



THE PRIESTS OF PLEASURE

by Andy Warwick:

(Originally from White Dwarf 122 and written for Advanced HeroQuest)

Wilhelm Kaldach has been captured by Beastmen. He is to be sacrificed when Morrslieb becomes full and bathes the world in its strange glow. The Warriors must rescue him before this happens.

The Priests of Pleasure is an Warhammer Quest adventure for a group of four Warriors who are starting their adventuring careers (Battle Levels 2-4).

The first thing you should do if you plan to run this Quest is to read it thoroughly. Familiarise yourself with the background to the Quest, the Dungeon's layout, the monsters' tactics, and try and plan your responses to what the Warriors are likely to do.

Once you've done this, and are ready to play, read out the following text to the players. The first section is some background, while the second is a transcript of the letter given to the Warriors when they arrive in order to offer their services. In addition, the GM's section gives you some information that the Warriors don't know...

You have been asked by an important merchant and close friend Klaus Krudenwald, to aid another member of his Guild. Klaus has explained that a friend, Eberhardt Kaldach, has reason to believe that his brother;

Wilhelm, has been captured by a local cult and is going to be sacrificed. Eberhardt needs your help to rescue his brother.

Wilhelm, like Eberhardt and Klaus, is a merchant and usually runs the caravan route between Hovelbov and Bergsburg. Nine days ago while collecting timber from Hovelbov; Wilhelm's caravan was ambushed. The six soldiers who were guarding the caravan were killed and Wilhelm was captured. The soldiers' bodies were found two days later when Eberhardt went to look for his missing brother: Eberhardt also found two corpses wearing the distinctive pastel blue robes of a local cult that calls itself the Priests of Pleasure.

Eberhardt is convinced his brother is still alive and is being held by the cult. He is also convinced that the cult is not as harmless as it once appeared.

Not wanting to let your friend down, you have travelled to the Kaldach household, situated in the middle-class area of Bergsburg. However; Eberhardt is not there to meet you. Instead he has left a letter which explains his absence. The letter reads as follows:

Gentlemen. As you are no doubt aware it is of the utmost importance that you make plans to assist my brother immediately. It's been over a week since Wilhelm was snatched while transporting goods between our customers and I'm keen that his rescue is delayed no longer. I'm especially grateful for the speed with which you've answered my plea. especially as we are total strangers.

Bearing in mind you have no connection with my family other than our mutual friend. Klaus I am fully aware that for you to rescue my brother Wilhelm. I must offer an incentive although Wilhelm and I are both successful merchants we are by no means rich. Therefore I can only offer you a little cash. Perhaps a 1000 Gold coins and a minor magic item or two if Wilhelm is returned alive.

However, I'm also painfully aware that he may no longer be alive. I am eager to see that he is decently buried if this is the case, and will therefore extend my offer to a full half of the reward if you can only bring back his body.

As to my brother's whereabouts this I'm certain of. Wilhelm has been taken by the foul brood that call themselves the Priests of Pleasure - the deranged madmen who reside in the ruined temple just outside the town. It appears that those who we assumed were harmless worshippers of a non-existent god are in fact taking people prisoner and sacrificing them in exchange for unnatural power. Wheels have been put in motion to destroy their disgusting activities once and for all but, as you can understand, my immediate concern is for my brother's well-being.

The cowardly soldiers that are supposed to serve our interests are either unwilling or unable to do anything about rescuing my brother and I have therefore taken our friend's advice and turned to you.

I'm grateful for your help and deeply regret that I cannot be here to greet you in person. But, even with my brother gone, and I fear dead. I cannot neglect the duties forced upon me by the family business that Wilhelm and I worked so hard to build.

I wish you every good fortune in the task that awaits you. May Morr see fit to deliver you from peril, and restrain from taking my brother to the realm of the dead until you can deliver him back to the bosom of his family. May I just reiterate that my brother is in extreme danger. I urge you to make haste lest he meet with a sorry end. Time is truly against us.

I remain yours in debt.

Eberhardt Kaldach

Eberhardt Kaldach of Bergsburg

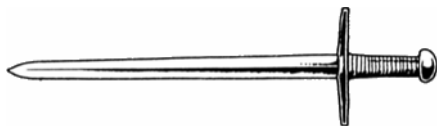
Signed this day the 13th Vorgeheim. in the 2504th year of our glorious Emperor Karl-Franz

GM'S INFORMATION

Wilhelm is being held on the fourth level, the Sanctuary, of a vast Dungeon that lies beneath the cult's home, a derelict Temple in the hills just outside the town.

Until recently, the Priests were thought to be harmless madmen by the local people. Since only the Chaos Thugs are seen openly, and even then devoid of any Slaaneshi markings, the townspeople assume they are just members of a strange cult. In fact, they are the lowest tier of a pyramid of power within a very dangerous group of people. The cult is actually devoted to one of the four great Powers of Chaos, Slaanesh. Worshipped by all those who seek hedonistic pleasure and the overthrow of decent morals, Slaanesh turns the simple pursuit of a better life into a selfish urge for personal gratification on all levels.

The membership of the higher levels of the cult includes Beastmen - humanoid animals whose bestial traits are given free rein in the cult's obscene ceremonies - and Chaos Champions, the most powerful of Slaanesh's mortal servants. Gorged on power, only now is the cult revealing its true colours by raiding the villages nearby for blood sacrifice.



Running The Quest

The Warriors' initial objective is to reach the Temple. It lies in the hills just outside the town about five miles away. Once they reach the temple, it quickly becomes obvious that the cult is located in a Dungeon beneath it, as the Temple itself is empty and there is a set of stairs down.

The Warriors must then go on to explore the first three levels of the Dungeon, searching for the stairs that lead them down to the Sanctuary. The journey down should be quite easy - the cult does not have a very

efficient defence planned, as the lower ranks have no easy way of telling their leaders the Warriors are attacking.

The journey to the surface with Wilhelm however, is more difficult, even though the Warriors should already have a planned route to follow. Because the cult's leaders will be aware that the Warriors are attacking once they reach the Sanctuary, the cultists are able to gather their forces to pursue the escaping Warriors. After the Warriors have reached the Sanctuary and are on their way back to the surface you need a 1, 2, 11 or 12, instead of a 1 or 12, to get a Dungeon counter in the gamesmaster phase of each exploration turn. This applies whether or not Wilhelm is with them.

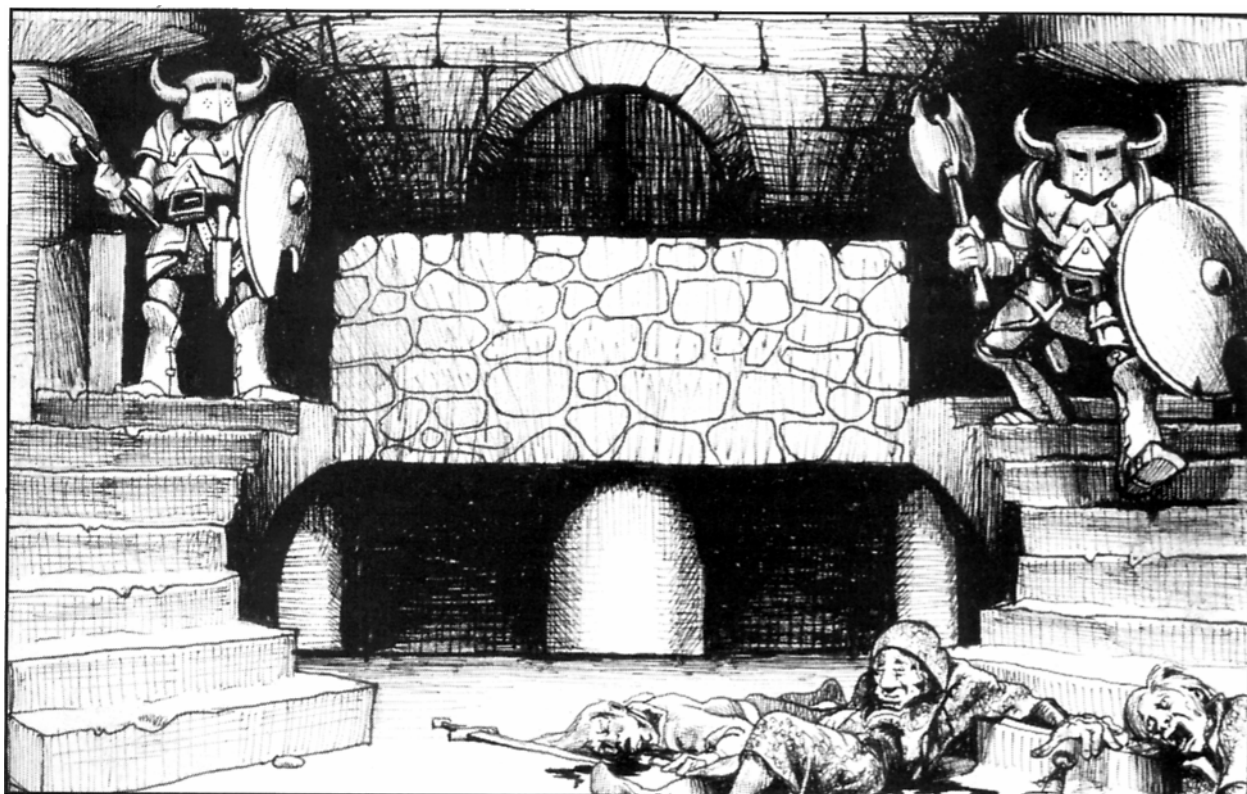
Wilhelm is due to be sacrificed next time the moon known as Morrslieb is full. Morrslieb follows a highly erratic pattern and this could be anytime within the next two months. Although the Warriors don't have to rescue Wilhelm on their first attempt, and may make more than one expedition into the Dungeon, the longer they delay the greater the chance that Wilhelm is already dead when they reach him.

Each time the Warriors start a new expedition roll a dice and add +3 to the roll. If the result is less than the number of expeditions already completed, Wilhelm is killed. Instead of being found in the cell in the Sanctuary, Wilhelm's body is found in the sacrificial pit in front of the altar. The cell is empty when the Warriors find it.

If Wilhelm is dead, the Warriors may try and bring his body out in order to get half the reward. A dead body may be dragged or carried by another Warrior. During a combat turn a Warrior moving a body can move 3 spaces: during an exploration turn he may move six squares. A Warrior carrying or dragging a body can do nothing else.

If the Warriors leave the Dungeon, when they return the Dungeon and Objective Rooms are re-stocked with monsters. Only killed character monsters and treasure (apart from that which the monsters carry) are not replaced.

Once the Warriors have rescued Wilhelm, and have got him out of the Dungeon, they only need to present him (or his body) to his family to earn their reward.



THE DUNGEON OF THE PRIESTS OF PLEASURE

The derelict Temple that lies nestled in the hills above Bergsburg was once a glorious place of worship devoted to Ulric. When Middenheim became the centre of the Ulric's church the Temple was abandoned. Beneath it lies a vast Dungeon, an extension of the church cellars. The Dungeon is now home to the so-called Priests of Pleasure, a Slaaneshi cult, that under the leadership of Gabrad the Carnal has become the focus for local Beastmens' offerings to their master.

The roughly-hewn corridors of the Dungeon are quite well-lit. They are extremely dirty, and the stench of the Beastmens' excrement is never completely absent. The rooms are bare, with piles of straw in the corners serving as bedding, and the walls are crudely-daubed with runes and glyphs offering prayers to Slaanesh.

The Dungeon is on four levels. For the first three levels the normal rules for setting up and Dungeon creation apply, with the exceptions listed below. The fourth level, the Sanctuary of the cult, is a Quest Location and is shown on the GM map.

CHARACTERS

The Dungeon contains three characters: Gabrad the Carnal, the Chaos Lord (see *RPG book pg 87*) responsible for the Dungeon's construction; Hasak Venomspawn, the Chaos Sorcerer (see *RPG book pg 87*) who is the cult's priest; and a Lesser Daemon of Slaanesh, the Daemonette Painfury Spasmclaw (see *RPG book pg 89*).

Gabrad the Carnal was once a soldier in the Emperor's army. He joined to make his fortune and to work towards his ultimate goal of immortal fame and riches. But it wasn't to be: Gabrad was a failure as a soldier. He lacked discipline, couldn't take the lifestyle, and brought shame on his regiment with his indulgent whims.

When he killed a lone Slaaneshi Champion on patrol, and read the scrolls that the fallen warrior carried, Gabrad saw his chance. He turned over his soul to Slaanesh in return for the power, riches, and materialistic lifestyle he craved.

Hasak Venomspawn, like Gabrad, turned to Slaanesh in pursuit of wealth. Hasak, however, was once a promising Wizard's apprentice rather than a warrior, and turned to the Lord of Pleasure through magic.

Hasak was brought up in a small village just outside Altdorf. As a youth he started his magical training under the tutorship of the village Wizard, Heinrich Walfen, who allied himself to the Amber College. Hasak was thus taught the ways of the Amethyst College, so that he could bolster his master's weaknesses.

The way of the Amethyst College suited Hasak - the self-indulgent feasts that his fellow Amethyst Wizards were renowned for appealed to the young boy. When one of them revealed the even greater pleasures that Slaanesh had to offer, Hasak was eager to learn more. He took the name Venomspawn, abandoned the way of the Amethyst College, and turned to the path of the Dark magic.

Painfury Spasmclaw (whose true name is D'haer'ss'oathl) was summoned by Venomspawn to act as a mouthpiece for Slaanesh's will during the cult's services she is a direct link to the object of the cult's devotion. As long as Spasmclaw remains close to the altar she remains in the mortal world, but as payment for her services Slaanesh requires sacrifice. It is as a direct result of the Daemonette's presence that the cult has started to kill.

When the Warriors enter the Sanctuary, the Chaos Lord, Daemonette and Chaos Sorcerer characters may be placed at any time when placing other monsters.

Once the Warriors leave the fourth level of the Dungeon, the Sanctuary, whether they have Wilhelm with them or not, any of the characters that

survive may be used on the upper levels, subject to the following restrictions.

Character	Character may be used on
Gabrad the Carnal, Chaos Lord	Levels 1-4
Hasak Venomspawn, Chaos Sorcerer	Levels 2-4
Painfury Spasmclaw, Daemonette	Levels 3-4

FIRST TO THIRD LEVEL

Stairs: For the first three levels take the *Stair* card out of the Dungeon deck. The Warriors will discover a staircase leading downwards in each of the Objective rooms.

Objective Rooms: All Objective Rooms a treasure card as normal, and a set of monsters rolled on the Objective Rooms table at the end of this adventure.

Unexpected Events

If an Unexpected Event is triggered, draw a card as usual. If the card is a Monster card ("M") then roll D66 on the Wandering Monster Table at the end of this adventure instead of using the card's listed monster(s).

Returning from the Sanctuary

If the Warriors have descended as far as the Sanctuary, and are subsequently working their way back to the surface the cultists will become more numerous as they try and stop the Warriors getting out.

To represent this, if a 2 is rolled on the Power dice draw an event card also, discard if it's not a Monster card ("M"). (Treat a roll of 1 as normal.). Roll D66 on the Wandering Monster Table at the end of this adventure instead of using the card's listed monster(s) and apply the modifier listed in the following table:

Level	Dice Roll Modifier
1	+9
2	+6
3	+3

(Note: For example, on Level 1 a D66 roll of 34 gets 9 added to it and becomes 51. Anything higher than 66 stays 66)

THE SANCTUARY

The Sanctuary is the centre of the cult's worship, and is the most important part of the Dungeon. It is where the characters reside, and where the services take place. It is much cleaner than the rest of the Dungeon. Some attempt has been made to carve decorations into the stone above the doors, and hangings cover the corridor walls.

The layout of the Sanctuary is shown on the GM map. The following special rules apply here.

Exploration Phase: You should use the GM map to lay out the new Dungeon sections as the Warriors explore. It also tells you what monsters are in each room.

Traps: Traps are marked on the map. Each trap is set to go off when the Warriors enter the square marked as the trap trigger. The roll to see if a Warrior spots the trap is made when he enters the trap's trigger square.

Combat Phase: All of the monsters in the Sanctuary can open doors. If a door is opened, refer to the map to place any newly revealed sections and monsters.



A: The Altar Room

This room is represented with the Fountain of Light floor plan, with the fountain indicating the magic circle marked on the floor.

The altar room is where the services are held, and is where Wilhelm is going to be executed if the Warriors don't save him. When the Warriors enter this room you should read them the following text:

This is obviously the centre of the cult's worship. The far wall is completely covered with a massive face some sixty feet high and carved out of shining black stone. The huge, leering visage is the cult's altar. At its base are a set of steps, strewn with bones and offerings to Slaanesh.

Flanking the stairs there are two braziers, shaped like skulls and burning with a bluish flame. They spew great gouts of thick black smoke through a gaping hole in the roof.

Kneeling in front of the altar are three figures, deep in prayer. As you watch them, the nearest turns his head towards you. The creature pulls back the cowl of its robe to reveal a goat-like face, its teeth bared in a snarl. With another; equally rapid motion it pulls a sword and lunges towards you, waving the vicious blade from side to side. Within seconds its companions unsheath their swords and lurch forward. You have no choice but to fight.

Once the Warriors have despatched the Beastmen they have a chance to get a better look around the room. The items of interest to the Warriors here are:

The Pit: The walls of the pit are scorched and its floor is littered with blackened bones. The normal procedure is to throw the drugged sacrifice

into the pit at the start of the ceremony, along with a gallon or so of inflammable oils. Then, at the peak of the chanting, a magical fireball rises from each of the braziers, moves across to the pit, and sets light to the victim.

It is a simple matter to climb into the pit with a rope. If the Warriors haven't got one they may try without; roll 2D6 for each Warrior that jumps in - if the result is 10 or more the Warrior loses 1D6 Wounds. To climb out of the pit however, the Warrior must use a rope and must pass an Initiative test at +1. If the Warriors haven't got a rope, there is one in the Guard Room (Location C).

The most recent sacrifice was about a week ago. The pit contains the burnt remains of a soldier who strayed too close to the Temple on a routine patrol. If the soldier's remains are searched, roll a dice and multiply the result by two to find out how many Gold coins are found. The pit may only be searched once.

Note: If Wilhelm is already dead, replace the soldier's body with Wilhelm's body. Wilhelm's body has no money.

The Braziers: (These can be represented with two of the wound counters.) Each brazier is magically trapped with a fireball. If either brazier is touched while there is someone in the pit, two magical fireballs appear. Each fireball covers a 2x2 square over its brazier. All models in the effected areas suffer 2D6 points of damage. At the start of the next GM phase the fireballs move across the floor and drop into the pit. Any models in the pit suffer 4D6 points of damage. The fireballs remain active, doing 4D6 damage each GM phase, until there is nothing left alive in the pit. Upon inflicting the last and fatal wound, the fireballs disappear.

The Altar: The huge face on the wall is the cult's altar. Within its mouth there is a secret door, through which the sacrificial victims are brought to be put in the pit. The door can be found in the normal way and leads to the Guard Room (Location C).

The Magic Circle: Any cultist standing within the circle's confines may add +1 to his to hit roll when in combat as the power of Slaanesh is channelled through him.

B: The Robing Room

This is where Venomspawn and the other cultists don their robes before worship. Don't set up the North door when the Warriors first enter, as it is hidden by a curtain. Instead, read them the following:

Flinging the door open, you surprise three more Beastmen. They are in the process of donning pale blue robes, similar to those worn by the three Beastmen you just met. If you are quick, you have an advantage.

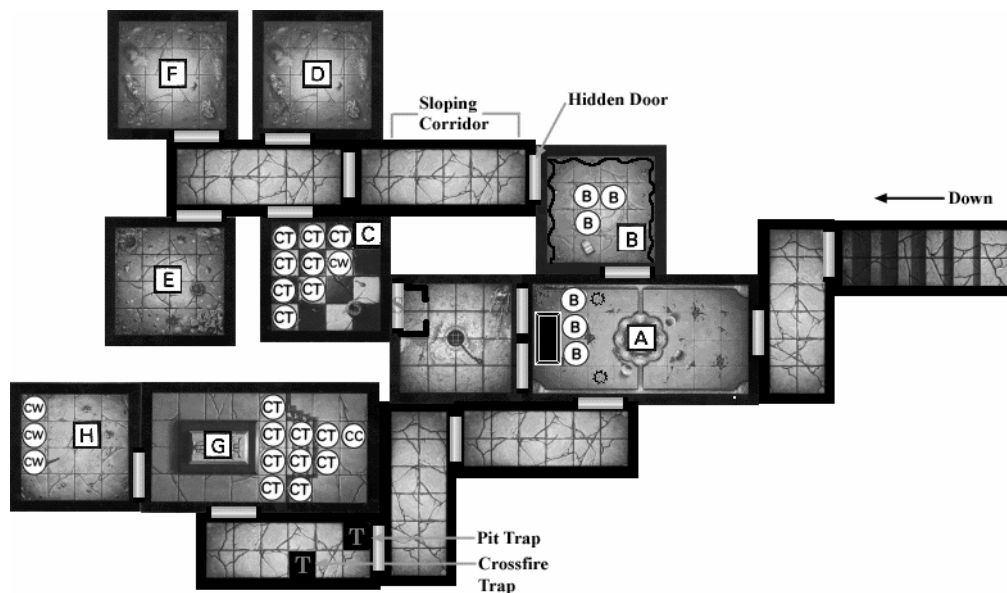
The Warriors automatically surprise the three Beastmen here: the normal dice roll can be ignored.

Once the Warriors have killed the Beastmen read the following:

This room is obviously a robing room. Apart from those the Beastmen were putting on, there are another dozen or so similar robes hung from the walls. The walls themselves are draped with heavy purple curtains hiding the rough brickwork that graces the rest of the Dungeon and lending this room an air of quality that seems strangely out of place.

If the Warriors are clever enough to put on the robes, monsters and characters have -1 to hit them for the first round of combat on all four levels of the Dungeon: the cultists don't expect to be attacked by other cultists!

If the Warriors search this room, they find that hidden behind the curtain in the wall opposite to the door there is a small alcove containing a chalice. It is made of ebony and is worth 50 Gold. It has no special abilities.



THE SANCTUARY

	Door		Altar (Face on Wall)
	Curtain		Beastman
	Secret Door		Chaos Thug
	Brazier		Chaos Warrior
	Trap Trigger		Chaos Champion
	Sacrificial Pit		

The Warriors will also find the north door when they pull back the curtain; apart from being hidden it is a normal door. When it is opened, read the Warriors the following:

The door opens to reveal a long corridor running directly away from you, sloping upwards quite sharply for the first thirty feet or so before levelling out. There are two doors on either side: both of those on the right, and the farthest on the left, are obviously cell doors; they are made of thick oak and have strong iron bars running across them. The nearest door to you must lead to the guardroom. Judging by the level of noise and the number of voices you can hear there are at least half a dozen guards within.

C: The Guard Room

As the Warriors guessed, there are a large number of guards here: eight Chaos Thugs led by a Chaos Warrior.

The room is furnished with a table, half-a-dozen chairs, and a weapons rack. These may be represented with components from MB's Heroquest game if you have it. Any Warrior may take a weapon from the rack. Roll on the Weapon Rack table to see what the rack contains. On the table there is 10' of rope.

The Chaos Warrior is carrying a set of keys for locations D, E, and E

D, E and F: The Cells

These are the cells used to hold prisoners that are to be sacrificed, including Wilhelm. Unfortunately, the doors to all three cells are locked; if the Warriors don't have the key from the Guard Room (Location C) they must attempt to either break each door down, or pick its lock in order to rescue the prisoner within.

To see if the Warrior is successful roll a D6. On a roll of 1 the Warrior has injured himself whilst trying to open the door and loses 1 wound, otherwise add the Warrior's Strength (for brute force) or Initiative (for lock picking) to the result. On a total of 7 or more the door is opened. Each Warrior may only try once per turn. Trying to break down a door alerts the Guards in the Guard room (Location C) if they are still alive, causing them to run into the corridor and attack the Warriors. The Guards will *ambush* (see RPG book Pg 80) the Warriors.

Currently, each cell holds the following:

Cell D: Helmut Dorchan, a soldier. Helmut is painfully aware of the situation he is in and will gladly accompany the Warriors; he doesn't want to suffer the same fate as his companions.

Helmut should be treated as a normal Human Warrior, and attaches himself to the current Leader and can be controlled by that player. He doesn't have any armour or weaponry, and uses the characteristics :

M 4, WS 3, BS 5+, S 2, T 3, I 3, Luck 1 WP 4. With 4 Wounds (though he can be healed up to a max of 8 wounds)

If Helmut is given any armour or a weapon, refer to the Equipment tables (RPG book pg 29) for the effect on his characteristics.

Cell E: Dotri Jaanson, a Dwarf Trollslayer. Dotri was captured some time ago, when he attempted a single-handed attack on the Dungeon. Impressed with the Dwarf's skills, Gabrad has been attempting to turn Dotri toward Chaos - so far without success. Gabrad has recently been drugging the Dwarf's food with warpstone in an attempt to make the transition to Chaos worship less of a struggle.

Under the effects of the drug, Dotri has become a danger to anyone who enters his cell: he attacks visitors without provocation.

As soon as the door is unlocked, Dotri leaps up and charges the Warrior opening the door. Dotri automatically *ambushes* the Warriors: place him in the square next to the door. The Leader may move him one square backwards if he wishes. Play then proceeds to the GM phase of the first combat turn.

Dotri is a Battle Level 2 Trollslayer with the following characteristics :

WS 4, BS 6+, S 3, T 4, I 2, Luck 2 WP 5, With 2D6 + 5 wounds (re-roll any 1s)

He is armed with a double handed RuneAxe and fights as a normal Trollslayer, (see the WHQ RPG book page 173 for details). He will fight to the death.

Cell F: Wilhelm Kaldach. Wilhelm is in a bad way: he has been drugged, beaten and tortured. Even so, he is overjoyed to see the Warriors. You should read the following to the Warriors as they enter:

Even with his face covered in dirt and blood, you can tell that the wreck of a man you can see lying in the corner of this cell is Wilhelm.

He raises his head weakly, and you see a flicker of hope in his eyes. When you reveal that you have come to rescue him, he pulls himself to his feet and lurches forwards to greet you, his arms outstretched and tears streaming down his face.

Wilhelm is a Battle Level 0 Human

M 4, WS 2, BS 6+ , S 2 , T 2 , I 2, Luck 1 WP 4. With 3 Wounds (though he can be healed up to a max of 6 wounds)

Wilhelm's character is controlled by the current Leader. Wilhelm does what he can to aid the Warriors as they make their way to the surface, including getting involved in combat. Unfortunately, given his condition, he isn't really the help that he'd like to think he is - though the mind is willing, the body isn't.

If Wilhelm is given any armour or a weapon, refer to the Equipment tables (RPG book pg 29)for the effect on his characteristics.

G: The Barracks

This is where the cultists sleep. There are a dozen sleeping pallets along the wall, with straw bedding and sackcloth covers.

If the room is searched for hidden treasure another 60 Gold is found.

The Library - Location B

This is where the codices and scrolls are kept for the Cult rituals. Unless Venomspawn has already been used, he should be placed here with the three Chaos Warriors that act as the cult's priests. Once the Warriors have defeated this room's occupants, you should read the following:

The walls here are stacked high with scrolls and books: the arcane knowledge of the cult. Upon examination, each book and scroll has been marked with a red wax seal depicting a burning man. However hard you try, the seals cannot be removed. They must have been put on magically.

If this room is searched, which takes three exploration phases, the Warriors find instructions for casting the following spells in one of the books: Coughing, Flesh Worm, and Marsh Lights.

The rest of the volume, and all the other books and scrolls, are written in a strange script which is unreadable to all but Venomspawn.

RETURNING WILHELM

If the Warriors manage to get Wilhelm out alive, they earn the full reward, as follows (see the WHQ RPG book for details): 1000 Gold, 2 x

Potion of Strength, 2 x Healing Potion, 1 x Ring of Protection and 1 x Sword of Might

If, however, they only manage to bring his body back, they get the following: 500 Gold, 1 x Strength Potion and 1 x Magic Sword

If they manage to neither bring him back alive or deliver his body, they get nothing. Finally, if the Warriors manage to kill the leader of the cult, Gabrad the Carnal, or bring Wilhelm or his body back, each Warrior may increase his Luck Point characteristic.

No of Expeditions made to the Dungeon				
	1	2-3	4-8	9 or more
Luck Points	2	1	0	0

MONSTER TABLES

In The Priests of Pleasure, the monsters are either Chaotic Humans or Beastmen, depending how deep the Warriors travel into the dungeon. Use the following Monster Tables to roll wandering monsters or the occupants of Dungeon or Objective Rooms.



New Monsters

Chaos Thug

Wounds:	7
Move:	4
Weapon Skill:	3
Ballistic Skill:	4+
Strength:	3
Toughness:	3
Initiative:	3
Attacks:	1
Gold (Each):	120
Armour:	-
Damage:	1D6



Monster Tables

Wandering Monster Table

D66	Levels 1-2	Level 3
11-16	2 Chaos Thugs	1 Chaos Thug & 1 Beastman
21-26	2 Chaos Thugs	2 Beastmen
31-36	3 Chaos Thugs	Chaos Thug & 2 Beastmen
41-46	3 Chaos Thugs	3 Beastmen
51-53	4 Chaos Thugs	4 Beastmen
54-56	1 Chaos Warrior	1 Chaos Thug & 3 Beastmen
61-63	1 Chaos Warrior & 1 Chaos Thug	5 Beastmen
64-66	6 Chaos Thugs	6 Beastmen

Dungeon Room Monster Table

D66	Level 1	Level 2	Level 3
11 - 13	4 Chaos Thugs	2 Chaos Thugs & 2 Beastmen	4 Beastmen
14 - 16	4 Chaos Thugs	4 Chaos Thugs	4 Beastmen
21 - 23	5 Chaos Thugs	3 Chaos Thugs & 2 Beastmen	5 Beastmen
24 - 36	5 Chaos Thugs	2 Chaos Thugs & 3 Beastmen	3 Beastmen & 1 Beastman Champion
31 - 33	4 Chaos Thugs & 1 Chaos Warrior	3 Chaos Thugs, 2 Beastmen & 1 Beastman Champion	4 Beastmen & 1 Beastman Champion
34 - 36	4 Chaos Thugs & 1 Chaos Warrior	4 Chaos Thugs & 1 Chaos Warrior	3 Beastmen & 1 Beastmen Champion
41 - 43	2 Chaos Thugs & 2 Chaos Warrior	1 Chaos Warrior & 2 Chaos Thugs	4 Beastmen & 1 Beastman Champion
44 - 46	5 Chaos Thugs & 1 Chaos Warrior	1 Chaos Warrior & 3 Chaos Thugs	5 Beastmen & 1 Beastman Champion
51 - 53	6 Chaos Thugs & 1 Chaos Warrior	2 Chaos Warrior, 2 Chaos Thugs	6 Beastmen & 1 Beastman Champion
54 - 56	2 Chaos Warriors, 2 Chaos Thugs	2 Chaos Warriors, 3 Chaos Thugs	7 Beastmen & 1 Beastman Champion
61 - 63	2 Chaos Warriors, & 3 Chaos Thugs	1 Chaos Champion & 1 Chaos Warrior	8 Beastmen & 1 Beastman Champion
64 - 66	6 Chaos Thugs & 2 Chaos Warriors	2 Chaos Warriors & 2 Chaos Thugs	9 Beastmen & 1 Beastman Champion

Objective Room Monster Table

D66	Level 1	Level 2	Level 3
11 - 13	6 Chaos Thugs & 2 Chaos Warriors	3 Chaos Warriors	7 Beastmen & 1 Beastman Champion
14 - 16	3 Chaos Warriors	2 Chaos Warriors, 5 Chaos Thugs	8 Beastmen & 1 Beastman Champion
21 - 23	2 Chaos Warriors, 5 Chaos Thugs	1 Chaos Champion, 1 Chaos Warrior, & 1 Chaos Thug	8 Beastmen & 2 Beastmen Champions
24 - 36	3 Chaos Warriors & 3 Chaos Thugs	7 Chaos Thugs, 4 Beastmen & 1 Chaos Warrior	10 Beastmen & 1 Beastman Champion
31 - 33	1 Chaos Champion, 1 Chaos Thug & 1 Chaos Warrior	2 Chaos Warriors, 3 Chaos Thugs, 4 Beastmen	11 Beastmen & 1 Beastman Champion
34 - 36	1 Chaos Champion, 2 Chaos Thugs & 1 Chaos Warrior	1 Chaos Warrior, 7 Beastmen & 1 Beastman Champion	11 Beastmen & 1 Beastman Champion
41 - 43	1 Chaos Champion, 3 Chaos Thugs & 1 Chaos Warrior	1 Chaos Warrior, 4 Chaos Thugs, 3 Beastmen & 1 Beastman Champion	11 Beastmen & 1 Beastman Champion
44 - 46	1 Chaos Champion, 4 Chaos Thugs & 1 Chaos Warrior	1 Chaos Warrior, 8 Beastmen & 1 Beastman Champion	12 Beastmen & 1 Beastman Champion
51 - 53	1 Chaos Champion, 2 Chaos Thugs & 2 Chaos Warriors	2 Chaos Warriors, 4 Chaos Thugs, 3 Beastmen & 1 Chaos	10 Beastmen & 2 Beastmen Champions
54 - 56	3 Chaos Warriors & 2 Chaos Thugs	2 Chaos Warriors, 6 Chaos Thugs	13 Beastmen & 1 Beastman Champion
61 - 63	3 Chaos Warriors, 5 Chaos Thugs	2 Chaos Warriors, 5 Beastmen & 1 Beastman Champion	11 Beastmen & 2 Beastmen Champions
64 - 66	1 Chaos Champion, 2 Chaos Warriors, & 2 Chaos Thugs	3 Chaos Warriors, 2 Chaos Thugs, & 3 Beastmen	12 Beastmen & 2 Beastmen Champions

Scenery Tables

Cupboard Contents Table

D6	Cupboard Contents
1	A rat is lurking in the cupboard. It viciously bites the Warrior's hand before he is able to kill it. The Warrior's WS is reduced by -1 for the rest of this trip unless he is magically healed (Healing Potion, Salve, Healing hands spell etc)
2-4	The cupboard is bare.
5	The Warrior finds 15 gold coins.
6	The Warrior finds a Healing Potion. (see Treasure card for details)

Weapons Rack Table

D12	Weapon
2-4	Nothing
5	1 Spear
6-7	D6 +1 Daggers
8	1 Sword
9	3 Spears
10	1 Axe
11-12	Roll twice

Traps

Crossfire Trap: The Warrior who set off the trap is hit by a number of crossbow bolts. Roll D6, and divide the result by 2 (rounding fractions up) to discover how many hit the Warrior, and roll a damage dice for each bolt that does. Once triggered, the trap has no further effect.

Pit Traps: These traps can be spotted, but not avoided. The Warrior who sets off the trap falls down a deep pit. Roll a 1D6, if the result is 1 or 2, the Warrior loses 1 Wound. The Warrior must then pass an Initiative test (Initiative + D6 \geq 7 -see *RPG book pg 157*) to climb out . Other Warriors may leap over the trap if they too pass an Initiative test. If they fail, they fall in, and must follow the routine already described.