 1 the Warriors are attacked by Skabnoze and minions. Skabnoze is after the bag now that it is free of its spell and may try to steal it back more than once (depending on the Wizard's dice rolls). The rules for Skabnoze can be found on page 8 of this rulebook.

Once the Warriors get out of the Orcs' lair they may go back to see the mysterious Alchemist if they have retrieved the bag. When the Warriors meet up with the Alchemist he checks the bag. Roll a D6: on a roll of 1 Gorgut has thrown out whatever was in the bag and used it to carry his lunch. The bag now contains some well chewed bones and a few lumps of gristle he was saving for a snack. The Alchemist throws the bag down in disgust and refuses to pay the Warriors. On any other roll he is more than happy with the return of his property and gives the Warriors 2D6 x 100 gold each.

Note: Each healing potion cures 2D6 Wounds.

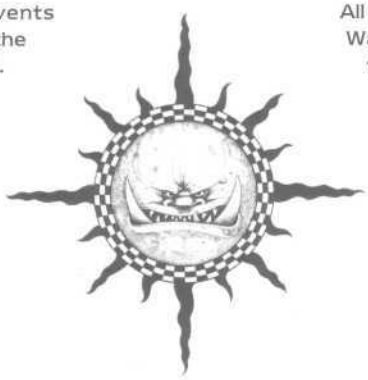
Cave Squigs

· SECTION 2 – ADVANCED RULES ·

This section of the Lair of the Orc Lord rulebook contains tables of fearsome Monsters, terrifying events and priceless treasures for use with groups of Warriors of higher battle-levels. These follow all the rules for the Monster, event and treasure tables in the Warhammer Quest Roleplay book, with a couple of changes. The main difference is that all the tables are designed to give an 'Orcy' feel to your adventures – after all, the Warriors are descending into the Lair of the Orc Lord!

· ORC EVENTS TABLE ·

If you want to, rather than using the events printed on the Event cards, you can use the special Orc events listed below instead. When playing, you still draw Event cards as usual. However, If the card has an 'E' in the top corners roll a dice. On a score of 1 or 2 use the event on the card. On a score of 3 or 4, generate an event from the Roleplaying book Dungeon Events Table (page 61). On a score of 5 or 6, roll 2D6 on the table below.



All rules for the Dungeon Events Table in the Warhammer Quest Roleplay book apply to the following events, the only difference being that all the events in the following table are to do with Orcs!

Note that the Warriors only get treasure if it is specifically mentioned in the table entry or on the card. If the entry does not refer to treasure the Warriors do not get any for completing the event.

2 CHALLENGE!

A massive Orc Big'Un strides into the room and bellows "Which wun of yooz iz gonna fight me, Skullbasha?" The Orc carries the Sword of Malediction, a special blade that nullifies magic. See the special Treasure card for its rules.

One of the Warriors can fight Skullbasha in single combat, or they can all attack him as normal.

If one of the Warriors takes up the challenge, the two combatants fight until one of them is reduced to 0 Wounds. If the Orc wins, he will take one of the Warrior's Treasure cards (preferably a magic weapon) as a prize, then strut off, leaving the Warriors to heal their companion. If the Warrior wins, he may take Skullbasha's magic sword (the Sword of Malediction special card).

Note that while the single combat is in progress, no unexpected events occur.

If any of the other Warriors intervene in the fight, Skullbasha calls for help. Roll on the Minions Table (see page 23) to see who turns up.

If all the Warriors decide to attack the Orc, he immediately calls for help. Roll on the Minions Table to see who turns up, and work through the fight as normal. The Warriors do not get any treasure for completing the event, nor can they take the Sword of Malediction, as it will have been broken during the fight.

The Warriors will only meet Skullbasha once during any one adventure. If you generate the Challenge! Event a second time, ignore it and roll again on this table.

Skullbasha

Wounds	10+1 per battle-level of the challenged Warrior
Move	4
Weapon Skill	4
Strength	4
Toughness	5
Attacks	1
Damage	Special

WS:	1	2	3	4	5	6	7	8	9	10
Hit:	2	3	3	4	4	4	4	4	5	5

Gold: 120

The damage Skullbasha causes varies according to the title of the Warrior he is attacking:

1D6+4 Wounds against Novices

2D6+4 against Champions

3D6+4 against Heroes

4D6+4 against Lords

3 IDOL OF GORK

In a niche in the wall is a small, ferocious looking golden statue. It appears to be very old and of an unfamiliar but distinctly Orcish deity. Of course, the Warriors cannot resist the lure of gold, and one of them steps forward to take the statue.

Draw a Warrior counter to see which Warrior decides to take the statue, then roll a D6.

1-2 The statue is cursed, and as the Warrior reaches for it a harsh bellowing is heard. The Warrior loses a Luck counter if he has one. If the Warrior has no Luck left he loses 2 Wounds permanently from his starting wounds score. The Warrior immediately (and sensibly) puts the statue back in its niche!

3-4 As the statue is removed, a faint yet Orcish voice can be heard. It sounds very angry, and repeats a single word – "'Eadbutt!". The Warrior is hit repeatedly about the head by an unseen enemy, and drops the statue. He suffers D6 Wounds +1 Wound per battle-level, with no deductions at all. When the attacks stop, the statue is mysteriously back in its alcove.

5-6 The statue is made of gold and is worth 500 gold. Until the end of the adventure, however, if the Warriors encounter any Orcs, Goblins or other greenskins, they are not placed according to the One-on-One rule. Instead, as many as Monsters possible attack the Warrior who has the icon, as they try to wrest the statue back. Any remaining Monsters are placed as usual. If the offending Warrior is reduced to zero Wounds, when he is healed, the statue is gone, taken back to its rightful place.

Roll a D6: on 1, 2 or 3 draw another Event card immediately.

4 LIGHTS OUT!

Bogoff the Snotling scuttles into view, heading straight for the leader. He sinks his pointy little teeth straight into the Warrior's hand, grabs the lantern, and runs off with it.

Put Bogoff on the board, as far away from the Warriors as possible, while not leaving any of them in the dark.

At the start of every Monsters' Phase Bogoff will move as far away from the Warriors as possible, while not leaving any of them in the dark. He will continue to lead the Warriors a merry dance until he is finally hit, at which point he will drop the lantern and run off. If another event occurs during this time Bogoff will simply stay as far away from trouble as possible and continue his game when it is over.

Bogoff may move through any square even if another Monster or a Warrior is present, and is never pinned.

Because of his small size and increased speed, Bogoff dodges all hits, including missile attacks, on a 4+. Even when a Warrior finally scores a hit it will merely be a glancing blow and Bogoff will simply drop the lantern and run off. Note that a side-effect of the potion given to him by Skabnoze means that Bogoff is temporarily immune to magic and cannot be killed by a spell. He can even dodge magic weapons that automatically hit.

Each turn, while Bogoff has the lantern, if a 1 is rolled in the Power Phase, Bogoff blows the lantern out. This is very dangerous, as the dungeon is pitched into darkness. Each Warrior must roll a dice and add his Willpower. Any who score less than 7 are completely lost, and may do nothing except defend themselves or heal themselves. Any who score 7 or more have a rough idea of what is around them and gingerly search for the lantern. These Warriors may move and fight as normal, except that they suffer a -2 to hit penalty. Each Warrior must make a Willpower check at the start of every turn until the lantern is found and re-lit.

Once he has blown the lantern out, Bogoff drops the lantern and legs it. The Warriors will find and re-light the lantern if the Wizard rolls a 5 or 6 in the Power Phase.

5 BOAR KNOW WOTZ

As the Warriors cautiously move through the dungeon, one of them slips on a smelly mess on the floor – he's trodden in something a war boar has left behind!

Take a Warrior counter. That Warrior has slipped up flat on his face. The stench is appalling and the Warriors curse loudly in their rich native languages. As they look around, they realise that this whole area is covered in muck!

The Warriors are hard pressed to stay on their feet. If any Monsters turn up, the Warriors will all be at -1 to hit so long as they stay on this board section, as they slip around in the pungent mire.

Take another Event card immediately.

6 ORCY TREASURE HOARD

The Warriors stumble across a pile of bones, gold and other jumbled up oddments. The chances of there being anything of worth are fairly minimal, but they have a root around anyway. After all, nothing ventured, nothing gained...

As they dig around in the darkness, roll a dice and see what happens:

1-2 They spend a fruitless hour searching, and get thoroughly filthy. Nothing happens, but roll 4 dice to represent the passing of time. If any come up as 1's, take another Event card for each that does so.

3-4 The Warriors find some gold, resolved as per the gold rules in the Warhammer Quest Roleplay book.

5-6 The Warriors find some valuable items in the dirt. Each Warrior takes a Treasure card. However, they make some noise whilst they are collecting the treasure. Take an Event card now. If it is not Monsters, shuffle it back in the deck and take another until some Monsters do turn up. The maximum number will arrive, and they will ambush the engrossed Warriors!

7 SQUIGLITZ!

As the Warriors stomp along, a horde of smelly, squeaking fungoid creatures drop on them from the roof of the cave. These tiny cave dwellers are distant relatives of the dreaded cave squigs, and although diminutive, they have very sharp teeth!

Each Warrior is attacked by 6 Squiglitz + 2 per battle-level of the Warriors. Each Warrior makes a normal damage roll against the Squiglitz, and every Wound caused kills one of the little beasts. Each surviving Squiglit bites his respective Warrior for 2 Wounds, with no modifiers at all. This carries on each turn until no Squiglitz are left alive.

Each dead Squiglit is worth 5 gold.

8 DA' EVIL EYE

The ceiling above the Warriors' heads is carved into the snarling face of a massive Orc. As the Warriors pass below, the eyes in the bestial face glow red, and tendrils of green smoke issue from its mouth. Moments later, a beam of Orcy energy shoots from the eyes, striking at the Warriors.

Taking it in turn, the players each take a Warrior counter from the cup, without looking. Place the counters face down on the table. When all the counters are out, each player turns his over. If a player has managed to pick the counter that represents his Warrior, then he has nimbly avoided the energy blast. If not, his Warrior is engulfed in a corona of blazing magic. Each Warrior so affected suffers 1D3 Wounds per battle-level, with no deductions.

Roll a D6: on 1, 2 or 3 draw another Event card immediately.

9 SPIDER BITE

One of the Warriors suddenly feels a sharp pain in the back of his neck. As he clutches at his neck, he dislodges a tiny red spider which scuttles off into the darkness. Take a Warrior counter to see who has been bitten, and another to see which Warrior is the self-proclaimed spider expert.

The expert takes a cursory look at the bitten Warrior, and declares that there is absolutely nothing to worry about, as it's definitely *not* a poisonous spider.

The Warrior who was bitten must now roll a D6:

1-3 The spider *was* poisonous, and the Warrior suffers 2D6 Wounds with no deductions at all. The Warrior is also at -1 Strength until he takes a healing potion. Magic will heal the Wounds, but will not cure the Strength loss.

4-5 The spider bite contained a slow acting agent that works on the nervous system. The next time the Wizard rolls a 1 in the Power Phase the Warrior immediately collapses to the floor, immobile. For that turn, he may do nothing at all. The next turn, he may get up again, but all his characteristics (except Wounds) have been reduced to 1! Each turn, they each increase by 1 until they return to normal – by that time the toxin has worked its way through his body.

6 The spider toxin speeds up the Warrior's metabolism. For the rest of the adventure, the Warrior has +1 Attacks.

10 KRUNCH!

With a deep rumbling sound, the ceiling starts to fall in!

Any Warriors who are standing next to a wall are hit by falling rubble, and suffer 1D6 Wounds +1 Wound per battle-level. Any Warriors in the middle of the room are safe. As the dust clears, a secret door is revealed.

Place a door on an empty wall, and put 1D6 shuffled spare Dungeon cards behind it. When the Warriors get to the last card in the mini deck, and resolve any event there, they each gain a Treasure card.

Note that the Warriors do not have to explore the secret door if they do not wish to.

Roll a D6: on 1, 2 or 3 draw another Event card immediately.

11 MAP

Wedged between two bricks in the wall the Warriors find a scroll with a faded map drawn on it. Roll a D6:

1 The map is the bait to a clever trap. The map appears to show the location of a huge treasure hoard, and the Warriors eagerly follow its instructions. They have been duped, and are soon fighting for their lives! When the Wizard next rolls a 1 in the Power Phase, the trap is sprung. Instead of taking one Event card, the Warriors must take 1D6 Event cards! Keep this card to remind yourselves of your impending doom.

2 The map misleads the Warriors. Add another three Dungeon cards to the top of the current pile to see where this fake map leads them.

3-4 It is a map of the next dungeon room they enter showing where to find a hidden treasure. On completing the event in the next room they come to the Warriors take an extra item of Dungeon Room treasure. Keep this card nearby to remind you.

5 The map shows a route back to civilization! If the Warriors keep this map, it will knock two weeks off their journey time when they next travel back to a Settlement.

6 Although badly faded, the map may still prove useful. The next time the Warriors come to a T-junction and the Dungeon cards are split the leader can look at the top 1D3 cards of each pile. Keep the card nearby to remind you and discard immediately when used.

Take another Event card immediately.

12 SPORE FUNGUS

An incautious move by one of the Warriors kicks up a cloud of spores from the floor. As the luminescent orange dust settles again each Warrior on the section must roll a D6.

1 The spores are soporific and put the Warrior to sleep until the Wizard rolls a 5 or 6 in the Power Phase. Monsters will not attack a sleeping Warrior unless all the other Warriors are sleeping or dead, in which case they can kill the sleeping Warrior automatically.

2 The spores are toxic and cause 1D6 Wounds +1 Wound per battle-level, not modified for Toughness or armour.

3 The spores cause the Warrior to have a sneezing fit. During the following combat the Warrior loses 1 Attack, and must subtract -1 from all rolls to hit.

4 The spores have no effect on the Warrior at all, in fact, he finds their odour quite pleasant...

5 The spores have curative properties and heal 1D6 Wounds +1 Wound per battle-level.

6 The spores are magical and increase the Warrior's Strength by +1 for the rest of the adventure. Roll a D6. On a score of a 6, the Strength bonus is permanent.

Take another Event card immediately. If it does not reveal Monsters, resolve the event and turn over the next card until some Monsters do turn up!

· ORC TREASURE (Roll 2D6) ·

When the Warriors are undertaking an Orc adventure, they can choose to use special Orcy treasures instead of using the Warhammer Quest Treasure cards and tables. Orc treasures are not necessarily items of Orc design or construction, they are just as likely to be pilfered items that the Orcs hold dear. The sort of magic item that is close to an Orc's heart is the sort of magic item that he can thrust very close to his opponent's heart...

When the Warriors complete an event that gains them an item of Dungeon Room treasure, roll a dice. On a score of 1-4 follow the normal rules for treasure. On a roll of 5 or 6, roll on the following table instead.

Of course, if you want a really Orcy adventure, you could decide to just use this table on its own!

2 Grulmak's Axe (BDEW) 350G

This black-bladed axe exudes a poisonous, corrosive slime. It is rumoured to be the axe stolen from the Chaos Warlord Grulmak Deathmonger by the notorious Hobgoblin Scragface Throatslasher.

The axe ignores 3 points of armour, and spatters acid everywhere. At the end of the Warriors' Phase, every model adjacent to the wielder suffers 1 Wound, with no deductions for Toughness or armour. It is wielded at the Warrior's risk, however, and every time the wielder rolls a 1 to hit, he is struck by the acid himself and suffers 1D6 Wounds with no deductions

3 Kill Krazy Total Brew (BDEW) 200G per use left

Steam rises from the frothy surface of this foul-smelling liquid. Any Dwarf will recognise it with grudging respect as the product of the Orc Kill Krazy Brew Boyz.

No sane Warrior would contemplate drinking the brew, but if they did...

There is enough brew for each Warrior to have a drink, if they desire to do so. Roll a D6.

1 Dead! The Warrior's head explodes in a colourful and noisy fashion.

2 Mindless! The Warrior falls to the floor, fluid leaking from his ears. He is impervious to pain for the next 1D6 turns, but may do absolutely nothing at all. After this time, the Warrior returns to normal.

3 Zonked! The Warrior staggers around in an uncontrolled fashion. Until the Wizard rolls a 4, 5 or 6 in the Power Phase, the Warrior may do nothing except wander along blearily behind the others. If attacked, he is at Weapon Skill 1.

4-5 Fortified! The coarse liquor fires up the Warrior's blood, invigorating him whilst stripping the skin off the roof of his mouth. The Warrior regains 2D6 Wounds, but the player may not talk at all for the next D6 turns.

6 The Warrior gurgles mindlessly for a moment as the brew reorganises his internal organs, then a feeling of new-found strength washes over him. He regains 1D6 Wounds, his Weapon Skill is permanently reduced by -1, but he causes an extra dice of damage every time he hits.

4 Bloodletting Sword (BDE) 500G

This dark blade glows with an internal pulse.

The sword drinks the blood of its victims, causing an extra 1D6 Wounds every time it hits. However, if the Warrior rolls a 1 when rolling to hit, the blade takes the energy it needs from the Warrior instead, causing 1D3 Wounds not modified for armour or Toughness.

5 Frowing Nife (BWE) 250G

This is an extremely well balanced throwing knife that seems to leap from the thrower's hand.

Once per combat, the Warrior may throw the knife at any Monster he can see that is not in an adjacent square to him. The knife hits on a roll of 2+. The knife does 2D6 + Strength damage, and ignores armour and Toughness. Once the combat is over, the knife may be retrieved.

6 Fire Brew (BDEW) 100G per use left

This vial contains a pale red liquid that sparkles as it catches the light. It is the harsh and fiery liquid used by Orcs to heal their wounds.

This is supposed to be a healing potion and holds enough liquid for four doses. Whenever a Warrior takes a drink of the potion roll on the table below:

1 The potion tastes awful, and does no good at all other than induce a fit of vomiting!

2-4 The potion tastes pretty bad, searing the gullet, but quickly heals 1D6 Wounds.

5-6 The burning brew heals 1D6 Wounds per battle-level.

7+ A Dead 'Ard Weapon

The Warriors find a cache of dirty but well fashioned weapons, scavenged from who knows where. Some have crude runes or sigils cut into them, and they all look lethal. Roll a D6 to see what you have found:

1 A cruel scimitar
2 A Dwarf hammer
3 A sturdy club
4 A mighty axe
5 A crushing mace
6 A deadly-looking sword

Which... (roll 1D6)

1 Causes +1 Wound per battle-level every time it strikes
2 Ignores 1D6 points of armour
3 Gives the wielder +1 to hit
4 Gives the wielder +1 Attacks
5 Allows the wielder to parry incoming blows on a dice roll of 6
6 Causes an extra 6 Wounds on a to hit roll of 6

Now roll again. If you roll higher than your first score to see what the weapon does, the weapon has the second ability too, and so on. Each ability the weapon has contributes 200 gold to the weapon's value. As soon as you roll the same number again or lower, you must stop.

The abilities are permanent.

· MAGIC ARMOUR, WEAPONS AND ITEMS ·

In the Bestiary section of the Warhammer Quest Roleplay book there are descriptions of the magic weapons, armour and items that some powerful Monsters possess. These tables provide you with a set of Orc magic weapons, armour and items that you can use instead. From now on, in your games of Warhammer Quest, if you meet any greenskin who has one or more magic items, use the following tables to determine exactly what they are. All the other rules for Monsters with magic items remain exactly the same – see the Warhammer Quest Roleplay book, pages 83 & 84.

· ORC MAGIC ARMOUR ·

1 Armour of Gork

This blackened chain-mail shimmers in the light. Orcy faces shift and move across its dirty surface, and the sound of its worn links moving is the sound of deep laughter.

The armour plays tricks with the light making it hard for a Warrior to concentrate on his target. Any Warrior attacking the Monster or shooting at it suffers a -1 to hit modifier.

2 Armour of Magrot

The strange sigils and runes carved on this breastplate give off crackling sparks.

When a Warrior hits the Monster roll a D6. On a roll of 1 the hit has no effect, but the Warrior is hit by an electrical discharge through his weapon. The Warrior takes 1D6 Wounds with no modifiers at all.

3 Gork's Big Belt

The massive crude leather belt seems to be pulsating in response to the wearer's heartbeat.

At the start of any Monsters' Phase when the Monster has 1 Wound or more the belt will magically heal 1D6 Wounds, up to its starting wounds score. If the Monster is reduced to 0 Wounds the belt fails to work and the Monster dies.

4 Animated Armour of Iron Rock Fortress

This armour was forged by the Orc Shaman Ragratt Boneblenda, and is imbued with the lightning reflexes of the hapless Gobbo sacrificed in its creation.

The armour itself attempts to dodge attacks. Each time a hit is scored against the Monster roll 1D6. On a roll of 6 the armour throws the Monster to one side and the attack misses.

5 Helm of Gunbad

Uglutz Arrerbane was a Goblin chieftain renowned for his uncanny luck where arrows or other missile attacks were concerned – his enemies just couldn't hit him! The secret of his luck was an ancient helmet scavenged from the depths of Mount Gunbad. This steel helmet has a green gem set in it which pulses with an inner light.

The helm turns aside all missiles directed against the wearer. No normal fired or thrown weapon will hit the wearer. If a magic missile is employed roll a D6. On a roll of 5 or 6 even this will be turned aside.

6 Mork's 'Ead

This black iron helm is fashioned in the shape of a scowling Orc, more of a crudely sculpted mask than a conventional helm. However, it is blessed by Mork, god of the Orcs, and is a potent magical helm.

When a hit is scored against the wearer of any nature at all roll 1D6. On a roll of 6 the attack is turned aside. Furthermore, if the attack was made by a non-magical weapon that weapon is destroyed by the helm.

· ORC MAGIC ITEMS ·

1 Gluvvz of Deff

The greenskin is wearing a pair of heavy duty black gloves, studded with iron, and glittering with a baleful light.

The gauntlets give the Monster +2 Strength, and an extra Attack each turn.

2 Da Speedstone of Skabnoze

The Monster has around its neck a jewelled amulet that shines with a malicious and sickly light.

The amulet makes the wearer's metabolism somewhat unpredictable. The Monster makes 1D6 Attacks per turn, whatever its profile says.

3 Armband of Agrog the Slayer

This battered bronze armband has obviously seen a great deal of action, marked by blows from many weapons.

The armband projects a magic shield round the wearer. The shield gives +1D6 Toughness against any form of attack whatsoever.

4 Da Burning Brew of Peak Pass

Around its neck the Monster wears a small leather flask. On the flask is the insignia of the Red Eye Goblins.

The flask contains a healing potion. When the Monster is first reduced to 0 Wounds it quickly drinks its potion and immediately regains 2D6 Wounds. In addition, the brew sends the Monster crazy! Until it is killed, the Monster now gains an extra Attack every turn, and gains +2 Toughness.

5 Ring of Stomping

This crude ring bears a leering Orc face on its surface.

At the start of the Monsters' Phase roll a dice. On a score of 1-5 the ring has no effect. On a score of 6, there is a loud thunderclap and a huge Orc foot slams down from the ceiling. Draw a Warrior counter to see who is hit. That Warrior is stomped to the floor, taking 1D6 Wounds per battle-level. Normal modifiers apply. Other Monsters may add +1 to their to hit rolls if they are striking at the stomped Warrior! He will be back on his feet in time for the start of the next turn.

6 Grimfang's Deff Kurse

On the greenskin's left hand is a chunky gold ring bearing a red gemstone.

The ring brings about a death curse on the slayer of the wearer. When the Monster is reduced to 0 Wounds the ring explodes! The Warrior who killed the wearer immediately takes 2D6 Wounds with no modifications at all.

· ORC MAGIC WEAPONS ·

1 Axe of Slasha

The finely honed edge of this battle axe scatters the light of the lantern.

The magically sharp edge of the axe does an extra 1D6 damage when the Monster wielding it rolls 4+ to hit.

2 Hammer of Mork

This evil-looking hammer howls as it swings towards its target.

This magic hammer adds +1D6 to the wielder's Strength.

3 Sword of Stabbin'

The obsidian blade of this blood-encrusted sword tapers to a wickedly sharp point.

The sword ignores all armour. Any hit caused with the sword is modified for natural Toughness only.

4 Bone Bow

This hideous bow is fashioned from a single bone of some huge beast, and creaks ominously as the bowstring is drawn.

The bow causes 1D6 x wielder's Strength Wounds each time it is fired, and adds +1 to all rolls to hit. Any Monster wielding a Bone Bow is placed following the rules for Monsters with missile weapons.

5 Unholy Mace of Urgrash the Merciless

The head of this immense mace swallows all light as an aura of darkness surrounds it.

The mace causes an extra Wound per battle-level of the Warrior it strikes. Any Warrior attempting to attack the Monster suffers a -1 modifier to hit.

6 Sword of the Slaughterer

This massive scimitar shrieks with unholy malice as it rends and tears at the flesh of its foes.

The sword causes an extra 1D6 Wounds every time it strikes. Also, if the Monster's to hit roll was a 6, one of the Wounds suffered by the Warriors can never be healed: it is lost forever.

· ORC MONSTER TABLES ·

For battle-level 1 Warriors, an alternative to using the Monster Event cards is to use the Level 1 Orcs Monster Table given here. To determine which Monsters appear to attack the Warriors you first draw an Event card as normal. If the card has an 'M' in the top corners roll on the Level 1 Orcs Monster Table instead of using the details on the card.

As the Warriors progress through battle-levels they need greater challenges to face, which means tougher Monsters. The following Orcs Monster Tables cover battle-levels 1 to 5, and allow higher level Warriors to have more challenging Orc adventures. Beyond battle-level 5, use the Monster Tables from the Bestiary section of the Roleplay book.

The tables can also be used by a Gamesmaster as a guide to what sorts and numbers of Monsters to populate different levels of dungeon with. You will need the 'to hit' chart from the Warhammer Quest Adventure book to use these tables.

SPECIAL RULES

Like the Monster Tables in the Warhammer Quest Roleplay book, the Monster Tables that follow often include 'special rules'. These rules are the same as those given in the Roleplay book except for magic weapons, armour or items. You can use the Monsters' magic items from the Roleplay book, or roll on the special Orc magic item tables above.

Magic weapons, armour or items possessed by the Monsters are cursed and cannot be taken or used by the Warriors.

• LEVEL 1 ORCS MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on the *Level 2-3 Monster Table*													
12	Black Orcs	4	4	4+	4	4	7	2	1	90	1	1	1D6	Armed with Swords
13	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	2D6	Ambush A; Fly.
14	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3).
15	Night Goblin Archers	4	2	5+	3	3	2	2	1	20	–	1	1D6	Armed with Bows (Str 1).
16	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	2D6	Deathleap.
21	Goblin Spearmen	4	2	5+	3	3	2	2	1	20	–	1	1D6	Armed with Spears (Fight in Ranks).
22	Goblin Netters	4	2	5+	3	3	2	2	1	35	–	S	1D6	Armed with Nets.
23	Goblin Wolf Riders &	4	2	5+	3	3	2	2	1	20	–	1	1D6	Armed with Spears; Rider. See rules at the bottom of the next page.
	Giant Wolves	9	4	-	3	3	4	3	1	70	–	1		
24	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	2D6	1D6 armed with Bows (Str 1) and 1D6 armed with Spears (Fight in Ranks).
	Goblin Shaman	4	2	5+	3	4	3	3	1	280	–	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
25	Night Goblin Archers &	4	2	5+	3	3	2	2	1	20	–	1	6	Armed with Bows (Str 1).
	Fanatic	4	2	5+	3	3	2	2	S	300	–	1	1	Armed with Ball & Chain; Never Pinned.
26	Night Goblin Fanatics	4	2	5+	3	3	2	2	S	300	–	1	3	Armed with Ball & Chain; Never Pinned.
31	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
32	Orcs with bows	4	3	4+	3	4	3	2	1	55	–	1	1D6	Armed with Bows (Str 3).
33	Orcs with swords	4	3	4+	3	4	3	2	1	55	–	1	1D6	Armed with Swords
34	Orcs &	4	3	4+	3	4	3	2	1	55	–	1	1D6	Armed with Swords.
	Night Goblin Archers	4	2	5+	3	3	2	2	1	20	–	1	1D6	Armed with Bows (Str 1).
35	Orc Big'Uns	4	4	4+	4	4	6	3	1	65	1	1	1D3	Armed with Swords.
36	Savage Orcs	4	3	4+	3	4	5	2	1	65	-	1	1D6	Armed with Bows (Str 4); Tattoos 6+.
41	Savage Orcs &	4	3	4+	3	4	5	2	1	65	-	1	1D6	Armed with Bows (Str 4); Tattoos 6+.
	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	-	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; Tattoos 5+.
42	Savage Orcs	4	3	4+	3	4	5	2	1	65	-	1	1D6	Armed with Swords; Tattoos 6+.
43	Snotlings	4	1	–	1	1	1	1	1	10	–	S	2D6	Ambush, Magic A; Gang Up.
44	Wild Cave Squigs	S	4	–	5	3	3	5	2	200	–	1	1D3	Never Pinned; Wild Squig Attack.
45	Squig Hunter teams:												3	One team consists of 2 Squig Hunters and 1 Squig.
	Goblin Squig Hunters	4	2	5+	3	3	2	2	1	25	–	1		Herd Squigs; Never Pinned.
	Trained Cave Squigs	5	4	–	5	3	3	5	2	200	–	1		Never Pinned.
46	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	2D6	Ambush, Magic A; Break.
51	Minotaur	6	4	4+	4	4	15	3	2	440	–	2	1	Fear 5.
52	Gubbinz &	4	2	5+	3	2	1	2	S	250	-	S	1	See rulebook for special rules.
	Growler	5	4	-	6	4	6	5	2	350	-	1	1	See rulebook for special rules.
53	Skabnoze & Minions. Roll on the Minions Table, below.	4	3	4+	3	5	7	3	1	300	-	1	1	See rulebook for special rules.
54	Gorgut & Minions. Roll on the Minions Table, below.	4	4	3+	4	4	12	3	2	400	1	1	1	See rulebook for special rules.

• LEVEL 1 ORCS MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
55	Bogoff &	5	1	-	1	1	1	1	-	150	-	-	1	Steals lantern! See rulebook for special rules.
	Gorgut's Big'Uns	4	4	4+	4	4	5	3	1	100	1	1/2(6+)	3	*On a roll of 6, cause an extra D6 damage for 2D6+4 Wounds.*
56	Giant Wolves	9	4	-	3	3	7	3	1	70	-	1	6	
61	Savage Orc Boss &	4	4	3+	4	4	19	3	2	450	-	2	1	Magic Weapon; Tattoos 5+.
	Savage Orcs	4	3	4+	3	4	5	2	1	65	-	1	3	Armed with Bows (Str 4); Tattoos 6+.
62	Orc Boar Boyz &	4	4	4+	3	4	5	2	1	60	-	1	2	Armed with Swords; Rider.
	War Boars	7	4	-	3	4	10	3	1	200	-	2		
63	Night Goblin Shaman &	4	2	4+	3	4	3	3	1	280	-	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
	Goblins	4	2	5+	3	3	2	2	1	20	–	1	6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Attack in Ranks).
64	Night Goblin Boss &	4	3	3+	4	3	9	3	2	150	1	1	1	Magic Weapon.
	Goblins	4	2	5+	3	3	2	2	1	20	–	1	12	6 armed with Bows (Str 1) and 6 armed with Spears (Attack in Ranks).
65	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
66	*Roll on the Level 2-3 Monster Table*													

MINIONS TABLE (Roll a D6)

D6	Race & Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
1-2	Orcs with Swords &	4	3	4+	3	4	3	2	1	55	–	1	3	Armed with Swords.
	Orc Archers	4	3	4+	3	4	3	2	1	55	–	1	3	Armed with Bows (Str 3).
3	Orcs with Swords	4	3	4+	3	4	3	2	1	55	–	1	3	Armed with Swords.
4	Night Goblin Archers &	4	2	5+	3	3	2	2	1	20	–	1	3	Armed with Bows (Str 1).
	Goblin Spearmen	4	2	5+	3	3	2	2	1	20	–	1	3	Armed with Spears (Attack in Ranks).
5	Night Goblin Archers	4	2	5+	3	3	2	2	1	20	–	1	3	Armed with Bows (Str 1).
6	Goblin Spearmen	4	2	5+	3	3	2	2	1	20	–	1	3	Armed with Spears (Attack in Ranks).

NEW MONSTERS' SPECIAL RULE

RIDER

Many Monsters ride trained creatures into battle. While Humans and Elves mostly ride horses, or in some cases such fabulous creatures as Griffons and Dragons, Goblins ride Wolves, and Orcs prefer ferocious war boars.

When a mounted Monster attacks, both rider and mount may attack in the Monsters' Phase. Rider and mount must attack the same Warrior. A Warrior can't attack the rider until its mount is dead. When the mount has been killed, the rider will continue to fight on foot. Either make a note that the mount has been killed, or remove the mounted model and replace it with an appropriate model to represent the rider. If a Warrior kills a mount with one blow, he gets a death-blow as normal. However, the death-blow cuts into the rider first. If the death-blow kills the rider as well, it moves onto the next target.

• LEVEL 2-3 ORCS MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll on the *Level 4-5 Monster Table*													
12	Roll on Gorgut's Lair Objective Room Table													
13	Snotlings	4	1	–	1	1	1	1	1	10	–	S	12	Ambush, Magic A; Gang Up.
14	Giant Bats &	8	2	–	2	2	1	–	1	15	–	1	12	Ambush A; Fly.
	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	12	Web (1D3).
15	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	12	Deathleap.
16	Hobgoblins	4	3	4+	3	3	4	2	1	50	1	1	2D6	Ambush, Magic A; Break.
21	Giant Scorpions	5	3	-	5	6	20	1	2	450	-	2	1D3	Sting (2D6).
22	Gigantic Spider	5	3	-	S	4	20	1	2	450	-	2	1D3	Web (1D6).
23	Squig Hunter teams												1D6	One team consists of 2 Squig Hunters and 1 Squig.
	Goblin Squig Hunters &	4	2	5+	3	3	2	2	1	25	–	1		Herd Squigs; Never Pinned.
	Trained Cave Squigs	S	4	–	5	3	3	5	2	200	–	1		Never Pinned.
24	Giant Spiders &	6	2	–	S	2	1	–	1	15	–	1	12	Web (1D3).
	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	12	Ambush A; Fly.
25	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	Fear 5.
26	Minotaurs	6	4	4+	4	4	15	3	2	440	-	2	3	Fear 5.
31	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
32	Trolls	6	3	6+	5	4	30	1	3	650	-	2	2	Fear 6; Regenerate 2; Vomit.
33	Stone Troll	6	3	6+	5	4	25	1	3	650	-	2	1	Fear 6; Magic Drain 6; Regenerate 2.
34	Black Orcs	4	4	4+	4	4	7	2	1	90	1	1	2D6	Armed with Swords.
35	Black Orcs &	4	4	4+	4	4	7	2	1	90	1	1	1D6	Armed with Swords.
	Night Goblin Archers	4	2	5+	3	3	2	2	1	20	–	1	1D6	Armed with Bows (Str 1).
36	Savage Orcs	4	3	4+	3	4	5	2	1	65	-	1	2D6	Armed with Bows (Str 4); Tattoos 6+.
41	Savage Orcs &	4	3	4+	3	4	5	2	1	65	-	1	1D6+2	Armed with Bows (Str 4); Tattoos 6+; Guards (Shaman).
	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	-	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; Tattoos 5+.
42	Orcs with Bows	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with Bows (Str 3).
43	Orcs with Swords	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with Swords.
44	Orc Big'Uns	4	4	4+	4	4	6	3	1	65	1	1	2D6	Armed with Swords.
45	Orcs &	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Swords or [4-6] Bows (Str 3).
	Night Goblin Archers	4	2	5+	3	3	2	2	1	20	–	1	2D6	Armed with Bows (Str 1).
46	Orcs &	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Swords or [4-6] Bows (Str 3).
	Orc Boss	4	4	4+	4	4	18	3	2	330	2	2	1	Magic Weapon.
51	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	2D6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks).
	Goblin Boss	4	3	5+	4	3	6	3	2	150	2	1	1	Magic Weapon.
52	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	2D6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks); Guards Shaman.
	Goblin Shaman	4	2	5+	3	4	3	3	1	280	–	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
53	Goblin Wolf Riders	4	2	5+	3	3	2	2	1	20	–	1	2D6	Rider; Armed with Spears (Fight in Ranks).
	Giant Wolves	9	4	-	3	3	7	3	1	70	–	1		

• LEVEL 2-3 ORCS MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
54	Orc Boar Boyz	4	4	4+	3	4	5	2	1	60	-	1	6	Rider; Armed with Swords.
	War Boar	7	4	-	3	4	10	3	1	200	-	2		
55	Savage Orc Boss	4	4	3+	4	4	19	3	2	450	-	2	1	Magic Weapon; Tattoos 5+.
56	Squig Hoppers												1D6	
	Goblin	4	2	5+	3	3	2	2	1	20	–	1		Armed with Sword; Rider.
	Hopper	2D6	4	-	5	3	10	5	2	230	-	2	1	Never pinned; Bounce (see special rule at the bottom of this page).
61	Night Goblin Boss &	4	3	3+	4	3	9	3	2	150	1	1	1	Magic Weapon.
	Goblin Netters	4	2	5+	3	3	2	2	1	35	–	S	1D6	Armed with Nets.
62	Goblin Fanatics	4	2	5+	3	3	2	2	S	300	–	1	3	Armed with Ball & Chain; Never Pinned.
63	Night Goblin Shaman &	4	2	4+	3	4	3	3	1	280	-	1	1	Goblin Magic 1; Magic Resistance 5+.
	Goblin Spearmen &	4	2	5+	3	3	2	2	1	20	–	1	12	Armed with Spears (Fight in Ranks).
	Night Goblin Archers	4	2	5+	3	3	2	2	1	20	–	1	6	Armed with Bows (Str 1); Guards (Shaman).
64	Goblin Wolf Riders	4	2	5+	3	3	2	2	1	20	–	1	2D6	Rider; Armed with Swords.
	Giant Wolves	9	4	-	3	3	4	3	1	70	–	1		
65	Roll on Gorgut's Lair Objective Room Table													
66	Roll on the *Level 4-5 Monster Table*													

· SQUIG HOPPERS ·

One of the most deadly creatures that inhabits the deep, dank tunnels under the mountains is the elusive Cave Squig. These creatures have huge gaping mouths thronged with slashing teeth, and an enraged Cave Squig can bite a large creature clean in two and can easily swallow a Night Goblin whole.

Night Goblins hunt Cave Squigs using long, sturdy forks called 'prodders'. They goad the Squigs from their hiding places, throw nets over them then drag them away to be trained. Some particularly fearless Night Goblins actually ride the Squigs, hanging on for dear life as the maddened beasts bound and bounce through the tunnels.

SPECIAL RULES

Bounce; Never Pinned.

NEW MONSTERS' SPECIAL RULE

Bounce!

Some Monsters may jump over a blocked square in order to reach their intended target. They must land in an empty square, and may not jump more than one square. The "bounce" takes up one square of movement. Monsters that can bounce are not generally subject to pinning, for obvious reasons.

• LEVEL 4-5 ORCS MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
11	Roll twice on this table													
12	All the Monsters from Gorgut's Lair Objective Room table													
13	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	12	6 armed with Bows (Str 1) & 6 armed with Spears (Fight in Ranks).
	Fanatics &	4	2	5+	3	3	2	2	5	300	–	1	3	Armed with Ball & Chain; Never Pinned.
	Goblin Big Boss	4	4	2+	4	4	12	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+ (Ring).
14	Goblin Wolf riders	4	2	5+	3	3	2	2	1	20	–	1	12	Rider; Armed with Spears (Fight in Ranks).
	Giant Wolves	9	4	-	3	3	7	3	1	70	–	1		
15	Orcs &	4	3	4+	3	4	3	2	1	55	–	1	12	Armed with [1-3] Swords or [4-6] Bows (Str 3).
	Big'Uns &	4	4	4+	4	4	6	3	1	65	1	1	12	Armed with Swords.
	Orc Boss	4	4	3+	4	4	18	3	2	330	2	2	1	Magic Weapon.
16	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	1D6+4	Armed with [1-3] Bows (Str 4) or [4-6] Swords.
	Black Orc Boss	4	5	3+	5	4	20	3	2	420	2	2	1	Magic Weapon.
21	Orc Shaman &	4	3	4+	3	5	16	3	1	590	-	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon.
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	1D6+4	Armed with Swords; Guards (Shaman).
	Orc Big Boss	4	5	2+	4	5	25	4	3	720	3	2	1	Ignore Pain 6+; Magic Armour; Magic Weapon.
22	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	3	Fear 5.
23	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
	Trolls	6	3	6+	5	4	30	1	3	650	-	2	1D3	Fear 6; Regenerate 2; Vomit.
24	Trolls	6	3	6+	5	4	30	1	3	650	-	2	3	Fear 6; Regenerate 2; Vomit.
25	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
26	Troll &	6	3	6+	5	4	30	1	3	650	-	2	1	Fear 6; Regenerate 2; Vomit.
	Stone Troll	6	3	6+	5	4	25	1	3	650	-	2	1	Fear 6; Magic Drain 6; Regenerate 2.
31	Troll &	6	3	6+	5	4	30	1	3	650	-	2	1	Fear 6; Regenerate 2; Vomit.
	Ogres	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
32	Giant Scorpions &	5	3	-	5	6	20	1	2	450	-	2	3	Sting (2D6).
	Gigantic Spiders	5	3	-	5	4	20	1	2	450	-	2	1D3	Web (1D6).
33	Night Goblin Shaman Champion &	4	2	4+	4	4	12	3	1	830	-	2	1	Goblin Magic 2; Magic Resistance 5+; Magic Weapon.
	Night Goblin Bosses	4	3	3+	4	3	9	3	2	150	1	1	6	Magic Weapon; Guards (Shaman).
34	Orc Bosses riding Boars	4	4	3+	4	4	18	3	2	330	2	2	1D6+1	Magic Weapon.
	War Boars	7	4	-	3	4	10	3	1	200	-	2		
35	Savage Orc Warlord	4	6	1+	4	5	34	5	4	1500	-	3	1	Ignore Pain 5+; Magic Weapon; 2 x Magic Item; Tattoos 3+.
	Savage Orcs	4	3	4+	3	4	5	2	1	65	-	1	12	Armed with Bows (Str 4); Tattoos 6+.
36	Squig Hoppers													
	Goblin	4	2	5+	3	3	2	2	1	20	–	1	6	Armed with Sword; Rider.
	Hopper	2D6	4	-	5	3	10	5	2	230	-	2		Never pinned; Bounce.
41	Orc Big'Uns riding	4	4	4+	4	4	5	3	1	65	-	1	12	Rider; Armed with Swords.
	War Boars	7	4	-	3	4	10	3	1	200	-	2		

• LEVEL 4-5 ORCS MONSTER TABLE •

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	No.	Special Rules
42	Night Goblin Big Boss &	4	4	2+	4	4	15	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+.
	Netter teams &	4	2	5+	3	3	2	2	1	35	–	S	6	One team = 2 Goblins. Armed with Nets & Clubs.
	Fanatics &	4	2	5+	3	3	2	2	S	300	–	1	6	Armed with Ball & Chain; Never Pinned.
	Squig Hunter teams												4	One team consists of 2 Squig Hunters and 1 Squig.
	Goblin Squig Hunter	4	2	5+	3	3	2	2	1	25	–	1		Herd Squigs; Never Pinned.
	Trained Cave Squigs	S	4	–	5	3	3	5	2	200	–	1		Never Pinned.
43	Squig Hoppers													
	Goblin Rider	4	2	5+	3	3	2	2	1	20	–	1	6	Armed with Sword; Rider.
	Hopping Squig	2D6	4	-	5	3	10	5	2	230	-	2		Never pinned; Bounce.
44	Night Goblin Shamans &	4	2	4+	3	4	3	3	1	280	-	1	3	Goblin Magic 1; Magic Resistance 5+.
	Goblin Spearmen &	4	2	5+	3	3	2	2	1	20	–	1	12	Armed with Spears (Fight in Ranks).
	Goblin Archers &	4	2	5+	3	3	2	2	1	20	–	1	12	Armed with Bows (Str 1).
	Goblin Netter teams	4	2	5+	3	3	2	2	1	35	–	S	6	Armed with Nets & Clubs.
45	Savage Orc Shaman Champion riding War Boar &	4	3	4+	4	5	21	3	1	1220	-	2	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon; Tattoos 6+.
	Savage Orc Boar Boyz	4	3	4+	3	4	5	2	1	60	-	1	12	Rider; Tattoos 6+.
	War Boar	7	4	-	3	4	10	3	1	200	-	2		
46	Savage Orc Shaman &	4	3	4+	3	5*	16	3	1	590	-	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; Tattoos 5+.
	Savage Orc Big Boss &	4	5	2+	4	5	27	4	3	980	-	2	1	Ignore Pain 6+; Magic Weapon; Magic Item; Tattoos 5+.
	Savage Orc Bosses	4	4	3+	4	4	19	3	2	450	-	2	1D3	Magic Weapon; Tattoos 5+; Guards (Shaman).
51	Orc Big Bosses	4	5	2+	4	5	25	4	3	720	3	2	6	Ignore Pain 6+; Magic Armour; Magic Weapon.
52	Gorgons	4	2	4+	3	3	35	5	1	1100	-	2	1D3	Fear 9; Petrify.
53	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify.
54	Night Goblin Shaman Champion	4	2	4+	4	4	12	3	1	830	-	2	1	Goblin Magic 2; Magic Resistance 5+; Magic Weapon.
	Night Goblin Shamans	4	2	4+	3	4	3	3	1	280	-	1	6	Goblin Magic 1; Magic Resistance 5+.
55	Black Orc Champions riding War Boars	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	12	Armed with [1-3] Bows (Str 4) or [4-6] Swords.
	War Boars	7	4	-	3	4	10	3	1	200	-	2		
56	Orc Big Bosses	4	5	2+	4	5	25	4	3	720	3	2	4	Ignore Pain 6+; Magic Armour; Magic Weapon.
61	Gorgut	4	4	3+	4	4	12	3	2	400	1	1	1	See rulebook for special rules.
	Big'Uns	4	4	4+	4	4	6	3	1	65	1	1	2D6	Armed with Swords.
62	Giant Scorpions &	5	3	-	5	6	20	1	2	450	-	2	3	Sting (2D6).
	Gigantic Spiders	5	3	-	S	4	20	1	2	450	-	2	3	Web (1D6).
63	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5.
	Ogres &	6	3	5+	4	5	13	3	2	400	–	1/2(5+)	1D3	Fear 5.
	Trolls	6	3	6+	5	4	30	1	3	650	-	2	1D3	Fear 6; Regenerate 2; Vomit.
64	Night Goblin Big Bosses	4	4	2+	4	4	15	4	3	330	2	1	6	Magic Weapon; Magic Resistance 5+.
65	All the Monsters from Gorgut's Lair Objective Room table													
66	Roll on the *Level 6 Monster Table* from the Roleplay book													

· SECTION 3 ·

The third section of this book presents you with a pre-written campaign, the Doom of Grishnak, which uses the full roleplaying rules for Warhammer Quest. To play this adventure you will need a Gamesmaster who is familiar with the Roleplay book. The following introduction is taken from a little known tome in the darkest library of the Empire... Read on if you dare!

· DEAN'S GOOD GAMESMASTERING GUIDE ·

As Gamesmaster, you have a largely thankless task ahead of you, as Warriors tend to be a self-centred and opinionated bunch. It is up to you to make the game as exciting and enjoyable as possible, keeping the game flowing, and maintaining the players' interest. It's no good if the players have to keep waiting while you read the next room description, or even worse have to stop because you have just noticed something that should have happened in the last corridor. You are also responsible for creating the 'atmosphere' of the game. This will involve exciting and sometimes infuriating descriptions of the challenges they face.

For example, imagine that the Warriors encounter a group of Goblins ("Easy meat, lads!") lead by a Goblin Boss ("Ah!"), who is armed with a magic weapon ("Oooer") called the Sword of the Slaughterer ("Run away, run away!"). As Gamesmaster, it is up to you how and when you reveal the boss and his evil-looking sword. You could simply say nothing about the sword until the Goblin hits the Warrior with a 6 and then say, "Oh yeah, the Goblin has a magic sword". Alternatively, as soon as the Warrior attacks the Goblin you can cheerfully exclaim, "The Goblin Boss has the Sword of the Slaughterer".

On the other hand, you could be really mysterious about the whole affair, saying something like: "The Goblin Boss is wielding an ornate sword. Its blade glitters with arcane power and ancient malice." By using an exciting description of the sword, you let the Warriors know that they are up against something dangerous, but not exactly what. This is often all the Warriors would actually know. The Warriors can now worry about what exactly the Goblin is going to hit them with.

CREATING AN ATMOSPHERE

If you have loads of self confidence, and do not mind running the risk of making a total fool of yourself, you can have a go at injecting some extra atmosphere into your games through improvised sound effects and the like. The most infamous Gamesmasters are renowned for their use of any technique they can think of to keep the players 'on the edge'.

Generally, Warhammer Quest is about getting on with the adventure on hand, but there is nothing wrong with spicing up your descriptions if it keeps the players happy. In fact, the more entertaining your games, the more likely the Warriors are not to complain when you crush them with falling blocks and the like, especially if the said crushing is accompanied by a liberal dose of crunching bone sound effects.

For instance, during the first deep in the Doom of Grishnak, the Warriors have Goblin Wolf Riders on their trail, and every time the Wizard rolls a 1 in the Power Phase there is a chance that some will turn up. Howling at the moon during the Power Phase is not something recommended to demonstrate a Gamesmaster's sanity, but it might just do the trick of getting the players all worked up. If you are going to leap into this level of gamesmastering, it has to be all or nothing – half hearted sound effects will not do! Practising on your own in a sound-proof room is recommended.

This sort of Gamesmaster needs to be part actor, part sound effects technician and part supreme being. Don't worry if you don't feel that you can muster a command performance straight away, things will come easier once you have run a few games and gained some confidence.

THINGS THEY FIND, ROOMS SEARCHED, MAGICAL TREASURE AND THE LIKE

Throughout the adventure the Warriors will come across all manner of strange things, from bizarre looking rooms with no apparent exits to exotic potions and fabulous magical treasure. Unlike using the cards, which immediately tell the Warrior all about these things, you now have an opportunity to keep the Warriors guessing – yes, that's right, another opportunity to show that you, the Gamesmaster, are in control of knowledge way beyond that of the mere players!

Rather than telling a Warrior exactly what he has found you could just describe the item and perhaps give further clues when it is used. You could make the Warrior take an Initiative test to see whether he can work out what it does. See the rules for searching rooms, identifying magic items etc in the Roleplay book for details of how to go about this.

JOURNEYS (OR, 'THERE AND BACK AGAIN')

As described in the Between Adventures section of the Roleplay book, travelling from one place to another can be a hazardous undertaking. In the following adventure there are three journeys the Warriors must make. To make these journeys more interesting you could use the Hazards Table in the Roleplay book. However, don't forget that these journey rules are just the bare bones, and a good Gamesmaster will turn them into a 'narrative', building up the story of the Warriors' adventures and travels, even between games.

By making a series of connections between the events the Gamesmaster gives a full description of the Warriors' journey. If you feel unable to do this as you go along you could roll the events yourself in advance and then make up a story line and lead the players through it.

THE ART OF CREATIVE GAMESMASTERING

The other problem faced by the Gamesmaster is what to do if the Warriors do something unexpected, miss some vital clue or churlishly exploit a massive hole in your cunningly devised plot. This is where gamesmastering becomes an 'art'. The trick is to direct and manipulate the players without blatantly pointing out that they have missed something. There's not much to say that makes this easier really, experience is everything. Have a look at page 188 in the Warhammer Quest Roleplay book, and read through 'The Ale Store'. It's a good example of just this sort of thing. Anyway, enough ramblings, time to get on with the Doom of Grishnak – keep these pages out of view of the players, or they'll only cheat!

· THE DOOM OF GRISHNAK ·

The Doom of Grishnak is the name of a precious amulet given to the Dwarfs of the Grunnson clan to celebrate a great victory over an Orc horde. Unfortunately, the amulet has been lost, and the Warriors are hired to find it before knowledge of its loss brings dishonour on the Dwarfs.

This adventure is suitable for a party of four Warriors at battle-levels of 2 or 3. You will need a Gamesmaster to run this adventure. If you are one of the players, don't read any further – the Gamesmaster will tell you all you need to know.

· GAMESMASTER'S NOTES ·

The Doom of Grishnak is a pre-written campaign – an adventure composed of several parts, all linked together by a common storyline. You should run it applying all the rules and tips given in Section 3 of the Warhammer Quest Roleplay book. Remember to include the Declaration Phase in the turn sequence.

If the group of Warriors is bigger than four, you will have to increase the number of Monsters they encounter by the same proportion. One extra Warrior would increase the party size by 25%, so the number of Monsters such a party would encounter should be increased accordingly. If you rolled four Skaven, for instance, you would increase this to five Skaven.

The adventure is quite long and has been split into three sections or 'deeps' as convenient stopping places. Although each deep runs directly into the next one they are treated as separate adventures. This means that all magical items that work 'once per adventure' will work 'once per deep'. The Wizard Power tokens are replenished at the start of each deep. Any players with Luck get new Luck counters at the start of each deep.

There is a pre-generated map for each deep of the adventure that shows the dungeon layout, and which board sections and counters you will need. Each board section is numbered and the accompanying notes tell you what events occur as the Warriors explore the dungeon.

As the Gamesmaster, you should read through the whole campaign thoroughly to familiarise yourself with the maps and the story and to get a feel for the events that occur.

PREPARATION FOR PLAY

When you play this adventure there are a number of things you need to sort out in advance. The most important of these is to get together the miniatures you will need to represent the Monsters that will be encountered in the dungeon. Before you start the adventure, read through the room descriptions to see what Monsters you will need.

MONSTERS AND TREASURE

Each room in the adventure has the Monsters and treasure already written into the description, so you won't need to use the Event cards to generate the room's occupants. When the Warriors kill the Monsters they get the gold as usual but they only get treasure if it is given in the description.

UNEXPECTED EVENTS

If, during the adventure, a 1 is rolled in the Power Phase an Unexpected Event happens as usual. Shuffle the Orc Event cards and draw the top card. If it is an 'E' event see the rules for Orc events on page 16 of this rulebook. If it is an 'M' event roll on the Level 2-3 Orcs Monster Table.

If the event is Monsters the Warriors will be due a Treasure when all the Monsters have been killed. Roll a D6 to see what they find:

1	Gold. See page 67 of the Warhammer Quest Roleplay book.
2-3	Treasure. Take a card from the Orc treasure card deck.
4-6	Treasure. Roll on the Orc Treasure Table, on 19 of this rulebook.

SPECIAL EVENTS

Note that in each of the deeps there is a Special Event that may occur instead of an Unexpected Event. Each time a 1 is rolled in the Power Phase the Wizard immediately rolls a second D6. If this second roll is anything but a 1 then an Unexpected Event occurs as usual. However, if the second roll is a 1 the Special Event for that deep occurs instead. A Special Event can happen no more than once per deep.

SECRET DOORS

Where the map shows a secret door, do not place the door on the board section until the Warriors actually locate the secret door. They can do this by searching the area – see the Warhammer Quest Roleplay book, page 164.

MOVING THE WARRIORS

As the Warriors move along corridors or through rooms, make sure that each Warrior miniature is moved from square to square by the player controlling him. It may not seem very important most of the time, but it will be at certain points in the adventure. For this reason it is best to make the rules clear right at the start. This way it doesn't give the players a warning later when you have to say, "Just out of interest, which squares *exactly* are you treading on?"

DEATH BELOW KARAK AZGAL

The Doom of Grishnak follows on from Death Below Karak Azgal, the pre-written adventure in the Warhammer Quest Roleplay book.

There are two possible introductions to the adventure. The first assumes that the Warriors are the same ones that rescued the Dwarf Grimcrag Grunnson from Karak Azgal. The second assumes that the Warriors have come to the attention of the Grunnson clan through their other adventures.

Whether or not you intend to run The Doom of Grishnak as a sequel to Death Below Karak Azgal it's a good idea to read through Death Below Karak Azgal to familiarise yourself with the background.

THE STORY

There now follows a brief introduction to the story of the Doom of Grishnak:

A Dwarf called Grimcrag Grunnson hires the Warriors to retrieve an amulet called the Doom of Grishnak. This ancient artefact depicts a great Dwarf victory over the Orc horde of Grishnak the Despicable. The amulet was given to the Grunnson clan by the Irongrudge clan a long time ago and it would cause a terrible rift between the two clans if the Irongrudge clan were to find out that the amulet had been lost. Ungrun Grunnson had the amulet with him when he was killed exploring the gloomy depths of Karak Azgal, and the Dwarfs never managed to recover it.

Skabnoze, the evil Orc Shaman, spent part of his time in Karak Azgal experimenting with magical potions – a hobby of his. One of his potions created a group of 'super rats'. These rats were highly intelligent and it was one of these creatures that retrieved the amulet from the skeleton of Ungrun Grunnson, father of Grimcrag, in the darkness below Karak Azgal. The rat dragged the amulet back to his master and when Skabnoze left Karak Azgal he took the amulet with him.

The Shaman eventually ended up in the lair of the Black Fang Orcs, on the southern slopes of Mount Gunbad. Gorgut, the Orc Warboss, liked the idea of having a Dwarf amulet depicting a victory over another Orc and took it off Skabnoze (as the Warriors will discover from a note in the Shaman's Den). This adventure tells the story of the quest to find the amulet, before the Irongrudge Dwarfs learn of its loss. The Warriors will need to go deep into the caves, into the very lair of Gorgut himself, to retrieve the amulet.

Deep One

The Warriors, pursued by Goblin Wolf Riders, meet all sorts of strange Goblins in the first part of the deep. They also have 'fun' chasing Bogoff the Snotling who steals their lantern. After encountering vicious Cave Squigs in an ancient temple, the Warriors are thrown in a pit with a Minotaur. Eventually they find Skabnoze in his den. However, after defeating Skabnoze they find that he no longer has the amulet. Skabnoze traps them in his den while he escapes down to the next level.

Deep Two

The Warriors have to fight lots of Orcs, including a gang of Black Orcs. Through a secret door they come to the Firechasm where they have to fight their way across the bridge. After going through another secret door they come across Skabnoze again who is summoning Minotaurs to fight them. Meanwhile, they have to worry about hordes of giant rats that ambush them. If they win through they get a chance to rest for a while.

Deep Three

Ever wary of ambush by enraged Big'Uns, the Warriors advance through the lowest level where they soon meet Gubbinz the fiendish Goblin jester. In a narrow corridor the Warriors come face to face with a ferocious Cave Squig chased by Squig Hunters, and later a secret door is inadvertently revealed by a Goblin Fanatic. At the final T-junction the Warriors don't have to decide which way to go as Bogoff runs off with the lantern again! Bogoff leads the Warriors straight into an ambush by Skabnoze who they must now fight to the death. Finally the Warriors fight their way to the object of their quest as Gorgut awaits the Warriors in his Lair. There they must retrieve the amulet or die in the attempt.

· THE ADVENTURE BEGINS ·

As mentioned above there are two possible introductions to the adventure depending on whether the Warriors rescued Grimcrag Grunnson from the depths of Karak Azgal (Version 1) or not (Version 2).

WARRIORS' INTRODUCTION – VERSION 1

Assuming the Warriors are the ones who rescued Grimcrag and found the Star of the Dawn, read this out to them.

> *While relaxing in Nuln, spending some of your hard-won gold, you are approached by a Dwarf. He introduces himself as Thongar Stonecrusher of the Grunnson Clan. Thongar has a message for the Warriors from his Lord, Grimcrag Grunnson.*

Give the leader of the Warriors Handout 1.

The journey to Karaz-a-Karak will take six weeks. Use the Hazard Table from the Warhammer Quest Roleplay book and refer to the notes in the Good Gamesmastering section above. Once the Warriors have completed their journey read them the following:

> *On arriving at Karaz-a-Karak, or Everpeak as it is known, you are welcomed openly by Grimcrag Grunnson who clearly remembers that he owes you his life.*
>
> *Grimcrag has a problem. When his father, Ungrun Grunnson, was killed in Karak Azgal he had with him a precious amulet. When Grimcrag returned from Karak Azgal he found the amulet gone and the ghost of Ungrun haunting his halls, demanding its return. The gold amulet was given to the Grunnson clan by the Irongrudge clan, to commemorate a great Dwarf victory against an Orc horde lead by Grishnak the Despicable. Since then the Irongrudge clan and the Grunnson clan have become great rivals and have recorded many grudges against each other. The loss of the amulet will cause the Grunnson clan a great loss of face which would no doubt be exploited by the Irongrudge clan.*

Show the Warriors the Dwarf skeleton counter used in Death Below Karak Azgal to depict Ungrun's corpse. Point out the amulet around the skeleton's neck. Then continue to read:

You remember the amulet being on the skeleton of Ungrun when you found it, but do not know what happened to it after that. However, casting your minds back you do remember seeing a few rats running about and they were acting in a more co-ordinated and intelligent fashion than normal rats. Anyway, Grimcrag says he lead an expedition back to Karak Azgal but found no sign of the amulet. He thinks that Skabnoze the Orc Shaman might have taken it with him when he escaped.

Grimcrag has found out that Skabnoze is now living in an Orc lair on the slopes of Mount Gunbad. Grimcrag wants you to go and get the amulet back as you should be able to recognise it when you find it. Obviously, he will reward you well if you return with the amulet.

Grunnson gives the Warriors some items to help them on their Quest (give the leader of the Warriors Handout 3).

WARRIORS' INTRODUCTION – VERSION 2

Assuming the Warriors have not been through Death Below Karak Azgal, read this to the Warriors:

While relaxing in Nuln, spending some of your hard-won gold, you are approached by a Dwarf who introduces himself as Thongar Stonecrusher of the Grunnson Clan. Thongar has a message for the Warriors from his Lord, Grimcrag Grunnson.

Give the leader of the Warriors Handout 2.

The journey to Karaz-a-Karak will take six weeks. Use the Hazard Table from the Warhammer Quest Roleplay book. Once the Warriors have completed their journey read them the following:

On arriving at Karaz-a-Karak, or Everpeak as it is known, you are welcomed by Grimcrag Grunnson who immediately makes good on his promise and pays each of you 100 gold. You are then conducted to a great hall where you are provided with food and drink while Grimcrag tells his story.

Grimcrag has a problem. Some time back his father, Ungrun Grunnson, was killed in the dungeons below Karak Azgal. A tragedy in itself, Ungrun also had with him an important gold amulet. The amulet is not magical in any way, but was given to the Grunnson clan by the Irongrudge clan to commemorate a great Dwarf victory against an Orc horde lead by Grishnak the Despicable. Since then the Irongrudge clan have become great rivals with the Grunnson clan and many grudges have been recorded by both clans. The loss of the amulet will cause the Grunnson clan a great loss of face which would no doubt be exploited by the Irongrudge clan.

Grimcrag says that he lead an expedition to Karak Azgal but found no sign of the amulet. However, he has reason to believe that an evil Orc Shaman called Skabnoze might have it. Skabnoze was no longer in Karak Azgal when Grimcrag went back, but has since been seen in an Orc lair on the slopes of Mount Gunbad. Grimcrag wants to hire you to go and get the amulet. Obviously he will reward you well if you return with it.

Grunnson gives the Warriors some items to help them on their Quest (give the leader of the Warriors Handout 3).

A FUNNY THING HAPPENED ON THE WAY TO MOUNT GUNBAD

Once again, to make the adventure more interesting you should use the Hazard Table to determine what happens to the Warriors on the way to Mount Gunbad. Assume the journey takes four weeks and then read the Warriors the following passage:

As you approach the slopes of Mount Gunbad you begin to get the feeling that you are being followed. Although there are no signs of anyone on your trail you cannot shake off the feeling. On your final night in the open you are suddenly awoken by the terrible howling of wolves in the distance. Worried that the wolves are on your trail you start moving again at dawn, heading quickly to the place where your map shows the entrance of the lair to be.

At about midday the quiet is suddenly rent by a howl and looking back you see dark shapes loping along your trail. Hastening onwards you see ahead the nearly vertical rock wall that holds the secret door into the lair. A glance backwards shows the pursuers are drawing close and you can now make out the shape of Goblins on the backs of the wolves.

Knowing you cannot get the door open before the foe are upon you, you prepare to meet the attack.

To represent the area near the secret door where the Warriors have chosen to make their stand, place the Torture Chamber room on the table. Six Goblin Wolf Riders have been on the trail of the Warriors for days and have finally caught up with them.

The players place the Warriors according to their Initiative as normal. Now place one Goblin Wolf Rider adjacent to each Warrior and draw two Warrior counters to see who gets the extra ones. The battle takes place as normal with Declaration Phase, Power Phase, Warriors' Phase and Monsters' Phase in turn until all the Monsters are dead. If the Wizard rolls a 1 in the Power Phase another four Goblin Wolf Riders turn up to join the fight. Work out gold as normal, but the Warriors do not get any treasure for this encounter. Now remove the board section from the table and read the following passage:

The bodies of wolves and Goblins lie at your feet and you prepare to move on. Suddenly, in the distance, you hear another howl. This time the eerie sound seems to hang in the air and is soon answered by a second wolf from a different direction. It seems that there are other hunters on your scent. You quickly make your way to the secret door and the Wizard invokes the spell that opens it. As you pass through the doorway you feel that you haven't seen the last of the Goblin Wolf Riders.

Gamesmaster's Tip: As you finish speaking, the more adventurous Gamesmasters among you may like to howl quietly like a wolf, just for the spine-chilling effect... ahem.

· DEEP ONE - THE DEN OF DOOM ·

Deep One is populated with Night Goblins who serve Gorgut. He lets them stay in the upper caves as they are a useful buffer against intruders, and they grow some excellent fungus...

The first part of the dungeon comprises a set of rooms and corridors where most of the Night Goblins live, connected by secret doors to Skabnoze's Den. There is also a room which contains an ancient idol that pre-dates the Goblins' occupation of the caves, and a fighting pit where the Goblins have imprisoned a Minotaur. At the end of Deep One the Warriors will find Skabnoze's Den and the way down to Deep Two.

Room Descriptions

The text in italics at the start of each board section description takes the place of the text on the Event cards. It should be read to the Warriors when they have an Exploration Phase that places that board section, or when they first enter the room, as appropriate.

SPECIAL EVENT – GOBLIN WOLF RIDERS

The Goblin Wolf Riders will be on the trail of the Warriors for the whole of Deep One, and the Special Event for Deep One is the arrival of another six Goblin Wolf Riders. When the Wizard rolls a 1 in the Power Phase ask the player to roll again. If this second roll is anything but a 1 an Unexpected Event occurs as detailed in the Unexpected Events section, earlier. However, if a 1 is rolled place six Goblin Wolf Riders on Board Section 1. At the start of each Monsters' Phase move the Wolf Riders nine squares forwards until they can attack the Warriors.

Gamesmaster Tip: You could do this in secret. At the start of each Monsters' Phase work out how far the Wolf Riders have got and write it down. Don't actually place the Wolf Riders on the board until they reach a board section that the Warriors can see. However, to give the Warriors a hint you could do some more howling as the wolves get closer!

1 STAIRS DOWN

As the secret door swings open you find yourselves at the top of a set of stone steps leading down into the darkness. Scratched on the walls are various runes, obviously Orc graffiti. You seem to be in the right place.

Place the Stairway board section on the table with a doorway at the far end. Place the Warriors on the top four squares of the board section in order of Initiative.

No event happens on this board section unless the Wizard rolls a 1 in the Power Phase.

2 T-JUNCTION

After the doorway the passage opens into a T-junction with branches to the left and to the right. Both passages end in solid-looking wooden doors. The door on the right has a scruffy looking notice tacked onto it that says "GORGUTS BESTEST TREASUR ROOM - KEEP OUT - DIS MEANS YOU!"

The leader must decide which way the Warriors will go. Nothing special will happen on the T-junction unless there is a Power Phase roll of 1.

Goblin Guards

If the Warriors have been through Death Below Karak Azgal they may well recognise this layout – Goblins obviously like a T-junction guardroom set-up! If you want you could make the Warriors take an Initiative test to see whether they remember. Each Warrior rolls 1D6 and adds his Initiative. If the result is 7 or more they have passed the test and remember that in Karak Azgal one of the rooms was alarmed to warn the guards in the other room. In this case both rooms have been alarmed so that whichever room the Warriors enter the Goblins in the other room will be alerted.

Placing Rooms 3 & 4

The Goblins have set up a cunning ambush. The idea is that the Warriors will turn to the right (lured by the notice), and go into Room 3, whereupon they will be set upon by the Goblin spearmen. The Goblin Archers in Room 4 will hear the commotion and join in the fight, firing arrows from Room 4, across the T-junction.

The Warriors can explore and enter either of the rooms (3 or 4). Carry on as normal until the Warriors actually enter one of the rooms then first place the Monsters that belong in that room (see room description). Next, place the other room's board section on the table. Now place the Monsters that belong in that room too. The Monsters in the room the Warriors entered will attack the Warriors as normal. The Monsters in the other room will either come across the T-junction to attack (Goblin spearmen) or will fire at the Warriors (Goblin archers).

3 WELL OF STENCH

Immediately obvious is the odour. A pungent stench is emanating from the barred well in the centre of the room into which a chain leads. A strange green slime can be seen on the floor which has started to eat away the Goblin sword lying in it. There is a skeleton on the floor in the corner of the room. Another door can be seen on the left hand wall.

The room contains eight Night Goblin spearmen. If the Warriors enter this room before Room 4 the Goblin spearmen are placed adjacent to the Warriors using the One-on-One rule.

If the Warriors enter Room 4 first place the Goblin spearmen near the door to the T-junction [2]. In each Monsters' Phase they will advance across the T-junction until they can attack the Warriors.

Investigating the Room

Once there are no living Monsters in this room, the Warriors may search it if they want to.

The Skeleton

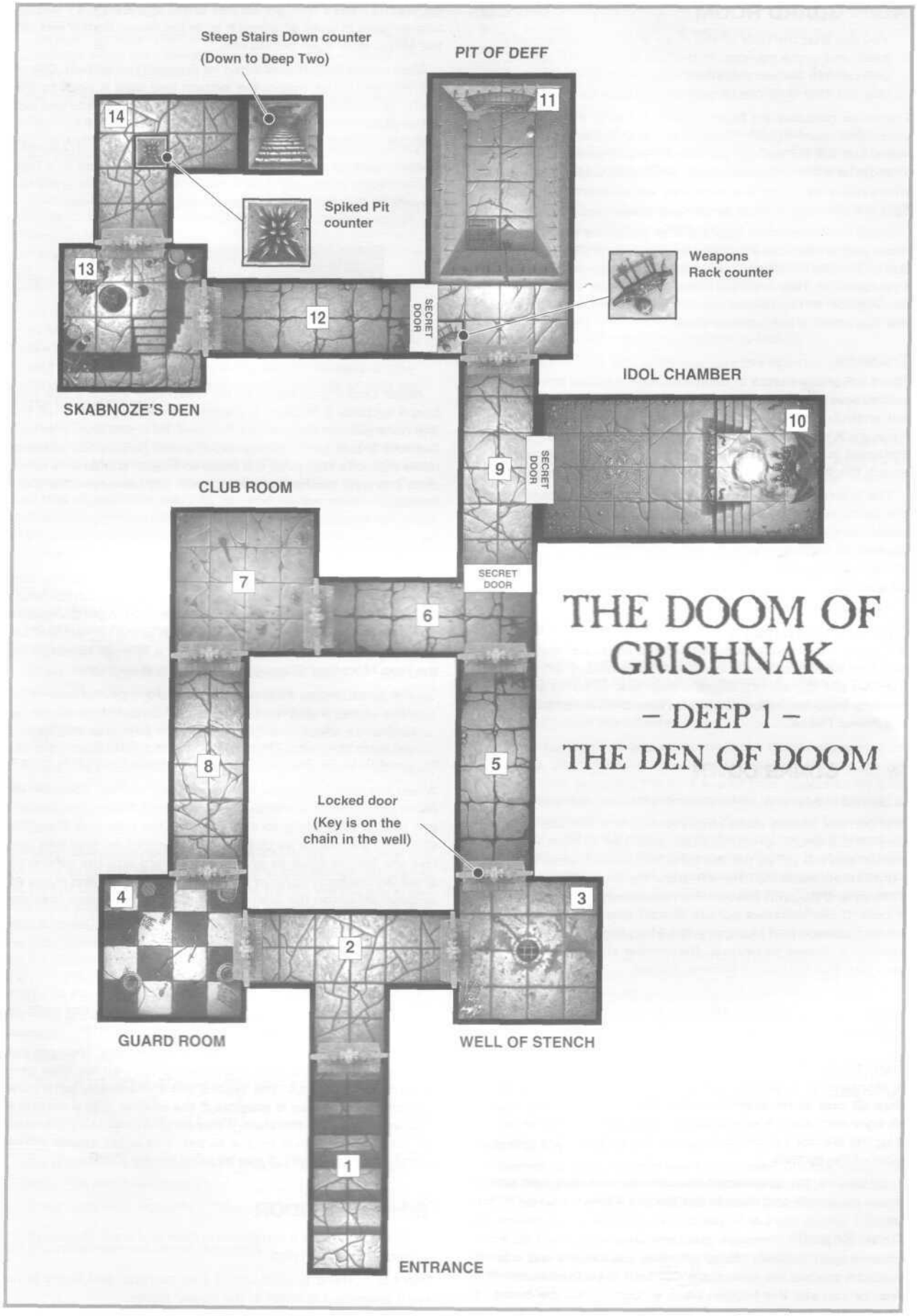
The helmet, belt and scabbard on the skeleton are all so badly aged that they are useless and worthless. However, the Wizard will immediately realise that the bracelet is magical. The bracelet is made of bronze and has a pictogram of a helmet engraved on it. It gives the wearer +1 Toughness and can be worn by the Barbarian or the Dwarf. It is worth 300 gold.

The Well

The smell coming from the well is overpowering. Any Warrior who wants to investigate must make a Toughness test. Roll a D6 and add the Warrior's Toughness. On a result of 6 or less the Warrior feels too sick to go any closer. If a Warrior does get close enough he can pull out the chain and will find a brass key attached to the end of it. Each Warrior can make one attempt per turn to pull up the chain.

The Door

The door to Corridor 5 is locked. It can only be opened by the key on the chain in the well.


Steep Stairs Down counter
(Down to Deep Two)
PIT OF DEFF
11
14
Spiked Pit
counter
13
12
SECRET DOOR
Weapons
Rack counter
SKABNOZE'S DEN
IDOL CHAMBER
10
9
SECRET DOOR
CLUB ROOM
7
SECRET DOOR
6
THE DOOM OF GRISHNAK
– DEEP 1 –
THE DEN OF DOOM
8
5
Locked door
(Key is on the
chain in the well)
4
3
2
GUARD ROOM
WELL OF STENCH
1
ENTRANCE

4 GUARD ROOM

You see that the floor of the room ahead is marked with black and white squares. In the dim light of your lantern you can see barrels and stools – the room is obviously in use. Another door can be seen on the right hand wall.

The room contains six Night Goblin archers. If the Warriors enter this room before Room 3 the archers will stay in the room, but will try and get far enough away from the Warriors to shoot at them with their bows. Any Goblin archers that can't shoot with their bows (because they are adjacent to a Warrior) fight the Warriors in hand-to-hand combat.

If the Warriors enter Room 3 first place the archers in the room where they can shoot at the Warriors. If they cannot see any of the Warriors they should be placed near the door to the T-junction [2]. They will stay in the room if they can see a least one Warrior. If they cannot see any Warriors they will go across the T-junction to get a better shot.

Treasure

There is some treasure in this room, but the Warriors must be in the room to find it. Just killing the Goblins from this room is not enough – the Warriors must be in the room to find their treasure. It's worth mentioning this simply because the Gobbos stationed in this room may well go charging off to Room 4 to attack the Warriors, ending up dead somewhere else entirely.

The Warriors find a small stone jar containing a blue paste. The paste smells like rancid butter. If tasted the paste is sickly sweet, but will do no harm. It is in fact a healing paste and if applied to a Warrior's body will cure 1D6 Wounds. There is enough paste in the jar for four uses. The paste can be sold for 50 gold per remaining use.

5 CORRIDOR

The corridor is dark and damp but otherwise unremarkable. A doorway can be seen at the far end.

Nothing happens in the corridor unless the Wizard rolls a 1 in the Power Phase.

6 CORRIDOR

Ahead is a roughly hewn corridor with one other exit.

The corridor seems quite empty, but in the Monsters' Phase Bogoff the Snotling will appear, grab the lantern from the leader, and run off as per the rules on the card (also see page 10 of this rulebook). He will play his game between this corridor and Room 7. If Room 7 is not already on the table place it now. If the Warriors pursue Bogoff into Room 7 and they haven't cleared it of Monsters, the Monsters will appear in the Monsters' Phase as normal. Remember that Bogoff will not take part in a battle and is never pinned.

If Bogoff runs into Room 7 while there are Warriors on Corridor 5 these Warriors end up in the dark and may not move again until the lantern is on Corridor 6.

Being Lost in the Dark

In Warhammer Quest Roleplay, if a Warrior is left in the dark, *then as long as he doesn't try to move or do anything except* sit tight and pray, he should be OK. Just leave the model where it is; the Warrior can do nothing until he is back in the welcome glow of the lantern.

Of course, the abandoned Warrior might always just decide to cut his losses and trust to the Escape Table...

After Bogoff

When Bogoff is finally hit he will drop the lantern and run off through the secret door from Corridor 6 to Corridor 9. If a Warrior can see this happen place a doorway on the board. If no Warrior sees him go do not place the doorway until a Warrior gets in sight of where it is. In his haste, Bogoff has left the secret door open behind him.

Note where Bogoff was when he dropped the lantern. One of the Warriors must collect the lantern and take it back to the leader of the party. They must also gather up any Warriors lost in the dark.

Gamesmaster Tip: Bogoff gives the amateur dramatist Gamesmaster a chance to be very irritating. Giggling in a high pitched voice as Bogoff runs around the board might goad the players to physical violence against you if all goes well!

Note: Looking at the map for Deep One you will see that board sections 2 through 8 create a circular system. If all the Warriors pursue Bogoff into Room 7 he could then run into Corridor 8 and so on. However, it would not be fair to leave more than one Warrior in the dark, so Bogoff should only move onto the next board section if it will not leave the Warriors behind.

7 CLUB ROOM

This room will be entered in one of two ways, either up Corridor 8 when the room will be placed and entered like a normal board section, or Bogoff the Snotling may run in here from Corridor 6. If Bogoff enters the room first, place him in the corner furthest away from the two doors and wait for a Warrior to enter. On the next Monsters' Phase place the Goblins as below.

The room seems to swallow up the light of the lantern without giving up the secret of its shadows. However, the light does reveal a spiked club on the floor and another exit from the room. There is a scratching noise in the dark and you sense that you are being watched.

When the Warriors enter the room they are set upon by six Night Goblin Netters and six Night Goblin Clubbers. The Netters are placed according to the One-on-One rule and then the Clubbers are placed as close to the Warriors as they can get. Use the Netter rules as given on the card and the reference sheet on the back cover of this rulebook. The Goblins make an ambush attack on the Warriors, attacking immediately they are placed.

Treasure

The treasure in this room can only be claimed if all the Goblins are dead and Bogoff has either been scared off or has not been encountered yet. Otherwise the Warriors may not stop to search the room, though they could come back later.

The room contains 400 gold to be split equally amongst the Warriors. There is also a short sword with an icy blue gem embedded in the hilt. The Wizard will immediately determine that the short sword is magical. If the wielder rolls a natural 6 when rolling to hit the jewel flares brightly and the hit causes an extra 1D6 Wounds on the target. The short sword will be worth 300 gold if sold. It can be used by any Warrior.

8 CORRIDOR

The corridor has a rough stone floor and leads directly to another wooden door.

There is nothing special about this corridor and there is no event unless a 1 is rolled in the Power Phase.

9 CORRIDOR

Behind the secret door is a corridor. It is damp and smelly and the walls are covered in moss, mould and fungi. At the end is a metal-bound door.

In the corridor the Warriors are attacked by 12 Giant Bats.

There is a secret door in the middle of the right wall that will only be found if the Warriors search for it (see the Warhammer Quest Roleplay book, page 164).

As you walk cautiously down the corridor you notice that there is a strange pattern to the mould on one of the walls. When you look more closely, you discover a secret door concealed in the wall.

10 IDOL CHAMBER

At the far end of the room is a platform with a fire burning in front of a horrible idol. At the base of the platform there is a pile of bones and skulls. Peering into the darkness you can just see something moving at the far end of the room. The firelight is being reflected off a pile of gold at the foot of the idol.

When the Warriors enter this room place six Cave Squigs in the squares at the top of the platform, around the idol. At the start of the next Monsters' Phase roll a D6 for each Squig to see what it will do this turn. You could use the Cave Squigs Event card that comes with this set, or refer to the reference sheet on the back of this rulebook. Note that the Squigs do not have a Movement characteristic as such: simply roll on the table to see what each Squig does.

The Idol

When all the Monsters are dead the Warriors will no doubt wish to get the gold from the feet of the statue. As they approach it the idol speaks:

"Who dares enter here? Pay me tribute or die!"

The idol is nothing to do with the Orcs and Goblins, it has been here for centuries. The Goblins soon learnt to fear the idol (the skeletons at the foot of the idol are Goblinoid) and now pay the tribute (hence the gold). The Cave Squigs seem to be safe, but any more intelligent creatures are under threat. Read the Warriors the following,

When the idol finishes speaking the door to the room slams shut.

The door cannot be opened until the idol is appeased, and the only way to do this is for each Warrior to put at least 20 gold at the foot of the idol. There is no reason for the Warriors to know how little gold they need to pay. If a Warrior contributes less than 20 gold, pays nothing, or worse yet tries to take some of the gold already there they are in trouble. Flames spurt from the nose of the idol into the bowl of fire causing it to flare. Any Warrior adjacent to the fire takes 2D6 Wounds modified for Toughness but not armour. The idol cannot be harmed. If the Warriors dither for too long feel free to give them a hint, for example:

The idol speaks again:

"There is no way out! Place offerings before me or die in agony!"

When the Warriors have all paid at least 20 gold read the following:

The fire in the bowl dies down a little and the door swings open. The idol speaks again:

"Your tribute is accepted. You may go safely on your way."

The Warriors may now leave the room.

Worship

If any Warrior acts as if he is worshipping the idol he will be rewarded, read the following:

The idol is obviously pleased with your homage, and speaks to you: "Thank you my servant, you will be rewarded well for your belief."

The fire in the bowl goes out and the Warrior can see a ring sparkling in the bottom of the bowl. The bowl and the ring are quite cold to the touch. The ring is gold with a single red gem set in it.

The Wizard can identify the ring as being a powerful magical item. It gives its wearer +2 Strength, and is worth 600 gold. Unfortunately the ring carries a Chaos curse, and whoever puts it on will not be able to remove it. When a Warrior puts the ring on, strange images of carnage and destruction fill his mind, and he has to concentrate hard to resist the urge to strike wildly at his companions. From now on the souls of any Monsters the Warrior slays will be taken by the idol as tribute.

Because of this link with the idol the Warrior will have a strange aura about him, and if he ever comes up against any Chaos Warriors he will find that they will not attack him unless he attacks them first.

Gamesmaster Tip: Make a note of which Warrior has the ring. You could use the ring as a story line for a later adventure. Maybe this is the Warrior's first step towards Chaos – watch out for the Chaos Warrior Warrior pack.

11 PIT OF DEFF

A deep, dark pit fills most of the room. The walls of the pit are lined with sharp spikes, and broken weapons and chewed bones litter the floor. You can see a weapons rack near the left hand wall.

As you place the room put the Weapons Rack counter on the floor plan as indicated on the map. The Night Goblins have captured a Minotaur and have trapped it in the pit. The twisted little Goblins like nothing better than to push their captives into the pit and watch the Minotaur feed!

In the Monsters' Phase place 10 Night Goblin spearmen in Corridor 9. The first four spearmen attack immediately, as an ambush. They are using the butt end of their spears to try and push the Warriors backwards into the pit. If a spearman hits a Warrior the Warrior is not harmed but is pushed backwards one square directly away from the spearman. If there is another Warrior behind him the second Warrior is also pushed back one square. If this means that a Warrior ends up in the pit the Warrior takes 1D6+3 Wounds modified by Toughness and armour as normal.

However a Warrior ends up in a pit, read him the following:

As you stagger back to your feet you hear a terrible snorting. A shadow at the far end of the pit resolves itself into a powerful figure heading towards you.

Place a Minotaur adjacent to the Warrior in the pit. As soon as one Warrior is pushed into the pit the spearmen switch to the pointed ends of their spears. They are now trying to kill the Warriors and the rest of the Goblins also move in. Remember, spearmen can attack from two squares away, even past other models.

Leaping into the Pit

If a Warrior decides to jump into the pit point out the spikes. If he still wants to jump in make him take a 'physical' Initiative test. If he fails the test the Warrior takes 1D6+3 Wounds from the spikes as he leaps in. Worse yet, if the roll was a 1 he is stuck on the spikes until the next Warriors' Phase when he takes a further 1D6+6 Wounds before he can free himself. However, if he passes the Initiative test he will leap nimbly into the pit unharmed.

The Doors

Once the Warriors have killed the Goblins and the Minotaur they can search the room.

The door at the far end of the pit is magically locked and cannot be opened. Make it obvious that this is not the way the Warriors should be going. If a Warrior investigates the trapdoor read him the following:

The trapdoor opens to display a leather jerkin with black metal studs. The jerkin seems to be new and is remarkably clean given it has been stored under a trapdoor in the bottom of a pit.

The jerkin is magical and gives its wearer +1 Toughness. It also has an additional magical ability. Each of the studs generates a powerful magical energy field and they link to form a shell around the Warrior. If the Warrior is attacked by magic or a magical weapon he may roll a D6. On a roll of 6 the attack is deflected, even if it should have automatically hit. The jerkin cannot be worn by the Wizard.

The jerkin belonged to Bigrot the Gross, who was Warboss of the Black Fang Orcs before Gorgut. After Gorgut came to power he searched long and hard for the jerkin. However, by the time he found out where it had been hidden the Goblins had captured the Minotaur and imprisoned it in the pit. Gorgut was livid and the skull in the pit belongs to the Goblin whose great idea it was to put the Minotaur in the pit!

The Weapons Rack

If a Warrior decides to investigate the weapons rack read:

As you pull at one of the weapons to get a better look you hear a 'sriick' and a secret door pops open.

Gamesmaster Tip: It is quite possible that the Warriors may not find the secret door operated by the weapons rack. If the Warriors did not go into all the rooms and corridors earlier they will probably go back and do that now. Leave them to it until they realise that there is no other way to go. This is just one of those situations where some players will need a little subtle guidance! If necessary, suggest that maybe the Fighting Pit holds the answer. If all the early part of the dungeon has been visited then there are two things you can do to help the Warriors on their way. Either let them take an Initiative test as they did in Corridor 9 and then tell anyone who passes it that the weapons rack seems to be part of a mechanism for opening a door, or give them a hint like:

As you look round the room you notice the weapons rack and wonder whether it's worth investigating.

12 CORRIDOR

The secret door reveals a dark and mouldy corridor leading straight to another door.

The corridor has no special event unless the Wizard rolls a 1 in the Power Phase.

13 SKABNOZE'S DEN

The room smells terrible and the Wizard can feel magic power emanating from it. In the gloom you can see a set of stairs leading to a raised platform. A door leads off the top of the platform.

The Warriors enter the room as normal, but if one of them tries to go up the stairs stop him on the stair square and place a Big'Un at the top of the stairs. Any Warriors yet to enter the room now make their move as normal, but the only way to get on the platform is up the stairs. In the Monsters' Phase place Skabnoze in the square at the far corner of the platform and place another Big'Un next to him, then place six Orcs and another Big'Un using the rule of One-on-One. If the Big'Un at the top of the stairs has not been placed yet, place him now. See the rules for combat in multi-level rooms on page 11 of this rulebook.

Skabnoze and Bodyguard

At the start of each Monsters' Phase Skabnoze casts one of his new spells – see the Skabnoze's Spells special card. The Big'Un next to him is sworn to protect him and will even dive in the way of missiles aimed at Skabnoze, taking any Wounds himself. Once the Big'Un is dead Skabnoze will put on his Ring of Invisibility and slip away. Even if the Warriors do manage to hit Skabnoze he will still get away.

Dean's Amateur Acting Tip: Skabnoze should speak to the Warriors when they appear saying, in an evil cackling voice either "So we meets again you scabby vermin. Well you ain't gonna foil my plans dis time!" or, "So ya fink ya can come in here stirring up trouble does ya?", depending on whether the Warriors met Skabnoze in Death Below Karak Azgal or not. Skabnoze will probably keep taunting the Warriors throughout the combat.

When Skabnoze slips his ring on he will scream, "I'll do for ya yet, you'll see. Me an' my mate Gorgut, we'll do ya! Youze is trapped now, and only I'ze got da keyz... Oops!"

Skabnoze puts on his Ring of Invisibility and slips through the doorway to Corridor 14 before releasing a portcullis in each doorway. Just as he put his ring on the forgetful Shaman realised that he only had one of the keys, and that the other must still be somewhere in his Den. Now read the Warriors the following:

As Skabnoze suddenly disappears before your eyes you hear a creak followed by the squeal of tortured iron as a metal portcullis slams down in both of the doorways to the den.

Once Skabnoze has gone and the Monsters are dead the Warriors can search the Den. They will find the healing potion and the Talismans as detailed on the Shaman's Den special card and on page 12 of this rulebook. They will also find a badly mangled scroll (give the leader of the Warriors Handout 4), but there is no other treasure. The Warriors will also find a key under one of the stools. The key will open the portcullis to Corridor 14. It will not open the portcullis back to Corridor 12. In fact, the Warriors have no way to open the portcullis to Corridor 12. Nothing will work, not even the trusty prospector's key, lock picks, etc.

14 CORRIDOR AND STAIRS

A corridor turns to the right then ends in a steep set of stairs. This is obviously the way down to Deep Two!

Place the large Steep Stairs Down counter on the last four squares of the corridor, but do not place the Pit counter on the board yet. Watch carefully as the Warriors walk down the corridor and if one steps on the pit square read:

As you walk forward you feel the ground shift beneath your feet as the floor tilts, dropping you into a spiked pit!

The Warrior takes 1D6+6 Wounds modified for Toughness and armour. The Warrior can only be rescued by the rope or a Levitation spell.

The Warrior with the Rope

If the Warrior who falls into the pit is the one with the rope he can throw the rope up to a comrade standing at the top. In fact, this is possible for all pit traps in Warhammer Quest.

With no way back the Warriors must continue into Deep Two.

· DEEP TWO - SKABNOZE STRIKES BACK ·

Deep Two is mostly populated with Orcs. To get to the main part of the dungeon the Warriors must find a key which is in a room guarded by Black Orcs. Once the Warriors have the key they can get to the Firechasm where they must fight their way across the bridge. Finally they reach a room divided by archways where Skabnoze is performing evil magic to summon more Monsters. At the end the Warriors have a chance to rest for a while before going on to Deep Three.

SPECIAL EVENT – SUPER RATZ

During his time in Karak Azgal Skabnoze experimented with potions. The only potion that ever really worked properly was the one that created the super rats – creatures of enhanced intelligence and extreme malevolence. Skabnoze used these beasts as servants and messengers. They could be used to lead other rats into combat, whipping them up into a frenzy so they attacked with no thought for themselves. Only one of these super rats now survives, the canny and vicious rodent that stole the amulet in the first place. Giant Rats lead by this super rat will be on the trail of the Warriors in Deep Two.

The Special Event for Deep Two is the ambush of the Warriors by 12 Giant Rats. The rats are controlled by the super rat lurking in the shadows. During Deep Two, when the Wizard rolls a 1 in the Power Phase, ask the player to roll a second dice. If this roll is anything but a 1 an Unexpected Event occurs as detailed in the Unexpected Events section earlier. However, if a 1 is rolled place 12 Giant Rats using the One-on-One rules. Any Giant Rat adjacent to a Warrior immediately attacks. If the rat's attack hits it does 2D6+4 Wounds but is *immediately* killed by the Warrior as it is so frenzied that it has no regard for its own safety. Any rats still alive will also attack in the Monsters' Phase.

Gamesmaster Tip: When the Warriors have dealt with the Giant Rats you should let it be known that some evil intelligence was behind their attack:

As you clean the rat blood off your weapons you notice a pair of beady red eyes watching you from the shadows. The eyes watch you for a few seconds, then blink and disappear.

1 CORRIDOR

At the bottom of the stairs is a dank corridor, slimy and smelly. At the far end is a doorway.

Place the corridor section on the table with a doorway at the far end. Place the Warriors on the top four squares of the corridor in order of Initiative. Deep Two now begins. Nothing happens in the corridor unless the Wizard rolls a 1 in the Power Phase.

2 T-JUNCTION

The passageway splits into two directions, and you see a wooden door to the left and to the right.

If the Warriors go to the door on the right that leads onto Corridor 7, read the following to them when they try to explore:

You try to open the door but nothing happens, it is obviously locked. On examination you see that the door is well made with heavy looking hinges and a solid lock. There is no way through here without the right key.

The key is in a chest in Room 6. There is no other way to open this door. Searching the board section will reveal a secret door on the north wall.

3 GUARD ROOM

Do not tell the Warriors about the Guardroom, as it is behind the secret door!

This is a concealed hideout for Skabnoze's guards. From this room they may spy on any approaching intruders. There are six Orcs and two Big'Uns in this room.

One of three things will happen when the Warriors reach the T-junction.

1. The Warriors will try and get through the locked door. This is impossible without the key from Room 6. Trying to force the door will make a racket. If the Warriors do make a lot of noise, the guards will burst out and ambush them in the following Monsters' Phase.
2. If the Warriors find the secret door, they can enter the room the next turn and fight the Monsters, just like any other room.
3. If the Warriors head straight off to Room 6, the Orcs will ambush them on their return.

Treasure

Once the Orcs are dead the Warriors will find some treasure in the room.

There are two treasures. The first is a bottle of Fire Brew, see the Orc Treasure Table on page 19 for a description and the rules. The second is a magic crossbow. Read the Warriors the following description:

This crossbow is made of a dark wood and polished metal. It is unusual in that although the string is pulled back ready to fire there does not seem to be any mechanism to cock it.

The crossbow is magical and cocks itself when fired. It can be used by a Dwarf or a Wizard and can be fired twice in one turn instead of making any other attacks. The crossbow is Strength 6 and so does 1D6+6 damage per hit. If sold it is worth 750 gold. It comes with enough quarrels to last for one adventure.

4 CORRIDOR

The passageway leads off to the right and is dark and foreboding.

Nothing occurs here unless the Wizard rolls a 1 in the Power Phase.

5 CORNER

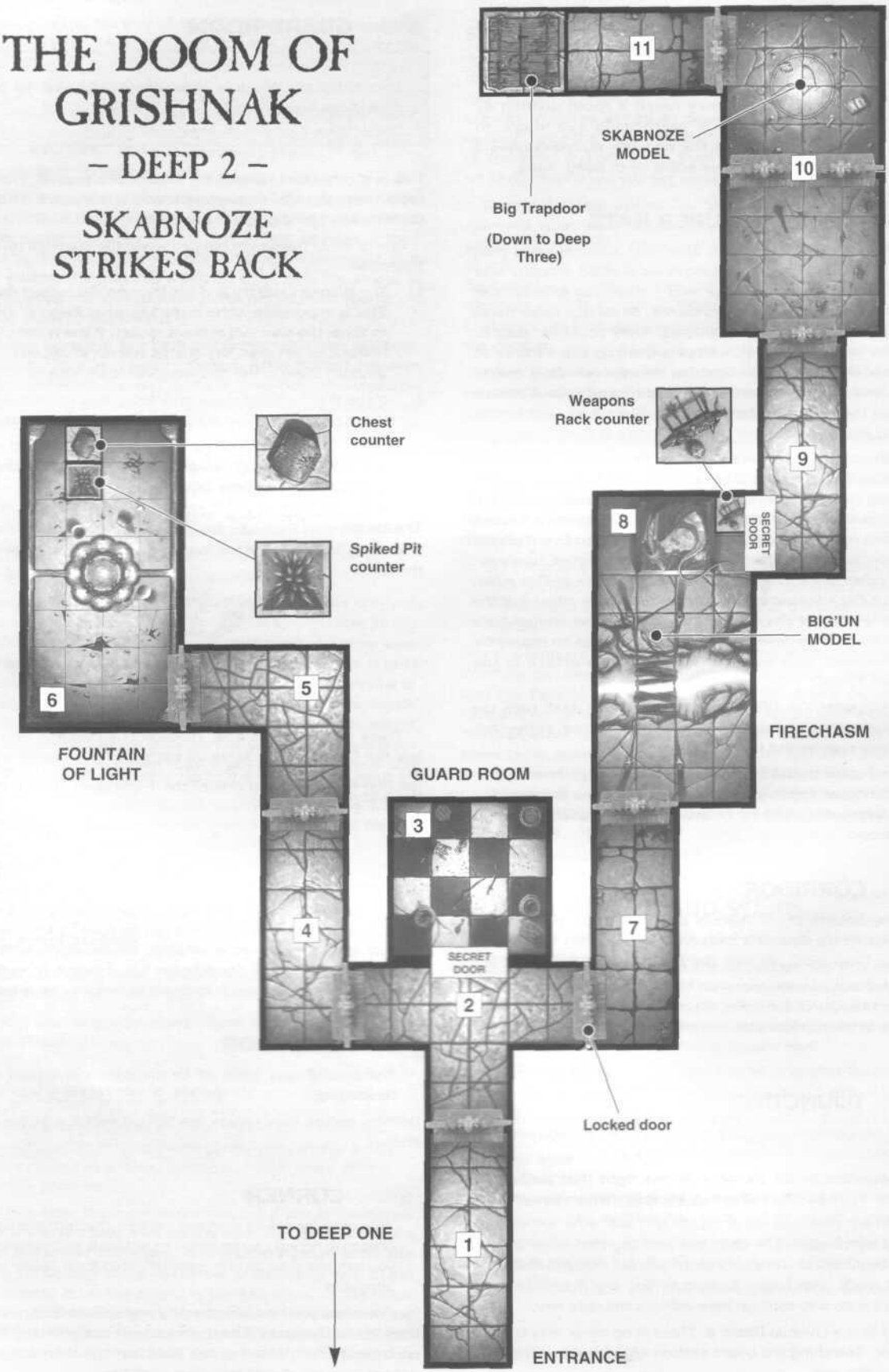
The corridor takes a sharp turn to the left ahead. A chittering sound can be heard from above and looking up you can see your lantern light reflected from beady eyes overhead.

The Warriors will be ambushed by eight Giant Bats. Place the Bats in the Monsters' Phase and attack immediately. There is no treasure for defeating the Bats but the Warriors get the normal amount of gold for killing each one.

THE DOOM OF GRISHNAK

– DEEP 2 –

SKABNOZE STRIKES BACK



6 FOUNTAIN OF LIGHT

Through the doorway you see a large room, the floor in a state of disrepair. As you listen for the signs of possible inhabitants you can hear the sound of running water. A large chest stands at the far end of the room. There does not appear to be any other exit from the room.

Place the Chest counter at the far end of the room as shown, but don't put the Pit counter on the board yet.

The room is home to eight Black Orcs. They have decided to join Gorgut, but keep themselves to themselves except when beating up the weaker Orcs and Gobbos. Luckily for the Warriors, Skabnoze did not have time to warn the Black Orcs of the Warriors' approach, or they would probably be waiting in ambush.

The Pit Trap and the Chest

Once the Black Orcs have been defeated, the Warriors may examine the chest. The chest lid may be opened from any adjacent square, but when it is the pit will open. See the map for the pit location. If there is no Warrior standing in the pit square read:

As the chest opens to reveal the gleam of gold you hear the squeal of stone on stone and a pit opens in front of the chest.

However, if a Warrior is standing in the pit square when it opens read:

As the chest opens you catch a glimpse of something golden, but just as you reach towards it you feel the ground shift beneath your feet and you are pitched down a hole onto wickedly sharp spikes.

The Warrior takes 2D6 damage and can only be rescued by a rope or the Levitation spell.

Mad Cap Cocktail

The spikes are coated in a thick dangerous goo. As the Warrior is being rescued read to the Warrior who is rescuing him:

As you pull the unlucky Warrior from the pit you notice that the tips of the spikes are coated in something other than your comrade's blood.

If the Warrior's wounds are checked there will be signs of some black liquid in the cuts. If this is immediately cleaned the Warrior will be safe. However, if the wounds are not cleaned the nasty stuff will slowly work its way into the Warrior's blood. In six turns the Warrior will suddenly be struck by what can only be described as a dreadful brew of Mad Cap and other hallucinogenic fungi. Give the affected Warrior Handout 6.

Gamesmaster Tip: Place a D6 to one side with the 6 facing up. At the start of each following Warriors' Phase turn the dice to the next lowest number. The turn after the dice reaches 1 give the Warrior the handout. This way the Warriors will know that something is going to happen but not what!

In the Monsters' Phase after the Warrior goes nuts the remaining Warriors will be attacked by Monsters alerted by his screams. Roll on the Level 2-3 Orcs Monster Table (see pages 24-25).

Gamesmaster Tip: It is possible that the Warrior affected by the fungus poison will go down in the middle of a fight. In this case you may feel it is unfair to bring in more Monsters. Use your own judgement. However, if the Warriors have loads of healing treasures this would be an ideal opportunity to use them up. Remember that Monsters will not attack a Warrior who is lying on the ground unless all the other Warriors are dead.

The Warrior recovers after three turns and suffers no after effects.

Treasure

Whether or not a Warrior fell down the pit, place the Pit counter as shown. The chest contains a piece of parchment (Handout 7) wrapped around a brass key. This is the key to the locked door on the right hand side of the T-junction [2]. Also read the following to the Warriors:

The golden glint from the chest came from a gold link belt and a golden scabbard studded with diamonds.

The scabbard is worth 400 gold just for the gold and jewels adorning it. However, it is also magical. Any sword placed in the scabbard becomes magically sharp and will do an extra +2 Wounds every time it hits as long as it kept in the scabbard when not in use. If the scabbard is sold the sword will lose this extra ability.

The Black Orcs brought the scabbard to give to Gorgut if they decide that he is worthy to be their lord.

The Well

If the Warriors think to take a drink from the well they will be cured back to their starting wounds. Read the following:

The water seems unnaturally cold and it runs down your throat and burns like ice in your stomach. However, as you recover from the shock you realise that you feel refreshed and your hurts have healed.

7 CORRIDOR

Behind the locked door is a corridor leading off the left. It ends in a heavy, metal-bound door.

There is no event here unless a 1 is rolled by the Wizard in the Power Phase.

8 FIRECHASM

The door is hard to open, being so heavy. As you push it open you feel a blast of hot air from the room within. Pushing the door wide you can see flames dancing from a chasm stretching across the room. Spanning the middle of the chasm is a very poorly made bridge, and at the far side of the room is a dragon statue with a pile of gold at its feet. Standing at the far end of the bridge is a big Orc, who is clearly expecting you.

When you place the room section on the table place the weapons rack as shown and put a Big'Un model at the far side of the bridge as shown. The Monsters in this room were warned that the Warriors were coming by Skabnoze as he fled through the room. The Big'Un has been charged with orders to stop the Warriors crossing the bridge.

In the first Monsters' Phase after the Warriors enter the room place four Orc Warriors attacking the Warriors and six Orc archers on the statue side of the chasm.

The Firechasm

Remember to use the Firechasm rules in the Warhammer Quest Adventure book, page 3, for any Warrior trying to cross the bridge. Any Warriors fighting on the bridge must roll to see whether they slip every time a Monster causes Wounds against them. They also subtract -1 from the roll to see whether they fall in. In other words they must roll on the Firechasm Hazard Table if they roll 1, 2 or 3.

The Statue and Treasure

Once all the Monsters are dead the Warriors may search for treasure. Read the following:

There is a large pile of gold and other precious objects at the foot of the statue and six black-fletched arrows lie on the floor nearby.

Night Goblin Netters

If a Warrior announces that he is going to do anything with the gold piled at the foot of the statue he is in for a shock. The gold is in fact an illusion placed by Skabnoze on one of his better days.

Gamesmaster Tip: If a Warrior is smart enough to look harder at the 'gold' give him a chance to save himself. Make an Initiative test in secret for the Warrior. Roll a D6 and add the Warrior's Initiative. If the roll is 7 or more then announce that the gold looks insubstantial and could be an illusion. If the result is less than 7 he fails the test: tell him that the gold is okay.

Any Warrior who touches the 'gold' will be bitten by a poisonous snake lurking under the illusion. Read the following to the foolhardy Warrior:

You reach for the gold but your hand passes straight through the treasure! Suddenly you feel a sharp pain in your hand. Drawing your hand back you find two small points of blood on the back and closer inspection shows these to be two puncture wounds.

The Warrior immediately takes 1D6 Wounds not modified for Toughness or armour. Unless the Warrior is healed back to full wounds he will keep taking Wounds each turn as the poison spreads through his body. At the end of each subsequent Warriors' Phase tell the Warrior he takes another 1D6 Wounds. Only if the Warrior is healed back to his starting wounds will this stop. The poison has been completely purged from his system and he will be safe.

The arrows are the real treasure and are just like the Majic Arrers that appear on the Treasure card. Skabnoze left the arrows here for the Orc archers to use.

The Weapons Rack

The Warriors should with very little prompting try moving one of the weapons on the weapons rack, which will then reveal the secret door.

Gamesmaster Tip: The Warriors should remember what happened in Deep One in Room 11 with the weapons rack, but you could always prompt them!

9 CORRIDOR

Behind the secret door a passageway stretches ahead into the gloom with another door at the end.

Nothing occurs in the corridor unless the Wizard rolls a 1 in the Power Phase.

10 THE CIRCLE OF POWER

Place the two dungeon room sections together connected by two doorways. This counts as one big room with archways in the middle. The Warriors do not need to explore before they can enter the second board.

The room before you is dirty and odorous, with a skeleton on the floor. The strangest thing about it though is that it is illuminated not so much by your lantern as the greenish glow coming from the open archways beyond. The glow also quite clearly shows a welcoming committee!

Put a row of four Goblin spearmen at the far side of the first room, in front of the archway. Now place a row of Orcs in front of the Goblins. Shove the Warrior models around if you have to make space. Finally, place Skabnoze in one of the central squares of the second room and read the following:

Beyond the host of Orcs and Goblins you can see Skabnoze standing in the centre of a circle marked on the floor. As you watch, trying to decide what to do, there is a sudden noise like tearing fabric and a Minotaur appears next to Skabnoze. Skabnoze cackles with glee and then starts to conjure another one.

Place a Minotaur next to Skabnoze and then place a dice with the 4 face up, also next to Skabnoze. At the start of each new Monsters' Phase turn the dice to the next lowest number until the dice reaches 1. If Skabnoze has not been attacked by then, at the start of the next Monsters' Phase another Minotaur will appear and the die will be reset to 4.

Because this is one big room a Warrior may move through the archway at any time he is not pinned. As soon as Skabnoze is attacked he will stop trying to conjure Minotaurs and will fight the Warrior instead; remove the countdown dice. Once again, even if the Warrior reduces Skabnoze to 0 Wounds he will not be killed, but will escape using his Ring of Invisibility.

Treasure

After killing all the Monsters in the room the Warriors will find some treasure.

Thrown in the corner of the room is a leather bag containing a note and a gold amulet with a stylised lightning bolt embossed on it. On the skeleton is a silver ring with a purple gem set in it.

The Wizard will immediately recognise the amulet as a means of storing magical power. The amulet has 6 Power points stored in it which can be used by the Wizard just like his Power tokens. The amulet is worth 100 gold uncharged but is worth an extra 100 gold for each power point still in it. The amulet may only be used the Wizard.

Skabnoze knew the amulet was magical but he couldn't work out how to use it so he thought he'd try and swap it for the much prettier amulet 'the Doom of Grishnak' – see Handout 5 (give this to the Warriors).

Gamesmaster Tip: Tell the Wizard that the amulet has a store of power but not how much. Keep a tally of how much power is used so he'll never know when it's about to run out.

The ring cannot be used by the Wizard. The ring will be freezing cold if the Wizard touches it, but fine if another Warrior touches it. The ring is a Ring of Regeneration. Any time the Wizard rolls a natural 6 in the Power Phase the Warrior wearing the ring will get 1 Wound healed if he is below full Wounds. The ring is worth 400 gold.

The ring was not taken by the Orcs because it was painful for them to touch.

11 CORRIDOR

At this point, give the players the choice of carrying on, or taking a break. If they want to have a rest, read aloud the following. If not, well, it's on to Deep Three!

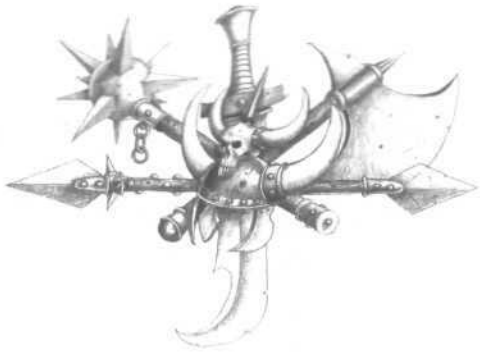
The corridor is dark and clammy and there is a large trapdoor at the end which is open. Obviously Skabnoze escaped this way. The trapdoor has a large wooden bar that can be used to lock it and since you are feeling rather worn out from your adventures so far, you decide to bar the trapdoor and spend some time resting. Obviously Skabnoze is ahead of you and there is nothing to be gained by charging on into trouble. Taking it in turns to stand guard you get some sleep.

Deep Two effectively ends here. Continue through the following details but the use of Phases is stopped until Deep Three begins.

Finding the Brooch While the Others Rest

Remove the Wizard counter from the cup and draw a Warrior at random. Give Handout 8 to that Warrior. If the Warrior decides to show the brooch to the other Warriors give the Wizard Handout 9.

If the Warrior keeps the brooch he is in trouble. Skabnoze was working on a talisman that would stop arrows from hitting him. However when he made a Goblin wear the brooch and stand in front of a bunch of Orc archers, the unfortunate Goblin ended up looking like a pin cushion! Realising he had reversed the spell and created a brooch of arrow attraction, Skabnoze flung the brooch away in disgust and it ended up embedded in the wall.



From now on, every time a Monster archer makes a successful to hit roll the arrow will hit the Warrior with the brooch. Do not draw a Warrior counter when a Monster archer makes his hit roll, simply tell the Warrior with the brooch that the shot or shots hit him and roll for damage. If the Warrior asks why all arrows seem to hit him, reply:

"Just lucky I guess..."

This will keep happening until the Warrior discards the brooch.

Wakey, wakey!

After the Warrior decides what he will do with the brooch read the following:

Nothing disturbs your rest and after you have all slept you awake refreshed and ready to return to your quest. You take one last look around the room before you carry on.

Return all Warriors to full Wounds. If there is an Elf present he will find enough fungal ingredients scattered around the room to replace his healing potion. Now, onwards to Deep Three!

· DEEP THREE - TO THE DEATH ·

Deep Three is mostly populated with Orcs, Goblins, Cave Squigs and even some Ogres. The Warriors also have to deal with Gubbinz, the manic Goblin Jester, and Bogoff returns. Before finally reaching Gorgut's Lair the Warriors will once more face Skabnoze, but this time it will be a fight to the death! Then it's on to Gorgut's Lair and the final battle with the Warlord himself!

SPECIAL EVENT – GORGUT'S BIG'UNS

Once again, Skabnoze has gone ahead warning the Monsters that the Warriors are coming. When Gorgut was told he immediately gathered together his favoured Big'Uns and gave them special tasks. Now there are groups of Big'Uns prowling the dungeon hoping to ambush the Warriors.

The Special Event for Deep Three is the ambush of the Warriors by three of Gorgut's Big'Uns. During Deep Three, when the Wizard rolls a 1 in the Power Phase, ask the player to roll again. If this second roll is anything but a 1 an Unexpected Event occurs as detailed in the Unexpected Events section earlier. However, if a 1 is rolled the Warriors are attacked by three Big'Uns. Draw three Warrior counters to see which Warriors are attacked, and place one Big'Un adjacent to each of the unlucky Warriors. The Big'Uns immediately attack and attack again in the Monsters' Phase if they are still alive.

1 STAIRS DOWN

Unbarring and pulling open the trapdoor you find a set of steps leading down into the dark.

Place the stairway section on the table with a doorway at the bottom end. Place the Warriors on the top four squares of the stairway in order of Initiative. Deep Three now begins. Nothing happens on the stairs unless the Wizard rolls a 1 in the Power Phase.

2 CORRIDOR

At the bottom of the stairs a corridor leads off to the left ending in a door.

Nothing happens in the corridor unless a 1 is rolled in the Power Phase.

3 MONSTERS' LAIR

The smell from this room is awful. A red cloth lies upon a pile of straw in one corner. You can hear a shuffling noise but your light cannot penetrate the shadows.

Once Skabnoze had warned him that the Warriors were coming, one of Gorgut's orders was to have four Ogres sent to this room. After half an hour of having their heads banged against the wall the Ogres finally understood that their orders were to stop the Warriors getting any further into the Orcs' lair. The details for Ogres can be found on the level 2-3 Orcs Monster Tables or on page 104 of the Warhammer Quest Roleplay book.

Treasure

Once the combat is over the Warriors will be able to get a closer look at the red cloth. Read the following:

The red cloth that the Monsters have been using as bedding is actually rather a nice hooded cloak. It appears to have survived its use as a blanket remarkably well.

The cloak is of Elf manufacture and will be recognised by any Elf present as a Chameleon Cloak. The cloak can only be worn by magic users. When the hood of the cloak is pulled over the wearer's head the cloak blends into the background rendering the wearer invisible. For a whole combat each adventure, the wearer can remain invisible, so long as he does not attack in hand-to-hand combat, or fire missile weapons. The cloak is worth 350 gold.

4 CORNER

The corridor from the room turns sharply to the left. Sitting at the corner is a Goblin dressed in full jester's motley including the funny hat and the pointy shoes.

This is Gubbinz the Goblin jester – see the rules on page 9 of this rulebook. The Warrior do not have to deal with Gubbinz now, he will happily 'tag along' with them for the time being.

Gamesmaster Tip: Gubbinz talks an awful lot and most of it is rubbish! Keep burbling away at the Warriors while they try to make decisions.

5 NARROW PASSAGE

The corridor has been partially blocked by a cave-in and the Warriors will need to advance in single file. Growing amongst the rubble is a number of bright red Mad Cap fungi. At the end of the corridor is a door.

Watch closely as the Warriors move onto this board section. As soon as the first Warrior steps on the first square of the caved in part of the section stop that Warrior's move. Now place a Cave Squig in front of the Warrior and then place a pair of Squig Hunters immediately behind the Squig. The Warrior may not make any further movement even if he hasn't used up all his movement, but he can now attack the Cave Squig. Next, any Warriors yet to move can make their moves and attack with missile weapons if possible. Then in the Monsters' Phase any remaining Monsters will attack.

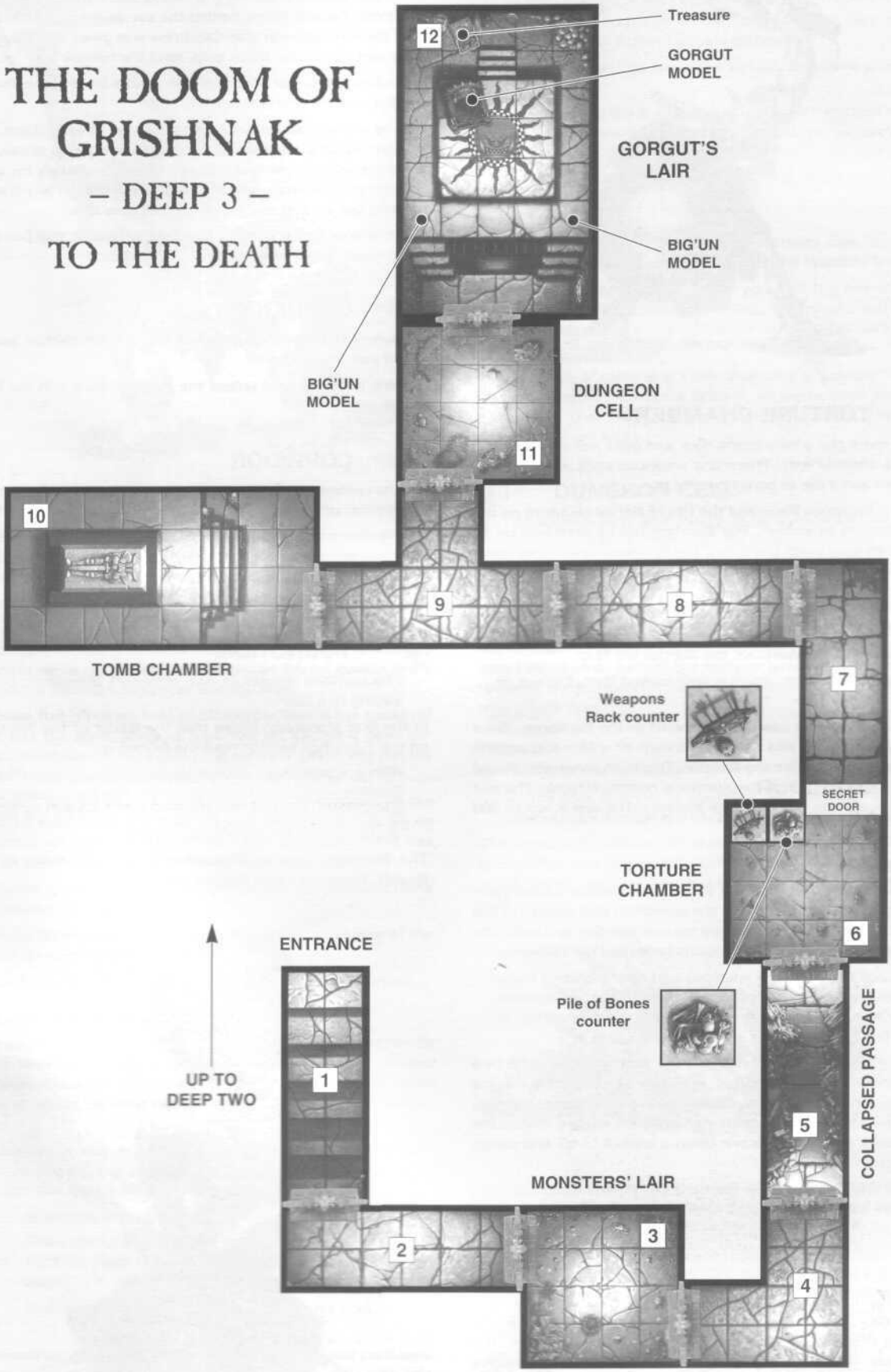
Treasure

When the Monsters are dead the Warriors will find a small drawstring pouch containing 200 gold. This is a payment made by Gorgut to the Squig Hunters to get them to herd up a Squig and face the Warriors alone! Gorgut hopes to slow the Warriors down so he can better prepare his defences.

THE DOOM OF GRISHNAK

– DEEP 3 –

TO THE DEATH



6 TORTURE CHAMBER

The room has a bare stone floor and does not appear to have another exit. There is a weapons rack in the far corner and a pile of bones next to it.

Place the Weapons Rack and the Pile of Bones counters on the board section as shown. The Warriors will be attacked by 10 Orcs when they enter the room. The Monsters are placed using the One-on-One rule as normal. In the next Monsters' Phase any remaining Orcs attack.

Treasure

After killing all the Monsters the Warrior will find:

Near the weapons rack is a well crafted throwing axe of dwarf design.

The axe can only be used by the Dwarf or the Barbarian. Once per adventure the axe may be thrown at a Monster on the same board section as the Warrior. This is an extra attack and does not use up one of the Warrior's normal attacks. The axe automatically hits doing 1D6+6 Wounds. The axe is worth 300 gold.

Weapons Rack

By now the Warriors should think that weapon racks open secret doors. However, this is the exception that disproves the rule! If a Warrior stands in any square but the one with the bones in it to examine the weapons rack read the following:

You pull at one of the weapons and hear a grating noise of stonework being moved. However, instead of a secret door being revealed a huge block of stone falls on top of you from the ceiling!

The Warrior who was investigating the weapons rack is hit by a falling block for 3D6 Wounds, modified as normal. Place the Fallen Block counter on the square the Warrior was standing in, and move the Warrior model to an adjacent square. Unlike the Event card, the Warrior is not given a chance to try and dodge the block.

If the Warrior stands on the bones to try the weapons rack, he will be safe:

As you pull at one of the weapons a large block of stone falls to the floor in front of the rack. It's a good thing you weren't standing there!

Note that if the Warriors announce they are searching for a secret door, place the door and tell them they cannot see the opening mechanism. The door can only be opened from the other side. The weapons rack is simply a fiendish trap; it serves no other purpose.

Goblin Fanatic

When the Warriors set off the falling block trap this will alert the Goblin Fanatic hiding behind the secret door. Skabnoze has filled the little git with Mad Cap brew and given him his orders. After sorting out the block trap, read the following:

Suddenly a secret door flies open and a small green thing flies in at the end of a ball and chain.

Put the secret door on the board if it is not already there. Place a Goblin Fanatic adjacent to as many Warriors as possible. All Warriors adjacent to the Fanatic are immediately hit as the Fanatic attacks from ambush. There will not be any treasure for this, but at least the secret door is now open.

If the Warriors are doing particularly well at this point, you could make it two or even three Fanatics...

7 CORRIDOR

Behind the secret door a dark, moss lined corridor leads off into the gloom.

Nothing happens here unless the Wizard rolls a 1 in the Power Phase.

8 CORRIDOR

The corridor goes off to your left. Your lantern reflects the glimmer of eyes near floor level.

The Warriors are attacked by eight Giant Rats and although they get gold as normal there is no treasure. The rats are controlled by the super rat just like the Special Event in Deep Two, and the same rules apply as for that ambush too!

9 T-JUNCTION

The corridor divides in two different directions both leading to a door.

In the first Monsters' Phase that the leader of the Warriors is on the T-junction section read the following:

With a sudden high pitched squeal of delight, Bogoff the Snotling comes hurtling out of the shadows, grabs the lantern and scuttles off through the door into the room directly ahead, leaving the door open.

The Warriors have no choice but to go into Room 10 after Bogoff. Place the room section now.

9 CORRIDOR

Behind the secret door is a corridor. It is damp and smelly and the walls are covered in moss, mould and fungi. At the end is a metal-bound door.

In the corridor the Warriors are attacked by 12 Giant Bats.

There is a secret door in the middle of the right wall that will only be found if the Warriors search for it (see the Warhammer Quest Roleplay book, page 164).

As you walk cautiously down the corridor you notice that there is a strange pattern to the mould on one of the walls. When you look more closely, you discover a secret door concealed in the wall.

10 IDOL CHAMBER

At the far end of the room is a platform with a fire burning in front of a horrible idol. At the base of the platform there is a pile of bones and skulls. Peering into the darkness you can just see something moving at the far end of the room. The firelight is being reflected off a pile of gold at the foot of the idol.

When the Warriors enter this room place six Cave Squigs in the squares at the top of the platform, around the idol. At the start of the next Monsters' Phase roll a D6 for each Squig to see what it will do this turn. You could use the Cave Squigs Event card that comes with this set, or refer to the reference sheet on the back of this rulebook. Note that the Squigs do not have a Movement characteristic as such: simply roll on the table to see what each Squig does.

The Idol

When all the Monsters are dead the Warriors will no doubt wish to get the gold from the feet of the statue. As they approach it the idol speaks:

"Who dares enter here? Pay me tribute or die!"

The idol is nothing to do with the Orcs and Goblins, it has been here for centuries. The Goblins soon learnt to fear the idol (the skeletons at the foot of the idol are Goblinoid) and now pay the tribute (hence the gold). The Cave Squigs seem to be safe, but any more intelligent creatures are under threat. Read the Warriors the following.

When the idol finishes speaking the door to the room slams shut.

The door cannot be opened until the idol is appeased, and the only way to do this is for each Warrior to put at least 20 gold at the foot of the idol. There is no reason for the Warriors to know how little gold they need to pay. If a Warrior contributes less than 20 gold, pays nothing, or worse yet tries to take some of the gold already there they are in trouble. Flames spurt from the nose of the idol into the bowl of fire causing it to flare. Any Warrior adjacent to the fire takes 2D6 Wounds modified for Toughness but not armour. The idol cannot be harmed. If the Warriors dither for too long feel free to give them a hint, for example:

The idol speaks again:

"There is no way out! Place offerings before me or die in agony!"

When the Warriors have all paid at least 20 gold read the following:

The fire in the bowl dies down a little and the door swings open. The idol speaks again:

"Your tribute is accepted. You may go safely on your way."

The Warriors may now leave the room.

Worship

If any Warrior acts as if he is worshipping the idol he will be rewarded, read the following:

The idol is obviously pleased with your homage, and speaks to you: "Thank you my servant, you will be rewarded well for your belief."

The fire in the bowl goes out and the Warrior can see a ring sparkling in the bottom of the bowl. The bowl and the ring are quite cold to the touch. The ring is gold with a single red gem set in it.

The Wizard can identify the ring as being a powerful magical item. It gives its wearer +2 Strength, and is worth 600 gold. Unfortunately the ring carries a Chaos curse, and whoever puts it on will not be able to remove it. When a Warrior puts the ring on, strange images of carnage and destruction fill his mind, and he has to concentrate hard to resist the urge to strike wildly at his companions. From now on the souls of any Monsters the Warrior slays will be taken by the idol as tribute.

Because of this link with the idol the Warrior will have a strange aura about him, and if he ever comes up against any Chaos Warriors he will find that they will not attack him unless he attacks them first.

Gamesmaster Tip: Make a note of which Warrior has the ring. You could use the ring as a story line for a later adventure. Maybe this is the Warrior's first step towards Chaos – watch out for the Chaos Warrior Warrior pack.

11 PIT OF DEFF

A deep, dark pit fills most of the room. The walls of the pit are lined with sharp spikes, and broken weapons and chewed bones litter the floor. You can see a weapons rack near the left hand wall.

As you place the room put the Weapons Rack counter on the floor plan as indicated on the map. The Night Goblins have captured a Minotaur and have trapped it in the pit. The twisted little Goblins like nothing better than to push their captives into the pit and watch the Minotaur feed!

In the Monsters' Phase place 10 Night Goblin spearmen in Corridor 9. The first four spearmen attack immediately, as an ambush. They are using the butt end of their spears to try and push the Warriors backwards into the pit. If a spearman hits a Warrior the Warrior is not harmed but is pushed backwards one square directly away from the spearman. If there is another Warrior behind him the second Warrior is also pushed back one square. If this means that a Warrior ends up in the pit the Warrior takes 1D6+3 Wounds modified by Toughness and armour as normal.

However a Warrior ends up in a pit, read him the following:

As you stagger back to your feet you hear a terrible snorting. A shadow at the far end of the pit resolves itself into a powerful figure heading towards you.

Place a Minotaur adjacent to the Warrior in the pit. As soon as one Warrior is pushed into the pit the spearmen switch to the pointed ends of their spears. They are now trying to kill the Warriors and the rest of the Goblins also move in. Remember, spearmen can attack from two squares away, even past other models.

Leaping into the Pit

If a Warrior decides to jump into the pit point out the spikes. If he still wants to jump in make him take a 'physical' Initiative test. If he fails the test the Warrior takes 1D6+3 Wounds from the spikes as he leaps in. Worse yet, if the roll was a 1 he is stuck on the spikes until the next Warriors' Phase when he takes a further 1D6+6 Wounds before he can free himself. However, if he passes the Initiative test he will leap nimbly into the pit unharmed.

The Doors

Once the Warriors have killed the Goblins and the Minotaur they can search the room.

The door at the far end of the pit is magically locked and cannot be opened. Make it obvious that this is not the way the Warriors should be going. If a Warrior investigates the trapdoor read him the following:

The trapdoor opens to display a leather jerkin with black metal studs. The jerkin seems to be new and is remarkably clean given it has been stored under a trapdoor in the bottom of a pit.

The jerkin is magical and gives its wearer +1 Toughness. It also has an additional magical ability. Each of the studs generates a powerful magical energy field and they link to form a shell around the Warrior. If the Warrior is attacked by magic or a magical weapon he may roll a D6. On a roll of 6 the attack is deflected, even if it should have automatically hit. The jerkin cannot be worn by the Wizard.

The jerkin belonged to Bigrot the Gross, who was Warboss of the Black Fang Orcs before Gorgut. After Gorgut came to power he searched long and hard for the jerkin. However, by the time he found out where it had been hidden the Goblins had captured the Minotaur and imprisoned it in the pit. Gorgut was livid and the skull in the pit belongs to the Goblin whose great idea it was to put the Minotaur in the pit!

The Weapons Rack

If a Warrior decides to investigate the weapons rack read:

As you pull at one of the weapons to get a better look you hear a 'snick' and a secret door pops open.

Gamesmaster Tip: It is quite possible that the Warriors may not find the secret door operated by the weapons rack. If the Warriors did not go into all the rooms and corridors earlier they will probably go back and do that now. Leave them to it until they realise that there is no other way to go. This is just one of those situations where some players will need a little subtle guidance! If necessary, suggest that maybe the Fighting Pit holds the answer. If all the early part of the dungeon has been visited then there are two things you can do to help the Warriors on their way. Either let them take an Initiative test as they did in Corridor 9 and then tell anyone who passes it that the weapons rack seems to be part of a mechanism for opening a door, or give them a hint like:

As you look round the room you notice the weapons rack and wonder whether it's worth investigating.

12 CORRIDOR

The secret door reveals a dark and mouldy corridor leading straight to another door.

The corridor has no special event unless the Wizard rolls a 1 in the Power Phase.

13 SKABNOZE'S DEN

The room smells terrible and the Wizard can feel magic power emanating from it. In the gloom you can see a set of stairs leading to a raised platform. A door leads off the top of the platform.

The Warriors enter the room as normal, but if one of them tries to go up the stairs stop him on the stair square and place a Big'Un at the top of the stairs. Any Warriors yet to enter the room now make their move as normal, but the only way to get on the platform is up the stairs. In the Monsters' Phase place Skabnoze in the square at the far corner of the platform and place another Big'Un next to him, then place six Orcs and another Big'Un using the rule of One-on-One. If the Big'Un at the top of the stairs has not been placed yet, place him now. See the rules for combat in multi-level rooms on page 11 of this rulebook.

Skabnoze and Bodyguard

At the start of each Monsters' Phase Skabnoze casts one of his new spells – see the Skabnoze's Spells special card. The Big'Un next to him is sworn to protect him and will even dive in the way of missiles aimed at Skabnoze, taking any Wounds himself. Once the Big'Un is dead Skabnoze will put on his Ring of Invisibility and slip away. Even if the Warriors do manage to hit Skabnoze he will still get away.

Dean's Amateur Acting Tip: Skabnoze should speak to the Warriors when they appear saying, in an evil cackling voice either "So we meets again you scabby vermin. Well you ain't gonna foil my plans dis time!" or, "So ya fink ya can come in here stirring up trouble does ya?", depending on whether the Warriors met Skabnoze in Death Below Karak Azgal or not. Skabnoze will probably keep taunting the Warriors throughout the combat.

When Skabnoze slips his ring on he will scream, "I'll do for ya yet, you'll see. Me an' my mate Gorgut, we'll do ya! Youze is trapped now, and only I'ze got da keyz... Oops!"

Skabnoze puts on his Ring of Invisibility and slips through the doorway to Corridor 14 before releasing a portcullis in each doorway. Just as he put his ring on the forgetful Shaman realised that he only had one of the keys, and that the other must still be somewhere in his Den. Now read the Warriors the following:

As Skabnoze suddenly disappears before your eyes you hear a creak followed by the squeal of tortured iron as a metal portcullis slams down in both of the doorways to the den.

Once Skabnoze has gone and the Monsters are dead the Warriors can search the Den. They will find the healing potion and the Talismans as detailed on the Shaman's Den special card and on page 12 of this rulebook. They will also find a badly mangled scroll (give the leader of the Warriors Handout 4), but there is no other treasure. The Warriors will also find a key under one of the stools. The key will open the portcullis to Corridor 14. It will not open the portcullis back to Corridor 12. In fact, the Warriors have no way to open the portcullis to Corridor 12. Nothing will work, not even the trusty prospector's key, lock picks, etc.

14 CORRIDOR AND STAIRS

A corridor turns to the right then ends in a steep set of stairs. This is obviously the way down to Deep Two!

Place the large Steep Stairs Down counter on the last four squares of the corridor, but do not place the Pit counter on the board yet. Watch carefully as the Warriors walk down the corridor and if one steps on the pit square read:

As you walk forward you feel the ground shift beneath your feet as the floor tilts, dropping you into a spiked pit!

The Warrior takes 1D6+6 Wounds modified for Toughness and armour. The Warrior can only be rescued by the rope or a Levitation spell.

The Warrior with the Rope

If the Warrior who falls into the pit is the one with the rope he can throw the rope up to a comrade standing at the top. In fact, this is possible for all pit traps in Warhammer Quest.

With no way back the Warriors must continue into Deep Two.

Note to the Gamesmaster: You will need to photocopy this page and cut out the handouts. The handouts are given to the players at specific points in the adventure – the scenario will tell you when to do so. Each handout has been identified so you can identify it.

HANDOUT 1

Greetings brave Warriors. I hope that my messenger finds you well. I request that you join me at Karaz-a-Karak for I have a Quest for you. I cannot say more at this stage, but I promise you adventure, danger and rich rewards.

Grimcrag

HANDOUT 2

I, Lord Grimcrag Grunnson, have need of a band of brave Warriors to undertake a Quest. If you will meet with me at Karaz-a-Karak I will explain all. You will be paid 100 gold on your arrival at Karaz-a-Karak, whether you accept my Quest or not.

Grimcrag

HANDOUT 3

Grimcrag Grunnson provides you with:

1. A map showing where the entrance to the lair is.
2. 1D3 provisions each (see the rules for provisions on page 12 of the Roleplay book).
3. The spell necessary to open the door to the lair.
4. Six bandages (see the rules for bandages on page 12 of the Roleplay book).
5. A sturdy Dwarf rope.

One Warrior keeps this note as a reminder.

Roll for any unused bandages at the end of the adventure as usual, to see whether they have perished.

HANDOUT 4

Skabnoze ya git! I bin told dat yooz haz sum stunty necklaze. I wantz it to ang on my frone so brings it to me NOW.

GORGUT da Boss

HANDOUT 5

Lord Gorgut, Seein' as 'ow yoo likes amulits, I 'as got a perfikly fine wun wot i will swap fer dat skabby dwarf one wot yer lended from me. Its ded kool and shiny too wiv a litening bolt 'n everyfing.

Skabnoze da mitey

HANDOUT 6

Suddenly you are struck by a potentially lethal cocktail of hallucinogenic fungi. Act as if you were covered in tiny purple spiders and go increasingly crazy. As soon as the other Warriors get the idea that there is something wrong with you, place your model face down in the square it is in and say nothing. You will recover fully in three turns.

HANDOUT 7

Big Gob Blak Orc Boyz. Yuz can stay in da wet room. Dis key iz fer gettin to my lare. Kum'n go az yer pleeze. Feel free ta beat up Gubbinz da jesta - 'E'z a rite git and needs a gud seein to!

GORGUT

HANDOUT 8

As you keep watch while the others rest, to ward off sleep you decide to count the different types of fungus you can find growing on the walls. You reach 73 before you suddenly notice a beautiful gold brooch shaped like an arrow embedded in the wall. With just a slight tug it comes free. You guess it's worth about 1000 gold. Write a note for the Gamesmaster to say what you are going to do with the brooch.

HANDOUT 9

One of your comrades has found a gold brooch shaped like an arrow and is showing it to you. The brooch is definitely magical, but it has a 'wrongness' about it. The brooch is probably worth about 500 gold. Although you cannot tell why you feel it should not be kept.

· NEW MONSTERS ·

As we've been working on this rulebook, we've added some new Monsters – such as the Squig Hoppers – and you'll also find some new Goblin troop types in the Orc Monster Tables. We've gathered together all the Night Goblins into one table so you can locate their characteristics quickly and easily.

The Monster Tables in this book and the Warhammer Quest Roleplay book are quite specific about what sort of weapons Monsters are armed with. Goblins, for example, tend to be armed with spears or bows, to match the plastic models that come with the Warhammer Quest game. However, there is a huge range of Citadel Miniatures available, and the Monster models in your collection may be armed with all sorts of different weapons – swords, bows, spears, clubs, axes, flails, etc.

As your miniature collection grows, you will want to incorporate your new miniatures into your games of Warhammer Quest – the blank Event cards are ideal for this! Don't worry if you can't find an entry in the Monster tables with the exact same weapon combination as a particular model in your collection. Unless a Monster has a special weapon such a bow, spear or such like, it will normally be wielding a hand weapon of some description. The damage that these weapons do – whether they are swords, axes, clubs or whatever – is simply worked out by taking however many dice the Monster rolls for damage, and adding its Strength to the score as usual.

For example, a Night Goblin armed with a sword, rather than a spear or a bow, does 1 dice plus its Strength (1D6+3) damage, and has no special rules. Orcs armed with spears would do 1D6+3 damage, and be able to attack in ranks.

If you like, you can use the entries in the Equipment tables (pages 29-31 in the Warhammer Quest Roleplay book) to work out the effect of Monsters with shields, great swords etc, but it is not strictly necessary to go into such detail.

The way to incorporate this flexible approach into your games is to either just play with carefully pre-prepared Event cards featuring all your own Monsters, or to keep a pile of these cards to one side for certain types of Monsters. For example, if you have prepared cards for many different types of Goblin within your collection, you can keep this pile of cards to one side. Whenever a Monster Table indicates Goblins, you can turn the top card over to see exactly what type of Goblin you meet.

• NIGHT GOBLINS •

Troop Type	M	WS	BS	S	T	W	I	A	Gold	Arm.	Dam.	Special Rules
Night Goblin	4	2	5+	3	3	2	2	1	20	–	1	
Night Goblin Archer	4	2	5+	3	3	2	2	1	20	–	1	Armed with Bow (Str 1).
Night Goblin Boss	4	3	3+	4	3	9	3	2	150	1	1	Magic Weapon.
Night Goblin Big Boss	4	4	2+	4	4	15	4	3	330	2	1	Magic Weapon; Magic Resistance 5+ (Ring).
Night Goblin Shaman	4	2	4+	3	4	3	3	1	280	-	1	Goblin Magic 1; Magic Resistance 5+ (Ring).
Night Goblin Shaman Champion	4	2	4+	4	4	12	3	1	830	-	2	Goblin Magic 2; Magic Resistance 5+ (Ring); Magic Weapon.
Night Goblin Master Shaman	4	2	4+	4	4	20	4	2	1590	-	3	Goblin Magic 3; Magic Resistance 4+ (Ring); Magic Dispel 5+; Magic Weapon; 1 x Magic Item.
Night Goblin Shaman Lord	4	2	4+	4	4	31	5	3	2530	-	3	Goblin Magic 4; Magic Resistance 4+ (Ring); Magic Dispel 4+; Magic Weapon; 1 Magic Item.
Squig Hunter	4	2	5+	3	3	2	2	1	25	–	S	Never Pinned; Armed with prodder.
Cave Squig	S	4	–	5	3	3	5	2	200	–	1	Never Pinned.
Squig Hoppers:												
Night Goblin Rider	4	2	5+	3	3	2	2	1	20	–	1	Armed with Sword; Rider.
Hopping Squig	2D6	4	-	5	3	10	5	2	230	-	2	Never pinned; Bounce.
Netters & Clubbers	4	2	5+	3	3	2	2	1	35	–	S	Armed with Nets & Clubs.
Night Goblin Fanatic	4	2	5+	3	3	2	2	S	300	–	1	Armed with Ball & Chain; Never Pinned.