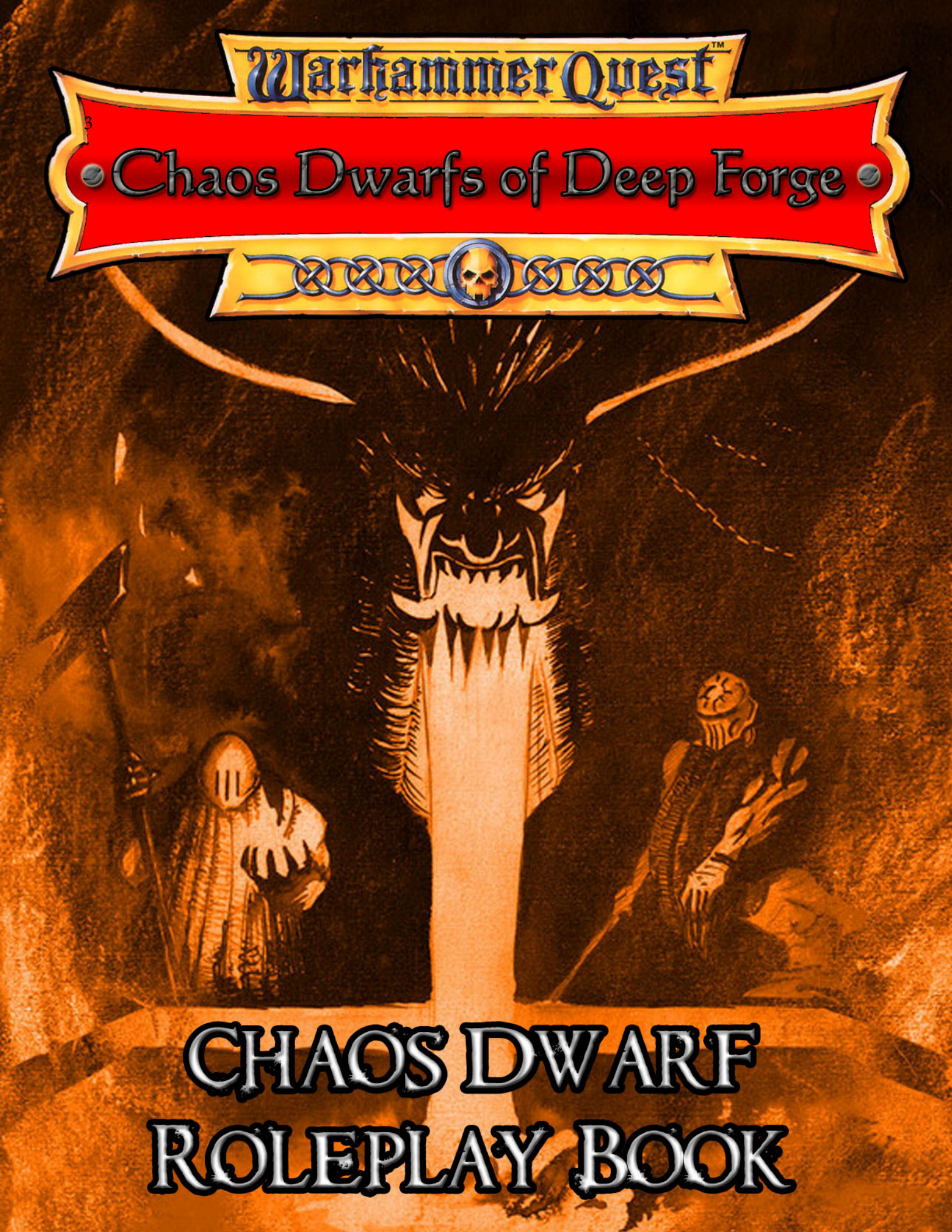
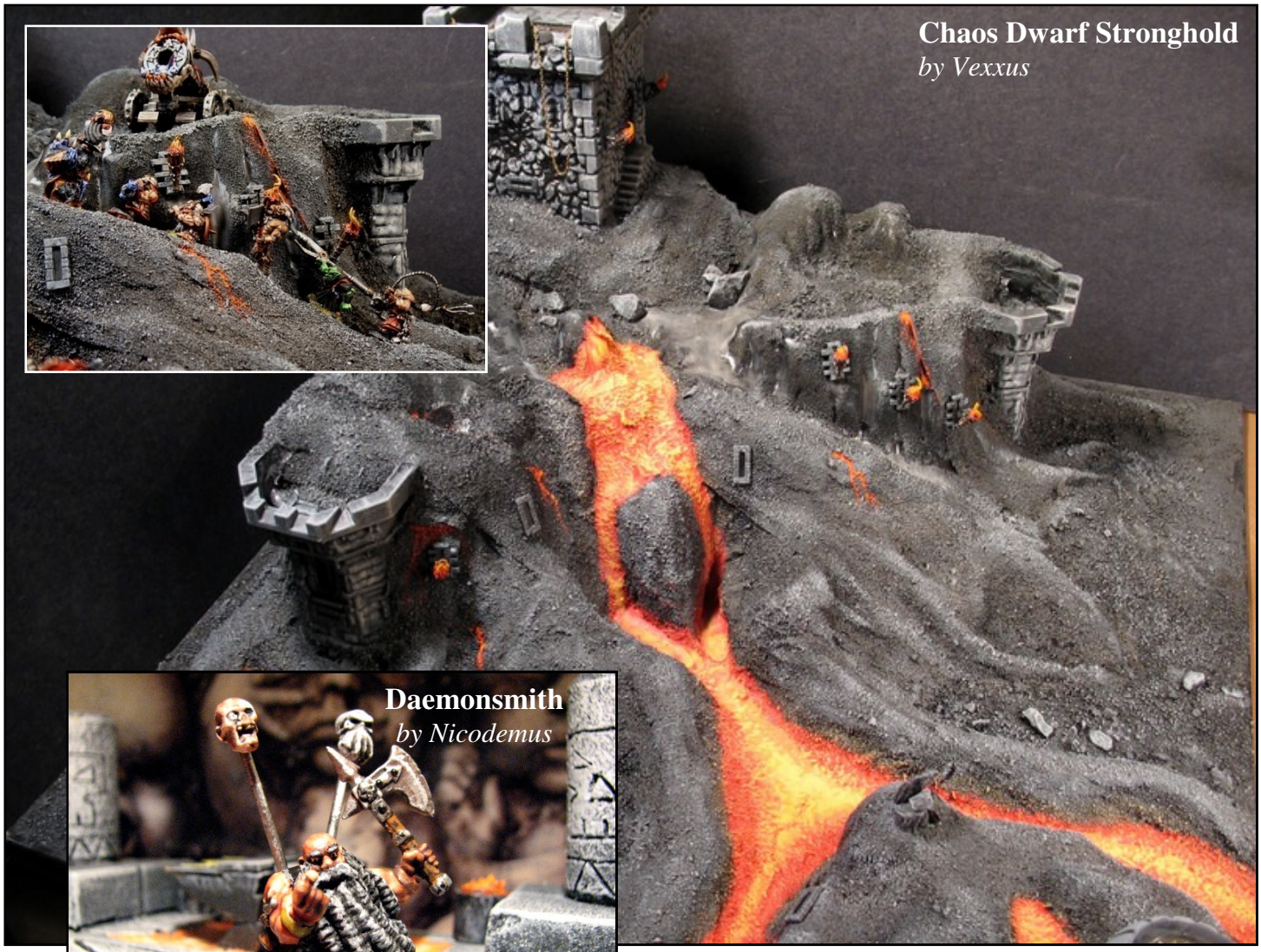
Warhammer Quest™

Chaos Dwarfs of Deep Forge



CHAOS DWARF ROLEPLAY BOOK



Chaos Dwarf Stronghold
by Vexxus

Daemonsmith
by Nicodemus



Hellcannon and crew
by Blackgonzo



Sorcerer and Lamp Slave
by Nicodemus

CHARACTER OVERVIEW SHEET





Chaos Dwarf Warrior
The Warrior is a good all-around combatant. He has few weaknesses, can make use of most anything he finds, and through experience can access the bulk of the Chaos Dwarf skills. Though diligent training, and a little luck he may even attain revered status as one of The Immortals – the most lethal foot soldier in the Dawi Zharr Imperium!



Chaos Dwarf Annihilator
The Annihilator is masterfully skilled in the use of one of the Chaos Dwarf's signature weapons – the Blunderbuss. Although any Chaos Dwarf Adventurer may use a Blunderbuss, through his mastery of this weapon the Annihilator does not suffer the usual handicaps associated with its use and his access to skills serve to further enhance his abilities in the use of the Blunderbuss.



Chaos Dwarf Sorcerer
The Sorcerer is a High Priest of Hashut, and is in the upper echelon of Dawi Zharr society, thus making him Party Leader. The Sorcerer is a formidable foe, able to tap in to the Chaotic Æther to force-cast spells – a gift from Hashut himself! Although he cannot use as broad an array of weapons and armour as his comrades, his powerful spells more than compensate.



Chaos Dwarf Daemonsmith
The Daemonsmith, like the Warrior, is a strong combatant, however, his true skills lies in wielding powerful Daemonic weapons the use of other Daemonic artifacts forged by his Daemonsmith Guild brethren. While any Adventurer can use such items the Daemonsmith finds this less risky and can even attempt forge Daemonic artifacts of his own!





· WARHAMMER QUEST ·

CHAOS DWARF EXPANSION

ROLEPLAY BOOK

By Nicodemus



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·SECTION 1·

CHAOS DWARFS IN WARHAMMER QUEST

Players are most likely accustomed to playing Warhammer Quest as one of the Warriors in the core game, or possibly as one of the expansion characters, such as the Wardancer, Imperial Noble or Pit Fighter, for example. Similarly, players have also had access to official characters (meaning not characters created by fans) who are aligned with the forces of Chaos, in the case of the Chaos Warrior, or are at the very least unlikely to be seen as do-gooders, such as in the case of the Ogre.

It is possible to use any of these characters to play through a campaign which pits the Warriors against the Chaos Dwarfs of Deep Forge and their twisted machinations.

Alternatively, if the players are so inclined they may forgo their usual characters with which they are accustomed, and take up a life of adventuring as one of the Chaos Dwarfs of Deep Forge!

This rule book contains all the material necessary for players to enter the world of Chaos Dwarfs, either using their regular Warriors, bent on the overthrow of the Chaos Dwarfs of Deep Forge or as Chaos Dwarfs themselves, working diligently to establish Deep Forge as the next great Dawi Zharr city.

SPECIAL UNITS AND MINIATURES: CHAOS DWARFS

To help bring the Chaos Dwarfs of Deep Forge to life some number of Chaos Dwarfs (or Dwarfs who can be substituted for Chaos Dwarfs) will be needed. The most important miniatures necessary for this expansion (both for the "good" Warriors to take on the Chaos Dwarfs as well as for adventuring as a Chaos Dwarf) are:

Chaos Dwarf Warrior
Chaos Dwarf with Blunderbuss
Chaos Dwarf Sorcerer
Chaos Dwarf Daemonsmith

As of 2009, Games-Workshop has a Dwarf Adventurers collection available with multiple Dwarfs that would be suitably identifiable as any of the above models. Alternatively you may wish to substitute miniatures from another company, or perhaps convert your own miniatures into Chaos Dwarfs!



ADDITIONAL UNITS

There are several other miniatures you may wish to have on-hand for these adventures. Because obtaining specific miniatures may be difficult (for example one which is no longer in production) some models are listed along with a suggestion for a suitable stand-in. These additional miniatures are:

Bogoff the Snotling from Lair of the Orc Lord, or any readily identifiable Snotling from the core game (perhaps tie a piece of string to his weapon, or convert your own such that he is carrying a lantern)

Black Orcs (multiple) regular Orcs can be substituted if necessary

Dungeon Grinder – if you are creative you can build your own following the tutorial at the end of this booklet. Alternatively you could use any model which you think suitable, such as a Warhammer 40K Dreadnought, a 40K Thunderfire Cannon.

Hobgoblins (multiple)

As with other Warhammer Quest expansions there are numerous other miniatures which may be called into play, but feel free to substitute your own model, or, if it is a group of Monsters generated from a Monster Table you can feel

free to re-roll for a different Monster type for which you do have models available where necessary.
Once you have prepared the board sections, sorted out the card decks, and the above miniatures to hand you are ready to play.

Playing as a Chaos Dwarf (Dawi Zharr)
Chaos Dwarf is what outsiders call them, the name they call themselves is the Dawi Zharr, literally translated from the Dwarf tongue Khazalid as Fire Dwarf.
Taking on the role of a Chaos Dwarf the player should keep in mind the proud heritage all Dwarfs have. In the case of the Dawi Zharr, although they have forged their own small empire in the harsh and inhospitable landscape of the Dark Lands, they are still Dwarfs. They are outcasts from Dwarf society, and the names or any record of their Dwarf ancestry has been permanently expunged from Dwarf history and lore. The Dawi Zharr are a relatively young race, if they are to be regarded as separate from Dwarfs, and they are now trapped in their alliance with the forces of Chaos. The Dawi Zharr have struggled to carve out a niche that is truly theirs, all the while knowing that they will be forever detested by their Dwarf cousins and knowing that any record of their heritage have been destroyed.
The Bull god, Hashut, is a powerful and mighty symbol to all Dawi Zharr and even the most powerful Dawi Zharr Sorcerers and the High Priest hold him in reverence. Any ties with other Chaos gods are tenuous at best as Hashut is the true god of all Dawi Zharr, whom they unquestioningly follow. However, alliances and trade agreements may be forged with followers of other Chaos gods, provided they suit the interests of Dawi Zharr society – which must always be protected and nourished through the wheels and cogs of industry and the slave pyres in the temples of Hashut!

Adventuring Parties Containing non-Chaos Dwarf Members
It is exceedingly unlikely that a group of regular Warriors would allow a Chaos Dwarf to join their ranks, especially if one of those Warriors was a Dwarf – in which case it is more likely they would be at each other's throats before even reaching the first dungeon.
The Dwai Zharr are also unlikely to lower themselves to join a group of rabble and traipse the countryside for no greater good than to line the pockets of a numbskull Neanderthal (the Barbarian), a foppish and frail pointy eared pretty boy (the Elf), or a posturing catamite know-it-all who wouldn't know the first thing about a real spell (the Wizard) – and we won't even mention the Dawi Skruff (Dwarf scrawny beards). No, it is much more likely that a Dawi Zharr would find more in common with his own kind than he would any outsider. The Dawi Zharr have been called arrogant and over-confident, the Dawi Zharr themselves only grimace at such remarks and seem to take such things as a matter of pride.
The only likely individuals to join a Dawi Zharr adventuring party are other Dawi Zharr, or possibly those with whom they have loose (sometimes tenuous) trading alliances, such as Ogres and Chaos Warriors. Aside from an adventuring party made up entirely of Dawi Zharr, it is also possible to have a mixed party using the Ogre and Chaos Warrior expansion characters. If a Barbarian or Wizard were to join the party they would most likely be of somewhat ill-repute and would undoubtedly have trouble gaining entry into normal settlements with their own kind, to say nothing of being allowed into the Chaos Dwarf empire. A Dawi Zharr would certainly not venture into a settlement within the human Empire, or an Elf settlement, and certainly not a Dwarf one, as they run the risk of being discovered.



Warriors of ill repute who may be likely to join the ranks of a party consisting of any number of Chaos Dwarfs are:

Warrior Type	Rules Location
Assassin	Deathblow #1
Barbarian	Core Game
Bounty Hunter	Citadel Journal
Chaos Warrior	Boxed Expansion
Halfling Thief	Deathblow #1
Ogre	Deathblow #1
Outlaw	Citadel Journal #33
Pit Fighter	Boxed Expansion
Salty Seadog	Deathblow #2
Wizard	Core Game

In the highly unlikely event that a group of Chaos Dwarfs are adventuring with members of a lesser race, such as men, or their trading partners the Ogres or Chaos Warriors, they will commonly be in the majority – such that Chaos Dwarfs will constitute 50% or more of the party's members. In instances were there is more than one spell caster, such as a Wizard and a Chaos Dwarf Sorcerer, the player controlling the Sorcerer is the one to roll for Power each turn. Likewise, in instances were there may be more than one party member carrying a light source which would designate them party leader, such as the Lantern in the case of the Barbarian, the Sorcerer supersedes any other member's authority and is the leader. Such is the arrogance and presumption of the Dawi Zharr, Sorcerers – they will never defer to members of another race for leadership. If there is more than one Sorcerer in the party then the responsibility of which player rolls the Power die and is designated party leader may be arbitrarily assigned or determined randomly.

Alternate Player Characters

Of course players may feel free to bring their own characters into the game, such as many of the homebrew variety which can be found on-line, or you can even create your own. A word of caution, however, is perhaps in order here. While there are a great many homebrew characters available, only a select few have seen real play testing. This is an important consideration because at higher levels Warhammer Quest can become incredibly unbalanced with what may seem like modest changes or character abilities. Great effort has been made with the Chaos Dwarf characters in this expansion to keep some balance between their benefits and drawbacks, compared with other officially released characters that make up the Warhammer Quest world.



Are the Dawi Zharr evil?

To outsiders the answer to the question of whether or not Chaos Dwarfs are evil is an irrefutable "Yes". As their common name implies, Chaos Dwarfs are aligned with the forces of Chaos and therefore would delight in such acts that would turn the stomachs of otherwise "good" people. But there are several factors to take into account when taking on the persona of a Dawi Zharr character.

Ages ago the Dawi Zharr were cut off from their ancestral ties when they ventured into the Dark Lands, and they ultimately allied themselves with Hashut seemingly to ensure their own

survival. This act alone is without question what set the original Dwarfs of the Dark Lands down the path ultimately leading to their corruption – whether the original members of their race felt they had a choice or not.

As a race, the Dawi Zharr are relatively few in number compared with other races, and by many accounts their numbers continue to dwindle except in the capitol city of Zharr Naggrund.

Because there are so few of them, their race makes use of labourers to perform many of the tasks of work and construction necessary to maintain their society. The fact that these labourers are slaves is only of consequence to those outside Dawi Zharr society and, as is often the case, the acceptability or unacceptability of slave ownership within a race or society is often reflection of the prosperity of that race.

The Dawi Zharr are despised by most other races, and are particularly reviled by the Dwarfs. If the Dawi Zharr had sufficient numbers they might indeed wage war on other races to gain power, lands and influence. As it stands they must spend much of their time plotting and carefully calculating each move, lest it dwindle their numbers. Much of their battles with the realms of Men, Elves and Dwarfs is spent fighting them either indirectly, through arms trading with much larger armies who are also opposed to their enemies, or via cleverly organized plots, manipulated misinformation and raids on their enemies encampments, armouries, strongholds and treasure vaults.



The Dawi Zharr are fully aware that they are loathed by other races, and greet such scorn in kind. They would think nothing of swiftly dispatching a foul Elf or Man, for such races would certainly respond in the same manner, were the tables turned. In the never-ending struggle to forge a greater Dawi Zharr empire, no force must be allowed to stand in the way of its progress or industry.

> *"To the throngs of bloody battle! Best strike swiftly and soundly in the name of Hashut! Lest, by inaction, the enemy take what is ours by right!"*
> –Ogrim Tromm Ghol, Right Hand of Hashut, Immortal Lord and Servant of the High Priest of Hashut.

A traveling scholar once noted that the Dawi Zharr were as much slaves as those they kept, due in part because of the way of life in which they had become trapped. Indeed, the very society and religion of the Dawi Zharr cannot function without the use of slaves. It should be noted, however, that although the scholar's writings survived the encounter with the Dawi Zharr, he did not and was reported sacrificed to Hashut.

Immersed in the culture

For those who prefer a more immersive feel to their quests or campaigns, playing as a Chaos Dwarf character, the following are a few thoughts to consider.

As you have probably gathered by now, the name Chaos Dwarf is a name given by outsiders to the off-shoot race of Dwarfs, known as Dawi Zharr (Fire Dwarfs). Therefore, your character would not refer to himself as a Chaos Dwarf when introducing himself to a Chaos Warrior or Ogre with whom he is about to open trade negotiations. He would, however, identify himself as Dawi Zharr.

The Dawi Zharr are an immensely proud race, and being-so, they are preoccupied with how they project themselves, not just to other races,

but within their own society. With this in mind, as your character grows from one adventure to the next, his relatively simple name should begin to take on a much longer and more grandiose title – and only contain those elements which would make him stand out to other Dawi Zharr.

For example, at Battle-level 1 the Sorcerer Gothrokk has done little to make his mark on Dawi Zharr society, other than reach a novice rank as a Sorcerer. It is important to remember, even at this early stage, that Sorcerers are held in high esteem within Dawi Zharr society, so that, at least, is worth noting. He would therefore identify himself to others as Gothrokk, Sorcerer of Zharr Grungron Ankor. To outsiders this might sound impressive, and it's a start, to be sure (and you might notice that Gothrokk leaves out the minor detail that he is still a Novice). As Gothrokk survives adventures and important quests some of his more noteworthy deeds will be absorbed into his title, perhaps after many adventures his reputation is such that he doesn't even need to identify where he is from, as all Dawi Zharr may have heard of: "Gothrokk Stonebeard, Chosen of Hashut, Master of the Fire Forge Slave Pits and Imperious High Lord of the Guilds of Sorcery".
This sounds much better for a Battle-level 9 Sorcerer than simply "Gothrokk".

"For many days after death does the beard of the Dawi continue to grow. Does this not tell you that Hashut guides us even in death?"
Spoken by Gharnakk, Grand Sorcerer Lord of Zharr Grungron Ankor to a member of his regimen of Immortal Warriors before their bloodiest battle along the edge of The Cataract.

Another aspect that may be useful for a fully immersive experience is to use Dawi Zharr names for things commonly encountered. The most obvious means of doing-so is to use the language, Khazlid, common to all Dwarf-kind.
In Khazalid, for example, gold would be referred to as gal, Dwarf: Dawi, Goblins: Grobi, as well as Gromdal: ancient artifact; Urk: Orc, Thaggoraki: Skaven, Umgi: Humans, etc.

The subject is often placed before the verb in Khazalid, so feeble Elf would be Elgi (Elf) Elgram (weak/thin/feeble), or Dawi Skruff would be scrawny bearded Dwarf, which would be an insult requiring immediate response from any Dwarf-kind. The place known to outsiders as Deep Forge is known among the Dawi Zharr as Zharr Grungron Ankor, literally meaning Domain of the Fire Forge. Many such terms can be found by searching On-line for "Khazalid", which often turns up lists of useful words.



·BACKGROUND·



The place known as Deep Forge is only spoken of in hushed whispers throughout the Empire and its surrounding borderlands, while the Elves and Dwarfs care not to turn their thoughts to such preposterous things. It is generally considered more fable than fact that a place called Deep Forge exists, although most within the Empire are cautious to disregard such stories outright; what with tales of chaotic blood-thirsty, bull-worshipping Dwarfs marauding the outlying towns and making off with the entire populations of villages.

Deep below the Black Mountains, accessible by any number of surface caves, hidden passages, abandoned mines or the dens of other less savoury creatures, is the remains of the once great Ungdrin, the Dwarf Underways – a once expansive and complex undergound network of roadways connecting the Dwarf strongholds, outposts, forges and cities. Although the system is now almost entirely in ruins, its once great branches buried under rubble, infested by other underworld denizens or simply forgotten, there are sections which are passable to those with a keen sense for such dark underworld places.

Further still, beyond the ruins of the Ungdrin and deep below a labyrinthine network of caverns and tunnels, its location unknown to all but its inhabitants, lies Deep Forge; more commonly known to those who reside within as Zharr Grungron Ankor.

It is here that centuries ago the Chaos Dwarfs of the East painstakingly established the makings of what they intended to be the second great empire of the Dawi Zharr. Since its construction it has been plagued with catastrophes, from the discovery of The Cataract – a tear in the material plane leading to the realm of chaos, continually disgorging soul-craving daemonic denizens – to their own bloody Black Orc slave rebellion which decimated both the slave and Dawi Zharr population within the fledgling city.

Over the last few centuries the inhabitants of Zharr Grungron Ankor have painstakingly forged on in the name of the Dark Farther, Hashut.

The Chaos Dwarfs of Deep Forge have now reached a turning point in their history. The city has begun to slowly expand its borders into the passages of the Underworld, and its inhabitants have re-established contact with their Eastern kin in Zharr Naggrund, using Dawi Zharr scouts traveling the Overworld in secret. They have also boldly expanded to the surface, constructing countless hidden outposts and refuges which continually shift and move so as to avoid detection.

At a critical crossroad, the future of Zharr Grungron Ankor lies with its Sorcerer Lord, a High Priest of Hashut, his Sorcerer Conclave, and its fierce Dawi Zharr inhabitants. Only through shrewd manipulation of its enemies as well as stone, steel, slaves and the souls of fallen kingdoms will the machine that is the great Dawi Zharr Imperium crush its way forward.

The time of the Chaos Dwarfs has arrived.

The Founding of Zharr Grungron Ankor

And so it began, the reclamation of the ancestral lands from whence we came.

Grimly, by nine and one hundred we marched out of the East, along with each great Guild's slaves, into lands even our mighty Fathers no longer knew or scarcely recognize.

We forged ahead into the heart of the Old World. Pressed upon by all manner of armies we were forced below the Black Mountains, and down. Down through the ancient Keeps of our ancestors, pressing the Black Orc slaves ahead of us, cutting a swathe through the blasted green skins we found there and taking fresh slaves where we may. Deeper we pressed for days without end, until the cold rock grew red with heat. So it was we came at last, guided by Hashut, to the Great Fire Cavern. We felled the mighty daemons who dwelt within, and whom those skyward still know nothing. It was here He wished us to forge a new beginning, using the brutal convergence of molten rock, warpstone and energies of The Cataract – a tear through the world leading to the Realm of Chaos, and through which all manner of corrupt beings emerge. And by Hashut, we did begin again. With our arcane engineers and sorcery we mastered the elements of this new domain and founded Zharr Grungron Ankor.

Then came the Great Uprising – the Black Orcs, who we had bred for combat and heavy labour, rebelled. We are told similar events manifested in the Dark Lands as well. Mercilessly we hunted them through the under mountain, slaughtering all of the treacherous Black Orc filth, but not before the damage had been done to our fledgling few. Now, two centuries later, our numbers have grown and we have made great strides in our research of arcane engineering, daemon forging and weaponry.

Our infernal machines and armies of loyal slaves, battle-hardened through endless combat against daemons along the edge of The Cataract, are now ready to march on the peoples above. We will start with the Old World and reclaim what is rightfully ours.

Gharnakk,
Grand Sorcerer Lord of Zharr Grungron Ankor, First Order Priest of Hashut and Master Imperious Ascendant of the Guild of Sorcery



THE CITY OF ZHARR GRUNGRON ANKOR

Below the Black Mountains

For a long period after the Great Uprising, when the Black Orc slaves rose up to oppose their Masters, the Dawi Zharr resided around The Cataract seldom ventured to the surface for fear of revealing their presence to the inhabitants above. Deep in the belly of the earth their numbers grew at a snail's pace. Their primary source of food was the flesh of the daemons who ventured through The Cataract. In the early days The Cataract was smaller, but as the centuries have worn on it has grown steadily, and so-too have the size of daemons who venture forth. The Dawi Zharr and their remaining slaves have continued to hone their battle skills against the daemons from The Cataract. In the past century they have slowly begun to venture again into the labyrinthine upper passages of the under mountain domain once inhabited by their Dwarf ancestors. There they hunt new quarry, taking slaves where possible, harvesting the flesh of Skaven and Green skins alike both for food and their infernal machines, and culling the remaining denizens of the deep so their presence will continue to remain a secret.

The city of Zharr Grungron Ankor

Zharr Grungron Ankor lies many leagues below the Black Mountains, beyond the crumbling surface tunnels and the ruins of the ancient Dwarf Underway. Long has it been since the original Dawi Zharr settlers passed through the upper halls once built by their ancestors, and which are now occupied by all manner of beast and green skinned filth.

Within an unimaginably gargantuan cavern lies Zharr Grungron Ankor. Gazing from an outcrop of rock overlooking the edge of the city, its dim lights and the glow of forge fires burn all about, casting a reddish orange light across the floor of the cavern off into the distance. Overhead, the top of the cavern is lost in darkness high above and the entire city seems minute by comparison. Only the uppermost level of the Great Ziggurat Forge and its chimneys rival the cavern for scale, its highest points stretching to reach the tips of the massive stalactites descending from the darkness above.

The walls of the great cavern are riddled with tunnels and passages, created naturally by lava floes and more recently by the Dawi Zharr themselves.

Hanging over the city is a pall of thick black smoke belched forth from the many great chimneys of Zharr Grungron Ankor. Occasionally, slight changes in conditions within the cavern create precipitation, a mixture of wet ash and acidic mist. Slaves are worked continuously, removing the ash from the streets and passages and disposing of it in open lakes of lava which lie on the outskirts of the city in various places through the network of tunnels.

Chaos Dwarfs of Zharr Grungron Ankor

The Dawi Zharr who inhabit this environment are generally of slightly heartier stock than those of Zharr Naggrund. Their skin is almost blackened with a slight reddish tinge to it. Their voices are grimly deep and at times may be likened to rocks grinding past one another. Then there are their eyes, which contain the faintest red glow as though they are heated from within. This is not immediately apparent to others, and fades over time as they venture further from The Cataract. When this faint and subtle glow leaves their eyes the Dawi Zharr of Zharr Grungron Ankor feel their faces are somewhat lifeless. The few Dawi Zharr who have traveled back to the Dark Lands and journeyed close to The Tear have found they regain the signature appearance of their eyes.

The Dawi Zharr of Zharr Grungron Ankor are a product both of their heritage as well as their lives in the city itself. Most of all, their proximity to The Cataract and reliance on the consumption of daemonic flesh as their primary source of food is the reason for their differences from other Dawi Zharr.

Since the Great Rebellion by the Black Orc slaves the inhabitants of Zharr of Zharr Grungron Ankor have an immense hatred for all Orc kind. They have even gone so far as to adorn their helms, masks and shields with the skulls of slain Orc enemies.

The Cataract

The Cataract itself is a small tear in the material plane, allowing daemons from the Realm of Chaos to pass through. The Dawi Zharr know not how long The Cataract has existed as it was there, albeit much smaller, when they first arrived in this domain. Through excavation and mining over the past two centuries two great columns marked with undecipherable arcane runes have been unearthed flanking The Cataract. The columns suggest that the Dawi Zharr were not the first to have ventured this far below. Who may have created such columns and how The Cataract came into existence is now a matter of conjecture and also close study by Arcane Runesmiths and Sorcerers.

Slave Masters

The slaves kept in Zharr Grungron Ankor are largely descended from the Hobgoblins brought during the colonization. In recent decades the Dawi Zharr have begun to cautiously venture to the surface using their great earth carving machines to create new tunnels. They attack small settlements and camps and always in secret, killing some and taking the remaining survivors as slaves.

Slaves in Zharr Grungron Ankor are used as labour for the mines and forges and are kept in overcrowded and dangerous slave pits belonging to various Dawi Zharr guilds. Slave breeding was, until recent decades, an active and important aspect of life in the city. Many deep cylindrical breeding pits are kept near the slave pits. An almost continuous stream of compatible male and female slaves are whipped into a sexual frenzy and hurled into the breeding pits, only to be removed when their task is complete.

When necessary, slaves are supplied to the fighting pits where excessive wagering by the Dawi Zharr is one of the primary events in Zharr Grungron Ankor. Those slaves who perform poorly or, more often the case, are slain in the fighting pits are ground up, mixed with copious amounts of rock salt and fungi that grow in the caverns and fed back to the slaves as the main staple of the slave diet.

In the present times of the city the slave trade has grown by leaps and bounds with the influx of new slaves brought by the scouts and raiding parties that return from the surface. Slave numbers are sufficient enough again that they are customarily taken on raids and scouting expeditions, mostly for use as meat shields and fodder.

The only group of slaves to enjoy any resemblance of respect are the Hobgoblins, who proved their trustworthiness during the Black Orc rebellion that almost wiped out the Zharr Grungron Ankor Dawi Zharr. The Hobgoblins are kept in slave quarters adjacent the slave pits, where they have some relative freedom, and are at times charged with organizing and managing other slave groups.



The following sections contain everything you need to begin adventuring in the Warhammer world as a Chaos Dwarf (Dawi Zharr).
Keep in mind that as a Chaos Dwarf you are taking on the persona of an altogether different sort of Adventurer compared to the usual Warriors that are played in Warhammer Quest.
All Chaos Dwarf units have a Move rate of 3, and this does not increase at any Battle Level. It may, however, be increased through Spells or Magical Items.

- Chaos Dwarf Warrior -



The profile of a Chaos Dwarf Warrior is as follows:

Wounds	2D6+7
Move	3
Weapon Skill	4
Ballistic Skill	4+
Strength	3
Toughness	4 (6)
Initiative	2
Attacks	1
Pin	6+
Will Power	4

WOUNDS

The Chaos Dwarf Warrior starts with 2D6+7 Wounds. When you are rolling for Wounds remember that if you roll any 1's you may re-roll that die, but if a 1 is rolled again it must be kept.

EQUIPMENT

The Chaos Dwarf Warrior begins the game with 3 pieces of Stone Bread. If no other movement or actions are performed for one turn, except eat Stone Bread, the Adventurer will regain 1D6 Wounds.

WEAPONS

The Chaos Dwarf Warrior begins with an axe covered in arcane runes* called the Ruinous Axe. The Ruinous Axe causes 1D6 + double his Strength (for a total of +6) in Wounds when striking a target.
*As the axe already has a rune emblazoned on it this must be taken into account of he even wants additional runes applied.

ARMOUR

The Chaos Dwarf Warrior begins with a suit of Scale Mail armour, which provides +2 Toughness, bringing his Toughness from 4 to 6.

SPECIAL CHAOS DWARF SKILLS

Like all Dwarfs, Chaos Dwarfs have an innate resistance to magic, however due to the their close interaction with the corrupting power of Chaos this is further enhanced, giving all Chaos Dwarfs Magic Resistance 6+.
Chaos Dwarfs also have incredible brute strength. To signify this, if their to-hit roll is a natural 6 in hand-to-hand combat they roll an additional 1D6 when determining damage.
Because of their history with the uprising of their former slaves, the Black Orcs, and the heavy casualties the Deep Forge Chaos Dwarfs suffered, all Deep Forge Chaos Dwarfs have the Hates Orcs attribute, which means they are at -1 on all to-hit rolls against Orcs, but they gain an additional Attack against Orcs.

FIGHTING

Chaos Dwarf Warriors most commonly use axes, hammers, scimitars and scourges, although they are also perfectly happy to wield a Great Sword, mace or a Battle Axe. In fact, there are few

weapons a Chaos Dwarf would not consider using, however, spears, daggers and knives are not particular favourties.
Chaos Dwarfs are also fond of ranged weapons such as crossbows and their signature weapon – the Blunderbuss.

SPECIAL CHAOS DWARF WARRIOR ADVANCEMENT: IMMORTAL

The Chaos Dwarf Warriors also have a branch of specialization open to them: they may become an Immortal. The Immortals are an elite and fearless group of Warriors who protect the Dawi Zharr empire. Such is their fearsome might and strength that there are unequalled in the Chaos Dwarf army for their sheer strength and steadfastness.
In order to become an Immortal a Chaos Dwarf Warrior must make the transition between Battle-level 5 and 6. He must have a minimum of 40 Wounds, and have received the skill Hashut's Call, and must also have purchased his Immortal's Stone Armour.



- Chaos Dwarf Annihilator -



The profile of a Chaos Dwarf Annihilator is as follows:

Wounds	2D6+7
Move	3
Weapon Skill	4
Ballistic Skill	4+
Strength	3
Toughness	4 (5)
Initiative	2
Attacks	1
Pin	6+
Will Power	4

WOUNDS

The Chaos Dwarf Annihilator starts with 2D6+7 Wounds. When you are rolling for Wounds remember that if you roll any 1's you may re-roll that die, but if a 1 is rolled again it must be kept.

EQUIPMENT

The Chaos Dwarf Annihilator begins the game with three lots of gun powder and shot. This is enough to fire the Blunderbuss 18 times.

WEAPONS

The Chaos Dwarf Annihilator begins with a Master-crafted Blunderbuss which is an ancient relic of his ancestors. The Blunderbuss grants

+1 to Ballistic Skill rolls, has a range of 6 squares and targets all models in a 2x2 area. Each model, including allies, in the affected area take 1D6 + Str6 Wounds, modified for Toughness and armour as usual. As the Annihilator has practiced mastering the Blunderbuss he does not suffer a misfire on a natural to-hit roll of 1 like others do. The Master-crafted Blunderbuss also has an axe blade mounted to the bottom of the barrel. When used in hand-to-hand combat this axe blade causes 1D6 + his Str (3) Wounds. With the axe blade mounted to the Blunderbuss the Annihilator does not need to switch weapons to go from making a ranged attack one turn to making a hand-to-hand attack the next. This is especially useful once learning the Charging Shot Skill (see Blunderbuss rules on p.56).
Note that there is no possibility of getting a Death-Blow if using the Blunderbuss' ranged attack.

ARMOUR

The Chaos Dwarf Annihilator begins with a suit of Leather armour, which provides +1 Toughness, bringing his Toughness from 4 to 5.

SPECIAL CHAOS DWARF SKILLS

Like all Dwarfs, Chaos Dwarfs have an innate resistance to magic, however due to the their close interaction with the corrupting power of Chaos this is further enhanced, giving all Chaos Dwarfs Magic Resistance 6+.
Chaos Dwarfs also have incredible brute strength. To signify this, if their to-hit roll is a natural 6 in hand-to-hand combat they roll an additional 1D6 when determining damage.
Because of their history with the uprising of their former slaves, the Black Orcs, and the heavy casualties the Deep Forge Chaos Dwarfs suffered, all Deep Forge Chaos Dwarfs have the Hates Orcs attribute, which means they are at -1 on all to-hit rolls against Orcs, but they gain an additional Attack against Orcs.

FIGHTING

Chaos Dwarf Annihilators most commonly use a Blunderbuss as their sole attacking weapon, but may also use other ranged weapons such as crossbows.
In hand-to-hand combat they are also well suited to using axes, hammers, scimitars and scourges, as well as a Great Sword, mace or a Battle Axe. In fact, there are few weapons a Chaos Dwarf would not consider using, however, spears, daggers and knives are not particular favourites.



- Chaos Dwarf Sorcerer -



The profile of a Chaos Dwarf Sorcerer is as follows:

Wounds	2D6+7
Move	3
Weapon Skill	3
Ballistic Skill	5+
Strength	3
Toughness	4
Initiative	4
Attacks	1
Pin	5+
Will Power	5

WOUNDS

The Chaos Dwarf Sorcerer starts with 2D6+7 Wounds. When you are rolling for Wounds remember that if you roll any 1's you may re-roll that die, but if a 1 is rolled again it must be kept.

EQUIPMENT

The Chaos Dwarf Sorcerer starts the game with a Lamp which is used to illuminate the Dungeon and, if being a Sorcerer were not sufficient enough, it designates him Party leader. The Lamp is never shared among party members unless the Sorcerer deems it necessary. However, the Sorcerer does not carry the Lamp himself as this is a job for a lowly slave. Although the Sorcerer does not start with the Slavedriver skill his Sorcerer status within Dawi Zharr society affords him some measure of luxury. As such, the Sorcerer begins the game with a Snotling slave whose only job is to carry the Lamp (and not get himself killed until his Master deems it necessary). If the contemptible little Snotling does die during an Adventure the Sorcerer must pick up the Lamp before the Party can continue their mission or else risk becoming lost in the dark (see rules for Escaping in the Adventure Book p.13 from the core game). Because of his status within Dawi Zharr society if his former Lamp slave dies the Sorcerer will always get one replacement Snotling Lamp Slave *for free* the next time he visits the Slave Pits, Guild of Sorcery or a Temple of Hashut.

The Snotling Lamp Slave is as follows:

M	WS	BS	S	T	I	A	Arm	Pin
4	1**	–	1	1	1	0	–	2+

Special Rules (Snotling Lamp Slave)

Dodge 4+; Magic Resistance 4+; Hide with Master*

*The **Hide with Master** ability allows the Snotling Lamp slave to occupy the same square as his Master (removing his model from the board) and move simultaneously when his Master moves. While he is hiding with his Master he is immune to all damage, from any source, including life stealing magic emanating from the Sorcerer. This can be useful for avoiding large area-of-effect Spells and the like which might otherwise kill the Snotling outright. When the Lamp Slave stops hiding it occupies a square adjacent the Sorcerer, or any available space closest. If the Sorcerer dies the Lamp Slave will remain standing in the space previously occupied by the Sorcerer.

The Snotling Lamp Slave is so lowly and pathetic that when he is moving about the dungeon on his own he will always be ignored by Monsters unless he is the only model on a board section that can be targeted and is the

closest target for a Monster to attack. If there is an area-of-effect attack such as a Spell that targets multiple squares, one of which is occupied by the Snotling, then he can be hit.
**The Snotling may not attack as he has had it beaten into him that his only purpose for living is carrying the Lantern. He can be useful, however, during the Exploration phase, as either he or the Sorcerer may explore through doorways.

WEAPONS
The Chaos Dwarf Sorcerer begins with a mighty Iron Scepter which inflicts 1D6 + Str Wounds when used in hand-to-hand combat.

ARMOUR
The Chaos Dwarf Sorcerer does not begin with armour and wears only robes.

SPECIAL CHAOS DWARF SKILLS
Like all Dwarfs, Chaos Dwarfs have an innate resistance to magic, however due to the their close interaction with the corrupting power of Chaos this is further enhanced, giving all Chaos Dwarfs Magic Resistance 6+.
Chaos Dwarfs also have incredible brute strength. To signify this, if their to-hit roll is a natural 6 in hand-to-hand combat they roll an additional 1D6 when determining damage.
Because of their history with the uprising of their former slaves, the Black Orcs, and the heavy casualties the Deep Forge Chaos Dwarfs suffered, all Deep Forge Chaos Dwarfs have the Hates Orcs attribute, which means they are at -1 on all to-hit rolls against Orcs, but they gain an additional Attack against Orcs.

MAGIC AND POWER
Dawi Zharr Sorcerers are masterful magic users among their kind and as such are held in high esteem and wield great power, both physically and politically.
Sorcerers begin with 2D6+2 Power in reserve. This Power is replenished at the start of each Adventure. When you are rolling for Power remember that if you roll any 1's you may re-roll that die, but if a 1 is rolled again it must be kept.
Each turn during the Power Phase the Sorcerer rolls 1D6 to determine the Power for that turn. The Sorcerer gets 1D6 + his Battle-level in Power each turn with which to cast Spells. As usual, if a 1 is rolled an Unexpected Event has occurred and the Sorcerer does not gain any additional Power due to his Battle-level that turn.

HASHUT'S DARK GIFT
All Sorcerers are High Priests of Hashut, and as such any Sorcerer may draw on the power granted him through Hashut's Dark Gift – using the Sorcerer's own life energy to cast spells, even once he has run out of reserve Power. This temporarily grants the Sorcerer additional Power to cast any single spell, but at the cost of slowly transforming the Sorcerer to stone. This transformation only becomes permanent if the Sorcerer draws on too much of his life energy. The Sorcerer does not in fact directly gain any Power but may immediately cast any single spell he wishes. Each time Hashut's Dark Gift is used it temporarily reduces one of the Sorcerer's characteristics for the rest of the Adventure. The allowable characteristics the Sorcerer may choose to be reduced for each spell, and the reductions, are:

Power Drawn from Hashut's Dark Gift

Characteristic	Temporary Reduction of *Base Value* (Current Adventure Only)
Wounds	-1D6
Move	-1
Strength	-1D3
Toughness	-1D3
Initiative	-1D3

Any temporary reduction to a characteristic lasts until the start of the next Adventure – except in those instances where the Sorcerer has drawn so much Power that his normally slow transformation to stone significantly advances and becomes permanent. If the Sorcerer's Wounds are reduced they are subtracted from his maximum number, not his current life total

unless adjusting the base Wounds maximum would reduce his current life. For example, a Sorcerer with 17 Wounds maximum has been injured and is currently on 8 Wounds. He decides to use Hashut's Dark Gift and loses 3 Wounds (by rolling 1D3). His maximum number of Wounds he can be healed up to for the rest of the Adventure is now 14, however his current total remains at 8 Wounds, *not 5*.

If the base value for one or more characteristics is reduced to zero or below during an Adventure because of Hashut's Dark Gift, Hashut will curse the Sorcerer. If this happens any characteristic reduced to zero or below becomes 1 for the remainder of the Adventure, the Sorcerer loses the ability to draw upon Hashut's Dark Gift for the remainder of the Adventure, and the base value of the affected characteristic is permanently reduced by −1 (−1D3 in the case of Wounds) for all future Adventures. Furthermore, the Sorcerer must immediately roll on the Sorcerer Transformation Table.

STARTING SPELLS

The Chaos Dwarf Sorcerer may begin the game with *either* the spell Lifestealer (casting cost 9) only, or he may roll 3D6 and combine the die rolls in any way desired to generate the Casting Number of desired spells. The Sorcerer may re-roll *one* of the spell dice when learning these spells. The Sorcerer may instead opt to ignore the result of his spell dice roll and take only Lifestealer, as above. If choosing spells at Battle-level 1 the Sorcerer may not select any spells with a Casting Cost greater than 10.

For example, rolling 3D6 spell dice the Sorcerer gets a 3, 5 and 6. Combining the 3 and the 6 he decides to take Lifestealer, which is a useful healing spell which has a casting cost of 9. The unused 5 can then be used for any of the Casting Cost 5 spells – giving him two spells in total to begin the game. He *may not*, however, use the 5 to choose a Casting Cost 2 and 3 spell. The Sorcerer may also ignore a die if he does not want to choose a spell with that casting number, or if he has already learned all of the spells with that Casting number. Note that the Sorcerer could also have chosen a Casting Cost 3, 5 and 6 spell, giving him three spells in total. Because the maximum Casting Cost for any Spell is 10 for the Battle-level 1 Sorcerer, he could not have combined the 5 and 6 to choose a Casting Cost 11 spell. Note that he could, however, do this as soon as he reaches Battle-level 2, when he then rolls a number of spell dice equal to his new Battle-level – provided of course he rolled a 5 and 6 again. The Sorcerer always gets to re-roll one spell die when determining new spells, so this expands the possibilities for selecting spells. These Spells may be found following the Training section on p.88.

Note that the Dawi Zharr, with their innate Magic Resistance and ties with the forces of Chaos, are much more limited in their access to healing items. As such, the Sorcerer should strongly consider at least one Spell which may be used to restore lots Wounds. Keep in mind that healing his comrades' wounds may sometimes be unreliable, due to their innate resistance to magic!

FIGHTING

Chaos Dwarf Sorcerers often rely on their magical powers and skills at the black arts to prevail, however, like all Chaos Dwarfs, they too are sturdy combatants.

In hand-to-hand combat Sorcerers are well suited to using axes, scimitars and scourges. The Sorcerer, having spent much of this time devoted to magic and worshipping Hashut, in the hope that he might bestow greater power, does not excel at weaponry as others of his kind. Similarly, the Sorcerer wears few articles of armour as many of them are known to interfere with Spells and the Power used to invoke them, although some suits of Chaos armour are known to channel spells and Power effectively.

TURNING TO STONE AND GETTING AROUND

As the Sorcerer becomes more powerful his body slowly begins to transform into stone, this takes many years beginning with his feet, and moving upward. In order to move in the later stages of his career he must find alternate means – be it through magic Spells, magical treasure, being carried by slaves, or when absolutely necessary, be carried by the other Adventurers. If the latter is the case, then a minimum of one Adventurer is needed to carry the Sorcerer from one location in a settlement or dungeon to the next. While in a settlement the Sorcerer will have to be carried or be content to stay where he is left (he must still pay daily costs). In a dungeon, if the Sorcerer's Movement is equal to zero then he cannot move, except perhaps to turn and face another direction. If other Adventurers are prepared to carry him through a dungeon (perhaps the slaves who were carrying the Sorcerer have been slain, or sacrificed) a minimum of one Adventurer is needed to carry his heavy body, giving the two of them a combined Move rate of 1, but the Adventurer doing the carrying cannot attack. If two Adventurers carry the Sorcerer they still have a Move rate of 1 but may attack and perform other actions as normal. The Move rate increases to 2 if a third Adventurer assists. Move 3 is still the maximum, but those carrying the Sorcerer may not attack and any attacks against them are at +1 to hit, as they are too encumbered to properly defend themselves while carrying such an unwieldy load. Using a palanquin is easier to carry such loads, and although those carrying a palanquin may not attack it does allow some modicum of defensive posturing and response to incoming hits and attackers are therefore required to roll to-hit as usual.



SORCERERS AND TURN SEQUENCE

The Sorcerer's status as party leader is such that he may always elect to go first, regardless his Initiative characteristic. Even though the Snotling Lamp Slave is carrying the Lamp, the Lamp is symbolic of the Sorcerer being the leader, the fact that it is carried by his slave does *not* mean the slave goes first! Alternatively, as party leader, the Sorcerer can always opt to perform his action in the appropriate sequence dictated by each unit's Initiative characteristic – this often means that at low Battle-levels the Sorcerer still goes first, while at higher Battle-levels his slow transformation to stone will reduce his Initiative (and possibly alter other characteristics) and means he takes his turn later in the sequence.



- Chaos Dwarf Daemonsmith -



The profile of a Chaos Dwarf Daemonsmith is as follows:

Wounds	2D6+7
Move	3
Weapon Skill	4
Ballistic Skill	5+
Strength	3
Toughness	4 (6)
Initiative	2
Attacks	1
Pin	6+
Will Power	5

WOUNDS

The Chaos Dwarf Daemonsmith starts with 2D6+7 Wounds. When you are rolling for Wounds remember that if you roll any 1's you may re-roll that die, but if a 1 is rolled again it must be kept.

EQUIPMENT

The Chaos Dwarf Daemonsmith begins the game with a heavy chain, which may be used in a similar way to the rope.

WEAPONS

The Chaos Dwarf Daemonsmith begins with a Daemonic Warhammer which is symbolic of his ties to the Zharr Grungron Ankor Daemon Forge Master and the Daemonsmith Guild. The Daemonic Warhammer* has a Will Power of 8. When the Daemonic Warhammer strikes a foe in hand-to-hand combat you may roll one extra damage die and may choose the higher of the two. Furthermore, if the Daemonic Warhammer strikes a machine, a daemon or a unit with magical armour it will cause double damage.

DEAMONIC POSSESSION

If an Unexpected Event occurs the daemon within the Warhammer will attempt to exert its will over that of the Daemonsmith. The player must immediately roll 1D6, adding the Daemonsmith's Will Power of 5 to the score, and adding a +1 modifier which is a special benefit Daemonsmith's receive due to their specialized training and familiarity with daemonic artifacts. Note that rolling a natural 1 for a Will Power check indicates an automatic fail, while rolling a natural 6 is always a success.

If the total is equal to or higher than the Will Power of the Daemonic Warhammer (WP 8) then the Daemonsmith successfully resists the daemon's immense will.

If the Daemonsmith's total is less than 8 then during the Power Phase of the current turn, and every subsequent turn until the Daemonsmith successfully resists possession, the daemon exerts its control over its wielder and forces the Daemonsmith immediately to lash out wildly in a mighty swing, automatically striking all adjacent units, friend and foe alike – roll for damage as a normal hand-to-hand combat on each target. *This damage takes place during the Power Phase of the turn.*

For every unit struck the Daemonsmith regains 1 lost Wound (the remaining life energy inflicted is consumed by the daemon). The Daemonsmith may still perform his movement and attack actions as normal during the Warriors'

Phase. On each subsequent turn after failing a Will Power test the Daemonsmith must repeat the battle of wills until he successfully rolls equal to or higher than the artifact's Will Power. Once he does, he has regained control and will not be tested by the daemon again until another Unexpected Event occurs.

DEAMONSMITH LORE

Some Daemonsmiths prefer to simply wear their daemonic artifacts as a symbol of their guild, but not actively use it in battle, and this is perfectly acceptable, however, they must always keep it with them for the shame of being without it is unimaginable. If it is ever lost or damaged a new daemonic artifact (in this case a Warhammer) must be re-forged immediately, and at the Daemonsmith's own time and expense.

Even if the Daemonsmith is not wielding the Daemonic Warhammer he must still make a Will Power check during an Unexpected Event, as simply carrying it on his person is enough to illicit the ire of the entombed daemon.

*Note that the Daemonic Warhammer is treated as being covered in arcane runes already, as these were required for initially binding the daemon. As such, no further runes may be added to this weapon.

ARMOUR

The Chaos Dwarf Daemonsmith begins with a suit of Scale Mail armour, which provides +2 Toughness, bringing his Toughness from 4 to 6.

SPECIAL CHAOS DWARF SKILLS

Like all Dwarfs, Chaos Dwarfs have an innate resistance to magic, however due to the their close interaction with the corrupting power of Chaos this is further enhanced, giving all Chaos Dwarfs Magic Resistance 6+.

Chaos Dwarfs also have incredible brute strength. To signify this, if their to-hit roll is a natural 6 in hand-to-hand combat they roll an additional 1D6 when determining damage.

Because of their history with the uprising of their former slaves, the Black Orcs, and the heavy casualties the Deep Forge Chaos Dwarfs suffered, all Deep Forge Chaos Dwarfs have the Hates Orcs attribute, which means they are at -1 on all to-hit rolls against Orcs, but they gain an additional Attack against Orcs.

The time spent studying daemons, learning something of their ways and even seeing some lesser daemons summoned and channeled into the forging of weapons, armour and war machines has made the Daemonsmith somewhat accustomed to such frightening beings. As such the Daemonsmith gains +2 to all Fear and Terror rolls, including those of Daemonic origin.

The Daemonsmith also has a +1 modifier to all Will Power tests when dealing with daemonic artifacts.

FIGHTING

Chaos Dwarf Daemonsmiths most commonly use the weapon associated with their specific guild, of which there are only a few. The Daemonsmiths of Grungron Ankor Zharr have a warhammer as their guild symbol, and as such all guild members above apprentice level possess some form of daemonic warhammer which they themselves had a hand in forging.

In hand-to-hand combat they are also well suited to using axes, scimitars and scourges, as well as a Great Sword, mace, Battle Axe or Blunderbuss. In fact, there are few weapons a Chaos Dwarf would not consider using, however, spears, daggers and knives are not particular favourties.

UNIT ORDER DURING THE WARRIORS' PHASE

Although the Sorcerer may always take his turn first during the Warriors' Phase, the Initiative of the other Adventurers may be the same at various Battle-levels, including Battle-level 1. Under such circumstances, the Adventurer turn order should be Warrior, Annihilator, Deamonsmith – unless players agree to an alternate turn order for their games prior to their first Adventure.

CHAOS DWARFS AND TRESASURE

The Chaos Dwarf Adventurers may keep any type of Treasure they find, however some of it stops working in when they come into contact with it due to the wax and wane of the Adventurer's own Chaotic essence. As such, *Chaos Dwarfs may only use potions and non-magical items such as Gold, Firebombs, Flashpower, scrolls, etc.* The only exceptions to this rule are: *items of Treasure that can be used explicitly by Dwarfs* and no other Warrior type, *Chaos Artifacts* and specific articles which have no penalty for Chaos Dwarfs to use – such as *items of food*, *runes and rune stones*, they are *of a mechanical nature*, or have an unusually strong magical current within them that being used by a Chaos Dwarf does not negate their powers. The articles that can be used by a Dawi Zharr, aside from Chaos Artifacts and Dwarf-only treasure are as follows:

Core Game/RPG Book	**Restrictions**
Amulet of Power	WASD
Armour of Dargan	WAD
Armour of Fortune	WAD
Armour of Meteoric Iron	WAD
Armour of Takan	WAD
Axe of Slaying	WD
Belt of Gagron	WASD
Book of Arcane Knowledge	S
Bugman's XXXXXX	WASD
Circlet of Wrath	WASD
Deathstone	S
Deathsword	WAD
Dwarf Pick	WAD
Gauntlet of Damzar	WASD
Gromril Blade	WAD
Hellfire Sword	WASD
Lifestealer Talisman	WASD
Lifestone of Ashraaz	WASD
Obsidian Blade	WASD
Ogre Slayer	WD
Pistol & Shot	WASD
Quarg Horn	WASD
Runes (*any type*)	WAD
Talisman of Obsidian	WASD
Talon of Death	WASD
Expansions	
Axe of Khemri (COT)	WD
Dead 'Ard Weapon (LOL)	WAD
Grimstone (WD #187)	WASD
Hammer of Hargon (LOL)	WD
Sword of Malediction (LOL)	WAD

Legend: W-Warrior/Immortal, A-Annihilator, S-Sorcerer, D-Daemonsmith
COT-Catacombs of Terror expansion, LOL-Lair of the Orc Lord expansion, WD-White Dwarf magazine

The above items can be used by Chaos Dwarfs as usual without penalty. The only alternative for other items of Treasure that might be found while Adventuring is to sell them for their Gold value. Although the Dawi Zharr cannot use much of the Treasure they will find they can use Chaos Artifacts and will always find a use for the Gold the sale of unusable treasure brings.

CHAOS DWARF TACTICS

Being somewhat slow and difficult to heal Chaos Dwarfs rely on their own sturdiness, soaking up hits that would cleave lesser beings, and then hitting back hard enough to obliterate their opponent. As such Chaos Dwarfs must take full advantage of all possible attacks, weapons, armour and terrain. A popular technique of Annihilators within the dungeons is to draw back from the front line so he can fire his Blunderbuss hitting an area of attackers. Similarly Annihilators will ready themselves so that they can fire from such a position before charging headlong into the fray, often attacking with an axe-like bayonet mounted to the barrel of the blunderbuss, thus negating the need to change weapons.

As already indicated, Chaos Dwarfs are sturdy fighters but lack reliable means of healing themselves in the midst of battle. Unlike other Adventurers who might quickly spend any Gold earned to train and advance, many a Chaos Dwarf Adventurer will often hoard Gold until they have enough to purchase fine armour and weapons engraved with powerful runes, and also hoard slaves. They make such preparations before they begin training to advance their Battle-level – thus making themselves doubly prepared for a battle against more dangerous foes.

The above advice is an important point and should be reiterated. Because Chaos Dwarfs have limited healing options, if the Party advances in Battle-level quickly but are otherwise ill equipped in terms of their weapons and armour they will quickly perish. Other

Adventurers who can heal themselves readily can easily restore lost wounds if their armour is relatively weak for the amount of damage their enemies inflict.
Similarly, Chaos Dwarfs should invest in slaves when and if possible, as slaves are relatively inexpensive meat shields that can be used quickly against any foe. Alternatively, they may be kept out of the way until they are needed to go up against a difficult foe, and through their sacrifice buy the rest of the party a few turns to whittle a large opponent down.

SLAVE ACQUISITION

Chaos Dwarfs are well known for keeping slaves and their society has a heavy demand for slave labour and has one of the most active slave trades in the Warhammer world. As such, any Chaos Dwarf of significant position within the hierarchy of society can keep some number of slaves. Within Zharr Grungron Ankor (Deep Forge) the Sorcerer Lord and his Sorcerer Conclave wield great power and are each master to many hundreds of slaves, all overseen by other Chaos Dwarf taskmasters and workers.
The Chaos Dwarf Adventurers have not yet distinguished themselves within the hierarchy of Zharr Grungron Ankor society and therefore do not initially keep slaves themselves but might have previously been in the employ of a more notable Chaos Dwarf for the purposes of day-to-day flogging of his slaves or choosing which are to be sacrificed to Hashut. This means all Adventurers will at least have some basic idea of how to handle slaves. As the Adventurers progress, their notoriety will increase as they acquire slaves of their own.
Although none of the other Adventurers begin with slaves, the one exception in the adventuring party is the Chaos Dwarf Sorcerer. Although he is still a fledgling Sorcerer his status within the society of Chaos Dwarfs is necessarily higher than that of any other non-magic user. As such the Sorcerer begins the game with one lowly slave. While this slave has few uses other than finding the toe of the Sorcerer's boot and tasting the scourge, he does do a good job of carrying a Lamp, and as such this is his lot in life – to carry the Lamp for his master (the Party leader), illuminating the dungeon as they travel.

During the course of adventuring, a Chaos Dwarf Adventurer may visit the Slave Pits and attempt to purchase any number of slaves for which he has the Gold. While a Chaos Dwarf may have an unlimited number of slaves he may not have any of them accompany him into the dungeons until he gains the Slavedriver skill. Without the Slavedriver skill, within the unpredictable environments the Adventurers will trek, it is difficult for them to keep a close watch on a large number of slaves, especially in the pell-mell of battle. With too many slaves some number of them will find a way to escape.

> While slaves have a Gold value for trading and purchasing purposes, it should be noted that slaves have an inherent Gold value of zero. Therefore, you may not add any Gold to your player's record sheet for killing slaves, either your own or another player's. Besides, slaves should be sacrificed to Hashut properly, in a Temple – although there are many a slave who have granted their Master's wish by dieing when ordered.

Aside from purchasing slaves, there are two other ways slaves may be gained: through donations and through capture.

SLAVE DONATION

Slaves may be donated by other members of the Party, or may be granted as gifts from other members of the Chaos Dwarf society as a sign of gratitude or good faith.

SLAVE CAPTURE

Capturing slaves can be difficult as they are always far less pliable before they have toiled for years on end and felt flesh flayed from their

backs for the enjoyment of their master. A Chaos Dwarf may attempt to subdue and capture a foe during an Adventure to be added later to his growing number of slaves or to be sold to the Slave Pits.

As far as players are concerned, capturing slaves should be regarded like the collecting of Gold. A record of both should be maintained during each Adventure, and Adventurers should always be striving to gather their maximum allowable number of captive slaves, because like Gold, they are necessary for Advancement.



In order to capture a Monster or foe it cannot be significantly more powerful than the Chaos Dwarf or else it will always attempt to continue fighting and will never truly be subdued.

To determine of a Monster can be captured, its Gold value is used as a metric of how easy or difficult the capture will be, and is also based on the Chaos Dwarf's Battle-level. His battle level also determines how many slaves he can attempt to capture on his own per Adventure, although there are ways of increasing the capture number.

A Chaos Dwarf can attempt to subdue a Monster whose Gold value is at most 100 times his Battle-level. For example, a Battle-level 2 Chaos Dwarf may attempt to capture any Monster worth 200 Gold, or less. This constitutes more than half of the Monsters in the Level 2 Monster Table in the Roleplay book. Similarly a Battle-level 7 Adventurer could attempt to capture any single Monster worth 700 Gold, or less. At this level it is much more difficult due to the strength and tenacity of the creatures, and as such only ~30% of the Monsters are capable of becoming slaves. Although this may sound like things become more difficult at higher levels, the weaker Monsters are always numerous, making capture of at least one of them that much more likely.

At the end of an Adventure captured slaves are dragged back to a Settlement where they are branded and eventually taken to the slave quarter in Zharr Grungron Ankor. There they will toil endlessly. While they work they are whipped and driven by Hobgoblin Taskmasters and every moment of their work is quantified and recorded by Chaos Dwarf Pit Lords who keep detailed records of all slaves working in their area.

If an Adventurer has captured his quota, but for some reason does not make it to a Settlement where he can off-load his slaves for delivery to the Zharr Grungron Ankor slave quarter, he must then drag these captured slaves with him to the entrance to the next Adventure. Here he presumably chains them up outside the entrance and continues on with his quest, however, as he has already begun the Adventure with his quota of slaves met he may not capture any more. He must instead find a Settlement next time and off-load his slaves.

The following table summarizes the Gold value and number of slaves that can be captured at each Battle-level:

Battle-level	Max Gold Value per Capture	Max Number of Captives per Adventure*
1	100	5
2	200	5
3	300	6
4	400	6
5	500	7
6	600	8
7	700	8
8	800	9
9	900	10
10	1000	10

*This is the unaided number, and assumes the Adventurer must "handle" the captured slaves during their trek back to a Settlement where they can be branded and added to his growing lot of slaves. With a slave cart to aid in trapping captured slaves this number can be increased.

Capturing Slaves During Combat

While in battle a Chaos Dwarf can announce that he is going to attempt to capture a foe. He must do this before the foe reaches zero Wounds, and he must be the one to successfully subdue the opponent in hand-to-hand combat, ranged weapons cannot be used for such purposes, nor can spells. In this instance the Chaos Dwarf is effectively performing a "*Stunning Enemies*" action (detailed in the Warhammer Quest Roleplay book, p166). As he lands the killing blow instead of slaying the foe it is merely knocked unconscious. Note that if the Chaos Dwarf rolls a natural 6 on his to-hit roll then he was a little over zealous in his strike and has managed to kill the enemy instead, cleaving it almost in two – Oops! Oh well, he looked a pitiful wretch anyway, and there's more were he came from!

Note that any enemy that is captured does not count as a kill for the Adventure, and as such the player does not record its Gold value on his character sheet!

> The maximum number of captured slaves a character may have per adventure depends on his Battle-level. At Battle-levels 2 and 3 the number is limited to 5. If the same character is in possession of a slave cart he may capture a maximum of 15 slaves per adventure, although his adventuring companions are still limited to 5 without a cart of their own. If more than this number is captured then the player must choose which ones he will keep and which will be sacrificed on the spot. Slaves are never freed. Furthermore, slaves that are sacrificed do not earn their master any Gold.

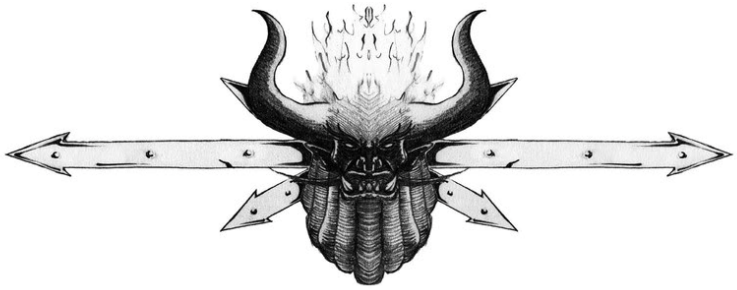
Master of Many – What to do After Amassing Slaves

Slaves serve many useful purposes, from workforce, to sacrificial offerings to the Father of Darkness, and when necessary they can also serve as a make-shift fighting force. However, in the latter case, their real use is to serve as little more than meat shields, slowing the enemy before closing with the real fighters.

The number of slaves an individual has is closely tied to his status within Dawi Zharr society. As such, there are many aspects to life as a Dawi Zharr that are closely measured with success and social status. A Dawi Zharr who makes no effort to amass and trade slaves will never amount to anything and with few exceptions (such as the Immortals) can never be taken seriously. Such individuals often find themselves only a few rungs up the social ladder from the slave elite, such as the Hobgoblins, in Dawi Zharr society.

Some of the more important shop locations for certain Chaos Dwarf characters, as well as shop items (and even accessing training for higher Battle-levels) is dependent on the character's history of acquiring slaves. Whether it is through active capture, donations from others or simply purchasing them from the Slave Pits, the means of acquiring slaves is unimportant, only the number of slaves working under that character for the greater good of the Dawi Zharr society.

It is important to note that once slaves are sold to the Slave Pits they are no longer counted toward the Adventurer's slave total. However, slaves purchased from the Slave Pits most certainly count toward the Adventurer's total as it is assumed they are immediately shipped to the Slave Quarter, so it is possible to simply purchase a sufficient number of slaves to reach prerequisites for gaining new Battle-levels or accessing special shop locations.



BRINGING SLAVES ALONG ON ADVENTURES

Once your Adventurer has amassed a few slaves and gained the Slavedriver skill, he may wish to bring some of them with him into the dungeons to really put them to work! These slaves are not identical to the units initially captured by the Adventurer, they possess none of the special weapons or armour they once had, and what's more, they are poorly fed, get little sleep, and are worked to the bone day and night for their Master. All slaves from any given race have the same basic characteristics (see the Slave Pits in the Settlement section).

Slaves accompanying their Masters are treated much the same way as Adventurers in terms of Movement and Attacking. Slaves must always, by default, make their actions after the Chaos Dwarf Adventurers, regardless of Initiative – they are Slaves and may never act first unless at the bidding of their Masters! If, however, all of the Chaos Dwarf Adventurers are in agreement any or all of the Slaves may take their turn in order of Initiative along with the rest of the Adventurers during the Warrior's Phase.

The following table summarizes the number of slaves that may be brought with the Adventurer possessing the Slavedriver skill, according to his rank:

Rank	**Adventurer Type**	
	Warrior	Annihilator
Champion	2	1
Hero	3	2
Lord	4	3
	Sorcerer	Daemonsmith
Champion	3	1
Hero	4	2
Lord	5	3

Slaves may be the target of defensive as well as healing spells or other effects from their Masters, although it is a rare day indeed that a Dawi Zharr would grace a slave with such consideration, unless it served a greater purpose.

Slaves can pick up items such as a dropped Lamp or Lantern, armour and other weapons, however, slaves cannot use these items (although Hobgoblins may use basic weapons and armour). Similarly, Slaves (except player characters) never gain Gold, nor can they use Treasure they might find, except healing potions, slaves, and the like. If a slave kills a Monster its Gold value and any Treasure immediately goes directly to the slave's Master.

SACRIFICING SLAVES

At any time during an Adventure an Adventurer may sacrifice any number of slaves to Hashut. The slaves may belong to him or another Adventurer. Once a minimum of one slave has been sacrificed by a Chaos Dwarf during the Warriors' Phase, at any time before the end of the Warriors' Phase the Party leader may roll 1D6, and add +1 to the result for every *additional* slave sacrificed. On a roll of 6+ Hashut accepts your offering and will either *i*) heal 1 Wound to each Adventurer or *ii*) the players may nominate any one Adventurer – the next time that Adventurer attacks in hand-to-hand combat his first strike will automatically hit its intended target.



DAEMONIC ARTIFACTS AND DAEMONFORGING

Binding the essence of a daemon to a physical object is a difficult task, and although the essence that comprises daemons is not physical, daemons do have a physical form, the size of-which is intimately linked to their power.

Binding a daemon to a physical object such as a weapon, piece of armour, or a machine is an arduous and dangerous task. For any daemon this is a painful process which results in their imprisonment within a mundane physical object, and often leaves them with only a fraction of the essence that originally made them up, as the remaining is lost during forging. As such, the vast majority of daemons who have been bound in this manner are even more contemptible and hate-filled than they were before, and many would like nothing better than to regain a measure of their former freedom and control.

For Daemonsmiths it is easier to bind the essence of a daemon to a small object, provided the daemon's power is also sufficiently small. Like trying to full a cup with flood water, the control and binding of more powerful daemons is difficult enough, but binding their immense energy into a small physical object is all but impossible, even for the Master Daemonsmiths in Zharr Naggrund. Binding powerful daemons to larger objects, such as warmachines is more reliable in terms of achieving a successful blending, but still leaves the Daemonsmith with the problem of initially binding such a powerful creature.

In theory there is nothing to limit the binding of a daemon to an object as small as a ring or cog in a machine, although the amount of effort and risk associated to do so with a greater daemon would be beyond the resources of most Daemonsmith guilds in Zharr Naggrund. Not to mention the work required to prepare runes small enough for the task. For this reason there are relatively few daemonic artifacts smaller than a suit of armour or a hand weapon, and these in-and-of-themselves are relatively rare already. Most daemons which can be reliably controlled and bound lend themselves to entombment within physical objects on the same scale as those controlling and forging the artifacts. For this reason, although in theory there would be nothing to limit the binding of a daemon to an entire building or city, no such daemons with essence and spirit sufficient to occupy such structures are known – and certainly there would be no mortal creature with the might to imprison such a daemon. Furthermore, the larger the object the daemon is bound to the more its power is diluted. Some lesser daemons are more easily controlled and there is little to worry about when encountering a daemonic object, but by this same token, other daemons have lost little of their metal presence being bound within smaller artifacts and use their time imprisoned to plot their vengeance on any being of flesh.

There are daemons for whom being bound to an object, even as uninteresting as a piece of armour, has granted them freedom they may never have known – whether it is because they did not previously have a manifested physical form or perhaps their will was so small that they were easily used in a Daemonsmith's craft. Such daemons result in artifacts which are easy to use and pose little threat to those it comes in contact with. The binding a large powerful daemon, on the other hand, often leads to a dangerous artifact whose power comes at the price of the corrupting influence of the daemon's immensely strong will.

The most dangerous artifacts to use are items which contain greater daemons imprisoned within, especially when they bound within armour or other articles which must be worn. Daemonic weapons and warmachines at least hold the promise of a feast of souls for the daemon bound within when they are used. Artifacts such as armour are particularly dangerous as the imprisoned daemon hungers for the soul of the body it is covering. For this reason suits of armour have a reputation for being cursed as the daemon bound within hungers eternally, its need to feed never fully satisfied.

Finally, there exists a rare form of daemon, the Spectral or Shadow Daemons, which all Daemonsmiths fear. None have ever seen their physical form, and they may not have one, but their essence can be harnessed and seemingly controlled and bound to a physical object. This is possibly because they are so cunning and manipulative they can make it seem as though they are another form of daemon that is being controlled. There are also rumors that all Spectral/Shadow Daemons are but one powerful entity who endlessly seeks for a means of infiltrating the material realm. For such a daemon the binding is like putting a finger into a glove. They retain full control of themselves and can fully manipulate this new physical extension of themselves. It is said that Behemoth, the Mouth of Hashut, is but one extension of a Shadow Daemon's form. These daemons like nothing better than to take physical form, through which they may exert their influence and act to torment the living – something in which they take exceptional fulfillment and pleasure.



FURTHER PLAY TACTICS AND OPTIONAL RULES

The following subsection contains notes and recommendations for gaming, including playing through multiple Adventures as well as some additional considerations that are not covered in the core Warhammer Quest rules. What follows is not intended to significantly alter game play, but keep things balanced and as fair as possible over many games.

Much of the following section has been adapted from the author's Strategy contribution to Warhammer Quest on boardgamegeek.com and is not intended to replace the core Warhammer Quest rules, only supplement them or to be taken into consideration in your games.

He who carries the Lamp

If there is a Sorcerer in the Party he is always designated Party Leader and the Lamp, carried by his Lamp Slave, is always his. The Lamp is not intended to be shared among Adventurers in the same way the Lantern is in regular games of Warhammer Quest. The Sorcerer, being also a Priest of Hashut wields great political and ceremonial power and his leadership would never normally be challenged by another Chaos Dwarf. In fact, other Chaos Dwarfs hold Sorcerers in such esteem that they would not consider asking for a turn to carry the Lamp. The Sorcerer, or his Lamp Slave, should always carry the Lamp. If the Sorcerer wishes he may offer to temporarily give the Lamp to another Adventurer to carry for him, in which case *an Adventurer can explore the dungeon during the Exploration Phase, but the Lamp will never designate him Party Leader unless the Sorcerer is dead*!

Adventuring Parties Without a Sorcerer

For those adventuring parties that do not contain a Sorcerer one of the other members must be elected to carry the Lamp, but they do not get the Snotling Lamp Slave. The Lamp can either remain with this character for every adventure or it may be shared among party members in the same manner that the Lantern is in regular Warhammer Quest games (see main Roleplay Book, p. 10 – The Party Leader).

Without a Sorcerer in the party the Lamp carrier is designated Party leader, and as such always goes first

and is responsible for exploring new Dungeon sections during the Exploration Phase.

Multiple Sorcerers in an Adventuring Party

If there is more than one Sorcerer in a group of Adventurers then each will be accompanied by a Snotling Slave, but there will only ever be one Snotling carrying a Lamp. The Party Leader should always be the Sorcerer with the highest Battle-level, and it will be his Snotling carrying the Lamp. If the Sorcerers are of the same Battle-level and there is no agreement between them regarding who should lead, then determine randomly. During subsequent Adventurers the job of Party Leader should alternate back and forth until one is of higher Battle-level.

Drawing Treasure Cards

The rules regarding drawing Treasure cards in the Warhammer Quest – where the Party Leader carrying the Lantern draws Treasure cards and chooses who best to give the treasure to (while keeping the distribution even) – are modified somewhere herein.

As the Sorcerer is always Party Leader due to his rank the players may decide how they will draw treasure:

A) The Party Leader (normally the Sorcerer) draws the Treasure and determines to whom it should go. Treasure should always be dealt out evenly among the Party members.

B) Allow each player in turn to draw their own Treasure card off the top of the Treasure deck. This Treasure is considered theirs as their Adventurer found it and they may do with it as they like.

Some Notes on Tracking of Treasure and Objective Room Treasure

Over many consecutive games, using the same party, you will be drawing a lot of Treasure cards for the same Adventurers over time. The core Roleplay rules suggest that Treasure card drawing starts with the player controlling the Party Leader, who divides up treasure evenly among the Party members. In Chaos Dwarf games, with the Sorcerer as Party Leader, Treasure card drawing always starts with him. If you're only going to play one or two Adventures before retiring the Party members, then don't worry about keeping track of Treasure.

Our party has been playing for a while, and we also draw Objective Room Treasure when we complete an Objective room, with so many quests and so much Treasure we absolutely *must* keep track of who has drawn cards. The reason being: each Adventurer/player gets a roughly equal share of Treasure each game, as per the rules. After we play an Adventure, everyone goes home, usually with everyone having received an equal amount of Treasure, but not quite. Since one player, the Leader, *always* draws first, he's never missed from one game to the next, but there is usually one or two players who are significantly behind in the "Treasure pool" because you will never draw exactly enough Treasure for everyone to get an equal number of cards each game. Players often lose or sell Treasure as well so counting Treasure cards in-hand is also not useful. If the Leader was the last to draw a Treasure card and then the play group breaks for a week, the next time play resumes the Treasure card drawing starts back at the Leader again, beginning a new cycle. Over 10-to-20 or more gaming sessions the poor guys down the line will notice that the Leader has a ridiculous pile of Treasure. Sure he's the Party Leader, but it's also supposed to be a fun and relatively fair game for all. *The Party Leader getting too much treasure really will happen* if players don't keep track of who has received Treasure cards.

It is recommended that one player keep a record sheet, viewable by all, with each character/player listed and a tick mark below each name, indicating who is up to receive the next Treasure card. Be sure to keep a separate list for who has most recently drawn Objective Room Treasure too. There could be bad blood over long games (we've played 2+ years before) if you don't do something like this!

Luck Will Save Your Life

Aside from increasing your Battle-level, Event 1,6 (when traveling to a Settlement) presents an opportunity to buy a "Lucky Charm". There's a chance for it to be fake, but always pay the gold regardless. Even if it's your last 50 gold pieces, *just buy it*. At advanced Battle-levels there will be opportunities where you'd gladly pay 2000 gold just to get a re-roll of any sort!

Once you get Luck, don't squander it early in a Dungeon. Just because you rolled a 1 for the Event in the second room doesn't mean you need to use a Luck to re-roll it. Save your Luck for times when rolling the dice has a chance of killing an Adventurer out-right. *There are plenty of them*!

Starting/Ending Adventures
(or exiting and entering a dungeon)

The rules state that each Adventurer's Wounds, Luck, etc. are not restored until the start of the next Adventure. This means if your Adventurer finishes an Adventure on one Wound he will not return to full Wounds until he is about to step into the next dungeon. Technically, he starts fresh when he begins a dungeon. Stretching this rule a little, one might be tempted to argue that every time you step out of the dungeon and step back in you're at full Wounds (and back at your starting Luck, Power, etc.) presumably because your Adventurer was able to safely make camp outside and rest.

This raises an important point. Your Adventurer could walk around the first few rooms of a dungeon, encounter some Monsters, perhaps it goes badly and you burn through some Luck, several characters are badly wounded and the Sorcerer has spent most of his reserve Power. There's nothing stopping the Party from leaving the dungeon, being restored and coming back in fresh. This can also be abused ridiculously. What if the first room is a Dungeon room (one of the ones guaranteed to have Monsters in it)? Your Party could walk into the first room, fight, get gold and Treasure, walk out and step right back in again, over and over. In computer games this is called mining. It's do-able, but not so good.

Here's some things to consider or incorporate:
1) Your Adventurer only gets his Wounds, Luck, Power, etc. back once an Adventure has been *completed* (meaning the Adventurers made it to the Objective room), *and* they are ready to start a *new* Adventure.
2) If you generated Monsters and placed them on the board, your Adventurers have to face them. For example, if you are using the Monster tables in the RPG book to generate higher level monsters and things go badly (maybe you're Battle-level 4 and you got a couple of bad rolls and have ended up fighting a room full of Battle-level 6 monsters), you can't just run out and reset everything. Once Monsters are placed in the dungeon, they should remain on the board until they are cleared/killed. Why would a Necromancer and 15 of his summoned minions suddenly disappear because the Party walked outside for a few minutes and then came back in? Similarly, if a Dungeon Room was cleared of the Monsters that automatically appear when the Party enters the room, that board should not continue to generate new Monsters just because the party leaves the dungeon and re-enters. If there are Monsters remaining on the board that can't be killed for some reason, players should have to work around these problems cleverly, and there are ways to avoid big bad guys - things like cave-ins, the portcullis, pits, running out of range to use missile weapons, funneling Monsters into narrow corridors, etc. In any case, any triggered Monsters that are not killed should be left in-play in the dungeon, in case the Adventurers ever have to backtrack. To keep things more fair, however, if the Adventurers can't heal outside the dungeon, at least consider not returning the Monsters to full Wounds either, and don't let them continue to cast spells, *especially summoning spells* ones unless there are Adventurers present. Feel free to let the Monsters wander for a turn or two, however.
3) Similarly, if the Adventurer's leave the dungeon prematurely, they might forfeit any gold they gained while exploring and battling, perhaps even forfeiting Treasure as well. Arguably, this rule is less important to consider incorporating.

Warp Jump and Forge-born Taurus

The Wizard's spell, Warp Jump and the Chaos Dwarf Sorcerer's spell, Forge-born Taurus, cost 7 and 10 points of Power, respectively, and are two of the more powerful and versatile Spells in the game. They also lead to issues like being able to warp to the entrance at almost any point, allowing the party to exit and re-enter at any time – in which case you should re-read Starting/Ending Adventures above.

Warp Jump and Forge-born Taurus allow the caster and any adjacent friendly units to teleport to any previously *explored* part of the dungeon immediately. If you've got the Power to spare you can do some interesting things. One of the problems with long corridors is that it invariably takes two Event die rolls to get from one door to the next, like in this example: Roll for an Event, move up 3 or 4 spaces. Turn ends. Roll for an Event, move up the last few spaces to the doorway, then reveal the next board section during the Exploration Phase. There's a 33.3% chance of getting a "1" on the Event die, in the above example as you have to roll twice for long board sections, and something bad often follows rolling a 1. With Warp Jump or Forge-born Taurus you can reduce that chance to its minimum: 16.7% chance (1 in 6). The way to do it: End everyone's turn at a doorway in a formation so that they're adjacent the caster. During the Exploration phase, let's say you turn over a

Corridor/Passage (those long 2x6 hallways). Once the Adventurer has explored and found a corridor, even though they haven't set foot in there, it's considered *explored* for the technicalities of the Warp Jump and Forge-born Taurus spells! So the Adventurers start the following turn by rolling the Event die, as long as you didn't get a 1 (and have the Power for Warp Jump or Forge-born Taurus) the caster can immediately move everyone in formation straight to the next doorway. The other Adventurers can skip or end their turn, prompting the next Exploration phase. Congratulations, you just avoided rolling the Event die. In this regard, Warp Jump and Forge-born Taurus are better when you have to back-track to a T-junction. Keep thinking this way and your Adventures will go much more quickly and you'll avoid a lot of trouble. Don't worry, there's always enough gold/Treasure to advance your Battle-level, and have fun without extra Unexpected Events!

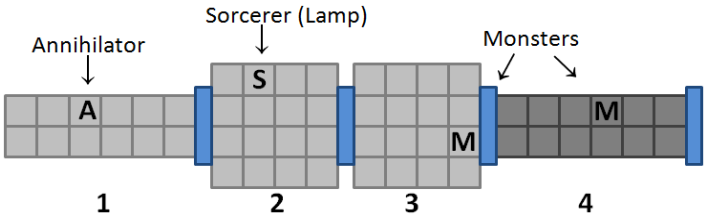


These two spells can also help a party out of a jam, such as in a crowded Objective room with very tough Monsters that the Party is cut off from. As long as one of your Party's "tanks" can get close to the caster, and as long as there are sufficient empty spaces available for your caster and the heavy-hitter to move in the exact same formation too, then the caster can move himself and the "tank" into the sweet spot.
This same idea works masterfully for avoiding huge Monsters who are about to decimate a group of Adventurers. Even if you have to spend your Adventurer's reserve Power to do it, if the caster can move the entire party to a safe location, then it's probably reserve Power well spent, as you can always heal later... but you have to be alive to do it!
Keep in mind, only Attack spells count as an attack. Warp Jump and Forge-born Taurus aren't attack spells, so they can be cast before the an Adventurer moves, or after one Adventurer has attacked but before the next Adventurer does, or even after one Monster got in a lucky hit and took someone down to 1 Wound, you could quickly whisk everyone out before the next hit is rolled. Remember that once hits are rolled you have to deal with the damaging consequences, so take pre-emptive action!

Pit of Despair and Pit of Shades
The Pit spells are another one of those flexible and useful spells that can be used cleverly to get you out of trouble. They only have a 33.3% chance of swallowing up a monster on one of the squares that it occupies when it is cast, but it can be used strategically and defensively as well. If you are starting to feel like you're being overrun with Monsters, a well-placed Pit of Despair can isolate a group of Monsters from your party or buy you enough time to re-group while they maneuver around it. If you need to place a pit between the Adventurers and the entrance or exit then Pit of Shades is the best choice as it closes itself up after it has done its work. The Pit of Despair is especially good if you can trap some powerful Monsters on the other side who do not have a ranged attack. By placing the a Pit of Despair in a corridor you can give the Adventurers some space between them and a group of Mummies (which have 40+ Wounds and Tomb Rot – which hits anyone adjacent them and is *Fatal Damage*, meaning it can't be healed until next turn), giving them the safe distance they need to pick them off with Blunderbusses, Crossbows or Spells.
Similarly, if a Monster is not swallowed up by a pit of Despair, then the Monster is placed on an empty adjacent square on the current board section or an adjacent board section. If there is no space in any of these locations then the Monster is swallowed up anyway. This can be used to great advantage to put Monsters around the board if they aren't swallowed up, or pits can be placed so that Monsters don't have any valid location to be placed and are forced to fall in. In the case of Pit of Shades, the Monster remains on its original space if it does not fall in the pit.

How Far can Adventurers and Monsters See in the Dungeon?

The rules for the Lamp/Lantern state that it illuminates the current board section as well as those adjacent. So if your Adventurers are using missile weapons or spells on targets within their line of sight, this implies that while in the dungeons they can only see through to the board sections which are adjacent to the Lamp or Lantern. The following example illustrates this, with board sections **1**, **2** and **3** being illuminated (separated by doorways):



The Annihilator is in room **1** The Sorcerer and his Lamp Slave are in room **2** and there are Monsters in rooms **3** and **4**.

The Annihilator can only fire a Crossbow into room **3**, but cannot target Monsters in room **4**, even though they may technically be within range of his Crossbow. This same targeting rule does not necessarily hold true for the Monsters! The Monsters can apparently see just fine in the dark as they don't use Lamps or Lanterns, but in any event here we have a group of Adventurers walking around in the *dark with a source of light, illuminating themselves*. It's like a bullseye for Monsters! This should make it very easy for Monsters further away to see and target the Heroes. So going with our example above, if there are Orc Archers in room **4**, they should be able to shoot arrows at the Annihilator in room **1**, even though from the Annihilator's perspective the arrows are coming from the darkness beyond the Lamp light! Feel free to modify or adjust as you see fit. Having Monsters cast spells or fire missile weapons from five or six board sections away may be too powerful. Our group sticks with a rule that Monsters can see one additional board section further than the Adventurers can – so Monsters see up to *two board sections* beyond the one they are on.

<u>Do Not Roll</u> those To-hit Dice too Hastily!

Once hits are rolled players must deal with the consequences of those hits (determining damage usually). Our party has been wiped out after another Player rolled for a Monster's attack on the Sorcerer after the Sorcerer Player said "Wait. Don't roll to hit yet, I need to do something"!

In this instance the other Player rolled for the hit immediately and I knew I was hit, so we had to work out damage immediately as part of that successful hit. Unfortunately that put the Sorcerer on zero Wounds and any clever planning was out the window. On the subsequent turn nobody could get to the Sorcerer and the rest of the Party soon fell as the Sorcerer wasn't there to heal them.

So keep this in mind – if you're playing by the rules, once someone rolls a die for any unit they've effectively chosen what that unit is doing and you can't change your mind and re-roll it.

In a similar vein, crooked Players (or perhaps just less scrupulous Players) will try just rolling a die at the start of their turn but not declare what it's for until after they see that it has come up with a number they like, then say "Oh, I'm rolling to hit". Often *not declaring a roll* is just an innocent mistake. After a dozen games this becomes questionable (this has happened to our group as well in the past). Consider a house rule stating that undeclared rolls are to-hit rolls, or that any roll, regardless the result on the die must be rolled after a declaration.



·BETWEEN ADVENTURES·



Although it is beyond the scope of the Warhammer Quest game to play out an actual journey overland which may take several weeks, the rules and tables in this section give a good representation of the hazards and obstacles that the Adventurers must overcome on their way back from the wilds, though the harsh and unfriendly territories of the Empire, as well as the realms of the Elves, Dwarfs and other vile creatures.

This section of the rules also looks at the sorts of things that occur once the Adventurers reach their destination. Although by no means essential to your games of Warhammer Quest, the following tables flesh out the Adventurer's experiences and create an exciting narrative to serve as a backdrop for their adventures.

Once you have found the Objective room and finishes each game of Warhammer Quest, you can use the rules in this section to determine what happens to the Adventurers before they go down into the next Adventure.

TRAVELLING

Before the Adventurers can spend their Gold, the players must decide where they are going to, and how far they are from their chosen destination. The underground locations where the adventures take place are nearly always situated in remote areas from a Dawi Zharr Settlement.

The Travel Table below shows how far the adventure site is from the nearest outpost, town or city in the Darklands. The distance is represented by a number of weeks' travel, with each week's travel having a certain number of Hazards.

TRAVEL TABLE

Party's Destination	Travel Time	Hazard Rolls
Dawi Zharr Outpost	2 weeks	2
Zharr Grungron Ankor	3 weeks	2 + 2*
Uzkulak or other Dawi Zharr Darklands city	5 weeks	5
Zharr Naggrund	6 weeks	6

* Indicates roll twice on the normal Traveling Hazards and twice on the Underway Traveling Hazards Table.

Dawi Zharr Outposts and Refuges

There are a number of the hidden outposts or refuges that are scattered throughout the realm, although the whereabouts of all of them is only known by the High Priest of Hashut in Zharr Naggrund, the Dawi Zharr of Zharr Grungron Ankor know of some of them scattered throughout the realm both above and below ground. Travel to one of these small hidden outposts is relatively quick, but the populations are relatively small and there are few amenities, and as such as little more than the size of a small village, and are often hidden away in treacherous terrain away from prying eyes or hidden beneath the earth.

Zharr Grungron Ankor (Deep Forge)

Zharr Grungron Ankor, also known as Deep Forge, is situated deep below the Black Mountains and is the home of the Adventurers in this expansion. As such, the Party is almost always relatively close to Zharr Grungron Ankor or are always planning to return here. Traveling across the Overworld under cover of night and avoiding detection is only a faction of the journey, the last leg of the journey takes the Adventures below the Black Mountains, through the ruins of the ancient Dwarf Underways and beyond labyrinthine caverns and tunnels beneath the Underways. It is here that Zharr Grungron Ankor lies, beyond detection or discovery.

The process of traveling to Zharr Grungron Ankor requires that the party roll on two separate Hazard Tables, the first is the usual Overworld Table which represents one week of travel each, the second is the Underway Table which represents individual days of travel.

Zharr Grungron Ankor is considered a town in all respects as its population has only recently recovered from the Black Orc rebellion. Although the population of Zharr Grungron Ankor may be relatively small they have forged for themselves a reputation as masterful engineers and daemonsmiths, able to construct amazing mechanical devices, both inanimate and daemonic. Part of the secret to their success is The Cataract, a tear in the fabric of the world which reaches through to the Realm of Chaos, and through which the Daemonsmiths and Sorcerers can draw power and daemonic creatures.

The undermountain region surrounding The Cataract is a rich source of precious metals and magical power. Many of the Zharr Grungron Ankor slaves are found mining and excavating in this area.

The Party will often find many useful things in their home town as well as specialty shops which simply cannot be accessed elsewhere because of the specialized nature of the Zharr Grungron Ankor Dawi Zharr, although availability of such items may be poor due to demand.

Dawi Zharr Cities in the Dark Lands

Traveling to other locations within the Dark Lands, such as Uzkulak or another Dawi Zharr city is a much longer journey, but once there the Party has access to all the amenities a city has to offer.

Zharr Naggrund

Travelling to Zharr Naggrund within the Dark Lands takes an additional week compared to other cities but its booming population and never-cooling furnaces of industry and construction mean that almost any item imaginable can be found here relatively easily and may be worth the trip in many cases.

Travelling to the Adventure Site

Unless any special rules for the adventure that the Party is embarking on state otherwise, traveling times and Hazards only apply when traveling from the adventure to a Dawi Zharr Settlement. When the Adventures leave the Settlement ready for the next adventure, they don't use any of the rules in this section for their journey. This is because the Adventurer's route to the adventure site is planned in advance, whereas they don't have a clue where they'll emerge once an adventure is over.

Note that if any hazard ever results in the Adventurers skipping a visit to a Dawi Zharr outpost, town or city they will be unable to off-load any slaves they might have with them, and this will mean they must begin the next dungeon with slaves already in-hand, therefore reducing the number they may capture.

11 Massacre

The Adventurers come across the burning remains of a Dawi Zharr slave cart in a clearing. Roll 1D6 for each Adventurer. The Adventurer with the highest score recognizes the dying raiders as his blood kin. One of them is able to tell the Adventurers who perpetrated the massacre. Roll 1D6:

1	Men	4	Orcs
2	Dwarfs	5	Goblins
3	Elfs	6	Skaven

From now on, the Adventurer whose kin have been slaughtered Hates this type of foe. Note this down on his Adventure Record sheet. Every time he kills one of these foes, this Adventurer also gains an extra 5 Gold on top of the enemy's Gold Value.

12 Fire

During the night a fire rages through the camp. The intensity of the blaze is such that it may turn the Adventurer's gold to lumps of molten metal. Roll 1D6 for each Adventurer and consult the following table:

1 Your Adventurer's gold is melted beyond recognition. It is now only worth half its original value.

2-5 Luckily, your Adventurer's gold wasn't affected and he is still as wealthy, or as poor, as he was before the Fire!

6 Your Adventurer's gold is intact! In addition, as he scrambles in the blackened earth to retrieve his fortune, he finds a long-buried gemstone worth 1D6*x*50 Gold.

Not wanting to waste such a blaze the Adventurers may make a sacrifice to Hashut using any surviving slaves they took with them into the previous dungeon, or any of those captured (but not slaves in reserve). If an Adventurer makes a sacrifice is made roll 1D6, adding +1 to the result for each slave sacrificed:

7-8 Hashut has seen fit to recognize your devotion. At any time during the next Adventure you may nominate one of your attacks (before rolling any to-hit dice). This hit will automatically succeed. Once this is used the blessing is lost.

9-10 Hashut has bestowed you with a blessing. At any time during the next Adventure your Adventurer can be healed back to his starting Wounds. Once this is used the blessing is lost.

11+ Hashut has bestowed you with a rare blessing, your Adventurer may increase any one of his base characteristics by +1, however you may not increase Wounds or Move in this manner.

13 Chapel

The Adventurers see a small chapel curiously constructed within the entrance to a cave system in the side of a mountain. If you wish, your Adventurers may avoid this place, or they may desecrate it. If the chapel is desecrated roll 1D6 on the following table:

1 The gods were particularly displeased with your acts. Each Adventurer must roll 1D6. The Adventurer with the lowest score must subtract 1 from any one of his base statistics, except Wounds.

2-5 Considering your efforts a job well-done the Adventurers continue on their way with grim satisfaction.

6 While smashing the chapel the Adventurers find a hidden alcove containing offerings to the gods. Each Adventurer may take an item of Treasure.

14 Quake

The ground opens up in front of the Adventurers, creating an impassable chasm that stretches as far as the eye can see. The Adventurers have three choices:

a) Abandon any hope they have of reaching a Settlement, in which case they must go straight into the next Adventure.

b) Go back to the caves they just left and start their journey again from scratch, taking a different route.

c) Use any length of rope or chain that they have to cross the chasm. If they cross the chasm wit ha rope, they may not take mounts (unless they are flying), carts, etc. In addition, any slaves captured must be left behind (or may be tossed into the chasm). Furthermore, they must discard the rope or chain once they have safely reached the other side.

15 Stranger

The Adventurers meet a stranger who asks where they are heading. After severing his head from his shoulders one of the Adventurers finds a map in his pocket with what looks like a crude drawing of the surrounding lands, and several Dawi Zharr outposts and settlements hastily scrawled onto it, including what looks like a shortcut to where the party is going! The Adventurers may continue on their way and ignore the map or may try to follow the indicated shortcut. If they follow the map roll 1D6:

1-3 The map was very badly drawn and it seems the stranger's scribblings were nothing more than mere guesses at where settlements and outposts were located. The party is hopelessly off-track and soon lost – adding 1D6 weeks to the length of the journey.

4-5 The shortcut on the map turns out to be no quicker.

6 The map was very accurate and it knocks a week of the Adventurer's journey time.

16 Pedlar

During a night trek the Adventurers are stopped by a pedlar – a strange-looking individual wearing brightly coloured rags and carrying a number of wicker baskets in which he keeps his wares. He capers from side to side, playing a piping tune on a reedy flute. The Adventurers may buy things from him, or they may choose to subdue him and take the wares for themselves.

If they decide to buy things from him, he has:

Healing Potion. 50 Gold. Heals 1D6 Wounds. One use.

Lucky Charm. 50 Gold. An Adventurer wearing this gains +1 Luck.

Bronze Wristbands. 30 Gold. An Adventurer wearing these may ignore 1 Wound during any single combat. One use, then they are broken.

Chalk. 20 Gold. An Adventurer with chalk may mark an escape route out of the dungeon and therefore needs not roll on the Escape Table (from the Adventure Book), should he wish to leave the dungeon. One use.

Trinkets. 20 Gold. If on the Adventurers' travels anyone demands gold from them for any reason they can try and give him these trinkets instead. Roll 1D6. On a score of 1, 2 or 3 they refuse the trinkets and insist on being given the gold. On a score of 4, 5 or 6 they accept the trinkets instead of the gold. Trinkets are only acceptable to fellow travelers, and are never accepted as payment for anything in a Settlement.

Each Adventurer may buy a maximum of one of each item, except trinkets, which he may buy up to six of. Once the Adventurers have made their purchases, the pedlar vanishes into the darkness. Now roll 1D6 for each object the Adventurers have bought. If the result is a 1, that item is shoddily made and is useless. The Adventurer has been conned and must discard the item immediately.

If they decide to fight him he reacts with lightning-quick reflexes, and while dodging their blows draws his own sword and strikes the nearest Adventurer. Roll 1D6 for each Adventurer, the Adventurer with the lowest score has been struck buy a magical Poison blade for 2D6 Wounds, with no modifiers for Toughness or armour. The pedlar then vanishes into the darkness. If this attack brings the Adventurer to zero Wounds his comrades will bandage his Wounds overnight and he will be brought back to 1 Wound and ready to travel again, but as usual for Poison attacks, his Strength is permanently reduced by -1 when he is healed to 1 or more Wounds.

21 Tornado

The Adventurers are hit by a tornado while trekking between cave systems above ground. The ferocity of the story rips at the crumbling cliff path, attempting to pluck the Adventurers from safety.

Roll 1D6 for each Adventurer. Look up the lowest number rolled on the following table to determine what happens to the Adventurer with that score, as well as the slaves that were traveling with him (captured slaves in a slave cart are immune, but those pulling the cart are not).

1 The tornado throws your Adventurer into a gaping ravine, breaking his legs and killing any slaves on foot that may have accompanied him. He must be carried to safety by the other Adventurers and any remaining slaves, adding one week to the journey time. As soon as the party arrives at its destination, the Adventurer must pay 100 Gold to be healed. If he cannot afford it, the healing takes all the Gold he does have, plus one piece of equipment, treasure or two slaves as payment.

2 Hanging from the ledge by his fingertips, the only way your Adventurer manages to stay on is by grabbing at any slaves on foot nearby that he might have, and letting his gold drop into the chasm. Your Adventurer loses 5D6x10x(his Battle-level) Gold (or all he has if he has less), as well as any slaves he may have had traveling on foot.

3-6 Your Adventurer holds on, but his weapon is plucked from his grasp. Discard any one of your Adventurer's weapons.

22 Uneventful Week

23 Plague

The Adventurers arrive at the outskirts of a large town in the grip of the plague and all roads are blocked and scores of guards and troops patrol the countryside to dissuade any townsperson from attempting to flee, however none of the guards would dare approach the city. This is also making it quite difficult to continue traveling, even if the party were to go around. The Adventurers' journey is over, and they must now either go straight onto the next Adventure or they may shackle their slaves in a nearby cave and sneak into one of the less inhabited quarters of the town and attempt as best they can to blend in with the locals.

If the Adventurers stay, refer to the Settlements section in the normal Roleplay book (this location counts as a town, so living expenses are 2 Gold per day, each). However, they may only visit the Alehouse or Gambling House special locations once, as normal, or The Armourer, The Fletcher, The Weaponsmith, The Animal Trader, The General Store or the Gunsmith. At the end of each day your must also roll once on the Settlement Event table in the normal Roleplay book as well, and although they are loathe to do so, Adventurers must act in accordance with how these weak pitiful whelps normally would, lest they be discovered immediately and chased from the town!

In addition, the plague as well as the possibility of being discovered as a "Chaos Dwarf" mean that each time you roll on any table for your Adventurer (such as determining a shop's stock, etc), you must also roll 1D6 on the following table:

1 Your Adventurer contracts the plague. He is at -1 Strength for the duration of the next dungeon.

2 Your Adventurer contracts the plague. He is at -1 Toughness for the duration of the next dungeon.
3 Your Adventurer has been discovered! With few guards actually remaining within the town, besides those with the plague, your Adventurer takes advantage of what little time there is to gather his possessions and beat a hasty retreat out of the town through a disused alley. He must remain in hiding outside the Settlement until the rest of the Party joins him.
4-6 Your Adventurer remains undiscovered and unaffected by the plague – for now!

24 Uneventful Week

25 Prisoner

As the Adventurers make their way through a winding cavern, they hear the noise of armed men approaching. Taking cover, the watch as a band of swarthy mercenaries troops by, dragging a wealthy-looking man behind them.
The Adventurers can either fight the mercenaries, taking them and their prisoner as slaves (they are all Men) or kill the lot of them (if they are unable to take any more slaves with them). If the Adventurers attack the mercenaries, roll 1D6 on the following table:
1-2 The mercenaries drive the Adventurers off, taking some of their Gold and slaves in the process. Each Adventurer loses 1D6x10x(his Battle-level) Gold, as well as 1D6 slaves.
3-4 The Adventurers kill the mercenaries after a long struggle, unable to keep any as slaves and unfortunately the mercenaries also slaughtered the prisoner in the process. The Adventurers each find 1D6x20 Gold as they search the bodies of the fallen.
5-6 The Adventurers best the mercenaries in a fierce fight, (taking 1D6 of them as slaves if desired), and they also claim the mercenaries' prisoner as a prize. They may either kill him now or one of the Adventurers can take him as a slave. As they search the bodies of the mercenaries and their prisoner each Adventurer finds 1D6x20 Gold, and roll 1D6 for each Adventurer. The Adventurer with the highest score (breaking ties by rolling again) finds an item of treasure around the wealthy man's neck. It is a Luck Charm, which will add +1 Luck to the wearer.

26 Guests

The Adventurers arrive in a small clearing and are greeted by scantly-clad seductresses and all manner of temptations of the flesh. Unable to resist the party remains as guests. They are wined and fed to excess, and have a most enjoyable evening.
Waking up the next morning, they realize that they had wandered into an illusion and they are surrounded by Daemonettes of Slaanesh. Attempting to talk their way out of it with assurances that the Dawi Zharr society has a trade agreement with many Slaanesh factions and armies, the Daemonettes are unphased and demand a number of conscripts for a forth-coming battle. If the Adventurers have slaves they may turn over 1D6 slaves, each. If any of the party do not have slaves to donate someone else in the party can make the donation or they can party with two items of Treasure, of your choosing, to appease the Daemonettes, who will use this treasure to attempt to lure others.

31 Witch's Cave

Deep in a gloomy ravine the Adventurers come across the entrance to a dark cave. Inside it dwells a twisted, ugly had who claims to be a witch. Not wishing to offend the chaos god they may be in service to the party decides not to kill her, but can purchase potions from her.
Each Adventurer must pay 1D6x10 Gold to get a single potion (roll the amount needed to buy each potion, separately), and must drink it immediately. Roll 1D6 on the following table:
1 Your Adventurer falls unconscious, writhing in agony as fire burns through him. When he awakes he feels strangely weak. He is at -1 Toughness for the duration of the next Adventure.
2-4 The potion warms your Adventurer to the core. He gains +1 Wound to be added permanently to his Starting Wounds score.
5-6 A powerful heat surges through your Adventurer, and he feels energy coursing through his muscles and sinews. He is at +1 Toughness for the duration of the next Adventure.

32 Famine

On the Adventurers' travels, they pass through lands cursed by famine and drought. The local peasants and farmers are weak and feeble and pose little threat so the party decides to spread out across the farms and replenish their slave numbers and put the rest out of their misery. Roll 1D6 for each Adventurer on the following table:
1-2 Your Adventurer is ambushed by a very large group who were lying in wait within a dilapidated old barn. Although he is able to escape your Adventurer drops 1D6x20 Gold during the skirmish.
3 Your Adventurer only finds an old toothless hag who is near death. Dispatching her in disgust, a turn-out of her hovel and surrounding buildings only turns up 1D6x10 Gold.
4-5 Your Adventurer finds several starving peasants who put up a pathetic fight but are easily subdued. Your Adventurer may either take 1D6 man slaves, or he may kill them.
6 Your Adventurer finds the elder of these parts, hiding in a small hut. He is easily subdued and he reveals to you that other farmers and their families are in hiding beneath a locked cellar door and are completely defenceless. Your Adventurer may take some or all of them as man slaves, in which case there are 3D6 of them and he may keep any number, killing the remainder or he

may donate them to other party members. If the Adventurer decides to kill them all, during the scuffle a glint can be seen in the dirt of the cellar floor. Once everyone has been slain the Adventurer searchers the ground and finds a poorly hidden Sword of Sharpness. Each time it is used it causes +2 Wounds on any foe it hits. It has a Gold value of 200 if sold.

33 Uneventful Week

34 Bad Map

The Adventurers' journey is over, but the Settlement that they were heading to turns out to be wrongly marked on the map, and is little more than a Dawi Zharr outpost for scouts and raiders. The Adventurers may stay there anyway and buy basic equipment, etc., but must roll for item availability as for an Outpost/Village.

35 Pool of Dreams

The Adventurers come across a deep pool of freezing water on top of a mountain. Its surface is like a mirror, with shifting images drifting across its still, icy surface. As the Adventurers gaze into the chill waters they see twisted reflections of themselves, crushing their enemies and driving slaves forward by the lash of their scourges. Roll 1D6 on the following table for each Adventurer.

1-3 Although he can see these reflections, the Adventurer cannot make sense of them.

4-6 The Adventurer realizes that he is being granted a vision of the future! At any time during the next dungeon, he may ignore any one blow that would otherwise hit him. The Adventurer recognizes the blow before it hits home as the vision from the pool, and dodges away just in time. What's more, the visions have temporarily improved his management and handling of slaves and he may capture up to five additional slaves next adventure, as any time they attempt to break or flee he responds as though he has a sixth sense, having witnessed their attempts to free themselves from the visions in the pool. Note these traits on his Adventure Record sheet, crossing it off when the next Adventure is complete.

36 Lightning

As the Adventurers are setting up camp on the top of a hill, a storm fathers above them. The sky blackens and grows dim, and thunder rolls. The next instant a lightning bolt streaks from the sky, hitting one of the Adventurers in the head.

Roll 1D6 for each Adventurer. The Adventurer with the lowest score is hit by lighting, melting his armour. He loses two items of armour (a shield and a helmet, for instance). If the Adventurer doesn't have two items of armour, the armour he does wear is destroyed and the lightning bolt sets his cloths alight too – he arrives in the next Settlement in tattered, charred rags and must therefore buy new coverings and boots.

41 Lost

After a few days' travel, the Adventurers admit to themselves that they are absolutely list. They are about to give up the journey completely when they notice smoke curling into the sky a few miles away. A couple of hours later, the Adventurers discover the source of the smoke – a small village not marked on the map. They may either attempt to sneak into the village and go about their business unnoticed, abandon their journey to any other Settlement and begin their next Adventure immediately, or start their journey to their desired Settlement all over again, starting at week 1. If the Adventurers stay, they shackle their slaves and hide them in a nearby cave. Refer to the Settlements section in the normal Roleplay book for the village (this location counts as a village, so living expenses are 1 Gold per day, each). However, they may not visit any special locations once, but may visit The Armourer, The Fletcher, The Weaponsmith, The Animal Trader, The General Store or the Gunsmith (roll for stock as a village). At the end of each day your must also roll once on the Settlement Event table in the normal Roleplay book as well, and although they are loathe to do so, Adventurers must act in accordance with how these weak pitiful whelps normally would, lest they be discovered immediately and chased from the village! The possibility of being discovered as a "Chaos Dwarf" means that each time you roll on any table for your Adventurer (such as determining a shop's stock, etc), you must also roll 1D6 on the following table:

1 Your Adventurer has been discovered as an agent of Chaos and a mob has gathered to hunt him down. Running from the frenzied mob your Adventurer barely escapes the clutches of several large men armed with swords and torches, however in the confusion he has lost three items of Treasure (your choice) as well as 1D6x10x(his Battle-level) Gold. He must remain outside the village and await the other Adventurers. Furthermore, any future rolls on this table by the other Adventurers this visit are modified by -1, as the villages are more vigilant!

2-3 Your Adventurer is spotted at the edge of the village by a mob, but he easily gives them the slip, ducking into the shadows and then makes his way out of town. He cannot return this visit and must await the other Adventurers outside the village.

4-6 Your Adventurer remains undiscovered – for now!

42 Flood

The weather has been bad recently, and the land for miles around has been flooded, creating an impassable lake and which has covered one of the entrances to the cave systems that the Adventurers had planned on using. The Adventurers can either abandon any hope they have of reaching their destination, in which case they must go straight into the next adventure, or pay 200x(their Battle-

level) each in Gold to a sympathetic ferryman, who is a Tzeentch following, to take them across the obstruction.

43 Waylaid

The Adventurers come across an Elf village hit by a storm. The villages are injured, starving and in disarray, making them easy pickings for replenishing your slaves. In the village is a cart that can be converted into a slave cart (there is only one, so the Adventurers must decide who keeps it if more than one of them does not already own one). The Adventurers stay for one week, torturing the villagers, consuming the last of their food and searching for any valuables. Although there is nothing of value, there are 3D6+10 Elf slaves to be had which should be shared by the Party (using the slave cart if necessary). The remaining slaves are sacrificed to Hashut before the Adventurers resume their journey.

44 Uneventful Week

45 Which Road?

The underground tunnel system splits into two before the Adventurers. One tunnel leads to their chosen destination, but from their map it is impossible to tell which. Do they take the left fork or the right fork?

Once the players have agreed which road the Adventurers take, roll 1D6 on the following table:

1-3 The Adventurers chose the correct route and may continue on their journey.

4-6 The Adventurers took the wrong route and end up at a small Dawi Zharr outpost, finishing their journey prematurely.

46 Ambush

As the Adventurers travel through a particularly dark glade in a gloomy forest, attempting to go unseen, they are ambushed by Forest Goblins riding Giant Spiders. Leaping from the shadows, they threaten to overwhelm the hardy Adventurers by sheer weight of numbers. Roll 1D6 for each Adventurer on the following table:

1 Knocked out by a sneaky blow from behind, your Adventurer wakens to find one of his weapons (determine randomly) gone, 2D6*x*100*x*(his Battle-level) Gold stolen, and 1D6 of his captured slaves are gone (if he had any).

2 Knocked out by a sneaky blow from behind, your Adventurer wakens to find 2D6*x*100*x*(his Battle-level) Gold stolen.

3 Knocked out by a sneaky blow from behind, your Adventurer wakens to find one item of equipment stolen (determine randomly).

4 Fighting a glorious battle, your Adventurer kills many Forest Goblins, gaining 1D6*x*10 Gold, but does not take any slaves.

5 Fighting a glorious battle, your Adventurer kills many Forest Goblins, gaining 1D6*x*50 Gold, and two Goblin slaves (which he may keep, immediately donate to another Adventurer or kill on the spot).

6 Fighting a glorious battle, your Adventurer kills many Forest Goblins, gaining 1D6*x*100 Gold, and 2D6 Goblin slaves (which he may keep, immediately donate to another Adventurer or kill on the spot).

51 Uneventful Week

52 Blizzard

A blizzard howls across the land, swathing all in white. Unprepared, the Adventurers are trapped in a bitterly cold landscape, very unlike any place a Dawi Zharr might feel at home. Visibility is reduced to a few yards and movement is almost impossible through the banked drifts of snow. The Adventurers abandon all hope of reaching any large Dawi Zharr settlement and take refuge in the nearest Dawi Zharr outpost, cutting their journey short. Unfortunately, if any of the Adventurers had slaves with them they each lose 1D6 of them to a combination of the bitter cold and last night's camp pyre, which kept everyone else warm. They may buy equipment there as normal. After the blizzard abates, the Adventurers may go straight into the next dungeon.

53 Double Back

After may days' travel through thick undergrowth, barely above to see the hillsides and mountains, the Adventurers emerge into a gloomy clearing. In front of them is a cave entrance into a craggy rock face. After a moment' study, they recognize it as the very exit by which they left the dungeon!

The Adventurers have managed to work their way back to where they started and must now set off afresh!

54 Rockfall

As the Adventurers trek through a dark ravine, there is a dull rumbling above them. A few seconds later a shower of rocks and boulders comes crashing down, blocking their route completely. Although they can still complete their journey without losing any time, they must employ the use of slave labour to clear the path. If the Adventurers don't have any slaves with them then they must cover themselves in shrouds and use disguises in order to hire local labourers to clear a path, costing each Adventurer 1D6*x*10*x*(the Adventurer's Battle-level) Gold.

55 Slave Convoy

The lead wagon of a convoy pulls up alongside the Adventurers. The driver of the lead wagon, a grizzled and festering lump of a man bearing the mark of Khorne says that he is heading for the same destination as the party, and if each Adventurer pays him 1D6*x*20 Gold they can hitch a lift, saving them one week's traveling time.

56 Uneventful Week

61 Militia

The Adventurers see smoke curling above the trees, and within a few minutes reach the crest of a hill overlooking a small Settlement. In the distance a group of well armed militia on horseback can be seen on watch. It would be best not to linger here with such well-prepared villagers. The Adventurers must go around the village and the surrounding fields, adding one week to their journey.

62 Brigands

As the Adventurers reach the outskirts of a small outpost, they are set upon by brigands demanding gold. They outnumber the Adventures, but seem wary of the Adventurers' superior arms and armour. The Adventurers have a choice, they can either pay the brigands or fight them.

If the Adventurers decide to pay the brigands, each Adventurer must give up 1D6*x*10*x*(the Adventurer's Battle-level) Gold.

If the Adventurers fight the brigands, roll 1D6 for each Adventurer and add them together. This is the total number of brigands that the Adventurers are fighting. Each Adventurer may declare how many brigands he will try to capture as slaves. Then roll 1D6 for each Adventurer and add them together. This is the total number of brigands that the Adventurers manage to kill or capture – however, the Adventurers can only capture brigands if there are none left. If there are any brigands left alive or uncaptured after this, then they overpower the Adventurers, steal 1D6*x*20*x*(the Adventurer's Battle-level) Gold from each of them, rescue those who would have been captured and they all disappear into the shadows.

63 Traveling Minstrel

A traveling minstrel who is a Slaanesh follower joins the Adventurers for the rest of their journey as he tells them is in an emissary sent to deliver a message and tidings to the Dawi Zharr. When they reach the gates of the Settlement they are traveling to, he begins to play and sing, convinced that he will impress all. Roll 1D6 on the following table when the Adventurers reach their destination:

1 The minstrel's playing is awful, he is apprehended and killed (if it is a Dawi Zharr Settlement they will just say he never arrived!). Unfortunately, the Adventurers are also forbidden to enter the Settlement due to the company they keep. They must go straight into the next adventure.

2-5 No one is particularly impressed, but a few inhabitants are intrigued by the minstrel and are drawn to him. The Adventurers, meanwhile, are free to enter the Settlement as usual.

6 The minstrel's song and calls are so rousing that the inhabitants of the Settlement shower gold upon you. Each Adventurer gains 1D6x10 Gold.

64 Fall

Roll 1D6 for each Adventurer. The Adventurer with the lowest score trips over a log and breaks his ankle. How embarrassing! Dragging him along slows the party down, adding two weeks to the journey (or adding only one week if there are at least two slaves available to carry him). When the Adventurers reach a Settlement, it costs the injured Adventurer 30 Gold to have his ankle healed.

65 Glorious Weather

The sun shines over fields of golden wheat, and the Adventurers make a mental note of this region as its forthcoming harvest should be collected by the next raiding party to come through. Deciding to make a more detailed survey of the area and the inhabitants in order to relay that information to the scouts and raiding parties the Adventurers add one week to their journey, but it will be in the name of the Dawi Zharr empire.

66 Storm

A storm hits the Adventurer's camp while they are traveling between cave systems above ground. It blows out the camp pyre and blows away their tents and equipment in a torrential rainstorm. Each Adventurer loses a piece of treasure (Player's choice).



This section is exclusively for travel to Zharr Grungron Ankor and must be used after all necessary rolls on the Overworld Travelling Hazards Table.

Note that if any hazard ever results in the Adventurers skipping a visit to a Dawi Zharr outpost, town or city they will be unable to off-load any slaves they might have with them, and this will mean they must begin the next dungeon with slaves already in-hand, therefore reducing the number they may capture.

11 Poisonous Gas Vents

Great fissures that reach deep into the earth have split open throughout this region of the Underway, belching forth noxious gasses. Roll 1D6 for each Adventurer and add their base Toughness to the result (not including armour or magical enhancements). If the result is 8 or more they are unaffected. If the result is below 8 they have been poisoned by the gas and noxious fumes, making their dizzy, light-headed and off-balance. For the next Adventure any affected Adventurer is at -1 to their Weapon Skill and -1 to their Ballistic Skill rolls (making it more difficult to hit enemies). The effect wears off as soon as the Adventurers enter an Objective Room. Not that this effect may last longer if the Adventurers are unable to reach an Objective Room in their next adventure for some reason!

12-13 Recent Construction

As the party of Adventurers enter what they expected to be a familiar region of the Underway they find the unmistakable signs of recent construction – and it is not the result of any Dawi Zharr hand. New stone support columns are engraved with Dwarf runes and several newly-cut passageways in this area indicate that a team of Dwarfs have returned and are restoring this portion of the Underway. The Adventurers realize that now is the best opportunity to keep the Dwarfs from learning of the secret bastion of the Dwai Zharr beneath the Underway, and exact revenge for the wrongs of the past. The Adventurers cannot pass up an opportunity to catch a group of Dwarfs unawares within their own Underway and slaughter them all. The Adventurers quietly fan out through the area and locate a group of a dozen Dwarfs within a chamber that they and their stone cutting machines are excavating. Four of the Dwarf are acting as a watch but did not notice the Adventurers as they crept through the passages. The Adventurers ready themselves and prepare for the assault, charging with bloodlust from the shadows upon the Dwarf workers.

There are 12 Dwarfs in total. Each Adventurer must roll 1D6 and add his Weapon Skill to the result. If the result is 9 or below the Adventurer has failed his attack.

If the result is 10 or more the Adventurer has successfully slain one of the Dwarfs and may make a follow-on attack by rolling 1D6 again and adding his Weapon Skill. This process continues until the party of Adventurers has either collectively slain a total of 12 Dwarfs or each of the Adventurers has failed an attack roll.

If any Dwarfs survive they will retreat through an alternate passage and escape; if this happens the Adventurers do not get any reward for attacking.

If all of the Dwarfs are slain each Adventurer gets 500 Gold, as well as 200 Gold for each Dwarf they slew.

14-15 Dawi Stronghold

The Adventurers are traveling through a massive stone cathedral within the Underway. From high above the Adventurers the sounds of metal on stone can be heard. Wary of having their route discovered the Adventurers make a laborious detour along the steep stairways leading high up into the chamber. As they reach the highest levels the Adventurers discover a section of crumbling wall that is blocked by a massive iron portcullis. The portcullis is clearly of Dwarf design and locked. It begins to don on the Adventurers that the area of the Underway they are in is close to the location of a known Dwarf Stronghold in the mountain range above. The Adventurers can either attempt to break through the portcullis to see what lies beyond or avoid this region and continue on their way without incident.

If the Adventurers decide to break through the portcullis each Adventurer must roll 1D6 and add his Strength (including any bonuses from magical items, but not weapons). If the result is higher than 10*x* the number of Adventurers (i.e. more than 40, if there are 4 Adventurers) then they successfully break through the portcullis. The rooms beyond the portcullis are the deepest chambers of a Dwarf stronghold where they keep their treasures and relics but the upper levels are inaccessible because a massive stone slab blocks the passageway and there are no indications on this side of how it is moved. The party can safely loot the treasury and each Adventurer may roll once on either the Weapons and Armour sub-table (from the Roleplay book, p67) or the Magic Item sub-table (from the Roleplay book, p69). Once each Adventurer has rolled they collapse the room and passage from the Underway and may continue on their journey.



16-21 Mingol Zharr

The Adventurers pass through an archway and enter a massive expansive chamber that reaches high above. In the centre of this grand Underway chamber lies Mingol Zharr, a Dawi Zharr-constructed tower that reaches into the darkness high above. The top level of the tower connects to the upper levels of the Underway, while the lower levels within Mingol Zharr connect with the more recent Dawi Zharr Underway below. By traveling through Mingol Zharr the Adventurers may use it to immediately travel to Zharr Grungron Ankor without rolling again on this table.

22-23 Many Ways

Avoiding a cave-in the Adventurers take a detour through a region they have not traveled through previously. The Adventurers enter a cavern with numerous passages leading out in all directions. They must decide which route to take out of the cavern, roll 1D6 to determine the result of the chosen passage.

1 After many hours of following a twisting and winding passage a ceiling collapse blocks the way behind. Following the passage further leads the Adventurers to an unfamiliar region of the Underway and they are unable to reach their destination. The Adventurers may either start the next Adventure immediately or start their journey through the Underway over from the beginning.

2-5 The passage leads into a more familiar region of the Underway and the Adventurers may continue on.

6 With luck the chosen passage leads directly to a familiar area immediately outside Zharr Grungron Ankor. The Adventurers need not roll again on this table.

24-33 Barag Gromdal

While trekking through the Underway for the better part of a day the Adventurers happen upon a slain Dawi Zharr comrade and several Elf bodies that have all been cut to pieces. The Adventurers are unable to find any indication of survivors who may have escaped. Carved in ancient Dwarf runes into the walls of the chamber are the words "Barag Gromdal" – Ancient Warmachine Artifact. Suddenly the chamber begins to tremble and shake and the sounds of grinding stone and metal can be heard all around within the walls. The granite walls come alive, opening up to reveal the inner workings of clockwork gears and pistons, then the walls transform themselves into gargantuan stone-armoured golems.

Each Adventurer must immediately roll 1D6 and add his Initiative to the result.

If the result is 9 or higher the Adventurer narrowly dodges past the swinging hammer-hands and massive stone feet, and reaches a narrow tunnel too small for the clockwork granite golems to reach. Unfortuantely any slaves the Adventurer had with him were caught by the golems and crushed into fleshy pulp.

If the result is 8 or below the Adventurer has been trampled beneath one of the granite and clockwork golems. A trampled Adventurer immediately loses any slaves that were travelling with him (they were too slow to dodge out of the way), as well the Adventurer loses 3 items of Treasure (determine randomly) and is also badly hurt – losing 1D3 Wounds from his starting total.

After the Adventurers either evade or are trampled the granite and clockwork golems return to their alcoves and meld back into the stone walls. The Adventurers may now continue on their journey.

34-43 Bridge Collapse

The Adventurers reach one of the many Underway bridges that spans a massive chasm. Unfortunately, the bridge must have recently collapsed and the chasm can't be crossed. The Adventurers have no choice but to turn back and find another route. Roll one additional time on this table.

44-45 Grobkul – The Goblin Hunt

Not far ahead of the Adventurers the sounds of contemptible little Grobkuls can be heard – these Goblin creatures could make easy prey down here in the Underway, or perhaps fresh Slaves for the Slave Pits! There is no choice but to journey ahead and the Adventurers must prepare to battle their way through any Goblins they encounter. Before the Adventurers realize they are surrounded by a swarm of frenzied Underway Goblins, leaping from the shadows. Roll 1D6 for each Adventurer on the following table:

1 Knocked out by a sneaky blow from behind, your Adventurer wakens to find 2D6*x*50*x*(his Battle-level) Gold stolen.

2 Knocked out by a sneaky blow from behind, your Adventurer wakens to find one item of equipment stolen (determine randomly).

3 Your Adventurer fights a glorious battle but does not seem to have produced any tangible results as he did not manage to slay or capture any Goblins.

4 Fighting a glorious battle, your Adventurer kills many Goblins, gaining 1D6*x*10 Gold, but does not capture any Slaves.

5 Fighting a glorious battle, your Adventurer kills many Goblins, gaining 1D6*x*50 Gold, and captures one Goblin Slave (which he may keep, immediately donate to another Adventurer or kill on the spot).

6 Fighting a glorious battle, your Adventurer kills many Goblins, gaining 1D6*x*100 Gold, and captures 1D6 Goblin Slaves (which he may keep, immediately donate to another Adventurer or kill on the spot).

46-51 The Stone Ancestors

The Adventurer's pass through a very large region of the Underway known only as Duraz Girt (the broad stone tunnels). There are many paths and passages the

Adventurers may choose, but experience tells them that all routes eventually converge on the same place. On this occasion the Adventurers choose the passage that looks least cold and damp. After several hours journey the Adventurers reach a great hall lined with many tall statues of the ancient Dwarfs. It appears as though this ancient room was intended as a place to honour Dawi ancestors – or in this case a place to repay some dishonor! The Adventurers may choose to ignore the room and continue their journey (in which case they may continue without incident) or they may choose to deface and defile the statues of the ancestral Dwarfs. If they choose to say, roll 1D6 for each Adventurer.

1 While standing on the base of the statue and smashing the beard to pieces your Adventurer slips and falls flat on his back. Although the Adventurer is unharmed everyone else witnessed the fall and his pride is crushed. Not only that, but he spilled his Gold across the floor of the hall.* Eager to forget the incident and continue his journey the Adventurer picks up his Gold and awaits the others the passage. **Note that if more than one Adventurer spills their Gold in this room the Adventurers will not be able to come to an agreement as to how much Gold he initially carried. After much arguing and butting of heads each Adventurer will have an equal fraction of the total amount spilled! For example, of Adventurer #1 spills 250 Gold and Adventurer 2 spills 780 Gold they each end up with 515 Gold (1030 Gold ÷ 2).*

2-3 Smashing and defacing the statues of the Ancestors was a rewarding and fulfilling experience. Satisfied by a job well-done the Adventurers leave the hall and continue on their journey.

4-5 After defacing several statues and modifying the runes at the base of statues to signify that the ancient Dwarfs were the "Offspring of Flaccid Goats" and "Elf Lovers in Denial" the Adventurer smashes open the base of a statue revealing 1D6x100 Gold.

6 Having smashed most of the bears off of the statues and modifying the runes at the base of statues to signify that the ancient Dwarfs "Ate Elf Phalluses" and "Showed His Mighty Breasts To All of Dwarf-kind" the Adventurer finds an artifact in the grip of one of the statues that is not made of stone. The Adventurer may roll once on the Objective Room Treasure table.

52-53 Recent Passage Collapse

A recent collapse has blocked the passageway leading forward and the Adventurers are unable to reach their destination. The Adventurers may either start the next Adventure immediately or restart their journey through the Underway from the beginning.

54-55 Thaggoraki Tunnels

As the Adventurers silently journey through the massive expanse of the Underway they discover signs that some of the passages have been crudely reinforced and tunnels have also been recently excavated by large clawed hands. It is clear to all that the construction is that of a group of Thaggoraki – the festering and foul Skaven. The Adventurers can either avoid this area, and instead roll one additional time on this table as they trek around this region, or they may attempt to sneak through the new Skaven passages. If the Adventurers decide to enter the Skaven tunnels roll 1D6 and consult the following table:

1 Skaven were lying in wait for the Adventurers almost as soon as the Adventurers entered the cramped tunnels. Although the Adventurers manage to evade harm they each lose 1D3 Slaves during their escape; or lose 1D6*x*20*x*(the Adventurer's Battle-level) Gold each if an Adventurer did not have any Slaves.

2-3 As anticipated the Skaven had set traps within their tunnels and were lying in wait for anyone who might enter. Although the Adventurers manage to avoided setting off the traps and correctly anticipated where the ambush would occur they were not quick enough for the rat-men and a brief battle ensued before the rat-men skittered away into the dark corners of their new passages. Each Adventurer must roll 1D6. The Adventurer(s) with the lowest score each lose 1 Slave during their escape; or lose 1D6*x*10*x*(the Adventurer's Battle-level) Gold if the Adventurer did not have any Slaves.

4-5 The Adventurers do not find any signs of the rat-men and manage to avoid being detected themselves. The Adventurers may continue on without incident.

6 As the Adventurers carefully make their way through the poor excuse for tunnels they happen upon a Thaggoraki encampment. Many of them are asleep and the few that are awake are foolishly paying no attention. The Adventurers seize the moment and barrel into the encampment hacking and slashing as they go. Roll 3D6 for each Adventurer. For each 6 rolled the Adventurer has cleaved a Skaven in two, earning him 100 Gold for each 6 rolled. For each 2, 3, 4 or 5 rolled the Adventurer may either claim the Skaven as a captured slave (provided he has not reached his limit) or he may choose to slay the Skaven and claim 50 Gold. For each 1 rolled a Skaven escapes with 1D6*x*10*x*(the Adventurer's Battle-level) Gold from the Adventurers coin pouch, which the Skaven pilfered during the melee.

56-61 Dawi Zharr Outpost

The Adventurers happen upon one of the many elaborately hidden Dawi Zharr outposts down here in the Underway, identifiable only to felly Dawi Zharr. This outpost has not been visited by travelers in some time, however the leader of the group is an expert Mapmaker and sits atop several slaves who are forming a makeshift throne. He tells the Adventures he has been on an expedition for the High Priest of Hashut to map the passages and halls of the Underway. He is willing to sell one (and only one) copy of his map, provided the Adventurers can spare the Gold and Slaves he requires – living here in the Underway is

dangerous business and he insists that he loses at least two Slaves a week!

The Adventurers may either pass on the offer and continue on their way without incident, or they may purchase a copy of the Mapmaker's map. The map costs 500 Gold and 2 Slaves, and the Mapmaker insists on the Slaves as part of the sale. If the Adventurers purchase a map elect one Adventurer to carry the map. The next time the Adventurer is traveling in the Underway he may use the map to help him navigate.

The map allows the Adventurers to roll 1D6 instead of D66 on the Underway Hazard Table. The roll counts as the first digit and the Adventurers may choose the second digit. For example, an Adventurer rolls a 4. He may choose any other number from 1 through 6, effectively letting the party choose which type of event they will encounter. Note that 56 and 61 may not chosen as results of such a roll.

The map may only be used once and is then out-of-date and inaccurate.



62-63 Ancient Rune Chamber

The normal route the Adventurers expected to take has been blocked by a recent ceiling collapse and now the group find themselves lost among endless passages and spiraling staircases within the Underway trying to find an alternate route. After almost a full day's journey, lost along the narrow, cramped and forgotten back passages of the Underway, the Adventurers stumble upon a chamber. Although very small the chamber links to more than a dozen passages which lead off in all directions. The floor, walls, ceiling and archways over the passages contain intricate Dwarf runes which were clearly carved by Dwarfs in ancient times because the runes are very similar to those used by the Dawi Zharr.

The Adventurers have three options before them:

Do nothing – The group chooses to do nothing and leave via one of the passages, including the one they entered by. If the Adventurers choose this option, roll 1D6. On a roll of 3 or higher the day ends with no further event. On a roll of 1 or 2 the Adventurers are still lost in the maze of back passages and must add one more day to their journey through the Underway.

Deface the Foul Runes – The group of Adventurers wildly hacks and chips away great sections of the rune markings along the walls and floor, destroying any ancient information or deeds that this chamber may have once contained. As the last of the ancient runes are defaced away the ground begins to tremble and black dust and pebbles fall from the ceiling above. A booming Dwarf voice is heard in the air, taunting any who would deface their runes. One member of the Adventurers must roll 1D6.

1 –Each Adventurer must roll 1D6 and add his Will Power. If the result is 8 or higher there is no effect. If the result is 7 or below the Adventurer is stricken by the Grudge of the Ancestors curse; permanently reducing the Adventurer's Wounds by 1D6. This curse is permanent.

2-3 – Each Adventurer is stricken by the Golem's Curse, along with a bout of severe coughing and spasms due to the dust they have just breathed in, which took effect immediately. Although the thick dust has now coated their lungs, making it harder to breath, each Adventurer also feels their muscles bulge and their skin harden. For the next Adventure only each Adventurer (but not slaves or other accompanying units) are at -1 to their Initiative (to a minimum of 1), -1 to their Attacks (to a minimum of 1), +2 to their Strength and +1 to their Toughness.

4-6 – Nothing further happens.

The Adventurers may continue on their way through any of the passages.

Attempt to Decipher the Runes – The Adventurers spend hours attempting to decipher the runes within the room. For each Adventurer roll 1D6 and consult the following:

1-2 – Your Adventurer begins deciphering the ancient magical runes, and after many hours of work he begins to feel unwell and his skin begins to burn. Several of the

runes he has been studying emerge emblazoned across his arms and face. Your Adventurer has been cursed by the ancient Dwarfs! Although the runes as well as the curse will fade over time your Adventurer is at -1 Strength for the entire duration of his next Adventure. Only after reaching and successfully completing an Objective Room will the curse fade away.

3-4 – The area of runes your Adventurer chose to study does not contain any useful information and what's more, the runes seem to be repeating themselves. After several hours of studying the area and other parts of the chamber your Adventurer realizes that every set of runes he reads are the same as the first set he looked at. The ancient Dwarfs must have inscribed this trickery into their cursed runes! Your Adventurer will not be able to read any further runes, or any other text, until the start of the next Adventure. If he tries he just sees the same runes everywhere he looks.

5 – Your Adventurer spends much of the day translating the ancient runes and after completing a very large section he feels a surge of power wash across him. To determine what runes your Adventurer has unlocked roll 1D6.

> **1** Rune of Gold Greed: Your Adventurer has an insatiable lust for gold. From now on, any slain Monster is worth an additional 1D6x10 Gold to your Adventurer. However, he will always retain a minimum of 500*x*(his Battle-level) in Gold and will not spend even a single Gold coin below this amount. For example, at Battle-level 3 your Adventurer is compelled to always have a minimum of 1500 Gold on his person, this does not include the value of Slaves or Treasure. If he has less than this amount he cannot spend any Gold, aside from living expenses, until he has reached this limit. He will not, however, be forced to sell items to make up the amount and can slowly make the amount back through Adventuring.
>
> **2-3** Runes of Trademastery: Your Adventurer is now an expert at trade and negotiation. Any shop purchases, except training to increase Battle-level, are 5% less. This effect is permanent
>
> **4-5** Runes of Dungeonmastery: Your Adventurer feels deep personal connection to the dark, dank places of the underworld. From now on, any time your Adventurer enters a Dungeon room board section it feels like it is second-nature to be there and he has an innate sense of his surroundings, granting him +1 Initiative and +1 Attack per turn.
>
> **6** Rune of the Grudge Lord: Once per Adventure at the beginning of combat your Adventurer may nominate one enemy on the same board section as himself. That enemy has been marked by a grudge. If your Adventurer lands the killing low on that foe he gains double the usual Gold value, however, if the foe dies by any other means such as at the hand of an ally, that foe is worth zero Gold!

6 – Your Adventurer spends much of the day translating the ancient runes and after completing a very large section he feels a surge of power rush through him, causing strange sensations in his body and mind. To determine what runes your Adventurer has unlocked roll 1D6.

> **1** Runes of Power (Sorcerer or Wizard only, or a character that previously gained access to Power, such as via Unlocked Aether Runes, below): Your Adventurer gains 2D6+2 Power, permanently added to the Adventurer's reserve. This has no effect for non-spell casters.
>
> **2-3** Rune of Sure-striking: Once per Adventure before combat begins for the turn your Adventurer may nominate any of his melee attacks to strike automatically, which will not require a to-hit roll and cannot be dodged, or otherwise evaded, etc.
>
> **4** Runes of Swiftness: Grants +1 Movement.
>
> **5** Luck Runes: Grants +1 Luck.
>
> **6** Unlocked Aether Runes: The Adventurer glimpses the chaos and madness that is the realm of Chaos, and sees the visage of Hashut himself! He permanently loses -1 Will Power, but gains 1D3 Power (if the first result is a 1 it may be re-rolled) which is replenished at the start of each Adventure. Furthermore, roll 1D6 for each of your Adventurer's Battle-levels. These dice may be used to choose *one* single spell of any Casting level from the Spells list, using the usual rules for combining die roll results in choosing a spell. None of the dice may be re-rolled. From now on when the Power die is rolled your Adventurer gains the result of the Power die + his Battle-level in Power for the turn (the same as the Sorcerer), and he may also use some of his reserve Power. If your Adventurer is not a Sorcerer (or Wizard), if a 1 is rolled during the Power Phase your Adventurer gets zero additional Power for the turn. If the Adventurer is not a Sorcerer he may not draw upon Hashut's Dark Gift as this is linked to ancient Dwarf magic.

The Adventurers may now choose to leave or deface the runes after having translated them, in which case the group must refer to the "Do nothing" or "Deface the Foul Runes" options above after resolving any events that may take place as a result of reading the runes.

There's a chance they are hazardous, may do nothing or may provide buffs for next Adventure, permanent enhancements or a choice of: +1 Luck, +2D6+2 Power (Sorcerer only), a new spell (roll a number of D6 equal to the Sorcerer's Battle-level, he may only choose one spell, however, +1 Move, or remove one status change as a result of a Transformation (including Sorcerer Transformation) if

this option is chosen then both the negative and any beneficial effects are lost.

64-65 Uneventful Day

66 Mine Ruins

The Adventurers find themselves lost within a confusing maze of passages that seem to defy all logic or common sense. After must of the day spent wandering through the endless passages within this section of the Underway one of the Adventurers notices small Dwarf runes carved into the wall near the floor. The runes indicate that this region of the Underway was cursed in ancient times by unknown sorcery and the passages surreptitiously shift their position and direction to disorient travelers. After much Dawi Zharr cunning and a lot of luck the Adventurers stumble into a passage vastly different from the ones they have been traveling through for much of the day. The ceiling and walls are covered in large crystalline deposits of brilliant purple, and before long the Adventurers step out into a massive geode cavern. After searching the area the Adventurers find a confusing map carved into the stone floor with directions for how to get out of the cursed passages behind them, as well as the ruined entrance to an ancient mine that leads further below.

The Adventurers can now backtrack through the passages now without incident, however they have lost valuable time and must re-roll once on this table. Alternatively some or all of the Adventurers may stay to explore the ruins of the mine and backtrack later (again, re-rolling for another day's travel in the Underway). Any Adventurers who do not wish to explore the mine may wait outside until the others return.

If any of the Adventurers decide to explore the ruins of the ancient Dwarf mine roll 1D6 and consult the following table:

1 Disaster! After stepping in only a short distance into the ruins of the mine the ceiling collapses all around. Although there are only a few scrapes and bruises each Adventurer within the mine realizes that they have lost one of their possessions (determine randomly) in the mad rush to escape from the falling rocks and debris. The mine is no longer accessible and the Adventurers must turn back.

2-3 Venturing deep within the ancient mine ruins the Adventurers find little of interest except some small gems. Each Adventurer finds 2D6x50 Gold worth of gems.

4-6 Venturing deep within the ancient mine the Adventurers find the remnants of the much of the old mining equipment as well as maps carved into the rock walls indicating where the richest sources of ore and gems were located. The Adventurers may choose to mine the area, however it still appears to be ready to collapse at any moment. The areas left available to mine are narrow and cramped. If the Adventurers decide to stay and seek their fortune they must split up and mine separate areas. For the first hour they decide to stay and mine roll 2D6:

2 and below Disaster has struck! The entire section your Adventurer been mining has collapsed and trapped him inside. Buried beneath the rock your Adventurer must leave behind any Gold he has gained in the mine thus far, as well as an additional 1D6x200 Gold and up to five possessions (Adventurer's choice) or else he will be trapped forever! It takes your Adventurer endless hours to dig himself out far enough to call for help through the remaining rubble. If your Adventurer was mining alone there is nobody to hear his calls for aid and he is lost forever. If other Adventurers are within the mine they hear your calls for help only after they have decided to stop mining, and rescuing your Adventurer is the last thing the group does before they leave the mines.

3-4 Your Adventurer has exhausted the vein of ore and precious metals in this passage and gains nothing this hour.

5-9 Your Adventurer toils long and hard within the mine. Roll any number of D6 dice and multiply the result by 50. This is the Gold value of the ore your Adventurer has extracted. If any of the dice rolled is a 1 your Adventurer has mined worthless Fool's gold this hour!

10-11 Your Adventurer manages to mine 2D6*x*100 Gold worth of ore, metals and Gemstones.

12 Your Adventurer has hit the mother lode! This hour he collects 3D6*x*200 Gold worth of precious metals and gem stones.

For each additional hour an Adventurer decides to mine roll an additional 2D6 and consult the above table.

Once each of the Adventurers have decided to stop mining and leave they can drop off Gold with any Adventurers waiting outside, however, any Adventurer who attempts to enter the mines again suffers a -6 penalty to their mining rolls on the above table.



·SETTLEMENTS·

What ever their size, Settlements in the Warhammer World are busy places, teeming with activity as the inhabitants strive to make a living. Pedlars accost the Adventurers in the alleys and streets to sell them slaves and wares, while merchants loudly proclaim the quality of their wares and the skill of their smiths. To the weary traveler, such Settlements are line an oasis in the desert, offering the prospect of a decent meal and a bed after months in the wild.

To outsiders Dawi Zharr settlements are dark grim places, filled with the cacophony of sounds from slave pits, groghouses and fighting pits as well as the tireless blacksmiths and hellish daemonforges churning out their wares all hours of the day and night.

To any Dawi Zharr adventurer these sounds, be it in a relatively small outpost or even in Zharr Naggrund, are like a calling to their inner core bidding them to come and join the great empire as it forges ahead through industry and war. To outsiders that arrive in some of the larger cities, these sounds can become a deafening percussion of metal work, screaming slaves and the grinding of medieval machinery, often leading to sleepless nights and in some cases madness.

Dawi Zharr find no problem fitting in amongst the chaotic workings of such places and with their own kind. Outsiders who may be traveling with Dawi Zharr companions may quickly find themselves on the receiving end of unwelcomed attention after transgressing a local taboo or not following common customs – such as spitting on slaves who dangle by their wrist shackles outside of many of the shops in Zharr Grungron Ankor.

IN THE SETTLEMENT

The first thing to do when the Adventurers arrive at their destination is to nominate one of the players to keep track of how long they stay in the Settlement. The length of the Adventurers' stay determines how much they can achieve, and how much they have to spend to survive.

Each day the Adventurers spend in a Settlement each Adventurer must to all of the following:

1. Undertake a Settlement Activity which is either:

A. Visit one trader and attempt to buy and sell one or more items

Or

B. Visit one Special Location, such as the Arcane Runesmith or Temple of Hashut

2. Generate a Settlement Event

3. Pay Living Expenses

Full details and rules for each of the above are found over the next few pages.

BUYING EQUIPMENT

On each day during an Adventurer's stay in a Settlement he may visit one trader and attempt to buy and sell one or more items there. This is termed a Settlement Activity. Of your Adventurer visits a trader he may do nothing else that day except roll a Settlement Event and pay his Living Expenses.

Each trader may be visited once by each Adventurer during a single stay. An Adventurer cannot visit the same trader twice in the same Settlement. An Adventurer can buy and sell as many items as he wants from one trader while he is there.

> The traders that the Adventurers may visit in any Settlement are the Gunsmith, Weapon Smith, Armour Smith, Fletcher, Groghouse, Trademaster's Guild and the Pit Lord.

Equipment Restrictions

Some weapons and items of equipment are not available to certain types of Adventurer, as they are too alien to that Adventurer's nature and training. The Sorcerers, for instance, never wear items such as plate armour as it restricts the flow of magical energy.

Each Equipment Table has found columns marked W (Warrior/Immortal), A (Annihilator), S (Sorcerer) and D (Daemonsmith) that indicate whether a particular item may be bought and used by each type of Adventurer. If the item is

available to an Adventurer, the relevant column contains a tick.

Determining the Shop's Stock
Each Equipment Table has a column marked Stock. The number in this column is used to determine whether the item your Adventurer wishes to buy is in stock. Each time your Adventurer wants to buy something he must roll against the number in the Stock column to see if it is available.
If your Adventurer is shopping in an Outpost or Refuge, your must roll equal to or greater than the number in the Stock column on 1D6 for the item to be available.
If your Adventurer is shopping in Zharr Grungron Ankor, your must roll equal to or greater than the number in the Stock column on 2D6 for the item to be available.
If your Adventurer is shopping in any of the cities in the Darklands, your must roll equal to or greater than the number in the Stock column on 3D6 for the item to be available.
If your Adventurer is shopping in Zharr Naggrund, the greatest of the Dawi Zharr cities, your must roll equal to or greater than the number in the Stock column on 3D6+3 for the item to be available.

CHECKING STOCK

Location	Availability Dice
Outpost / Refuge	1D6
Zharr Grungron Ankor	2D6
Any City in the Darklands	3D6
Zharr Naggrund	3D6+3

Time Wasting
If you roll the Stock dice to see if an item is available, find it is, but then decide your Adventurer doesn't want it after all or can't afford it, the trader throws your Adventurer out of his shop for wasting his time.

Prices
The Equipment Tables have two columns – although some only have one, such as the Slave Pits – one marked Price (Buy) and one marked Price (Sell). As their names suggest, the Price (Buy) column shows the amount of Gold it costs the Adventurer to buy a single one of those items, while the Price (Sell) column shows the amout of Gold the trader gives the Adventurer to buy back a single one of those items.

Selling treasure
Any items of treasure that your Adventurer has may be sold at any time while in a Settlement, subject to any restrictions on the Treasure card. Simply discard the item of treasure and add its Gold value to your Adventurer's total.

SHOPS IN OUTPOSTS AND REFUGES

By their very nature Dawi Zharr outposts and other places of refuge are often only temporary places of operation, such as a camp used for trading with nearby tribes, a hideout for a band of raiders, or perhaps a home base for a group of miners and engineers who are scouting the landscape for precious metals and ore. In such locations only the basic shop items are available, represented by the Trademaster's Guild, Weapon Smith Armour Smith, Gunsmith and the Alehouse.

ORC BOUNTY IN ZHARR GRUNGRON ANKOR

Orcs are particularly reviled in Zharr Grungron Ankor because of the Black Orc rebellion that nearly wiped out the entire population several centuries ago. Because of this a bounty is paid out for every Orc head brought to the Trademaster's Guild, which is tasked with making payouts. This shop will only pay out such bounties in Zharr Grungron Ankor. The Dawi Zharr in other Settlements place no particular value on dead Orcs.
The Gold earned from slain Orcs should be recorded on the Adventurer record sheets, as

usual, with an additional note of how many Orc and Black Orc heads have been collected. The bounty is not received until Adventurers visit the Trademaster's Guild at least once while in Zharr Grungron Ankor.

SPECIAL LOCATIONS

Compared to the numerous hidden Dawi Zharr outposts and shifting locations of refuges that are strewn throughout the Warhammer World, the bigger Settlements attract all manner of obscure and specialty craftsmen and smiths. While in a large Dawi Zharr Settlement there are a number of Special Locations that the Adventurers can visit. These are listed over the next few pages. If an Adventurer chooses to visit a Special Location he can do nothing else of his own volition that day, such as visit a trader to buy or sell equipment.

An Adventurer may only visit the same Special Location twice in the same Settlement. Once an Adventurer is at a certain Special Location, he can do everything that is possible to do there during this one visit.

In the same way that certain items of equipment are more difficult to find in smaller Settlements, it is less likely they have all the Special Locations possible – you aren't likely to find a powerful Sorcerer in a small Dawi Zharr Outpost hidden high in The Vaults, for example. Outposts and Refuges, therefore, do not have any Special Locations.

As there are relatively few Dawi Zharr cities, all of the necessary Special Locations can always be found there, unless otherwise stated specifically in the Special Locations section over the following pages (for example, the Arcane Engineers in Zharr Grungron Ankor offer different wares compared with those in Zharr Naggrund, while the Slave Quarter, where any slaves belonging to the Adventuers are kept, is only accessible the Adventurers in Zharr Grungron Ankor.

Trader and Special Location Availability

Traders	Outposts and Refuges	Zharr Grungron Ankor	Other Darkland Cities	Zharr Naggrund
Armourer	✓	✓	✓	✓
Fletcher	✓	✓	✓	✓
Groghouse	✓	✓	✓	✓
Gunsmith	✓	✓	✓	✓
Pit Lord	✓	✓	✓	✓
Trademaster	✓	✓	✓	✓
Weaponsmith	✓	✓	✓	✓
Special Locations				
Arc. Runesmith	–	✓	✓	✓
Slave Quarter	–	✓	–*	–*
Daemon Forge	–	✓	–	–*
Arc. Engineer	–	✓	–*	✓**
Fighting Pits	–	✓	✓	✓
Temple of Hashut	–	✓	–	✓
Guild of Sorcery	–	✓	✓	✓

* While other Dawi Zharr cities do contain these Special Locations the Adventurers either do not have sufficient status within the local society to access them, or may not belong to the appropriate local Guild. In any case these locations are accessible to the Adventurers in their home city of Zharr Grungron Ankor.

** The Arcane Engineer in Zharr Grungron Ankor is a specialty shop which sells unique and novel crafts forged locally, while the same location in Zharr Naggrund has its own unique works, the Adventurers have significantly limited access to these items as they are not members of any local Guilds.



SETTLEMENT EVENT NOTES

Just as traveling from Settlement to Settlement can be extremely hazardous, staying in a town or city in the Warhammer World can be potentially dangerous. Settlements are busy places, and there is always some way that the Adventurers can end up in terrible trouble. Most Settlements' inhabitants that the Adventurers will meet tend to be raucous and rowdy. The Adventurers must also beware pickpockets, muggers, thieves and slaves who have escaped and lie in the shadows waiting to take revenge on their former masters.

To determine what happens to each Adventurer during his stay, after each Adventurer has completed that day's activities each player must make a D66 roll and consult the Settlement Events table.

Unlike Hazards encountered when traveling between Settlements, Settlement Events are rolled for each Adventurer individually, rather than for the party as a whole.

CATASTROPHIC EVENTS

At the end of the Adventurer's second week in a Settlement, and at the end of every week thereafter, in addition to rolling on the Settlement Events Table for each Adventurer, you must also roll once for the whole party on the Catastrophic Events Table. This is particularly important for the Daemonsmith who might cause the party to linger longer than they normally night while he perfects his newest creation at the forges. Note that the Catastrophic Events only effect Adventurers left in the Settlement and not those who may have left early or are waiting outside.

This is to reflect the fact that the Warhammer World is a place of constant strife, trouble and danger, always under threat from the endless hoards of troops from the Empire, the foul Elves and Dwarfs and any number of other foes.

Catastrophic Events Table

Roll 2D6 on the following table:

2 **Change of pace**. Roll 1D6 for each Adventurer. The Adventurer with the lowest score decides to settle down here and start a new career, whether it is giving advice to raiding parties, teaching warriors battle tactics, opening his own shop, or any number of other things, his adventuring career is certainly over.

3 **Flood.** The aqueduct that feeds the Settlement has burst and flooded the Settlement completely. All the traders and Special Locations shut up shop until the floodwaters cease, forcing the party to leave the Settlement and head for the next adventure immediately.

4 **Attack.** The Settlement is attacked by a well organized band of Orcs and Goblins who have managed to locate the Settlement, and the Adventurers are press-ganged into its defence. Roll 1D6 for each Adventurer on the following table:

1 Your Adventurer falls off the Settlement's battlements, and is literally torn apart by the jeering Orcs and Goblins.

2 Your Adventurer is badly wounded, and he has to be carried away from the fight. His Starting Wounds are permanently reduced by 1D6.

3-6 The Adventurers fight well, slaughtering the Orcs and Goblins and pursuing them back to their hideout, leaving none alive. Unfortunately, when the last of the greenskins is dead, the Adventurers find that they are now six weeks' travel from the Settlement. They can go back, or enter a nearby set of saves and immediately start their next Adventure.

5 **Hardship.** Times are hard, and goods that are usually easy to come by are now considered luxuries. All prices, including Living Expenses (see below), are multiplied by 4 as long as the Adventurers stay in this Settlement.

6-9 **No Event.** The week passes without anything untoward happening.

10 **Disease.** The Settlement is struck by a virulent disease from a Nurgle emissary who recently visited. The disease sweeps through all the inhabitants. The Adventurers have a choice. They can either stay in the Settlement, risking catching it, or head for the next Adventure immediately.

If the Adventurers elect to stay, roll 1D6 for each of them. On a score of 1, 2 or 3 that Adventurer succumbs to the disease and dies.

11 **Fire.** The Settlement is set ablaze and soon fires are burning all around. Everyone, including shop keepers are busy fighting the fires. Not only is most of the Settlement badly damaged, but all shops and special locations will remain closed until the damage is repaired. The Adventurers have no choice but to leave and continue on to their next Adventure.

12 **Plague.** Roll 1D6 for each Adventurer. The Adventurer with the lowest score is stricken with the plague. If it is not cured, at a cost of 1D6x200x(his Battle-level) Gold, the Adventurer suffers immense agony and dies.



LIVING EXPENSES

Outposts and Refuges are relatively cheap places for the Adventurers to stay. They may be semi-permanent strongholds or in some cases little more than a collection of traders, scouts and raiding parties who have gathered for a few weeks before moving on. While staying in any Dawi Zharr city the Adventurers will have to pay a tax to the Temple of Hashut and in some cases this is in addition to their daily living expenses.

As Zharr Grungron Ankor is home to any Chaos Dwarfs who are in the Adventuring Party, they each own their own humble residence there, and although they do not need to pay nightly lodgings, they must pay a weekly tax to the Temple (as they would have to do in any other Dawi Zharr city anyway). Any Adventurers who are not Dawi Zharr, such as Ogres, Chaos Warriors or any other character cannot possibly own property in any Dawi Zharr Settlment, must stay in other lodgings.

In any other city or even in an outpost the accommodations available to the Adventurers is quite modest. The actual amount of living expenses and Temple taxes depend on the type of Settlement the Party is in.

Living Expenses

Settlement	Living Expenses/day	Taxes/ Visit
Outpost or Refuge	2 Gold	–
Zharr Grungron Ankor (Dawi Zharr)	–	25 Gold
Zharr Grungron Ankor (non-Dawi Zharr)	5 Gold	25 Gold
Any City in the Dark Lands*	5 Gold	50 Gold
Zharr Naggrund	10 Gold	100 Gold

*Other cities include the Black Tower in the far South. The Tower of Gorgorth in the Mountains of Ash, and Daemon's Stump and the Black Fortress close to the Mountains of Mourn. See the Darklands map on p. 4.

Unable to Pay?

Note that if any member of the Party has Gold equal to the Taxes value in the above table, or less than this amount then he must hand over an item of Treasure (regardless its value, no change is made) or else he forfeit his remaining Gold and he will be escourted out of the settlement and must wait for his companions outside.

The only exceptions to this rule are: 1) if the Party is in Zharr Grungron Ankor then a running tally of the amount owing will be kept and this amount will be confiscated if he ever returns, or 2) another member of the Party may pay his share.

· SETTLEMENT EVENTS ·

11 THROWN OUT

Your Adventurer's wild behaviour has led to the death of a slave, and although you know not whose property the slave was his actions attracts the attention of the settlement authorities and he is thrown out of town – as the slave apparently served someone of some importance. He must wait outside the Settlement gates for the other Adventurers. While outside the Adventurer spends his Living Expenses as normal.

In addition, roll 1D6. On a score of 1 your Adventurer is fleeced by the gate guards and he is thrown out and all his gold stolen.

12 PICKPOCKET

As your Adventurer rushes through the busy streets, his money pouch is stolen. You Adventurer loses 1D6*x*(20 *x* his Battle-level) Gold.

13 UNEVENTFUL DAY

14 GOOD DEED

Leaving most of his gold carefully stashed away in his lodgings, your Adventurer goes out on the town, taking 1D6*x*(20 *x* his Battle-level) Gold with him. As he crosses the street, he spots a slave in an upstairs window shouting that robbers have broken into his Master's attic room and are stealing his possessions. Unsure who the master is you may be aiding, but not wanting to pass up the chance to aid someone of greater social standing than yourself, you are happy to assist the useless cur of a slave. You bound up the rickety stairs three at a time. As you enter the dimly lot room a black bag is placed over your head, swiftly followed by a heavy iron bar. He awakens in the gutter several hours later, nursing a sore head. Not surprisingly, the Gold he was carrying has all gone and the house turns out to be abandoned. You would do well to take our your frustrations on your own slaves this day to ensure they don't get any such ideas!

15 INVESTMENT

In one of the bars on the outskirts of the Settlement, your Adventurer meets a young entrepreneur with great ideas for establishing a trade empire to cover the known world and all those coveting the ruinous powers within. He talks your Adventurer into investing 1D6*x*(50 *x* his Battle-level) Gold, giving him a certificate of partnership.

From now on, at the end of each Adventure, whenever your Adventurer reaches civilization, he may visit the local Merchant's Guild and show them his deed of partnership. Consulting their records, they can tell him how the company is doing. Roll 1D6 on the following table:

1 The company was gone bust, its ringleaders slain by troops of the Empire, and it now worthless. What's more, the Merchant's Guild demands 1D6*x*50 Gold in outstanding debts.



2-5 Your Adventurer's investment is performing fairly well, and the merchant forwards him 1D6*x*10 Gold as his share of the profits.

6 The business of arms dealing and warmachine trade is booming! After consulting the ledger, the merchant confirms that he can forward your Adventurer 1D6*x*50 Gold.

16 STEAM BATH

Although wholly unnecessary most of the time, the blood of many a foe has made your Adventurer's hair (and beard) sticky and matted and he spends the rest of the day in the heady atmosphere of a steam bath, sweating off the after effects of last night's sojourn at the tavern. He emerges feeling far healthier than he has for a good while, with +1 permanently added to his Starting Wounds score.

21 FIGHT

Your Adventurer argues with a hulking street trader who has tried to charge him far too much for some cheap, shoddy items. After running two of his slaves though, the argument escalates further into a brawl. Roll 1D6 on the following table:

1 Your Adventurer is soundly thrashed and loses 200 Gold.

2 Your Adventurer is bested after a hard struggle against the trader and his remaining slaves and loses 100 Gold.

3 Your Adventurer walks away with a bloody nose and 50 Gold worse off, but leaves the trader badly bruised.

4 After a fierce struggle, your Adventurer knocks the impudent trader to the ground, where he stays to collect his teeth from the curls of his beard. While he is busy, your Adventurer takes 100 Gold from his stall as compensation.

5 Your Adventurer quickly disarms the trader. With an axe at his throat, the lout has no choice but to apologize and offer your Adventurer 200 Gold as compensation.

6 A dozen well trained slaves – the trader's bodyguards – leap from the shadows, attacking your Adventurer with knives, coshes and cudgels. Unperturbed, he coolly dismembers them with a few well-placed axe strokes, empties their Master's purse of 300 Gold, and takes the remaining 1D6 Hobgoblin slaves as further compensation.

22 UNEVENTFUL DAY

23 FOOLED

Your Adventurer must discard any one purchase made in this Settlement, as it was a fake and is worth nothing!

24 CIRCUS OF DEFORMED SLAVES

There is a traveling circus in town, and your Adventurer spends the rest of his day wandering from sideshow to sideshow. Having met the bearded woman who guides him through her slave circus, and seeing the two-headed Skaven and Stubby, the limbless wonder, he decides to have his fortune read.

Perhaps the sign above the slave cage should say 'Have your fortune stolen', as for a cost of 2D6*x*(10 *x* his Battle-level) Gold paid to the bearded lady, your Adventurer is told nothing more than that his destiny lies with a bearded deity with a bull's head!

25 REWARD

Your Adventurer sees a poster warning that a well known Dawi Zharr murderer of Men and Dwarfs is reputed to be in this area and that an Elf assassin was seen lurking about, likely out to do-in this most noble individual. The poster offers a reward for the capture of the Elf, who is described as very tall, wearing a black cloak and hat, and having a very unDwarf-like accent. Upon reading this your Adventurer realizes that the description exactly fits a character he bumped into earlier, hunched over in a dark corner of an alley way. He rushes back and manages to apprehend the villain. Roll 1D6 on the following table:

1 The Elf laughs, he is already standing over the body of his intended victim. He turns quickly and darts up the wall of a building and out of sight.

Soon your Adventurer is surrounded by an angry mob demanding that you should have bested the Elf and that you must pay for the cremation of the victim, which will cost 1D6*x*(50 *x* his Battle-level) Gold.

2-5 Your Adventurer was right, but the Elf is too quick and nimble and slips away into the gloom.

6 Your Adventurer apprehends the Elf and cuts him to ribbons. You are proclaimed a hero and given 100 Gold and a Hobgoblin slave as reward!

26 BETROTHED

Due to a mistake in identity, your Adventurer finds himself surrounded by a gang of angry your Dawi Zharr who insists that he is betrothed to marry their sister, Grizelle Strongbeard. Your Adventurer agrees, albeit at axe point, and pledges his troth to a miner's daughter of ample charms.

The marriage is arranged for tomorrow, so your Adventurer must either leave the Settlement immediately, or get married…

31 DRUGGED

Visiting a local hostelry in a rather seedy area, your Adventurer partakes of a curious drink offered him by the bartender. After one swig, he feels the effects of the liquid take hold – he has been drugged! Roll 1D6 on the following table:

1-3 Your Adventurer has been poisoned and is at -1 Toughness for the duration of the next Adventure.

4-6 The liquid in question is simply very strong ale, and your Adventurer quickly gets a taste for it. The only ill effect is that the Adventurer winds up pending the following day in the privy and with a pounding head and is unable to visit any other locations.

32 UNEVENTFUL DAY

33 AN HONEST DAY'S WORK

Your Adventurer is employed by a local Sorcerer to unload unruly new slaves from his slave cart. This task earns him 20 *x* (his Battle-level) Gold.

34 RIOTOUS LIVING

Taken with the joys of hot food, slave whipping and watching unsanctioned slave fights after so long out in the wild, your Adventurer overspends on such luxuries by 50 *x* (his Battle-level) Gold.

35 DUEL

Your Adventurer is challenged to a duel by a weaponsmaster whom he insulted in a tavern. The duel is scheduled to take place immediately. Your Adventurer can either leave town immediately or take up the challenge.

If your Adventurer takes part in the duel roll 1D6 on the following table:

1 With a single, well-placed axe swing your Adventurer's head is removed from your shoulders, falling to the ground. He is quite dead.

2-4 The two duelists fight for hour after hour, each inflicting many light wounds on the other. Eventually the Watch decides to intervene and break up the event. The weaponsmaster congratulates your Adventurer on his skill in combat and offers him a fine supper and the best ale at the most expensive eatery in the Settlement.

5-6 After a few minutes your Adventurer realizes that he has the better of the weaponsmaster and cleaves him in two. On his body he finds jewels worth 2D6*x*(50 *x* his Battle-level) Gold and a single item of treasure (take a Treasure card).

36 UNEVENTFUL DAY

41 GAMBLING

Your Adventurer visits a local shop and gets involved in a dubious game of 'Slavers Dice'. Roll 1D6 on the following table:

1 Your Adventurer loses badly, and must forfeit one piece of treasure of your choice.

2 Your Adventurer loses 1D6*x*(20 *x* his Battle-level) Gold.

3-4 Your Adventurer comes out of the game evens.

5 Your Adventurer wins 1D6*x*(10 *x* his Battle-level) Gold.

6 Your Adventurer wins 3D6*x*(10 *x* his Battle-level) Gold.

42 UNEVENTFUL DAY

43 JOIN THE SLAVE PIT WATCH

The Commander of the Slave Pit Watch marks your Adventurer as a useful looking recruit, and has special permission from a high-level Priest of Hashut to take anyone he likes for Watch duty, he press gangs your Adventurer for a week. Your Adventurer can either try to escape the Watch by making a donation to their funds of 2D6*x*(10 *x* his Battle-level) Gold, or join up.

If your Adventurer joins up he does not have to pay Living Expenses for the week and earns 20 Gold in wages. However, while in the Watch he has no time to visit any traders or Special Locations.

44 ILLNESS

A terrible illness strikes the Settlement, and your Adventurer falls prey to it. He must spend the next two days in bed, paying 10 Gold per day for medication as well as the normal Living Expenses. While your Adventurer is in bed, you do not have to roll on this table for him.

45 PET SQUIG

Your Adventurer is adopted by a small cave squig. Despite the odd kick and no feeding or encouragement, it follows him around everywhere, skulking in the shadows while the fighting does on and then emerging after the Adventure is completed to show his new Master in adoration, Unfortunately, he has a habit of biting stranger slaves, something their own Masters sometimes take exception to when a calf muscle or foot goes missing. As a result of compensating other Dawi Zharr for their injured slaves the squig costs your Adventurer an additional 100 Gold per trip to any Settlement. Your Adventurer can kill it if you want, as he might make a good meal for the slaves, although he may offer some entertainment as he de-limbs slaves in an unsanctioned slave fight.

If your Adventurer already has a pet, roll on the table again. If not, name him and note him on your Adventure Record Sheet.

46 RUNAWAY

While walking along the main street, your Adventurer hears a disturbance just around the corner. A moment later a huge runaway troll slave charges down the street, wrecking market stalls and causing dismay and anger. Your Adventurer can let it pass by hiding down a side alley, or try to stop the crazed filth.

If your Adventurer hides down the alley and lets the troll pass roll 1D6 on the following table:

1-3 Your Adventurer skulks in the shadows waiting for the action to die down. As he peeps round the corner, a mugger's metal bar hits him over the head. When he regains consciousness, his purse is 100 Gold coins lighter.

4-6 After waiting nervously in the dark a few minutes, your Adventurer sees the troll careen past, down a side street. The danger has passed and your Adventurer may carry on about his business.

If your Adventurer tries to stop the troll, roll 1D6 in the following table:

1-2 Your Adventurer waves the passers-by aside and leaps out in front of the troll, axe drawn. The troll hesitates for a half a second or so, then tramples him into the dirt before carrying on its way. The crown then stomp all over him in the rush to take down the troll, leaving him to burse his injuries alone in an empty street.

3-4 A single axe chop stops the troll dead in its tracks – literally. As its carcass twitches spasmodically, the crown roar in approval and shower your Adventurer with 100 Gold. Then the troll's enraged Master arrives, relieves him of 150 Gold – it was a hearty worker and kept for breeding, he only wanted it stopped, not slaughtered.

5-6 Your Adventurer gives the troll a hard stare and it skids to a halt, snorting and drooling on the ground. Putting a heavy chain around its neck and hands, he leads it back to the slave pits. The crowd sheer and shower him with 150 Gold.

51 CRIME

Your Adventurer is accused of murdering a Sorcerer and thrown in the prison pit. The matter is sorted out eventually, but only after your Adventurer's companions bailed him out. Each Adventurer, except the accused must pay 1D6*x*(5 *x* his Battle-level) Gold to the Gaoler.

If his companions do not have the money, your Adventurer must spend 1D6 days in the gaol. While in the gaol he doesn't have to pay Living Expenses or roll on this table.

52 UNEVENTFUL DAY

53 COUNTERFEIT

As your Adventurer attempts to buy some equipment, the trader points out his Gold is counterfeit and refuses to take it. Looking through his stash, your Adventurer discovers that 1D6*x*(10 *x* his Battle-level) Gold is indeed worthless coins from the Elf realm. Discard it and cross it off his Adventure Record sheet.

If your Adventurer does not have that much Gold left, and has already spent some in the Settlement he must leave for the next adventure immediately before anyone catches on!

54 BEGGARS

Your Adventurer is accosted by starving and over-worked slaves and their unkempt Master who is leading them through the streets on a heavy chain. He tells you that they are to be offered to Hashut, but will not make an acceptable offering in their current state. Overwhelmed by their patheticness of the group your Adventurer gives the Master 20 Gold for each of the 2D6+2 slaves. If your Adventurer cannot pay he is a beggar himself and you must roll 1D6 on the following table:

1 Your Adventurer is thrown out of the Settlement – see Settlement Event 11.

2-6 Your Warrior gains 1D6*x*10 Gold by begging.

55 DEBT

A debt collector catches up with your Adventurer, demanding payment for slaves borrowed years ago. Your Adventurer borrowed only two weakling and cowardly slaves, but the interest rates on slaves are astronomical. The outstanding balance is 1D6*x*(200 *x* his Battle-level) Gold, or 10 slaves.

56 UNEVENTFUL DAY

61 TEMPLE DONATION TO HASHUT

Your Adventurer, feeling that the Father of Darkness has been most generous to him of late, pledges to re-double his worship, and donates 2D6*x*(50 *x* his Battle-level) to the temple, selling equipment as necessary to meet the cost of donation. The next time your Adventurer is in a fight and fails to hit his opponent, Hashut's hand guides him and he may re-roll the attack. He may only do this once and then the blessing is gone.

62 UNEVENTFUL DAY

63 HUNTING

Your Adventurer is invited by a group of locals to go on a slave-gathering expedition. Meeting them hours later, he is informed that the quarry is to be a group of men who are hunting a Quarg in a nearby cavern. The group sets out and soon discovers the campsite used by the men, roll 1D6 on the following table.

1 Then men must have prepared an ambush! No sooner does your Adventurer and his companions arrive do the group of men throw heavy nets over them and begin beating them with sticks. They beat a hasty retreat and your Adventurer will be no worse for wear in a few days, but his pride is permanently bruised after being beaten by such rabble.

2-6 You catch the group of men unawares as they are crouched in the bushes. With nets and man-catchers you round up all of them and pile them into the slave cart. Although the idea was to divide up the slaves evenly, the leader of the expedition states that most were for him. Still, for all your hard work you manage to get two man slaves for your effort.

As the expedition ends your Adventurer finds a stick with a bell on it and a bag full of garlic in the campsite. There has been no sign of the Quarg the men were hunting and your Adventurer begins to wonder if all men are a stupid and feeble as these.

64 ANTISLAVERY CHARGES

Your Adventurer is accused of wishing to end slavery, a most heinous charge, and is chased through the streets by an angry mob. Roll 1D6 on the following table:

1-3 Your Adventurer escapes by running clear out of the Settlement wall and into the shadows. Pelted with rotting meat and garbage, he staggers out much later, where he has to wait outside for his companions.

4-5 Your Adventurer ducks down a side alley and escapes, but from now on he must way a disguise when out in public here!

6 Your Adventurer turns angrily on the mob, demanding an explanation. Shouting down the leader of the mob, he establishes his authority over the crowd, who sheepishly return to their hovels, pausing only to give him 100 Gold as way of compensation. Time to go acquire more slaves to ensure this does not happen again!

65 UNEVENTFUL DAY

66 ACCIDENT

As your Adventurer helps an ageing Dawi Zharr to cross the busy main street, a beer wagon unexpectedly crashes into him. The old one carefully peels him off the heavy iron-shod wheel, and takes him to be patched up. Your Adventurer cannot buy anything or visit any Special Locations for 1D6 days while he recovers. Luckily the owner of the beer wagon has kept you in good supply of ale while you recover! While he is recovering you do not have to roll for him on this table.



·ARMOURER·

EQUIPMENT	ADVENTURER W	A	S	D	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Leather Armour	✓	✓	✓	✓	5	40	20	+1 Toughness; destroyed by the first blow that scores a natural 6 Wounds of if the Warrior wearing it is reduced to 0 Wounds.
Chainmail Armour	✓	✓	–	✓	6	500	150	+2 Toughness, -1 Movement
Scale Mail Armour	✓	✓	✓	✓	6	750	225	+2 Toughness
Heavy Armour	✓	✓	–	✓	8	4,000	1,100	+3 Toughness
Plate Armour	✓	✓	–	✓	10	7,000	2,500	+4 Toughness; -1 Movement, except Immortals
Immortal's Stone Armour	✓	–	–	–	14	10,000	3,000	+5 Toughness; -2 Movement, except Immortals.
Shield	✓	✓	–	✓	4	300	75	
Great Shield	✓	–	–	✓	9	550	150	+2 Toughness, -1 Movement, -1 to-hit and can't use 2-handed weapons

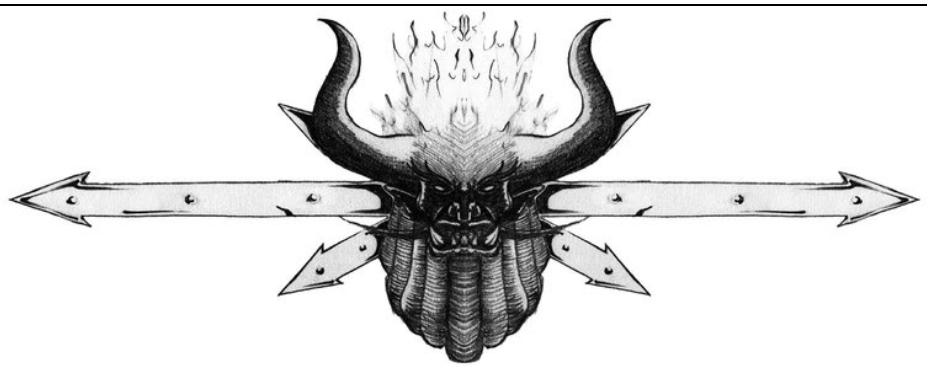
Note that shields are only effective against hand-to-hand and missile weapon attacks and do not protect against fire or magic.

Leather Helm	✓	✓	–	✓	4	100	12	+1 Toughness and is destroyed on the first natural 6 to-hit, or if the wearer reaches zero Wounds.
Open Helmet	✓	✓	–	✓	7	500	150	+1 Toughness
Horned Warhelm	✓	–	–	✓	9	1,000	350	+2 Toughness
Face Mask	✓	✓	–	✓	7	800	250	Grants the wearer Fear 3
Black Orc Skull Mask*	✓	✓	–	✓	8	1,000	350	Grants the wearer Fear 3, and Fear 4 against all Green Skins.
High Hat	✓	✓	✓	✓	8	500	150	+1 Toughness
Towering Hat	–	–	✓	–	10	1,000	350	+1 Toughness, +1 Initiative

Due to their design, only one of each type of headgear can be worn at one time, so wearing a Helmet and a High Hat is not possible. A Face Mask, however, may be combined with a Helmet or High Hat.
* Can be found in Zharr Grungron Ankor only

·FLETCHER·

EQUIPMENT	ADVENTURER W	A	S	D	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Short Bow	–	✓	–	–	5	150	20	Strength 1; number of shots as Attacks/turn
Longbow	–	✓	–	–	8	300	40	Strength 4; one shot per turn
Arrows	–	✓	–	–	3	20	-	Enough arrows for one Adventure
Crossbow	–	✓	✓	–	9	1,000	200	Strength 5; one shot per turn
Pistol Crossbow	–	✓	✓	✓	10	1,500	250	Strength 3; 3 shots every other turn (takes one turn to reload); range 5
Automatic Crossbow	–	✓	–	–	12	2,000	400	Quick reload, maximum 2 shots/turn
Quarrels	–	✓	✓	✓	3	30	–	Enough quarrels for one Adventure



·WEAPONSMITH·

EQUIPMENT	ADVENTURER W	A	S	D	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Axe	✓	✓	✓	✓	4	150	15	Normal damage (1D6 + Strength)
Battle-axe	✓	✓	–	✓	8	500	35	+2 Str; 2-handed, cannot use a shield
Broadsword	✓	✓	–	✓	7	500	25	+3 Str; -1 on all to-hit rolls
Chain Axe	✓	–	–	–	12	700	175	+4 Str; -1 Attacks; on a to-hit roll of 1, each adjacent model is hit; 2-handed weapon.
Dagger	✓	✓	✓	✓	4	75	20	Strength 1; missile or hand weapon. If thrown can be retrieved when all Monsters in the room are dead
Great Sword	✓	–	–	✓	8	700	35	+4 Str; -1 I; -1 Attacks; cannot use a shield at the same time
Mace	✓	✓	✓	✓	7	250	20	-1 to-hit, if the to-hit roll is a natural 6 it inflicts an additional 1D6 Wounds
Scimitar	✓	✓	✓	✓	5	200	15	Normal damage (1D6 + Strength)
Scourge	✓	✓	✓	✓	7	250	80	+2 Strength; -2 on to-hit rolls
Throwing Axe	✓	✓	✓	✓	7	300	35	+1 Str; missile or hand weapon. If thrown can be retrieved when all Monsters in the room are dead
Warhammer	✓	✓	–	✓	10	400	100	If the to-hit roll is a natural 6: +1D6 Wounds

·TRADEMASTER'S GUILD·

EQUIPMENT	ADVENTURER W	A	S	D	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Intricate Tools	✓	✓	✓	✓	6	250	–	Useful for picking locks, etc.
1D6 Firebombs	✓	✓	✓	✓	8	100	–	
1D6 Bags of Flash Powder	✓	✓	✓	✓	8	75	–	
1D6 Stonebread	✓	✓	✓	✓	2	30	–	
Cart	✓	✓	✓	✓	7	500	200	Must be pulled by two slaves per Dwai Zharr, can carry up to four Adventurers reducing the journey time by 1 week.
Slave Cart and Cage	✓	✓	✓	✓	9	750	250	Must be pulled by two slaves, who accompany the Adventurer to the dungeon entrance but may not enter. These slaves do not require the Adventurer to have the Slavedriver skill, but do count toward the total number "captured" for the Adventure. Increases the maximum number of captured slaves allowed by +10.
Palanquin*	✓	✓	✓	✓	11	1,500	350	Each Palanquin must be supported by a minimum of two slaves. Grants a base movement of 2 for the group, +1 Move / slave to a maximum of Move 4 with 4 slaves. Opponents are at -1 on their to-hit rolls against the rider and will always attack the rider before the slaves carrying the Palanquin.
Rope	✓	✓	✓	✓	5	30	5	Use to escape a pit; after each use roll 1D6, on a 1 or 2 the rope breaks
Heavy Chain	✓	✓	✓	✓	7	150	15	Use to escape a pit.
1D6 Bandages	✓	✓	✓	✓	7	50/ea	5	Each restores 3 Wounds.
1D6 Door Spikes	✓	✓	✓	✓	7	100/ea	10	See Door Spike notes.
Heavy Battle Goggles	✓	✓	✓	✓	6	50	10	Better to have 'em and not need 'em…
Heavy Hooded Cloak	✓	✓	✓	✓	6	75	20	Useful for going relatively unnoticed
Boots	✓	✓	✓	✓	4	50	10	–
Skullcapped Boots	✓	✓	✓	✓	8	200	35	Grim-looking boots with a skull on the toe.
Orc Bounty – Paid out in Zharr Grungron Ankor only								
Orc Head							10	
Black Orc Head							25	

* Palanquins occupy a 2x2 square, the rider is assumed to have these dimensions and is considered adjacent to all neighbouring squares. Double the number of slaves required if they are Snotlings (in this special case Snotlings will occupy *two to a square*).
Palanquin occupancy on the board: Note that Palanquins are a special case, where slaves bearing the Palanquin each occupy 1 square on the board and the rider effectively *shares occupancy across the entire 2x2 area*. Keep in mind that any area-of-effect spells that target specific squares can hit both the Palanquin bearers as well as the rider.

·GUNSMITH·

EQUIPMENT	ADVENTURER W	A	S	D	STOCK	COST (BUY)	COST (SELL)	SPECIAL RULES
Blunderbuss	✓	✓	✓	✓	9	3,000	1,000	See Blunderbuss section
Blunderbuss Repairs	✓	✓	✓	✓	–	250	–	Fixes a Blunderbuss that has misfired
Blunderbuss Bayonet Upgrade	✓	✓	✓	✓	10	400	100	Specialized axe blade mounted below the barrel; Normal damage.
Blunderbuss Firing Mechanism Upgrade	✓	✓	✓	✓	11	1,000	–	Prevents the possibility of a misfire on a natural Ballistics Skill roll of 1.
Black Powder & Shot	✓	✓	✓	✓	3	200	–	There is enough for 6 uses with a Blunderbuss, 2 for a cannon, or enough to last one Adventure with any other firing weapon.
Black Powder & Metal Shard Shot	✓	✓	✓	✓	6	300	–	Enough for 6 uses with a Blunderbuss, 2 for a cannon, or one Adventure with any smaller firing weapon. The shot is a mix of small razor-sharp metal shards and molten lead. All shots ignore armour.
Black Powder	✓	✓	✓	✓	3	100	–	There is enough for 6 uses with a Blunderbuss, 2 for a cannon, or enough to last one Adventure with any smaller firing weapon. *Shot is not sold with this item.*
Barrel of Black Power	✓	✓	✓	✓	8	600	–	There is enough for 50 uses with a Blunderbuss, 16 for a cannon, or enough to last three Adventures with any smaller firing weapon. *Shot is not sold with this item.*

· THE GUNSMITH ·

Chaos Dwarf Blunderbuss 3000 Gold

As with normal missile weapons the attacker must not be pinned in order to fire the weapon. The blunderbuss grants +1 to hit on Ballistic Skill rolls and has a range of 6 squares. All models in a 2x2 square take a Str4 hit, modified for Toughness and armour as usual. Chaos Dwarf Blunderbusses will MISFIRE on a natural to-hit roll of 1.

Note that a blunderbuss is a two-handed weapon.

Misfires

If a Misfire occurs the wielder and any adjacent model suffers 1D6 + Str4 Wounds, furthermore, roll another D6, on a roll of 1 or 2 the Blunderbuss has become damaged and cannot be fired again unless it is repaired.

Reloading

Reloading a blunderbuss takes 1D3 turns after each shot fired (roll immediately after firing). If a 3 is rolled, for example, then it will take 3 turns to reload the weapon, not counting the current turn, and it will be ready to fire at the start of the fourth turn. An Adventurer actively reloading a Blunderbuss may still move and perform actions, however he may not change weapons (to attack with a sword, for example) or else progress made in reloading the blunderbuss is halted. If the Adventurer has an axe blade mounted beneath the barrel, however, he may attack in hand-to-hand combat with that and it will not interrupt his reloading.

Attackers using Multiple Blunderbusses

Multiple Adventurers who attack using blunderbusses make a special coordinated attack instead of their regular Attacks. At the beginning of the Warriors' Phase, those units who have a loaded Blunderbuss may announce that they are making a Group Shot Maneuver. Immediately afterward, all Warriors who may do so will fire their Blunderbuss simultaneously at a particular group of Monsters, with each Adventurer rolling to-hit. If hits are scored then all Monsters in the affected area are considered hit. Instead of working out damage for each individual blunderbuss hit, all successful hits have their damage dice added together (and applying any additional strength modifiers as necessary to the final total), making one massive blast. If multiple blunderbusses Misfire any units within the affected area of more than one Blunderbuss resolves each Misfire individually *instead* of combining damage dice into one large misfire.

Blunderbuss Repairs **250 Gold**
Returns a blunderbuss to regular working order after being damaged due to a misfire.

Blunderbuss Upgrade
Firing Mechanism **1000 Gold**
This significant improvement eliminates the possibility of a misfire with a blunderbuss. As usual, however, a natural to-hit roll of 1 will still be a miss, but without the disastrous consequences.

Blunderbuss Upgrade
Bayonet **250 Gold**
While more expensive than a normal axe, this specialized axe blade is mounted below the mouth of the blunderbuss on the barrel. This triangular blade has a long edge for cutting like an axe that is finely tapered into a tip at one end so that it can also be used for stabbing forward as the need arises. Attacking with the blade causes normal Wounds as an axe or sword would (1D6 + Str). This weapon negates the need to switch weapons after firing the blunderbuss.
A warrior with the bayonet upgrade and the Charging Shot skill may make a special attack. At the beginning of each turn, those units who have a re-loaded Blunderbuss may announce that they are making a Charging Shot Maneuver. Then, at the beginning of the Warriors' Phase all Warriors who may do so will fire their Blunderbuss simultaneously at a particular group of Monsters each roll to-hit., working out damage as normal. This counts as 1 Attack, and those Warriors who still have Attacks remaining for the turn may now take their turn as normal and may move and if they are adjacent a foe after moving they may engage in hand-to-hand combat using the bayonet with their remaining Attack actions.

Black Powder and Shot **200 Gold**
There is enough black powder and shot for 6 uses in a Blunderbuss, or enough to last one Adventure if used in another type of firing weapon such as a musket or pistol.
If a mixture of shot types are carried then the type of ammunition being reloaded must be specified, otherwise the type previously fired will be used.

Black Powder and Metal Shard Shot 300 Gold
There is enough black powder and shot for 6 uses in a Blunderbuss, or enough to last one Adventure if used in another type of firing weapon such as a musket or pistol. The shot is a mix of small razor-sharp metal shards and molten lead. *All shots ignore armour.*
If a mixture of shot types are carried then the type of ammunition being reloaded must be specified, otherwise the type previously fired will be used.

Black Powder **100 Gold**
There is enough black powder for 6 uses in a Blunderbuss, 2 shots with a cannon, or enough to last one Adventure if used in another type of firing weapon such as a musket or pistol. Shot is not sold with this item.

Barrel of Black Powder **600 Gold**
There is enough black powder for 50 uses in a Blunderbuss, 16 shots with a cannon or enough to last three Adventures if used in another type of firing weapon such as a musket or pistol. Shot is not sold with this item.
The barrel is so cumbersome that it reduces Movement by −1 and requires two hands to carry it. A unit may not attack while carrying a barrel. Putting the barrel down or picking it up counts as one action (or 1 Attack) during a turn. Many Dawi Zharr find it useful to bring a Slave with them whose job it is to carry a barrel of black powder.
Any unit carrying one of these over-sized Barrels of Black Power may forego all of his attacks for a turn and toss the barrel toward a group of enemies within 6 squares, targeting a 2x2 area on the board. The barrel will automatically hit its target. Once thrown, roll 1D6, on a 1 the barrel fails to explore, and instead breaks open filling the air with blast powder. On a 2+ the barrel explodes hitting all affected targets for 5D6 Wounds with no modifiers for Toughness or armour, as well as every unit on the current board section, including friendly units, for 1D6 Wounds with no modifiers for Toughness or armour.



·PIT LORD·

Who can visit the Pit Lord?
Only Dawi Zharr may visit the Pit Lord.

All Settlements have a Pit Lord working there, along with several dozen Hobgoblin Taskmasters. In small outposts and hideouts the Pit Lord is usually a very junior level individual, little better than a clerk, whose job it is to keep detailed records of any slaves that are to be delivered to the Slave Pits in Zharr Grungron Ankor. It is also his job to ensure the Hobgoblin Taskmasters brand any new slaves.

Any slaves that the Adventurers captured on a previous Adventure can be delivered to a Pit Lord, where they are branded, recorded and caged – ready to be shipped out to the Slave Pits in the Adventurer's home city and retrieved later if the Adventurer so-wishes.

Adventurers who have captured slaves but do not visit a Pit Lord are assumed to still have their slaves with them and these will still count toward the total number they are permitted to "capture" during the next Adventure.

·SLAVE PITS·

SLAVE TYPE*	STOCK	COST (BUY)	COST (SELL)	PURCHASED SLAVE STATS M	WS	BS	S	T	ARM	W	I	A	DAM	SPECIAL RULES
Beastmen	12	150	75	4	4	3+	3	4	–	6	3	1	1	
Black Orc	9 (12)**	150	75	4	4	4+	4	4	–	7	2	1	1	
Dwarf	13	400	175	4	4	4+	4	4	–	8	2	1	1	
Elf	12	300	125	5	5	3+	4	3	–	6	7	1	1	
Gnoblar	5	15	7	4	2	3+	2	3	–	1	3	1	1	*(May take two Gnoblars into a dungeon for every one Slave normally allowed).*
Goblin	4	25	10	4	2	5+	3	3	–	2	2	1	1	
Hobgoblin	4	50	25	4	3	4+	3	3	–	4	2	1	1	*May be equipped with non-magical weapons and armour (except Plate armour, Immortal's stone armor, hats and masks. If the slave dies equipment must be picked up once there are no enemies on the board section remaining.*
Human	10	250	100	4	4	4+	3	3	–	6	4	1	1	
Orc	6 (11)**	60	30	4	3	4+	3	4	–	3	2	1	1	
Skaven	6	60	30	5	3	4+	3	3	–	3	4	1	1	
Snotling	3	10	5	4	1	–	1	1	–	1	1	1	S	Gang Up *(May take two Snotlings into a dungeon for every one Slave normally allowed).*
Troll	10	800	250	6	3	6+	5	4	–	30	1	3	2	Fear 6, Regenerate 2 *(May take 1 Troll into a dungeon for every <u>two</u> Slaves normally allowed).*

All Slaves (except the Snotling Lamp Slave) have Break *n*, where *n* equals 2 *x* (the number of alive Chaos Dwarfs currently in play). For the purposes of Break in this case Slaves are treated as one cohesive group, regardless their race or composition.

Others not listed are worth ½ their Gold value from the Monster Tables.

* Some creatures are not listed, such as Centaurs, Minotaurs, Ogres, Chaos Warriors, Lizardmen and the like. In the case of these two Monsters their likeness to Bull Centaurs (in the case of centaurs) and to the bull-headed God, Hashut (in the case of Minotaurs) means that Chaos Dwarfs will not consider taking them as slaves for risking the offence of the Father of Darkness. Ogres and Chaos Warriors are common trading partners with the Dawi Zharr and are not enslaved. If there is a problem with any such group it is best they be dispatched quickly and the matter forgotten! Similarly, monsters, daemons and the undead make terrible slaves and are never captured as they cannot be trained or controlled reliably.

** Numbers in parentheses indicate the Stock for Zharr Grungron Ankor only, where Orcs are usually killed for their bounty instead of being kept as slaves (see Trademaster's Guild).

SPECIAL LOCATIONS

·FIGHTING PITS·

Who can visit the Fighting Pits?
There are no restrictions on who may visit the Fighting Pits – provided they bring ample Gold.

Unlike other Special Locations your Adventurer may visit the Fighting Pits as often as you like during his stay in a single Settlement. Each visit to the Fighting Pit takes up the whole day.

Gambling
Declare how much your Adventurer is gambling at the Fighting Pits, up to a maximum of 500 Gold in one visit, and roll 1D6 on the following table.

1 A terrible showing, the slave fighters you chose were pitiful wretches who could hardly even put on a show let alone withstand their opponents crushing blows. The only good thing to come of this visit is that you were able to see the filthy under-performing rabble disemboweled, but that doesn't help your coin pouch. The Adventurer loses (1D6 x original bet) Gold.

2-5 A splendid day at the fighting pits with an acceptable number of mangled slaves, unfortunately few of your chosen fighters could hold their own. After counting your Gold you find you break even.

6 You've chosen several excellent slave fighters today, and any one of them would have made an acceptable slave for you to purchase, if they were not going to be sacrificed to Hashut this evening. You win (1D6 x original bet) Gold.

·TEMPLE OF HASHUT·

Who can visit the Temple of Hashut?
Temples are *only* found in Zharr Grungron Ankor, cities in the Dark Lands and Zharr Naggrund.
Only Dawi-Zharr may enter the Temple, although they may take Slaves with them as offerings.

Temple Offerings
Dawi-Zharr entering the Temple may make an offering which is consumed by the molten lava flowing beneath the hulking form of the Father of Darkness that forms the altar. The offering (in Gold, Treasure or Slaves) must total 200 Gold, or more.

Once an offering is made roll on the following table:

1-3 Your prayers to Hashut go unheeded, but no matter. Your future deeds in His name shall garner His recognition.

4 Your Adventurer's hands are guided by Hashut! For any one Attack next Adventure only you may add +3 to his to-hit roll, and if it strikes it inflicts an additional 1D6 Wounds.

5 During one turn next Adventure only your Adventurer's Attacks are doubled.

6 Hashut has seen fit to bestow a blessing upon your Adventurer. Roll 1D6 on the following table:

1 Roll once on the Transformation Table. This change is permanent.

2 During the next adventure only nominate any one attack before rolling to hit, the attack will automatically hit the opponent. This blessing may only be used once and is then lost.

3 During the next adventure only the Adventurer may double his number of attacks for one turn. This blessing may only be used once and is then lost.

4 The next time the Adventurer reaches 0 Wounds Hashut's mighty grip envelopes the Adventurer and his Wounds are restored to their maximum. This blessing may only be used once and is then lost.

5 +1 Wound is added to the Adventurer's total Wounds. This change is permanent.

6 +1D6 Wounds are added to the Adventurer's total Wounds. This change is permanent.

Temple Relics

1D6 Cleansing Firebombs **75 Gold *each***
Stock: 10

These magical firebombs are uncommon, but are known across the Dawi Zharr realm. The firebombs bear the mark of Hashut and are created by some of the most powerful High Priests of Hashut in Zharr Naggrund. When thrown, a great column of fire erupts producing the grim visage of the dark Father, Hashut, billowing black smoke from his nostrils. Cleansing Firebombs may be thrown at any time and affect an area 2 squares by 2 squares. Any Dawi Zharr in the affected area is automatically healed for 1D6 Wounds, non-Dawi Zharr suffer 1 Wound with no modifications for anything (Toughness, armour Ignore Pain, etc.). *This is not a spell.*

·GROGHOUSE AND DISTILLERY·

A significant proportion of any Grog Houses' alcohol comes from trading with Ogres, but almost half comes from raids and theft from other races, such as Dwarfs and from the Empire.

Who can visit the Groghouse and Distillery?
Anyone may enter a Groghouse, however the private cellar is reserved for special customers.

Adventurers may purchase a small cask of any beverage to take into a dungeon. Each cask has enough for 1D3 draughts in it (2D3 for a double, but the cost is doubled also. The exception to the number of draughts is Bugman's Premier Ale, which only ever has one due to its precious nature and rarity. Due to the size and cumbersome nature of the casks an Adventurer may only ever have one cask at a time. He may, however, purchase additional casks for his slaves to carry, but due to their weight, and the weakened state slaves are kept in a slave carrying a cask is at -1 to his movement and he may not attack. Furthermore, if a slave is slain while carrying a cask it is dropped and smashes open on the dungeon floor, wasted.

Thugman's Own **80 Gold**
Stock: 5

Thugman is Brewmaster at one of the larest brewers in Zharr Naggrund. Although Thugman's brews are often criticized as leaving something to be desired, the inexpensiveness of this pitch black stout is its major selling point. Brewed by slaves, and often containing mixtures of fungi that grow in the hot and humid lava caverns below Zharr Naggrund, as well as being combined with various ales that have been stolen or pillaged from bordering Settlements, the stout is surprisingly consistent in taste and effect from one batch to the next.
When consumed the Adventurer gains +1 Strength for one turn. In addition, roll 1D6. If the score is a 6 your Adventurer gains +1 strength for the remainder of this Adventure.

Black Spire Spirits **175 Gold**
Stock: 5

An unbelieveably strong, high proof alcoholic beverage which is as black coal. Really only consumed by the Dawi Zharr, even Ogres have no taste for the stuff, which is said to also be useful for cleaning armour and weapons. Brewed in large copper stills from the core mantle of slain daemons and aged for many decades in laburnum barrels. The barrels themselves are considered precious relics, they are centuries old, emblazined with powerful arcane runes and kept deep below Zharr Naggrund. Their exact location is kept secret, even from the sorcerer conclave and the High Priest of Hashut, and is known only to Drewmaster and his highest order apprentices. If consumed by any Adventurer other than a Dawi Zharr (and this includes Dwarfs and Ogres, for whom the stuff is too wretched) they will immediately suffer -1 permanently from the starting value of one characteristic, except Wounds (you chose) and will wretch and writh on the ground in agony for 1D6 turns, unable to defend themselves. In this state all foes gain +2 on their to hit rolls. For Dawi Zharr, the strong bold flavour fills their chest with warmth and harkens thoughts of great power and domination. A Dawi Zharr Adventurer will immediately be healed 1D6 Wounds and gain +1 on all Fear and Terror rolls for the duration of combat.

Ogre Brew **75 Gold**
Stock: 8

The Ogres who trade frequently with the Dawi Zharr have ale of their own, and although it is potent, caustic stuff, it's just barely consumable. Unfortunately, Ogre recipies being what they are, Ogre Brew is never the same from one batch to the next. After purchasing roll 1D6 on the following table to determine the properties of the brew:

1 Poison! This stuff is so caustic that your Adventurer can feel it eating away at his insides even now. He immediately loses 1D6 Wounds, with no midifier for Toughness or Armour, and he is at -1 Movement for the next 2D6 turns as he deals with the gut wrentching pain.

2-5 Terrible stuff. It tastes like a combination of Gnoblar feet and Ogre sweat. Choking the stuff down your Adventurer realizes that the potent beverage has done straight to his head! He gains +1 Attack but is at -1 to hit for the duration of combat.

6 The Ogres have surpassed themselves this time, too bad they don't keep notes on their brewing practices. Your Adventurer feels envigorated by this heady brew. Your Adventurer regains 1 lost Wound, and gains +1 Toughness for the duration of the current dungeon.

Private Cellar

This closed off part of most Grog Houses are special areas reserved for Dawi Zharr of high social status as it contains a selection from the spoils of war and pillaging from recent months. Only Dawi Zharr who posess 100 slaves or more are premitted entry to the private cellar, although occasionally they may bring a single guest.

Bugman's XXXXXX **300 Gold**
Stock:10

Legendary among Dwarfs, passable as a beverage among the Dawi Zharr, there are some benefits to its consumption. One draught of Bugman's XXXXXX will add +3 Strength for one turn and the Adventurer may ignore the effects of Fear and Terror for one whole combat.

Troll Brew **300 Gold**
Stock: 10

Stolen from Dwarf strongholds and raided Dwarf outposts this brew is so named due to the fact that the main ingredient is Trolls blood! Although a little sweet for the palette of the Dawi Zharr it can have interesting effects on the drinker. One draught is this brew will add +1 Toughness for one turn and allow the drinker to Regenerate 1D6 Wounds at the end of that turn.

Volcanus Hellfire **525 Gold**
Stock: 13

Volcanus Hellfire is a heady brew with a much longer fermentation and run off period than most brews. Its actual brewing process is unknown to the Dawi Zharr, but rumor has it that the concoction is enhanced with the aid of Dwarf Runesmiths. When a Dwarf or Dawi Zharr drinks this firey brew there is a sudden loud gurgling heard in the pist of his stomach, which builds up to a massive crescendo when he finally emits a tremendous belch and flames burst forth from his mouth! Any one adjacent foe will be hit automatically, duffering 2D6 Wounds, with no modifiers for armour. Only one draught may be consumed per combat as it is far too volative to quaff in large quantities. Other races, with the exception of Dwarfs and Ogres dare not touch the stuff, if they do consume it it can burn their insides out. If any other Adventurer consumes Volcanus Hellfire roll 1D6. On a roll of 1, 2, 3 or 4 the Adventurer suffers 1D6 Wounds, with no modifier for Toughness or armour, on a roll of 5 or 6 the brew works as normal.

Nordic Original **375 Gold**
Stock: 13

Said to hail from the icy leands of Norsca and first brewed by Norse Dwarfs of Kraka Drak, it is often found in beer cellars during raids in the North. Extremely potent and appealing, when the last drop goes down, froth begins to bubble from the Adventurers' lips and he goes totally Berserk, just like the Barbarian (going Berserk on a roll of 6+, but adding 1 for each foe slain this Adventure). He remains in this state until the end of combat.

The Golden Drop **750 Gold**
Stock: 14

A very pure brew stolen from Dwarf keeps and treasuries, when drunk this ale will make the consumer feel light and able. The Adventurer may strike first, regardless of Initiative or who has the Lamp, and what's more he will fight with +1 Attack and +1 to his Move until the combat ends.

Bugman's Premier Ale **900 Gold**
Stock: 16

Reported to be the finest brew devised by Dwarfs and kept in their treasure vaults and reliquaries, it is passable to the Dawi Zharr palette as well, but hardly something special in terms of taste. When this beer is drunk by a Dwarf or Dawi Zharr he takes on a warm glow and it immediately restores all lost Wounds and makes the drinker immune to Fear and Terror for an entire combat. It also adds +1 Strength and +1 Toughness for the duration of combat.



·ARCANE RUNESMITH·

Who can visit the Arcane Runesmith?
Only Dawi Zharr of known reputation may deal with the guild members of the Arcane Runesmith.
Characters with fewer than 20 slaves will not be permitted entry, while some of the more intricate work offered by the Runesmiths will only be performed for those of high social status (and with deep coin purses).

Arcane Tattoos
A Dawi Zharr may opt to have arcane runes tattooed on his flesh, this is a painful, time-consuming process, but spoken of with great respect by those willing to undergo the temporary discomfort. Only a Warrior, Annihilator or Daemonsmith may receive tattoos and they must have a minimum of 20 slaves. Due to the grand scale, intricacy and power contained within Dawi Zharr tattoos an Adventurer may only have 1 tattoo for every 3 Battle-levels. For example, at Battle-levels 1 and 2 a Dawi Zharr may not have any tattoos, at Battle-level 3 he may have 1 tattoo, and must wait until Battle-levels 6 and 9 to receive his second and third tattoos.
Tattoos cost 1D6x200 Gold, *and requires two days (this must be performed by two consecutive visits)*. If this is interrupted for any reason, for example the Adventurer runs out of funds or leaves town, the tattoo cannot be properly completed as its power is lost. In such a case the recipient may not replace the tattoo and must wait until he increases his Battle-level to get another.

Upon successful completion of the tattoo roll 1D6:

1 Daemonic Branding
The tattooing has gone horribly wrong and left your Adventurer's flesh open to daemonic possession. At any time if he is adjacent a daemon it will try to take control of his body. Roll 1D6, on a score of 6 the control is successful and lasts for 1D6 turns, after which time your Adventurer manages to resist its effects. Under such control the daemon craves the taste of souls and wishes to bear witness to untold carnage. The Adventurer will automatically move toward the nearest unit, friend or foe and then attempt to engage in hand-to-hand combat, hacking and slashing wildly. While in this state the Adventurer has +1 Attacks but it as -1 to hit. Any foes killed while under this influence still contribute to the Gold total at the end of the Adventure. Furthermore, any Will Power tests against daemonic artifacts are made with a -1 penalty.

2 Impressive Tattoo
An impressive tattoo to be sure, but it confers no enhancement on its bearer, other than drawing admiration for its intricacy and grandeur.

3 Arcane Tattoo of Fortune
This tattoo is infused with untold power, granting the bearer +1 Luck. Further instances of this tattoo have no further effect.

4 Tattoo of Mental Fortitude
This tattoo effectively increases the bearer's Will Power by +1. An Adventurer may have multiple instances of this tattoo.

5 Horrific Arcane Tattoo
This tattoo confers Fear equivalent to the bearer's Battle-level. A second instance of this tattoo doubles the Fear value. A third instance of this tattoo confers the bearer with Terror equivalent to his Battle-level. Any additional instances of this tattoo have no further effect.

6 Runic Tattoo of Battle
Ignore Pain 1. Multiple instances of this tattoo increase the rating by +1.

Arcane Rune Engraving
Once each day a Dawi-Zharr may have an item, such as an axe or hammer, armour or blunderbuss engraved with one rune. There are two classes of runes, common and rare and their prices reflect their availability. Common ones are runes which are still fashioned by the Runesmith, while the rare runes are often those stolen during raids on Dwarven strongholds or are created by Master Runesmiths in Zharr Naggrund. Palanquins may also be engraved with a unique form of rare arcane runes.
The ultimate recipient must have a minimum of 20 slaves for common runes, a minimum of 75 slaves to receive a rare rune and a minimum of 50 slaves to receive runes on a palanquin.

	Rune Price (*x 100 Gold*)	
Item	**Common**	**Rare**
Axe/Hammer	1D6+2	1D6+8
Blunderbuss	1D6+4	1D6+8
Armour	2D6+3	2D6+10
Palanquin* (Sorcerers only)	–	2D6+20

* These runes are available in Zharr Grungron Ankor (Deep Forge) only.

You must declare that your warrior is using a Rune before rolling the dice to hit, in some cases this means that if you miss the rune is wasted! Armour runes are assumed to always be active unless otherwise stated.

A Dawi Zharr weapon (Axe or Blunderbuss) may have one Rune per Battle-level of the wielder. A Blunderbuss with a barrel-mounted Axe may have twice this number, but the purchaser must specify to which weapon the rune will be emblazoned before determining which rune is bought.

Weapons may have one rune for each Battle-level of the bearer. For example, a Battle-level 5 Adventurer may have 5 runes in total. Note that a blunderbuss with an axe blade mounted beneath the barrel is still limited to the same number of total runes and does not count as two separate weapons because runes are applied to the whole weapon, not just individual parts of the weapon.

A suit of armour (not including leather armour, hats, helmets, masks or shields) may have one rune for every two Battle levels of the wearer, rounding fractions down. For example a Battle-level 5 Adventurer may have a maximum of two runes on each suit of armour he owns. At Battle-level six this same Adventurer may now have three per suit of armour. No armour runes are permitted at Battle-level 1.

A palanquin can also receive runes, but the intricacy and the application of these types of arcane runes by the Dawi Zharr of Zharr Grungron Ankor requires that much of the surface of a Palanquin be covered, and there will only be enough space for 3 Runes at most. A palanquin may have a maximum of 1 rune for every 3 Battle-levels of the rider, rounding down. For example, at Battle-levels 3, 4 and 5 a character's palanquin may have one rune, while at Battle-levels 6, 7 and 8 it may have two, and at Battle-levels 9 and 10 it may have three. No runes are permitted at Battle-level 1 or 2.



To determine the exact rune inscribed, roll 1D6 on the appropriate table below:

Table of Common Weapon Runes

1 **Magic Rune** – The rune glows dully and keeps the axe blade sharp. This weapon is how treated as magical weapon with no further bonus.

2 **Rune of Smashing** – The weapon now ignores 1 point of Armour when determining damage. If the weapon already has a similar effect then they are cumulative.

3 **Rune of Speed** – Grants the wielder +1 Initiative

4 **Rune of Malice** – Once each adventure the wielder of this weapon may announce the name of one race of enemies (Humans, Elves, Goblins, Skaven, Beastmen, etc) and he will fight as though he Hates that enemy type. This lasts until there are no more of that enemy type on the current board section. (Hate gives +1 Attack against that group, but at −1 on all to-hit rolls). This may not apply to the Blunderbuss unless it can fire more than once per turn. Multiple runes of this type allow the ability to be used multiple times per Adventure.

5 **Rune of Destruction** – Allows the wielder of the weapon to double his number of attacks once per adventure (may not apply to the Blunderbuss unless it can already fire more than once per turn).

6 **Death Rune** – Once during each adventure you may roll an extra 2D6 when determining damage.

Table of Rare Weapon Runes

1 **Rune of Sure Striking** – Whenever wielded by a Dawi-Zharr (or Dwarf) you may re-roll the damage dice that scores the lowest number, if you wish. Multiple runes of this type on a single weapon have no further effect.

2 **Master Rune of Breaking –** When a hit is scored against an enemy if the enemy wields a magical weapon it is destroyed. Multiple runes of this type on a single weapon have no further effect.

3 **Rune of Fire** – The weapon makes fire-based attacks and inflicts an additional 1D6 Wounds.

4 **Rune of Withering** – Once during each adventure if the weapon hits its target it will inflict 1D6 Wounds with no modifiers for anything such as Toughness, Armour, Ignore Pain, etc. Multiple runes

of this type increase the number of times this may be done, but not the number of Wounds.

5 Rune of Desolation – If the wielder scores a successful hit, then all foes adjacent to the target (targets in the case of a Blunderbuss) receive 1D6 Wounds with no modifier for Armour. Multiple runes of this type on a single weapon have no further effect.

6 Rune of Restoration – While he wields this weapon the bearer automatically heals 1 Wound per turn. However, if the wielder is knocked to zero Wounds the weapon ceases to work until he is healed above zero Wounds and back on his feet again.

Table of Common Armour Runes

1 Rune of the Forge – The wearer is immune to all natural fire-based attacks, and takes only half damage from magical fire (after armour and toughness deductions). Multiple instances of this rune on a piece of armour have no further effect.

2 Rune of the Immaterium – Once per Adventure the wearer of this armour may become Invisible (as per the Spell in the Roleplay Book) for one turn. Multiple runes of this type have no further effect.

3 Rune of Afflictions – Any model adjacent the wearer (friend or foe) will begin to break out in sores and boils. Affected units suffer a -1 on their to-hit rolls. Multiple runes of this type have no further effect.

4 Rune of Chaotic Forms – The rune causes the surface of the armour to take on the appearance of a dark liquid-like material which is continuously changing its form. The wearer of this armour can never be pinned.

5 Rune of Immolation – This rune causes the armour to shimmer with magical flames when worn. Although the wearer is unharmed by the flames any unit, friend or foe, who is adjacent suffers 1D6 Wounds, with no deduction for armour.

6 Rune of Courage – Once per adventure this rune may be used to make all allied units on the current board section immune to the effects of Fear and Terror. The effects last until the Party can no longer see enemies.

Table of Rare Armour Runes

1 Rune of Life Stealing

Automatically drain 1D6 Wounds from all adjacent enemies, with no modifiers for Toughness or Armour, the total number of Wounds inflicted are gained by the Warrior, up to the starting maximum. May do this once per Adventure. Additional runes of this type increase the number of times the life stealing may be used per Adventure, not the amount that is drained from enemies. As this is not a Spell Magic Resistance is not a factor when distributing stolen life.

2 Master Rune of Fear – This rune causes the armour to radiate a frightening aura, giving the wearer Fear 3. Multiple runes of this type increase the Fear rating by 1.

3 Master Rune of Adamant – This rune adds +1 Toughness to the value of the armour.

4 Rune of the Cursed Mages – The wearer of the armour has Magic Drain 6+. Meaning each turn 1D6 is rolled, on a roll of 6 Spell casters loses all power and no unit in the dungeon may cast spells for that turn. Multiple runes of this type have no further effect.

5 Rune of Fortitude – This rune grants the wearer +1 Wound while worn.

If donned during an adventure it will not automatically increase the wearer's Wounds by 1, but will require the wearer to be healed up to the new maximum.

6 Rune of Dissipation – This rune confers Magic Resistance 6+ on the wearer. If the wearer already has this ability then it is reduced by 1. For example a unit with Magic Resistance 5+ who wears this armour will now have Magic Resistance 4+.



Table of Arcane Palanquin Runes

1 Rune of the Warp – This rune causes the palanquin to crackle with electrical energy which automatically inflicts 1 Wound each turn on any adjacent units, (including the slaves carrying the palanquin) with no modifier for Armour! The only way to avoid killing one's Slaves is to have some

measure of protection for them, such as healing items, an aura of regeneration, or only take very hearty slaves! The energy around the palanquin can be channeled into one massive strike once per Adventure, causing 5D6 Wounds to any one unit, with no modifier or Armour or Toughness.

2 Rune of Luck – This rune allows the rider to re-roll any one die once per Adventure and there is a chance that its power may fade forever. When used roll 1D6: on a roll of 4, 5 or 6 the rune can be used next adventure, on a roll of 1, 2 or 3 the rune's power fades and can no longer be used. A new rune can be purchased, however, to take its place.

3 Arcane Rune Sorcery – If the palanquin rider is a Sorcerer this rune will grants him +2 Power each turn unless a 1 is rolled during the Power Phase. This rune has no effect for other riders.

4 Spellgorger Rune – This rune has the ability to automatically absorb the magical energy from any one Spell, once per Adventure, effectively dispelling the Spell. The rune converts the spell back into raw Power and on the subsequent turn the rune will grant any Spell caster on the current board section +5 to their Power for that turn only.

5 Rune of Illumination – This rune causes the palanquin to radiate an aura of light, illuminating the dungeon like a Lamp. If the palanquin already has a rune of this type, then roll again on this table.

6 Master Rune of Regeneration – Confers regenerative aura to the palanquin allowing the rider and any friendly unit adjacent to it to regain +1 Wound once per turn (Slaves bearing the palanquin are also considered adjacent).

·GUILD OF SORCERY·

Who can visit the Guild of Sorcery?

Only a Sorcerer may visit the Guild of Sorcery. Such guilds are only found in Dawi Zharr cities or Zharr Grungron Ankor.

Payment

All Guilds of Sorcery demand heavy taxes be paid for use of their services and tomes of magical spells. The services are used to maintain the social order of the Sorcerers and the status of their guild as the mightiest (or at least the wealthiest) in Dawi Zharr society.

As such, a Sorcerer must pay 1D6*x*100 Gold in order to simply gain entry to any Guild of Sorcery!

Sorcerer Training

In order for a Sorcerer to receive training he must attend a Guild of Sorcery, which are only found in Dawi Zharr cities, Zharr Grungron Ankor, or Zharr Naggrund. Here a Sorcerer may pay the required fee for training in order to reach his next Battle-level, and he may also study to acquire new spells here as well.

Sorcerer Scepters

Night Wing Scepter **400 Gold**
Sorcerer Only Stock: 7

Large ornate wings of a giant bat adorn the top of this scepter. In hand-to-hand combat the scepter deals normal damage (D6 + Str).

The scepter comes with 1D6 points of Power already stored in it. To recharge it the Sorcerer must visit the guild's altar to Hashut.

Skull-Capped Scepter **2,000 Gold**
Sorcerer Only Stock: 12

This mighty scepter is specially forged for the Guild of Sorcerery by Master Daemonsmiths. The hollow eye sockets of the Black Orc skull that adorns the top of the scepter radiates great power. In hand-to-hand combat the scepter deals normal damage (D6 + Str).

The scepter comes with 1D6 points of Power already stored in it. To recharge it the Sorcerer must visit the guild's altar to Hashut.

The Scepter is inherently magical and once per Adventure it can be used in the Power Phase to re-roll the Sorcerer's Power (and perhaps avoid an Unexpected Event!).

Sorcerer's Altar to Hashut

The altar to Hashut maintained within the Sorcerer's Guild for worship and also to act as a font of power for recharging scepters.

To recharge a scepter the Sorcerer must offer 1D6x100 Gold (or in combination with Treasure offerings). For this amount of money the scepter is charged with 1D6 points of Power. These points of Power are used to augment the Sorcerer's spell casting ability as normal. Once Power is used up it is gone for good, or at least until such time as the scepter is recharged once more.

A Sorcerer's scepter may never contain more than 6 points of Power at any one time.

Changing Spells
While in the Guild of Sorcery the Sorcerer can attempt to change the spells he has memorized by entering a trance-like, near-coma state, in which he can hopefully erase the unwanted knowledge from his mind and replace it. Unfortunately, this is a risky business. If the Sorcerer attempts to learn a new set of spells in this manner, roll 1D6 on the following table:

1-3 The Sorcerer fails to erase and replace his spells, and must play the next Adventure with them as usual. He may try again at the end of the next Adventure.

4-5 The Sorcerer successfully blanks one spell from his mind. The Sorcerer player may now discard one of the Sorcerer's spell cards.

6 The Sorcerer manages to erase all the spells he wishes to replace. The Sorcerer player may now discard any or all of the Sorcerer's spell cards.

If the Sorcerer manages to erase one or more spells, he may attempt to learn one or more replacements in time for the next adventure. Roll 1D6 on the following table for each empty 'slot' in the Sorcerer's brain that he is trying to fill with a new spell.
Roll 1D6 on the following table for each empty 'slot' in the Sorcerer's brain that he is trying to fill with a new spell.

1-2 The Sorcerer fails to learn a new spell in time, and will have one less spell in the next adventure. He may try again at the end of the adventure.

3-5 The Sorcerer is successful in his studies. Re-roll a number of spell dice equivalent to the last time the Sorcerer gained new spells and combine them in any manner you see fit to determine the casting number of the new spell, then choose which will be learned. Note that Battle-level 1 is a special case, and in this instance only, 3D6 should be rolled for spells – giving a decent chance of getting a combination of useful numbers.

6 Through careful and rigorous research and study, the Sorcerer locates and learns precisely the spell that he needs for the next adventure. The Sorcerer player may pick any one spell to learn.

Osteroch, Sorcerer Novice, and Initiate in the Irate Hatter's Order, began adventuring with the spells Minor Lifestealer, Strength and Open. After his first few adventures he finds that his companions have never had a use for his strength spell, but Open has been most useful opening the Portcullis on occasion. What's more, although Minor Lifestealer can heal one individual, he finds that most of the time the entire party is in need of a little healing all at once, and that the full-blown Lifestealer would be a much better spell to have.
Osteroch visits the Guild of Sorcery and attempts to change Strength for Lifestealer.
The player rolls in an attempt for Osteroch to unlearn the spell Strength, and rolls a 4. Success, he can discard Osteroch's Strength spell and may now attempt to learn a new one. In order to learn Lifestealer he will have to roll 3 or higher – and he gets a 5.
Now the player may roll 3D6 and from the resulting die rolls combine the numbers in any way he likes to come up with a casting number for a single spell to learn (ignoring one or two dice, if necessary). He rolls a 1, 3 and 4. Unfortunately adding all the dice gives him a maximum of 8. He can either combine the die rolls to gain an alternate spell, or leave the slot empty and attempt to learn the desired spell another time.

·ZHARR NAGGRUND SPECIAL LOCATIONS·

·ARCANE ENGINEER·

Who may visit the Arcane Engineer?
Only Dawi Zharr of great reputation will be admitted entry into the workshops and guild halls of the Arcane Engineers. Characters with fewer than 75 slaves will not be granted entry.

Mechanical Legs **5,000 Gold**
Sorcerer only Stock: 15
Steam driven clockwork of the Dawi Zharr's design Gives the Sorcerer a Move rate of 6 and adds +3 T, but suffers a −2 penalty to any attempts to Leap or Jump.

Lead Belcher Cannons **1,000 Gold**
Warrior and Annihilator Only Stock: 10
These cannons are heavy and unwieldy, as such any unit carrying one is at −1 to their Ballistic Skill rolls,

and suffer a –2 Move penalty. The weapon has a range of 7 squares and targets a 2x2 square area. Units hit suffer 6D6 Wounds, with no deduction for Armour. It takes 3 full turns to reload the cannon.

Disc of Tzeentch (*mount*) **14,000 Gold**
Sorcerer Only Stock: 12

These are daemonic mounts used by sorcerers of Tzeentch, and are not wholly daemon and not entirely machine, but a nightmarish blend of the two. The disc and its rider float above the ground, allowing sorcerers to rain down their wrath upon their enemies below. This disc is not defenceless either, as it can lash out with bolts of magical lightning, manifest whirling tentacles or ripping claws to slash at enemies who approach too close. The rider can never be pinned, unless adjacent another flying enemy unit. A disc has the following stats:

M	WS	BS	S	T	ARM	W	I	A	DAM
12	3	–	5	5	–	40	4	1	1

Fly

Juggernaut (*mount*) **9,000 Gold**
Stock: 15

These are rare daemon beasts with flesh of brass and have blood of pure fire. They may either be ridden as a mount (in which case they are at -2 to Move) or one may be brought in lieu of two slaves. They have the following stats:

M	WS	BS	S	T	ARM	W	I	A	DAM
7	3	–	5	5	3	35	2	2	2

Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned



·ZHARR GRUNGRON ANKOR SPECIAL LOCATIONS·

The following entries are only available to the Adventurers when they are visiting Zharr Grungron Ankor (Deep Forge). Although these services are undoubtedly available in places such as Zharr Naggrund the Adventurers certainly do not have the notoriety to be granted access to them.

·SLAVE QUARTER·

Who can visit the Slave Quarter?
Only Dawi Zharr who own slaves may visit the Slave Quarter.

Your slaves have been busy toiling away in the mines, forges, workshops and other locations around the city. A consultation with the Grand Arch Pit Lord is not an easy task as he is very busy. In order to get an update on the progress of your slaves, or to have any number of them returned to you for any reason (such as to take them on an adventure) your Adventurer must pay 1D6 x (his Battle-level) Gold to the Hobgoblin clerk.
If your Adventurer pays the fee he may speak with the Grand Arch Pit Lord, who refers to his detailed records and informs your Adventurer of the most recent goings-on in the Slave Quarter and the exact location of your slaves.
You may now roll 1D6, and consult the following table:

1 There was an attempted slave revolt recently and although your slaves were not killed in the uprising they have been sentenced to hard labour, and even now they are in the midst of a 72-hour excursion in the deepest foulest mine shaft, digging for ore. They will not be available for many weeks to come. Your Adventurer cannot access his slaves this visit and must try again during his next stay.

2-5 Your Adventurer may now take any number of slaves with him (provided he has the Slavedriver Skill).

6 Your slaves have worked well indeed, surely a credit to you as much as the Pit Lord. They have worked so well, in fact, that several of them were responsible for directing mining efforts toward a vein of precious metals. As they are your slaves your

Adventurer shares in the profits with the Sorcerer conclave and Pit Lord, and your share is 1D6*x*200 Gold. Your Adventurer may now take any number of Slaves with him (provided he has the Slavedriver Skill).

·ARCANE ENGINEER·

Who may visit the Arcane Engineer?
Only Dawi Zharr of great reputation will be admitted entry into the workshops and guild halls of the Arcane Engineers.
Characters with fewer than 75 slaves will not be granted entry.

1D6 Skullbombs **400 Gold**
Stock: 10

The skulls of a select few leaders of the traitorous Black Orc rabble who rebelled against their rightful masters are now used as vessels to contain powerful magics. Similar to Firebombs, these skulls radiate an eerie glow of Warpstone and chaos magics. They can be thrown at any time and effect a 2x2 square area. When the skull smashes open the affected squares are engulfed in a blast of warpfire inflicting 3D6 Wounds (roll once for all targets) with no deductions for Toughness or armour. If any of the dice come up with two or three natural 1's something has gone wrong, roll 1D6 on the following table:
1-3 Fizzle. What should have been a spectacular explosion is but a mere fizzle. Each target only suffers 1 Wound each.
4-6 Kaboom! The yield was miscalculated and the explosion hits everyone in the room for 4D6 Wounds.

Prototype Warpfire Blunderbuss **8,000 Gold**
Annihilator Only Stock: 12

This weapon is similar to a blunderbuss, but employs early research using warpstone. The oversized blunderbuss barrel is connected by a conduit to a tank that is mounted above a backpack. This heavy weapon reduces the bearer's movement by -1. The Warpfire Blunderbuss fires a wide spread of warpfire hitting all targets in a single direction, in a 180° arc from the shooter, including foe and friend. On a successful to-hit roll all targets in the affected area are hit for 2D6+3 Wounds, with no deductions for Toughness or armour. After firing it takes 1D3 turns before the weapon is recharged and ready to fire again. If two of the damage dice both come up with natural 1's something has gone wrong, roll on the following table:
1 The Warpfire Blunderbuss has jammed and is about to explode! After 1D6 turns the device explodes, causing 6D6 Wounds to all units in the room, with no deductions for Toughness or armour.
2-5 The Warpfire Blunderbuss has overheated and will take 1D6 turns to cool down before it can be fired again.
6 Kaboom! The device jammed momentarily but then cleared itself, resulting in a massive explosion which hits everyone in the targeted area for 4D6 Wounds, with no deductions for Toughness or armour.

No Arcane Runes or Blunderbuss upgrades (except a Bayonet) may ever be applied to the Prototype Warpfire Blunderbuss as its construction is too different from that of a normal Blunderbuss.

Arcane Night Vision Goggles **1,000 Gold**
Stock: 9

Apart from making the wearer look tough (or ridiculous, depending on who does the looking) these goggles allow the wearer to extend his line of sight one additional board section beyond those lit, into the next darkened board (to a maximum of two *explored* board sections away). As usual, the Adventurer must still have line-of-sight to make ranged attacks. Furthermore, the wearer can see perfectly well without a Lamp or Lantern and need not risk being lost in the dark.

Disc of Deep Forge **8,000 Gold**
Sorcerer Only Stock: 10

This mechanical disc, fashioned after those made for sorcerer's of Tzeentch, are manufactured in Zharr Grungron Ankor, but are far more practical both in terms of production as well as use by Dawi Zharr Sorcerers. While it's appearance is almost entirely mechanical the essence of a minor daemon is bound within the machine giving it a more controllable temperament. The rider can never be pinned, unless adjacent another flying enemy unit. The disc has the following stats:

M	WS	BS	S	T	ARM	W	I	A	DAM
6	–	–	–	5	5	40	4	–	–

Fly

·DAEMON FORGE·

Only the Sorcerer or Daemonsmith may visit this location and each must be Master to no fewer than 75 Slaves. Furthermore, the Daemonsmith must have the Forgemaster skill to make use of the forges. The Sorcerer is limited to aiding the Daemonsmith in his work. While a Daemonsmith may attempt daemon forging alone, his work is vastly easier, and often far superior, with the aid of an experienced Sorcerer.

Daemon Forging

A visiting Daemonsmith can make use of one of the smaller daemon forges, located at the base of the Great Ziggurat Forge of Zharr Grungron Ankor. He must vie for time with resident daemonsmiths, who are busy working for the Sorcerer Lord, and the daemonsmith's apprentices. If daemon forging were not difficult enough work, the time-consuming nature of the preparation alone means that attempting to create a single item may take one week *or more*. This means the Daemonsmith and possibly other members of the Party are in danger of a catastrophic event, especially if the party has already spent a week in a Settlement (such as instances where a member of the party trains to increase his Battle-level). The Daemonsmith player should remain mindful that he may have to roll on the Catastrophic Events table.

If the Daemonsmith manages to convince a Sorcerer to aid him in forging an artifact the Sorcerer's presence grants the player controlling the Daemonsmith a choice of whether to add or subtract from any die roll he makes while he is here. The Sorcerer must be present at each stage and for all of the indicated days of the forging for the modifier to be applied. Depending on the Sorcerer's level the modifier is as follows: ±1 at Champion, ±1 *or* ±2 at Hero, and ±1, *or* ±2 *or* ±3 at Lord. The Daemonsmith may choose which modifier he will use after rolling the dice, and he may also choose not to apply any modifier and accept the die roll as-is. Note that the maximum and minimum for any die rolls on these tables remains 6 and 1.

Any weapon, armour or other item used in daemon forging may not have runes already applied to them. Only items which are free of runes (either from the Arcane Runesmith, or applied from Treasure) may be used in Daemonforging, as the forging process itself requires runes of its own be applied.



The first stage of daemonforging, aside from choosing what type of item will be used (weapon, armour, etc.), requires the careful and painstaking application of arcane runes which will prepare the article for holding the essence of a daemon. The arcane runes themselves must be inscribed exactly to prevent potentially disasterous results.

Once the preparation of the article is complete the process of actually summoning and binding a daemon takes several more days and requires the Daemonsmith to choose between attempting to bind a minor daemon or a more powerful greater daemon. When complete, this stage will determine much of the final properties of the forged article.

The last stage, which must be done immediately after the last day of summoning and binding, is the application of a final set of arcane runes which finalize the binding, leaving the daemon fully bound within the artifact.

Initial Rune Preparation		
Item	**Time (days)***	**Cost/Day**
Weapon	1+1D3	700 Gold
Armour	2+1D3	800 Gold
Other Item	1+1D3	700 Gold
Minor Daemon Summoning and Binding		
Item	**Time (days)***	**Cost/Day**
Weapon	1D3	550 Gold
Armour	1D3	400 Gold
Other Item	1D3+1	350 Gold
Greater Daemon Summoning and Binding		
Item	**Time (days)***	**Cost/Day**
Weapon	1D6	850 Gold
Armour	1D6	800 Gold
Other Item	1D6+1	650 Gold
Final Runes and Daemonic Entombment		
Item	**Time (days)***	**Cost/Day**
Weapon	1	500 Gold
Armour	1	500 Gold
Other Item	1	500 Gold

* Note: If attempting to bind a daemon to a magical artifact the time at each stage is increased by 1 additional day. Daemonic artifacts cannot be further altered.

If the Daemonsmith runs out of Gold at any stage of the process, for example during the Initial Rune Preparation phase, then he forfeits his remaining Gold to the Forgemaster and cannot proceed with the daemonforging. Furthermore, the unfinished artifact will be incredibly dangerous: see the Interrupted Daemon Forging section on the following pages.
Similarly, if the Daemonsmith spent a two days in a Settlement before starting to forge forging a suit of daemonic armour, spends 5 days applying the initial runes, he will have already spent a week in the Settlement. If, on the eighth day he returns to begin binding a major daemon and realizes he will need to spend six days binding the greater daemon (his current day counts as day one) he will have spent a total of 14 days in the Settlement by the time the major daemon is bound, and would still have to spend one more day applying the final runes of binding. Of course after spending two weeks in a Settlement he and anyone with him would have to roll on the Catastrophic Event table. In this case the Daemonsmith should consider using a Luck to re-roll and attempt to get a shorter time for binding the daemon, although he could just as easily decide it's not worth risking his character's continued adventuring on a roll for a catastrophic event, and might decide to unmake the suit of armour, destroying the runes and leave the Settlement before the end of the second week.

DAEMONFORGEING

Initial Rune Preparation

On the last day of preparing the artifact with runes roll 1D6 on the following table:

Table of Intended Daemon Type

1 Inscribing of the runes has proven most challenging this time as the physical alignment of the article's material essence is in an unfavourable conjunction with the Realm of Chaos and has intersected another hitherto unknown realm which is neither material nor immaterial. The problem is most aggravating and what's more, the runes cannot be re-cast. It would be best to unmake what has been done, lest something worse occur. Refer to the Unmaking Daemonic Artifacts section below.

2 Roll on the intended table, but subtract 1 of the die roll. Note that the minimum result is still 1.

3 Roll on the intended table

4 Roll on the intended table

5 Roll on intended table and may choose to reroll the first die roll on the summoning table, but must take second result.

6 Roll on intended table, and may choose to add or subtract 1 from the result (Player's choice). Note that the maximum and minimum results are still 6 and 1.

Daemon Binding

On the last day of binding a daemon to the artifact roll 1D6 on either the minor or major daemon table and then based on the type of daemon that has been bound roll 1D6 on the appropriate daemon powers table that follows and finally roll 1D6 on the appropriate daemon manifestation table.

Minor Daemon Host Table

1 A feral beast from the Realm of Chaos, a Fury, has been bound. The Fury has a Will Power of 4. Refer to the Fury Powers below.

2 A minor daemon has been bound. The daemon has Will Power equivalent to 4 +

1D6. Roll once on the Minor Daemon Powers table. Roll twice on the Minor Daemon Manifestation table.

3 A minor daemon has been bound. The daemon has Will Power equivalent to 1D6 + 1. Roll once on the Minor Daemon Powers table. Roll once on the Minor Daemon Manifestation table.

4 A minor daemon has been bound. The daemon has Will Power equivalent to 5. Roll twice on the Minor Daemon Powers table. Roll once on the Minor Daemon Manifestation table.

5 A powerful Minor Daemon has been bound! The daemon has Will Power of 6. Roll twice on the Minor Daemon Powers table.

6 The runes have attracted a greater daemon. Roll once on the Greater Daemon Host Table.

Greater Daemon Host Table

1 The binding has gone beyond the control of the Daemonsmith, lesser daemons have been drawn out by the arcane runes. Roll on the Minor Daemon table.

2 A greater daemon has been bound. The daemon has Will Power equivalent to 1D6 + 2. Roll twice on Greater Daemon Manifestation table and once on the Greater Daemon Power table.

3 A greater daemon has been bound. The daemon has Will Power equivalent to 1D6 + 3. Roll once on Greater Daemon Manifestation table and once on the Greater Daemon Power table.

4 A greater daemon has been bound. The daemon has Will Power of 9. Roll once on Greater Daemon Manifestation table and twice on the Greater Daemon Power table.

5 A greater daemon has been bound. The daemon has Will Power of 10. Roll twice on the Greater Daemon Power table.

6 The arcane runes have drawn something of unimaginable power. A portion of the essence of a shadow daemon has been bound! The manifestation of the shadow daemon has a Will Power of 1D6 + 8. If the artifact is a weapon it gains +1 to hit and +2 damage. If the artifact is armour it gains +1 Toughness. If the artifact is something other than a weapon or armour then roll 1D6 and consult the following table (these properties remain even while under the Shadow Daemon's control):

1 +1 Move *or* +3 to the bearer's Starting Wounds while it is in his possession.

2 +1 to hit *or* +1 Toughness

3 +2 Power per turn to the bearer

4 Wearer may become invisible (as per the spell) for 1 turn, once per Adventure.

5 Automatically resurrect the wearer (as per the spell) once per Adventure.

6 +1 Luck to the bearer once per Adventure. +1 Power to any spell user on the current board section, and any friendly model adjacent gains +1 to hit. In addition to the shadow daemon manifestation, listed below, also roll once on the greater daemon manifestation and add 2 to the result. Note that 6 is still the maximum result.

Fury Powers

These daemons are somewhat erratic and unpredictable. Whenever an Unexpected Event is rolled during the Power Phase, even if the Adventurer succeeds the Will Power test the Fury will lash out, attempting to draw the life force out of anything nearby. All models adjacent the bearer of the artifact, including the bearer himself, suffer 1 Wound, which is not modified for Toughness or Armour.

Minor Daemon Powers

Depending on the type of artifact, roll 1D6 and refer to the following table to determine the beneficial properties the daemon confers:

Hand-to-hand Weapons

1 +2 Initiative
2 +1 Strength
3 Bearer may re-roll 1 miss per turn.
4 Weapon inflicts +2 Wounds per hit
5 Inflicts +1D6 Wounds per hit
6 +1 Attack per turn

Missile Weapons

1 Range is increased by 3 squares.
2 +1 to hit on Ballistic Skill rolls
3 Bearer may re-roll 1 miss per turn.
4 Weapon inflicts +2 Wounds per hit
5 Hits ignore 2 points of armour
6 May make 1 additional shot per turn, regardless how long it may take to reload.

This attack may only be made provided the bearer can make more than 1 Attack per turn.

Armour

1 Attackers are at -1 to-hit on hand-to-hand attacks.
2 Attackers make 1 fewer Attacks.
3 Bearer may move through obstacles such as objects and other models, including foes, but must end movement on an empty space.
4 Bearer gains +1 Movement
5 additional +1 Toughness
6 Wearer regains 1 Wound per turn. However, if he is knocked to 0 Wounds the Armour will not work until the wearer is healed and back on his feet.

Other Items

1 +1 to rolls to escape pinning
2 +2 on all Psychology tests, such as Fear and Terror.
3 Grants the bearer +1 Will Power.
4 Item stores 1D6+6 points of Power, but may not be recharged.
5 Each time the Adventurer gains a Skill when attaining a new Battle-level he can choose to re-roll to gain an alternate Skill, but must choose the second result.
6 The bearer may regain 1D3 Wounds per turn, provided he is on 1 Wound or more.

Greater Daemon Powers

All major daemon artifacts bestow the bearer with Daemonic -1, meaning, when being attacked by a foe with a non-magical weapon the opponent is at -1 to hit.

Depending on the type of artifact, roll 1D6 and refer to the following table to determine the beneficial properties the daemon confers:

Hand-to-hand Weapons

1 The bearer's Weapon Skill is increased +3 while wielding this weapon.
2 Adds +2 Strength to the bearer, and adds +1 Attack per turn.
3 Adds +2 Strength to the bearer, +1 Attack per turn and may re-roll 1 miss per turn.
4 Successful hits inflict +1 *x* (the Battle-level of the bearer of this weapon) Wounds. However, on a to-hit roll or 1 or 2 the weapon acts erratically, and refuses to strike its target.
5 Successful hits inflict double the number of Wounds (strength bonus is added after the damage is doubled).
6 The weapon ignores Toughness and all but magical Armour.

Missile Weapons

1 Once per Adventure the bearer of this weapon may nominate one attack, it will hit automatically.
2 +1 to hit on Ballistic Skill rolls, and successful hits ignore 2 points of Armour and inflict +1 Wounds.
3 Range is increased by 4 squares, inflicts +2 Wounds per hit, and may re-roll 1 miss per turn.
4 Successful hits inflict +1 *x* (the Battle-level of the bearer of this weapon) Wounds.
5 Each successful hit on a foe will also inflict 1 Wound on each model adjacent the target area, friend or foe. This hit is not modified for Toughness or Armour. If multiple foes are within the target area of the weapon they do not receive this additional damage.
6 May fire as many shots per turn as the bearer has Attacks, regardless how long it may take to reload.

Armour

1 Confers Magic Drain n+ (where n is 1D6, determined when the item is forged).
2 Once per Adventure this armour can absorb any one hand-to-hand or missile attack, negating all damage. Other effects such as status changes are still applied.
3 Bestows Dodge 6+ on the wearer. If the wearer already has Dodge, it increases the effectiveness by +1.
4 Bearer may Warp Jump (as per the spell), twice per Adventure.
5 Any foe adjacent the wearer at the end of the turn suffers 1D6 Wounds, with no modifier for toughness or Armour. This is fatal damage.
6 Etherial tentacles momentarily materialize around the wearer, allowing him to make one additional attack per turn which inflict 4D6 Wounds on any adjacent foe.

Other Items

1 This item stores spells. Roll 3D6, the rolls of the dice may be combined in any manner to generate the Casting Number for any spell in the Chaos Dwarf Spells list, in the same manner the Sorcerer selects spells. Each spell may only be cast once. Once all of the spells have been cast, repeat this process with 2D6 at the start of the next Adventure, then with 1D6. After the final group of spells have been cast no more spells may be stored.

2 Bestows Etherial 1 on the bearer. May move freely through obstacles and other models, and attacks with non-magical weapons against the bearer are at -1 to hit.

3 +2 Movement and breaks pinning automatically

4 Item stores 1D6 points of Power, and may be recharged at the Sorcery Guild.

5 The bearer may ignore movement penalties from armour and weapons.

6 Daemonic Knowledge – The Gold/experience required for attaining the next Battle-level is reduced by 10%. For example, to reach Battle-level 4 an Adventurer would normally need 8,000 Gold, but now only required 7,200 Gold. Likewise, to reach Battle-level 5 only requires 10,800 Gold as opposed to 12,000 Gold.

Minor Daemon Manifestation

When the Adventurer fails a Will Power test during an unexpected event the daemon is assumed to have momentarily seized control of their minds. For minor daemons this means that while in this state the Adventurer loses 1 Attack per turn (possibly reducing them to 0 Attacks), and any other attacks that might remain are at -2 to hit. In addition, roll 1D6 and refer to the following table to determine the ruinous properties the daemon confers:

1 The daemon begins to draw the life essence from the Adventurer. The Daemon inflicts 1D3 Wounds on the bearer, with no modifiers for Toughness or armour. If the artifact inflicts 3 or more Wounds in a single Adventure in this way it grows in strength. Once it has grown strength, any subsequent time this happens during the same Adventure it will inflict 1D6 Wounds on the bearer and all adjacent units, with no modifiers for Toughness or armour.

2 Dazzling flashes of light and strange sounds echo through the area, building into a deafening and blinding ruckus. Each Adventurer and ally on the current board section must roll 1D6, adding their Initiative to the score. If the score is 7 or greater they have managed to keep their focus and are unphased by the cacophony of sensory overload. If the score is less than 7, then as the strange disturbance passes that unit has been stunned and may not take any action during the next Warriors' Phase.

3 The daemon manages to manifest itself as a sudden gust of wind for only a brief second. If the Adventurer carrying the Lamp (or Lantern) is on the same board section as the Adventurer wielding this artifact, then the Lamp is blown out. Unless the Adventurers have another source of light, they must remain still and do nothing. To see if the Lamp can be re-lit, roll 1D6 during the Warriors' Phase. On a score of 4, 5 or 6 the Lamp comes back on.

If another Unexpected Event occurs while the Lamp is out, any foes that arrive must be fought in total darkness. Each Adventurer is at -2 on his to hit rolls until the Lamp is re-lit.

4 The mischievous daemon's essence stretches out through the room, and pilfers one item of equipment or treasure (player's choice) from a randomly-determined Adventurer, depositing it in an immaterial plane.

5 The Daemon inflicts 1 Wound on the bearer and all adjacent units, friend or foe, with no modifiers for Toughness or armour. This is Fatal Damage.

6 The Daemon inflicts 1 Wound on the bearer, with no modifiers for Toughness or armour. This is Fatal Damage.

Greater Daemon Manifestation

When the Adventurer fails a Will Power test during an unexpected event the daemon is assumed to have momentarily seized control of their minds. For major daemons this means the Adventurer may not use any Skills, including innate abilities like Magic Resistance or "Hate", they cannot use other items of treasure like magical weapons or armour, the only exception being healing potions, bandages, and similar articles. While in this state the Adventurer

also loses 2 Attacks per turn (possibly reducing them to 0 Attacks), and any other attacks that might remain are at -3 to hit. In addition, roll 1D6 and refer to the following table to determine the ruinous properties the daemon confers:

1 The Adventurer's artifact erupts in puss-filled boils and smells of rotting flesh. The Adventurer and any ally adjacent is exposed to the Nurgle's Rot and must immediately roll 1D6, adding their Toughness (not including Armour) to the score. If the score is 7 or greater, then they have avoided contracting the plague. If the score is less than 7, that unit has caught Nurgle's Rot. The unit's Starting Toughness is immediately reduced by -1. Furthermore, if an Unexpected Event occurs during the Power Phase any one of the unit's other characteristics, except Wounds, is reduced by -1 (player's choice). If any of the unit's characteristics are reduced to zero he dies.
The unit suffers from Nurgle's Rot until either he dies, is given 3 healing potions or – if he makes it back to a Settlement – pays 2,000 Gold to be cured. Upon being cured the unit's profile returns to normal.

2 The area darkens unnaturally and tendril-like shadows descend from above clutching and grasping at the Adventurers making everyone feel uneasy. Draw 1 Event Card. No Treasure is awarded for completing the event, even if that card indicates otherwise.

3 The mischievous daemon's essence stretches out through the room, pilfering 2D6x200 Gold as well as one item or equipment or treasure (player's choice) from each Adventurer, depositing it in an immaterial plane, lost forever.

4 The Daemon inflicts 1D6+1 Wounds on the bearer and all adjacent models, with no modifiers for Toughness or armour. This is Fatal Damage.

5 The Daemon inflicts 1D3 Wounds on the bearer and all adjacent models, with no modifiers for Toughness or armour. This is Fatal Damage.

6 The Daemon locks the bearer's mind in an impasse of illogical and chaotic thought. He may do nothing this turn, and can only try again to regain control at the start of the next turn.

Shadow Daemon Manifestation

When the Adventurer fails a Will Power test during an unexpected event the immense power of the Shadow Daemon seizes complete control over the Adventurer and gains control of him like a puppet. When this occurs the Adventurer is controlled like a Monster, attacking the nearest Adventurer or allied unit, and using any weapons normally at the Adventurer's disposal. However, the Shadow Daemon will not use potions or other such items unless it is necessary to keep the Adventurer above zero Wounds. Once per turn the Shadow Daemon can also inflict 1D6 Wounds on all adjacent models, with no modifiers for Toughness or armour. This is Fatal Damage. At the end of each turn, half of the Wounds inflicted in this way are used to heal the Adventurer, the other half are consumed by the Shadow Daemon.

Interrupting Daemon Forging

If the creation is interrupted after the Initial Rune Preparation stage is completed, but before the daemon summing and binding or entombment, then roll once on the appropriate daemon summoning table, and then twice on the appropriate manifestation table for the summoned daemon. However, the player cannot roll on any of the properties tables!

Unmaking Daemonic Artifacts

At any stage a Daemonic Artifact can be unmade. This may be because the summoning was interrupted for some reason (perhaps the Daemonsmith was embroiled in a fight that required him to flee the city for a few days) or the summoning may have gone awry somehow.

To unmake an artifact will take 1D3 days and cost 100 Gold per day as runes are carefully destroyed one at a time. Once complete the artifact is returned to its original state before summoning or the initial rune preparation was done. However, the article still contains the remnants of the previous runes and therefore may never be used again for daemonforging and may not have Arcane Runes applied.

Golgoroth Blightstricken, Daemonsmith Hero, member of the Daemonforgers Guild of Zharr Grungron Ankor, keeper of the Wyrdstone Gauntlet and sometimes member of the Slavewatch, has recently forged a new suit of daemonic plate armour which he is eager to put to use after his last costly attempt at creating such an artifact went awry.

As the Adventurers enter the first Dungeon Room of the Skaven lair the player controlling the Sorcerer rolls a 1 during the Power Phase, triggering an Unexpected Event. Unfortunately this means Golgoroth must also make a Will Power test against that of his daemonic plate armour.

Rolling 1D6, the player controlling Golgoroth rolls a 2 (a 1 would have been an automatic failure). After adding Golgoroth's Will Power of 6 and his +1 modifier for being a Daemonsmith the final score of 9 is compared against Golgoroth's daemonic armour. Golgoroth did indeed create an excellent suit of armour, but it contains a powerful daemon with a Will Power of 10!

Failing the Will Power test Golgoroth is reduced to a mindless automaton for the rest of the turn. Not only that, but his armour has a nasty disposition and inflicts 1D6 Wounds on him (with no deductions for anything)!

At the start of each subsequent turn from now on the player must continue to perform a Will Power check against the armour until control is regained.

The following turn the player rolls a 3, added to Golgoroth's Will Power of 6 and his Daemonsmith bonus modifier of +1, results in a tie, which is sufficient to regain control over the daemon armour. Note that if the player had rolled a 6 it would be considered an automatic success, regardless the armour's Will Power value.

Now that control has been regained, Golgoroth need not concern himself with the daemonic powers within his suit of plate armour, until the next time an Unexpected Event occurs.

As Golgoroth snaps out of his daemon-fueled stupor he mumbles "What did I miss?". Quickly he realizes that his companions are running back down the corridor they had just come through moments earlier, but now there is a Portcullis between him and his companions. Hearing a low growl behind him, Golgoroth slowly turns and sees a massive Rat Golem bearing down on him. Brandishing his daemonic axe, Golgoroth grits his teeth and charges forward. "By Hashut's beard, one of us will meet his end this day!"



Training always takes place while the Adventurers are between adventures and have reached one of the larger Settlements where there are sufficient training facilities available.

Training Time

It takes one week for the Adventurer to undergo the necessary instruction to enable him to go up a Battle-level. While training, an Adventurer may not visit anywhere else or buy anything, as he is shut away in the training grounds. Because his meals and board are included in the cost of training (except any taxes that may be due), he does not have to pay Living Expenses while training. Neither does he have to roll on the Settlement Events Table each day.

Cost of Training

Unlike most other Warriors, Dawi Zharr Adventurers must possess experience, wealth and social standing in order to advance in Battle-level. Experience and wealth are somewhat easily obtained during the course of many adventures. Social standing is gauged by the number of slaves possessed. At lower Battle-levels the number of slaves isn't as important, as low Battle-level Dawi Zharr are somewhat common – but to reach greater heights of training a number of slaves are required to progress from Battle-level 5 to Battle-level 6, and an even greater number at to progress from Battle-level 8 to Battle-level 9.

The following table summarizes the slave perquisites for higher Battle-levels for each of the Adventurer types:

Minimum No. of Slaves Required for Training		
	Battle-level 6+	**Battle-level 9+**
Warrior	80	150
Annihilator	80	150
Sorcerer	150	300
Daemonsmith	100	200
Immortal	25	50

Extra Damage

One of the most important benefits your Adventurer gains every time he goes up a Battle-level Title is an extra damage die in combat. This does not actually mean that your Adventurer has become stronger (that is represented by the Strength attribute), but simply that his experience and skill make each blow he strikes more effective.

Between Battle-levels 1 through 5 each Dawi Zharr gains a damage bonus in hand-to-hand combat on a natural to-hit roll of 6. At Battle-levels 6 through 10 this damage bonus is added on a natural to-hit roll of 5 or better.

Skills

Your Adventurer's Battle-level table also indicates whether he gains a new skill when he progresses to the next Battle-level. Listed in the same column is a modifier in parentheses, which differs for each type of Adventurer. Upon rolling 2D6 when leaning a new skill the result is modified by the number listed in parentheses resulting in the number corresponding to the new skill that has been learned. Skills and how to use them are covered in the Skills section.

Transformations

There are two separate transformation tables listed following the Skills section. The first Transformation Table represents some change the Adventurer has undergone after receiving the skill Hashut's Call. The second type of transformation is exclusive to Sorcerers. The times that a Sorcerer undergoes a Sorcerer Transformation are listed in the Sorcerer Battle-level table. These represent changes that Chaos magic has wrought on the Sorcerer's body and mind over time.





CHAOS DWARF WARRIOR

Battle-Level	Gold	Title	WS	BS	S	Dam	T	W	Init	Attacks	Luck	WP	Skills (Mod)	Pin
1	0	Novice	4	4+	3	1	4	2D6+7	2	1	0	4	MR	6+
2	2,000	Champion	5	4+	3	1	4	3D6+7	2	2	0	4	1 (0)	6+
3	4,000	Champion	5	4+	3	1	5	4D6+7	2	2	0	5	2 (0)	6+
4	8,000	Champion	5	3+	4	1	5	5D6+7	2	2	1	5	3 (0)	6+
5	12,000	Hero	5	3+	4	2	5	5D6+7	3	3	1	5	4 (0)	5+
6	18,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	5	4 (0)	5+
7	24,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	5	5 (0)	5+
8	32,000	Hero	6	2+	4	2	5	7D6+7	4	4	2	5	5 (0)	5+
9	45,000	Lord	7	2+	4	3	5	7D6+7	4	4	2	6	6 (0)	5+
10	50,000	Lord	7	1+	4	3	5	8D6+7	5	4	2	6	7 (0)	4+

Damage bonus of 1D6 with to-hit of 6 in hand-to-hand combat, at level 5 through 8 this becomes a to-hit roll of 5+. No bonus at levels 9 and 10.

CHAOS DWARF ANNIHILATOR

Battle-Level	Gold	Title	WS	BS	S	Dam	T	W	Init	Attacks	Luck	WP	Skills (Mod)	Pin
1	0	Novice	4	4+	3	1	4	2D6+7	2	1	0	4	MR	6+
2	2,000	Champion	5	4+	3	1	4	3D6+7	2	2	0	4	1 (-2)	6+
3	4,000	Champion	5	4+	3	1	5	4D6+7	3	2	0	5	2 (-3)	6+
4	8,000	Champion	5	3+	4	1	5	5D6+7	3	2	1	5	3 (-4)	6+
5	12,000	Hero	5	3+	4	2	5	5D6+7	3	2	1	5	3 (-4)	5+
6	18,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	5	4 (-5)	5+
7	24,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	5	4 (-5)	5+
8	32,000	Hero	6	2+	4	2	5	7D6+7	4	3	2	5	4 (-5)	5+
9	45,000	Lord	7	2+	4	3	5	7D6+7	4	4	2	6	5 (-6)	5+
10	50,000	Lord	7	1+	4	3	5	8D6+7	5	4	2	6	6 (-7)	4+

Damage bonus of 1D6 with to-hit of 6 in hand-to-hand combat, at level 5 through 8 this becomes a to-hit roll of 5+. No bonus at levels 9 and 10.
Expert with a Blunderbuss, it will never misfire.





CHAOS DWARF SORCERER

Battle-Level	Gold	Title	WS	BS	S	Dam	T	W	Init	Attacks	Luck	WP	Skills (Mod)	Power	Sorc. Trans-formation	Pin
1	0	Novice	3	5+	3	1	4	2D6+7	4	1	0	5	MR	2D6+2		5+
2	2,000	Champion	4	5+	3	1	4	3D6+7	4	1	0	5	0	3D6+2	Roll Once	5+
3	4,000	Champion	4	5+	3	1	5	4D6+7	4	2	0	6	1 (+1)	4D6+2		5+
4	8,000	Champion	5	4+	3	1	5	4D6+7	4	2	1	6	1 (+1)	5D6+2	Roll Once	5+
5	12,000	Hero	5	4+	4	2	5	5D6+7	4	2	1	6	2 (+2)	6D6+2		4+
6	18,000	Hero	5	4+	4	2	5	5D6+7	3	2	1	6	2 (+2)	6D6+2	Roll Once	4+
7	24,000	Hero	6	4+	4	2	5	6D6+7	3	3	1	7	3 (+3)	7D6+2		4+
8	32,000	Hero	6	4+	4	2	5	6D6+7	3	3	2	7	3 (+3)	7D6+2	Roll Twice	4+
9	45,000	Lord	6	4+	4	3	5	7D6+7	2	3	2	8	4 (+4)	8D6+2		4+
10	50,000	Lord	7	3+	4	3	5	7D6+7	2	3	2	8	4 (+4)	8D6+2	Roll Twice	4+

Damage bonus of 1D6 with to-hit of 6 in hand-to-hand combat, at level 5 through 8 this becomes a to-hit roll of 5+. No bonus at levels 9 and 10.
At Battle-level 1 the Sorcerer gets a maximum of 3 spells (combined Casting Number of all spells cannot exceed 10), or Lifestealer.
New Spells: At Battle-levels 2, 4, 6, 8, and 10 (staggered with Skill advancement) roll a number of Spell dice equal to new Battle-level attained.
At Battle-levels 2, 4, 6, 8 and 10 the Sorcerer must roll the indicated number of times on the Sorcerer Transformation Table.

CHAOS DWARF DAEMONSMITH

Battle-Level	Gold	Title	WS	BS	S	Dam	T	W	Init	Attacks	Luck	WP	Skills (Mod)	Pin
1	0	Novice	4	5+	3	1	4	2D6+7	2	1	0	5	MR	6+
2	2,000	Champion	5	4+	3	1	4	3D6+7	2	2	0	5	1 (+5)	6+
3	4,000	Champion	5	4+	3	1	5	4D6+7	2	2	0	6	2 (+6)	6+
4	8,000	Champion	5	4+	3	1	5	5D6+7	3	2	1	6	2 (+6)	6+
5	12,000	Hero	5	3+	4	2	5	5D6+7	3	3	1	6	3 (+7)	5+
6	18,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	6	3 (+7)	5+
7	24,000	Hero	6	3+	4	2	5	6D6+7	3	3	2	6	4 (+8)	5+
8	32,000	Hero	6	3+	4	2	5	7D6+7	4	3	2	6	4 (+8)	5+
9	45,000	Lord	7	2+	4	3	5	7D6+7	4	4	2	7	5 (+9)	5+
10	50,000	Lord	7	2+	4	3	5	8D6+7	5	4	3	7	6 (+10)	4+

Damage bonus of 1D6 with to-hit of 6 in hand-to-hand combat, at level 5 through 8 this becomes a to-hit roll of 5+. No bonus at levels 9 and 10.
+1 Will Power modifier when using Daemonic artifacts, at level 5+ this becomes a +2 modifier.





CHAOS DWARF IMMORTAL

Upgrade from Battle-level 5 Warrior only and no higher.

Pre-requisites: 40 Wounds minimum, must have received Hashut's Call at least once, and already possess Immortal's Stone Armour.

Battle-Level	Gold	Title	WS	BS	S	Dam	T	W	Init	Attacks	Luck	WP	Skills (Mod)	Pin
6	18,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	5	4 (0)	5+
7	24,000	Hero	6	3+	4	2	5	6D6+7	3	3	1	5	5 (0)	5+
8	32,000	Hero	7	3+	4	2	5	7D6+7	3	4	1	6	5 (0)	5+
9	45,000	Lord	7	2+	5	3	6	7D6+7	4	4	2	6	6 (0)	5+
10	50,000	Lord	8	2+	5	3	6	8D6+7	4	4	2	7	7 (0)	4+

Damage bonus of 1D6 with to-hit of 5+ at Battle-levels 6 through 10.
Immune to Fear and Terror
All Chaos Dwarfs on the same board section as an Immortal are immune to Fear and gain +2 on rolls vs. Terror (including from daemonic origin).
Can wear Immortal's Stone Armour without the movement restriction.





·ADVANCEMENT SKILLS·

As the Adventurer's advance in Battle-levels they each gain some number of Skills. Skills are determined by rolling 2D6, adding the results together, then applying a modifier, appropriate for the type of Adventurer (see the relevant Battle-level table), and consulting the following list.



-5 or lower Firebrand

Having become an expert in the use of the Blunderbuss the Annihilator is particularly adept at rapid-response combat. As such he can reload a blunderbuss amazingly quickly and does this between turns – making himself able to fire each turn! Furthermore, the Annihilator may now Move and Attack in any order during his turn, including moving *before and after* attacking. He may do this multiple times, up to his maximum number of Attacks and Movement for the Combat Phase. If your Adventurer already has this skill, roll again.

-4 Marksmanship

Your Adventurer can re-roll a missed to-hit Ballistic Skill roll once per turn with any missile weapon. If your Adventurer already has this skill, roll again.

-3 Hashut's Chosen

Hashut has favoured your Adventurer as one of his chosen few to carry out his most diabolical deeds. To this end, once per Adventure, if your Adventurer reaches 0 Wounds roll 1D6. On a roll of 3, 4, 5 or 6 Hashut deems him worthy of interjecting on his behalf so that he may continue to serve Hashut. At the start of the next turn the Adventurer regains 1D6 Wounds. If your Adventurer already has this skill it will allow him to use this ability one additional time per Adventure.

-2 Hashut's Call

Warrior gains +1 Wound and may choose a skill from 1 through 13 on this table (Hashut's Call, however, may not be one of the skills selected). No skill modifier for the Chaos Dwarfs' class is applied to the skill number chosen. If a Sorcerer chooses skill 13 he does not add his modifier to that number to get access to higher skills. In addition, roll once on the Transformations Table.

-1 Blunderbuss Scattershot

Using a maneuver that is part weapon technique and part maneuvering, any attacks with a Blunderbuss will now hit a wide fan of targets in the direction the weapon is fired. Instead of hitting a 2x2 square area all units in the firing zone are struck on a successful Ballistic Skill roll. The firing zone is defined by choosing an adjacent square either in front, back or either side (but not diagonal). Once the direction is chosen, the firing area is defined as the square immediately adjacent the shooter and up to two squares wide on either side, extending up to 7 squares away. This wide fan is similar to the default Blunderbusses rules in the Warhammer Quest Roleplay book, p. 97. All foes in this area are hit, as are allies and Slaves! If your Adventurer already has this skill, roll again.

0 Rapid Reload

With their keen sense of how devices operate and the will to hone their skills with mechanical devices your Adventurer can fire any Blunderbuss, Musket, Pistol, or similar weapon every turn. More rudimentary missile weapons are of no interest to the Chaos Dwarf mentality and therefore Slings, Bows, and basic Crossbows don't benefit from this skill.



If your Adventurer already has this skill, roll again.

1 Charging Shot

An Adventurer with the bayonet upgrade for a Blunderbuss and the Charging Shot skill may make a special attack. At the beginning of each turn, any unit with a loaded blunderbuss may announce that they are making a Charging Shot Maneuver. Then, at the beginning of the Warriors' Phase all Adventurers who can do so may fire their blunderbuss simultaneously at a particular group of Monsters. Each rolls to-hit as normal, working out damage as per the blunderbuss rules. This counts as 1 attack for each Adventurer. Those with this skill who still have attacks remaining for the turn may now take their turn as normal. If the Adventurer then moves adjacent a foe they may engage in hand-to-hand combat using the bayonet with their remaining Attack actions (but may not switch weapons). If your Adventurer already has this skill, roll again.

2 Word of Hashut

You may choose to permanently increase or decrease your Adventurer's skill roll modifier by 1, then re-roll on this table. It is possible to roll Word of Hashut more than once during skills training.

3 Endure

This skill allows your Adventurer to ignore the Wounds from a single blow that might otherwise kill him. This skill may be used once per Adventure. If your Adventurer already has this skill, roll again.

4 Tunnel-Fighter

This skill gives your Adventurer +1 on his to-hit rolls when fighting in corridors, junctions, stairways, and other similar enclosed places (*i.e.* board sections that are comprised of 2-square-wide corridors). If your Adventurer already has this skill, roll again.

5 Dungeon-Fighter

Your Adventurer's feet always seem to find the most firm footing, and he is able to use his innate sense of the dungeon environment to the fullest advantage, drawing his opponents into disadvantageous positions. This skill gives your Adventurer +1 on his to-hit rolls when fighting on dungeon rooms (i.e. Dungeon Rooms where Events are guaranteed to take place). If your Adventurer already has this skill, roll again.

6 Mighty Blow

This skill allows your Adventurer to increase the Strength of his hand-to-hand combat blows by trading the number of attacks he makes. For each Attack your Adventurer gives up, he may roll an extra 1D6 Wounds on *one* of his remaining Attacks.

You must declare that your Adventurer is using this skill before rolling his to-hit dice, not after. This skill may be used once per turn. If your Adventurer already has this skill, roll again.

7 Hashut's Call

Your Adventurer gains +1 Wound and may choose a skill from 1 through 13 on this table (Hashut's Call, however, may not be one of the skills selected). No skill modifier for the Adventurer's class is applied to the skill number chosen. For example, if a Sorcerer chooses skill 13 he does not add his modifier to that number to get access to higher skills. In addition, roll once on the Transformations Table.

8 Slavedriver

This skill allows the Adventurer to bring slaves he has captured into an Adventure. The number of slaves that may accompany an Adventurer depends on his class and Battle-level:

	Warrior	Annihilator
Champion	2	1
Hero	3	2
Lord	4	3
	Sorcerer	**Daemonsmith**
Champion	3	1
Hero	4	2
Lord	5	3

In addition, slaves gain 5 Wounds and +1 Weapon Skill when their Master (the Adventurer) attains the rank of Hero, and again at the rank of Lord. Each time this skill is gained add 1 to the allowed number of slaves taken into an Adventure.

For further details see the rules for slaves in the Adventuring as a Dawi Zharr section on p.20.

9 Hashut's Deathsong

This skill allows your Adventurer to survive below zero Wounds by drawing on his inner reserves of strength and willpower given him by Hashut.

As soon as your Adventurer is knocked to zero Wounds or below he begins to sing a fearful, grim battledirge – his deathsong. Rather than falling down unconscious, your Adventurer remains standing and can continue to fight. Place him on 1 Wounds.

Each time your Adventurer is hit while singing his deathsong roll 1D6. On a score of 1, 2, 3 or 4 the blow has its normal effect, and takes your Adventurer below 0 Wounds and into unconsciousness. On a score of 5 or 6 he ignores the blow's effects, remains standing and on 1 Wound.

Your Adventurer continues to sing his Deathsong and remain on 1 Wound until he is healed in the normal manner. If your Adventurer already has this skill, roll again.

10 Magic Resistance

The Magic Resistance of your Adventurer is improved by 1 point. For example a Chaos Dwarf Warrior with Magic Resistance 6+ has just reached Battle-level 2 and gained this skill. His Magic Resistance Rating is now 5+. The maximum rating for this ability is 1+. A natural 1 is still always a failed roll, however.

11 Blood Fever

This skill allows your Adventurer to trade in all of his attacks each turn for a single blood-fevered attack. Make a normal attack. If you hit the target and kill it with that one blow, your Adventurer can step forward one square and, if this takes him into contact with another foe, he may make another attack. This process continues until your Adventurer fails to kill his opponent. If the Adventurer manages to kill at least three opponents then on his final strike which fails to kill his opponent the blood fever ends and a column of hellish daemonic fire bearing the visage of Hashut erupts from the ground at the Adventurer's feet, bypassing him entirely, and striking each adjacent non-Chaos Dwarf unit for 1D3 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). This skill may be used once per turn. If your Adventurer already has this skill, roll again.

12 Hashut's Chosen

Hashut has favoured your Adventurer as one of his chosen few to carry out his most diabolical deeds. To this end, once

per Adventure, if your Adventurer reaches 0 Wounds roll 1D6. On a roll of 3, 4, 5 or 6 Hashut deems him worthy of interjecting on his behalf so that he may continue to serve Hashut. At the start of the next turn the Adventurer regains 1D6 Wounds. If your Adventurer already has this skill it will allow him to use this ability one additional time per Adventure.

13 Word of Hashut

You may choose to permanently increase or decrease your Adventurer's skill roll modifier by 1, then re-roll on this table. It is possible to roll Word of Hashut more than once during skills training.

14 Ignore Pain 1

The Adventurer's battle-hardened exterior has made him incredibly resilient and above to shrug-off a great deal of punishment and pain. As such, he may always ignore the first Wound inflicted upon him (this is done after Toughness and armour deductions are applied). If your Adventurer already has this skill, roll again.

16 Trademaster

This skill gives your Adventurer a canny eye for searching out bargains. While in a Settlement you may roll an extra 1D6 when making the dice roll to see if an item is in stock. In addition, when your Adventurer buys an item, roll 1D6. On a score of 6 he gets it at half price. If your Adventurer already has this skill, roll again.

17 Tunnel Fighter

This skill gives your Adventurer +1 on his to-hit rolls when fighting in corridors, junctions, stairways, and other similar enclosed places (*i.e.* board sections that are comprised of 2-square-wide corridors). If your Adventurer already has this skill, roll again.

18 Endure

This skill allows your Adventurer to ignore the Wounds from a single blow that might otherwise kill him. This skill may be used once per Adventure. If your Adventurer already has this skill, roll again.

19 Hashut's Call

Your Adventurer gains +1 Wound and may choose a skill from 1 through 13 on this table (Hashut's Call, however, may not be one of the skills selected). No skill modifier for the Adventurer's class is applied to the skill number chosen. For example, if a Sorcerer chooses skill 13 he does not add his modifier to that number to get access to higher skills. In addition, roll once on the Transformations Table.

20 Mechanical Mastery

This skill grants your Adventurer a great understanding and intimate knowledge of the hidden inner workings of any mechanical, or even partially mechanical item. Any actions involving mechanical devices (from the a mundane lock to a hideously complicated blending of machine and daemon), such as repairing a machine, picking a lock, arming or disarming a trap, repairing a Blunderbuss that has misfired etc. is made with a +2 modifier, provided the appropriate tools are used, such as lock pick tools or similar items. In Roleplaying games the GM may also take this skill into discretion for any other actions your Adventurer may wish to perform or Settlement areas he may wish to use.

21 Hashut's Blessing

Your Adventurer gains +1 Luck.



22 Daemon Forging

You Adventurer has mastered the knowledge necessary to forge and control daemonic artifacts. As such, your Adventurer gains +1 on any Will Power tests against daemonic artifacts and will also find it easier to forge daemonic artifacts. From now on, when forging daemonic artifacts, provided your Adventurer is a Daemonsmith, he may choose to modify any die roll by adding or subtracting 1 at any of the stages of daemonforging – exactly like having a Sorcerer present. In addition, the die roll modifier can be used in combination with the modifier provided by having a Sorcerer present.

With this skill and a Sorcerer present a Daemonsmith has incredibly good odds of achieving a desirable result when Daemonforging.

23 Arcane Lore

Advanced knowledge of arcane runes allows your Adventurer to hastly scrawl the necessary runes in an attempt to control any lesser or greater daemon (may attempt to do this once per Monster) by rolling 1D6 and adding the Adventurer's Will Power. If the result is 10 or greater you gain control of the daemon on the subsequent Monsters' Phase. This may only be attempted once per Monster and lasts for one round of combat. While controlling the daemon, any random spells or abilities it has are still random, but targets Monsters, if possible. The daemon can even be used to attack itself.

Your Adventurer may alternatively use this power to attempt to summon a lesser daemon from the Warp to do his bidding once per Adventure. Choose one foe on the current board section to be attacked by the daemon. That foe immediately suffers 6D6 +1 Wound per Battle-level and this hit counts as being hit by a magic weapon. Controlling daemons or summoning one to attack a Monster counts as one use per adventure a Chaos Dwarf may not do both unless he has attained this skill multiple times. Each time this skill is attained it increases the number of times this skill may be used per Adventure.

24 or higher Void Walker

Through daemonic knowledge the Warrior is infused with a rudimentary understanding how to manipulate the Warp. The Warrior can move through the Warp and reappear at another location on the current board section during the Movement portion of the Warriors' Phase. By moving in this way the Adventurer can move through any obstacles as though they were not there. This action counts as one point of Movement and may be performed as many times as the Adventurer's Move attribute. The Warrior may perform this action during regular movement – potentially allowing the Warrior to jump from one end of the current board section to a doorway, move through it as normal, and then perform another jump.

RPG rules: This ability puts the Daemonsmith in very close contact with the daemonic realm, and as such has a better chance of capturing and harnessing a daemon, or even be captured himself! GM's should take this skill into consideration for interactions with any Daemons.



TRANSFORMATIONS (D66)

(*Non-Sorcerers*)

As loyal followers of the Dark Father, under certain circumstances Adventurers may be "granted" a particular boon in recognition of his loyal service. Hashut's diabolical mind is so complex and unfathomable that many of Hashut's chosen scarcely understand the reason or purpose for their blessed transformation.

11 Insane Beard

The Chaos Dwarf's beard grows incredibly thick and very fast. It grows so fast that your Adventurer is in danger of tripping himself up with it! It's thick strands and tight curls make it very difficult to cut as well, and even though he trims it regularly (in secret, away from other Chaos Dwarfs as this is a terrible thing to do) by the midpoint of each Adventure it has re-grown to where it was before he trimmed it back. Any time a 1 is rolled for Power while in an Objective room your Adventurer must also roll 1D6. On a roll of 2, 3, 4, 5 or 6 nothing happens. On a roll of 1 your Adventurer suffers a most embarrassing accident – he trips over his own beard! While prone the Adventurer can do nothing for 1 turn, and any foes are at +1 to hit when attacking him.



12-15 Furnace Within

The Chaos Dwarf's body radiates heat, in much the way a small open fire might. Although the heat isn't enough to hurt anyone your Adventurer's skin has become dry, leathery and badly cracked, making him appear quite unpleasant. The cracking is also painful and he loses 1 from his base Toughness.

16 Arcane Knowledge

All manner of arcane knowledge fills the Chaos Dwarf's head, secrets revealed to him by Hashut that mere mortals must never know. In the Power Phase each turn, if the Sorcerer rolls a 6, then the Chaos Dwarf is affected in one way or another. Roll a die:

1,2 Completely overwhelmed by the whirlwind of knowledge within his mind the Chaos Dwarf drops whatever weapon he was carrying and drops to his knees with his head in his hands. While in this state he may do nothing, and if attacked, any opponents may add +2 to their to-hit rolls. This lasts until the start of the next turn.

3-6 The Chaos Dwarf gains +1D6 Initiative for the turn and may draw one Chaos Dwarf Spell card which must be cast immediately. The Spell is cast automatically. If it cannot be cast for any reason the Spell is discarded.

If the Chaos Dwarf already has this attribute then roll again for a different attribute.

21-23 Marred by Hashut

On some unmentionable part of your Adventurer's body his flesh has knotted itself and formed strange designs and symbols. While this is quite rare it is considered a sign of good luck among Dawi Zharr, however, such is its location that not even the bearded woman at the slave circus will ever see it! There is no further effect.

24-26 Iron Hard Skin

Your Adventurer's skin begins to toughen unnaturally until it is as thick and tough as leather. Although somewhat uncomfortable your Adventurer quickly gets used to the inconvenience. What's more, your Adventurer gains +1 to his base Toughness. This skill may be attained multiple times, each time your Adventurer's Toughness is further increased by +1.

31-36 Enlarged Tusks
While your Adventurer was previously quite pleased and proud of his tusks, they have recently grown somewhat and now rival even the most prominent tusks in Zharr Naggrund and beyond. Your Adventurer may nominate one of his Attacks each turn (before rolling to-hit). If that Attack hits then he gains an extra Bite attack, which hits automatically, doing 1D6 Wounds with no modifiers for Toughness, Armour, Ignore Pain, etc. This attribute may be gained more than once, but does not confer any additional combat bonuses.

41-43 Strong
Your Adventurer's muscles bulge outward making him appear even more brutish and add +1 to his Strength. This attribute may be gained more than once, each time adding +1 to your Adventurer's Strength.

44-46 Heightened Senses
Your Adventurer's eyesight, hearing and smell have all become super acute. While he finds it difficult to sleep and prefers to avoid noisy crowded areas now, he has an uncanny sense of being able to detect danger – moments before an ambush. If foes would gain an automatic attack due to an Ambush ability, roll 1D6. On a roll of 5 or 6 your Adventurer detects them and they lose the initiative. On a roll of 1, 2, 3 or 4 he fails to detect them in time and they may attack as normal. This attribute may be gained more than once, but does not confer any additional combat bonuses.

51-53 Cranial Spikes
Your Adventurer's skull becomes thicker and small stubby spikes protrude from around the Chaos Dwarf's head. The Chaos Dwarf can no longer wear a helmet or other headgear of any kind, not even a High Hat. The stronger skull, however, adds +1 Toughness. This attribute may be gained more than once during the Chaos Dwarf's career.

54-56 Powerful Legs
Your Adventurer's legs become even more heavily muscled, giving him the ability to ignore any armour-based movement penalties. Furthermore, the Chaos Dwarf gains +1 to his movement. This attribute may be gained more than once during Your Adventurer's career.

61-65 Regeneration
Your Adventurer's body tenaciously clings to life, regrowing and mending even the most heinous wounds.
At the end of any turn in which the Chaos Dwarf has been hit (but not necessarily sustained Wounds) by one or more foes, he may attempt to heal his Wounds by regenerating.
To do this, roll 1D6. If he is currently above zero Wounds then on a roll of 4+ he will regain 1 Wound per Battle-level.
If he is on zero Wounds (*i.e.* about to die) then on a 5+ he will regenerate 1D6 Wounds.
Further instances of this attribute add +1 Wound to any that are gained from his regeneration.

66 Symbol of Hahsut
Only granted to a select few, the Symbol of Hashut appears on the skin of the Adventurer and grants the recipient heightened status within the Chaos Dwarfs' ranks and also bestows upon him an attribute of his own choosing. The Chaos Dwarf may choose one attribute from the Transformation Table. Choosing Mark of Hashut a second time is redundant.



SORCERER TRANSFORMATION TABLE (D6)

Sorcerers undergo a special kind of transformation due to the effects of the chaotic magic they channel through the very fiber of their being. As a result the "Sorcerer's Curse" causes a slow petrification of their body as well as other subtle effects as they age and grow in power.

1-2 Petrification

The Sorcerers' body has begun its slow petrification due to the warping effects of the magics he weaves. The severity of petrification is dependant on the Sorcerer's Battle-level:

Battle-level

1 The Sorcerer feels his skin tighten and harden but there are no further effects.

2-5 The Sorcerer's feet begin to turn to stone, which will ultimately signal his eternal devotion to Hashut. -1 Move permanently.

6-8 The Sorcerer's legs have begun to turn to stone. Move attribute is reduced to 1 permanently.

9 The Sorcerer's hands, lower torso and legs have begun to petrify. The Sorcerer gains +2 to his base Toughness, but his Move rate is 1 and he can no longer be healed through consumption of provisions.

10 The Sorcerer has become almost entirely petrified. The Sorcerer gains +3 to his base Toughness, but his Move rate is zero and he can no longer be healed through consumption of provisions. Furthermore his Weapon Skill is reduced to 1, Ballistic Skill to 6+ but his Will Power is increased by +2, Luck by +1 and has Ignore Pain 3. In order to be moved about he must now find alternate means – be it through magic Spells, magical treasure, being carried by Slaves, or when necessary, be carried by the other Adventurers. See the notes in the Sorcerer character section on Turning to Stone and Getting Around.

3 Iron Hard Skin

Your Sorcerer's skin thickens and becomes quite stiff. He begins to think he is turning to stone, but soon realizes that he has not lost any mobility! The rock-hard skin of your Adventurer means he adds +1 to his Starting Toughness. This attribute may be attained multiple times, each time his Toughness is increased by +1.

4 Enlarged Tusks

The Chaos Dwarf may nominate one of his Attacks each turn (before rolling to-hit). If that Attack hits then the Chaos Dwarf gains an extra Bite attack, which hits automatically, doing 1D6 Wounds with no modifiers for Toughness, Armour, Ignore Pain, etc. This attribute may be gained more than once during the Chaos Dwarf's career, but provides no further benefit, apart from even larger tusks!

5 Regeneration

The Chaos Dwarf's body tenaciously clings to life, regrowing and mending even the most heinous wounds.

At the end of any turn in which the Chaos Dwarf has been hit (but not necessarily damaged) by one or more foes, he may attempt to heal his Wounds by regenerating.

To do this roll a die. If he is currently above zero Wounds then on a roll of 4+ he will regain 1 Wound per Battle-level.

If he is on zero Wounds (i.e. about to die) then on a 5+ he will regenerate 1D6 Wounds.

Further instances of this attribute add +1 Wound to any that are gained from this transformation.

6 Symbol of Hahsut

Only granted to a select few, the symbol of Hashut grants the recipient heightened status within the Chaos Dwarfs' ranks and also bestows upon him an attribute of his own choosing. The Chaos Dwarf may choose one attribute from the Transformation Table. Choosing Mark of Hashut a second time is redundant.



·DAWI ZHARR SPELL LISTS·



Casting 1
Bloodblade
Open

Casting 2
Strength
Vampiric Weapon Link

Casting 3
Fist of Iron
Forced March
Ogre Strength

Casting 4
Dispel Magic
Lightning Bolt
Levitate
Rebound

Casting 5
Fireball
Firehammer
Iron Skin
Lavastorm
Pit of Despair
Pit of Shades

Casting 6
Cataclysm
Cause Animosity
Flames of Azgorh
Steed of Shadows
Weapon Master

Casting 7
Ash Cloud
Burning Storm
Doomroar
Minor Lifestealer
Unseen Lurker

Casting 8
Binding Chains
Cage of Stone
Eruption
Hellbeast

Casting 9
Flaming Sword of Rhuin
Hounds of Grimnair
Lifestealer
Steal Soul
Open

Casting 10
Forge-born Taurus

Casting 11
Carnival of Death
Conflagration of Doom

Casting 12
Drain Life
Firestorm
Liche's Trickery
Sorcerer's Curse



• CASTING NUMBER 1 •

ATTACK SPELLS

Bloodblade **Casting No. 1**
Roll 1D6 for each Monster adjacent to the Sorcerer. On a score of 6 that target takes 1 Wound, with no modifiers for Toughness or armour. This spell may be cast once per turn.

SPECIAL SPELLS

Open **Casting No. 1**
The Sorcerer may open any non-magical lock on the same board section as himself. Any traps on the lock are set off as normal.

• CASTING NUMBER 2 •

ATTACK SPELLS

Strength **Casting No. 2**
Pick any friendly unit on the current board section (including the Sorcerer). This turn he is at +1 Strength. Each individual unit may only have this spell cast on him once per turn.

HEALING SPELLS

Vampiric Weapon Link
Casting No. 2+(Battle-level)
A stream of pure energy flows from the Sorcerer's fingertips, infusing daemonic power into a single Adventurer's weapon, and binding it to an Adventurers' life-force and healing them.
Pick any hand-to-hand combat weapon belonging to an Adventurer on the current board section, including the Sorcerer, who has yet to start his attacks, and pick a target Adventurer to magically link to the weapon (Magic Resistance is only checked for units, not their weapons). The weapon does not have to belong to the targeted Adventurer.
For each Wound that the Adventurer inflicts using the weapon this turn (after Toughness and armour deductions) you may heal 1 Wound to the linked Adventurer. The vampiric link lasts for one Attack for every two Battle-levels of the Sorcerer (1 Attack at Battle-levels 1 and 2, 2 Attacks at Battle-levels 3 and 4, and so on). If the chosen Adventurer inflicts no Wounds this turn the spell is wasted.

• CASTING NUMBER 3 •

ATTACK SPELLS

Fist of Iron **Casting No. 3**
Pick any enemy unit up to 6 squares away from the Sorcerer and roll 1D6. If the score is greater than or equal to the range of the target it suffers 1D6+1 Wounds.

Ogre Strength **Casting No. 3**
Pick any friendly unit on the board section (including the Sorcerer). This turn the chosen unit is at +2 to his Strength for the purpose of resolving damage. Each individual unit may only have this spell cast on him once per turn.

SPECIAL SPELLS

Forced March **Casting No. 3**
Pick any unit on the board section (including the Sorcerer). The chosen unit gains +1 Move this turn. Due to the tiring effect this spell has on its targets, if any unit gains more than +3 Move through the application of this spell during a single turn then he will be too tired to move and may not make a Move action on the following turn.

This spell has also been used by cunning Sorcerers to tire enemy ranks during a charge. If cast on an opponent more than 3 times, roll 1D6. On a score of 1 or 2 the opponent will be unable to move on the following turn; on a roll of 3+ it may move as usual.

• CASTING NUMBER 4 •

ATTACK SPELLS

Lightning Bolt **Casting No. 4**
Pick any foe that lies within the Sorcerer's line of sight. The target suffers 2D6 Wounds.

DEFENSIVE SPELLS

Levitate **Casting No. 4**
Pick any ally on the board section (including the Sorcerer) and levitate him. A levitating unit can only be attacked with missile weapons or spells. He cannot move, however, and may not fight in hand-to-hand combat. He may fire missile weapons as normal. His square remains impassable, just as if he were standing in it normally. He may levitate out of a pit. The spell lasts one turn.

Rebound **Casting No. 4**
Pick any ally on the board section (including the Sorcerer). Each time he is physically attacked this turn roll 1D6. On a score of 6 all the Wounds that the attack inflicted are rebounded onto whomever caused them. Note that this spell does not rebound spells.

SPECIAL SPELLS

Dispel Magic **Casting No. 4**
May be cast once against each incoming spell. Roll 1D6 for each. If you score a 4, 5 or 6 the target spell is prevented from working. Only one attempt may be made to dispel each incoming spell.

• CASTING NUMBER 5 •

ATTACK SPELLS

Fireball **Casting No. 5**
Pick a 2x2 square area of a board section within the Sorcerer's line of sight. Each foe in that area suffers 1D6+(the Sorcerer's Battle-level) Wounds.

Firehammer **Casting No. 5**
Pick any foe adjacent the Sorcerer. It immediately suffers 3D6 Wounds.

Lavastorm **Casting No. 5+(Battle-level)**
Note: The casting number for this spell is 5+(the Sorcerer's Battle-level).
With a majestic sweep of his arm the Sorcerer creates a stream of balls of molten lava. There are (Sorcerer's Battle-level) D6+2 balls, distributed amongst any number of monsters on the current board section. Each ball causes 2D6 Wounds, with no modifier for armour.

Pit of Despair **Casting No. 5**
Pick a 2x2 square area on the board section and place the Pit of Despair marker on it. Roll 1D6 for each model standing in the four squares covered by the pit. On a score of 1 or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way – place it in an empty square on this or any adjacent board section. If there are no empty squares available the model falls into the pit anyway.

Pit of Shades **Casting No. 5**
Pick a 2x2 square area on the board section. Roll 1D6 for each model standing in the four squares covered by

the pit. On a score of 1, or 2 it falls into the pit and is killed. On a score of 3, 4, 5 or 6 it scrambles out of the way. After this the ground seals up leaving no trace of the pit. Allied units who are caught in the pit are lost forever.

DEFENSIVE SPELLS

Iron Skin **Casting No. 5**
Pick any friendly unit on the board section (including the Sorcerer). This turn the chosen unit is at +2 to his Toughness. The spell lasts one turn.

• CASTING NUMBER 6 •

ATTACK SPELLS

Cataclysm **Casting No. 6**
Pick any 2x2 square area on the same board section as the Sorcerer. Every enemy in the chosen area suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Swords of Doom **Casting No. 6**
Pick any friendly unit on the board section (including the Sorcerer). This turn he gets a number of extra Attacks: +1 if the casting Sorcerer is a Novice, +2 if he is a Sorcerer Champion, +3 is he is a Sorcerer Hero and +4 if he is a Sorcerer Lord.

Weapon Master **Casting No. 6**
Pick any friendly unit on the board section (including the Sorcerer). This turn he gets an increase in his Weapon Skill: +1 if the casting Sorcerer is a Novice, +2 if he is a Sorcerer Champion, +3 is he is a Sorcerer Hero and +4 if he is a Sorcerer Lord.

Flames of Azgorh **Casting No. 6**
The Sorcerer breathes out whirling tendrils of flame. Pick any enemy on the current board section, that target and every model adjacent to it, friend or foe, takes 2D6 Wounds, with no modifiers for Toughness or armour. Only the Sorcerer is immune to the damaging effects of this spell.

SPECIAL SPELLS

Cause Animosity **Casting No. 6**
Roll 1D6 for each group of enemies in the room (a group being defined as all those denizens of the same type on that board section). On a score of 1, 2 or 3 the spell has no effect no those enemies. On a score of 4, 5 or 6 that group of enemies attacks another group of enemies this turn (determine randomly) rather than the Adventurers.



Steed of Shadows **Casting No. 6**
Tendrils of night entwine the target, before coalescing into a coal-black drake, that carries them away on wings of night. This spell may be cast on any allied unit on the board (including the Sorcerer), provided they are on-foot, not on units riding a mount, palanquin, or other such device. For one turn the target of the spell is flying (Move 9) and becomes unpinned if in hand-to-hand combat. The target cannot make any hand-to-hand attacks, and is also immune from all attacks except those from missile weapons or of a magical nature. While in the air the target can move past obstacles such as other models, pits, etc.

• CASTING NUMBER 7 •

ATTACK SPELLS

Burning Storm **Casting No. 7**
Pick any enemy on the board and roll (the Sorcerer's Battle-level) D6. For each D6 that scores a 4, 5 or 6 the target suffers that many Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

HEALING SPELLS

Minor Lifestealer **Casting No. 7**
Pick an ally on the current board section, including the Sorcerer. Each Monster adjacent to that Warrior loses 1D3 Wounds (roll for each Monster individually) with no modifiers for Toughness or armour. For each Wound inflicted this way the Adventurer is healed that many Wounds. Rolling for Magic Resistance checks for the recipient take place after damage is inflicted.

DEFENSIVE SPELLS

Doomroar **Casting No. 7**
The Sorcerer takes on the shape of the mighty Bull god Hashut and, with a shake of his horned head, gives a terrifying roar that goads his allies into action. This turn all allies on the same board section as the Sorcerer get +1 Attacks.

Unseen Lurker **Casting No. 7**
At the end of combat one warrior gets a second Warriors' Phase. The Adventurer may move and attack again as normal.

Ash Cloud **Casting No. 7**
The dungeon is suddenly filled with clouds of smoke and ash. All enemies are at -2 on their to-hit rolls during the next Monster's Phase.

• CASTING NUMBER 8 •

ATTACK SPELLS

Eruption **Casting No. 8**
The ground beneath the enemy's feet erupts in a plume of flame. One enemy target on the current board section loses 5D6 Wounds, modified for Toughness and armour as usual.

Hellbeast **Casting No. 8**
This turn the Sorcerer gets +1 Attack, +1 to hit, causes +2 Wounds on his damage roll, cannot use a weapon and is immune to all physical effects. This spell lasts one turn.

DEFENSIVE SPELLS

Binding Chains **Casting No. 8**
A target Monster can't move and loses any Dodge and Evade abilities it may have for 1 turn.

Cage of Stone **Casting No: 8**
This spell allows the Sorcerer to confine any enemy that is attacking him in a prison of magical stone.
While confined, the victim may neither move nor fight (thought it may cast magic), and all attacks against it are made at +1 on all to-hit rolls.
At the start of each Monster's Phase (including the turn in which the spell was cast) roll 2D6. If the score is less than the trapped enemy's Strength it breaks free and the spell fails.

• CASTING NUMBER 9 •

ATTACK SPELLS

Steal Soul **Casting No. 9**
Enemy target on the current board section loses 3D6 + Sorcerer's Battle Level in Wounds (ignoring armour) and Sorcerer gains them, the gaining can temporarily allow the caster to have higher than his normal maximum and lasts one full turn from the time of casting, even if the target Monster is slain before the Spell expires. May also be cast on multiple targets.

Flaming Sword of Rhuin **Casting No. 9**
A flaming sword materializes in the Sorcerer's hand, rippling with flames and the concentrated power of magical fire.
This turn the Sorcerer gets +1 Attack, +2 to hit, causes +3 Wounds on his damage roll, cannot use a weapon and is immune to all physical effects. This spell lasts one turn.

HEALING SPELLS

Lifestealer **Casting No. 9**
This spell allows the Sorcerer to steal Wounds from nearby enemies and use them to heal himself and his companions.
Keeping track of the total number of Wounds caused, each enemy adjacent the Sorcerer suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).
These Wounds may then be distributed amongst the Sorcerer and his allies to heal them as you see fit.
Rolling for Magic Resistance checks for the recipient take place after damage is inflicted.

SPECIAL SPELLS

Hounds of Grimnair **Casting No. 9**
This spell allows the Sorcerer to summon 1 Hound of Grimnair for each of his Battle-levels. The Sorcerer may choose which enemy each Hound attacks, with no restrictions imposed by where the target is: it doesn't matter if there are no squares free next to the target as the Hounds are non-material beasts.
Each turn from now on, each Hound hits its target on a 1D6 roll of 5 or 6, and causes 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). However, a 1 or 2 is rolled for a Hound's attack the Hound vanishes, returning from whence it came. As soon as there are no more enemies left on the board the remaining Hounds vanish.
While there are Hounds still active this spell cannot be cast again.



• CASTING NUMBER 10 •

ATTACK SPELLS

Forge-born Taurus **Casting No. 10**
This spell summons a Great Taurus, made of both machine and flesh. The Sorcerer can either have it whisk him and any number of adjacent Adventurers to any already-explored board section, or use it to attack any one enemy for 5D6 Wounds.

• CASTING NUMBER 11 •

ATTACK SPELLS

Carnival of Death **Casting No. 11**
Roll 1D6 for every foe on the same board section as the Sorcerer. If the score is a 1 the spell has no effect on that foe. On a score of 2 or more that foe moves towards its nearest companion and this turn attacks it instead of the Adventurers. If there is any confusion about which foes are attacked, the Sorcerer player decides.
While affected by this spell, enemies are not subjected to the rules for pinning.

Conflagration of Doom **Casting No. 11**
Pick any enemy on the board within the Sorcerer's line of sight. Both the caster and the target roll 1D6. If the target rolls higher the flames die out and nothing else happens. If the Sorcerer rolls higher the target takes 4 Wounds + the number of Wounds indicated on the Sorcerer's die, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). Both models roll a further D6 and repeat the process until the Sorcerer rolls equal or lower than his opponent.

• CASTING NUMBER 12 •

ATTACK SPELLS

Firestorm **Casting No. 12**
Pick a 2x2 square area of a board section within the Sorcerer's line of sight. All enemies on the targeted area suffer 6D6 Wounds (roll once for all the enemies), with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

Sorcerer's Curse **Casting No. 12**
Cackling hideously the Sorcerer utters a terrible curse on one of his enemies. This spell allows the Sorcerer to turn a single enemy in an adjacent square to stone on a successful to-hit roll, killing it. Because of the power of this spell, if the target has Magic Resistance or Magic Dispel the roll required to ignore the spell is at -1.

Drain Life **Casting No. 12**
Each Monster on the current board section suffers 4D6 Wounds with no modifiers for anything (Toughness, armour, Ignore Pain, etc.).

HEALING SPELLS

Liche's Trickery **Casting No. 12**
Choose one enemy on the current board within the Sorcerer's line of sight. The target immediately suffers 3D6 Wounds with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). These same Wounds are used to heal any one ally on the current board section, including those on 0 Wounds, bringing them back to life – even if they have been dead some time.
Rolls for Magic Resistance checks for the recipient take place after damage is inflicted. No Magic Resistance check is needed for a slain recipient on zero Wounds.

·DUNGEON EVENTS TABLE·

When the Adventurers encounter a Dungeon room or an Unexpected Event is generated roll 1D6 on the following table:

1-2 Roll on the Event table below.
3-6 Roll on appropriate level Monster Table.

11 Cave-in

As the Adventurers enter this area of the cave system, the floor shudders, the walls splinter and huge chunks of masonry fall from the roof – the dungeon is caving in!

Place the Cave-in marker in the board section where this Event was triggered to show that all exits except the one the Warriors entered by are now blocked by a huge pile of masonry.

Any Adventurers still in this board section at the end of the next turn are crushed by falling rubble and are killed.

Adventurers attempting to escape are not subject to the rules for pinning whilst in this room.

The room is now impassable and may not be re-entered.

If this Event occurs in the first room, ignore it and draw another Event card immediately. If this Event occurs in an Objective room then the door leading to the previous board section are blocked. There will always be an exit leading out of the dungeon from the Objective room in such instances.

12 Dead Body

The Adventurers find a dead Barbarian, lying in a pool of blood. Clutched tightly to his chest is a bag. Roll 1D6 for each Adventurer. The Adventurer with the lowest score must take the bag from the body and open it. Roll 1D6 on the following table:

1 Poison Gas! You have set off a trap. Every model on this board section takes 1D6 Wounds with no modifiers for Toughness or armour. The bag is empty.

2-3 Trap! A spear shoots out of the wall and inflicts 2D6 Wounds on the Adventurer who took the bag. The bag turns out to be empty.

4-6 Treasure. The bag contains (1D6*x*100) Gold, to be given to the Adventurer who took it.

Draw another Event card immediately.

13 Encounter – Dying Dwarf

Slumped against the wall the Adventurers find a dying Dwarf prospector, riddled with Orc arrows. As they approach he growls a warning, threatening them with a huge axe. While waiting for him to die the Adventurers inspect his belongings and admire the craftsmanship of his axe. Amongst his things the Adventurers find a key. With an inquisitive sneer and the weight of a heavy boot on an exposed wound from an arrow, one of the Adventurers plies the Dwarf for information. With his dying breath he says:

"This is the key to the portcullis. Without it you will never get through."

14 Encounter – Chaos Warrior

The Adventurers have met a lone Chaos Warrior, the only survivor of another band who ventured into this perilous dungeon. He can remember some of the layout of the dungeon and quickly describes it to the Adventurers before he heads for the way out and safety.

You may take the next three cards from the Dungeon deck and put them back on top of the Dungeon deck in any order.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

15 Encounter – Sneaky Git

A small figure runs out of the darkness nearby and is quickly identified as a Hobgoblin that's almost feral. He tags along behind the Adventurers, hoping to steal some of their treasure. He is a shifty little characters, and cries out a warning every time the Warriors enter a room – but for whose benefit it is not exactly clear.

While the Hobgoblin is with the Adventurers they may all move and extra square each turn, as he can guide them through the tunnels. In addition, whenever an Unexpected Event that reveals Monsters occurs, roll 1D6 on the following table:

1-3 The Hobgoblin warns the Monsters the Adventurers are here and they therefore attack immediately, rather than waiting until the Monster's Phase.

4-6 The Hobgoblin warns the Monsters that they are about to be ambushed and they therefore get +1 Attack each in the next round of combat.

If the Adventurers capture or kill the Hobgoblin, his bloodcurdling scream reverberates through the dungeon and you must roll twice on the Monster Table one higher than the party's Battle-level to determine what Monsters arrive to investigate the noise.

At the end of each turn, roll 2D6. On a double 1 or 2, the Hobgoblin sneaks off into the darkness and is never seen again.

16 Encounter – Ghost

A dim light flickers in front of the Adventurers, coalescing into a shadowy form that resembles Hashut. He smiles grimly and beckons them on. The Adventurers are compelled to follow him. Roll 1D6 on the following table:

1 The Ghost leads the Adventurers into a pit trap. Each Adventurer takes 2D6 Wounds, with no modifiers for Toughness or armour. It takes three turns to climb out of the pit without a rope, but only one turn with it.

2-3 Roll 1D6 for each Adventurer, the Adventurer with the lowest score triggers off a trip wire, which fires a poison dart into his leg and causes 1D6 Wounds, with no modifiers for Toughness or armour.

4-6 The Ghost leads the Adventurers to a concealed pile of Gold, hidden in an alcove in the wall. Determine how much Gold each Adventurer finds using the Treasure Table in the Treasure section.

21 Encounter - Prisoners

Three prisoners emerge from the shadows and run towards the Adventurers, having escaped their captors. They look desperate, haggard and tortured, and beg for protection, explaining that they are wealthy merchants and will pay the Adventurers richly once they are free.

The Adventurers can either kill, capture or assist them. If they capture them they are treated as man slaves. If the Adventurers let them join the party, make a note on the leader's Adventure Record sheet that they are tagging along.

During combat the prisoners hide in the shadows, avoiding detection while the Adventurers fight the Monsters. If the Adventurers are killed, the prisoners are recaptured.

If the Warriors survive the dungeon, they may escort the prisoners to the outskirts of the nearest Settlement. Once there roll 1D6 on the following table:

1 The prisoners are merchants, but denounce the Adventurers as their kidnapers, demanding their arrest and imprisonment. Each Adventurer must pay 1D6x100 Gold to bribe the guards and escape the clutches of the Empire.

2-6 The prisoners are merchants, and are true to their word, giving each Adventurer 2D6*x*100 Gold, and warning them that they had best leave before others see who and what they are.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

22 Encounter – Stranger

The Adventurers meet a mysterious cloaked stranger who asks them what their business is in this dark realm.

If the Adventurers attack him roll 1D6 on the following table:

1-3 Like a blur of lightning, the stranger's sword slashes right and left, inflicting 2D6 Wounds on each Adventurer. That done, he leaps over their heads and vanishes.

4-6 Under their combined attacks of the Adventurers the stranger is forced back. He seems surprised that the Adventurers should attack him and leaps away down a corridor into the darkness, dropping a small bag on the floor in his haste. The bag is made of soft leather and is covered with ugly Elven runes. If one of the Adventurers attempts to take it, roll 1D6 on the following table:

1 The bag explodes as the Adventurer touches it, inflicting 2D6 Wounds on all Adventurers on the board section, with no modifiers for Toughness or armour

2-6 The bag is full of healing herbs, enough to restore 4D6 Wounds on a single Adventurer, 2D6 on two (or any similar combination).

If the Adventurers do not attack the stranger he warns them that evil grows in this area and that they should be on their guard. He then nods farewell and walks into the darkness. Roll 1D6 for each Adventurer. On a score of 1, the stranger has stolen a single item of treasure (determine randomly) from that Adventurer as maybe for his advice.

The Adventurers do not get a Treasure card for completing this Event.

23 Encounter – Gold Digger

The Adventurers meet an aged Dwarf, labouring under the weight of a sack as large as himself. He eyes the Adventurers suspiciously, convinced they want to steal its contents. He explains that he is Lord of the Dungeon and the Adventurers may go no further unless they pay him 100 Gold each.

The only ways to get past the old Dwarf are to either: capture him, kill him, or pay the gold. If the Adventurers capture or kill him, he curses each of them in the rich language of his kind. Roll 1D6 for each Adventurer:

1 Choose any one of that Adventurer's characteristics except Wounds and permanently reduce it by -1.

2-6 The curse has no effect, but the event will be worth a brief telling at the tavern tonight.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

24 Encounter – Nurgle's Rot

The Adventurers are confronted by a slumped, cowled figure crawling towards them, calling for help in a piteous voice. Roll 1D6 for each Adventurer. The Adventurer with the lowest score approaches the stranger, ready to do him in or take him as a slave. If more than one than one Adventurer has the same lowest score then all of the Adventurers go toward him.

However, upon reaching the stranger they realize that approaching him so boldly was not a good idea. The figure slumps against the wall, his cowl falling to one side and revealing his plague-ridden face. Boils and pustules cover the stranger's cheeks and his eyes weep a thick yellow fluid. One of your party briefly recounts his dislike of having been involved in trade negotiations with servitors of Nurgle.

Roll 1D6 for each Adventurer, adding his Toughness (not including armour) to the score. If the score is 7 or greater that Adventurer has avoided contracting the plague. If the core is less than 7 that has caught Nurgle's Rot. The Adventurer's Toughness is immediately reduced by -1. Furthermore, if an Unexpected Event occurs during the Power Phase any one of the Adventurer's other characteristics, except Wounds, is reduced by -1 (you choice). If any of the Adventurer's characteristics are reduced to zero he dies.

The Adventurer suffers from Nurgle's Rot until either he dies, is given 3 healing potions, or – if he makes it back to a Settlement – pays 2,000 Gold to be cured. Upon being cured the Adventurer's profile returns to normal

Draw another Event card immediately.

25 Scorpion Swarm

A scuttling mass of stinging, biting scorpions emerges from the darkness and engulfs one of the Adventurers.

A scorpion swarm is a special form of Monster and its attack is resolved immediately. Randomly determine which Adventurer is attacked by the swarm.

There are 12 scorpions in the swarm, but they are very small, and are not represented by miniatures on the board.

Roll your Adventurer's normal hand-to-hand combat damage dice (i.e. 1D6+Strength) to see how many scorpions he kills with his attack – the number rolled is the number of scorpions he kills. Each scorpion killed is worth 5 Gold.

Any scorpions that are left inflict 1 Wound each, with no modifiers for Toughness or armour.

The scorpion swarm then scuttles away.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

26 Snakes

Without warning, hundreds of snakes drop into the room through carefully concealed holes in the roof. Each Adventurer is quickly covered in a writhing mass of venomous serpents. Roll 1D6 for each Adventurer on the following table:

1-2 The snakes manage to bite your Adventurer, finding chinks in even the toughest armour. He suffers 1D6 Wounds, with no modifiers for Toughness or armour. He cannot do anything for the rest of the turn, and any Monster who attacks him gets +1 on its to hit rolls. At the start of the next Warriors' Phase, roll on this table again.

3-4 The snakes manage to bite your Adventurer. He suffers 1D6 Wounds, with no modifiers for Toughness or armour. He then manages to free himself from the writhing mass and slashes the foul creatures to pieces.

5-6 Your Adventurer nimbly avoids the snakes as they drop from above, killing them as they fall at his feet. The attack has no effect.

Draw another Event card immediately.

31 Trap

Roll 1D6 for each Adventurer. The Adventurer with the lowest score has set off a trap. Roll 1D6 on the following table:

1 There is a loud explosion and the room is filled with fire and smoke. Every model on this board section takes 1D6 Wounds, with no modifiers for Toughness or armour.

2-5 A pit opens in the floor and your Adventurer plummets onto the rocky floor below. He takes 2D6 Wounds an can only escape if the party has the rope or the spells: Steed of Shadows, Forge-born Taurus or Levitate.

6 A stone slab slides back in the wall, revealing the glint of gems and Gold. Draw one Treasure card.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

32 Trap – Spiked Pit

Roll 1D6 for each Adventurer. The Adventurer with the lowest score tumbles into a spiked pit. He takes 4D6 Wounds as he hits the floor with a thud, impaling himself on the sharpened stakes at the bottom of the drop. He may only escape from the pit if an Adventurer has the rope or access to

the following spells: Steed of Shadows, Forge-born Taurus or Levitate – otherwise he must spend the rest of his days at the bottom of a very dark hole.
Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

33 Trap – Poison Dart

Roll 1D6 for each Adventurer. The Adventurer with the lowest score has set off a poison dart trap and is hit in the arm. He suffers 1D6 Wounds, with no modifier for armour.
Once the damage from the dart has been resolved, roll another 1D6. If the score is a 1, 2 or 3, the poison has gotten into the Adventurer's system, reducing his Strength by -1 for the rest of the Adventure, or until he drinks a healing potion.
Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

34 Trap – Stone block

Roll 1D6 for each Adventurer. The Adventurer with the lowest score has set off a trap. Roll 1D6 on the following table:
1-3 A huge stone block crushes your Adventurer, trapping him and inflicting 5D6 Wounds.
4-6 Your Adventurer steps out of the way of a massive stone block as it falls from the roof above him. The trap has no effect.
Once trapped by the stone block, the only way an Adventurer can get free is for the other Adventurers to move the block. Roll 1D6 for each Adventurer who isn't trapped by the block at the start of each turn, adding their Strengths to the total score. If the combined score is 20 or more, they manage to move the block and free their companion.

35 Trap – Paralysis Spell

Roll 1D6 for each Adventurer. The Adventurer with the lowest score has set off a trap, causing a bolt of power to shoot out from the nearest wall and paralyze him for 1D6 turns.
While paralyzed, an Adventurer may do nothing at all, and no Monsters will attack him. He is, to all intents are purposes a statue.
Draw another Event card immediately.

36 Trap – Gaseous Explosion

Roll 1D6 for each Adventurer. The Adventurer with the lowest score has set off a trap, causing the room to flood with gas.
Roll 1D6 for each Adventurer. On a score of 4, 5 or 6 the Adventurer manages to hold his breath until the gas dissipates, and suffers no ill-effects. On a score of 1, 2 or 3, the Adventurer is affected by the gas. Roll 1D6 on the following table:
1 Your Adventurer's Toughness and Strength are reduced by -1 for the next 2D6 turns.
2 Your Adventurer's to-hit rolls are reduced by -1 for the rest of the Adventure.
3 Your Adventurer's Toughness and Strength are reduced by -1 for the next 1D6 turns.
4 Your Adventurer's Strength is reduced by -1 for the next 1D6 turns.
5 Your Adventurer's Toughness is reduced by -1 for the next 1D6 turns.
6 Your Adventurer suffers 1D6 Wounds, with no modifiers for Toughness or armour.
Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

41 Trap – Lightning Bolt

Roll 1D6 for each Adventurer. The Adventurer with the lowest score has set off a trap, causing a lightning bolt to arc from a rod in the ceiling and hit him full in the head, causing 2D6 Wounds, with no modifier for armour.
After resolving the damage on the Adventurer who set off the trap, roll another 1D6. On a score of 1, 2 or 3, the lightning bolt arcs across to the next nearest friendly unit (if there is any dispute, determine randomly) and hits him, causing the same amount of damage.
This process repeats until either all of the allies have been hit, or the dice roll is a 4, 5 or 6 and the bolt earths to the ground.

42 Old bones

The floor of this room is littered with bones and skulls, with the glint of gold underneath. Roll 1D6:
1 Trap! Cackling laughter echoes around the room and lightning flashes. Randomly determine which Adventurer in the room is hit by a magical bolt that inflicts 1D6 Wounds, with no modifiers for Toughness or armour.
2-3 Illusion. In a bright flash of light, the bones and gold vanish. Draw another Event card immediately.
4-5 Each Adventurer on this board section finds (1D6*x*10) Gold. Draw another Event card immediately.
6 Each Adventurer on this board section finds (1D6*x*100) Gold. In addition, draw one Treasure card.

43 Locked Door

The next door the Adventurers find is locked with a huge padlock. If one of the Adventurers has brought a set of lock picks he may try to pick it.

Roll 1D6 each turn he spends doing so. On a score of 6 the padlock opens. While picking the lock an Adventurer may do nothing else. The padlock may also be opened if the Adventurers have the iron key, from Dungeon Event 53. If the padlock cannot be opened the Adventurers must turn back.
Draw another Event card immediately.

44 Portcullis

Once all the Adventurers have entered this board section, a portcullis slams shut behind them, cutting them off. The only way for them to retrace their steps is if they have the key (See Dungeon Event 15)
Place the portcullis marker across the doorway the Warriors entered by to show that it is blocked.
Draw another Event card immediately.

45 Lost

After wandering around the dungeon for what seems like house with no sign of anything interesting, the Adventurers realize they are lost.
Take another 1D6 Dungeon cards from those you put back in the box at the start of the game, making sure that none of them are Objective rooms or special rooms needed for the end of the current Adventure. Put the cards on the top of the Dungeon deck. To get back in track, the Adventurers must first go through these extra cards.

46 The Flames of Dawi Ungrim

As soon as all the Adventurers have entered this board section, huge stone shutters slide into place in all the doorways, forming airtight seals and blocking them in. Looking around for a means of escape, the find small alcoves in each wall, each containing a small brazier that burns without any visible supply of fuel.
Any Dawi Zharr or spell caster will recognize the braziers as ancient Dwarf artifacts, used in times long gone as a form of trial by ordeal. In order to prove his honour, the accused would plunge his arm into the magical flames. If he remained unharmed, he was proclaimed innocent and the shutters would lift. If not, the flames burnt him terrible and the shutters remained shut fro a period of 72 hours. After that amount of time it was highly unlikely the accused survived. If he did, the trial was resumed….
To open the shutters and allow the party to escape, of the party must thrust his arm into each of the two braziers, making a 1D6 roll for each. If the unit to do-so is a Dawi-Zharr, then only if both dice score a 6 will the shutters open and the party are free to go. If any other type of unit (such as a Man or Orc slave) puts their arms in, then the shutters will open if both dice score a 3, 4, 5 or 6. Each unit may try only once. If all of the party fails then the shutters remain closed and the whole party is trapped for the next 72 hours and is suffocated to death.

51 Footprints

The Adventurers spot some footprints on the dusty stone floor that lead to a blank section of wall and vanish.
If the Adventurers investigate, roll 1D6 on the following table:
1 Roll 1D6 for each Adventurer. The Adventurer with the lowest score is hit in the head by a spiked metal ball that swings down from a concealed hole in the roof. He suffers 2D6 Wounds, with no modifier for armour, except a helmet. If more than one Adventurer rolls the same lowest score, these Adventurers are all hit.
2 The Adventurers find nothing.
3-6 The Adventurers find a concealed door. Place a doorway on one of the two blank walls. Take 1D6 extra Dungeon cards that have been put back in the box, making sure that none of them are Objective rooms or rooms needed at the end of this Adventure. Shuffle the extra cards and put them in a pile face down by the new doorway. Randomly take one of the space Objective room cards and place it at the bottom of the new deck.
If the Adventurers explore this sub-dungeon, roll twice on the Objective Room Monsters Table to determine what the extra Objective room contains. If the Warriors will all the Monsters in this extra Objective room, each of them gains (their Battle-level)*x*500 Gold!

52 Slaves

The Adventurers come across 2D6 Elf slaves chained to the walls. What luck! They are in a particularly pathetic state, even for Elf slaves, and look as though they do not know the meaning of hard labour, nor do any of them look as though they have tasted the scourge. They cry out to be freed.
There is no reward to be gained for helping the slaves, of course. It takes the Adventurers 1D6 turns to free the slaves from their chains. For each turn spent breaking their chains, an Unexpected Event occurs in a roll of 1 or 2, rather than just a 1, as the process is quite noisy.
Once the captives are freed they can easily be captured. In turn during the next Warriors' Phase an Adventurer may try to kill or capture as many slaves as he has Attacks. For each Attack roll to

hit as normal against a Weapon Skill of 3. If the hit is successful that slave is automatically captured, or killed as desired. This process may be repeated by each Adventurer until there are no more slaves or until the Warriors' Phase is over, at which point any remaining slaves break for a small opening in the wall and disappear. The Elf slaves, if killed are worth 150 Gold each.

53 Dying Orc Filth

The Adventurers find a dying Orc lying on the floor, the victim of an inter-tribe feud. Even though it is bleeding from a dozen fatal wounds, he still manages to growl and snarl at the Adventurers to keep back. He seems to be protecting a sturdy iron key clutched in his left hand.

Because the only thing better than an Orc slave is a dead Orc, the Adventurers can either rush him and see that he dies with a dozen-and-one wounds, or wait until he dies before relieving him of the key.

If they rush him, he fights desperately even as his final life blood ebbs away. Roll 1D6 for each Adventurer. On a score of 1, 2 or 3 that Adventurer stuffers 1D6+2 Wounds, as the Orc slashes him. At the end of this savage, and somewhat one-sided fight, the Orc will be dead and the key in the Adventurer's possession.

If the Adventurers wait, the Orc takes 1D6 turns to die, during which time he makes a lot of noise. If an Unexpected Event occurs during this time, rather than take an Event card, make two rolls on the Monster Table to see what arrives. These Monsters must be killed before the key can be taken.

The key is for the iron padlock on the locked door from Dungeon Event 43.

54 Change of Plan

A cloaked, stooped figure slinks into view, keeping to the shadows and moving with an eerie silence. He furtively approaches the Adventurers and – while looking theatrically about him to check for enemies – as in little more than a whisper:

"Well met my friends, for I bring important news. Your quest must be postponed, for the danger is greater than ever imagined. You must abandon your task and return when you came. You will each be given 750 Gold for your trouble."

With that he slinks away with surprising speed, merging with the shadows once more.

If the Adventurers abandon their quest, they must work their way back to the entrance, rolling for Unexpected Events as normal. If the way is blocked by a cave-in or other obstacle, they have no choice but to go on.

Depending on what they do, when the Adventurers either get out of the dungeon or reach the Objective room, roll 1D6 on the table below:

1-3 The stranger lied, and you weren't expected back!

If the Adventurers left the dungeon, abandoning their quest, each of them loses 1D6 (*x* his Battle-level *x* 100) Gold as he tries to make amends to the High Priest of Hashut for his shame and failure.

If the Adventurers carry on, they may not finish the Adventure as normal.

4-6 The character told the truth!

If the Adventurers abandon their quest they may collect their payment as agreed.

If the Adventurers go ahead and finish their quest, roll twice on the Objective Room Monster Table to see what their objective room contains.

Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.

55 Secret Door

The Adventurers' sharp eyes notice that the stones in the wall conceal a well-hidden secret door.

Place a doorway on any free wall of the board section and take one of the Objective room board sections: this is the room that lies beyond the doorway.

If the Adventurers wish to, they may decline to enter the room. If they do go in, roll once on the Objective Room Monster Table to determine what it contains.

Once all the Monsters in the room are dead, in addition to the normal treasure, one of the Adventurers (determine randomly) gets a single item of Objective Room treasure, rolled on the Objective Room Treasure Table.

56 Lost Gold

Roll 1D6 for each Adventurer. The Adventurer with the lowest score realizes that his backpack has a small hole in it and he has lost 1D6 (*x* his Battle-level *x* 100) Gold!

Draw another Event card immediately.

61 Daylight?

The Adventurers notice light streaming through a slit in the ceiling and, on investigation, discover the underside of a trapdoor.

To see if an Adventurer can force open the trapdoor, roll 1D6. On a score of 1, 2, 3 or 4 it is too stiff to open. One a score of 5 or 6 the wood

gives and the trapdoor bursts open. Each Adventurer can try to open the trapdoor once per turn.
The trapdoor leads to the outside world. Make a note of where it is on the leader's Adventure Record sheet. The Adventurers can either leave now or come back later.
Roll 1D6. On a score of 1-3 draw another Event card immediately.

62 Missed Footing

One of the Adventurers misses his footing on the cold dungeon floor and slips, falling awkwardly and spraining his ankle. Randomly determine which Adventurer has fallen. For the rest of the dungeon he is at -1 to his Move. Draw another Event card immediately.

63 Orc Runes

The Adventurers notice that there are dozens of Orc runes inscribed crudely on the wall of this room. Although they can hardly be called runes by any other standard, as the markings are indicative of the inferiority and feeble-mindedness of their race. Roll 1D6 for each Adventurer. On a score of 5 or 6, that Adventurer understands the runes, and reveals that the runes explain how to open a secret alcove in the wall.
The alcove contains a cache of treasure. Make one roll on the Dungeon Room Treasure Table for each Adventurer.
As the Adventurers take the treasure, they hear the screams and bellows of enraged Monsters hurtling toward them. Make two rolls on the Monster Table of the party's Battle-level to determine whose treasure the Adventurer's are stealing, and who turns up to defend it!

64 The Lamp Goes Out!

A sudden chill breeze blows out the Adventurer's Lamp! Unless they have another source of light, the Adventurers must remain still and do nothing. To see if the Lamp can be re-lit, roll 1D6 during the Warriors' Phase. On a score of 4, 5 or 6 the Lamp comes back on. If the Snotling Lamp Slave is carrying the Lamp add +1 to the rolls.
If an Unexpected Event occurs while the Lamp is out, any Monsters that arrive must be fought in pitch darkness. Each friendly unit is at −2 to his to-hit rolls until the Lamp is re-lit.

65 Imperial Knight

The Adventurer's meet an Imperial Knight Panther on a personal quest. He warns them not to stand in his way as he has dispatched many a Dwarf, and has already warned another group of foul denizens nearby. Insulted by his mistake and calling them Dwarfs, the Adventurers should consider exacting some revenge.
The Adventurers may either allow the Knight to pass unhindered or they may attempt to halt his progress (either by killing him or capturing him). If the Party wishes to fight him, either to kill or capture him, each Adventurer must roll once only to hit against a Weapon Skill of 6, if attacking hand-to-hand, or rolling against their Ballistic Skill if using a ranged weapon (assume he is far enough away to shoot). If hits land successfully each Adventurer must roll their damage as normal (the Knight's Toughness is 4 and he has 3 points of armour). If the Adventurers manage to inflict 20+ Wounds during this first round of combat then he will be subdued. If he is slain he is worth 800 Gold, if he is captured he is considered a Man slave.
If the Adventurers do not kill him after attacking him, he automatically hits each Adventurer for 2D6+3 Wounds and then makes a swift escape off into the darkness of the dungeon.
If the party does not interfere with his progress is will continue on his quest, disappearing into the darkness of the dungeon.
As the Adventurer's have also been forewarned by the Knight about the group of Monsters that lie nearby, the Adventurers are reach for their attack when it happens, and will take the Monsters by surprise.
During the first turn of the next combat, each Adventurer is at +2 Attacks.

66 Curse of Hashakk

The Adventurers hear a disembodied voice ringing out, flatly stating that the Adventurers have entered forbidden halls and must face the Curse of Hashakk.
One of the Adventurers (determine randomly) suddenly feels a searing pain strike him from all sides, as spirits of the long-dead Lords of this realm attack him
Roll 1D6 for the chosen Adventurer, adding his Strength to the score. If the total score is 7 or more, he suffers 2D6 Wounds, with no modifiers for Toughness or armour. If the total score is less than 7, he suffers 1D6 Wounds, with no modifiers for Toughness or armour, and is at −1 Strength and −1 Toughness for the rest of the Adventure.
Roll another Event immediately.

·DUNGEON ROOM TREASURE·

Whenever you are required to draw a Treasure card in a dungeon room or corridor, instead roll 1D6 on the following table to determine the precise nature of the treasure that the Adventurers have found:

1 Gold (see Gold section below).
2-3 Roll on the Dungeon Treasure table or draw a Treasure card (*they contain the same items*).
4 Roll on the Weapons and Armour sub-table from the Roleplay book, p67.
5 Roll on the Magic Item sub-table from the Roleplay book, p69.
6 Roll on the Chaos Dwarf Treasure sub-table.

GOLD

Each player may roll as many d6 as he likes, adding up the score and multiplying it by 10 to determine how much gold his Warrior finds. However, if any of the dice score a 1 his Adventurer finds nothing at all.

DUNGEON TREASURE

Your Adventurer has come across a magic artifact. Make a D66 roll on the following table to determine exactly what he has found.

11 Amulet of Power **350 Gold**
BDEW
At the start of each Warriors' Phase you may roll 1D6. On a 2 to 6 your Warrior's Strength is increased by +2 for the rest of the turn. On a 1 the amulet explodes causing 1D6 Wounds on your Adventurer with no modifiers for Toughness or armour.

12 Arrows of Death **100 Gold ea.**
BDEW
These enchanted arrows are magically sharpened. While using the Arrows of Death, your Adventurer inflicts +3 Wounds on his opponents with his missile attacks. The Arrows of Death can only be used by a Adventurer with a bow.
There are 1D6 Arrows.

13 Boots of Swiftness **500 Gold**
BDEW
While wearing the Boots of Swiftness your Adventurer may add +1 to his Movement.

14 Chalice of Fate **200 Gold**
BDEW
The Chalice allows you to re-roll when determining the Sorcerer's Power during the Power Phase. You may only re-roll once, and you must accept the second roll even if it is worse.

15 Darting Steel Daggers **350 Gold**
BDEW
While using the Darting Steel Daggers your Adventurer gets +1 Attacks and you do not have to roll to see if he hits his opponent; each attack made with the daggers automatically hits. However, each hit will only do 1D6 Wounds, with no modifier for Strength.
May be used each turn.

16 Deathstone **150 Gold**
BDEW
The Deathstone acts as a source of Power for the Wizard or Sorcerer. When casting a spell, he may use the Deathstone to increase his chance of success. Roll 1D6. On a 3 to 6, the spell may be cast a cost of zero Power instead of its normal cost. On a 1 or 2, the spell fails and all the Wizard or Sorcerer's Power for the turn is lost.
May be used once per Adventure.

21 Dragon Shield **300 Gold**
BDEW
While wearing the Dragon Shield your Adventurer is invulnerable to any one attack, what ever its origin.
May be used once per Adventure.

22 Enchanted Shield **300 Gold**
BDEW
Each time your Adventurer is hit he may use this shield to try and absorb the blow. Roll 1D6. On a 5 or 6, the shield absorbs all the damage. On a 1, the shield explodes and your Adventurer takes 1D6 Wounds with no modifiers for Toughness or armour.

23 Ensorcelled Blade **150 Gold**
BDEW
While using the Ensorcelled Blade, you may add +1 to your Adventurer's to hit roll.

24 Finger of Doom Scroll **450 Gold**
BDEW
The Finger of Doom may be taken by the Wizard or Sorcerer and used just like any of his spells.
Casting Number: 6
When cast, the Finger of Doom inflicts 6 Wounds on a single Monster, with no modifiers for Toughness or armour.

25 Firebomb **100 Gold ea.**

BDEW

The firebomb may be thrown at any time and affects an area 2 squares by 2 squares. Any model in the area takes 1D6 Wounds, with no deductions for Toughness or armour.

Use once then discard.

26 Flash Powder **75 Gold**

BDEW

The flash powder may be set off at any time to confuse the Adventurer's enemies. After it has exploded, any Adventurers who have not yet fought this Turn get +1 Attack.

Use once then discard.

31 Fur Cloak **75 Gold**

BDEW

The cloak acts as armour and provides a +1 modifier to your Adventurer's Toughness.

Each time it is used, roll 1D6. On a 4, 5 or 6 it remains effective and can be used again. On a 1, 2 or 3 it is ruined and must be discarded.

31-32 Gold **3 Gold**

33-34 Gold **1D6x100 Gold**

BDEW

The cache contains 1D6x100 Gold.

35-36 Healing Potion **75 Gold**

BDEW

The Healing Potion may be used to restore 1D6 Wounds on a single Adventurer.

Use once then discard.

41-42 Healing Salve **100 Gold**

BDEW

The healing salve can restore 2D6 Wounds to any single Adventurer, or 1D6 Wounds on each of 2 different Adventurers.

Use once then discard.

43 Hell Mace **250 Gold**

BDEW

While using the Hell Mace your Adventurer gets +2 Attacks.

Use once per Adventure.

44-45 Incense of Healing **200 Gold**

BDEW

When opened, the urn discharges a fragrant cloud of vapour that acts as a healing potion. Every Adventurer on the same board section as the urn has 2D6 Wounds restored.

Use once then discard.

46 Invisibility Ring **175 Gold**

BDEW

While wearing the Invisibility Ring your Adventurer cannot be attacks. He may fight as normal.

The ring contains enough power to keep your Adventurer invisible for one turn.

Use once then per Adventure.

51 Lightning Fire Ring **500 Gold**

BDEW

The Lightning Fire Ring can fire a bolt of lightning on command. Your Adventurer may target any Monster that is in his line of sight. The bolt hits automatically and inflicts 5D6 Wounds, with no modifiers for armour.

Use once per Adventure.

52 Lucky Talisman **150 Gold**

BDEW

Your Adventurer may use the Lucky Talisman at any time. Any attack made while using the Lucky Talisman will automatically hit.

Use once per Adventure.

53-54 Magic Potion **60 Gold**

BDEW

When your Adventurer r drinks the Magic Potion, roll 1D6 to determine what it is:

1 Poison: lose 2D6 Wounds.

2 Poison: lose 1D6 Wounds.

3 Rainbow Potion: your Adventurer's flesh becomes rainbow striped.

4 Healing Potion: cures 1D6 of your Adventurer's Wounds.

5 Healing Potion: cures 2D6 of your Adventurer's Wounds.

6 Healing Potion: restores your Adventurer to full Wounds.

55 Orb of Might **50 Gold / Charge**

BDEW

The Orb of Might is a source of Power for the Wizard or Sorcerer. Roll 1D6 to determine how much Power is initially stored in it.

Once the Wizard or Sorcerer has used 1 or more points of stored Power, place a D6 on top of this card to show the Orb's current Power. Once all of the Orb's Power is used up it is discarded. The Orb cannot be recharged.

56-61 Potion of Healing **200 Gold**

BDEW

There is enough Healing Potion in this bottle to heal two Adventurers back to full Wounds. When the first dose is taken flip this card over, when the second dose is taken, discard this card.

62 Quake Scroll **200 Gold**

BDEW

This scroll can be used at any time, and causes a 2 square by 2 square area of any one board section to cave in. Use the Cave-in marker to mark the area affected. Any Adventurer or Monster caught in the area covered by the cave-in suffers 2D6 Wounds, with no modifiers for Toughness or armour.

Use once then discard.

63 Shield of Deliverance **500 Gold**

BDEW

The Shield of Deliverance can completely absorb the damage from any two blows. The first time the shield is hit, flip this card over; when it is hit a second time, discard this card.

64 Spear **100 Gold**

BDEW

The spear may be thrown at a single Monster on the same board section as your Adventurer. It may be used in addition to any other attack, and can be used at any time. To make the attack, roll 1D6. On a 3, 4, 5 or 6 your Adventurer has hit the target and inflicted 3D6 Wounds. On a 1 or 2 he has missed.

Use once per Adventure.

65 Time Freeze Ring **200 Gold**

BDEW

The Time Freeze Ring may be used at any time, giving the Adventurers an additional Warriors' Phase straight away.

Use once per Adventure.

66 Talon of Death **500 Gold**

BDEW

Once your Adventurer has finished moving, he may use the Talon of Death to cause 1D6 Wounds against every Monster adjacent to him, with no modifiers for Toughness or armour. Roll for each Monster separately.

Use once per Adventure.



CHAOS DWARF TREASURE

Your Adventurer has come across a magic artifact. Make a D66 roll on the following table to determine exactly what he has found.

11 Black Hammer of Hashut 250 Gold

Chaos Dwarfs and Chaos Warriors Only

On a to-hit roll of 6 the target automatically takes an additional and separate hit for 1D6 Wounds from the intense heat of the hammer, these wounds are not modified by armour.

Chaos Dwarfs only.

12 Hammer of Obsidian 400 Gold

Carved from black crystal, its surface is dark and glassy. It is said that no armour can withstand its impact. Hits ignore all non-magical armour. On a to-hit roll of 6 the strike shatters all except magical armour, rendering it useless.

13 Black Gem of Gnar 350 Gold

This pitch-black gem contains a powerful spell of translocation, that traps the bearer and a foe in a shadowed realm of utter cold and darkness until the enchantment ends. The bearer and one adjacent for of the bearer's choice are temporarily removed from the board for one full turn. Neither unit may attack or perform any action, including cast spells while removed. The squares they occupied on the board remain blocked by impassable remnants of the shadow realm however. *May be used once per Adventure.*



14 Chalice of Darkness 200 Gold

This device harnesses the power of magic in the service of the dark god Hashut.

Can be used to re-roll the Power Die at the start of the Power Phase (possibly avoiding an Unexpected Event).

May be used once per Adventure.

Chaos Dwarf Sorcerers Only

15 Dark Mace of Death 450 Gold

Before initiating an attack the wielder may trade in all of their Attacks this turn for one special attack which hits all adjacent units (except any mount the wielder may be on or slaves carrying a palanquin bearing the wielder of this weapon). Each unit takes 2D6 Wounds, with no modifier for armour. This ability may be used once per Adventure in this way. All other attacks with this weapon inflict +1 Wound.

16 Gauntlets of Bazhrakk the Cruel 150 Gold

These gauntlets were forged by a Chaos Dwarf sorcerer, Bazrakk the Cruel. They are made of stone and endow its wearer with great strength. While worn the gauntlets confer the wearer with +1 Strength. However, if the wearer rolls a 1 on his to-hit roll he will strike a randomly determined adjacent friendly unit instead.

21 Skull of Katam 500 Gold

The skull of the sorcerer Katam continues to whisper words of power in the ears of its owner.

All spells cast by the bearer have their Casting Number reduced by 1 (the minimum casting number remains 1, no spell may be cast for zero Power).

22 Banner of Slavery 150 Gold

All slaves on the current board section may re-roll failed Psychology tests (such as against Fear and Terror, including those of daemonic origin).

23 Chaos Runesword 500 Gold

This evil blade was forged by the deluded Dwarf Runesmith Grugni Ironheart, a secret and embittered worshipper of the Chaos gods. The wielder gets +1 to hit, +1 Strength and +1 Attack.

24 Chaos Armour 450 Gold

Covered in symbols and iconography of the forces of Chaos as well as spikes and sharp hooks, this magical armour grants +2 Toughness and confers Magic Resistance 5+ on the wearer. Furthermore, each time the wearer is hit roll 1D6, on a 6 the blow causes no damage.

25 Armour of Cursed Iron 300 Gold
This armour grants +2 Toughness to the wearer. If struck in hand-to-hand combat the attacker's Strength is added to the wearer's Toughness, effectively canceling it out.

26 Armour of Doom 300 Gold
This armour grants the wearer +2 Toughness. A magical field slows down any attacker. Any adjacent foe attacking the wearer is at -1 to hit and -1 Attacks.

31 Arcane Armour of Destruction 350 Gold
This armour grants the wearer +3 Toughness. The powerful dark energies within the armour strike back at its attackers. Each time an incoming attack causes the wearer damage roll 1D6. On a score of 1 the blow is thrown back at the attacker as a blast of magical energy. The blast inflicts an equivalent number of Wounds as suffered by the wearer, modified for Toughness and armour as usual.

32 Venom Armour 250 Gold
This armour grants +1 Toughness to the wearer. At the end of every turn if an enemy is adjacent the wearer of the armour roll 1D6. On a score of 1, or 2 the foe takes 1D3 Wounds, with no modifiers for Toughness or Armour. This attack is *Fatal Damage*.

33 Ring of Resistance 100 Gold
This ring grants the wearer Magic Resistance 6+. If the wearer already has Magic Resistance then the ring increases effectiveness by 1 (e.g. MR 6+ would become MR 5+).

34 Cloak of Shadows 250 Gold
Any foe attempting to hit the wearer is at -1 to hit.

35 Warpstone Talisman 325 Gold
Whenever a foe rolls a natural 1 to-hit against the wearer of the talisman the blow rebounds at full effect and he hits himself instead.

36 Doomfire Ring 500 Gold
The wearer may use this ring to fire a bolt of power at one of his opponents once per turn. Roll to hit with a Ballistic Skill of 4+. If the attack hits the target suffers 2D6+(2x the wearer's Battle-level) Wounds, with no modifier for armour.
May be used once per Adventure.

41 Mask of Kadon 100 Gold
This mask gives the wearer +1 Toughness and Fear equivalent to (the wearer's Battle-level)+3. If the wearer innately causes Fear (not due to another item or treasure) then it gives him Terror (equivalent to his Fear value)

42 Collar of Vengeance 425 Gold
Any foe adjacent the wearer at the end of the turn suffers 1D3 Wounds with no modifiers for Toughness or armour. This is *Fatal Damage*.

43 Cutting Edge Sword 400 Gold
The sword inflicts +1 Wounds *x* (the wielder's Battle-level).

44 Sword of Distortion 375 Gold
This sword causes the wielder's outline to shimmer, making him harder to hit. Any foe attempting to attack is at -1 to hit. In addition, the warping nature of this sword reduces the effect of any blows that strike reducing the damage by -1 Wound.

45 Sword of Pain 425 Gold
This sword ignores any non-magical armour and up to 3 points of magical armour when determining damage.

46 Cursed Blackblade 250 Gold
This sword warps time around the immediately vicinity of its wielder. Once per turn the bearer may re-roll one of his attacks that misses. In addition, the sword causes +1D6 Wounds per hit.

51 Sword of Insanity 350 Gold
This sword gives the bearer a Fear value equal to twice the level of the foe he is fighting. If the Adventurer bearing this sword already causes Fear innately (not due to an item or treasure) then it gives him a Terror value equal to his original Fear value.

52 Protection Ring 100 Gold
This ring grants the wearer +1 Toughness.

53 Chaos Runeshield 575 Gold
The Chaos Runeshield is covered with writhing carvings that have the power to destroy enemy magic. The shield provides +1 Toughness to the bearer, and any unit adjacent the bearer is unable to cast magic spells, including friendly units. Spells from magical items and artifacts will work normally.

54 Mask of Domination 175 Gold
This mask provides the wearer with +1 Toughness. In addition, the wearer's maximum number of slaves allowed to be captured per

Adventure is increased by +2 and the maximum number of slaves that may accompany the wearer increases by +1 (even if the wearer does not have the Slavedriver skill).
Chaos Dwarfs only

55 Battle Standard of Zharr Naggrund 250 Gold
This battle standard grants all Adventurers on the current board section (but not slaves) Fear 4.
Chaos Dwarfs only

56 Banner of Confinement and Slavery 225 Gold
This banner, although plain-looking and without any of the usual intricate workings of more powerful magical banners, confers all slaves within a two square radius with −1 Movement, but while within this radius each slave heals 1 Wound per turn and gains +1 Attack.
This banner may also be carried by a slave. If the slave dies the banner may be retrieved by an Adventurer when the board is free of foes.

61 Spiked Beard Tips 150 Gold
These spikes are expertly crafted and designed in such a way that they may be braided into a beard and the sharp tips will then protrude from the bottom of the braids. There are enough spiked tips to be worn on each braid of a beard. And although they serve little use in combat, they are a useful status symbol among the Dawi Zharr. The wearer may reduce any prerequisite number of slaves for advancing in Battle-level, accessing Settlement areas, etc. by 10%.
Chaos Dwarfs only

62 Armoured Beard Beads 100 Gold
These heavy and finely polished beads are more like miniature suits of armour than mere decoration. There are enough of these large thick beads to be worn on each braid of a beard, granting the wearer +1 Toughness.
Chaos Dwarfs only

63 Skull Beads 150 Gold
These finely crafted beads are formed into the shape of skulls. There are enough to be worn on each braid of a beard and are often viewed as a symbol of status in Dawi Zharr society. The wearer may reduce any prerequisite number of slaves for advancing in Battle-level, accessing Settlement areas, etc. by 10%.
Chaos Dwarfs only

64 Armour-plated Collar 125 Gold
This collar has large plates that hang down from it, covering much of your Adventurer's beard. May not be worn with beard beads. +1T.
Chaos Dwarfs only

65 Face Plate of Cruelty 600 Gold
Worn as a mask, this full face plate provides +1 Toughness and radiates a magical aura that grants any slaves adjacent to the wearer Ignore Pain 1, including those who may be bearing the wearer on a palanquin, for example.

66 Daemonic Face Plate 400 Gold
Worn as a mask, this heavy full face plate's twisted and deformed exterior looks as though it is the mouth of a hellish daemon. With arcane magics emanating from within its metal frame and eagerly clutching fingers along its inside edge – ready to clutch on to the back wearer's head when donned – this item evokes an uneasy feeling, both from those in front of it, and the one behind! This face plate grants the wearer +1 Toughness and Terror equivalent to half their Battle-level, rounded down (note that at Battle-level 1 an Adventurer has a Terror rating of zero).



·OBJECTIVE ROOM TREASURE·

At the end of each adventure lies the Objective room, the final location, and invariably the greatest challenge to the Adventurers. Upon dealing with the contents of the Objective room the Adventurers normally get a Treasure card. Now you are using the Treasure tables, however, and you should roll 1D6 and consult the following table:

1-3 Roll on the Objective Room Treasure sub-table from the Roleplay book, p72.
4-5 Draw an Objective room Treasure card (if available, otherwise roll again, where 1-3 is the Roleplay book table and 4-6 is the Chaos Dwarf table.).
6 Roll on the Chaos Dwarf Objective Room Treasure sub-table.

CHAOS DWARF OBJECTIVE ROOM TREASURE

11-12 Talisman of Obsidian 1,200 Gold
This talisman is an incredibly powerful anti-magic artifact. The Talisman has Magic Dispel 2+, applied to any friendly or enemy spell cast on the same board section as the bearer of the talisman, or against any spell targeting unit on the same board section (even if cast by a unit off of the current board section). This item may only be used once per Adventure, but once activated its effect lasts for 1D6 turns.

13-14 Vampiric Armour 900 Gold
This heavy armour confers +2 Toughness. While worn, once per Adventure this armour can be used to drain 1D6 Wounds (with no modifiers for Toughness, armour, Ignore Pain, etc.) from every unit adjacent the wearer, friend or foe. For each Wound drained in this way half of those Wounds are gained by wearer to heal himself (rounded down), the rest is consumed by the daemon bound within the armour. For example, if there are four foes adjacent the wearer and they are each drained of 2, 4, 6 and 3 wounds, the wearer gets 1, 2, 3 and 1 Wounds healed.

15-16 The Mouth of Hashut 2,500 Gold
The Mouth of Hashut is an ultra-powerful blunderbuss, which contains the essence of a Shadow daemon. The Mouth of Hashut works similar to a blunderbuss, in that it grants +1 to hit on Ballistic Skill rolls and has a range of 12 squares. All models in a 3x3 square take 3D6 + Str6 Wounds with no deduction for armour. The Mouth of Hashut never needs to be reloaded as it draws upon the unseen energies of the Warp to fire a blast of deamonic energy that warps flesh, metal, bone and other material, however, the Mouth of Hashut can only be fired once per board section. Once the Mouth of Hashut has been fired within a room or board section it cannot be used again in that area as it has drained all of the daemonic energy from the area that was available.
Once per Adventure The Mouth of Hashut can also be used to unleash a terrible blast of hellfire that is unrivaled by even the most powerful Sorcerers of Hashut or daemon. At any time, even if it is not during the Warrior's Phase, pick any allied unit adjacent the wielder of the weapon, including the wielder himself, The Mouth of Hashut feeds upon that unit's life energy, inflicting 2D6 Wounds with no modifiers for Toughness or armour. The Mouth of Hashut can then immediately be fired, hitting any number of targets, friend and foe alike, in a straight line from The Mouth of Hashut until a wall is reached. Each target struck immediately suffers 2D6 Wounds with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). Any unit killed by the blast explodes in a blaze of daemonic hellfire and will automatically inflict 1D6 Wounds with no modifiers for anything (Toughness, armour, Ignore Pain, etc.) to each of its adjacent units.
The Mouth of Hashut has Will Power 12. If an Adventurer Fails a Will Power test The Mouth of Hashut will immediately drain 1D3 Wounds from the wielder and any adjacent unit, with no modifiers for anything (Toughness, armour, Ignore Pain, etc.). Furthermore, until the Adventurer regains control, The Mouth of Hashut has full control of the Adventurer's body and the Adventurer is controlled as though he were a Monster. He will attack every second turn using The Mouth of Hashut as his weapon. For each unit that is successfully dealt damage while under the control of The Mouth of Hashut the Adventurer is healed 1 Wound.
The Mouth of Hashut cannot be modified with arcane runes and cannot have any additional blunderbuss upgrades applied to it, such as a bayonet.

21-22Stovepipe of Imperious Might 1,000 Gold
This massive and mighty "high hat" crackles with power and imbues its wearer with incredible tolerance to pain. The wearer gains +1 Toughness and Ignore Pain 1. If the wearer

already has Ignore Pain then it is further increased by 1 point.
Chaos Dwarfs Only

23-24 Hashut's Book of Secrets 750 Gold

The Book of Secrets contains many secrets of power, but all too often the price of power is life itself. While in his possession, the book grants the bearer the powers of a Battle-level 1 Sorcerer in terms of spell casting ability. This is in addition to his current class and Battle-level. The bearer gains a base 1D6+2 Power which will be replenished at the start of each Adventure. The bearer also has access to Power each turn, equivalent to the result of the Power Phase die roll +1 (although a Power roll of 1 does not afford any bonus as it is an Unexpected Event). The bearer may 3D6, and from the resulting die rolls combine the numbers in any way desired and choose an equivalent casting cost spell. For example, when an Adventurer finds the Book of Secrets he gains 2D6+2 Power, which is replenished each Adventure until he is relieved of the Book. He also rolls 3D6, getting a 3, 5 and 6. Combining the 3 and the 6 he decides to take Lifestealer, which is a useful healing spell which has a casting cost of 9. The unused 5 is discarded as he may only choose one spell.
If the Adventurer is relieved of the book he loses all associated abilities and Power. If the book is ever returned to him, it does not allow him to re-roll his base Power or spell dice, he will simply regain what he had previously.
Chaos Dwarf Warrior, Annihilator, Daemonsmiths and Chaos Warriors Only

25-26 Banner of Desolation and Waste 500 Gold

Although it looks as if it is in tatters and about to fall apart this banner from antiquity has lost none of its original potency and must have been a difficult artifact to construct due to its anti-magic nature. Any units within a two square radius of the Adventurer carrying this banner, including the Adventurer himself, are subjected to Magic Drain 6+ and any spells cast within this radius, or on targets within this radius are subjected to Magic Dispel 6+.

31-32 Blade of the Damned 550 Gold

This blade causes double damage every time it strikes. (Roll the normal amount of damage, multiply it by 2 and then add the wielder's Strength).

33-34 Daemonic Plate Armour 750 Gold

This full body suit of armour provides +4 Toughness, and is less like a traditional suit of armour and more like a living creature as it appears partially alive. This makes it easier to move nimbly and quickly and the wearer suffers no movement penalty, what's more this armour adds +2 to the wearer's base move rate. If the Adventurer fails a Will Power check during an Unexpected Event the wearer loses 1D6 Wounds each turn, with no modifier for Toughness or armour, as the daemon attempts to consume his soul. This damage will stop as soon as the wearer regains control.

35-36 Fist of the Dawi Forge Masters 800 Gold

This platemail suit has a backpack-sized machine mounted on the rear, with a large mechanical fist. While worn, the armour provides +4 Toughness. The fist is a huge mechanical mitt used for stoking the hottest of the forges in Zharr Naggrund. The armour, however, is cumbersome and Movement is reduced by −1.
The mechanical fist grants an extra attack per turn. This attack inflicts 3D6 + Strength of 10 Wounds, with no additional bonuses from the Warrior's Strength. The armour-plated suit can also be used to automatically nullify any single fire-based attack, magical or otherwise, once per Adventure, by using the huge mitt as a shield.
Chaos Dwarfs Only

41-42 Armour Plating of Anarchy 800 Gold

These specially designed shoulder plates may be worn in the place of the normal shoulder plates worn with a suit of plate armour or Immortal's Stone armour. When applied these magical armour plates bond to the suit of armour, permanently fixing themselves and subtly changing the appearance of the entire surface of armour into a pattern of chaotic whorls and ripples. These plates do not augment the effectiveness of the armour but allow the wearer to teleport once per adventure to an empty space on the current board section. This may be done at any time, including during the Monster's Phase, however, once a foe has rolled successfully to hit it is too late as the blow has landed.

43-44 Mask of the Master Daemonsmith 1,000 Gold

This mask provides the wearer with +1 Toughness. The Adventurer may also use the mask to attempt to control a daemon. Roll 1D6, on a 5 or 6 the mask allows the warrior to control a daemon for 1 turn (during the Monster's phase)

and can use the daemon to attack any target, including itself. Daemon control may only be *attempted* once per quest. On a roll of 1 the mask cracks and the ability to control daemons is lost, however the toughness bonus remains. If this happens the mask is only worth 100 Gold when sold.
Chaos Dwarfs and Chaos Warriors Only

45-46 High Hat of Ascendancy 900 Gold
The wearer gains 2D6 points of Power added to his permanent reserve which is replenished at the start of each adventure. This is lost if the hat is removed, however if it is donned again the same number of Power are returned to the wearer (do not re-roll). The Sorcerer may also re-roll an extra spell die when learning new spells. Furthermore, the Sorcerer may immediately roll 5D6 Spell dice and choose up to two Spells from the spell list (remembering that he may re-roll two of the dice, once each). Like the additional Power, these spells are only available while the hat is worn. The hat also provides +1 Toughness to the wearer.
Chaos Dwarf Sorcerer Only

51-52 Blade of Daemon Banishing 900 Gold
This two-handed weapon has a halfmoon blade pointing away from the shaft at its tip and grants the weilder +1 on all to-hit rolls (+2 on all to-hit rolls against Daemons). Furthermore this blade ignores all armour bonuses when used against a daemon.

53-54 Amulet of Daemonwarding 800 Gold
This amulet may be used to immobilize any one daemon. The immobilized daemon may not move and loses all attacks for one round of combat (effectively missing its turn).
May only be used once and is then worthless.

55-56 Circlet of Daemonic Fortitude 1,000 Gold
This circlet is lined with barbed hooks along its inside and must be worn around the head, however, it can be worn under a helmet, hat or mask. The constant pressure the circlet exerts on the skull while being worn is almost unbearable, and the wearer suffers a −1 penalty to their base Toughness while it is donned. The circlet makes the wearer immune to Fear, Terror and similar effects caused by Daemonic creatures (such as Daemonic). The wearer may entirely ignore these effects. The wearer also has Frenzy 6+.

61-62 Daemon Mail
Many suits of Daemon Mail were forged long ago by a twisted and corrupted Dawi Zharr Forgemaster. Many of these relics were destroyed in long-forgotten wars, in various holy crusades of enemy races, and many more disappeared when the Forgemaster and his lair met with a catastrophic end (legend has it that a horde of greater daemons ventured to the material plane for the sole purpose of his destruction). These suits of armour are now closely-guarded secrets by those who own them and are highly prized.
The type of armour is not apparent until donned. Once worn roll 1D6 to determine which type of Daemon Mail it is:
1 Nurgle Daemon Mail – When worn the armour begins to reek of death and decaying flesh. The wearer immediately
The armour also secrets a Slime Trail around the wearer as he moves. Any model (ally or foe) who finishes their turn in a square adjacent the wearer suffers 1 Wound, with no modifiers for Toughness or armour as the poisonous gunk attacks his flesh (palanquin bearers and mounts are also affected as well as those adjacent the bearers/mount). The armour also confers +2 Toughness and as long as the wearer is above zero Wounds he regenerates 1 Wound each turn. Although the wearer is immune to the Slime Trail, he is not immune to related attacks or damage from alternate sources.
2 Slaaneshi Daemon Mail –
3 Tzeentchian Daemon Mail –
4 Bloodthirster Daemon Mail –
5 Bloodthirster Daemon Mail –
6 Daemon Mail of Unthinkable Darkness –

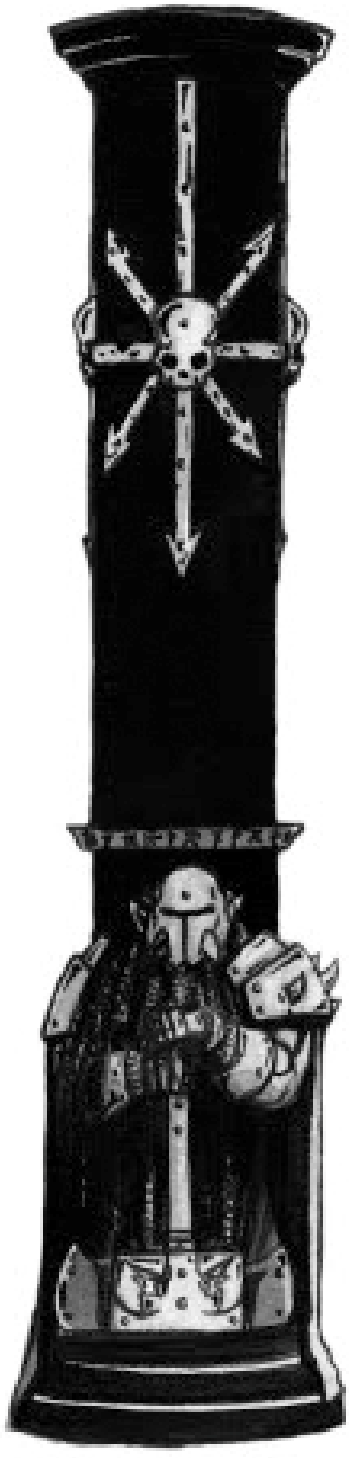
Once equipped, the wearer is unable to remove the armour as it has bonded itself with his body and cannot be removed until the Adventurer finds a Settlement with a Temple of Hashut. This may have dire consequences if the Adventurer needs access to his hands to use healing items, open locked doors or lift heavy objects! Once inside A Temple of Hashut the power of Hashut and the heat of the temple furnace calm the weapon allowing the bearer to remove his hands and equip or use other items. The armour can, however, be removed from a dead Arventurer's body.
Chaos Dwarf Warrior, Daemonsmith and Chaos Warriors Only

63-64 Fastidious Warhammer 900 Gold

The wielder of this two-handed weapon is at -1 to hit, but successful strikes ignore all but magical armour and inflict Fatal Damage. What's more, this damage cannot be healed by any means other than natural healing over time (*i.e.* an ally struck by the weapon must wait until the start of the next Adventure to regain Wounds lost to this weapon).
Once equipped, however, the wielder may not let go of the weapon with either hand until reaching a Settlement with a Temple of Hashut. This may have dire consequences if the Adventurer needs access to his hands to use healing items, open locked doors or lift heavy objects! Once inside A Temple of Hashut the power of Hashut and the heat of the temple furnace calm the weapon allowing the bearer to remove his hands and equip or use other items. The weapon can, however, be removed from a dead Arventurer's body.

65-66 Armour of Carnage 850 Gold

This armour gives the wearer +2 Toughness. Furthermore it has a bloody will of its own, forcing the wearer's body to continue to battle after he has fallen. While the wearer is alive he gains +1 Attacks. Upon the wearer's death, roll 1D6 at the start of every subsequent turn. On a score of 1 or 2 the armour crashes to the floor, empty and dead. On a score of 3, 4, 5or 6 the armour keeps fighting by itself, animated by the powerful magic within it. The armour has the same profile as the wearer, but only has one Attack. Any further Wounds inflicted on the armour have no effect at all.
Each time the wearer is reduced to 0 Wounds and reanimated he permanently loses 1 Toughness, however, further reanimations while he is still at 0 Wounds have no further ill effects. Once the wearer is reduced to 0 Toughness he is utterly dead and no magic or power can revive or reanimate it, and he is removed from the game.



Special Rules
Endure
…

Empire
Empire Magic Armour
Empire Magic Item
Empire Magic Weapon

Mountain Dwarfs
Mountain Dwarf Magic Armour
Mountain Dwarf Magic Item
Mountain Dwarf Magic Weapon

Northland Barbarians
Kislev Magic Item
Kislev Magic Weapon

Wood Elves
Wood Elf Magic Armour
Wood Elf Magic Item
Wood Elf Magic Weapon

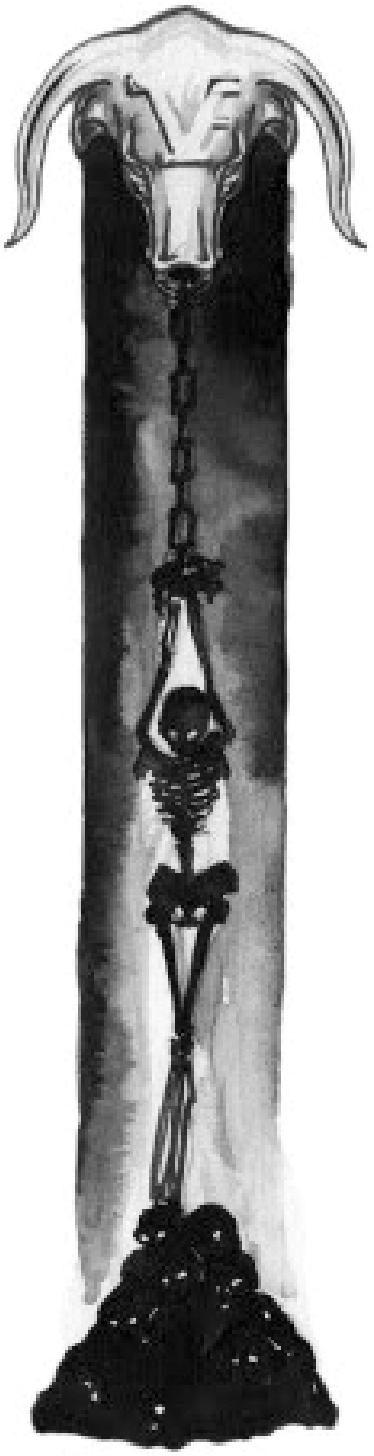
Brief Summary of Enemies of the Dawi Zharr Empire!

Barbarians of the Northlands
Barbarians
Shamen

Empire
Swordsmen
Mounted Knights
Wizards

World's Edge Mountain Dwarfs
Dwarfs
Dwarf Thunderers
Bugman's Dwarfs
Dwarf Thane

Wood Elves of Loren Forest
Wood Elves
Wood Elf Rangers



MONSTERS' SPECIAL RULES

Note that entries in this section expand on the abilities outlined in the core Warhammer Quest Roleplay book and are to be used specifically with "Monsters" (including Humans, Elves and Dwarfs) in the new Chaos Dwarf Monster Tables.

Battle-blades
At the start of the first round of combat roll 1D6. On a 4, 5 or 6 the Barbarian's attacks are doubled.

Endure
The Dwarfs of the World's Edge Mountains are a stout and hearty lot. Some of their strongest are able to sustain crippling blows and will remain on their feet battling to the bitter end. The first hit that would reduce a unit with this ability to 0 Wounds or less may be ignored and instead the unit takes no damage. This ability may only be used once and then cannot be used again.

Grapple
During the first round of combat roll 1D6, on a roll of 1, 2, 3 or 4 the Barbarian attacks as normal this turn and my attempt to Grapple again next turn. On a roll of 5 or 6 the Barbarian combines all his attacks into a grappling attack, and rolls to hit as normal, but may not attempt to Grapple again for the remainder of combat. If the Grapple hit is successful the attack deals 1D6x6 Wounds.

MAGIC EQUIPMENT OF THE EMPIRE

Any human from the Empire will use the following tables:

IMPERIAL MAGIC WEAPONS

1 **Sword of Vengeance** – The sword ignores the foe's Toughness and all but magical armour. In addition, the wielder can re-roll one miss per turn.

2 **Warhammer of Sigmar** – This warhammer may be wielded single-handedly and grants the wielder +1 on all to-hit rolls against servants of the Chaos Gods (including Chaos Warriors, Chaos Sorcerers, Beastmen, Chaos Dwarfs, daemons, etc. The bonus is not applied to Orcs, Hobgoblins, Ogres, Skaven or similar units.

3 **Holy Mace** – The wielder of this Mace inflicts an additional Wound per Dungeon Level, to a maximum of +6. Furthermore, if used against a daemon, or an Adventurer that is temporarily possessed by a daemon it will inflict double damage.

4 **Sword of the Imperium** – This sword makes its wielder, as well as each ally of the wielder that is on the current board section, immune to Fear and Terror. Furthermore, it confers Break to any remaining Slaves on the current board section. At the end of each turn that any Slaves are on the same board section as the Sword of the Imperium roll 1D6. If the total is equal-to or greater than the number of Slaves that have died in this round of combat they will break and run at their full movement rate (the Adventurers will be powerless to stop or command them). Once they are out of the range of a Lamp or other light source they are utterly lost.

5 **Sword of Heroes** – This sword causes an extra 3D6 Wounds when used against foes with a base Toughness of 6 or more.

6 **Blade of Leaping Gold** – The wielder gains +3 Attacks per turn.

IMPERIAL MAGIC ITEMS

1 **Battle Banner of the Gryphon** – This large banner is cumbersome and unwieldy, reducing the bearer's to-hit rolls by -1. The bearer and any allied units (Dwarfs, Elfs and Humans) on the current board section inflict an additional +3 Wounds on each successful strike.

2 **Lifestone of Ashraaz** – The icon allows the bearer to regain 1D3 Wounds at the end of each turn, as long as he has 1 or more Wounds.

3 **Quicksilver Talisman** – This talisman grants the wearer +2 Movement each turn. Furthermore, the wearer may not be pinned.

4 **Talisman of Obsidian** – This talisman negates the powers of a Sorcerer, Wizard or other spellcaster adjacent the wearer. Any spells cast by such models fail on a 1D6 roll of 4, 5 or 6 and the casting cost of the spell is instead redirected to heal 1D6 of the wearer's Wounds.

5 **Life Stone of Le Marquis** – The first time that the bearer is struck by a blow that would reduce him to zero Wounds, the stone deflects the blow, causing no damage. The stone may not be used again.

6 **Dawnstone** – This item will restore the unit to full Wounds once it has reached zero Wounds. May only be used once and is then useless.

IMPERIAL MAGIC ARMOUR

1 **Gryphon Gauntlets** – These gauntlets have the Imperial Gryphon engraved into them and grant the wearer the ability to re-roll one missed hand-to-hand attack per turn.

2 **Shield of Light** – This shield radiates a brilliant and blinding light, distracting attackers. Any attacks against the bearer are made at -1 to hit. Furthermore, if the attacker's to-hit is a natural 1 they are blinded by the dazzling light and lose any further Attacks they may still have this turn.

3 **Armour of Dargan** – This armour provides an additional +1 Toughness on top of the units armour rating, and any for attacking with a magical weapon is at -1 to hit.

4 **Helm of Sigmar** – This great helmet grants its wearer +2 Toughness.

5 **Shield of Sigmar** – This great shield grants +2 Toughness and also allows the bearer to completely negate the damage that would have been inflicted from any one non-spell-based attack, regardless its source.

6 **Armour of Sigmar** – This armour grants +3 Toughness. Furthermore, if the wearer is reduced to zero Wounds it will restore 2D6 Wounds at the end of the turn, and will also make him invulnerable to all but magical weapons and spells during the following turn only.

MAGIC EQUIPMENT OF THE NORTHLAND BARBARIANS

Any barbarian from the frozen North will use the following tables:

KISLEV MAGIC WEAPONS

1 **Hellfire Sword** – The wielder of this massive axe is at –1 Attack each turn (minimum of 1 Attack) but each Attack is made with +1 on all to-hit rolls and each hit inflicts an additional amount of damage equal to the wielder's current Dungeon-level+1.

2 **Blood Sword** – On top of the wielder's normal attacks, roll 1D6 for each model (friend and foe alike) in a square adjacent the wielder. On a score of 6, the sword lashes out of its own volition causing damage as per a normal hit by the wielder.

3 **Sword of the Barbarian Kings** – This great sword ignores all except magical armour and inflicts double damage on a successful hit.

4 **Northlands Battle-axe** – If the wielder strikes an opponent with a natural to-hit roll of 6, as well as causing normal damage the target and all adjacent models, both friend and foe alike (including the wielder!) burst into flames and take an extra 1D6+(1 Wound per Dungeon-level of the wielder) with no modifier for armour.

5 **Dragon Sword** – Causes double damage on a natural to-hit roll of 5 or 6. However, the sword is partially sentient, and at the start of each turn roll 1D6. On a score of 1-3 the sword has a mind of its own and refuses to comply, the wielder loses up to 3 Attacks this turn.

6 **Frostblade** – The wielder of this sword may only make 1 Attack per turn. If the wielder makes a successful to-hit roll which inflicts at least 1 Wound the foe is automatically slain. The slaying ability of the weapon may only be used once and is then lost.

KISLEV MAGIC ITEMS

1 **Pelt of the Timber Wolf** – This magical fur cloak confers an additional +1 Toughness and also confers the wearer with Ignore Pain 6+.

2 **Sunstone Pendant** – This lucky pendant makes the wearer immune to Fear and Terror as well as effects due to Daemonic status of foes.

3 **Ring of Icy Regeneration** – This ring allows the wearer to regain 1D6 Wounds at the end of each turn. If the wearer is reduced to zero Wounds his body will immediately turn to ice and explode outward, sending razor-sharp shards of ice in all directions. Roll 1D6 for every unit on the current board section, on a score of 3, 4, 5 or 6 the unit is unharmed. On a roll of 1 or 2 the unit suffers 1D6 Wounds with no modifier for Toughness or armour.

4 **Spellweaver's Trinket** – This dull bauble may not look like much but its ability to drain magical energy is no less potent. Any spellcaster on the current board section must roll 1D6, on a roll of 1 or 2 they will be unable to cast spells while the bearer of the trinket is on the same board section. Furthermore, for any Sorcerer, Wizard or other spellcaster who uses magical Power to cast spells roll an additional 1D6: this is the number of Power that has been drained from their amount this turn and has been absorbed by the Trinket (*lost Power only affects the fluctuating Power reserve of the spellcasters this turn, not their permanent reserve Power, which cannot be drained by the Trinket*). If the Trinket drains a total of 20 Power the bearer of the Trinket may cast the spell Hailstorm in lieu of one Attack. Hailstorm strikes all enemy units on the current board section for 2D6+the bearer's Dungeon-level Wounds, with no modifier for armour.

5 **Gloves of the North** – These gloves imbue any weapon wielded by the wearer with a frost attack. In addition to the normal damage inflicted by the weapon the freezing effect causes 1D6+the bearer's Dungeon-level Wounds, which is added to the total damage inflicted by each blow.

6 **Winter's Tear** – This clear polished gemstone was retrieved from the heard of a great glacier. It allows the bearer to draw upon the life energy of any allied unit on the current board section, transferring up to 20 Wounds from any number of different allies, once per turn, which are used to heal the bearer. An allied unit may not be brought below 1 Wound with this item, however.

KISLEV MAGIC ARMOUR

NOTE: Kislev units do not have any magic armour.

MAGIC EQUIPMENT OF THE WORLD'S EDGE MOUNTAIN DWARFS

Any Dwarf from the World's Edge Mountain region will use the following tables:

MOUNTAIN DWARF RUNE WEAPONS

1 **The Golden Daemon** – This large master crafted musket looks similar to a blunderbuss, and has the face of a daemon laid in gold around the barrel. The musket adds +2 to the wielder's Ballistic Skill to-hit rolls, has a range of 8 square and on a successful hit inflicts 2D6 + (1 Wound x the wielder's Dungeon-Level) and ignores armour. The musket may be fired only once each turn.

2 **Ogre Slayer** – This axe adds +3 to the wielder's Strength.

3 **Gromril Blade** – This axe ignores all except magical armour and inflicts double damage on a successful hit.

4 **Obsidian Axe** – After an attack which successfully wounds the opponent roll 1D6. On a 1, 2, 3 or 4 nothing else happens. On a roll of 5 or 6, if the opponent's armour is non-magical the axe destroys the target's armour. This axe has no effect on non-magical armour.

5 **Hammer of Spite** – Choose one Adventurer at random at the start of the first round of combat. If there is a space empty adjacent to that Adventurer the wielder of this weapon may be placed in that space and gains an automatic Ambush attack. The wielder also gains +1 Attack against that Adventurer every turn.

6 **Battle-axe of the Ancient Dwarf Lords** – This battle-axe inflicts +2 Wounds. Furthermore, it confers Break to any remaining Slaves on the current board section. At the end of each turn that any Slaves are on the same board section as the Sword of the Imperium roll 1D6. If the total is equal-to or greater than the number of Slaves that have died in this round of combat they will break and run at their full movement rate (the Adventurers will be powerless to stop or command them). Once they are out of the range of a Lamp or other light source they are utterly lost.

MOUNTAIN DWARF RUNE ITEMS

1 **Mitts of the Forge** – These large gloves provide the wearer with +2 Strength and make anything he is carrying seem lighter and more easily wielded, giving him a +1 bonus to all to-hit rolls.

2 **Arcane Battle Goggles** – These large goggles are part Dwarf construction and part arcane magic. The wearer sees the world as though it were moving in slow motion. He gains +1 on all to-hit rolls, and foes are also at -1 to hit him.

3 **Mithril Ring** – This ring grants the wearer +2 Toughness.

4 **Battle Standard of the Crag** – This large banner is mounted on the back of the bearer and grants himself and all allied units (Dwarfs, Elfs and Humans) on the current board section +1 Attack each turn, but these attacks are made at -1 to-hit.

5 **Bugman's XXXXXX** – This Dwarf brew can be consumed at any time by its owner, or he may use it on any adjacent ally. It immediately grants +3 Strength during the next round of combat and makes the recipient immune to Fear and Terror for the duration of combat.

6 **Grimstone** – This fist-sized granite stone grants its bearer +1 Toughness and +1 Strength.

MOUNTAIN DWARF RUNE ARMOUR

1 **Dwarf Blast Shield** – Said to be capable of withstanding some of the most powerful explosives and fire spells as well as the intense heat of the most grand Dwarf forges, this great shield progives +2 Toughness and

2 **Winged Helm of Dwarf Lords** – This helmet is decorated with large ornate wings and grants the wearer +1 Toughness, +2 Move and Fly (allowing them to fly over obstacles). The wearer can never be pinned and can change targets each turn.

3 **Arcane Armour of the Forge** – Each time an attack is made against the wearer roll 1D6. On a score of 1 the attack is thrown back at the attacker as a blast of magical energy. He immediately suffers the Wounds he would have inflicted instead, modified for Toughness and armour.

4 **Scale Mail of the Great Wyrm** – This suit of armour is made from dragon scales and is worn only by Dwarf Lords of great repute. The armour grants the wearer +2 Toughness, and the mirror-like scales on the armour naturally reflect magical energies, granting the wearer Magic Resistance 5+ (or reducing the MR value by 1 if the unit already has this attribute). Furthermore, any spell that targets the wearer will be much more difficult to cast and will require a number of additional points of Power equal to the wearer's Dungeon-level.

5 **Gauntlets of Soul Rending** – The bearer gains an additional 1D6 Wounds and may make one additional Attack at the beginning of the Monster's Phase each turn, but at -1 to-hit, and causing normal damage.

6 **Steam-powered Clockwork Plate Mail** – This armour gives the wearer +2 Toughness. In addition, its mechanisms and gears make it seem as though it has a mind of its own, driving the wearer ever onward into battle. While the wearer lives the armour gives him +1 Attacks. Upon the wearer's death, roll 1D6 at the start of every subsequent turn. On a score of 1 or 2 the clockwork armour crashes to the floor, smashed to pieces and unrepairable (with no further rolls necessary). On a score of 3, 4, 5 or 6 the armour keeps fighting by itself, almost as though it were alive. The armour has the same profile as the wearer, but has only two Attacks which it makes at -2 to-hit. Any further Wounds inflicted on the armour have no effect.

MAGIC EQUIPMENT OF THE ELVES

Any High Elf or Wood Elf will use the following tables:

HIGH ELF/WOOD ELF MAGIC WEAPONS

1 **Bow of Loren** – This bow inflicts 1D6x the wielder's Dungeon-Level. If the blow is sufficient to kill the opponent outright and there is a foe directly behind the initial target, then the shot continues, hitting that foe too. This continues until there are no more enemies or one of them survives.

2 **Sunfire Bow** – The bow adds +1 to the normal bow strength of the wielder and adds +2 to the wielder's Ballistic Skill rolls.

3 **Dagger of the Wood Sprites** – This magical dagger grants +1 on all to-hit rolls and deals +1D6 Wounds. Furthermore, the dagger may be thrown

(and grants +2 on a Ballistic Skill roll) at a single enemy within the wielder's line of sight, and grants the same damage bonus. The dagger may only be thrown once in this manner and is then lost.

4 **Twin Swords of the Elf Kings** – Forged long ago for a pair of High Elf nobles who sought power and dominance over all Elf kind, these blades were plundered following a major Elf victory. The blades are now wielded one in each hand and together they confer +1 Attack, +4 Move, and grand +1 on all to-hit rolls.

5 **Longblade of the Elven Highborn** – This sword confers the wielder with Frenzy 5.

6 **Avenger Sword** – This magical blade adds +3 Attacks to the wielder and he may re-roll one missed to-hit roll per turn.

HIGH ELF/WOOD ELF MAGIC ITEMS

1 **Cloak of Loren** – This finely embroidered magical cloak alters the physical form of the wearer, making him insubstantial. The wearer gains Etherial 2.

2 **Healing Elixir** – The cunning Elf has kept a potion hidden in reserve. When he is reduced to zero Wounds he will immediately drink the potion, restoring 1D6+2 Wounds.

3 **Elven Wayfarer's Boots** – These magical boots speed up the actions of the wearer, conferring the wearer with +2 Movement and +1 Attack each turn.

4 **Circlet of the Dryads** – This magical circlet is worn on the head and confers the wearer with Regenerate 2.

5 **Mithril Ring** – This ring, gifted to the Wood Elves in ancient times by Dwarfs, grants the wearer +2 Toughness.

6 **Heart of the Wood** – This gemstone negates the powers of a Sorcerer, Wizard or other spellcaster adjacent the wearer. Any spells cast by such models fail on a 1D6 roll of 4, 5 or 6 and the casting cost of the spell is instead redirected to heal 1D6 of the wearer's Wounds.

HIGH ELF/WOOD ELF MAGIC ARMOUR

1 **Mithril Chain Mail** – This finely linked suite of chain mail shimmers with an ethereal quality and distorts the form of the wearer, making him harder to hit. All to-hit rolls made against the wearer are at -1 to hit.

2 **Elf Shield** – The bearer may ignore the first blow inflicted on him each turn unless the attack was made with an unmodified to-hit roll of 6, in which case the shield has no effect.

3 **Elf Helm** – This perfectly wrought helm confers the wearer with Ignore Blows 6+.

4 **Armour of the Forest Spirits** – This mystical suit of armour looks more like a covering of bark and moss than proper armour, however it contains the essence of powerful forest spirits which grant the wearer +2 Toughness and Ignore Pain 6+.

5 **Cloak of Spring Renewal** – This robe confers Regenerate 2 upon the wearer.

6 **Elven Boots of Agility** – These boots allow the wearer to Move and Attack in any order and in any combination (including multiple Move, Attack, Move, Attack sequences) up to his maximum. Furthermore the boots confer Dodge 6+ to the wearer. If the wearer already has the Dodge ability it improves by 1.



THE FROZEN NORTHLANDS

BARBARIANS OF THE NORTHLANDS

	Barbarian	Barbarian Champion	Barbarian Hero	Barbarian Lord
Wounds	8	25	40	50
Move	4	4	4	4
Weapon Skill	3	4	6	7
Ballistic Skill	5+	4+	3+	2+
Strength	4	4	4	4
Toughness	3 (4)	4 (6)	4 (7)	4 (8)
Initiative	3	3	5	6
Attacks	1	2	4	4
Gold	120	620	1350	2000
Armour	1	2	3	4
Damage	1	1/2 (5+)	2	3

Special Rules (Barbarian)
None

Special Rules (Barbarian Champion)
Battle-blades; Kislev Magic Weapon

Special Rules (Barbarian Hero)
Battle-blades; Grapple; Kislev Magic Weapon; Kislev Magic Item

Special Rules (Barbarian Lord)
Battle-blades; Grapple; Ignore Blows 5+; Kislev Magic Weapon; 2x Kislev Magic Item

KISLEV SHAMEN

	Shaman	Shaman Champion
Wounds	22	36
Move	4	4
Weapon Skill	4	5
Ballistic Skill	4+	4+
Strength	3	3
Toughness	4 (5)	4 (5)
Initiative	4	5
Attacks	1	1
Gold	650	1340
Armour	1	1
Damage	1	2

Special Rules (Shaman)
Kislev Magic 1; Kislev Magic Weapon

Special Rules (Shaman Champion)
Kislev Magic 2; Kislev Magic Weapon; Kislev Magic Item

Kislev Ice Magic
Roll 1D6 on the following table to determine which spells are cast:

1, 2 The icy winds of the North are unfavourable and the casting attempt fails.

3 **Dazzle** – The targeted Adventurer is engulfed in a myriad maze of glittering colours. All hand-to-hand attacks made against the Adventurer this turn will only miss on a to-hit roll of 1. The effects last one turn.

4 **Freeze!** – Roll 2D6, this is both the number of separate enemies that may be hit on the current board, as well as how many Wounds are inflicted, with no modifiers for anything (Toughness, armour, Ignore Pain, etc).

5 **Ice Tomb** – Targeted Adventurer must roll 1D6 and add his base Toughness. If the total is less than 8 he is encased in a sarcophagus of ice and may not move or fight. While entombed the target cannot be attacked.
On each subsequent turn the Adventurer must re-roll to attempt to break free, adding +1 to his die roll for each turn that he is trapped. Once he rolls 8 or higher he breaks free.

6 **Time Freeze** – The Wizard reaches into the warp and holds back the fabric of time. Roll 1D6. On a score of 1, 2 or 3 the spell fails. On a score of 4, 5 or 6 the Monsters gain a send Monster's Phase immediately following the current phase, allowing them to move and/or attack twice in a row. Note that the Kislev Ice Wizard does not get a second attempt to cast any spells, however, during the second Monster's Phase.

BEASTS OF THE NORTHLANDS

	Wolf	Bear	Great Bear
Wounds	4	12	25
Move	6	5	6
Weapon Skill	5	4	6
Ballistic Skill	–	–	–
Strength	4	5	7
Toughness	3	5	6
Initiative	5	4	4
Attacks	1	2	3
Gold	65	215	300
Armour	–	–	–
Damage	1	2	3

Special Rules (Wolf)
Gang Up

Special Rules (Bear)
Fear 4

Special Rules (Great Bear)
Fear 6; Ignore Blows 6

MONSTERS OF THE NORTHLANDS

	Snow Troll	Yeti	Ice Elemental
Wounds	30	45	82
Move	6	4	6
Weapon Skill	3	7	9
Ballistic Skill	6+	–	–
Strength	5	8	8
Toughness	4	7	8
Initiative	1	6	7
Attacks	3	2	5
Gold	650	985	7275
Armour	–	–	–
Damage	2	3/4 (4+)	6

Special Rules (Snow Troll)
Fear 6; Regenerate 2; Chill 4

Special Rules (Yeti)
Terror 10; Hypnotise

Special Rules (Ice Elemental)
Chill 5; Ignore Blows 3+; Ignore Pain 10; Magic 2; Magic Resistance 4+; Terror 13

Ice Elemental Spells
Roll 1D6 on the following table to determine which spells are cast:

1 Freezing Fog – The entire section is cloaked in thick freezing fog. Each Adventurer must roll 1D6, all Slaves on the current board section and any Adventurer who rolls 1 or 2 becomes frozen. Frozen units may do nothing this turn. If frozen units are attacked this turn they are hit and wounded automatically, but will be able to use normal modifiers and armour saves.

2 Ice Shards – The Elemental opens his hands and from it shoots piercing shards of ice. Choose an Adventurer at random, that Adventurer is hit by 2D6 sharp ice fragments, each causing 1D3 Wounds, with no modifiers for anything.

3 Snow Storm – A blizzard suddenly fills the entire section, the flakes of snow being whipped around by the strong wind. For this turn each unit's line of sight extends in a 1-square radius. In addition each Adventurer takes 1D6 Wounds with no modifiers for anything.

4 Cold Heart – The Elemental points at one of the Adventurers. That character is convulsed with pain as his heart starts to turn to ice. Choose one Adventurer at random, that Adventurer suffers 1D6x(his Battle-level) Wounds with no modifiers for anything. Also, from the next turn on, until the Elemental is slain or the Adventurer is reduced to zero Wounds, the Adventurer suffers 1D6 Wounds with no modifiers, as Fatal Damage.

5 Snowball – The Elemental cups his hands and creates a snowball, he then throws it at an Adventurer. As it approaches him it grows until it completely smothers him. Choose an Adventurer at random, that Adventurer has been buried under a vast pile of snow and must dig his way out. To dig himself out the Adventurer must roll 1D6 and add his Strength. If the total is 9 or greater he is free and may act as normal. Adventurers not in combat and in adjacent squares can help dig him out by rolling 1D3 and adding it to the total. As soon as he is hit by the snowball the Adventurer takes 3D6 Wounds with no modifiers for anything. In addition to this he takes 1D6+3 Wounds for each turn he is buried by the snowball. While an Adventurer is buried he may not cast spells, fight, or be attacked in combat.

6 Ice Bolt – A solid bolt is launched at one of the Adventurers. When it hits its target the ice shatters, damaging anyone standing close. Randomly select one of the Adventurers: that Adventurer is struck by the ice bolt, causing 5D6 Wounds with only deductions for magical armour. As the ice shatters any units in adjacent squares (friend or foe) suffer 2D6 Wounds with the usual modifiers for Toughness and armour.



THE EMPIRE

EMPIRE SWORDSMEN

	Swordsman	Swordsman Champion	Swordsman Hero	Swordsman Lord
Wounds	12	20	40	50
Move	4	4	4	4
Weapon Skill	3	4	6	6
Ballistic Skill	5+	4+	3+	2+
Strength	4	4	4	4
Toughness	3 (4)	4 (6)	4 (7)	4 (8)
Initiative	3	3	5	6
Attacks	1	2	4	4
Gold	160	800	1850	2380
Armour	2	4	6	6
Damage	1	1	2	3

Special Rules (Swordsman)
Parry 6+

Special Rules (Swordsman Champion)
Parry 6+; Imperial Magic Armour; Imperial Magic Weapon

Special Rules (Swordsman Hero)
Parry 6+; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon

Special Rules (Swordsman Lord)
Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon; Parry 5+; Summon Swordsmen

Summon Swordsmen
Once per turn a single Swordsman Lord on a board section may attempt to summon reinforcements. Roll 1D6. On a roll of 1, 2 or 3 nothing happens. On a roll of 4, 5 or 6 he summons 1D6 Swordsman units.





EMPIRE KNIGHTS

	Mounted Knight	Knight Champion	Knight Hero on Warhorse	Knight Lord on Warhorse
Wounds	12	20	40	50
Move	4	4	4	4
Weapon Skill	4	5	6	7
Ballistic Skill	4+	3+	2+	1+
Strength	4	5	5	5
Toughness	4 (6)	4 (6)	5 (8)	5 (9)
Initiative	3	4	5	6
Attacks	2	3	4	5
Gold	350	800	1600	3150
Armour	2	2	3	4
Damage	1	1	2	3

Special Rules (Mounted Knight)
Riding Horse

Special Rules (Knight Champion)
Riding Horse; Empire Magic Armour; Empire Magic Weapon

Special Rules (Knight Hero on Warhorse)
Riding Warhorse; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon; Parry 6+

Special Rules (Knight Lord on Warhorse)
Riding Warhorse; Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon; Parry 5+

EMPIRE KNIGHT MOUNTS

	Horse	Warhorse
Wounds	8	20
Move	8	8
Weapon Skill	3	5
Ballistic Skill	–	–
Strength	4	5
Toughness	3 (5)	4 (7)
Initiative	3	4
Attacks	1	2
Gold	120	600
Armour	2	3
Damage	1	2

Special Rules (Horse)
Trample Attack (1D6+Str)

Special Rules (Warhorse)
Trample Attack (2D6+Str)

Trample Attack

The Horse's Trample Attack is an extra bonus attack that is made automatically each turn, in addition to the Horse's normal Attack. In order to determine who is struck by this bonus attack randomly select one of the Warriors or their allies who is adjacent the Horse.
If for any reason the Horse has been reduced to zero Attacks for the turn then it will *also lose* the Trample Attack.

EMPIRE WIZARDS

	Empire Wizard	Empire Wiz. Champion	Empire Wiz. Hero	Empire Wiz. Lord
Wounds	10	16	30	35
Move	4	4	4	4
Weapon Skill	2	3	4	4
Ballistic Skill	6+	6+	5+	4+
Strength	3	3	4	4
Toughness	3 (4)	3 (5)	4 (7)	4 (8)
Initiative	3	4	5	6
Attacks	1	2	3	3
Gold	250	900	1800	2700
Armour	1	2	3	4
Damage	1	1	2	3

Special Rules (Empire Wizard)
Empire Magic 1; Ring of Protection (+1T)

Special Rules (Empire Wizard Champion)
Empire Magic 2; Imperial Magic Weapon; Ring of Protection (+2T)

Special Rules (Empire Wizard Hero)
Empire Magic 3; Imperial Magic Weapon; Imperial Magic Item; Parry 5+; Ring of Protection (+3T)

Special Rules (Empire Wizard Lord)
Empire Magic 3; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon; Magic Dispel 4+; Parry 5+; Ring of Protection (+4T)

Magic of the Empire
At the start of each Monster's Phase a Wizard may cast one or more of the following spells, depending on his Magic rating. Roll 2D6 the relevant number of times on the following table to determine which Spells are cast:

2-3 **The Unexpected!** – In a moment of distraction and confusion the Wizard temporarily loses his connection to the chaotic aether from whence he draws power. He is unable to cast any further spells for the remainder of this turn!

4 **Wings of Power** – The Wizard conjures a pair of large majestic wings which emerge from his back, carrying him above the dungeon floor. Until the start of the Wizard's next turn the Wizard cannot be pinned, gains +2 Movement and Fly. The Wizard cannot engage or be engaged in hand-to-hand combat while aloft, but can be targeted by missile weapons and spells.

5 **Invisibility** – May be cast on himself or another of his allies on the current board. Spell lasts 1 turn. The affected unit may not perform any attack-type action, but may heal, move, etc as normal and cannot be attacked.

6 **Shield** – May be cast on himself or another of his allies on the current board. Lasts 1 turn. Attacks fail unless a natural to-hit roll of 6 is made or the attack is magical in nature.

7 **Fireball** – Pick a 2x2 area within the Wizard's line of sight. The area is struck by 1D6+(the Wizard's Dungeon-level) Fireballs, distributed as evenly as possible among the occupants of the 2x2 area. Each Fireball inflicts 1D6+(the Wizard's Dungeon-level) Wounds.

8 **Healing Hands** – Targets all of the Wizard's allies on the current board, including himself. Each ally is healed a number of Wounds equivalent to the Wizard's Dungeon-level.

9 **Confuse** – Causes one Adventurer (determine randomly) to immediately lose up to 1D3 Attacks this turn.

10 **Dazzle** – Dazzling lights bewilder the party of Adventurers. Pick any two enemies of the Wizard on the current board section, until the end of the turn those unit are dazed in a myriad maze of glittering colours and any hand-to-hand attacks made against the units only miss on a natural to-hit roll of 1.

11 **Freeze!** – Roll 2D6, this is both the number of separate enemies that may be hit on the current board, as well as how many Wounds are inflicted on each of them, with no modifiers for Toughness or armour.

12 **Lifestealer** – Every foe adjacent the Wizard suffers 1D6 Wounds, with no modifiers for anything (Toughness, armour, Ignore Pain, etc) and the Wizard is healed an amount equal to the total damage inflicted.

DWARFS OF THE WORLD'S EDGE MOUNTAINS AND SURROUNDING LANDS

WORLD'S EDGE MOUNTAIN DWARFS

	Dwarf Warrior	Dwarf Thunderer	Dwarf Champion	Dwarf Lord
Wounds	8	8	20	40
Move	3	3	4	4
Weapon Skill	4	4	5	7
Ballistic Skill	5+	5+	4+	2+
Strength	3	3	3	4
Toughness	4 (6)	4 (5)	5 (7)	5 (9)
Initiative	2	2	3	5
Attacks	1	1	2	4
Gold	160	160	480	1600
Armour	2	1	2	4
Damage	1 (+1)	1 (+1)	2 (+1)	3 (+1)

Special Rules (Dwarf Warrior)
Magic Resistance 6+; Dwarfs get 1 extra die when determining -to-hand combat damage, discarding the lowest. Hates Chaos Dwarfs

Special Rules (Dwarf Thunderer)
Magic Resistance 6+; Armed with Thunder Musket; Dwarfs get 1 extra die when determining hand-to-hand combat damage, discarding the lowest. Hates Chaos Dwarfs.

Special Rules (Dwarf Champion)
Magic Resistance 5+; Rune Weapon; Rune Item; Dwarfs get 1 extra die when determining -to-hand combat damage, discarding the lowest; on a to-hit roll of 6 add +2 Wounds to the damage roll; Hates Chaos Dwarfs

Special Rules (Dwarf Lord)
Magic Resistance 5+; Rune Weapon; Rune Armour; 2x Rune Item; Dwarfs get 1 extra die when determining -to-hand combat damage, discarding the lowest; on a to-hit roll of 6 add +2 Wounds to the damage roll; Endure; Hates Chaos Dwarfs

Dwarf Thunder Musket
These ranged weapons can be fired once per turn on any enemy unit within the Thunderer's line of sight. On a successful Ballistic Skill roll the weapon inflicts 2D6 Wounds.



BUGMAN'S DWARFS

	Bugman's Dwarfs	Dwarf Thane
Wounds	20	48
Move	3	4
Weapon Skill	5	7
Ballistic Skill	5+	2+
Strength	3	4
Toughness	5 (7)	5 (9)
Initiative	3	5
Attacks	2	4
Gold	780	3600
Armour	2	4
Damage	2(+1) 3(+1) (6+)	3(+1) 4(+1) (5+)

Special Rules (Bugman's Dwarfs)
Magic Resistance 5+; Dwarfs get 1 extra die when determining -to-hand combat damage, discarding the lowest; Hates Chaos Dwarfs; Endure; Frenzy 6+; receives an additional damage die on to-hit rolls of 6+.

Special Rules (Dwarf Thane)
Magic Resistance 5+; Ignore Blows 5+; Dwarf Thane gets 1 extra die when determining hand-to-hand combat damage, discarding the lowest; Hates Chaos Dwarfs; Rune Weapon; Rune Armour; 3x Rune Item; Endure; Frenzy 5+; receives an additional damage die on to-hit rolls of 5+.



ELVES

WOOD ELVES OF LOREN FOREST

	Wood Elf	Wood Elf Ranger
Wounds	8	10
Move	4	5
Weapon Skill	4	6
Ballistic Skill	4+	4+
Strength	3	4
Toughness	3(4)	4 (5)
Initiative	6	8
Attacks	1	2
Gold	125	350
Armour	1	1
Damage	1	1

Special Rules (Wood Elf)
Armed with Bows (Str 4); Dodge (6+); Never Pinned

Special Rules (Wood Elf Ranger)
Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned

HIGH ELVES

	High Elf	High Elf Champion	High Elf Lord
Wounds	8	16	35
Move	4	5	5
Weapon Skill	4	7	9
Ballistic Skill	4+	3+	1+
Strength	3	4	4
Toughness	3 (5)	4 (6)	4 (8)
Initiative	6	7	9
Attacks	1	2	4
Gold	150	480	1600
Armour	2	2	4
Damage	1	1	3

Special Rules (High Elf)
Armed with [1-3] Bow (Str 4) or [4-6] Spears (Fight in Ranks); Dodge (6+); Never Pinned

Special Rules (High Elf Champion)
Armed with Bow (Str 5); Dodge (5+); Elf Magic Item; Never Pinned
When making missile weapon attacks High Elf Champions may re-roll one missed hit per turn.

Special Rules (High Elf Lord)
Armed with Bow (Str 7); Dodge (4+); Elf Magic Weapon; Elf Magic Armour; Elf Magic Item; Never Pinned; Parry 5+
When making missile weapon attacks High Elf Lords gain +1 Attack, inflict +3 Wounds with missile weapon hits, may make two attacks with a Bow per turn, and may re-roll one missed hit per turn.

GRIFFONS

Griffons have fierce heads with a hooked beak like that of a huge bird of prey. Their forequarters too are feathered, with scaly limbs bearing foreclaws which are bird-like and razor sharp. Behind its huge feathered wings the Griffon's body is furred and it has huge clawed feet and a tail like that of a great hunting cat such as a lion or tiger. Some griffons have great golden pelts like mountain lions, other have skins which are spotted or striped, or black as night.
Some High Elf Lords ride a Griffon into battle, making the two an unstoppable combination.

Wounds	52
Move	6
Weapon Skill	5
Ballistic Skill	–
Strength	6
Toughness	5
Initiative	7
Attacks	4
Gold	1500
Armour	-
Damage	4D6

Special Rules:
Fly; Terror 10

CHAOS DWARFS

SCION OF HASHUT

This great Chaotic beast resembles a Lammasu in form, but is much larger and more fearsome. Its body and head are wreathed in flame and ashen smoke and its body radiates such heat that it is difficult to approach without shielding exposed flesh.

	Scion of Hashut
Wounds	130
Move	8
Weapon Skill	10
Ballistic Skill	A
Strength	8
Toughness	8
Initiative	5
Attacks	8
Gold	9000
Armour	8
Damage	6

Special Rules (Scion of Hashut)
Chaos Dwarf Magic 3; Fly; Greater Daemon 15; Ignore Blow 3+; Ignore Pain 10; Large Monster; Magic Drain 5+; Magic Dispel 4+; Magic Resistance 3+; Never Pinned; Vulcanus Breath of the Forge

Vulcanus Breath of the Forge
This breath attack causes 5D6 fire damage. On a natural to-hit roll of 6 all items of non-magical armour and weapons warp and melt, making them useless. If any of the melted armour is an item that it currently being worn or held the model suffers a further 1D6 Wounds, with no modifiers for Toughness or armour.

MONSTERS

FESTERING RATS

Foul blighted giant rats are rarely encountered but many adventurers have heard tales of these vile creatures. Only slightly larger than common Giant Rats, these creatures are much more deadly and spread disease that rots the flesh of any foolish enough to get too close.

	Festering Rats
Wounds	5
Move	6
Weapon Skill	3
Ballistic Skill	–
Strength	3
Toughness	4
Initiative	5
Attacks	1
Gold	350
Armour	-
Damage	S

Special Rules (Festering Rats)
Ambush, Magic A; Deathleap;
Magic Resistance 3+; Tomb Rot (1D3)



ARCANE CONSTRUCTS

These ancient golems were created long ago by one of the first Dawi to swear allegiance to the Dark Father, Hashut. Arcane Constructs, which they have become to be known as, contain the bound essence of daemons both great and minor. In the ages after the inexplicable death of the Daemon Forgemaster who crafted them few Dawi Zharr have ever seen a single Arcane Construct as they are now exceedingly rare and are said to only exist in the forgotten corners of the Plane of Zharr. Arcane Constructs have long since reverted to their baser Daemonic instincts and many of the Daemonic powers which were contained or hindered upon binding within the Constructs have since been tapped by the bound Daemons. Enraged beyond measure for being trapped in such limiting physical material a single Arcane Construct is said to be a terrible foe.

	Arcane Construct 0 *Spider Model*	Arcane Construct 99 *Chaos Warrior Model*
Wounds	10	40
Move	6	5
Weapon Skill	3	7
Ballistic Skill	–	3+
Strength	3	6
Toughness	4	5
Initiative	7	4
Attacks	1	3
Gold	650	1700
Armour	2	4
Damage	2	3

Special Rules (Arcane Construct 0)
Daemonic -1; Dodge 6+; Fear 7; Hate *all races*;
Magic Resistance 6+;
Skitterleap (p111 main Roleplay Book);

Special Rules (Arcane Construct 99)
Daemonic -2; Hate *all races;* Ignore Blows 6+; Ignore Pain 2; Magic Resistance 5+; Skitterleap (p111 main Roleplay Book); Terror 9;

BARROW DRAGONS

Few of the Grand Dragons remain in the Old World, but the ancient ones that still remain are far older than any could imagine. These great behemoths are capable of unleashing such ferocious wrath that they can decimate entire swathes of an attack army. The last remaining group of still live by their millennia-old ways – in a large group that are all from the same clutch, but controlled by the largest and most dominant, the Great Wyrm. These Grand Dragons often take up residence within mountainous cave systems, called Barrows, hence the name, Barrow Dragon. The Great Wyrm is immensely intelligent and wise beyond belief, however he has never been known to take action for any cause, except that which furthers his own machinations.

	Barrow Dragon	Great Wyrm
Wounds	85	100
Move	6	6
Weapon Skill	7	9
Ballistic Skill	–	–
Strength	7	9
Toughness	7(14)	8(17)
Initiative	7	6
Attacks	8	9
Gold	6750	8200
Armour	7	9
Damage	6/7(5+)	8

Special Rules (Great Wyrm)
Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 2; Parry 4+; Regenerate 1; Terror 13; Barrow Treasure Hoard +n

Special Rules (Great Wyrm)
Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 3; Parry 4+; Regenerate 2; Terror 14; Barrow Treasure Hoard +n

Barrow Treasure Hoard +n
Barrow Dragons are many centuries old and through the ages they have amassed unimaginable wealth. Much of the riches are cunningly hidden by each of the greedy Barrow Dragons, while the Great Wyrm himself is said to possess a hidden cache of riches that rival the combined riches of the Dwarves!
The number of Dragons that have been slain in a particular Adventure (**n**) increase chances of finding some of the great wealth of the Barrow Dragons. For each Dragon slain during this adventure add +1 to the die roll when determining the Barrow Treasure Hoard roll. (any type of Dragon counts, such as a Zombie Dragon, Barrow Dragon, even the Great Wyrm).

1 Gold. Each player may roll as many D6 as he likes, adding up the score and multiplying the result by 10 to determine how much gold his Adventurer finds. However, if any dice score a 1 this Adventurer finds nothing.
2-3 Dungeon Room Treasure. Make one roll on the Dungeon Room Treasure Table for each Adventurer to determine what he finds.
4-5 Treasure and Gold. Make one roll on the appropriate treasure table for each Adventurer to determine what he finds: [1-2] Roll on the Dungeon Treasure table or draw a Treasure card; [3-4] Roll on the Weapons and Armour sub-table (from the Roleplay book, p67); [5-6] Roll on the Magic Item sub-table (from the Roleplay book, p69).
In addition, Each player may roll as many D6 as he likes, adding up the score and multiplying the result by 10 to determine how much gold his Adventurer finds. However, if any dice score a 1 this Adventurer finds nothing.
6-7 Objective Room Treasure. Make one roll on the Objective Room Treasure Table for each Adventurer to determine what he finds.
8 Objective Room Treasure, and Gold. Make one roll on the Objective Room Treasure Table for each Adventurer to determine what he finds.
In addition, each player may roll as many D6 as he likes, adding up the score and multiplying the result by 50 to determine how much gold his Adventurer finds. However, if any dice score a 1 this Adventurer finds nothing.
9 Objective Room Treasure, Chaos Dwarf Treasure and Gold. Make one roll on the Objective Room Treasure Table for each Adventurer to determine what he finds. Next, make one roll on the Chaos Dwarf Treasure Table for each Adventurer to determine what he finds**.**
In addition, each player may roll as many D6 as he likes, adding up the score and multiplying the result by 50 to determine how much gold his Adventurer finds. However, if any dice score a 1 this Adventurer finds nothing.
10 Objective Room Treasure, Chaos Dwarf Objective Room Treasure, Dungeon Room Treasure and Gold. *1*.) Make one roll on the Objective Room Treasure Table for each Adventurer to determine what he finds. *2*.) Make one roll on the Chaos Dwarf Objective Room Treasure Table for each Adventurer to determine what he finds. *3*.) Make one roll on the appropriate treasure table for each Adventurer to

determine what he finds: [1-2] Roll on the Dungeon Treasure table or draw a Treasure card; [3-4] Roll on the Weapons and Armour sub-table (from the Roleplay book, p67); [5-6] Roll on the Magic Item sub-table (from the Roleplay book, p69). *4*.) Each player may roll as many D6 as he likes, adding up the score and multiplying the result by 50 to determine how much gold his Adventurer finds. Each player may choose to re-roll up to three of the dice in order to not get any 1's or to obtain a higher roll. A player may choose not to re-roll any dice, or may choose to use his three re-rolls on the same single die. However, if any dice score a 1 this Adventurer finds nothing.

11+ Horde of the Great Wyrm!

Note that this can only ever be found once for any group of Adventurers and then can never be found again. If this has already been found refer to entry 10 above instead.

Almost by chance you find an immense Hoard of Treasure, hidden behind an illusionary wall. So great is the wealth in this antechamber that it appears impossible to take everything. Furthermore, the antechamber is carved from top to bottom in ancient runes and markings which were unmistakably carved into the stone by the claws of either the Great Wyrm himself or another Barrow Dragon of considerable size – judging from the size and depth of the runes. The runes pulse slowly, giving off a magical glow. (RPG Notes: The chamber is not trapped, but will teleport itself away, never to be seen again, as soon as the Adventurers remove their takings).

To determine what the Adventurers find in the Great Wyrm's Treasure Horde each Adventurer must roll for several items of treasure, but instead of taking all the treasure and Gold present each Adventurer must choose what to take.

Each Adventurer should keep a list of what they have found when rolling on each of the following:

1.) Roll three times on the Dungeon Treasure table *or* draw three Treasure cards.

2.) Roll three times on the Weapons and Armour sub-table (from the Roleplay book, p67).

3.) Roll four on the Magic Item sub-table (from the Roleplay book, p69).

4.) Roll once on the Chaos Dwarf Treasure Table.

4.) Roll twice on the Objective Room Treasure Table.

5.) Roll once on the Chaos Dwarf Objective Room Treasure Table

6.) Roll 10D6 and multiply the result by 100 Gold.

Each Adventurer gets first pick from what they themselves have discovered, however, if they decide not to take any particular item or leave Gold behind another Adventurer may choose to take it instead, if they can.

An Adventurer may take up to ten 'units' of treasure before he weighed down too heavily. Beyond this maximum the Adventurer suffers a -1 penalty to Movement and -1 on all to-hit rolls for each additional unit. So at a combined amount of 13 on the following table the Adventurer would suffer -3 to Movement and -3 to-hit. The units are determined by:

Weapons & Armour	1
Magic Items	0.5
Objective Room Treasure	2
Gold (per 500 Gold)	0.5

Players should use their best judgment for determining whether items of Dungeon or Chaos Dwarf Treasure should count as Magic Items or Weapons & Armour.

If the Adventurers have any Slaves with them they may choose to have the Slaves attempt to carry out some of the Gold (but not items of treasure). Each Slave can carry up to 2000 Gold, but this will reduce their Movement by -1 and give them -1 on their to-hit rolls. Any Slave that makes it out alive with their Gold will have each randomly lost 3D6*x*100 Gold through sheer carelessness.



·LEVEL 1 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 2 Monster Table*													
12	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	1D6+2	Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Thunderers	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	1D6+2	Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
13	Barbarians	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	–
14	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	–
15	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush; Magic Ambush; Gang Up
16	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
21	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3)
22	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	2D6	Deathleap
23	Orcs	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords
24	Wood Elves	4	4	4+	3	3	8	6	1	125	1	1	1D6	Armed with Bows (Str 4); Dodge (6+); Never Pinned
25	Savage Orcs &	4	3	4+	3	4	5	2	1	65	S*	1	1D6	Armed with Bows (Str 3); *Tattoos 6+
	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+
26	Goblin Netters	4	2	5+	3	3	2	2	1	35	–	S	1D6	Armed with Nets
31	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1
32	Zombies	4	2	–	3	3	5	1	1	40	–	1	1D6	Fear 3
33	Ghouls	4	2	–	3	4	4	3	2	80	–	1	2D6	Break; Fear 4
34	High Elves	4	4	4+	3	3	8	6	1	150	2	1	1D6+1	Armed with [1-3] Bow (Str 4) or [4-6] Spears (Fight in Ranks); Dodge (6+); Never Pinned
35	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3)
36	[1-3] Wild Cave Squigs	S	4	–	5	3	3	5	2	200	–	1	1D3	Never Pinned; Wild Squig Attack
	[4-6] Trained Cave Squigs &	S	4	–	5	3	3	5	2	200	–	1	1D3	Never Pinned
	Goblin Squig Hunters	4	2	5+	3	3	2	2	1	25	–	1	Special	Herd Squigs
41	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush; Magic Ambush; Gang Up
42	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
43	Wolves	6	5	–	4	3	4	5	1	65	–	1	1D6+3	Gang up
44	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks)
	Goblin Shaman	4	2	5+	3	4	3	3	1	280	–	1	1	Goblin Magic 1; Magic Resistance 5+ (Ring)
45	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5
46	Orcs	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords
51	Snotlings	4	1	–	1	1	1	1	1	10	–	S	1D6+6	Ambush; Magic Ambush; Gang Up
52	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	1D6+6	Ambush A; Fly.
53	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	2D6	Web (1D3)
54	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	2D6	Deathleap
55	Skavan Clanrats	5	3	4+	3	3	3	4	1	40	–	1	2D6	–
56	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords; Fear 5; Regenerate 1
61	Goblins	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks)
62	Wolves	6	5	–	4	3	4	5	1	65	–	1	1D6+3	Gang up
63	Wood Elf Ranger	5	6	4+	4	4	10	8	2	350	1	1	1D6	Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned
64	Barbarians	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	–
65	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	1D3	Fear 5
66	Roll on *Level 2 Monster Table*													

·LEVEL 2 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 3 Monster Table*													
12	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	1D6+3	Parry 6+
13	Barbarians	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	–
14	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	6	Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Thunderers	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	6	Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
15	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5
16	Snotlings	4	1	–	1	1	1	1	1	10	–	S	12	Ambush; Magic Ambush; Gang Up
21	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	12	Ambush A; Fly.
22	Giant Spiders	6	2	–	S	2	1	–	1	15	–	1	12	Web (1D3)
23	Giant Rats	6	2	–	3	3	1	4	1	25	–	S	12	Deathleap
24	Wolves	6	5	–	4	3	4	5	1	65	–	1	9	Gang up
25	Rat Ogre	6	4	–	5	5	20	5	2	500	–	2	1D3	Fear 5
26	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	–	1	1D6	Daemonic -1; Fear 6; Magic Resistance 6+; Die→Blue Horrors
	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	–	1	S	Daemonic -1; Fear 4; Magic Resistance 6+
31	Fiends of Slaanesh	6	3	–	3	3	8	3	3	250	–	1	1D6	Aura of Slaanesh; Daemonic -1; Fear 6
32	Bloodletters of Khorne	4	5	2+	4	3	7	6	2	200	–	1	1D6+2	Armed with Hellblade; Daemonic -1; Fear 5
33	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	–	1	1D6+2	Daemonic -1; Fear 5; Plague
34	Chaos Hounds	6	4	–	4	4	8	4	2	160	2	1	1D6	Ambush 5+; Gang Up
35	Black Orcs	4	4	4+	4	4	7	2	1	90	1	1	1D6+4	–
36	Savage Orcs	4	3	4+	3	4	5	2	1	65	S*	1	2D6	Armed with Bows (Str 4); *Tattoos 6+
41	Barbarians	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	–
42	Skaven Gutter Runners &	6	4	3+	4	3	5	5	1	120	–	1	1D6	Ambush 4+
	Skaven Censer Bearers &	5	4	–	4	4	4	4	1	150	–	S	1D6	Armed with Plague Censers
	Skaven Poison Globariers	5	3	4+	3	3	4	4	1	200	–	S	1D6	Armed with Poison Globes
43	Goblins &	4	2	5+	3	3	2	2	1	20	–	1	12	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks)
	Goblin Boss	4	3	3+	4	3	6	3	2	150	2	1	1	Magic Weapon
44	Wood Elf Rangers	5	6	4+	4	4	10	8	2	350	1	1	1D6	Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned
45	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	1D6+3	Parry 6+
46	Barbarians	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	–
51	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	1D6+3	Parry 6+
52	Minotaurs	6	4	4+	4	4	15	3	2	440	–	2	3	Fear 5
53	Skeletons	4	2	5+	3	3	5	2	1	80	–	1	12	Armed with [1-3] Bows(Str 3) or [4-6] Swords; Fear 5; Regenerate 1
54	Zombies	4	2	–	3	3	5	1	1	40	–	1	6	Fear 3
55	Ghouls	4	2	–	3	4	4	3	2	80	–	1	12	Break; Fear 4
56	Savage Orcs &	4	3	4+	3	4	5	2	1	65	S*	1	2D6	Armed with Bows (Str 3); *Tattoos 6+
	Savage Orc Shaman	4	3	4+	3	5	16	3	1	590	S*	1	1	Orc Magic 1; Magic Resistance 6+; Magic Weapon; *Tattoos 5+
61	Dwarf Warriors	3	4	5+	3	4	8	2	1	160	2	1(+1)	1D6+2	Magic Resistance 6+; Hates (Chaos Dwarfs)
62	Dwarf Thunderers	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	1D6+2	Magic Resistance 6+; Hate Chaos Dwarfs Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
63	Empire Mounted Knights	4	4	4+	4	4	12	3	2	350	2	1	3	-
	(riding) Horses	8	3	–	4	3	8	3	1	120	2	1	3	*Trample Attack (1D6+Str)*
64	Wolves	6	5	–	4	3	4	5	1	65	–	1	9	Gang up
65	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
66	Roll on *Level 3 Monster Table*													

·LEVEL 3 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 4 Monster Table*													
12	Trolls	6	3	6+	5	4	30	1	3	650	–	2	1D3	Fear 6; Regenerate 2; Vomit
13	Empire Wizard &	4	2	6+	3	3	10	3	1	250	1*	1	1	*Empire Magic 1*; Ring of Protection (+1T)
	Empire Mounted Knights	4	4	4+	4	4	12	3	2	350	2	1	1D3	-
	(riding) Horses	8	3	–	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
14	Barbarians &	4	3	5+	4	3	8	3	1	120	1	1	1D6+3	–
	Barbarian Champion	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	1	*Battle-blades; Kislev Magic Weapon*
15	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	–	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+
16	Nurglings	4	3	4+	3	3	2	4	2	50	–	S	2D6	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague
21	Flamers of Tzeentch	9	3	2+	5	4	17	4	S	300	–	S	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack Magic Resistance 6+.
22	Bloodletters of Khorne &	4	5	2+	4	3	7	6	2	200	–	1	1D6	Armed with Hellblade; Daemonic -1; Fear 5
	Minotaur &	6	4	4+	4	4	15	3	2	440	–	2	1	Fear 5
	Beastmen	4	4	4+	3	4	6	3	1	100	–	1	1D6	Throw Spears (Str 3)
23	Empire Wizards &	4	2	6+	3	3	10	3	1	250	1	1	2	Empire Magic 1; Ring of Protection (+1T)
	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	1D6+4	Parry 6+; Guards (Empire Wizards)
24	Skaven Stormvermin &	5	4	4+	4	3	5	5	1	95	1	1	1D6+3	–
	Skaven Champion	5	4	3+	4	3	11	5	2	270	2	2	1	Magic Weapon; Never Pinned
25	Skaven Assassins	6	5	3+	4	3	7	5	2	300	–	1	1D6+2	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blades
26	Orcs &	4	3	4+	3	4	3	2	1	55	–	1	2D6	Armed with [1-3] Bows (Str 3) or [4-6] Swords
	Orc Boss	4	4	3+	4	4	18	3	2	330	2	2	1	Magic Weapon
31	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6+2	Chill 1; Etherial -1; Fear 6
32	Wights	4	3	–	3	4	14	3	1	370	2	2	1D6	Fear 7
33	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6)
34	Gigantic Spider	5	3	–	S	4	20	1	2	450	–	2	1D3	Web (1D6)
35	Rat Ogre &	6	4	–	5	5	20	5	2	500	–	2	1D3	Fear 5
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	90	1	1	1D6+3	–
36	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	–	1	6	Daemonic -1; Fear 6; Magic Resistance 6+; Die→Blue Horrors
	Blue Horrors of Tzeentch	4	3	4+	3	3	4	7	1	100	–	1	S	Daemonic -1; Fear 4; Magic Resistance 6+
41	Fiends of Slaanesh	6	3	–	3	3	8	3	3	250	–	1	6	Aura of Slaanesh; Daemonic -1; Fear 6
42	Wood Elves &	4	4	4+	3	3	8	6	1	125	1	1	8	Armed with Bows (Str 4); Dodge (6+); Never Pinned
	Wood Elf Rangers	5	6	4+	4	4	10	8	2	350	1	1	6	Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned
43	Plaguebearers of Nurgle	4	5	2+	4	3	9	6	2	200	–	1	1D6+4	Daemonic -1; Fear 5; Plague
44	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	1D6+2	Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Thunderers	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	1D6+2	Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
45	Empire Wizard &	4	2	6+	3	3	10	3	1	250	1*	1	1	*Empire Magic 1*; Ring of Protection (+1T)
	Mounted Knights	4	4	4+	4	4	10	3	2	350	2	1	3	–
	(riding) Horses &	8	3	–	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	6	Guards (Empire Wizard)
46	Snotlings	4	1	–	1	1	1	1	1	10	–	S	12	Ambush; Magic Ambush; Gang Up
51	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)
	Giant Bats	8	2	–	2	2	1	–	1	15	–	1	12	Ambush A; Fly.
52	Black Orcs &	4	4	4+	4	4	7	2	1	90	1	1	1D6+2	–
	Goblins	4	2	5+	3	3	2	2	1	20	–	1	1D6+6	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks)

·LEVEL 3 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
53	Ghosts	4	2	–	–	3	16	3	1	–	–	S	1D6+2	Chill 1; Etherial -1; Fear 6
54	Stone Trolls	6	3	6+	5	4	25	1	3	650	–		1D3	Fear 6; Magic Drain 6; Regenerate 2
55	Empire Wizard & Empire Mounted Knights (riding) Horses	4 4 8	2 4 3	6+ 4+ –	3 4 4	3 4 3	10 12 8	3 3 3	1 2 1	250 350 120	1* 2 2	1 1 1	1 3 -	*Empire Magic 1*; Ring of Protection (+1T) - *Trample Attack (1D6+Str)*
56	Trolls	6	3	6+	5	4	30	1	3	650	–	2	1D3	Fear 6; Regenerate 2; Vomit
61	Nurglings	4	3	4+	3	3	2	4	2	50	–	S	2D6	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague
62	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	–	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+
63	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6)
64	Gigantic Spider	5	3	–	S	4	20	1	2	450	–	2	1D3	Web (1D6)
65	Flamers of Tzeentch	9	3	2+	5	4	17	4	S	300	–	S	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack Magic Resistance 6+.
66	Roll on *Level 4 Monster Table*													

·LEVEL 4 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 5 Monster Table*													
12	Juggernauts of Khorne &	7	3	-	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	-	Choose whether your Adventurer attacks the rider or mount
13	Necromancer &	4	4	3+	4	4	25	2	2	680	-	2	1	Necromatic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2
	Skeletons &	4	2	5+	3	3	5	1	1	80	-	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5
														Guards (Necromancer); Regenerate 1
	Wights &	4	3	-	3	4	14	1	1	370	2	2	1D6	Fear 7
	Ghosts	4	2	-	-	3	16	1	1	-	-	S	1D6	Chill 1; Etherial -1; Fear 6
14	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+
15	Skaven Warlock &	5	3	4+	3	4	15	5	1	560	-	2	1	Dodge 5+; Skaen Magic 1; Magic Dispel 6+
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Skaven Stormvermin Champions &	5	4	4+	4	3	10	5	1	110	1	1	1D6+3	Armed with Halberds; Fight in Ranks; Guards (Skaven Warlock)
	Skaven Chieftan	5	5	2+	4	4	20	6	3	590	2	2	1	Dodge 5+; Never Pinned; Weeping Blade
16	Barbarian Champions	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	1D3	*Battle-blades; Kislev Magic Weapon*
21	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1	1D6+4	Armed with [1-3] Bows (Str 3) or [4-6] Swords
	Black Orc Boss	4	5	3+	5	4	20	3	2	420	2	2	1	Magic Weapon
22	Wood Elf Rangers &	5	6	4+	4	4	10	8	2	350	1	1	1D6	Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned
	Wolves &	6	5	-	4	3	4	5	1	65	-	1	6	Gang Up
	Great Bears	6	6	-	7	6	25	4	3	300	-	3	1	Fear 6; Ignore Blows 6
23	Goblins &	4	2	5+	3	3	2	2	1	20	-	1	24	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks)
	Goblin Fanatics &	4	2	5+	3	3	2	2	1	300	-	S	1D3	Armed with Ball and Chain; Never Pinned
	Goblin Big Boss	4	4	2+	4	4	12	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+ (Ring)
24	Empire Wizard &	4	2	6+	3	3	10	3	1	250	1*	1	1	*Empire Magic 1*; Ring of Protection (+1T)
	Empire Mounted Knights	4	4	4+	4	4	12	3	2	350	2	1	3	-
	(riding) Horses	8	3	–	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
25	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6)
	Giant Spider	5	3	–	5	4	20	1	2	450	–	2	1D3	Web (1D6)
26	Festering Rats	6	3	-	3	4	5	5	1	350	-	S	1D6+1	Ambush, Magic A; Deathleap; Magic Resistance 3+; Tomb Rot (1D3)
31	Empire Wizard Champion &	4	3	6+	3	3	16	4	2	900	2*	1	1	*Empire Magic 2*; *Imperial Magic Weapon*; Ring of Protection (+2T)
	Mounted Knights	4	4	4+	4	4	10	3	2	350	2	1	4	–
	(riding) Horses &	8	3	–	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	6	Guards (Empire Wizard Champion)
32	Wood Elf Rangers &	5	6	4+	4	4	10	8	2	350	1	1	1D6	Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned
	Wolves &	6	5	-	4	3	4	5	1	65	-	1	6	Gang Up
	Great Bears	6	6	-	7	6	25	4	3	300	-	3	1	Fear 6; Ignore Blows 6
33	Rat Ogre &	6	4	-	5	5	20	5	2	500	-	2	1D3	Fear 5
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	12	-
34	Ghosts	4	2	-	-	3	16	3	1	-	-	S	1D6+2	Chill 1; Etherial -1; Fear 6
35	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2
36	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail
41	Beastmen Champions	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	1D3	Magic Weapon; Throw Spears (Str 8)
42	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8
43	Skaven Jezzails	5	3	4+	3	3	6	4	1	300	1	1	1D6	Armed with Jezzail (Str 5; Ignore 3 points of armour)
44	Daemonettes of Slaanesh	4	6	2+	4	3	15	6	3	300	-	1	1D6	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+
45	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8
46	Mummies	3	3	-	4	5	40	3	2	450	-	2	1D3+1	Fear 7; Tomb Rot (1D3)
51	Trolls &	6	3	6+	5	4	30	1	3	650	-	2	1D3	Fear 6; Regenerate 2; Vomit
	Minotaur	6	4	4+	4	4	15	3	2	440	-	2	1D3	Fear 5
52	Empire Knight Champions	4	4	4+	5	4	20	4	3	800	2	1	1D3+1	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*

·LEVEL 4 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
53	Mummies	3	3	-	4	5	40	3	2	450	–	2	1D3+1	Fear 7; Tomb Rot (1D3)
54	Necromancer &	4	4	3+	4	3	25	3	2	680	–	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	2D6	Armed with [1-3] Bows (Str 4) or [4-6] Swords; Fear 5; Guards (Necromancer); Regenerate 1
	Wights &	4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7
	Ghosts	4	2	-	-	3	16	3	1	-	–	S	1D6	Chill 1; Etherial -1; Fear 6
55	Goblins &	4	2	5+	3	3	2	2	1	20	-	1	24	Armed with [1-3] Bows (Str 1) or [4-6] Spears (Fight in Ranks)
	Goblin Fanatics &	4	2	5+	3	3	2	2	1	300	-	S	1D3	Armed with Ball and Chain; Never Pinned
	Goblin Big Boss	4	4	2+	4	4	12	4	3	330	2	1	1	Magic Weapon; Magic Resistance 5+ (Ring)
56	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D3	Magic Armour; Magic Weapon
61	Rat Ogre &	6	4	-	5	5	20	5	2	500	-	2	1D3	Fear 5
	Skaven Stormvermin	5	4	4+	4	3	5	5	1	95	1	1	12	-
62	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	1D3	Fear 8
63	Skaven Warlock &	5	3	4+	3	4	15	5	1	560	-	2	1	Dodge 5+; Skaven Magic 1; magic Dispel 6+
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Skaven Stormvermin Champions &	5	4	4+	4	3	10	5	1	110	1	1	1D6+3	Armed with Halberds; Fight in Ranks; Guards (Skaven Warlock)
	Skaven Chieftan	5	5	2+	4	4	20	6	3	590	2	2	1	Dodge 5+; Never Pinned; Weeping Blades
64	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	1D3	Fear 6; Magic Drain 6; Regenerate 2.
65	Mummies	3	3	-	4	5	40	3	2	450	-	2	1D3+1	Fear 7; Tomb Rot (1D3)
66	Roll on *Level 5 Monster Table*													

·LEVEL 5 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 6 Monster Table*													
12	High Elves &	4	4	4+	3	3	8	6	1*	150	2	1	2D6	Armed with [1-3] Bow (Str 4) or [4-6] Spears (Fight in Ranks); Dodge (6+); Never Pinned;
	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	1D6	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item;* Never Pinned; *Re-roll 1 failed BS/turn*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
13	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8
14	Empire Swordsmen Champions &	4	4	4+	4	4	20	3	2	800	2	1	1D6	Parry 6+; *Imperial Magic Armour; Imperial Magic Weapon*
	Empire Swordsmen	4	3	5+	4	3	12	3	1	160	2	1	1D6+3	Parry 6+; Guards (Empire Wizards)
15	Skaven Warpfire Thrower Team &	4	3	5+	3	3	3	4	1	700	1	S	1	Armed with Warpfire Throwers
	Skaven Jezzails &	5	3	4+	3	3	6	4	1	300	1	1	1D6	Armed with Jezzail (Str 5; Ignore 3 points of armour)
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon
16	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail
21	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	1D3+1	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
22	Necromancer &	4	4	3+	4	3	25	3	2	680	-	2	1	Necromantic Magic 1; Magic Resistance 5+; Magic Weapon; Regenerate 2
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Ghosts &	4	2	-	-	3	16	3	1	-	-	S	1D6	Chill 1; Etherial -1; Fear 6
	Wights	4	3		3	4	14	3	1	370	2	2	1D6	Fear 7; Guards (Necromancer)
23	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	3	Fear 6; Magic Drain 6; Regenerate 2
24	Kislev Shaman &	4	4	4+	3	4	22	4	1	650	1	1	1	*Kislev Magic 1; Kislev Magic Weapon*
	Barbarians &	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	Guards (Kislev Shaman)
	Barbarian Champion	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	3	*Battle-blades; Kislev Magic Weapon*
25	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8
26	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail
31	Empire Wizard Champion &	4	3	6+	3	3	16	4	2	900	2*	1	1	*Empire Magic 2; Imperial Magic Weapon;* Ring of Protection (+2T)
	Empire Swordsmen Champions	4	4	4+	4	4	20	3	2	800	2	1	3	Parry 6+; *Imperial Magic Armour; Imperial Magic Weapon*
32	Trolls &	6	3	6+	5	4	30	1	3	650	-	2	3	Fear 6; Regenerate 2; Vomit
	Stone Trolls	6	3	6+	5	4	25	1	3	650	-	2	3	Fear 6; Magic Drain 6; Regenerate 2
33	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	1D6	Guards (Orc Shaman); Armed with Bows (Str 4)
	Orc Big Boss	4	5	2+	4	5	25	4	3	720	3	2	1	Ignore Pain 6+; Magic Armour; Magic Weapon
34	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
	Ghosts &	4	2	-	-	3	16	3	1	-	-	S	1D6	Chill 1; Etherial -1; Fear 6
	Wights	4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7
35	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	3	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
36	Gorgon	4	2	4+	3	3	35	5	1	1100	-	2	1D3	Fear 9; Petrify
41	Skaven Plague Monks &	5	3	4+	3	4	5	4	1	60	-	1	2D6	Frenzy 5; Weeping Blades
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	1D6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	-	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon

·LEVEL 5 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
42	Kislev Shaman &	4	4	4+	3	4	22	4	1	650	1	1	1	*Kislev Magic 1; Kislev Magic Weapon*
	Barbarians &	4	3	5+	4	3	8	3	1	120	1	1	1D6+2	Guards (Kislev Shaman)
	Barbarian Champion	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	1D3	*Battle-blades; Kislev Magic Weapon*
43	Wight Lord &	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon
	Wights	4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7
44	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
45	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
46	Bugman's Dwarfs &	3	5	5+	3	5	20	3	2	780	2	2(+1) 3(+1)(6+)	3	Magic Resistance 5+; Hates Chaos Dwarfs; Endure; Frenzy 6+; *+1 damage die for hand-to-hand combat and discarding the lowest roll*
	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	8	Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Thunderers	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	8	Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
51	Gorgon	4	2	4+	3	3	35	5	1	1100	-	2	1	Fear 9; Petrify
52	Juggernauts of Khorne &	7	3	-	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	-	Choose whether your Adventurer attacks the Juggernaut or rider
53	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	1D6	-
54	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8
55	Beasts of Nurgle	3	3	-	3	5	25	3	1	750	-	2	1D3	Daemonic -1; Paralysis; Plague; Slime Trail
56	High Elves &	4	4	4+	3	3	8	6	1*	150	2	1	2D6	Armed with [1-3] Bow (Str 4) or [4-6] Spears (Fight in Ranks); Dodge (6+); Never Pinned;
	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	1D6	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item;* Never Pinned; *Re-roll 1 failed BS/turn*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
61	Wight Lord &	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon
	Wights	4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7
62	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers
63	Giant Scorpions	5	3	–	5	6	20	1	2	450	–	2	1D3	Sting (2D6)
	Gigantic Spider	5	3	–	5	4	20	1	2	450	–	2	1D3	Web (1D6)
64	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
	Ghosts &	4	2	-	-	3	16	3	1	-	-	S	1D6	Chill 1; Etherial -1; Fear 6
	Wights	4	3	-	3	4	14	3	1	370	2	2	1D6	Fear 7
65	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
66	Roll on *Level 6 Monster Table*													

·LEVEL 6 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 7 Monster Table*													
12	Empire Wizard &	4	2	6+	3	3	10	3	1	250	1*	1	1	*Empire Magic 1; Ring of Protection (+1T)*
	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	2	Guards (Empire Wizard) *Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Wizard Champion &	4	3	6+	3	3	16	4	2	900	2*	1	1	*Empire Magic 2; Imperial Magic Weapon; Ring of Protection (+2T)*
	Empire Swordsmen &	4	3	5+	4	3	12	3	1	160	2	1	2	Guards (Empire Wizard Champion); Parry 6+
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
13	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
14	Hippogriff &	8	5	-	6	5	55	6	4	1450	-	3/4(5+)	1	Fly; Terror 10
	Empire Swordsmen Champions	4	4	4+	4	4	20	3	2	800	2	1	1D6	Parry 6+; *Imperial Magic Armour; Imperial Magic Weapon*
15	Empire Wizard Hero &	4	4	5+	4	4	30	5	3	1800	3*	2	1	*Empire Magic 3; Imperial Magic Weapon; Imperial Magic Item;* Parry 5+; Ring of Protection (+3T)
	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	4	Guards (Wizard Hero) *Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
16	Skaven Warlock Champion &	5	3	4+	4	4	18	5	1	1180	2	2	1	Skaven Magic 2; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Weeping Blade
	Skaven Warpfire Thrower Team &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Warlock Champion)
	Skaven Plague Priest	5	5	2+	4	5	23	6	3	730	-	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
21	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
22	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
23	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2x Magic Item; Magic Weapon; Regenerate 2
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Ghosts &	4	2	-	-	3	16	3	1	-	-	S	1D6	Chill 1; Etherial -1; Fear 6
	Wights	4	3		3	4	14	3	1	370	2	2	1D6	Fear 7; Guards (Necromancer)
24	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	8	Magic Resistance 6+; Hates (Chaos Dwarfs)
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	8	Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Lord	4	7	2+	4	5	40	5	4	1600	4	3(+1)*	1	Magic Resistance 5+; *Endure*; Hate Chaos Dwarfs; *Rune Armour; 2x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
25	Kislev Shaman &	4	4	4+	3	4	22	4	1	650	1	1	1	*Kislev Magic 1; Kislev Magic Weapon*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	3	Guards (Kislev Shaman); *Battle-blades; Kislev Magic Weapon*
	Barbarian Lord	4	7	2+	4	4	50	6	4	2000	4	3	1	*Battle-blades; Grapple*; Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
26	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
31	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
32	Beastman Shaman &	4	4	4+	3	4	6	3	1	100	-	1	8	Throw Spears (Str 3)
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8)
	Beastman Lord	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9)
33	Ogres &	6	3	5+	4	5	13	3	2	400	-	1/2(5+)	3	-
	Minotaurs &	6	4	4+	4	4	15	3	2	440	-	2	3	-
	Minotaur Champion	6	5	3+	5	4	34	4	3	1100	1	3	1	Fear 6; Magic Weapon
34	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	12	Armed with Crossbows (Str 4); Hate Elves; Dodge 6+
	Witch Elves &	5	4	3+	3	3	11	8	1	140	-	1	6	Frenzy 4+; Hate Elves
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	-	1	6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades
	Dark Elf Hero	5	6	1+	4	4	25	8	3	1040	4	2	1	Dodge 4+; Hate Elves; Magic Resistance 5+; Magic Armour; Magic Weapon
35	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon
	Juggernauts of Khorne &	7	3	-	5	5	35	2	2	700	2	2	1D3+1	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned
	Chaos Warrior Riders	4	6	1+	4	4	12	6	2	240	2	1	-	*Choose whether your Adventurer attacks the Juggernaut or rider*

·LEVEL 6 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
36	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7
	Wight Lord	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon
41	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	2	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Swordsmen Champions &	4	4	4+	4	4	20	3	2	800	4	1	6	*Imperial Magic Armour; Imperial Magic Weapon;* Parry 6+
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
42	Trolls &	6	3	6+	5	4	30	1	3	650	–	2	3	Fear 6; Regenerate 2; Vomit
	Stone Trolls	6	3	6+	5	4	25	1	3	650	–	2	3	Fear 6; Magic Drain; Regenerate 2
43	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon
	Chaos Warriors	4	6	1+	4	4	12	6	2	240	2	1	6	-
44	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	3	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item;* Never Pinned; *Re-roll 1 failed BS/turn*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
45	Gorgons	4	2	4+	3	3	35	5	1	1100	-	2	3	Fear 9; Petrify
46	Orc Big Bosses &	4	5	2+	4	5	25	4	3	720	3	2	1D6	Ignore Pain 6+; Magic Armour; Magic Weapon
	Orc War Boss &	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2x Magic Items; Magic Weapon
	Orc Shaman	4	3	4+	3	5	16	3	1	590	-	1	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon
51	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
52	Dragon Ogres	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8
	Dragon Ogre Champion	6	5	4+	6	5	44	3	4	1550	2	2	1	Fear 8; Magic Armour; Magic Weapon
53	Orc Big Bosses &	4	5	2+	4	5	25	4	3	720	3	2	1D6	Guards (Shaman); Ignore Pain 6+; Magic Armour; Magic Weapon
	Orc Shaman Champion	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon
54	Beasts of Nurgle &	3	3	-	3	5	25	3	1	750	-	2	3	Daemonic -1; Paralysis; Plague; Slime Trail
	Plaguebearers of Nurgle &	4	5	2+	4	3	9	6	2	200	-	1	1D6+2	Daemonic -1; Fear 5; Plague
	Chaos Warriors	4	6	1+	4	4	12	8	2	240	2	1	12	-
55	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	1D6+4	-
	Black Orc Big Boss	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon
56	Skaven Plague Monks &	5	3	4+	3	4	5	4	1	60	-	1	6	Frenzy 5; Weeping Blades
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	-	1	1	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Warlord	5	6	1+	4	4	30	7	4	900	3	2	1	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item Magic Weapon
61	High Elves &	4	4	4+	3	3	8	6	1*	150	2	1	6	Armed with [1-3] Bow (Str 4) or [4-6] Spears (Fight in Ranks); Dodge (6+); Never Pinned;
	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	1D3	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item;* Never Pinned; *Re-roll 1 failed BS/turn*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	(riding) Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
62	Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
63	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
64	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
65	Skaven Plague Lord	5	6	2+	4	5	30	7	4	2250	-	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade
66	Roll on the *Level 7 Monster Table*													

·LEVEL 7 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 8 Monster Table*													
12	Skaven Grey Seer &	5	6	1+	4	4	43	1	4	3400	–	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers; Guards (Grey Seer)
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	–	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
13	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
14	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	5	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
15	Dark Elf Sorcerer &	5	4	3+	3	4	12	7	1	590	-	1	1	Dark Elf Magic 1; Hates Elves; Magic Resistance 6+; Magic Item
	Dark Elf Assassins &	5	9	A	4	4	12	10	2	410	-	1	6	Ambush, Magic 5+; Assassinate 6+; Dodge 5+; Weeping Blades
	Dark Elves &	5	4	3+	3	3	6	6	1	100	1	1	8	Armed with Crossbow (Str 4); Hates Elves; Dodge 6+
	Witch Elf Champions	5	5	2+	4	3	13	7	2	600	-	1	1D6	Frenzy 3+; Hates Elves
16	Skaven Master Warlock &	5	3	4+	4	4	30	6	2	1900	-	2	1	Skaven Magic 3; Magic Resistance 4+; 3x Magic Item; Magic Weapon
	Skaven Plague Priest &	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Warpfire Thrower Teams	4	3	5+	4	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers; Guards (Warlock)
21	High Elves &	4	4	4+	3	3	8	6	1*	150	2	1	6	Armed with [1-3] Bow (Str 4) or [4-6] Spears (Fight in Ranks); Dodge (6+); Never Pinned;
	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	4	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item;* Never Pinned; *Re-roll 1 failed BS/turn*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attack with a Bow.*
	(riding) Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
22	Minotaur Hero &	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2x Magic Item; Magic Weapon
	Minotaur Champions	6	5	3+	5	4	34	4	3	1100	1	3	3	Fear 6; Magic Weapon
23	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	5	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
24	Beastman Shamans &	4	4	5+	3	5	26	4	1	680	-	1	2	Beastman Magic 1; Magic Weapon
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Armed with Crossbow (Str 7); Guards (Shaman); Magic Weapon
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8)
	Beastman Lord	4	7	1+	4	5	47	6	4	2000	2	3	1	Magic Armour; 2x Magic Item; Magic Weapon; Throw Spears (Str 10)
25	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon
	Chaos Warriors &	4	6	1+	4	4	12	6	2	240	2	1	6	-
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2x Magic Item; Magic Weapon
26	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic; 2x Magic Resistance 4+; 2x Magic Item; Magic Weapon; Regenerate 2
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Necromancer Champion)
	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Eternal -1; Terror 8
	Wight Lord	4	4	-	4	4	35	4	2	650	2	2	1	Fear 8; Magic Armour; Magic Weapon
31	Dragon Ogres &	6	4	5+	5	5	40	2	3	870	2	2	3	Fear 8
	Dragon Ogre Champion	6	5	4+	6	5	44	3	4	1550	2	2	1	Fear 8; Magic Armour; Magic Weapon

·LEVEL 7 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
32	Kislev Shamans &	4	4	4+	3	4	22	4	1	650	1	1	2	*Kislev Magic 1; Kislev Magic Weapon*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	3	Armed with Crossbow (Str 7); Guards (Kislev Shaman); *Battle-blades; Kislev Magic Weapon*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	3	*Battle-blades; Kislev Magic Weapon*
	Barbarian Hero	4	6	3+	4	4	40	5	4	2000	3	2	1	*Battle-blades; Grapple; Kislev Magic Weapon; Kislev Magic Item*
33	Orc Shaman Champions &	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Guards (Orc Shaman Champion)
	Black Orc Big Boss &	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon
	Orc War Boss	4	6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2x Magic Item; Magic Weapon
34	Gorgons &	4	2	4+	3	3	35	5	1	1100	-	2	3	Fear 9; Petrify
	Griffon	6	5	–	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
35	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	2D6	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item;* Never Pinned; *Re-roll 1 failed BS/turn*
	High Elf Lords &	5	9	1+	4	4	35	9	4*	1600	4	3	2	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attack with a Bow.*
	Wood Elf Rangers	5	6	4+	4	4	10	8	2	350	1	1	1D6	Ambush; Ambush Magic 5+; Assassinate 6+; Dodge (5+); Never Pinned
36	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned
41	Manticore													
42	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
43	Wyvern													
44	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
45	Chimera	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Beathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Strong (3D6); Terror 11
46	Cockatrice &	4	3	-	4	4	26	4	3	1500	–	3/4(5+)	1	Fear 10; Fly; Petrify
	Beastmen &	4	4	4+	3	4	6	3	1	100	–	1	8	Throw Spears (Str 3)
	Beastmen Champions &	4	5	3+	4	4	30	4	2	610	–	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8)
	Beastman Hero	4	6	2+	4	5	34	5	3	1300	2	2	1	Magic Item; Magic Weapon; Throw Spears (Str 9)
51	Empire Wizard &	4	2	6+	3	3	10	3	1	250	1*	1	1	*Empire Magic 1; Ring of Protection (+1T)*
	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	2	Guards (Empire Wizard) *Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Wizard Champion &	4	3	6+	3	3	16	4	2	900	2*	1	1	*Empire Magic 2; Imperial Magic Weapon; Ring of Protection (+2T)*
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
52	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	8	Magic Resistance 6+; Hates (Chaos Dwarfs)
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	8	Guards (Dwarf Thane); Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Lord	4	7	2+	4	5	40	5	4	1600	4	3(+1)*	1	Magic Resistance 5+; *Endure*; Hate Chaos Dwarfs; *Rune Armour; 2x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*

·LEVEL 7 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
53	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	-	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3x Magic Items; Magic Weapon; Never Pinned; Terror 10; Weeping Blade
	Skaven Plague Priests	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
54	Skaven Deathmaster Assassin &	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
55	Griffon &	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
56	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	5	*Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
61	Empire Wizard Champion &	4	3	6+	3	3	16	4	2	900	2*	1	1	*Empire Magic 2; Imperial Magic Weapon;* Ring of Protection (+2T)
	Empire Knight Champions	4	5	3+	5	4	20	4	3	800	2	1	3	Guards (Empire W. Champ); *Empire Magic Armour; Empire Magic Weapon*
	(riding) Horses &	8	3	-	4	3	8	3	1	120	2	1	-	*Trample Attack (1D6+Str)*
	Empire Wizard Hero &	4	4	5+	4	4	30	5	3	1800	3*	2	1	*Empire Magic 3; Imperial Magic Weapon; Imperial Magic Item;* Parry 5+; Ring of Protection (+3T)
	Empire Knight Hero	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
62	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	-	3	1	Necromantc Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3x Magic Items; Magic Weapon; Regenerate 2
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Master Necromancer)
	Wraiths	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
63	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned
64	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	8	Guards (Dwarf Thane); Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
65	Chimera &	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Strong (3D6); Terror 11
	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
66	Roll on *Level 8 Monster Table*													

·LEVEL 8 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 9 Monster Table*													
12	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
13	Vampire Lord &	4	6	1+	5	4	34	5	4	2780	-	3	1	Ambush, Magic A; Fly; Necromantc Magic 3; Magic Resistance 5+; Vampire
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7
	Wraiths	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
14	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting; Terror 11
15	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
16	Wyvern &	6	5	-	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Magic Resistance 5+; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10
	Black Orc Champions	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	-
21	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	-	1	3	Ambush, Magic A; Frenzy 4+; Guards (Grey Seer); Magic Weapon; Weeping Blade
	Skaven Assassins	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
22	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	8	Magic Resistance 6+; Hates (Chaos Dwarfs)
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	8	Guards (Dwarf Thane); Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Lord	4	7	2+	4	5	40	5	4	1600	4	3(+1)*	1	Magic Resistance 5+; *Endure*; Hate Chaos Dwarfs; *Rune Armour; 2x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
23	Griffon &	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
24	Hippogriff &	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
	Beastmen Champions	4	5	3+	4	4	30	4	2	610	-	1/2(5+)	3	Magic Weapon; Throw Spears (Str 8)
25	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Warriors &	3	4	5+	3	4	8	2	1	160	2	1(+1)	8	Magic Resistance 6+; Hates (Chaos Dwarfs)
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	8	Guards (Dwarf Thane); Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
	Dwarf Lord	4	7	2+	4	5	40	5	4	1600	4	3(+1)*	1	Magic Resistance 5+; *Endure*; Hate Chaos Dwarfs; *Rune Armour; 2x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
26	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon; Regenerate 2
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	3	Fear 7; Guards (Necromancer Lord); Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
31	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour; Magic Item; Magic Weapon
	Dragon Ogre Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon
32	Chaos Sorcerer &	4	6	1+	4	5	15	6	2	840	1	1	1	Chaos Magic 1; Magic Resistance 4+; Magic Armour; Magic Item; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	1D6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon
	Chaos Hero &	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2x Magic Items; Magic Weapon
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3x Magic Items; Magic Weapon

·LEVEL 8 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
33	Kislev Shaman Champions &	4	5	4+	3	4	36	5	1	1340	1	2	2	*Kislev Magic 2; Kislev Magic Weapon; Kislev Magic Item*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	6	Guards (Kislev Shaman); *Battle-blades; Kislev Magic Weapon*
	Barbarian Lords	4	7	2+	4	4	50	6	4	2000	4	3	2	*Battle-blades; Grapple*; Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
34	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3x Magic Item; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1	Magic Armour; 2x Magic Items; Magic Weapon
35	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned
36	Skaven Grey Seer &	5	6	1+	4	4	43	1	4	3400	–	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	–	1	6	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Grey Seer)
41	High Elf Lords &	5	9	1+	4	4	35	9	4*	1600	4	3	3	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	(riding) Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
42	Orc Shaman Lord &	4	3	5+	4	5	42	5	3	2870	2	2/3(5+)	1	Orc Magic 3; Magic Dispel 5+; Magic Resistance 5+; Magic Item; Magic Weapon
	Orc Shaman Champion &	4	3	4+	4	5	20	3	1	1180	2	1/2(5+)	1	Orc Magic 3; Magic Resistance 5+; Magic Weapon
	Black Orc Champions &	4	4	4+	4	4	10	2	2	140	2	1/2(5+)	2D6	Guards (Shaman Lord)
	Black Orf Big Boss &	4	6	2+	5	5	23	4	3	910	3	2	1	Magic Armour; Magic Weapon
	Orc War Boss		6	1+	4	5	33	5	4	1100	3	2/3(5+)	1	Ignore Pain 5+; Magic Armour; 2x Magic Item; Magic Weapon
43	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
44	Chimera	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Strong (3D6); Terror 11
45	Liche &	4	7	A	5	4	40	6	5	3500	–	4	1	Fear 10; Necromantic Magic 3; 2x Magic Item; Magic Weapon; Regenerate 2
	Skeletons &	4	2	5+	3	3	5	2	1	80	–	1	12	Armed with Bows (Str 5); Fear 5; Guards (Liche) Regenerate 1
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Liche)
	Wraiths	4	3	-	3	4	30	3	2	750	–	5	3	Chill 2; Etherial -1; Terror 8
46	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	6	Guards (Dwarf Thane); Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
	Bugman's Dwarf s	3	5	5+	3	5	20	3	2	780	2	2(+1) 3(+1)(6+)	8	Magic Resistance 5+; Hates Chaos Dwarfs; Endure; Frenzy 6+;
51	Minotaur Hero &	6	6	2+	5	5	48	5	4	2400	2	3/4(5+)	1	Fear 9; 2x Magic Item; Magic Weapon
	Minotaur Champions &	6	5	3+	5	4	34	4	3	1100	1	3	1D3	Fear 6; Magic Weapon
	Chaos Champions	4	7	A	5	4	15	7	3	910	2	1	1D6	Magic Armour; Magic Weapon

·LEVEL 8 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
52	Kislev Shaman Champion &	4	5	4+	3	4	36	5	1	1340	1	2	1	*Kislev Magic 2; Kislev Magic Weapon; Kislev Magic Item*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	6	Guards (Kislev Shaman); *Battle-blades; Kislev Magic Weapon*
	Barbarian Lords	4	7	2+	4	4	50	6	4	2000	4	3	2	*Battle-blades; Grapple*; Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
53	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned
54	Chimera	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Strong (3D6); Terror 11
55	Empire Knight Lord &	4	7	1+	5	5	50	6	5	3150	4	3	1	*Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon*; Parry 5+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
	Empire Swordsman Lord	4	6	2+	4	4	50	6	4	2380	6	3	1	*Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon;* Parry 5+; *Summon Swordsmen*
56	Empire Wizard Lord &	4	4	4+	4	4	35	6	3	2700	4*	3	1	*Empire Magic 3; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Magic Dispel 4+; Parry 5+; Ring of Protection (+4T)
	Empire Swordsman Heroes &	4	6	3+	4	4	40	5	4	1850	6	2	4	Guards (Emp. W. Lord); *Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon;* Parry 6+
	Empire Knight Lord	4	7	1+	5	5	50	6	5	3150	4	3	1	*Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon*; Parry 5+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
61	Skaven Deathmaster Assassin &	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic A; Assassinate 4+; Dodge 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Skaven Warpfire Thrower Teams	4	3	5+	3	3	3	4	1	700	1	5	3	Armed with Warpfire Throwers
62	Gorgons &	4	2	4+	3	3	35	5	1	1100	-	2	3	Fear 9; Petrify
	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
63	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon; Regenerate 2
	Vampire Count &	6	7	2+	7	6	30	8	3	2000	4	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire
	Skeletons &	4	2	5+	3	3	5	2	1	80	-	1	12	Armed with Bows (Str 5); Fear 5; Guards (Necro. Lord) Regenerate 1
	Tomb Guardians &	4	3	6+	3	3	15	2	1	110	1	2	2D6	Fear 5; Regenerate 1
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	1D6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
64	Vampire Lord &	6	8	1+	7	6	42	9	5	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire
	Vampire Count &	6	7	2+	7	6	30	8	3	2000	3	2/3(5+)	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	6	Fear 7; Tomb Rot (1D3)
	Mummy Tomb King	3	4	-	5	5	45	4	3	1000	2	3	1	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D6)
65	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
66	Roll on *Level 9 Monster Table*													

·LEVEL 9 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *Level 10 Monster Table*													
12	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4 Magic Dispel 4+; Magic Resistance 4+; Never Pinned
13	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption
14														
15	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6	1	Ambush, Magic 2+; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3x Magic Items; Power of Tzeentch
16	Great Dragon	6	7	-	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1
21	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
22	Wyvern &	6	5	-	5	6	46	4	3	1800	3	3/4(5+)	1	Drag and Rend; Fly; Magic Resistance 5+; Ignore Blows 5+; Ignore Pain 6; Large Monster; Never Pinned; Sting (3D6); Terror 10
	Cockatrice	4	3	-	4	4	26	4	3	1500	-	3/4(5+)	1	Fear 10; Fly; Petrify
23	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon; Regenerate 2
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3x Magic Item; Magic Weapon; Regenerate 2
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7
	Wraiths	4	3	-	3	4	30	3	2	750	-	5	6	Chill 2; Etherial -1; Terror 8
24	Vampire Lord &	6	8	1+	7	6	42	9	5	3750	4	3	1	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Magic Item; Magic Weapon; Vampire
	Vampire Counts &	8	7	2+	7	6	30	8	3	2000	3	2/3(5+)	2	Ambush, Magic A; Fly; Necromantic Magic 2; Magic Resistance 5+; Vampire
	Wights	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7
25	Barbarian Lord	4	7	2+	4	4	50	6	4	2000	4	3	1	*Battle-blades; Grapple*; Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
	High Elf Lord	5	9	1+	4	4	35	9	4	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Empire Wizard Lord	4	4	4+	4	4	35	6	3	3700	4*	3	1	*Empire Magic 3; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Magic Dispel 4+; Parry 5+; Ring of Protection (+4T)
26	*Renegade Chaos Dwarf Marauders!*													*Enraged at the betrayal by their own, any Chaos Dwarf or Bull Centaur Adventurer gains **Hate** against these foes for the duration of combat.*
	Chaos Dwarf Sorcerer Lord &	3	4	4+	4	5	40	5	3	3280	3	3/4(5+)	1	Chaos Dwarf Magic 4; Magic Dispel 4+; Magic Resistance 3+; Magic Armour; 3x Magic Item; Magic Weapon
	Chaos Dwarf Champions &	3	5	3+	4	4	16	3	2	480	2	2/3(5+)	6	Magic Resistance 6+; Magic Armour; Magic Item; Magic Weapon
	Chaos Dwarf Blunderbuss &	3	4	4+	3	4	8	2	1	140	1	1	8	Armed with Blunderbuss; Magic Resistance 6+
	Chaos Dwarf Lord	3	7	1+	4	5	33	5	4	1600	3	3	1	Magic Resistance 5+; Magic Armour; 2x Magic Item; Magic Weapon

·LEVEL 9 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
31	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon; Regenerate 2
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3x Magic Item; Magic Weapon; Regenerate 2
	Liche &	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 10; Necromantic Magic 3; 2x Magic Item; Magic Weapon; Regenerate 2
	Skeletons &	4	2	5+	3	3	5	2	1	80	-	1	12	Armed with Bows (Str 3); Fear 5; Guards (Liche); Regenerate 1
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Necromancer Lord)
	Wraiths	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
32	Skaven Grey Seer &	5	6	1+	4	4	43	7	4	3400	-	3	1	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Throwers; Guards (Grey Seer)
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	-	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade
	Skaven Deathmaster Assassin	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade
33	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour;; Magic Item; Magic Weapon
	Dragon Ogre Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon
34	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Plague Priests &	5	5	2+	4	5	23	6	3	730	-	1	2	Ambush, Magic A; Frenzy 4+; Magic Weapon; Weeping Blade
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	1D3	Armed with Warpfire Throwers; Guards (Grey Seer)
	Skaven Assassins &	6	5	3+	4	3	7	5	2	300	-	1	6	Ambush A; Assassinate 6+; Dodge 5+; Weeping Blade
	Rat Ogres &	6	4	-	5	5	20	5	2	500	-	2	3	Fear 5
	Skaven Stormvermin	5	4	4+	4	3	5	6	1	95	1	1	12	-
35	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
36	Dragon Ogre Hero &	6	6	3+	6	6	53	4	5	3300	2	3	1	Fear 9; Magic Armour;; Magic Item; Magic Weapon
	Dragon Ogre Champions	6	5	4+	6	5	44	3	4	1550	2	2	3	Fear 8; Magic Armour; Magic Weapon
41	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3x Magic Items; Magic Weapon
	(riding) Manticore &	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting (Ambush, Magic A); Terror 11
	Chaos Hero	4	8	A	5	5	30	8	4	1930	6	3	1D6	Choose whether your Adventurer attacks the Manticore or rider Magic Armour; 2x Magic Items; Magic Weapon
42	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
43	Giant &	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned
	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
44	Chimera &	6	4	-	7	6	60	4	6	2500	3	3/4(5+)	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Sting (3D6); Terror 11
	Manticore	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting; Terror 11
45	Kislev Shaman &	4	4	4+	3	4	22	4	1	650	1	1	1	*Kislev Magic 1; Kislev Magic Weapon*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	3	Guards (Kislev Shaman); *Battle-blades; Kislev Magic Weapon*
	Barbarian Lord	4	7	2+	4	4	50	6	4	2000	4	3	1	*Battle-blades; Grapple;* Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
	Yeti	4	7	-	8	7	45	6	2	985	-	3/4(4+)	2	Terror 10; Hypnotise

·LEVEL 9 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
46	Dwarf Thane &	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Champions &	4	5	4+	3	5	20	3	2	480	2	2 (+1)	6	Magic Resistance 5+; *Rune Weapon; Rune Item*; Hate Chaos Dwarfs *+2 Wounds on a to-hit roll of 6*
	Bugman's Dwarf s	3	5	5+	3	5	20	3	2	780	2	2(+1) / 3(+1)(6+)	6	Magic Resistance 5+; Hates Chaos Dwarfs; Endure; Frenzy 6+;
	Dwarf Lord	4	7	2+	4	5	40	5	4	1600	4	3(+1)	1	Magic Resistance 5+; *Rune Weapon; Rune Armour; 2x Rune Item; Endure*; Hates Chaos Dwarfs *+2 Wounds on a to-hit roll of 6*
51	Dragon &	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
52	Griffon &	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
	Hippogriff	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
53	Manticore &	6	6	-	7	7	50	4	4	2000	-	4	1	Fly; Manticore Sting; Terror 11
	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
54	Kislev Shaman &	4	4	4+	3	4	22	4	1	650	1	1	1	*Kislev Magic 1; Kislev Magic Weapon*
	Barbarian Champions &	4	4	4+	4	4	25	3	2	620	2	1/2(5+)	3	Guards (Kislev Shaman); *Battle-blades; Kislev Magic Weapon*
	Barbarian Lord	4	7	2+	4	4	50	6	4	2000	4	3	1	*Battle-blades; Grapple;* Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
	Yeti	4	7	-	8	7	45	6	2	985	-	3/4(4+)	2	Terror 10; Hypnotise
55	Master Chaos Sorcerers &	4	6	1+	5	5	31	8	3	2400	1	4	2	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3x Magic Items; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	4	15	7	3	910	2	1	6	Guards (Chaos Sorcerer); Magic Armour; Magic Weapon
	Chaos Heroes &	4	8	A	5	5	30	8	4	1930	6	3	1D6	Magic Armour; 2x Magic Items; Magic Weapon
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3x Magic Items; Magic Weapon
56	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
61	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4 Magic Dispel 4+; Magic Resistance 4+; Never Pinned
62	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption
63	Empire Swordsman Champions	4	4	4+	4	4	20	3	2	800	4	1	1D6+3	*Imperial Magic Armour; Imperial Magic Weapon;* Parry 6+
	Empire Knight Heroes &	4	6	2+	5	5	40	5	4	1600	3	2	3	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
	Empire Knight Lord	4	7	1+	5	5	50	6	5	3150	4	3	1	*Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon*; Parry 5+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
64	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6	1	Ambush, Magic 2+; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3x Magic Items; Power of Tzeentch
65	Great Dragon	6	7	-	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1
66	*Roll on Level 10 Monster Table*													

·LEVEL 10 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	Roll on *the Daemonic Monster Table*													
12	Bloodthirster	6	10	A	8	7	125	8	10	8000	-	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
13	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4 Magic Dispel 4+; Magic Resistance 4+; Never Pinned
14	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption
15	Necromancer Lord &	4	7	A	5	4	39	6	5	4100	4	3	1	Ambush, Magic A; Necromantic Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon; Regenerate 2
	Master Necromancer &	4	6	1+	5	4	34	5	4	2780	3	3	1	Necromantic Magic 3; Magic Dispel 4+; Magic Resistance 4+; 3x Magic Item; Magic Weapon; Regenerate 2
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7
	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	6	Chill 2; Etherial -1; Terror 8
	Mummy Tomb Kings	3	4	-	5	5	45	4	3	1000	2	3	4	Fear 7; Magic Armour; Magic Item; Magic Weapon; Tomb Rot (1D^_
16	Empire Wizard Lord	4	4	4+	4	4	35	6	3	3700	4*	3	2	*Empire Magic 3; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Magic Dispel 4+; Parry 5+; Ring of Protection (+4T)
	Empire Swordsman Champions	4	4	4+	4	4	2 0	3	2	800	4	1	1D6+3	*Guards (Empire Wizard Lords); Imperial Magic Armour; Imperial Magic Weapon;* Parry 6+
	Empire Knight Heroes &	4	6	2+	5	5	40	5	4	1600	3	2	1	*Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Parry 6+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
	Empire Knight Lord	4	7	1+	5	5	50	6	5	3150	4	3	1	*Imperial Magic Armour; 3x Imperial Magic Item; Imperial Magic Weapon*; Parry 5+
	(riding) Warhorse	8	5	-	5	4	20	4	2	600	3	2	-	*Trample Attack (2D6+Str)*
21	Barbarian Lord	4	7	2+	4	4	50	6	4	2000	4	3	1	*Battle-blades; Grapple*; Ignore Blows 5+; *Kislev Magic Weapon; 2x Kislev Magic Item*
	High Elf Lord	5	9	1+	4	4	35	9	4	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	Dwarf Thane	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Empire Wizard Lord	4	4	4+	4	4	35	6	3	3700	4*	3	1	*Empire Magic 3; Imperial Magic Armour; 2x Imperial Magic Item; Imperial Magic Weapon*; Magic Dispel 4+; Parry 5+; Ring of Protection (+4T)
22	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
23	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6	1	Ambush, Magic 2+; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3x Magic Items; Power of Tzeentch
24	Great Dragon	6	7	-	7	7	84	7	8	6000	7	6/7(5+)	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 7; Large Monster; Chaos Magic 1; Terror 13; Treasure Hoard +1
25	Emperor Dragon	6	8	-	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2

·LEVEL 10 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
26	Vampire Lord Necromancer &	6	7	2+	6	5	38	8	3	4750	5	4	1	Ambush, Magic A; Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Dispel 4+ Magic Armour; 4x Magic Item; Magic Weapon; Vampire
	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2x Magic Item; Magic Weapon; Regenerate 2
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3)
	Wraiths	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
31	Emperor Dragon	6	8	-	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2
32	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; Skitterleap
33	Liche King	6	7	A	7	6	63	4	5	7500	6	6	1	Chaos Magic 2; Necromantic Magic 3; Magic Dispel 4+; Large Monster; Magic Resistance 4+; 3x Magic Item; Terror 14; Regenerate 4; Magic Weapon; Magic Armour
34	Dragon &	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
	Hydra	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Magic Resistance 5+; Never Pinned; Terror 11
35	Griffon &	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10
	Hippogriff &	8	5	-	6	5	55	6	3	1450	-	3/4(5+)	1	Fly; Terror 10
	Chaos Lord	4	9	A	5	5	35	9	5	3050	6	4	1	Magic Armour; 3x Magic Items; Magic Weapon
36	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Thrower; Guards (Grey Seer)
	Skaven Deathmaster Assassins &	6	8	1+	4	4	32	10	5	2300	-	4	3	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade
	Skaven Plague Lords	5	6	3+	4	5	30	7	4	2250	-	3	2	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade
41	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; Skitterleap
42	Hydra &	6	3	-	5	6	70	3	5	2250	3	4	1	Breathe Fire 4 (Ambush A); Ignore Blows 5+; Ignore Pain 7; Large Monster; Never Pinned; Terror 11
	Hippogriff &	8	5	-	6	5	55	6	3	1450	–	3/4(5+)	1	Fly; Terror 10
	Manticore	6	6	-	7	7	50	4	4	2000	–	4	1	Fly; Manticore Sting; Terror 11
43	Bloodthirster	6	10	A	8	7	125	8	10	8000	-	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
44	Giant	6	3	4+	7	6	64	3	S	2000	5	5	1	Fear 11; Giant Attacks; Ignore Blows 5+; Ignore Pain 10; Large Monster; Never Pinned
45	High Elf Champions &	5	7	3+	4	4	16	7	2*	480	2	1	4	Armed with Bow (Str 5); Dodge (5+); *Elf Magic Item*; Never Pinned *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	High Elf Lords &	5	9	1+	4	4	35	9	4*	1600	4	3	3	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	High Elf Lord	5	9	1+	4	4	35	9	4*	1600	4	3	1	Armed with Bow (Str 7); Dodge (4+); *Elf Magic Weapon; Elf Magic Item; Elf Magic Armour*; Never Pinned; Parry 5+; *May make 2 Bow Attacks/turn; Re-roll 1 failed BS/turn; +3 Wounds when attacking with a Bow.*
	(riding) Griffon	6	5	-	6	5	52	7	4	1500	-	4	1	Fly; Terror 10

·LEVEL 10 MONSTER TABLE·

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
46	Liche &	4	7	A	5	4	40	6	5	3500	-	4	1	Fear 10; Necromantic Magic 3; 2x Magic Item; Magic Weapon; Regenerate 2
	Wights &	4	3	-	3	4	14	3	1	370	2	2	6	Fear 7; Guards (Liche)
	Wraiths &	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
	Wight Lords	4	4	-	4	4	35	4	2	650	2	2	2	Fear 8; Magic Armour; Magic Weapon
51	Dragon	6	6	-	6	6	74	8	7	4500	6	6	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 5+; Ignore Pain 7; Large Monster; Terror 12; Treasure Hoard +0
52	Dwarf Thane &	4	7	2+	4	5	48	5	4	3600	4	3(+1) / 4(+1)(5+)	1	Magic Resistance 5+; Ignore Blows 5+; *Endure*; Frenzy 5+; Hate Chaos Dwarfs; *Rune Armour;3x Rune Items; Rune Weapon; *+2 Wounds on a to-hit roll of 6*
	Dwarf Thunderers &	3	4	5+	3	4	8	2	1	160	1	S/1(+1)	6	Guards (Dwarf Thane); Armed with *Thunder Musket*; Magic Resistance 6+; Hate Chaos Dwarfs
	Bugman's Dwarf s &	3	5	5+	3	5	20	3	2	780	2	2(+1) / 3(+1)(6+)	4	Magic Resistance 5+; Hates Chaos Dwarfs; Endure; Frenzy 6+;
	Dwarf Lords	4	7	2+	4	5	40	5	4	1600	4	3(+1)	3	Magic Resistance 5+; *Rune Weapon; Rune Armour; 2x Rune Item; Endure*; Hates Chaos Dwarfs *+2 Wounds on a to-hit roll of 6*
53	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Warpfire Thrower Teams &	4	3	5+	3	3	3	4	1	700	1	S	3	Armed with Warpfire Thrower; Guards (Grey Seer)
	Skaven Deathmaster Assassins &	6	8	1+	4	4	32	10	5	2300	-	4	3	Ambush, Magic A; Dodge 4+; Assassinate 4+; Magic Resistance 5+; Magic Weapon; Weeping Blade
	Skaven Plague Lords	5	6	3+	4	5	30	7	4	2250	-	3	2	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade
54	Vampire Lord Necromancer &	6	7	2+	6	5	38	8	3	4750	5	4	1	Ambush, Magic A; Fly; Necromantic Magic 4; Magic Resistance 4+; Magic Dispel 4+ Magic Armour; 4x Magic Item; Magic Weapon; Vampire
	Necromancer Champion &	4	5	2+	4	3	29	4	3	1630	-	2	1	Necromantic Magic 2; Magic Resistance 4+; 2x Magic Item; Magic Weapon; Regenerate 2
	Mummies &	3	3	-	4	5	40	3	2	450	-	2	4	Fear 7; Guards (Necromancer Champion); Tomb Rot (1D3)
	Wraiths	4	3	-	3	4	30	3	2	750	-	S	3	Chill 2; Etherial -1; Terror 8
55	Skaven Vermin Lord	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; Skitterleap
56	Liche King	6	7	A	7	6	63	4	5	7500	6	6	1	Chaos Magic 2; Necromantic Magic 3; Magic Dispel 4+; Large Monster; Magic Resistance 4+; 3x Magic Item; Terror 14; Regenerate 4; Magic Weapon; Magic Armour
61	Emperor Dragon	6	8	-	8	8	94	6	9	7500	8	8	1	Dragon Breath (Ambush, Magic A); Fly; Ignore Blows 4+; Ignore Pain 3D6; Large Monster; Chaos Magic 2; Terror 14; Treasure Hoard +2
62	Lord of Change	8	9	A	7	7	75	10	6	5000	4	6	1	Ambush, Magic 2+; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3x Magic Items; Power of Tzeentch
63	Keeper of Secrets	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4 Magic Dispel 4+; Magic Resistance 4+; Never Pinned
64	Great Unclean One	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption
65	Bloodthirster	6	10	A	8	7	125	8	10	8000	-	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
66	Roll on *the Daemonic Monster Table*													

The Daemonic Monster Table

Chaos Dwarfs are masters at binding the essence of Daemons in material form in order to harness the daemonic powers to serve the Dawi Zharr Empire. For this reason Chaos Dwarfs instill fear in the lowliest of Daemons and ferocious hatred among the greatest Daemons. An adventuring party comprised of *any number* of Chaos Dwarfs (including the Bull Centaurs, but excluding Hobgoblins) risk being set upon by legions of Greater Daemons and minions they pull through the warp with them to do battle against the Chaos Dwarfs.

At low Battle-Levels a Chaos Dwarf character has little chance of drawing the wrath of a great Daemon and its hoard of minions. For example, at Battle-Level 1, rolling a 1,1 or 6,6 on the Monster Table results in rolling on the higher level Monster Table. In order have to roll on the Daemonic Monster Table while still at Battle-Level 1 a 1,1 or 6,6 would have to be rolled ten times in a row, with the ridiculously low probability of 0.0000000000027% *!* However, as a Chaos Dwarf rises in power and strength he is more likely to be targeted for retribution by Daemonic forces. The probability of rolling on the Daemonic Monster Table increases to 0.02% at Battle-Level 8, 0.3% at Battle-Level 9, and at Battle-Level 10 the chance is a much more likely 5.5%.

·Daemonic Monster Table·

For purposes of determining Dungeon Level, treat these Monsters as Dungeon-Level 10.

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
11	*Roll twice on this table*	Note that if two different Daemon-lead groups are generated, if any individual models are unable to attack player-controlled characters then each group will instead fight amongst one another until a player-controlled model can be attacked.												
12-16	Festering Rats *	6	3	-	3	4	5	5	1	350	-	S	12	Ambush, Magic A; Deathleap; Magic Resistance 3+; Tomb Rot (1D3) Festering Rats are the vanguard of the Skaven Vermin Lord and his minions, who will not appear until the following turn's Power Phase.
	Skaven Vermin Lord &	8	8	A	8	7	75	10	8	6000	6	6	1	Ambush, Magic A; Armed with Doom Glaive; Dodge 3+; Frenzy 5+; Greater Daemon 14; Ignore Pain 6; Large Monster; Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; Skitterleap
	Skaven Grey Seers &	5	6	1+	4	4	43	7	4	3400	-	3	2	Skaven Magic 4; Magic Dispel 4+; Magic Resistance 4+; 4x Magic Item; Magic Weapon
	Skaven Plague Lord &	5	6	2+	4	5	30	7	4	2250	-	3	1	Death Fog; Dodge 3+; Frenzy 3+; Magic Resistance 3+; 3x Magic Item; Magic Weapon; Never Pinned; Terror 10; Weeping Blade
	Skaven Deathmaster Assassin &	6	8	1+	4	4	32	10	5	2300	-	4	1	Ambush, Magic 5+; Magic Weapon; Weeping Blade
	Skaven Warlord &	5	6	1+	4	4	30	7	4	900	3	2	3	Dodge 5+; Magic Resistance 5+; Magic Armour; Magic Item; Magic Weapon
	Skaven Stormvermin Champions	5	4	4+	4	3	10	5	1	110	1	1	12	Guards (Skaven Grey Seers); Armed with Halberds; Fight in Ranks
21-26	Lord of Change &	8	9	A	7	7	75	10	6	5000	4	6	1	Ambush, Magic 2+; Greater Daemon 13; Chaos Magic 5; Fly; Ignore Blows 5+; Ignore Pain 7; Magic Source; Large Monster; 3x Magic Items; Power of Tzeentch
	Flamers of Tzeentch &	9	3	2+	5	4	17	4	S	300	-	S	1D6+1	Ambush, Magic 5+; Daemonic -1; Fear 7; Flamer of Tzeentch Attack; Magic Resistance 6+
	Pink Horrors of Tzeentch	4	5	2+	4	3	8	6	2	200	-	1	1D6+3	Daemonic -1; Fear 6; Magic Resistance 6+; Die → Blue Horrors
	Blue Horrors of Tzeentch &	4	3	4+	3	3	4	7	1	100	-	1	-	Daemonic -1; Fear 4; Magic Resistance 6+
	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3x Magic Items; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	5	15	7	3	910	2	1	6	Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon;
	Chaos Lords	4	9	A	5	5	35	9	5	3050	6	4	2	Magic Armour; 3x Magic Items; Magic Weapon

·DAEMONIC MONSTER TABLE·

For purposes of determining Dungeon Level, treat these Monsters as Dungeon-Level 10.

D66	Race and Type	M	WS	BS	S	T	W	I	A	Gold	Arm	Dam	No	Special Rules
31-36	Keeper of Secrets &	6	9	A	7	7	84	7	6	5500	4	6	1	Ambush, Magic 2+; Aura of Slaanesh; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 7; Large Monster; Chaos Magic 4 Magic Dispel 4+; Magic Resistance 4+; Never Pinned
	Fiends of Slaanesh &	6	3	-	3	3	8	3	3	250	-	1	3	Aura of Slaanesh; Daemonic -1; Fear 6
	Daemonettes of Slaanesh &	4	6	2+	4	3	15	6	3	300	-	1	8	Ambush 5+; Daemonic -1; Fear 6; Magic Resistance 6+
	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3x Magic Items; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	5	15	7	3	910	2	1	6	Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon;
	Chaos Lords	4	9	A	5	5	35	9	5	3050	6	4	2	Magic Armour; 3x Magic Items; Magic Weapon
41-46	Bloodthirster &	6	10	A	8	7	125	8	10	8000	-	8	1	Armed with Axe of Khorne; Armed with Daemon Whip; Drain Power; Fly; Greater Daemon 14; Ignore Blow 3+; Ignore Pain 12; Large Monster; Magic Drain 5+
	Juggernauts of Khorne &	7	3	-	5	5	35	2	2	700	2	2	3	Daemonic -1; Fear 7; Magic Resistance 5+; Never Pinned
	Chaos Hero Riders &	4	9	A	5	5	30	8	4	1930	6	3	-	Magic Armour; 2x Magic Item; Magic Weapon
	Chaos Lord &	4	4	A	5	5	35	9	5	3050	6	4	3	Magic Armour; 3x Magic Item; Magic Weapon
	Bloodletters of Khorne &	4	5	2+	4	3	7	6	2	200	-	1	1D6+6	Armed with Hellblade; Daemonic -1; Fear 5
	Chaos Hounds	6	4	-	4	4	8	4	2	160	2	1	12	Ambush 5+; Gang Up
51-56	Great Unclean One &	4	7	A	7	8	100	4	7	5500	4	6	1	Ambush, Magic 5+; Chaos Magic 4; Greater Daemon 13; Ignore Blows 5+; Ignore Pain 10; Large Monster; Magic Dispel 4+; Magic Resistance 4+; Plague; Stream of Corruption
	Beasts of Nurgle &	3	3	-	3	5	25	3	1D6	750	-	2	3	Daemonic -1; Paralysis; Plague; Slime Trail
	Plaguebearers of Nurgle &	4	5	2+	4	3	9	6	2	200	-	1	9	Daemonic -1; Fear 5; Plague
	Nurglings &	4	3	4+	3	3	2	4	2	50	-	S	12	Ambush A; Daemonic -1; Fear 4; Gang Up; Plague
	Master Chaos Sorcerer &	4	6	1+	5	5	31	8	3	2400	1	4	1	Chaos Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic Armour; 3x Magic Items; Magic Weapon; Parry 5+
	Chaos Champions &	4	7	A	5	5	15	7	3	910	2	1	6	Guards (Master Chaos Sorcerer); Magic Armour; Magic Weapon;
	Chaos Lords	4	9	A	5	5	35	9	5	3050	6	4	2	Magic Armour; 3x Magic Items; Magic Weapon
	Group 61-65 won't attack if the party is comprised of 50% Chaos Dwarf Adventurers or more (Bull Centaurs count, but Hobgoblins and the Snotling Lamp Slave do not). If the Monsters do not attack, then instead the Scion of Hashut will bestow a Blessing of Hashut upon each Adventurer in the party, allowing them to re-roll once in a future Adventure. Once an Adventurer uses this special Luck boon it can never be regained, even if this result is roll again! After the Blessing of Hashut is bestowed on each Adventurer in the party the Scion of Hashut and his minions will step back through the rift from whence they came.													
61-65	Scion of Hashut &	8	10	A	8	8	130	5	8	9000	8	6	1	Chaos Dwarf Magic 4; Fly; Greater Daemon 15; Ignore Blow 3+; Ignore Pain 10; Large Monster; Magic Drain 5+; Magic Dispel 4+; Magic Resistance 3+; Never Pinned; Vulcanus Breath of the Forge
	Great Taurus &	6	6	-	6	6	50	7	4	2250	3	4	1	Breathe Fire; Fly; Terror 10
	Chaos Dwarf Lords &	3	7	1+	4	5	33	5	4	1600	3	3	3	Chaos Dwarf Magic 3; Magic Dispel 4+; Magic Resistance 4+; Magic
	Chaos Dwarf Master Sorcerers &	3	4	4+	4	5	26	4	2	2190	3	2	2	Armour; Magic Item; Magic Weapon Magic Resistance 5+; Magic Armour; 2x Magic Item; Magic Weapon
	Bull Centaur Lord &	8	7	1+	5	5	42	6	5	3680	3	4/5(5+)	1	Fear 7; Magic Resistance 4+; Magic Armour; 3x Magic Item; Magic Weapon
	Chaos Dwarfs &	3	4	4+	3	4	8	2	1	140	1	1/2(6+)	8	Guards (Chaos Dwarf Lord); Magic Resistance 6+
	Chaos Dwarf Blunderbuss	3	4	4+	3	4	8	2	1	140	1	1	8	Guards (Chaos Dwarf Lord); Armed with Blunderbuss; Magic Resistance 6+
66	*Roll twice on this table*	Note that if two different Daemon-lead groups are generated, if any individual models are unable to attack player-controlled characters then each group will instead fight amongst one another until a player-controlled model can be attacked.												

·ADVENTURER ACTIONS·

ACTION	SUGGESTED MODIFIER CHAOS DWARFS	BULL CENTAUR	HOBGOBLIN SNEAKY GIT	TEST	NOTES
Barge Aside†	0	-3	0	Str	–
Bluffing Enemies	-2	-2	+1	I	Less effective against large groups of Monsters. Effects last 1 turn.
Climb on Shoulders†	-2	-5	0	I	Deduct number of squares Adventurers are moving from roll.
Climb Wall†	-2	-5	0	I	Test every 10'. On fall take 1D6+2 Wounds per 10' fallen.
Construction	+3	+3	0	I/Str	Time to use item constructed is on top of making it.
Crawl†	-2	-4	0	–	Move at half speed or less while crawling, round Movement down.
Disarm Enemy	0	0	0	WS/Str	Opponent takes 1 turn to regain weapon, is at WS 1 until then.
Disarm Trap	+3	+3	0	I	Takes 1 turn for each attempt.
Distract Enemy	0	0	0	I, BS to hit	Action may be carried out either before or after Movement.
Duck†	+1	-1	0	I	Allows an Adventurer to avoid a companion's death-blow.
Fight Defensively	–	–	–	–	For each Attack an Adventurer sacrifices, enemy is at -1 to hit.
Hide* †	-1	-3	+2	I	While hidden may do nothing but watch and rest.
Hold Door Open/Closed	+1	+2	0	Str	Action is used when holding door being shut against an Adventurer
Identify*	+3	+3	-1	I	Adventurer may use Luck tokens to improve his chances of success
Improvise Weapon	–	–	–	?	Game Master to determine based on situation and materials.
Interrogate	+2	+3	+1	I, Str, Wp	Str test for force; I test for cunning; Wp test for browbeating.
Jump* †	-2	-2	0	I, T	Used to jump vertically. Modify by -1 for each 10' jumped.
Kick Over	0	+1	0	Str	Warrior behind table gets +1 Armour. Opponent gets -1 to hit.
Leap†	-2	+1	-1	I	Used to leap horizontally, modify by -1 for each square past 2.
Lift Trapdoor	0	0	0	Str	Takes minimum of 1 turn to complete Action.
Listen at Door*	0	0	+1	I	Action does not allow Adventurer to identify sound, only its presence
Loosen/Tie Bonds	+2	+2	0	I/Str	–
Make Bandages	-1	-1	0	I	May carry out Action if supply of raw materials is available.
Difficult Shot	-2	-2	-1	BS	The Annihilator only suffers a -1 penalty for Difficult Shots.
Make Rope	+2	+1	0	I/Str	May carry out Action if supply of raw materials is available.
Moving Heavy Objects	+1	+2	0	Str	While moving object Adventurer's Movement is halved, round down
Pick Lock	+2	+2	0	I	–
Play Dead	-1	-2	+2	I	Adventurer playing dead must remain prone for at least a whole turn
Read	0	0	-1	I, Wp	Willpower test required to read magic runes/script.
Search Object	+3	+3	-1	I	While searching an Adventurer may do nothing else.
Searching Rooms	+1	+1	0	I	While searching an Adventurer may do nothing else.
Starting Fires	+1	0	0	I	A source of flame is required before Action can be attempted.
Stunning Enemies	0	0	0	WS, to hit	–
Swing on Rope†	-2	-4	+1	I	Action costs a number of squares equal to the obstacle's width.
Taking Cover†	–	–	–	–	While hiding an Adventurer is at -1 to hit and -1 to be hit.
Understand Speech	0	0	-1	I	–
Wait/Interrupt	–	–	–	I	–
Wedge Door Open/Shut	0	0	0	Str	Action used when shutting/opening a door with no resistance.

†Sorcerers who have begun their transformation to stone may incur further penalties, which are at the GM's discretion. If necessary apply a -1 penalty for each point of Movement the Sorcerer's base movement has reduced by.

For additional details see pages 153-166 in the core Warhammer Quest Roleplay Book.

Actions requiring agility such as Leap, Swing on a Rope, Jump, etc. are particularly difficult for Chaos Dwarfs and they use the same modifier used for Dwarfs. Similarly, Crawling is difficult due to their bulk (-1 modifier) and Hiding is similarly tricky (-1 modifier). Other action modifiers follow the modifier common to other Dwarfs, listed on p166 of the Warhammer Quest Roleplay Book.

If you have gotten this far in reading through the Chaos Dwarf Warhammer Quest expansion and have amassed the necessary models and game tiles necessary to play, you are to be commended as it is no small feat – *well done*! The first series of Special Adventures are designed to get the adventuring Party off to a quick start, to introduce to the players the new mechanics of Warhammer Quest using Chaos Dwarf Adventurers, and also (hopefully) give your Adventurers a fighting chance to survive their first "real" Adventure when playing through the separate Chaos Dwarf Quest Adventure Booklet.

(all by the command of the High Priest of Hashut, who even outranks the Sorcerer in the party).

These four introductory Adventures are designed to be played in the sequence they are laid out in:

THE ADVENTURES

1. Trade Routes
2. Forging a New Alliance
3. Scour the Underway
4. Skaven Allies – The Rise of Quirrik

- SPECIAL ADVENTURES -

1 TRADE ROUTES

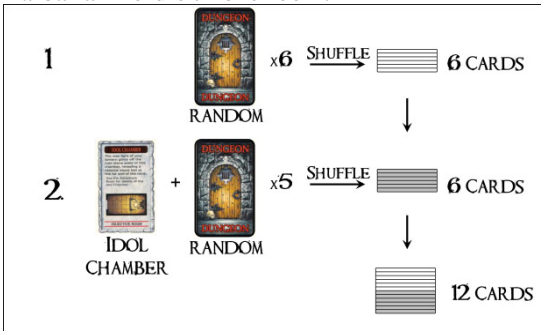
The Adventurers as well as half a dozen other Dawi Zharr have been summoned before the Sorcerer Conclave of Zharr Grungron Ankor. The Conclave tells you that each of you have been selected by the High Priest Sorcerer Lord of Zharr Grungron Ankor to embark on specific missions for the greater good of the empire. As missions and tasks are doled out, it finally comes to the group of Adventurers. The Conclave explains that this last mission is of critical importance to the prosperity of the city, and that each Adventurer was carefully selected because of their bloodlines and the great deeds carried out by each of their ancestors in times past.

The conclave explains that far in the frozen Northlands are a group of marauding North men who worship the Chaos Gods and wish to start trade relations with Zharr Grungron Ankor, known to outsiders as the elusive Deep Forge of the Chaos Dwarfs. The trade agreement is for weapons and armour, which are to be exchanged for slaves and precious metals, however, only a few of their scouts and traders can get through the valley that leads out of the mountains and to the hidden outposts belonging to Deep Forge Chaos Dwarfs. The problem is that the narrow valley leads through the lands of a rival barbarian horde whose leader and Lord is loosely allied with Kislev, and has sworn that he and his barbarian hordes are enemies of all who follow the path of Chaos.

The Adventurers are to travel to the frozen North of Kislev, and into the High Pass Dungeons. Within the High Pass Dungeons is the Barbarian Lord who commands over the entire valley. He must be slain as an example to his tribe, only then can the trade routes be opened. The Conclave also reminds the Adventurers that this will be a most opportune time to bring slaves back as well – as fitting examples of the horde's defiance and stubbornness in the face of the Dawi Zharr Empire!

DUNGEON DECK SETUP

The Objective Room for this Adventure uses the Idol Chamber tile representing the Barbarian Lord's throne room.



SPECIAL RULES

The Adventurers have been given a map of a portion of the High Pass Dungeons by a member of the Conclave. The map was prepared by a failed Dawi Zharr reconnaissance crew who traveled through the region months ago during their initial trade expedition. One player should make note of the map on their character sheet.

HIGH PASS DUNGEON MAP

When the map is used roll 1D6:
1-2 The map is terribly inaccurate and worthless.
3-6 The blood-stained map is quite accurate, a testament to the Dawi Zharr who were slain in order to map out these passages! The player may look at the top 4 cards in the Dungeon Deck, and may choose to put one of them on the bottom of the deck and the rest back on the top in any order. The map can only be used once and is then discarded.

If the Dungeon deck becomes divided into separate piles due to the party encountering a T-junction before using the map then the Player holding the map must choose which deck to examine the top four cards from.

OBJECTIVE ROOM
When the Adventurers reach the Objective Room do not roll for Monsters, instead the Adventurers encounter the following:

Barbarian, Lord Vostokk

M	WS	BS	S	T	I	A	Arm	W
4	4	4+	4	3	5	2	2	15

The Barbarian Lord inflicts 2D6 + Str(4) Wounds damage.
Ignore Wounds: When reduced to 0 Wounds or less roll 1D6. On a roll of 5 or 6 the Barbarian is placed on 1 Wound instead.
Gold Value: 600



1D6 Barbarians (Guards Lord Vostokk)
1 Rat Catcher

The Rat Catcher has the following stats:

M	WS	BS	S	T	I	A	Arm	W
5	3	6+	3	3	3	1	0	5

Dodge 5+
Summon Rats: On any turn that the Rat Catcher is not adjacent to any ally or enemy instead of attacking he may summon 1D3 Giant Rats, which are placed adjacent to him. These rats may not move or attack immediately and must instead wait until the following turn to take action.
Gold Value: 250 Gold



There is no Objective Room treasure in this Adventure for clearing the room of Monsters.

Once all of the foes are slain the Adventurers find an exit at the back of the room. The Adventurers must travel to Zharr Grungron Ankor no matter what, regardless what happens while they are traveling. When they finally return to Zharr Grungron Ankor the Sorcerer Covenant commends each Adventurer for their efforts and tells them that some of the others who had been summoned before that had not done so well in their tasks. Each Adventurer is given 2D6x50 Gold.

2. Forging a New Alliance

Due to their successful expedition to the Northlands, the Adventurers find themselves summoned before the Sorcerer Conclave once again to be tasked with another mission. The Conclave have received reports from some of their Ogre trading partners in the East of a previously-unknown Orc mining encampment high in the Mountains of Mourne, which is disgorging large quantities of ore, valuable metals and, more importantly to the Conclave, small quantities of warpstone! The Ogres attempted to take control of the mine because it lies within the lands they claim as their own, however, the Orc presence is significant and the Ogres have not been able to launch a successful offensive. In fact, during the last Ogre assault on the mines the Orcs collapsed a passage burying many Ogres as well as the passage leading to the warpstone cavern.

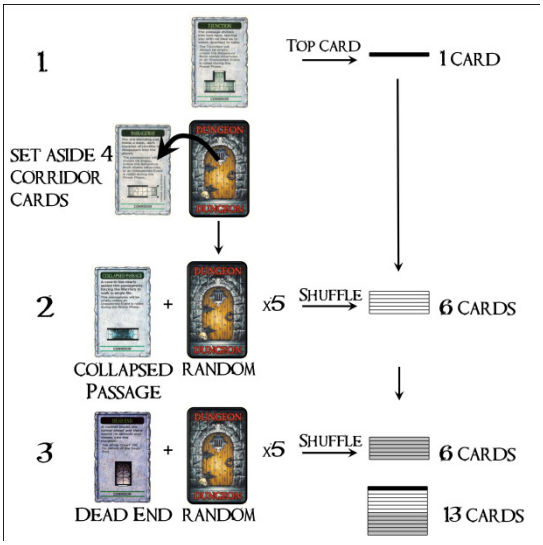
As the Ogres are not particularly adept at excavating or mining, an agreement has been reached: In exchange or aid in exterminating the Orc infestation and clearing the passage to the warpstone, thereby freeing any surviving Ogres, the Ogre Horde will allow the Dawi Zharr to mine the warpstone and any metals the mine contains – provided the Ogre armies also receive ample compensation later in the form of weapons gut-plate armour produced from the metals.

The Conclave's scouts have mapped the mountain range previously and found a high road along the peak that lies well above the mine and it is likely the Orcs will be unaware of an attack from this location. This will allow the Adventurers and their Ogre allies an opportunity to reach the one of the entrances to the mines which did not appear to be well guarded. Each Adventurer is given a Barrel of Blast Powder which are to be used to blast open the passage to the warpstone cavern. The Adventurers must ensure that they do not lose too many of these barrels or destroy them or else they may not be able to complete their mission.

After several days of hard trekking following a dozen foul-smelling Ogre Bull allies the Adventurers reach the mine entrance. As the Ogres launch a sneak attack on the Orc guards outside the mine entrance the party is able to enter the mine unhindered. As the party enters the mine one of the Ogres tells the party that some Ogres from his clan are still within the mine and may be able to help the Adventurers.

The mission now is to locate several Ogres. The Adventurers are told that the Conclave is only interested in the mine and maintaining their alliance with the Ogres, and that the Adventurers may keep whatever Gold and artifacts they may find within.

SPECIAL DUNGEON DECK SETUP



The Objective Room for this Adventure uses the Dead End tile and is not a normal Objective Room. When preparing the Dungeon deck *set aside* the four long corridor sections (the 2x6 long ones). Then create a stack of 5 Dungeon cards and shuffle in the Dead End Objective Room.

Separately, prepare 5 Dungeon cards and shuffle the Collapsed Passage card into the stack. Place these five cards on top of the stack containing the Objective Room and add the T-junction card to the top of the Dungeon deck so that the first room will be the T-junction.

SPECIAL EXPLORATION RULES

Any time the Adventurers encounter a Dungeon room place a third door on one of the empty walls, *but do not divide up the Dungeon deck.* Instead, when this additional doorway is explored place one of the long 2x6 corridor sections down.

There is a slim chance the Dead End Objective room may be encountered early on, and to signify this the Adventurers must reach the far end of these long corridors and during the Exploration Phase roll D66. On a roll of 65 or 66 only they will encounter the Dead End Objective Room and it may be placed immediately, ignoring

the Dungeon deck. On any other roll they will find only solid rock and cannot continue.

If the Adventurers do not find the Dead End room by searching these additional corridors they will locate it in due course by exhausting the Dungeon deck instead.

BARRELS OF BLAST POWDER

The party is given four carefully prepared Barrels of Dawi Zharr Blast Powder which are needed to blast open the passage leading to the warpstone cavern. The Barrels are big, but not big enough to hinder movement.
An Adventurer only carry one Barrel at a time.

ATTACKS WITH A BLAST POWDER BARREL

Any Adventurer may forego all of his attacks for a turn and toss his Barrel toward a group of enemies within 6 squares, targeting a 2x2 area on the board. The barrel will automatically hit its target. Once thrown, roll 1D6, on a 1 the barrel fails to explore, and instead breaks open filling the air with blast powder. On a 2+ the barrel explodes hitting all affected targets for 3D6+3 Wounds (with no modifiers for Toughness or armour), as well as every unit on the current board section, including friendly units, for 1 Wound, with no modifiers for Toughness or armour.

MONSTERS IN THE ORC MINES

The Monster Tables from the Lair of the Orc Lord expansion should be used instead of the usual Monster Tables.

If Ogres or Hobgoblins are generated instead replace these with 1D6 Black Orcs.

If "Gubbinz & Growler", "Bogoff & Gorgut's Big'Uns" or "Gorgut & Minions" are rolled replace these with 1D6 Savage Orcs and 1 Savage Orc Shaman.

"Skabnoze and Minions" is still a valid Monster result.

In the unlikely event that the party must roll on the Level 2-3 Orcs Monster Table, replace "Roll on Gorgut's Lair Objective Room Table" with two rolls on the Level 2-3 Orcs Monster Table instead (re-rolling any further rolls of 12).

If 3 Ogres are generated from the Level 2-3 Orcs Monster Table replace these with 6 Black Orcs instead.

COLLAPSED PASSAGE & OGRE ALLIES

When the Adventurers reach the Collapsed Passage the last two squares contain two Ogres who have been waiting for assistance. The Ogres are willing to accompany the Party and smash any green skin enemies they encounter. Players may take turns controlling the two Ogres, if necessary. Note, however, that the Ogres are now subject to being left in the dark, and if they are separate from the Party they may be lost in the mines forever.

The Ogres have the following stats:

M	WS	BS	S	T	I	A	Arm	Pin	W
6	3	5+	4	5	1	2	–	6+*	13

Each Ogre inflicts 1D6 + Str (4) Wounds, and 2D6 + Str (4) Wounds on a to-hit roll of 5+.

Pinning

* Ogres can never be pinned by foes smaller than them as they will just shove them out of the way.

Generating Monsters

Additional Monsters must be placed on the board to account for the added strength the party has while the Ogres accompany them. In addition to the normal number of enemies, increase the number generated by 50%, rounded up. In the case of unique enemies, such as a single Savage Orc Shaman, a single Necromancer or a "boss" type Monster, no additional Monsters of these types should be placed. If the Ogres die or the party is separated from them, then the normal number of Monsters is generated.

Gold and Treasure

The Gold value for Monsters that the Ogres kill is divided evenly among the Adventurers, as the Ogres' bloodlust has made them have no interest in such things at the moment. Likewise, the Ogres never partake in any Treasure draws, even if an event states that every member of the party would roll a die or draw a Treasure card.

Events and the Sorcerer

Because the Ogres are loud and noisy they draw a lot of attention to the party while in the mines. While the Ogres are with the party, whenever the Sorcerer rolls for Power the Ogres also roll a single 1D6. If the roll is the same as the Sorcerer an Unexpected Event occurs, even if the Sorcerer did not roll a 1! In such an instance the Sorcerer may keep his Power for the turn. If, however, the Sorcerer and the Ogres both roll 1's then two Unexpected Events are generated immediately.

Alternatively, the party may slay the Ogres (they are worth zero Gold) or they may leave them behind to avoid the chance of increased Unexpected Events. As indicated above, the Ogres are subject to being left in the dark. As the Lamp or other sources of light only

illuminate the current and adjacent board sections, if the Ogres are left in the dark the Adventurers no longer need to worry about the extra Event die.

DEAD END PASSAGE OBJECTIVE ROOM

The Dead End board section is where the passage was collapsed, and in this Adventure there is no need to roll on any Monster Tables as there are no specific Monsters on this board section. The Party must use their Barrels of Blast Power to attempt to blast open the passage. They may stand on the other side of the door and hurl their barrel toward the rubble and debris, attempting to blast open the passage. If an Adventurer wishes to remain in the Dead End passage then work out appropriate damage as per the "Attacks with Blast Power Barrel" section above.

Each barrel thrown will automatically explode, causing 3D6+3 damage. The passage will be blasted open when 30 points of damage have been dealt in this way. Once the passage is opened or all of the barrels have been used the Adventure is complete and the Ogres will have regained control of the mines.

There is no Objective Room treasure in this Adventure for completing the mission.

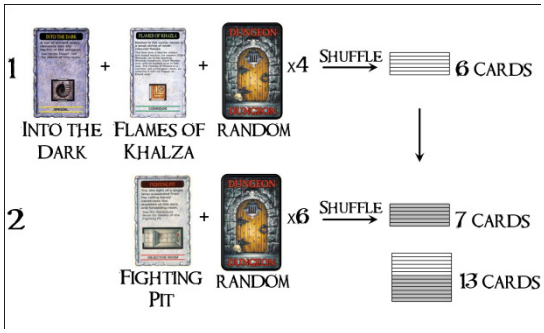
If the party successfully blasts open the passage they will be awarded with 300 Gold *each* upon returning to Zharr Grungron Ankor.

If the party is unsuccessful in opening the passage the Adventures beat a stealthy retreat out of the mines past the Ogre Horde, not wanting to incur their wrath for failing to save their trapped Hordesmen. The fate of the Adventurers will likely be worse when the Conclave in Zharr Grungron Ankor learns of the party's utter failure, however! Upon returning to Zharr Grungron Ankor the party ***must*** visit the Temple of Hashut and each offer 200 Gold (Gold or equipment), or 4 slaves, to appease the Dark Father.

3. Scour the Underway

A group of Dawi Zharr engineers and their slaves have returned from an expedition to the upper halls far above Zharr Grungon Ankor, into the ruins of the ancient Dwarf Underway with reports of Dwarfs moving through the ruins of the ancient network of halls and passages. The Adventurers are ordered to hastily make their way through the labyrinthine caverns of the upper levels and into the ruins of the Underway to stamp out the intruders before they discover one of the routes leading to the hidden Dawi Zharr city, and if possible, determine why the intruders have come.

SPECIAL DUNGEON DECK SETUP



The Objective Room for this Adventure uses the Fighting Pit tile. Prepare the Dungeon Deck with a stack of 5 Dungeon cards, shuffling in the Fighting Pit Objective Room.

Separately, shuffle 3 Dungeon cards as well as the Flames of Khazla and the Into the Dark spiral stairway cards, and place these cards on top of the stack containing the Objective Room.

FLAMES OF KHAZLA

There are no special rules for the Flames of Khazla tile in this Adventure. It is treated as a normal corridor section.

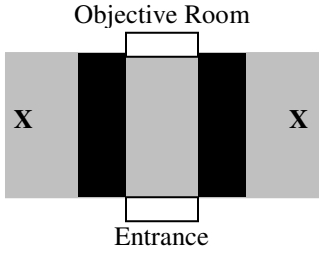
INTO THE DARK

This section of the Dungeon is optional.

If the Adventurers decide to descend "into the dark", prepare a separate Dungeon deck of 3 Dungeon cards, containing the Tomb Chamber and 2 random Dungeon cards, shuffled together. The Tomb chamber is a dead end and contains the Hammer of Hargon, described on the Dungeon Room Treasure Card from the Lair of the Orc Lord expansion. This treasure is what the Dwarf explorers are hunting for but have not yet found.

OBJECTIVE ROOM
When the Adventurers reach the Objective Room do not place the Fighting Pit tile right away, instead the first tile to be placed is the Bridge of Despair tile. The Dawi Zharr Adventurers will recognize this area as one of the routes leading deep below the Underway which had been blocked off many years ago due to the threat of numerous Dwarf traps that were discovered!

At the start of each Exploration Phase, before doing anything else if the Party Leader is on the Bridge he must roll 1D6. On a roll of 1-2 the bridge will rotate anticlockwise 90°, on a roll of 3-4 it stays where it is, and on a roll of 5-6 the bridge will rotate clockwise 90°.



The enemy positions marked with an "**X**" above contain Arcane Dwarf Golems, clockwork suits of armour which have been etched with arcane runes and powerful magic, left to guard this area. This is but one of the reasons this section of the Underway was blocked from being directly accessible to Zharr Grungron Ankor!

Arcane Clockwork Golems (*may be represented using Chaos Warriors)* **have the following stats:**

M	WS	BS	S	T	I	A	Arm	Pin	W
3	6	–	6	4	1	2	4	6+	12

Each Golem inflicts 1D6 + Str (6) Wounds.
Abilities: Everliving Armour
Gold Value: 700

Everliving Armour: When an Arcane Clockwork Golem reaches zero Wounds, roll 1D6 at the start of every subsequent turn. On a score of 1 or 2 the Arcane Clockwork Golem crashes to the floor, smashed to pieces and inanimate and will never reactivate. On a score of 3, 4, 5or 6 the Arcane Clockwork Golem keeps fighting, animated by the powerful arcane runes etched on it. Any further Wounds inflicted on the Arcane Clockwork Golem have no effect at all once Everliving Armour has been active.

FIGHTING PIT OBJECTIVE ROOM
When the Adventurers enter they encounter the Dwarf explorers and their escorts who are trying to smash through the door on the lower level which was barricaded by the Dawi Zharr ages ago. During the battle each player should keep a record of how many Dwarves his character has slain (*no prisoners may be taken*)!

1 Dwarf Longbeard
1 Dwarf Runesmith
2 Dwarf Ironbreakers
2D6 Dwarf Warriors

Dwarf Longbeard has the following stats:

M	WS	BS	S	T	I	A	Arm	Pin	W
3	5	3+	4	5	4	2	4	-	16

A Longbeard inflicts 1D6 + Str (4) Wounds, but may roll 2D6 and select the highest for damage.
Abilities: Endure; Immune to Fear; Magic Resistance 5+; Allies on the same board my re-roll failed Psychology tests.
Gold Value: 800

Dwarf Runesmith has the following stats:

M	WS	BS	S	T	I	A	Arm	Pin	W
3	5	4+	4	4	3	1	2	-	8

Each Runesmith inflicts 1D6 + 5 Wounds (Str 4 +1 due to the Rune of Fury.
Abilities: Endure, Magic Resistance 5+; Rune of Cleaving (adds +1 Str to Attacks); Rune of Fury (+1 Attack/turn).
Gold Value: 400

Dwarf Ironbreaker has the following stats:

M	WS	BS	S	T	I	A	Arm	Pin	W
3	5	3+	4	4	2	1	4	-	8

Each Ironbreaker inflicts 1D6 + Str (4) Wounds.
Abilities: Endure; Magic Resistance 6+;
Gold Value: 225

Once the Dwarfs are defeated one of the Adventurers turns over the body of a dying Dwarf and coerces the necessary information about their mission from him. The Dwarfs were on an expedition to map out the ruins of the Underway, make assessments for repairs to specific areas and to locate an artifact which they never did manage to find. With that the Dwarf takes his last breath, drowned in his own blood.

The Adventurers find only a few items of interest carried by the Dwarf explorers, but their heads will make handsome trophies of this crushing defeat. Upon returning to Zharr Grungron Ankor the Adventurers are paid 75 Gold for each Dwarf head they brought back with them.

4. Skaven Allies – The Rise of Quirrik

(GM *Note: These events take place before those outlined in "Domain of the Horned Rat" in White Dwarf #195*)
A Skaven Master from a small lair in the Grey Mountains has very recently sent a group of his emissaries to Zharr Naggrund to arrange a trade agreement, receiving technology and skills in arcane engineering from the Dawi Zharr in return for Skaven slaves and new tunneling technology which the High Priest of Hashut hopes will be useful in constructing a Dawi Zharr Underway to rival that built by the Dawi in ancient times.

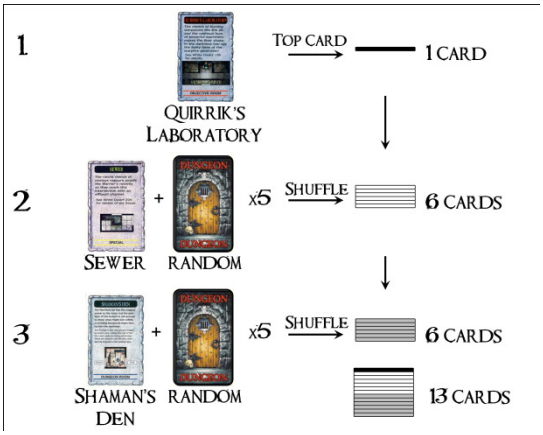
The High Priest of Hashut in Zharr Naggrund has ordered the Arcane Engineers of Zharr Grungron Ankor to work closely with the new allies to construct golems and other diabolical machines powered by warpstone.

The Arcane Engineers have already been dispatched to a well-hidden Dawi Zharr outpost in the Grey Mountains, on the border of the Empire. With all expediency the Adventurers have been sent to the nearby Skaven lair, Dreadpeak, which is little more than the ancient ruins of a long-abandoned town's stinking sewer system. Within the lair they find the local Skaven leader, Quirrik – a masterful Warlock Engineer from Clan Skyre who shows promise as an ally. He must be escorted from his lair in the sewer system through the hazardous ruins of the ancient town, to reach the Dawi Zharr outpost on the far side. If Quirrik is slain the High Priest of Hashut will be outraged and punishment will likely be severe, however, if the Adventurers succeed they have been promised many Skaven slaves and will have aided the Dawi Zharr Empire immensely – bolstering the High Priest's regard for the struggling hidden city, Zharr Grungron Ankor.

MONSTERS
DOUBLE MONSTERS: The number of Monsters encountered in any given group are doubled, due to the added strength of the party this Adventure! Treasure, however, is not doubled.

NO SKAVEN: There are no Skaven enemies in this Adventure. If Skaven are rolled on the Monster Table or drawn as an Event card re-roll on the appropriate level Monster Table.

SPECIAL DUNGEON DECK SETUP



The Objective Room for this Adventure is the Shaman's Den, representing the entrance to the Dawi Zharr outpost. Prepare the Dungeon Deck with a stack of 5 Dungeon cards, shuffling in the Shaman's Den Room.

Separately, shuffle 5 Dungeon cards as well as the Sewer Room, and place these cards on top of the stack containing the Shaman's Den. To the top of the deck add Quirrik's Laboratory, which representing the starting room for this adventure.

QUIRRIK'S LABORATORY
The Adventurers begin in Quirrik's Laboratory. This room is treated as a T-junction, with the following doorways as placement locations:

Quirrik begins the game in the Laboratory along with several slaves. He tells the party that he has more slaves already prepared as a gesture of his willingness to cooperate with the Dawi Zharr. If the party can locate the correct area of the Sewer system they can release the slaves and use them immediately!

Quirrik may be controlled by one of the players, and he has the following stats:

Quirrik

M	WS	BS	S	T	I	A	Arm	Pin	W
5	3	4+	3	4	5	1	4	6+	16

Quirrik inflicts 1D6 + Str (3) Wounds.
Abilities: Skaven Warlock Magic 1

SKAVEN WARLOCK MAGIC (roll 1D6)

1 **Eeek** – Quirrik is unable to cast this turn!

2 **Warp Power** – Uses the power of warp-infused magic to heal 1D6 Wounds to one friendly unit on the current board section, including himself.

3 **Pestilent Breath** – Quirrik's jaw opens wide and a flood of noxious fumes spills out to engulf his foes. Each enemy on the same board section must roll a D6 and add their Toughness. Any foe who scores 6 or less suffers 1D3 Wounds with no deductions for anything.

4 **Warp Lightning** – Forks of magical lightning leap from Quirrik's fingers, striking down one opponent for 1D6 Wounds, with no deductions for armour.

5 **Wither** – A greenish, pallid glow stretches from Quirrik's outstretched paw, sapping the strength of any one opponent. The affected foe suffers 1D6 Wounds with no deductions for Toughness or armour.

6 **Putrefy** – Quirrik casts an illusion about himself, making his enemies see images of death and decay all around them. Each foe must roll a die, on a roll of 1, 2 or 3 that foe may do nothing during the next Monster's phase. Affected enemies can defend themselves against attacks as normal, however.

QUIRRIK'S STARTING MINIONS

Quirrik is initially accompanied by a number of minions (refer to the Bestiary in the WHQ core Roleplay Book), to determine what they are roll 1D6 on the following table:

1 1 Rat Ogre

2 1D3+1 Stormvermin

3 1D6 Skaven Clanrats

4 1D6 Gutter Runners

5 1D6 Stormvermin, 1D3 Giant Rats

6 1 Rat Ogre, 1D6 Giant Rats

These new units are controlled by the players.

SEWER ROOM

The Sewer does not generate Monsters (unless an Unexpected Event occurs) and is controlled by Quirrik. Once Quirrik is placed on the Sewer board section, during the Exploration Phase he will automatically open the gates to the sewer cells containing his Skaven slaves. For this Adventure only the party does not need the Slavedriver skill to have slaves accompany them as Quirrik has this skill and is allowing the Adventurers to give the orders. These slaves do not count toward the Adventurers' capture totals. The Sewer contains 1D6+3 Skaven Slaves. They have the same stats as normal Skaven Clanrats and are not worth any Gold if the Adventurers decide to slay them, however they may keep the ones that survive.

SHAMAN'S DEN OBJECTIVE ROOM

This room does not generate Monsters in this Adventure. The Shaman's Den is the location where the Adventurers must deliver Quirrik, at it leads to the rest of the town ruins as well as the Dawi Zharr Outpost and the Arcane Engineer.

When the Adventure is complete and Quirrik is safely delivered the Adventurers may keep any slaves that survived in addition to any they have captured. Furthermore each Adventurer is given 2D6 Skaven slaves each from a large allotment sent separately to Zharr Naggrund. Because these slaves have been received in trade they too do not count toward the Adventurer's totals and are automatically considered delivered to the Pit Lord in Zharr Grungron Ankor.

If Quirrik dies, however, the High Priest of Hashut sends members of the Obsidian Guard to deliver the Adventurers to the Great Ziggurat Forge in Zharr Naggrund. There the High Priest does all but sacrifice them in the great forge, instead confiscating as many as 3D6 slaves from each Adventurer and also taking one item of Treasure, determined at random (this includes starting the special starting Weapons of the party)! After a week of hard labour alongside Dawi Zharr enemies of state the Adventurers are sent back to Zharr Grungron Ankor with a black mark permanently on their reputation. They will have undergo great personal sacrifice and strive to work ever harder if they are to make amends.

ADVENTURER PROFILE REFERENCE CARDS
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CHAOS DWARF WARRIOR



Wounds:	2D6+7
Move:	3
Weapon Skill:	4
Ballistic Skill:	4+
Strength:	3
Toughness:	4 (6)
Initiative:	2
Attacks:	1
Pinning:	6+
Will Power:	4

Equipment: 3 Pieces of Stonebread.

Weapon: Ruinous Axe, inflicts double Strength damage, causing 1D6 + 6 Wounds.

Armour: Scale Mail, giving him +2 Toughness.

Special Rules:
Magic Resistance 6+, Hates Orcs (+1 Attack, -1 to-hit), Brute Strength (+1D6 Damage on a to-hit roll of 6+).

Can potentially advance to become a Chaos Dwarf Immortal character, provided he meets the necessary prequisites. See the Advencement section of the Roleplay book for further details.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

CHAOS DWARF ANNIHILATOR



Wounds:	2D6+7
Move:	3
Weapon Skill:	4
Ballistic Skill:	4+
Strength:	3
Toughness:	4 (5)
Initiative:	2
Attacks:	1
Pinning:	6+
Will Power:	4

Equipment: Black Power & Shot (enough to fire the Blunderbuss 18 times).

Weapons: Master-crafted Blunderbuss, may be fired every other turn, Target any 2x2 area within line-of-sight, causing 1D6 + 6 Wounds. The Blunderbuss also has an axe blade bayonet, which can be used in hand-to-hand combat, causing 1D6 + 3 Wounds.

Armour: Leather armour, giving him +1 Toughness.

Special Rules:
Magic Resistance 6+, Hates Orcs (+1 Attack, -1 to-hit), Brute Strength (+1D6 Damage on a to-hit roll of 6+).
The Annihilator is a master at using a Blunderbuss and does not suffer a misfire on a natural Ballistic Skill roll of 1, unlike others.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

CHAOS DWARF SORCERER



Wounds:	2D6+7
Move:	3
Weapon Skill:	3
Ballistic Skill:	5+
Strength:	3
Toughness:	4
Initiative:	4
Attacks:	1
Pinning:	5+
Will Power:	5
Power	2D6+2

Equipment: Lamp (carried by his Snotling Lamp Slave).

Weapon: Iron Scepter, causing 1D6 + 3 Wounds.

Armour: none.

Special Rules:
Magic Resistance 6+, Hates Orcs (+1 Attack, -1 to-hit), Brute Strength (+1D6 Damage on a to-hit roll of 6+).

Hashut's Dark Gift (see Roleplay book for further details).

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

CHAOS DWARF DAEMONSMITH



Wounds:	2D6+7
Move:	3
Weapon Skill:	4
Ballistic Skill:	5+
Strength:	3
Toughness:	4 (6)
Initiative:	2
Attacks:	1
Pinning:	6+
Will Power:	5

Equipment: Heavy Chain.

Weapon: Daemonic Warhammer,* roll one additional damage die and choose the highest roll, adding the normal Strength bonus.

Armour: Scale Mail, giving him +2 Toughness.

Special Rules:
Magic Resistance 6+, Hates Orcs (+1 Attack, -1 to-hit), Brute Strength (+1D6 Damage on a to-hit roll of 6+).
+1 for any Will Power checks agains Daemons.

*If an Unexpected Event occurs roll 1D6, adding his Will Power and his +1 bonus. If the result is less than the Will Power of the Daemonic Warhammer (WP 8) then the Daemonsmith strikes all adjacent units for normal damage during the Power Phase. For every unit struck the Daemonsmith regains 1 Wound.
See additional notes in the Roleplay book.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	3	4	4	4	4	4	5	5

ADVENTURER STARTING EQUIPMENT CARDS
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ADVENTURER'S STARTING EQUIPMENT

RUINOUS AXE



The Chaos Dwarf Warrior begins with an axe covered in arcane runes called the Ruinous Axe.

The Ruinous Axe causes 1D6 +(double the Adventurer's Strength) Wounds when striking a target (for example, +6 Wounds at Battle-level 1).

As the axe already has a rune emblazoned on it this must be taken into account if the Adventurer even wants additional runes applied.

Value 0 Gold

PERMANENT

ADVENTURER'S STARTING EQUIPMENT

STONE BREAD



The Chaos Dwarf Warrior begins the game with 3 pieces of Stone Bread. If no other movement or actions are performed for one turn, except eat Stone Bread, the Adventurer will regain 1D6 Wounds.

Value 0 Gold

PERMANENT

ADVENTURER'S STARTING EQUIPMENT

MASTER-CRAFTED BLUNDERBUSS



The Blunderbuss grants +1 to Ballistic Skill rolls, has a range of 6 squares and targets all models in a 2x2 area. Each model, including allies, in the affected area take 1D6 + Str6 Wounds, modified for Toughness and armour as usual.

As the Annihilator has practiced mastering the Blunderbuss he does not suffer a misfire on a natural to-hit roll of 1 like others do.

The Master-crafted Blunderbuss also has an axe blade mounted to the bottom of the barrel. When used in hand-to-hand combat this axe blade causes 1D6 + his Str (3) Wounds.

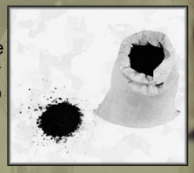
With the axe blade mounted to the Blunderbuss the Annihilator does not need to switch weapons to go from making a ranged attack one turn to making a hand-to-hand attack the next.

Value 0 Gold

PERMANENT

ADVENTURER'S STARTING EQUIPMENT

BLACK POWDER & SHOT



The Chaos Dwarf Annihilator begins the game with three lots of gun power and shot. This is enough to fire the Blunderbuss 18 times.

Value 0 Gold

PERMANENT

ADVENTURER STARTING EQUIPMENT CARDS
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ADVENTURER'S STARTING EQUIPMENT

IRON SCEPTER



The Chaos Dwarf Sorcerer begins with a mighty Iron Scepter which inflicts 1D6 + Str Wounds when used in hand-to-hand combat.

Value 0 Gold

PERMANENT

ADVENTURER'S STARTING EQUIPMENT

LAMP & SNOTLING LAMP SLAVE



The Chaos Dwarf Sorcerer starts the game with a Lamp which is used to illuminate the Dungeon and designates him Party leader. The Sorcerer does not carry the Lamp himself as this is a job for a lowly slave - The Snotling Lamp Slave.

The Snotling Lamp Slave has the following stats:

Move	4
Weapon Skill	1*
Ballistic Skill	–
Strength	1
Toughness	1
Initiative	1
Attacks	0
Armour	–
Pin	2+

Special Abilities

Dodge 4+, Magic Resistance 4+, Hide with Master**

*The Snotling may not attack, his only purpose for living is carrying the Lamp.

** Allows the Snotling Lamp slave to occupy the same square as his Master (removing his model from the board) and move simultaneously when his Master moves. See the Roleplay book for further details.

Value 0 Gold

PERMANENT

ADVENTURER'S STARTING EQUIPMENT

DAEMONIC WARHAMMER



The Chaos Dwarf Daemonsmith begins with a Daemonic Warhammer. When the weapon strikes a foe in hand-to-hand combat you may roll one extra damage die and choose the higher of the two. If the Daemonic Warhammer strikes a machine, a daemon or a unit with magical armour it will cause double damage. The Daemonic Warhammer has a Will Power of 8.

If an Unexpected Event occurs the daemon within the weapon will attempt to exert its will over that of the Daemonsmith. The player must immediately roll 1D6, adding the Daemonsmith's Will Power of 5 to the score, and adding a +1 modifier (which is a special benefit Daemonsmiths receive due to their familiarity with daemonic artifacts). The total must be equal-to or higher than the Will Power of the Daemonic Warhammer. Note that rolling a natural 1 for a Will Power check indicates an automatic fail, while rolling a natural 6 is always a success.

If the Daemonsmith's total is less than 8, then during the Power Phase of the current turn, and every subsequent turn until the Daemonsmith successfully resists possession, the daemon exerts its control over its wielder and forces the Daemonsmith immediately to lash out wildly in a mighty swing, automatically striking all adjacent units, friend and foe alike – roll for damage as a normal hand-to-hand combat on each target. This damage takes place during the Power Phase of the turn. For every unit struck the Daemonsmith regains 1 lost Wound (the remaining life energy inflicted is consumed by the daemon).

Value 0 Gold

PERMANENT

ADVENTURER'S STARTING EQUIPMENT

DAEMONIC WARHAMMER



The Chaos Dwarf Daemonsmith begins with a length of heavy chain which may be used in a manner similar to a rope, however it has no chance of breaking if used to escape a pit.

Value 15 Gold

PERMANENT

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