

(ENHANCED!)

ADVANCED HEROQUEST



RULES FOR HEROIC ROLEPLAY

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GAME CONTENTS

36 Finely-Detailed Miniatures (34 Shields).

1 Warrior

1 Dwarf

1 Elf

1 Wizard

20 Skaven

12 Henchmen

6 Plastic Doors

Dungeon Sections (66).

15- 2X5 Passage Tiles

3 - 2X5 Dead End Tiles

6 - 2X2 T-Junction Tiles

10- 2X2 Corner Tiles

5 - 2X2 Intersection Tiles

2 - 2X2 Stair Tiles

3 - 5X10 Large Room Tiles

6 - 5X5 Small Room Tiles

1 - 5X5 Revolving Room Tile

1 - 2X5 Chasm Tile

1 - 2X2 Rope Bridge Tile

1 - 2X2 Throne Tile

1 - 2X2 Magic Circle Tile

2 - 2X2 Fireball Tiles

1 - 2X2 Pool Tile

2 - 1X2 Long Shallow Pit Tiles

2 - 1X2 Portcullis Tile

2 - 1X1 Treasure Chest Tiles

1 - 1X1 Trap Door Tile

1 - 1X1 Grate Tile

24 Dungeon Counters:

4 Trap Counters

4 Wandering Monster Counters

4 Ambush Counters

4 Escape Counters

4 Character Counters

4 Fate Counters

14 Character Monster Counters (2 Colors):

Blue:

1 Chaos Lord

1 Chaos Sorcerer

1 Minotaur Lord

1 Orc Warchief

1 Ogre Chieftain

1 Undead Champion

1 Daemonette

1 Greater Daemon of Tzeentch

Yellow:

1 Clan Eshin Assassin

1 Clan Pestilens Plague Monk

1 Clan Pestilens Plague Censer Bearer

1 Clan Skryre Warpweaver

1 Clan Skryre White Skaven Sorcerer

1 Clan Mors Warlord

32 Monster Wound Counters:

10- 1 Wound Counter

8 - 2 Wounds Counter

4 - 3 Wounds Counter

2 - 4 Wounds Counter

2 - 5 Wounds Counter

2 - 6 Wounds Counter

2 - 7 Wounds Counter

2 - 8 Wounds Counter

1 Solkan's Amulet (4 Parts)

4 Treasure Maps:

The Warlord's Lair

The Magic Maze

The Plague Temple

The Amber Room (directions say 'Amber Room' but map says 'Rotating Room')

1 Spine for Games Workshop folder

2 (Blue with White numbers) or (White with Black numbers) 12-Sided (d12) Dice

1 Game Manual (64 pages) containing:

Rules for Solo Play

Rules for converting Heroquest Quests into Advanced Heroquest format.

8 Reference Sheets

2 Pages of Blank Game Sheets

1 Solo Quest: Tobaro's Bane

1 Campaign (The Quest for the Shattered Amulet - 5 Quests):

- Quest 1 - The Warlord's Lair
- Quest 2 - The Magic Maze
- Quest 3 - The Plague Temple
- Quest 4 - The Amber Room
- Quest 5 - The Prison of Ice

DISCLAIMER

This is not an official document. This is a modification of a (20 year old) out-of-print game called Advanced Heroquest. The use of any name here does not constitute a challenge to trademark status. All names, rules, tables, and artwork here are used without permission. This is entirely fan assembled and is not intended for sale or distribution. The purpose of this document is to generate interest in our small community for a once great game, while encouraging the collection, and purchase, of Citadel fantasy miniatures.



WHY RE-REINVENT THE WHEEL?

You might be asking yourself, why does this document exist? This game is so long out of print and the standard rulebook and expansions can generally be found online. Further there are many fantastic fan-made variants already floating around the internet. There are even some dedicated fan sites and online-communities with heaps of great ideas dedicated to *Advanced Heroquest*.

Advanced Heroquest was a game I discovered as a young adult. It filled too many nights to count with great adventure and treasure hunting. I obviously have a deep nostalgic respect for this game. And despite an entirely botched game-box release this game provided a lot of fun for a lot of folks. It suffered mainly from a lack of miniatures; *Warhammer Quest* in contrast came with enough miniatures to populate the entire fantasy universe, even *Heroquest*, the predecessor to *Advanced Heroquest*, came with a wide variety of monster models. The initial box release for *Advanced Heroquest* didn't even come with enough proper Skaven to run the built-in mission! The expansion *Terror in the Dark* came with no miniatures! Aside from the content issue, like every game, some of the mechanics could be improved upon; though the general rule-set as is still holds up quite well to other games that have come and gone.

With a little searching online you can find some of the great rules variants to *Advanced Heroquest*. I'd recommend starting at *Greywolf's Advanced Heroquest* page and the *Kabay. Advanced – Advanced Heroquest* page. If you prefer a more “DnD” style role-play adventure be sure to grab *Advanced Heroquest Second Edition*; it's beautifully done and is really an entire rework of the rules and game-play. If the simple elegance of old-school *Heroquest* is more your speed then *Toco's Allied Heroquest* is for you. He managed to merge *Heroquest* and *Advanced Heroquest* quite seamlessly in an impressive rule-set. Finally there is Slev's *AHQ2*. While not as visually impressive as some of the others, this is by far the most significant content variant to the game. My own variation borrows a lot from Slev's great work. He went through great pains to improve the game and clearly put an enormous amount of time into design and play-testing. Slev managed an expansive reshaping far beyond my skill level and every diehard fan should check it out.

So why do this? Well first, I want to play and enjoy this game with my friends. One rabbit hole (or dungeon) leads down to another and the next thing you know you are writing your own variant. Basically I wished to have all the rules, from the core game, *Terror in the Dark*, the *White Dwarf* articles, and the better variants (mostly poached from Slev) all in one place. I wanted to be able to *search* them and *edit* them where I see fit. I wanted to stay mostly true to the standard game, but the two issues I wanted to address specifically were the lack of Hero character variety, and the monster-placement/combat bottle-neck. Along the way I ended up changing quite a bit more but each change is subtle and the standard game is generally intact.

The following is a generic list of the items that have been changed in this rules variant known as *Enhanced! Advanced Heroquest (EAHQ)*; doors are now 2 squares wide, spells expanded, monster-placement/combat altered, death zones altered for long reach weapons, components removed, a new magic test for casting too many spells is added, arrow/missile retrieval changed, dungeon counters less frequent, sentries less frequent, hero creation amended / new classes and more wounds, blackpowder weapons and finally – skill cards.

Skill cards was the Hero advancement solution I was seeking (thanks Sjeng and Patroclus at *Ye Olde Inn*). Through the use of Skill Cards a Hero can flaunt his skill when the time is right, and as he becomes more proficient he can do this more frequently. Giving a Hero a permanent skill may be too powerful, but a limited number of Skill Cards will still allow him to benefit from his training without ruining the game balance. Having them limited in number also made it possible to provide potent and mighty abilities that are as fun to use as they are deadly.

So that's it basically; there are probably a few more little things I'm forgetting. Stay tuned for a new Dark Elf Quest coming at some point down the road. Enjoy!

–Gunzhard



HOW TO PLAY ADVANCED HEROQUEST

Before you start, the Gamesmaster (GM) should read this booklet through at least once so that he has a rough map of the game in his head and knows where to look for particular rules.

The Gamesmaster has a number of vital tasks to perform during the game. When the Heroes are exploring, he lays out the dungeon sections, revealing the new passages and rooms as they occur. Most of the time, the layout is created according to a series of dungeon generation tables, with the GM choosing how to place many of the sections. In the quest areas, the GM works from a prepared map, informing the players of the contents of each section as they enter it.

The GM controls the monsters – the fearsome creatures that make their lairs in the dark underworld and threaten the civilized peoples above. The Heroes will be trying to destroy the monsters and loot their treasure, and it is the GM's job to fight back, using the monsters to try and kill the Heroes or drive them from the dungeon.

The GM also controls the traps that have been set around the dungeon, choosing when to play traps upon the Heroes and checking the effects when he does play them.

Finally, the GM looks up the results of the Heroes' dice rolls, describes the type of room or treasure that has been discovered, and generally makes sure everything runs smoothly and according to the rules. A special section of the rules, called *The Gamesmaster*, fully explains the GM's role and the GM should read and understand this before playing the game.

The other players each control one Hero and, as the fame of their Hero spreads, a number of Henchmen. The Heroes explore the dungeon, moving through the labyrinthine passages and echoing chambers, and fight the monsters they encounter there, hoping to defeat them and recover their treasure. Each player decides what his Hero and Henchmen do: where they move, who they fight, what weapons to use, whether to cast magic if the Hero is a Wizard, and so forth.

The ultimate aim of the players is to develop a mighty Hero, a warrior or sorcerer whose exploits are known throughout the land. The successful Hero becomes more powerful as he learns new skills, gains magical items to help him, and attracts followers to aid him in his quests. With his ever-increasing power, the Hero is able to fight even greater foes and face the most terrible enemies, until his adventures truly become the stuff of which legends are made.

The immediate goal of the Heroes is to complete a quest – a mission they have chosen which links together the many expeditions they will make into the underworld. A quest may take place in more than one dungeon as the Heroes attempt to conquer different enemies or find a number of Quest Treasures. And it will probably take more than one expedition for the Heroes to fully explore each dungeon. In this way, each individual game – each expedition to a dungeon – is part of a greater exploration of the Warhammer world. And as the Heroes explore, and fight, and find great treasures, so they will improve their skills, be able to buy better equipment, and attract a retinue of Henchmen willing to serve such renowned adventurers.

We've included a quest in this rulebook so that you can start playing straight away. The Quest for the Shattered Amulet is an epic adventure that takes place in four separate dungeons, each of which contains a fragment of the lost Amulet. The Heroes' quest is to find the four parts of the Amulet and defeat the Skaven guardians.

In the rules that follow there are examples of play and dungeon layout drawn from the Quest for the Shattered Amulet. These are a helpful guide in explaining how to play *Advanced Heroquest*, but remember that they are only examples – there are many other types of quest, designs of dungeon layout, and varieties of monstrous opponent for the Heroes to face.



THE HEROES

In *Advanced Heroquest*, you keep the same Heroes from game to game, developing their skills and building up their retinue of Henchmen. You only need to start again if your Hero is killed – and, even then, there are arcane magics powerful enough to raise the dead.

For the first game, however, each player will need to choose the Hero he is going to play. Later, you'll learn how to create Heroes from scratch, but to start with it's a good idea to use the four Heroes that we've already created (you'll find the filled-in character sheets in the reference section). These are the Warrior Heinrich Lowen, the Dwarf Sven Hammerhelm, the Elf Torallion Leafstar, and the Wizard Magnus the Bright.

Each player should roll a dice, with the highest scorer having first choice of Hero. All four Heroes have their own strengths, so it doesn't matter too much which one you get. Take the prepared character for your Hero – if you want, you can copy the information onto a blank sheet so that you can change it during the game.

If there are only three players, one of the Heroes is left out. If there are two players, each one gets one Hero plus one Henchmen. If there's only one player, he gets a Hero and two Henchmen. Make out a character sheet for each Henchman by copying the standard abilities of a Man-at-Arms onto a blank sheet (Henchmen are fully explained in the [Henchmen](#) section – page 72).

FILLING IN A CHARACTER SHEET

The character sheets detail the Heroes' abilities. The ready-made ones have all of the starting information about your Hero on it, though these scores will change as the game progresses. For your first characters, we've used the four Heroes from the examples in this rulebook – Heinrich, Torallion, Sven and Magnus. When you design your own Heroes, you'll have to think up names for them – use your imagination to come up with some good Heroic fantasy names.

Here is what the information means.

Each Character sheet has a space for an illustration of your Hero and a blank shield on which you can draw your Hero's heraldic emblem. You should make a sketch of your Hero showing what weapons he's carrying and what armour he's wearing. If he finds or buys new weapons or gains a magical item, you can add these to the sketch. The blank shield allows you to show your Hero's emblem – this can also be painted onto the shield of the Hero's model. Pick an emblem that suits your Hero – there are some good examples on the

side of the box, and many more shield designs can be seen in *White Dwarf* magazine.

START		CURRENT		START		CURRENT								
WEAPON SKILL		8		SPEED		6								
BOW SKILL		8		BRAVERY		9								
STRENGTH		6		INTELLIGENCE		8								
TOUGHNESS		5		FATE		2								
		8		WOUNDS		4								
NAME: HEINRICH LOWEN RACE: HUMAN WARRIOR														
HAND-TO-HAND COMBAT		TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
		HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10
RANGED COMBAT		RANGE	1-3		4-12		13-24		25-36		37+			
		HIT ROLL	6		7		8		9		10			
WEAPONS			RANGE	DAM. DICE		FUMBLE		CRITICAL						
		SWORD	N/A		4		1		12					
ARMOUR			BOW SKILL	TOUGHNESS		SPEED								
		CHAIN MAIL	-1		+2		-2							
		SHIELD	-1		+1		0							
		TOTAL	-2		+3		-2							
EQUIPMENT														

Your Hero's Weapon Skill, Bow Skill, Strength, Toughness, Speed, Bravery and Intelligence are ranked out of 12, with 12 showing complete expertise in that characteristic.

Weapon Skill (WS) measures how effective the Hero is with cutting and bashing weapons like swords and maces. *Bow Skill* (BS) measures his skill with a bow, or any other weapon he can throw or fire. *Strength* (S) and *Toughness* (T) are measures of his physical fitness. *Speed* (Sp) shows how quickly he can move. *Bravery* (Br) measures his courage when faced with the unknown and *Intelligence* (Int) puts a value on his brains!

Fate Points are a reflection of the legendary qualities of luck, a place in destiny, and those other indefinable qualities that mark the epic Hero. By spending a Fate Point (FP), you can change anything that just happened – you can even avoid being killed.

The *Wounds* (W) score measures how healthy the Hero is. When you suffer damage in combat or from traps you will lose Wounds. If your Wounds score falls to 0, you are knocked out. If it falls any lower than 0, that Hero dies, and must be removed from the game.

Notice that there are two columns for all these characteristics. The first is the Hero's *starting level*. This shows the Hero as he begins his life of adventure, without weapons, armour or injury. The next column is *current level*. Any changes to the starting level of a Hero

should be recorded here, in pencil, since these scores can change numerous times. On the ready-made character sheets, you will see that some of the current level boxes already contain numbers; these are the characteristics that are different at the start of the game because of the Hero's armour. For example, you'll notice from Heinrich's character sheet that Bow Skill has fallen from 7 to 6, his Toughness has improved from 6 to 8, and his Speed has fallen from 8 to 6. This is all due to his armour, which makes him slower and clumsier but much harder to damage.

The next section is headed *Hand-to-Hand Combat* and is used when your Hero is fighting a monster. To hit an opponent, you make a *hit roll* using a 12-sided dice – the number you need to roll gets higher the greater the Weapon Skill of your opponent. The GM tells you the Weapon Skill, and you look for this number in the top row. The number underneath is the hit roll; you've got to roll equal to or greater than this – if you succeed, you've hit your target.

Next comes the *Ranged Combat* section, which works in much the same way. Count the number of squares to your target, and match it to the number in the top row. The number underneath is what you have to roll to hit the target.

Under that, the Hero's *weapons* are described. Each is listed separately, with four additional pieces of information. *Range* indicates the maximum range of the weapon – for example a short bow has a maximum range of 24 squares and can't be shot at anything further away. If there's no number for range, the weapon can't be used in ranged combat. *Damage Dice* gives the number of dice you roll in order to measure the damage a hit causes. If you roll the number shown in the *Fumble* space, something has gone wrong with your attack. If you roll the number in the *Critical* space, you have done much better (hit rolls, fumbles, criticals, and so forth are all fully explained in the *Combat* section).

Next, there is *Armour*, with three pieces of information about each item. These measure what effect the armour has on Bow Skill, Toughness and Speed. Each separate piece of armour should be listed, and their effects totaled. The overall effects on each characteristic should be added/subtracted from its current level. As we have seen, this has already been done on Heinrich's character sheet for the armour he starts with.

The last section is *Equipment* which lists the various additional items the Hero carries, for example, gold crowns, rope, magic potions and so forth.

The player controlling the Wizard should also take the *Spell Book*.

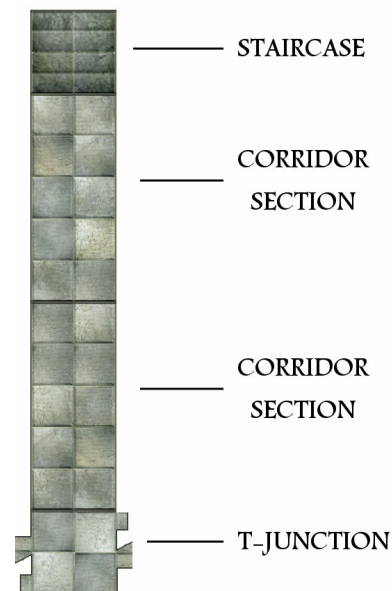
THE GAMESMASTER

While the Hero players are filling in their character sheets, the GM should prepare for his part in the game. He must:

1. Place all the dungeon counters (see *The Gamesmaster* section) in a cup or mug.
2. Sort out all the dungeon sections and place them in a convenient place near the playing surface.
3. Place all the monsters, doors etc in the box, ready for use.

STARTING PLAY

Once these preparations are complete, the game can begin. The GM should place a stairway section at the center of the table. Running away from the stairs are two passage sections leading to a t-junction section. All dungeons start like this.



Each Hero player now rolls a dice. Whoever scores the highest (roll again to break a tie) becomes the *Leader*. The Leader rolls the dice as the dungeon is explored to see if a room has any doors, etc. He is also allowed to decide in what order the Heroes move, if they cannot decide for themselves. A new leader is chosen after each combat, so each Hero player should get a chance to be the Leader at some time during an expedition.

The other Hero players should then roll the dice again. The player rolling highest becomes the *Expedition Mapper*. A complete record needs to be kept of the dungeon as it is discovered during each trip and a map drawn on grid-mapping paper. You'll find some guidance about this in the next few sections.

The players then place their Heroes on the stairway. No more than one model may be placed per square. If the Hero players can't agree who will start where, the Leader chooses for them. Play then proceeds to the first exploration turn of the game.

EXPLORATION TURNS

In *Advanced Heroquest*, there are two types of turn: *exploration turns* and *combat turns*. Most turns are exploration turns – these are the periods when the Heroes are exploring the dungeon, moving into new areas, opening doors, searching rooms and passages, and so on.

You only start a combat turn if a previous exploration turn revealed monsters. Then you keep playing combat turns until you have defeated them – or they have defeated you!

Exploration turns are those in which the Heroes move around the dungeon looking for monsters to fight and treasure to loot. There will never be any monsters in sight during an exploration turn — if there are, you should be playing a combat turn instead. During exploration, the Heroes will sometimes go back along a passage or through a room they have already explored, but the most exciting moments are when they enter a new part of the dungeon for the first time.

Exploration turns consist of three distinct stages – or *phases*. You play through each phase before moving onto the next.

Hero Player Phase

The Heroes move. You may move your Hero (and Henchmen, if you have any) up to 12 squares, *or* have him search for secret doors *or* have him search for hidden treasure. A Hero who ends his move next to a doorway or chest may open or close it. A Hero may also spend one whole Hero player phase removing or putting on armour (or two whole phases doing both).

Exploration Phase

If the Heroes move to a point where they can see into a new section of the dungeon, the GM places new room and passage sections, using the rules you will find later. The exploration turn ends immediately if any of these sections contain monsters. Actions during this phase are explained in the *Exploration* section.

Gamesmaster Phase

The GM rolls a dice. On a roll of 1, he may draw a dungeon counter from the cup. The use of dungeon counters is explained in *The Gamesmaster* section.

HERO PLAYER PHASE

During the Hero player phase, Heroes and Henchmen move around

the dungeon and explore. Heroes may also open doors, search for treasure and so forth (Henchmen only move during this phase – they are armed guards, not adventurers, whose purpose is to help fight the monsters the Heroes discover).

The Heroes and Henchmen move one at a time. The players take it in turns to move their models, with each player moving all of his models before the next player moves any of his. Once a player removes his hand, the move cannot be altered (like chess). Only the player who controls the Hero may move him. If the Hero players cannot agree in which order they are going to move, the Leader must make that decision for them. Only the player who controls the Hero or Henchman may move him.

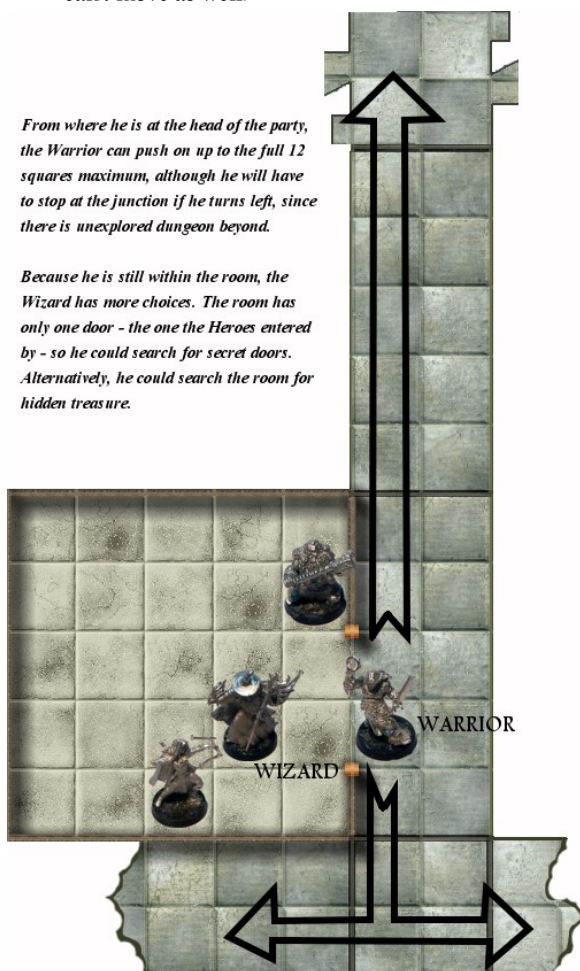
The following actions are available to a Hero during the Hero player phase.

1. A Hero or Henchman may move up to 12 squares. He may move vertically, horizontally, or diagonally. Any move that takes a Hero into an unexplored part of the dungeon (eg round a corner or through a door) must stop before it reaches the unexplored part. In the case of a door, this means at the door; in all other cases, it means somewhere on the junction. The new dungeon sections will be generated during the exploration phase of the turn.
2. If a Hero ends his move next to a closed door, the player may choose to have him open it. The Hero must stop before opening the door and cannot both open and move through a door during a single exploration turn. If the door opens into an area of previously-unexplored dungeon, the new dungeon sections will be generated during the exploration phase of the turn.
3. If a Hero ends his move next to a closed chest, the player may choose to have him open it. The contents of the chest are revealed by the GM and may be picked up by any of the Heroes or their Henchmen. If there are any disagreements over who gets what, each player rolls a dice with the highest scorer getting first choice.
4. A Hero may spend the phase searching for secret doors. The Hero must be in the same dungeon section as he is searching, and the section (passage or room) should not have been previously searched. The player rolls a dice and consults the *Secret Doors Table* (see below). A Hero searching for secret doors cannot also move.
5. If in a room that hasn't already been searched, a Hero may search for hidden treasure. The player rolls 2 dice and consults the *Hidden Treasure Table* (see opposite). A Hero searching for hidden treasure can't move as well.

6. A Hero may spend the phase removing or putting on armour. If armour is removed, the Expedition Mapper should record that the room or passage now contains the discarded armour – cross this out if anyone puts the armour on again. A Hero donning or removing armour can't move as well.

From where he is at the head of the party, the Warrior can push on up to the full 12 squares maximum, although he will have to stop at the junction if he turns left, since there is unexplored dungeon beyond.

Because he is still within the room, the Wizard has more choices. The room has only one door - the one the Heroes entered by - so he could search for secret doors. Alternatively, he could search the room for hidden treasure.



Secret Doors

Heroes may only search for secret doors in dead ends, or rooms which have no doors except the one they entered by. A Hero may search one room or dead end per exploration turn, provided he starts the exploration turn in that room or corridor section. Secret doors found in dead ends may only be placed on the side walls (ie the 5 square long wall). The player must state that his Hero is searching for doors before he rolls on the *Secret Doors Table*.

Each section may be searched once only – if the search is unsuccessful, there's nothing to be found there. The Expedition Mapper records any secret doors that are found there, and any dungeon sections which have been unsuccessfully searched.

If a Hero searches for secret doors, roll a dice and consult the *Secret Doors Table*.

SECRET DOORS TABLE	
D12	Result
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 6	There is no secret door in this dungeon section.
7 – 12	The Hero finds a secret door and may place it wherever he likes in the section of dungeon he was searching.

Hidden Treasure

Heroes may search for *hidden treasure* in any room. Each room may only be searched once – if the search is unsuccessful, there's no treasure to be found. The Expedition Mapper should record rooms which have been searched for hidden treasure, successfully or not.

If a Hero searches for hidden treasure, roll two dice and consult the *Hidden Treasure Table*.

HIDDEN TREASURE TABLE	
2D12	Result
2 – 6	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
7 – 16	There is no hidden treasure in this room.
17 – 23	The Hero finds a cache of hidden treasure – roll a dice and multiply the score by five to find the value of the treasure in gold crowns.
24	The Hero finds a hidden magical treasure – roll two dice and consult the <i>Magic Treasure Table</i> in the <i>Treasure</i> section.

Searching for hidden treasure and secret doors does have a negative side. To reflect the time wasted, the *Secret Door Table* and the *Hidden Treasure Table* have entries which read *The GM may draw one dungeon counter*. If this is one of your first few games, and you are still trying to keep the powers of the GM secret, you may not wish to reveal exactly what this means to the Hero players. The use of dungeon counters is explained in *The Gamesmaster* section. For the Heroes, suffice it to say that the time you spend in searches of this type allows the GM to group his defenses, making life more difficult for you later on.

Traps

Traps are introduced into the game by the use of dungeon counters. The GM can play one of these either during the normal course of exploration when a Hero moves onto a square that has not been entered before, or when a Hero opens a chest for the first time. The GM plays the counter, and then rolls on the *Traps Table* to see what type it is (see the *Traps* section).

Spotting and Disarming Traps

The chance that a trap is spotted and the chance of disarming it are shown in the *Traps Table*. The Hero that triggered the trap must roll to see if he spots it. To do this the player rolls a dice and compares the result to the *spot trap* chance for the trap. If the dice roll is equal to or higher than the spot trap chance, the Hero sees the trap before it can take effect. If not, the trap goes off. Trap effects are detailed in the *Traps* section.

If a trap is spotted, any of the Heroes can try to disarm it (not just the Hero who spotted it). If the Hero is not in a square adjacent to the trap, he must move up to the trap before trying to disarm it. The Hero should roll a dice and compare the score to the relevant *disarm trap* chance. If the dice score is equal to or higher than the

disarm chance then the trap is disarmed and can be ignored. If the result is lower, the trap goes off.

In any case, if the Hero rolls a 12 he may add +1 to all disarm trap rolls in the future. (He should make a note of this on his character sheet). On the other hand, if he rolls a 1, he loses 1 extra Wound above and beyond the stated effects for the trap.

If you prefer, traps that have been spotted may simply be left alone. If the trap was in a chest, the chest cannot be opened. If the trap was in a square, that square and any adjacent squares may not be moved through; if any Heroes are already in this area of effect they must be moved back until they are no longer within the area.



EXPLORATION



When you start a new game of *Advanced Heroquest*, only a very small part of the dungeon is revealed – the stairs leading down, and a double length of passage leading to a junction. Part of the mystery is exploring – you have no idea where your quest will lead. Each expedition to the dungeon will reveal more of its dark secrets.

As you explore, you build up the dungeon plan with the sections provided. At the same time, the Expedition Mapper should keep a full record of the dungeon on the mapping sheets – including any special features such as undefeated monsters and unopened treasure chests.

There are many possible layouts for dungeons. You can have a dungeon that is only one level, with no stairs going down. You can have a dungeon that has many levels, descending deep into the earth, with the Heroes' opponents becoming ever more powerful the deeper they go. You can decide to limit the size of a dungeon in advance, or just let it go on for as long as it can. Different styles of dungeon are discussed in the *Campaigns* section, with hints on how to choose what sort of dungeon you're going to create.

Each dungeon, whatever the overall layout, is made up of rooms and passages. For most areas of the dungeon, these are randomly chosen using the dungeon generation tables. The passages link the rooms together, and may also contain wandering monsters to threaten the

Heroes. Rooms fall into four categories: *Normal Rooms* which are small empty chambers; *Hazard Rooms* which contain some kind of special feature; *Lairs* which are the homes of groups of monsters; and *Quest Rooms* which are the key locations in a dungeon.

Quest Rooms contain features that are vital to the Heroes' successful completion of their adventure. They might, for example, be the arcane laboratories of mad Alchemists; they could be the heavily-guarded chambers of powerful Warlords; or they might contain strange puzzles that have to be solved before the Heroes can descend to the next level and continue their quest.

At certain points in the dungeon there will also be areas known as *Quest Locations*. A Quest Location is a pre-generated section of dungeon for which the GM has a map that details the monsters, traps and treasures to be found therein. Quest Locations are usually the Heroes' ultimate objective within a dungeon – the one area that they must enter to achieve their goals. Quest Locations are designed by the GM before the quest begins, either using the dungeon generation tables as a guide, or purely from his own imagination. They should be the most exciting and dangerous parts of the dungeon. Here will usually be found the greatest treasure that the Heroes seek, guarded by the most powerful monsters they've yet to face. Many dungeons have only one Quest Location, often in the deepest level of the dungeon, but there's no reason why you can't design your dungeons with two or more Quest Locations.

Quest Locations contain *Quest Treasures*. A Quest Treasure is usually a specific item of value for which the Heroes are searching. Sometimes it is valuable only to the Heroes as it is part of their quest; at other times a Quest Treasure will be worth hundreds or thousands of gold crowns. A Quest Treasure may even be a person on occasion, if, for example, the Heroes' quest is to rescue a prisoner. Whatever their nature, it is the recovery of Quest Treasures that determines when the Heroes have completed a quest.

The Quest for the Shattered Amulet shows how individual quests may be linked together into a larger quest, or campaign. The approach used is a good example of one possible dungeon layout. It provides plenty of potential for exploration, but is simple enough to be suitable for beginning Hero players and GMs. There are four dungeons in the Quest for the Shattered Amulet, all of which follow the same principles for layout. Each dungeon has three levels. The Heroes enter on the first level underground and explore until they find a Quest Room – here there is a stairway going down to the next level (all other stairways lead out of the dungeon). On the second

level they again search through the dungeon, killing the Skaven that live there, until they find a Quest Room; again there is a stairway down. The entire third level is a Quest Location and each dungeon has a different ready-drawn map that the GM follows to lay out the dungeon sections and stock the rooms with monsters. The Quest Treasures are the four parts of the Shattered Amulet which the Heroes seek to recover from the Skaven. For the purposes of gaining Fate Points, etc, each dungeon and each piece of the Amulet counts as a separate quest. The overall quest, however, is only complete when all four parts of the Amulet are in their hands.

As you can see, the basic system is simple and easy to follow – but the four dungeons will all be very different because the upper two levels are created using the dungeon generation tables. There is no way to predict what the dungeon will look like because it is being designed as the Heroes explore. They know that somewhere in the dungeon there's a way down to the next level, but they can't tell where.

When you design your own dungeons you can follow the pattern set in the Quest for the Shattered Amulet, or choose a different layout pattern. You only need to decide how the Quest Rooms work to link the levels together – everything else is created by the dungeon generation tables.

GENERATING THE DUNGEON

The rooms and passages of the dungeon come to life as the Heroes explore. They are randomly generated using the passage and room generation tables, so the Heroes won't know what they're going to find until they get there. You should only place a new dungeon section during an exploration phase if:

1. A Hero is standing at a junction that leads to passages that have not already been placed.
2. A Hero is opening a door that has not been opened before.

The following rules show how to place new dungeon sections.

PASSAGES

Passages can be found leading off junctions and behind some doors.

Junctions: if the Heroes are exploring from a junction, they will find passages leading from each unexplored exit.

Room Doors: if the Heroes open a previously-unopened door in a room, there is an even chance that there will be a passage or a room beyond it. Roll a dice – evens mean it's a passage, odds a room.

Passage Doors: all doors from passages lead into rooms.

Whenever the Heroes explore a new passage, whether it starts from a junction or a door, the Leader rolls on the following three tables. First he rolls a dice to determine the passage length; then two dice to see if there are any passage features; and finally another two dice to discover what lies at the end of the passage.

PASSAGE LENGTH TABLE	
<i>D12</i>	<i>Passage Length</i>
1 – 3	1 Section
4 – 8	2 Sections
9 – 12	3 Sections

See *Placing New Sections* below for the rules about placement of passage sections.

PASSAGE FEATURES TABLE			
<i>2D12</i>	<i>Feature</i>	<i>2D12</i>	<i>Feature</i>
2 – 5	Wandering Monsters	20 – 21	2 Doors
6 – 14	Nothing	22 – 24	Wandering Monsters
15 – 19	1 Door		

Doors: The Leader decides in which section of the passage the door is to be placed, and on which side of the passage. The GM then decides exactly where to put the door in the chosen wall section.

Wandering Monsters: The GM rolls on the *Wandering Monsters Table*.

PASSAGE END TABLE			
<i>2D12</i>	<i>Passage End</i>	<i>2D12</i>	<i>Passage End</i>
2 – 3	T-Junction	15 – 17	Left Turn
4 – 8	Dead End	18 – 19	Stairs Down
9 – 11	Right Turn	20 – 22	Stairs Out
12 – 14	T-Junction	23 – 24	T-Junction

Junctions and Turns: Place the appropriate junction or corner place.

Dead End. The passage ends in a pile of fallen rocks where the ceiling has caved in – there is no way for the Heroes to pass this obstruction.

Stairs: Stairs out always lead up to the surface – if the Heroes go any further this way the expedition is over. Stairs down lead to the next dungeon level.

JUNCTIONS AND CORNERS

Junctions may be placed as a result of a roll on the *Passage Ends Table*. Passages lead off from all exits from a junction, and only

when a Hero is actually standing on the junction will he be able to see what leads off it. Corner sections count as junctions, so you can't see round a corner until you are standing on it.

LEFT CORNER

This example shows all the general rules for exploration and placing new dungeon sections. The Heroes are on a T-junction, from which there are two unexplored exits. The Leader checks the passage generation tables. Since there must be passages leading from each unexplored exit of the junction, he will go through the procedure twice.

The Leader rolls a dice for the right-hand branch, getting a 2, so the new passage is one section long. Rolling two dice for passage features, he scores 16 - there is a door in one of the side walls. Finally, getting a total of 6 on the Passage End Table, he finds there is a dead end.

The GM places the dungeon section as indicated. The Leader is allowed to say along which passage wall the door will be, and the GM selects its exact location along that wall. The Expedition Mapper adds the new section to his map, and the Hero players note that the dead end can be searched for secret doors.

When checking for the other passage out of the junction, results of 1, 9 and 17 produce a passage one section long, with no features, ending in a left turn. This passage is laid out on the table as well, and the Expedition Mapper adds the new passage to the map. The exploration phase is now over.



DOORS

Doors can be discovered in the walls of passages, and in rooms. They are always closed when first encountered, and you only generate what lies behind them when a Hero opens a door. The Leader decides in which wall the doorway will be placed, and the GM then places the door wherever he likes in the nominated wall or passage section. Only one door may be placed per wall or passage section.

Doors can be placed so that they lead to dungeon sections that have already been explored, in which case they are assumed to be secret doors the Heroes did not spot from the other side. When this happens, you don't need to roll to find out what is on the other side of the door.

Obviously, the door models are used to show whether doors are left open or closed. If a door model is removed from the table for any reason, the door will be closed if encountered again.

Note. While the door models included in the *Advanced Heroquest* box are 1 square in width; it is advisable to count them as occupying 2 squares for all in-game purposes (ie, movement, line of sight, ranged attacks, etc...). This will provide greater tactical flexibility and prevent a bottle-neck at the door that is otherwise inevitable.

SECRET DOORS

When a *secret door* is found, the Hero player who discovered it places it wherever he likes in the dungeon section he was searching.

OPENING DOORS

When a Hero opens a previously-unopened door at the end of a Hero player phase, generate what lies behind it using the following procedure:

Room Doors. If the Heroes are opening the door from inside a room, roll a dice. On an even number, the door opens into a passage (roll on the passage generation tables). On an odd number it leads to another room (roll on the room generation tables).

Passage Doors. Doors opened from a passage section *always* lead to a room.

STAIRS

Stairs either lead down to the next level of the dungeon, or up and out of the dungeon. When a Hero enters a stairway section that leads out of the dungeon, he can complete that expedition and be removed from the table. When all the surviving Heroes have left the dungeon, that expedition is over.

The stairway sections are also used to show stairs down to the next level, and as the beginning point of the new level. Just as in the original set-up beyond the entrance, the new level will begin with a stairway and two lengths of passage leading from it.

ROOMS

Rooms will be discovered behind many of the doorways. They may contain monsters, traps and treasure, and some have special features.

When a room result is generated during exploration, the Leader rolls a dice and consults the *Room Type Table* to find out what type of room it is.

The table also tells the GM whether he should place a large or small

room section.

ROOM TYPE TABLE		
D12	Room Type	Room Section
1 – 6	Normal	Small
7 – 8	Hazard	Small
9 – 10	Lair	Large
11 – 12	Quest	Large

ROOMS (*Alternative selection method*)

The GM may choose to use an optional rule about the location of Quest Rooms. This rule applies to generating rooms in an exploration phase. Instead of the *Room Type Table*, use the tables below instead. To use this rule, refer to the expedition map to see the number of rooms the Heroes have entered already. Using this system, Heroes will have to do a reasonable amount of exploration to find the Quest Rooms, but they shouldn't have to make an excessive number of forays into hazards, traps and monsters before they do find them.

Rooms Previously Entered: 0 – 2		
D12	Room Type	Room Section
1 – 6	Normal	Small
7 – 9	Hazard	Small
10 – 12	Lair	Large

Rooms Previously Entered: 3 – 5		
D12	Room Type	Room Section
1 – 5	Normal	Small
6 – 8	Hazard	Small
9 – 11	Lair	Large
12	Quest	Large

Rooms Previously Entered: 6 – 7		
D12	Room Type	Room Section
1 – 4	Normal	Small
5 – 6	Hazard	Small
7 – 8	Lair	Large
9 – 12	Quest	Large

Rooms Previously Entered: 8 or more		
D12	Room Type	Room Section
1 – 3	Normal	Small
4 – 5	Hazard	Small
6 – 7	Lair	Large
8 – 12	Quest	Large

Normal Rooms. These are small, empty chambers, long-abandoned by their original occupants.

Hazard Rooms. These rooms contain some type of special feature, such as a magic fountain, an ancient sarcophagus, or a gaping

chasm. The GM should consult the *Hazards* section to discover what feature is in the rooms.

Lairs. Lairs are the homes of groups of monsters who have colonized the dungeon and live in its darkened chambers. The GM should roll on the *Lair Matrix* for this dungeon to find out what sort of monsters are here and how many of them there are. Lairs also always contain a treasure chest; if the Heroes open this, the GM should consult the *Treasure* section to see what's in it.

Quest Rooms. The key locations in a dungeon level. Quest Rooms usually contain something vital to the Heroes' chances of success. Quest Rooms always have monsters in them, guarding whatever it is the Heroes are after. The GM should roll on the *Quest Rooms Matrix* for this dungeon to see what monsters are here. Like Lairs, Quest Rooms also contain a treasure chest and the GM should consult the *Treasure* section for its contents if the Heroes open it.

QUEST ROOM SELECTION

A typical Quest Room uses the *Large Room* floorplan provided in the *Advanced Heroquest* boxed game. However, if you have the *Terror in the Dark* game supplement you may wish to use these special floorplans to add some variety to your Questing scenes. Should the Heroes find a Quest Room, roll a dice and consult the following table to determine which Quest Room the Heroes have stumbled upon. The Large Room Section has no additional Special Effects, but should the Heroes find one of the special Quest Rooms the GM must roll on the appropriate table in the *Special Effects for Quest Rooms* section. Once the Special Effect has been determined the GM can continue to roll up the monsters, treasure and other features that will occupy the room.

QUEST ROOM TABLE	
D12	Quest Room
1 – 6	Large Room Section – No Effects
7 – 8	Quest Room 1 (Skull Room) – Roll for <i>Special Effect</i>
9	Quest Room 2 (Wizard's Study) – Roll for <i>Special Effect</i>
10	Quest Room 3 (Mosaic Room) – Roll for <i>Special Effect</i>
11	Quest Room 4 (Fire Cavern) – Roll for <i>Special Effect</i>
12	Quest Room 5 (Great Cavern) – Roll for <i>Special Effect</i>

SPECIAL EFFECTS FOR QUEST ROOMS

The Quest Rooms here have special effects which can be determined from the tables below. In each case, roll a D12 to determine the nature of the special effect. Any monsters in the rooms aren't affected by the special effects unless stated otherwise. They are acclimatized, tolerant to adverse magical effects and the like. Only Heroes and henchmen suffer!

Baneful Gaze

Deep, evil, tainted magic radiates from the eyes of the skull over a rectangular area 2 squares wide (one for each eye), and a full 12 squares long. Within this area, all models suffer a penalty of -1 to Toughness.

Chain Attacks!

The chain shown in the room can attack any 1 model within 4 squares of where it is anchored to the rock. It has Weapon Skill 8, 4 Wounds, Toughness 7, and 4 damage dice. The chain cannot be harmed by non-magical arrows or spells other than those causing physical damage (Fireball, etc).

QUEST ROOM 1 (Skull Room)	
D12	Special Effect in Room
1 – 2	Mist. -2 penalty to BS at ranges over 3 squares
3 – 4	Slippery Floor. -2 penalty to Speed
5 – 6	Baneful Gaze. See above
7 – 8	Pillar squares each contain a <i>Blockstrap</i>
9 – 10	Treasure Chests are empty but Trapped
11 – 12	Tough Monsters! All Monsters have +1 Wounds

QUEST ROOM 2 (Wizard's Study)	
D12	Special Effect in Room
1 – 2	Smokey Heat. -1 penalties to BS and WS
3 – 4	Fireball flies from fire as Heroes open door
5 – 6	Scroll Spell (random) "attacks" Wizard Hero
7 – 8	All Wizard Spells fail unless Intelligence test made
9 – 10	Circle on floor is a <i>Magic Circle</i> Hazard
11 – 12	Desk counts as Treasure Chest. Has <i>Mindstealer</i> trap

QUEST ROOM 3 (Mosaic Room)	
D12	Special Effect in Room
1 – 2	Old Bones! All Undead have +1 WS and Wounds
3 – 4	Magic Eggs. 2 Eggs each count as <i>Jewel of Shattering</i>
5 – 6	Fool's Gold. Gold Crowns in treasure only half value
7 – 8	Radiant Terror. All Bravery tests incur -1 penalty
9 – 10	Acrid Fumes. Toughness test to avoid -2 penalty to Strength
11 – 12	Trapped Barrels. Each has a Trap & contains a Zombie!

QUEST ROOM 4 (Fire Cavern)	
D12	Special Effect in Room
1 – 2	All fire spells cast at Heroes do 1 extra dice of damage
3 – 4	Heat Fatigue. -1 penalty to Strength & Speed
5 – 6	Swift Enemies. Monsters have +1 Speed & Surprise
7 – 8	Double Jeopardy. Treasure Chests have 2 Traps!
9 – 10	Heat Crazed. All enemies here are <i>Berserk Monsters</i>
11 – 12	Good Fortune. Add 1 <i>Fire Ruby</i> to any Treasure here

QUEST ROOM 5 (Great Cavern)	
D12	Special Effect in Room
1 – 2	Throne acts as <i>Throne Hazard</i>
3 – 4	Steps Impede. Movement at quarter rate in step squares
5 – 6	Fire pit attacks 1 (random) Hero with Fireball each combat turn
7 – 8	Tainted Power. Monsters with PV 8+ <i>regenerate</i> here
9 – 10	Throne Destroys Souls. Killed models can't be resurrected
11 – 12	Chain Attacks! See above

ROOM FURNISHINGS

If you have the room furniture pieces from *Heroquest* they can be used to make rooms in *Advanced Heroquest* more interesting. They also provide interesting tactical problems for the Heroes. If you decide to use the furnishings, the GM should roll once on the *Room Furnishings Table* whenever he places a new *Normal*, *Lair*, or *Quest* room; and then place the appropriate piece of furniture in the room.

Furniture is always placed by the GM. He may place the furniture anywhere in the room, so long as it does not block any entrances. The cupboard, weapons rack, bookcase, and Alchemist's bench must be placed against one of the walls of the room.

A model may never enter a square that also contains a piece of furniture, and furniture obscures line of sight for any missile weapons.

ROOM FURNISHINGS TABLE			
D12	Furnishing	D12	Furnishing
1 – 6	Nothing	10	Alchemist's Bench
7	Weapons Rack	11	Bookcase
8	Cupboard	12	Rack
9	Sorcerer's Table		

Weapons Rack. Any model may take a weapon from the rack. Roll on the table below to see what the rack contains.

D12	Weapons	D12	Weapons
1 – 2	Nothing	8	12 Arrows
3 – 4	1 Spear	9 – 10	1 Sword
5	3 Spears	11	1 Axe
6 – 7	6 Arrows	12	Roll twice

Cupboard. A Hero may search the cupboard during the Hero player phase of the exploration turn. Roll on the table below to find out what the cupboard contains. A cupboard may only be searched once.

D12	Cupboard Contents
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 9	The cupboard is bare.
10 – 11	The player finds 25 gold crowns.
12	The player finds a Healing Potion.

Sorcerer's Table. A Hero may search the Sorcerer's table during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. A Sorcerer's table may only be searched once.

D12	Sorcerer's Table Contents
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 10	There is nothing of interest on the table.
11	2 Spell Scrolls. Roll for each on the table for <i>Magic Wands</i> to see which spell they contain.
12	The player finds some magically enchanted arrows. Roll on the <i>Magic Arrows & Bolts</i> Table.

Alchemist's Bench. A Hero may search the Alchemist's bench during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. An Alchemist's bench may only be searched once.

D12	Alchemist's Bench Contents
1	The GM may draw 1 dungeon counter (see <i>The Gamesmaster</i> section).
2 – 10	There is nothing of interest on the bench.
11	Blade Venom (1 dose). Roll on the <i>Blade Venoms Table</i> to see the venom type.
12	The player finds a Healing Potion.

Bookcase. A Hero may search the bookcase during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. A bookcase may only be searched once.

D12	Bookcase Contents
1 – 10	The player finds nothing of interest.
11	Spell Scroll. Roll on the table for <i>Magic Wands</i> to see which spell it contains.
12	Treasure Map; the GM must give the Hero a treasure map.

Torture Rack. A Hero may search the torture rack during the Hero player phase of the exploration turn. Roll on the table below to find out what it contains. A rack may only be searched once.

D12	Torture Rack Contents
1	The player trips a <i>Spinning Blade Trap</i> . See the <i>Traps</i> section to determine the results.
2 – 11	There is nothing of interest on the rack.
12	There player finds 10' of Rope & 10 Iron Spikes.

ROOM DOORS

Immediately after generating the room type and its contents, the Leader should roll a dice and consult the *Room Doors Table* to find out if there are any other exits. If there are doors, the Leader decides which wall or walls they are in, and the GM decides where to place them in the chosen walls.

ROOM DOORS TABLE	
D12	Number of Doors
1 – 4	None
5 – 8	1 Door
9 – 12	2 Doors

Note that if the room contains a Sentry (this type of monster is explained later), there will always be at least one door, even if *None* is rolled on the table.

If the room contains a feature such as a statue or a stairway, doors should always be placed so that the feature is not blocking the way through them.

PLACING NEW SECTIONS

The GM places all newly-discovered dungeon sections. He has a fairly free choice, so long as he follows these simple guidelines:

1. Passages are always straight, unless a corner junction is placed.
2. Rooms must always share a wall with the passage or room from which they were entered.
3. Passages discovered beyond rooms run alongside the room, not away from it. At least one passage section must share a wall with the room, but any others may be placed to the left or right. Obviously, such a passage will have two ends which must be generated.

OVERLAP

The GM should not place new sections so that they overlap existing ones. If a room is too large, use the smaller size. If this doesn't fit, the door is clearly a false one that doesn't lead anywhere! If there isn't space for the number of passages generated, use as many as you can fit in. If a junction has an exit that leads straight into a wall, replace it with one that doesn't. If all possible exits are blocked, add extra lengths of passage until one isn't.

In all cases, where overlap causes a problem, the GM has the discretion to use a suitable alternative to the result rolled.

RE-USING DUNGEON SECTIONS

As the dungeon grows, it is inevitable that the GM will find that he occasionally runs out of a certain sort of dungeon section. In this case, he can remove previously-placed sections for use as the newly-discovered sections. These should be taken from a part of the dungeon as far away as possible from wherever the Heroes are at the time. When (or if) they return to that part of the dungeon, the expedition map can be used to replace explored sections and any relevant features back in their correct position.

of monsters or unopened chests. See the example map below:

When you start a new level, it's best to clear away all the previous level's sections to leave the table clear for new discoveries.

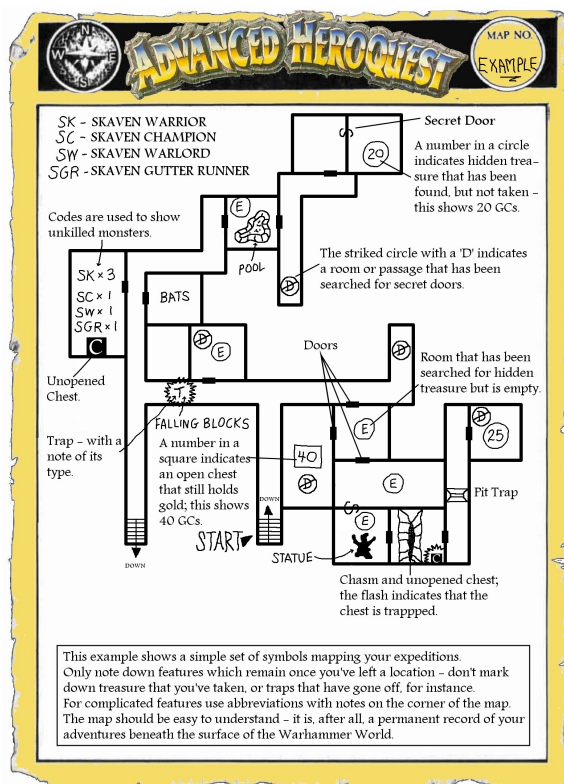
DEAD END DUNGEONS

It is possible (although highly unlikely) for a dungeon to be generated which has no new areas for the Heroes to explore. This can only occur if all corridors end in dead ends or stairs, all the doors that can be opened have been opened, and all possible areas that may have a secret door have been searched. In such circumstances, the Heroes are allowed to search for secret doors in locations that have already been searched, and may keep on doing so until they find a secret door that will allow them to carry on exploring the dungeon.

MAPPING

Choose a new Mapper for each expedition into a dungeon. The map as it exists thus far will show you how to set up the dungeon, which is why the notes should be so precise.

The Expedition Mapper keeps a complete record of the dungeon as it is explored. An example map is shown below, with recommended symbols for things like doors and chests. Record every feature, like a trap, and any situations the Heroes leave unresolved, like a room full



COMBAT

Combat turns start whenever monsters are found in the dungeon, and continue until either the monsters or the Heroes have been killed, or the Heroes have run far enough away so that the monsters give up the chase. Normally, monsters are found when a new dungeon section is explored, but the Heroes may come across wandering monsters, and the GM can spring some nasty surprises.

To decide whether you should be playing combat turns or exploration turns, try to visualize what the monsters can see – if there aren't any monsters, then it definitely isn't a combat turn! Obviously, if they are in the same dungeon section as the Heroes, they can see them and will attack. If the Heroes are in an open doorway and there are monsters in the next section, the monsters can see the Heroes. However, if the Heroes are a little way down from the doorway, they are out of sight and could evade the monsters.

Basically, if the monsters can see the Heroes, they attack. Of course, this is always the case when you first encounter them by opening a door. Monsters never retreat (although Sentries may go for help, and character monsters can be removed by the GM; more on these later). If the Heroes attempt to leave the dungeon section in which they have been fighting, the GM may decide to let the monsters pursue.

PLACING MONSTERS

The GM places the monsters in the dungeon section where they were discovered, one monster per square. Then both the Leader and the GM roll a dice. This is called a *surprise roll*. Some Heroes are particularly fast-witted and keen-eyed and give a bonus to the Heroes' surprise roll. For example, if an Elf is looking into the room or passage where the monsters have been found, the Leader adds +1 to the dice when he rolls for surprise.

If the Leader scores equal to or higher than the GM, the monsters have been surprised. The Leader can then move each monster one square. Now start a combat turn.

If the GM scores higher, the monsters surprise the Heroes. In this case, play then proceeds to the GM phase of the first combat turn (in other words, the Heroes miss their first turn!).

Monsters may only be placed on the room or passage section where they are encountered when they are first set up.

Expect the Unexpected!

The Heroes are quite aware that monsters of various sorts may be lurking behind every unexplored door and passage in a dungeon. When making a *surprise roll* the Heroes always add +1 to their dice roll and will gain an additional +1 if they possess a map displaying the room they are attempting to occupy. Bonuses to surprise are always cumulative with any other the Heroes may receive. Remember though, sometimes the best laid plans of mice and men often go awry!

SENTRIES

There is a special rule for a certain type of monster, these are called *Sentries*. Sentries add +1 to the GM's surprise roll.

The dungeon section the Sentry appears in *always* contains a door (even if one was not rolled on the *Room Doors Table*), which may be placed by the GM. He can choose to have the Sentry open this door instead of making an attack (provided the Sentry is in an adjacent square).

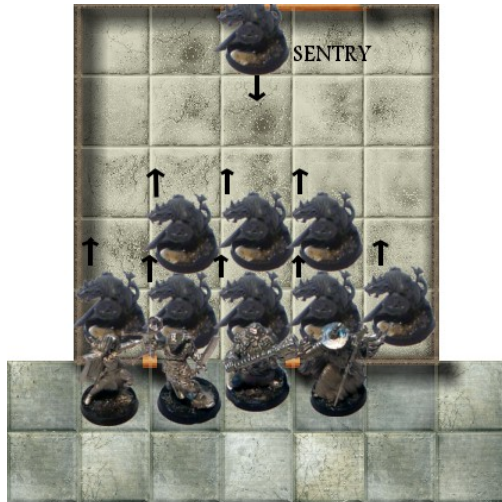
If a Sentry opens a door into an unexplored part of the dungeon, generate the new section at the end of the GM phase, using the same system as in an exploration phase, and then continue with the next combat turn.



DISTINGUISHING SPECIAL MONSTERS

If the monsters encountered include Sentries, or any of the other types of special monster that can appear (more on this later), you'll need to be able to tell which monster is which. The easiest way to do this is to use the appropriate Citadel Miniatures for the different monster types. The fantasy range of Citadel Miniatures includes models suitable for every type of monster met in *Advanced Heroquest*.

If you haven't got a suitable miniature, you should use one of the special colored bases provided. These don't need to represent the same type of monster every time they're used, as long as everyone knows what monster is being represented this time. Of course, sometimes when the Heroes meet a special monster type they won't know what sort it is until it acts – in such cases, the GM only has to reveal the monster's type (eg he tells the players it's a Sentry) once it has performed one of its special functions (eg it opens a door).



Having nearly completed their Quest, the Heroes discover a group of Skaven (including a Sentry) behind a door. The Leader and the GM each roll a dice (the Elf can see into the room so the Heroes add a total of +2 and there is a Sentry present so the GM adds +1); the Leader gets 7 and the GM 4, so the Skaven are surprised. The Leader may then move each Skaven model one square. Obviously, he will look to set them up in such a way that gives the Heroes an advantage. A normal combat turn will now begin. Note the door on the far side. If the GM chooses to have the Sentry open this door during the GM phase, whatever lies beyond must be generated at the end of the phase. If this is a Lair or Quest Room, with more Skaven, heavy reinforcements could soon be forthcoming...

SEQUENCE OF PLAY

Just like an exploration turn, a combat turn is played as a sequence of phases, and you must complete each one before going on to the next.

HERO PLAYER PHASE

Each Hero player has several options during the Hero player phase. The Hero players decide amongst themselves who moves first – if they can't decide, the Leader decides for them. Any of the actions listed below can be performed by Heroes or Henchmen.

1. A model can move and then attack, or it can attack and then move. If a Hero has several Henchmen, they don't all have to follow the same sequence – some can attack first, while others move first.
2. A model may run instead of making an attack (this is explained later).

3. A model that is beside a door may open or close it instead of making an attack. This can be done either before or after moving, but not in the middle of a move. If the door leads into an unexplored part of the dungeon, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the Hero player phase, after all the Hero players have moved their models. This means that a model can't move through a door that opens onto unexplored dungeon in the same phase as the door is opened, even if it is opened before moving. The same goes for models moving off junctions into unexplored areas.

GAMESMASTER PHASE

The GM has a similar range of options during his phase.

1. The GM decides if his monsters are going to move and attack or attack and move. Whichever he chooses, all the monsters must follow the same routine. Each monster's actions must be completed before the GM starts to move/attack with the next monster.
2. A monster may run instead of making an attack (this is explained later).
3. Sentries may open doors instead of making attacks. This can be done either before or after moving, but not in the middle of a move. If the door leads into an unexplored part of the dungeon, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the GM phase, after all the monsters have moved. This means that a monster can't move through a door onto unexplored dungeon in the same phase as the door is opened, even if it is opened before the model moves. The same goes for monsters moving off junctions into unexplored areas.
4. If the monsters are able to pursue (explained later), any monster may open a door instead of making an attack.
5. If any special monsters, such as Sorcerers or Champions, fulfill their particular 'role' during this phase, the GM must reveal to the Hero players what type of monster they are. If a Champion attacks, or a Wizard casts a spell, or a Sentry opens a door, the GM reveals that model's identity. It should, of course, be a distinctive model or have an identifying colored base.

END PHASE

This phase only takes place if no monsters are left in play, or the Heroes escape.

Heroes are considered to have escaped if there are no monsters within sight at the end of the GM phase. The only exception is if this

was solely achieved by closing a door, in which case the next turn is also played as a combat turn; if there are still no monsters in sight at the end of the next GM phase, the Heroes have escaped.

If the Heroes kill all the monsters, they may loot the bodies. The monster tables show how many gold crowns the Heroes find. If any of the monsters carried a magic item (as, for example, many character monsters do), that may also be taken. The GM must reveal what it is.

If the Heroes escape before killing all the monsters, they don't get to loot any of the bodies. Even if they later return to the place of the fight, they find that the dead monsters and their weapons have already been removed.

Finally the Hero players elect a new Leader, using the same procedure as at the start of the game. This keeps the job rotating round the players. Play now resumes with an exploration turn.

MOVEMENT IN COMBAT PHASES

The GM decides in what order the monsters move. The Hero players decide amongst themselves in what order they move – if they cannot agree, the Leader decides for them.

A monster or Hero can be moved forwards, backwards, or diagonally a number of squares equal to its Speed. Models may not move through another model or through an impassable obstacle (eg a wall or closed door). If a model is moved into an unengaged death zone (see below), it finishes moving at once.

Attacks may only be made on opponents in vertically or horizontally adjacent squares. A model may be turned to face any direction, so it doesn't matter if an opponent is moved in front of or behind the model: the model can still turn to face it and make an attack. Attacks may not be made diagonally unless the attacker has a long reach weapon (such as a spear). The rules for making an attack are found in the *Hand-to-Hand Combat* section below.

DEATH ZONES

Each model exerts a *death zone* onto any square it can attack. The area that a combatant can threaten with a hand-to-hand weapon. Any model moved into an opposing creatures' death zone that is not already occupied by a friendly model, stops moving there; you cannot continue to move this model after it has entered the enemy death zone. However, you may move it *out* of a death zone at the beginning of its move.

Certain *long reach* weapons, such as spears, halberds or two-handed swords, allow combatants to attack diagonally. Any model equipped with such a weapon exerts a death zone on all the diagonal squares around it as well as the ones vertically and horizontally adjacent.

A model's death zone is immediately *focused* when the first opponent enters it. This means that the death zone is now concentrated onto the square the first opponent occupies, and all the other squares around the model can be moved through as normal. This doesn't mean the model has to attack an opponent in the focused square – if other opponents also move into adjacent squares, the model can choose which it attacks.

A model in an opponent's death zone cannot open or close doors, or open treasure chests. Being in an opponent's death zone also stops a Wizard from casting certain spells, such as *Flames of the Phoenix* – this is explained in the relevant spell descriptions.



The Elf exerts a death zone on all the shaded spaces. However, if a Skaven is moved into square A, all the remaining death zone squares are ignored by other Skaven. Note too that if the Skaven moves from A to B next turn, it would have to halt movement there and it remains the focus of the Elf's death zone until it leaves the zone altogether. If the Elf is later equipped with a long reach weapon, such as a two-handed sword, he also exerts a death zone into the diagonal spaces about him.

DOORS

Heroes, Henchmen and Sentries (see above) may open or close a door instead of making an attack, provided the model is beside the door at the time. A model may open or close a door before or after moving, according to the order originally chosen for movement and attack. The opening or closing of a door *replaces* the attack.

If a door is opened onto an unexplored section of dungeon during a combat turn, the new dungeon sections must be generated just as if this was an exploration turn. This is done at the end of the phase in which the door was opened – this means that a model can't open a door and move into an unexplored area during the same phase. The same goes for models moving off junctions that lead to unexplored dungeon.

RUNNING

A model can *run* instead of making an attack. First, as usual, the model is moved as many squares as its Speed characteristic. Then the player rolls a dice. If he rolls 2 to 12, the model may move up to that many extra squares. If he rolls a 1, however, the model stumbles and cannot move any extra squares.

A model that runs cannot open or close any doors.

PURSUIT

If the Heroes attempt to escape from an encounter, the GM may choose to have the monsters pursue them. A monster that pursues must run, unless it can end its normal move next to an opponent and attack. A monster that is in pursuit may open a door instead of making an attack.

Pursuit ends if all the monsters are able to make a normal move and attack, in which case the next turn is a normal combat turn, or if the Heroes escape, in which case the next turn is an exploration turn. The Heroes escape if they are out of sight of any monsters at the end of the GM phase. If this was achieved by closing a door, the monsters are allowed one more turn of pursuit – if the Heroes are still out of sight, they have escaped.

If the Heroes escape, the monsters return to the place they came from. This should be recorded on the map, along with the number that are left. If the Heroes return during this expedition they face the remaining monsters. If they return during a later expedition, the monsters have been restocked and the original number are present.

HAND-TO-HAND COMBAT

A model may only make a *hand-to-hand attack* when it is adjacent to an enemy model (ie the target is in the attackers death zone). Hand-to-hand attacks are the only type of attack that can be made when a model is adjacent to an enemy. Attacks may not be made diagonally unless the model is equipped with a long reach weapon. If a model is in contact with more than one enemy, the controlling player decides which one to attack *before* rolling any dice.

Each attack consists of one or two dice rolls. First the attacker makes a hit roll to see if the blow lands. If this hits, the attacker rolls for *Wounds* to see what damage it causes.

HIT ROLLS

When a model makes an attack, look up the Weapon Skill of its target on the *Hand-to-Hand Combat* section of the attacker's character sheet or monster reference table. In the row underneath

the Weapon Skill is the number the attacker must roll to hit. Roll a dice; if the score is higher than or equal to required hit roll, the attack is successful and the model scores a hit.

CRITICAL HITS

If the hit roll is a 12, the attack has caused a *critical hit*. This allows the attacker to make a *free attack*.

Some large weapons, like halberds and double-handed weapons, can cause a critical on a hit roll of 11 or 12. The *Weapons* section of the attacker's character sheet or monster reference table gives the number needed for a critical.

FUMBLES

On the other hand, if the hit roll is a 1, the attack is *fumbled*. This means the model makes such a hash of the attack, his opponent is presented with a golden opportunity to crack him over the head instead. The model being attacked makes an immediate *free attack* on the attacker.

Just as larger weapons cause critical hits more often, so they cause more fumbles – although they're heavier and batter easily through armour, they're also clumsier to use. These weapons cause a fumble on a hit roll of 1 or 2. The *Weapons* section of the attacker's character sheet or monster reference table gives the number needed for a fumble.

FREE ATTACKS

Free attacks are brought about by critical hits or fumbles. A free attack is made immediately in addition to any normal attacks. Work out what happens with a free attack just like a normal one, including the chance that the free attack may score a critical hit or fumble of its own!

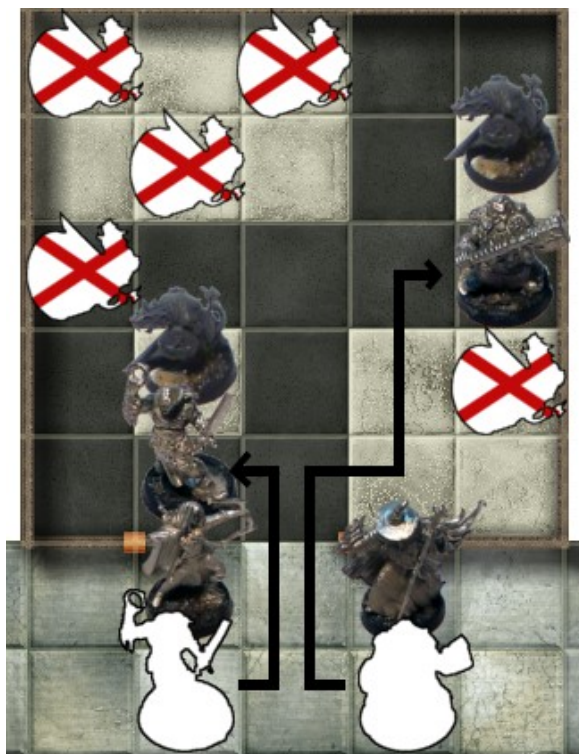
WOUND ROLLS

If the attack hits, roll again to see what damage is caused. The number of damage dice depends upon the weapon being used – the *Weapons* section of the attacker's character sheet or monster reference table gives this figure.

Roll the right number of dice, and compare each to the Toughness of the target. The target will suffer one Wound for each dice that scores a number equal to or greater than its Toughness.

A dice roll of 12 causes *critical damage* which means that it causes a Wound and it may be rolled again (and again if another 12 is rolled).

Each player keeps track of the number of wounds his models have suffered. Hero players keep track on their character sheets. The GM should use the Wound counters, placing these beside monsters as they are wounded until they have been killed. Alternatively, the GM can keep track of all monster Wounds on scrap paper.



On encountering a band of Skaven in a room, the Heroes prepare for Combat.

In the first Hero player phase, the Warrior and the Dwarf move and attack. The Elf and the Wizard attack but cannot move because of their method of attack. The Hero players briefly discuss who will do what, but the Leader eventually sorts things out.

The Elf's archery and the Wizard's arcane magic are covered in later sections. The effect is that five of the seven Skaven are taken out of the fight. The Warrior and the Dwarf move as indicated; halting in the death zones of the Skaven they have chosen to attack.

The GM announces the Skavens' Weapon Skill: both targets have a Weapon Skill of 6. The Warrior checks his character sheet which shows that he needs a 5 or better to hit an opponent with a Weapon Skill of 6. The Dwarf has the same chance to hit. The two players roll; the Warrior gets 4 and misses, but the Dwarf gets a 12. This is a critical hit, and he gains a free attack and rolls 9. The Dwarf has hit his target twice!

He now checks the damage dice for the axe he carries. He is entitled to roll 5 dice for each hit. Each dice roll needs to beat the Skaven's Toughness 6 to score a Wound. He rolls 2, 10, 11, 12, 1, 5, 6, 5, 3 and 8. A total of five Wounds - more than enough to kill the Skaven (who started with 3). Note that the critical damage roll has no effect because the target has already been killed.



RANGED COMBAT

Ranged attacks are made against opponents outside normal hand-to-hand weapon reach; in other words, they are attacks with bows, crossbows and thrown missiles. To make a ranged attack, a model must qualify through five rules:

1. The model must be carrying a ranged weapon (as shown on a Hero's character sheet or monster reference table).
2. The model must not be in a square adjacent to its target.
3. The model must not be in an enemy death zone.
4. The target must be within range of the model's weapon. Range is counted as the number of squares from the attacking model (not counting the square the model is on) to the target (counting the target's square). Do not count diagonally. The maximum range of weapons is given on the model's character sheet or monster reference table.
5. The model must have line of sight to the target.

Characters may only move *and* make ranged attacks with thrown weapons (eg daggers, spears and axes). You can only attack with a bow or crossbow if you don't move.

Line of Sight

To attack with a ranged weapon, there must be *line of sight* between the two models. The attacker must be able to clearly see his opponent in order to accurately shoot or throw a missile.

Individual players will always be the best judge of when an attacker has line of sight to a target. It's normally a matter for common sense. Obviously, all walls block line of sight, and so do doors, even open ones, unless either the target or the attacker is in the square immediately behind a door. Also, a model between the attacker and the target blocks line of sight, unless it is a friendly character in a square adjacent to the attacker.

To allow for those gray areas, you can also judge line of sight to be *partially obscured*. Be guided by the principle that if it is hard to judge whether the attacker has a clear sight of the target, then he probably doesn't and should have a reduced chance of hitting it. When firing at a partially obscured target, treat the range as if it were 4 squares greater than it actually is. When there is disagreement, be sensible about the outcome. It isn't worth spoiling the game over a disagreement about who can see what – a single arrow never changed the course of anything...

Look at the following example:

Assume the Elf is one of the three positions, A, B, or C. From Position A, although he is behind the door, he is in the adjacent square to the opening and can thus fire through it. By the same token, the Skaven would be able to shoot him. However, it is fair to say that Skavens 2 and 3 are at least partially obscured; Skaven 2 by the wall and Skaven 3 by Skaven 1.

From position B, the Elf would have a clear shot at Skavens 3 and 2, and a partial view of Skaven 1. The Warrior doesn't block a shot at Skaven 2 as he is in an adjacent square to the Elf.

If the Elf was in position C, the Warrior would no longer be adjacent to him, and would partially obscure Skaven 2, leaving the Elf with partial views of Skavens 1 and 2, and a clear shot at 3.



Hit Rolls and Wound Rolls

Ranged attacks are resolved in a similar way to hand-to-hand attacks. First a hit roll is made and then, if the attack hits, a wound roll is made.

Count the distance in squares to the target, excluding the square the attacker is on, but counting the target's. Do not count diagonally. Look up the total on the *Ranged Combat* section of the attacker's character sheet or monster reference table to find the score needed to hit. The target's Weapon Skill has no effect on an attack by a ranged weapon. If a hit is scored, resolve the damage in the same way as for a hand-to-hand attack.

Recovering Missiles

Daggers and throwing axes may only be thrown once. Each shot from a bow uses up one arrow, and the archer should keep a record of the arrows he has used.

Ranged weapons may be recovered once the combat is over and all the monsters have been killed (but not if the Heroes escape). Roll a dice for each arrow, dagger or throwing axe used. Non-magical arrows can be recovered intact on a roll of 4 or more, other non-magical weapons on a roll of 2 or more. Magical weapons are both unpredictable and unstable, they may vanish into thin air or turn to dust – any magical ranged weapon can be recovered intact on a roll of 10 or more.

Critical Hits and Fumbles

Critical hits and fumbles occur on rolls of 12 and 1 respectively, just as with hand-to-hand attacks.

Critical hits with a ranged weapon are assumed to have found a chink in the target's armour or hit a vital spot. The target's Toughness is halved (rounding fractions down) when rolling for damage.

A fumble causes the attack to hit an *ally* instead of the target. If there is a friendly model in any square adjacent to the target, it will have been struck instead. The player controlling the original target chooses which if more than one is available. If there is no such friendly model, the missile misses.

FATE POINTS

Fate Points change things which have just happened (ie incidents in that turn). For example, if a model was hit by an attack, he could spend a Fate Point after he had found out the number of Wounds he has suffered and thus negate all the damage. A model may not spend a Fate Point to change something that happened in a previous turn.

Although Fate Points can be used during exploration turns, they are most commonly used in combat. Each Hero starts the game with a number of Fate Points. A Hero may spend any number of Fate Points in the same combat turn. Fate Points cannot be lent to other Heroes or to Henchmen.

Fate Points can be spent to negate (ie to reduce to 0) any and all damage a Hero suffered in a turn. This is the single, most important function of Fate Points and can be used in any circumstance. It can be used to negate the damage from an attack, the damage from a trap or whatever.

Fate Points can also be spent to convert a failed dice roll into a successful dice roll. Again, this ability can be used under any circumstances. It could be used to convert a missed attack into a hit, a failed Intelligence test into a successful one and so on.

Gaining more Fate Points is covered in the *Between Expeditions* section. A player should be careful that he doesn't waste his Fate Points. Once they have all been used, a Hero is vulnerable, and could die at any time.

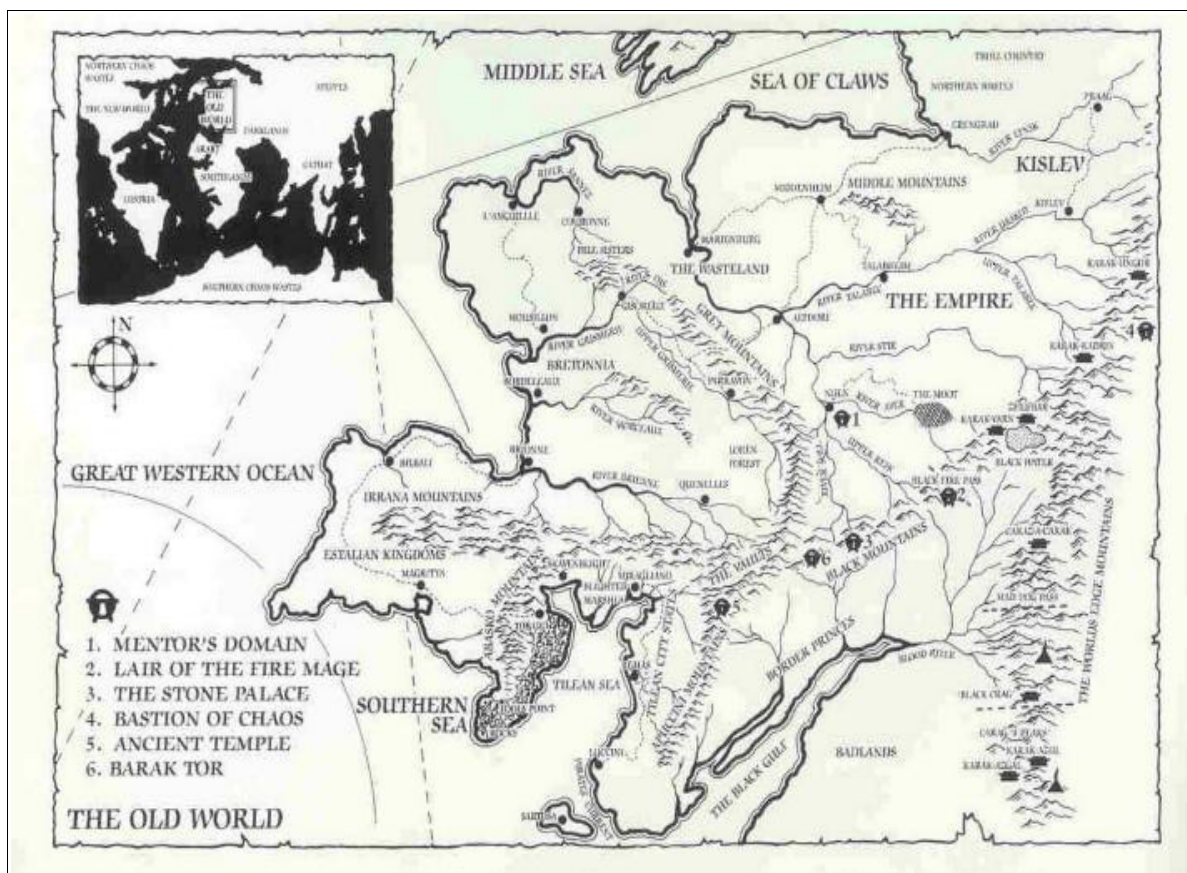
DEATH...

It happens to all in the end and to monsters more often than not. A monster or Henchman is killed when its Wounds score is reduced to 0 or below. Remove the model from the table. Its slayer may be moved into the vacated square if its player so wishes.

Heroes are merely *knocked out* (KO'd) if their Wounds score is reduced to 0, and die only when it falls any lower than this. Place the model on its side while it is KO'd. A Hero may do nothing while in this condition, and counts as having a Weapon Skill of 1 if attacked. Another Hero can drag the victim 3 spaces instead of making a normal move, provided he starts his move in an adjacent square.

A KO'd Hero can be given a Healing Potion by any Hero or Henchman in an adjacent square who has one, as long as neither character is in an opponent's death zone. A KO'd Hero can also be restored to action by a healing spell (magic potions and spells are explained later).

A KO'd Hero may be carried by a Comrade during exploration turns. However, the KO'd Hero and whoever carries him may move only up to six squares.



MAGIC

Magic is the most powerful force in the Warhammer world. There are many practitioners of this mysterious art, from the simplest magician who can mend broken pots and heal coughs and colds to the greatest arch-mage who can call men back from the dead, raze cities with firestorms, and summon Daemons to do his bidding.

Magic draws its energy from the roiling mass of Chaos that enters the world through two vast breaches in reality at the north and south poles. A trained magician is able to see this raw magic as seething clouds of color. When he casts a spell, the magician taps into this source of power, focusing and controlling the untamed magical energy to achieve the desired effect.

Every spellcaster belongs to one of the ten Colleges of Magic. Each College teaches the same fundamentals of magic, but specializes in drawing its energy from only one of the colors of magic. A Jade Wizard, for example, draws on magic that is green in hue, while a Celestial Wizard has blue as his color. The magicians of the ten Colleges are distinguished by their magical symbols, by the color of their clothes, and by their different philosophies.

Each of the Colleges has its own spells. Some of the spells are very similar in effect, with only their casting rituals and incantations different – others are specific to one College. Four different *Wizard's College Spell Books*; the Amethyst College, the Jade College, the Light College, and of course the Bright College Spell books have been included and may be chosen by the Wizard player.

The Bright Wizards have red and orange as their colors. Their symbols are the key and the lock – the magical Key of Secrets and the Lock upon the Unknown. Bright Wizards are traditionally always animated by some idea or plan, never able to sit still for long without looking uncomfortable. They are hot-blooded and warlike, gaining vigor from the clash of battle. They are masters of fire magic, and are popularly assumed to be obsessed with fire and heat; their houses are often uncomfortably hot and stuffy, and they forever complain of the cold during the winter.

The College of Magic which studies Ghyran, the Lore of Life, is the Jade Order of Wizards. Jade Wizards, (also occasionally mistaken for druids to which their power is related), are powerful healers, who spend most of their time wandering the countryside of the Empire providing their services to rural communities. They construct monolithic stone circles around hidden groves where Ghyran is strongest, using them in their yearly rituals which they perform in order to channel their magic into the soil to provide fertility and abundance. These often lie at the confluence of three

streams, for such places are rich in life magic. Jade Wizards wear predominantly green and turquoise colors, and usually carry a sickle.



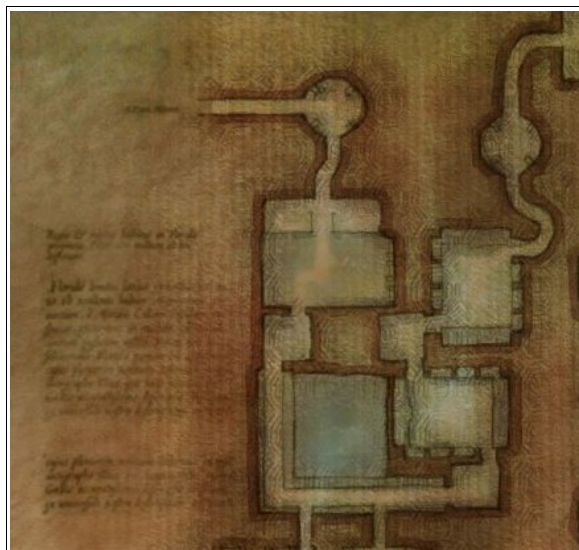
Light Wizards prefer the purity of white, and are often found wearing robes and cloaks of this hue. Although they don't generally have warlike temperaments, Light Wizards are no less likely to go adventuring than any other type of Wizard.

Everywhere, Life is threatened by evil monsters – by unliving horrors such as the Undead and by unspeakable Daemons. The Undead and Daemons are the two greatest foes of the Light Wizards, and a Light Wizard will seek out these abominations and do all he can to destroy them. Although he does not have the terrible destructive spells of the Bright Wizards, he is a welcome addition to a band of Heroes because of the powerful magical protections he can offer.

The symbol of the Light Wizards is an eight-spoked wheel with an arrow pointing upwards from the top spoke. The eight spokes of the Wheel symbolize the raw power of Chaos, which is the source of all magic. The rim of the wheel symbolizes the way in which the Light Wizards keep the power of Chaos confined, so that it cannot harm others, and the upwards-pointing arrow symbolizes their use of magic for the good of all.

The other symbols associated with Light Wizards – the growing Tree, the steadfast Tower and Pillar, and the lighted Lamp – also

show their devotion to life, strength, and the inner light of wisdom.



Amethyst Wizards are supposed to be self-indulgent and pleasure loving individuals. It is said that their magic feeds their hunger and keeps their spirits buoyant. On occasions they can be selfish, and are prone to the worst excesses of self-interest. This comes from their introspective nature and the study of their own motivations and desires. They are masters of the hidden force that drives Humankind and its emotions. Their specialty is magic of the soul. Of all the colleges, the Amethyst Wizards are the most adept at constructing the magical incantations that can alter a person's will.

The Amethyst College has mauve, pink and pastels as its colors. The symbol of the college is the scythe, signifying mortality, and reminding the Wizard's of this college to seek their rewards in this life rather than the next.

As all spellcasters learn their craft, they compile a *Spell Book*. This contains those spells for which the Wizard knows the correct formulae and signs, as taught to them by tutors, fellow magicians, or as taken from other Wizard's Spell Books.

At the beginning of a game, the player controlling the Wizard Hero should choose and take one of the *Wizard's College Spell Books*. He begins the game with four spells, but can learn more after each expedition (see [Between Expeditions](#)).

Weapons and Armour

Wizards cannot wear any sort of armour or carry any weapon other than a dagger, with the exception of a magical Rune Sword. Weapons and armour disrupt a Wizard's aura and make it impossible for him to draw on the magical energies around him.

CASTING SPELLS

A spellcaster may cast one spell per turn. Spells may be cast in exploration and combat turns. However, throughout the course of an entire combat (ie, meaning from the start of the first combat turn until play returns to exploration turns), the Wizard can cast a total of just 3 spells as normal, regardless of how many turns the battle takes to complete. He may then continue to use magic but at increasingly greater risk (see *Tremors in the Warp* below). The effects of each spell are shown in the relative Spell Book.

Tremors in the Warp

In the midst of battle a Wizard can easily become mentally exhausted, and the insidious and treacherous powers of the chaos empyrean are quick to capitalize on any weakness. Until play has once again returned to exploration turns, for every attempted spell after the initial three, the Wizard must make a *Tremors in the Warp* test with progressively difficult odds of success. The depleted Wizard must roll a D12 for each subsequent attempt after the third. On the fourth attempt, he must roll a 4 or better to succeed or something has gone terribly wrong. On the fifth attempt things go awry on any roll less than 5; on the sixth attempt he fails on a roll of less than 6, and so forth. When the Wizard fails this test he must then roll on the table below to find out the results and may not cast a spell this turn. The risk is always great but obviously there is a point at which the Wizard will simply be unable to cast anymore spells.

TREMORS IN THE WARP TABLE	
D12	Result
1	The Wizard is killed outright!
2	Suffers 3 Wounds!
3 – 6	Suffers 2 Wounds!
7 – 9	Suffers 1 Wound!
10 – 12	The touch of chaos stuns the Wizard, he can do nothing this turn, or the next.

SPELL COMPONENTS

In each Spell Book above the various spell descriptions you will find a list of one or two spell components. Spell components are material objects used in spellcasting rituals. As the spell is cast, the spell component is consumed – in some cases, more than one component is required. It is assumed that a Wizard player has available all of the spell components that he may need for his dungeon adventure. The number of spell components required to cast a spell is used to determine whether or not a Wizard can both move and cast his spell. If the spell requires only one spell component, the caster may move *and* cast the spell. If the spell requires two components, the Wizard is not allowed to move during the turn in which he casts the spell.

THE INTELLIGENCE TEST

The rules for certain spells say that a Wizard must make an *Intelligence test* to cast the spell. Roll a dice and compare the result to the Wizard's Intelligence. If the roll is less than or equal to his Intelligence, he has passed the test. If the roll is greater than his Intelligence, he has failed. The Wizard may spend a Fate Point to convert a failed intelligence test to a success.

The Elf Fighter-Mage Character

Whether a player chooses the ready-to-play High Elf character from *Heroquest*, or decides to create his own High Elf Fighter-Mage, he must follow some additional restrictions for using magic.

The Elf Fighter-Mage is able to cast spells, though not as well as the Wizard or Mage – this is offset by his better fighting abilities and access to more varied equipment and arms. He must choose one College of Magic and starts off knowing only two spells, chosen from the first four spells of the appropriate Spell Book. These starting spells cannot be the sort that require more than one component to cast. He can later learn more spells by paying for tuition between expeditions just like a Wizard.

If the Fighter-Mage is wearing armour or wielding any weapon other than a dagger, when trying to cast a spell, he must pass an Intelligence test, even if the spell doesn't normally require a test. If he passes, he casts the spell as normal. If he fails, the spell does not work. He must also make *Tremors in the Warp* tests after casting just 2 spells during an entire combat (until play returns to exploration turns); as if his next spell was the fourth attempt.

If the Elf Fighter-Mage is attempting to cast a spell that does normally require an Intelligence test, he must pass two tests, regardless of armour or weapon. If either test fails, the spell doesn't work.

SPELL BOOKS

On the following pages you will find the Spell Books for four of the ten Colleges of Magic. A Wizard Hero can only choose one and may only cast spells from that one Spell Book (except when using magical treasure such as wands, scrolls, and so on). The cost of training each spell is listed next to the corresponding spell name.



BRIGHT WIZARD'S SPELL BOOK

DRAGON ARMOUR – 100 GCs



Component: Red Dragon Dust

Casting the dust into the air, the Wizard's gestures pull it into a tightening band of glistening red scales. The segments expand, fuse and encase the target. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.

OPEN WINDOW – 100 GCs



Component: Silver Key

Shedding only a little blood, an eye opens in the flesh of the spellcaster's forehead, an eye with no white or iris – just a glittering green light. With this eye, the Wizard may see into a dungeon section that has not already been explored. Pick any potential area that has not been explored (behind a door or past a junction, for example) and generate what is there by the normal means. If there are monsters, they will have no idea that they have been spied upon. If the Heroes enter an area with monsters that have been spied upon, add +3 to the Leader's surprise roll.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE BRIGHT KEY – 250 GCs



Component: Silver Key

The Wizard clenches his fist tightly, surrounding it with a nimbus of hot light. He then opens his hand, which will take an enormous effort, as if it were encased in rock. When it is finally opened, the Wizard will have created a door where there was none. The Wizard player may place a door in any wall of the section in which the Wizard stands. If this would lead into an unexplored part of the dungeon, and the Heroes choose to open it, first roll a dice. If the result is 4 or less, there is only solid rock behind the door. Otherwise, create the dungeon behind the door as normal.

FLIGHT – 100 GCs



Component: Red Dragon Dust

Strange tendrils of magic leave the palms and fingertips of the Wizard as he casts this spell, which weave to the target like the lash of a whip. As they strike, they cause a brief, blinding agony – and then a desperate desire to run, to be anywhere but this painful place. The Wizard may cast this spell on any one model to which he has whole or partial line of sight before it has moved. The Wizard player may then have the model run in any direction he chooses.

POWER OF THE PHOENIX – 200 GCs



Components: Phoenix Feather *and* a Dragon Tooth

From deep within himself, the Wizard utters a shout which carries into the void, to be heard only by the soul of a fallen comrade, beckoning it back to the body it has left. In this fashion, the Wizard may resurrect a dead character. The spell can only be cast the turn after the character was killed. If the Wizard passes an Intelligence test, the character is returned to life at full strength. If he fails, he will actually cast the soul of the dead person into tortured oblivion.

STILL AIR – 150 GCs



Component: Phoenix Feather

The complicated words and gestures of this spell are spoken swiftly, as if racing to beat some desperate fate. But the formula also demands that they be broken off at a critical moment, and for an instant the Wizard will freeze, even his heart pausing as the energy courses through his hands. Then, for one turn, no monster in the dungeon section selected by the Wizard may move or attack. The Wizard must have line of sight to the dungeon section to cast this spell.

FLAMES OF DEATH – 100 GCs



Component: Fire Dust

The Wizard casts a sizzling fireball at the enemy, which engulfs them in a white flame. Place a fireball template anywhere within 12 squares of the caster within his line of sight (treat this just like ranged attacks – see the *Combat* section). Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.

FLAMES OF THE PHOENIX – 100 GCs



Component: Phoenix Feather

The Wizard lays his hands upon the bare wounds of a fallen comrade, and takes the pain into himself, to be consumed by the strength of his magic. By means of this spell, the Wizard may heal any Wounds lost by any one model, himself included. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.

FLAMING HAND OF DESTRUCTION – 175 GCs



Component: Red Dragon Dust

This spell transforms the Wizard's hands, so that they burn with an intense magical flame, a grim energy that does not consume the flesh, though it seems to blacken all the while the spell is engaged. In any following combat turn, if the Wizard successfully hits a target in combat, the target automatically loses as many Wounds as are shown by the roll of one dice. Do not roll conventional damage dice. The spell dies down at the beginning of the next exploration turn.

SWIFT WIND – 150 GCs



Component: Fire Dust

As the last words spoken, the air around the Wizard seems to chill, and become slight opaque. Beyond this glass, all moves very slowly. The aura travels with the Wizard as he begins to move. For one turn, the Wizard and a number of others may move at a very rapid rate. Roll a dice, and halve the result (round up). That many characters may be moved either a maximum of 18 squares (exploration turn) or may double their Speed (combat turn).

INFERNO OF DOOM – 200 GCs



Components: Fire Dust *and* a Dragon Tooth

A firestorm leaps out from the Wizard's outstretched hands, which can render a man to ashes in a few seconds. Place a fireball template anywhere within 12 squares of the caster within his line of sight (treat this just like ranged attacks – see the *Combat* section). Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 7 damage dice to see what effect a hit has. Before casting the spell, the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.

COURAGE – 100 GCs



Component: Silver Key

The magic that powers this spell is drawn from very dangerous sources indeed, such that the Wizard will actually see ghastly, fell creatures from the corners of his eyes, slaving for his body and soul, reaching talons for his flesh... Then, in an instant, all fear is gone. The Wizard may cast this spell on himself or any model in his death zone. The model's Bravery is automatically 12 until the beginning of the next exploration turn.

LIGHT WIZARD'S SPELL BOOK

POWER OF LIFE – 100 GCs



Component: Silver Hand

The Wizard lays the silver hand upon the bare wounds of a fallen comrade, and uses it as a channel to pour out a little of his own life energy. The hand gently glows as the Wizard casts the Power of Life spell. By means of it, the Wizard may heal any Wounds lost by any one model, himself included. The Wizard can only cast this spell on a model within his own death zone, and he cannot cast it if there is an enemy model within the death zone as well as the wounded model he is healing. This spell cannot restore to life a model which has been slain.

STRENGTH OF LIFE – 100 GCs



Component: Powdered bones of a Large Monster

Sprinkling the bones dust on himself or any one other model within his death zone, the Wizard draws on the basic energies of life to infuse strength and vitality into the body. The affected character adds +1 to Strength and gains 1 point of Weapon Skill until the next exploration turn.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

ESCAPE – 100 GCs



Component: A Lizard's Tail

The Wizard drops the lizard's tail behind him when the Heroes wish to escape from an encounter. A sheet of blinding white light springs up at the point where the tail hits the ground – this is solid life-essence, which no creature can pass through. The Heroes cannot be pursued, and automatically escape the encounter. If they return, apply the standard rule. See page 21.

RESTORE LIFE – 200 GCs



Component: Fossil Leaf

This spell may only be cast when a combat has finished, before the Wizard does anything else. He crumbles the fossil leaf over the heart and eyes of a comrade who has died in the fight just ended (or been killed by a deadly trap, etc). As he murmurs the incantation, the dust glows green, and miraculously turns into fragments of fresh green leaf! If the Wizard passes an Intelligence test, the glow of life-essence sinks slowly into the body of the fallen Hero, wounds close, breathing starts again, and after a few moments the eyelids flicker and open. The recently-dead Hero is restored to life at full strength.

DAGGER OF BANISHMENT – 250 GCs



Component: Miniature Silver Dagger

Chanting words of magical power, the Wizard hurls the tiny dagger at an unliving foe – a single Undead or Daemon model within a maximum range of 8 squares. As with all ranged combat, the Wizard must have a clear line of sight to the target. The dagger spins and swirls in the air and expands into a glowing dagger of pure life force! If the dagger hits, the creature is destroyed; there is no need to roll damage dice. When using the spell against a Lesser Daemon, however, the Wizard must pass an Intelligence test in order to destroy the creature. If the test is failed, the dagger hits with a number of damage dice equal to the creature's Toughness score. Greater Daemons are not subject to instant death effect, but suffer damage dice equal to their Toughness score.

SLEEP OF AGES – 175 GCs



Component: A Piece of Duck Down

By whispering the incantation of this spell, and waving his hands in a gentle arc, the Wizard lets the feather float to the ground. As he does so, he points to any single model within his line of sight. That model falls to the ground in a deep sleep, and remains asleep permanently until woken. A sleeping creature can be woken by any comrade which is on an adjacent square, by the waker must spend one full combat turn shaking the sleeper into wakefulness and cannot do anything else at the same time. A sleeping creature can be struck with a +4 bonus to all hit rolls, and the striker adds 2 damage dice and +2 to the roll of each damage dice! The blow(s) then wake the sleeper, if the creature is still alive.

CLOAK OF PROTECTION – 100 GCs



Component: Cloth of Gold

Placing the cloth of gold on his head, the Wizard pronounces the mystic incantation, and the cloth expands to make a shimmering cloak of golden light which covers him from head to toe. This cloak adds +2 to the Wizard's Toughness against attacks from Undead creatures and Daemons, and +1 to his Toughness against all other attacks. The magical cloak lasts until the next exploration turn. The Wizard can only cast this spell upon himself.

BLINDING LIGHT – 100 GCs



Components: A Glass Prism *and* Grave Dust

The Wizard flings the dust into the air, and it is consumed in a blinding flash by pure life energy which is then focused within the glass prism. Rays shoot out from the prism into the eyes of the Wizard's enemies. All enemy models within the same room or passage as the Wizard suffer a –1 penalty to hit rolls for the rest of the combat (until the next exploration turn).

REGENERATION – 150 GCs



Component: Troll Bone Marrow

The Wizard chants for a few moments over the bone marrow, and then it is eaten by the Hero who is to receive the benefit of the spell (this may be the Wizard himself). Until the end of the next combat, the Hero will recover one lost Wound at the beginning of each GM phase of every combat turn.

REMOVE VENOM – 100 GCs



Component: Snake Tooth

The Wizard holds the snake tooth between thumb and forefinger and chants for a few moments. Any poison in the room or passage the Wizard is in is sucked into his body through the tooth, and destroyed by the powerful life-energies that empower the Light Wizard's magic. All poison in the room/passage is instantly destroyed, whether it is part of a trap or hazard, or even Rat Poison or Blade Venom carried by a comrade! If any trap or hazard is discovered in the room and the dice indicate that it features poison, it is rendered completely harmless, and any poisoned weapons function only as normal ones.

LIGHT OF LEARNING – 200 GCs



Component: A lit Lamp

This spell is called upon by a Light Wizard when he wishes to magically look through a closed door to see what may lie on the other side. He chants the words of the spell and his eyes are surrounded by a gentle pale light. As the light of the lamp falls upon the door, the Wizard is able to see through it into the passage or room which lies on the other side.

This spell forces the GM immediately to roll up the room type and contents (or passage) if the adventure being played is randomly generated. In any event, the Wizard must be given clear details of what can be seen in the room or passage: any monsters, chests, magic circles, and the like. The spell does not allow the Wizard to see anything which wouldn't be discovered by natural powers of sight, such as a concealed pit trap, for instance.

BANISH FEAR – 100 GCs



Component: The Heart of a Lion

The Wizard holds up the lion's heart, and as he pronounces the incantation the heart begins to beat again, becoming suffused with pure white light! When the spell is cast every friendly model in the Wizard's death zone becomes completely immune to fear until the start of the next exploration turn. Fearsome Monsters do not affect those protected by this spell, nor do spells which cause fear, like the Bright Wizard's *Flight* spell.

JADE WIZARD'S SPELL BOOK

THE GREEN EYE – 100 GCs



Component: Small Glass Lens

The Wizard's stare becomes glassy as a green fire seems to ignite within his eyes. The two bright balls of emerald light grow brighter and larger until they merge into one and, with a loud crack and a cascade of sparks, shoot out a beam of green energy which injures any model in its path. The Wizard should choose a direction to fire the beam. It shoots forward in a straight line in the chosen direction, forming a corridor 1 square wide and 12 squares long. Every model, friendly or enemy, in this corridor of light is automatically hit. Roll 5 damage dice for each model to see what effect a hit has.

THE JADE SHROUD – 100 GCs



Component: A Giant Spider's web

The Wizard waves his hands above the wounded body of an injured comrade, causing a fine mesh of green filaments to drift down and cover the Hero's body, healing any injuries he has. Using this spell, the Wizard restores any Wounds lost by one model, including himself. There must be no model in the Wizard's death zone, other than the wounded comrade, when this spell is cast.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

THE JADE CASKET – 100 GCs



Components: A Giant Spider's web *and* Emerald Dust

The Wizard lays his hands onto the body of a fallen comrade, in an attempt to bring him back to life.

Immediately the Hero levitates and is smothered in a thin cocoon of crystalline material, a deep green in color. After a few moments the cocoon splits and the Hero inside steps out, fully restored to life. This spell may only be cast on a dead model, and only in the turn after the model was killed. If the Wizard passes an Intelligence test, the character is returned to life at full vigor. If he fails, the Hero appears to be alive, only to crumble into dust mere seconds later as his soul is destroyed and his body falls apart.

THE EMERALD FOUNTAIN – 125 GCs



Component: Swamp Dragon Blood

The Wizard raises his hands above his head, placing his palms together for a few moments. His fingers begin to spark and a green mist begins to flow from their tips. Upon easing his hands apart a stream of green energy flows from between them, like water from a fountain, covering his opponents and burning their flesh. It cascades down onto the surrounding area, spitting and crackling with the discharge of vast energies. Every model, friendly or enemy, within four squares of the Wizard take 5 damage dice of injury.

HAND OF DECAY – 175 GCs



Component: Spleen of Toad

The Wizard's hands take on a pale green hue, and the flesh seems to rot away leaving just the pale white of his bones showing through the lumps of peeling skin.

If the Wizard hits a target during this combat, it begins to age and wither, the flesh falling from its body in bloody lumps. Roll a dice. The target loses that many Wounds. Do not roll conventional damage dice. The Wizard's hands return to normal at the beginning of the next exploration turn.

MIST OF SPEED – 150 GCs



Component: Crystal Vial of Chlorine

As the Wizard utters this spell a thick green mist spews from his mouth, quickly enveloping the area around him. As he moves so does the fog. Beyond the area covered by the cloud, the air is still and time runs slowly. For one turn, the Wizard and a number of others may move at a rapid rate. Roll a dice and halve the number (rounding up); that many Heroes may be moved at either 18 squares (exploration turn) or may double their Speed (combat turn).

THE CLOAK OF DAINNE – 100 GCs



Component: Green Dragon Dust

Upon throwing the Green Dragon Dust into the air, a thin, insubstantial cloak of pale green light forms in the air and draws itself around the target. It adds +1 to the model's Toughness, and lasts until the end of the next exploration turn. This spell may be cast against any model in the Wizard's death zone.

THE POOL OF MANY PLACES – 100 GCs



Component: A Suspension of Crushed Jade in Water

The Wizard lets a single drop of water fall onto the ground at his feet. As it touches the flagstones it grows in volume until the Wizard is standing next to a pool of deep green water that sparkles with otherworldly energy. The pool can be represented with the pool floorplan. It allows up to 5 models per turn to teleport to another location. Upon jumping into the pool the models disappear, only to reappear elsewhere. The models may be placed on any of the dungeon sections that are currently in play. All of the models must be placed in an area 3 squares by 3 squares centered on the first model placed. The pool lasts until the end of the next exploration turn.

THE THOUSAND CUTS – 200 GCs



Component: A Jade Statuette

A swirling maelstrom of tiny green shards forms around the Wizard's hand as he crushes the statuette. They spin around in ever-increasing circles, gradually causing the mass of whirling blades to get bigger, until they suddenly detach themselves and hurtle towards the chosen target. They cluster around him, stabbing and slashing his flesh as they constrict and squeeze tighter and tighter. The Wizard may choose any target in his line of sight (treat this as a ranged attack) and up to 12 squares away. The shards surround the target, inflicting 12 damage dice of injury. If the shards fail to cause a Wound on the chosen target they move on to the next nearest model. This process continues until they have wounded one model, at which point they disappear.

THE EMERALD WATERFALL – 200 GCs



Components: Swamp Dragon Blood *and* Emerald Dust

The Wizard throws his arms into the air, clapping his hands together three times. As he does so, a raging torrent of green fire arcs upwards from between his palms. It drenches the surrounding area, sending out bright green sparks into the air as it spits and crackles with unnatural vigor. Every model, friendly or enemy, within four squares of the Wizard take 7 damage dice of injury. Before casting this spell the Wizard must make an Intelligence test; if it is failed, only 5 damage dice can be rolled.

INVIGORATE – 150 GCs



Component: Sap of an Oak

Working the sticky sap into his palm and chanting the arcane words of power, the Wizard becomes suddenly bloated with a noxious green gas. He then blows a heavy green ring of smoke towards a fellow combatant. For a single turn, one model in the Wizard's death zone may be blessed with this spell of vitality, feeling an enriching life fluid surge through his veins, and increasing his Weapon Skill, Bow Skill, Strength and Speed characteristics by one.

THE WALL OF THORNS – 200 GCs



Components: A Dried Rose *and* Emerald Dust

The Wizard crushes the dried rose and emerald dust together, chanting quietly over the resulting compound. He then tosses the dust in a straight line and almost instantly a heavy tangle of vines sprouts up from wherever the dust has landed. Choose any square adjacent to the Wizard, the wall starts on this square and can extend in any direction up to 5 squares. The wall of vines will stand until the end of combat (when play returns to exploration turns) and can only be passed through with a successful Strength test. The wall will not stop ranged weapons and can be attacked by any model, it has a Toughness of 12 and 1 Wound per square of wall.

AMETHYST WIZARD'S SPELL BOOK

FIRE OF JUDGEMENT – 100 GCs



Component: Amethyst Dust

The Fire of Judgement is the Amethyst College's version of the Flames of Death spell. Cupping the amethyst dust in his hand, the Wizard blows it. The dust bursts into flame and coalesces into a spitting ball of fire that hurtles forward from the Wizard's palm in a hail of sparks to engulf the target. Place a fireball template anywhere within 12 squares of the caster within his line of sight. Any models, friendly or enemy, which fall under the fireball template are automatically hit. Roll 5 damage dice to see what effect a hit has.

FORTITUDE – 100 GCs



Component: Corundum Globe

By means of this spell, the Wizard heals any wounds lost by one model, himself included. Raising his hands into the air, the Wizard crushes the amethyst globe by clenching his fist. As the ball breaks there is a bright flash of light and a fine silvery dust fills the surrounding area. It drifts down and envelops the target, covering him with a thin film of ash. There must be no model other than the wounded comrade in the Wizard's death zone when he casts the spell.

You know only the above spells at the start of the game. Tick the boxes as you learn the spells below.

SPIRIT CONTROL – 125 GCs



Component: A Stiffened Velvet Tube

With this spell, the Wizard may remotely see with another's vision and control his actions. Holding the tube to his forehead the Wizard gently, but firmly presses it, so that it burrows beneath his flesh to form a third eye. The Wizard may pick any potential area that has not been explored and generate what is there. If there are no monsters, generate some on the *Wandering Monsters Matrix*. The Wizard may choose one of the monsters in the room and make it act as he wishes. It may open doors, move into unexplored areas (generating them as it moves), attack other monsters (who will retaliate), or perform any other action which isn't alien to its nature, like injure itself. The spell is broken when the Wizard performs an action or when the monster is wounded.

SLEEP – 200 GCs



Components: Amethyst Dust *and* Sand

The Wizard may use this spell to send his enemies to sleep. Throwing the amethyst dust and sand into the air, the Wizard begins to hum gently. Place a fireball template anywhere within 12 squares of his position and within his line of sight (treat this just like a ranged attack). Any models, friendly or enemy, which fall under the fireball template are automatically hit and must roll under their Toughness to stay awake. For the purpose of this only, Large Monsters may add +2 to their Toughness before rolling. Sleeping models will remain unconscious until physically shaken awake (this will take an adjacent comrade a full combat turn, doing nothing else). Unconscious models are treated as having Weapon Skill of 1 if attacked.

THE PLEASURE OF PAIN– 175 GCs



Components: An Amethyst Crystal *and* a Glass Shard

With this spell the Wizard is able to convince his foe that self inflicted pain is bliss. The Wizard may choose a single model within 9 squares and within line of sight. The victim must take an Intelligence test. If the test is failed the model suffers 7 dice of injury and must take an Intelligence test again every turn until one is passed, suffering another 7 dice of damage for each failure. If the initial test is passed, the model suffers 7 dice of injury but suddenly grasps the nature of the pain and will no longer be tested.

ROUT – 150 GCs



Component: Feather from a Griffin's Wing

The Wizard may use this spell to rout an enemy force. He picks out his target and utters an incantation that only the chosen person can hear. A look of sheer terror crosses the victim's face as he is seized by a sudden panic and turns to run. The Wizard may cast this spell on any model to which he has whole or partial line of sight. The Wizard player may then have the model *run* in any direction he chooses (see page 22 for rules on running). All models that are adjacent to the squares that the fleeing model moves through must make a Bravery test. If failed, they will also run in the same direction.

SOUL STEEL – 100 GCs



Component: A Suspension of Amethyst in Alcohol

This spell may be used by the Wizard to give himself or his companions magical armour. As he pours the alcohol solution on the ground the Wizard starts to mutter. As his voice rises so the pool of glowing liquid rises, until the target is cloaked in a thin film of translucent fluid. This spell may be cast on any model in the Wizard's death zone. Until the next exploration turn, add +1 to the model's Toughness.

ALTER ALLEGIANCE – 100 GCs



Component: A Sheet of Expensive Parchment

To cast this spell, the Wizard tears the parchment sheet in two. As he does so, all combat around the Wizard pauses for a second, and then continues as if nothing has happened. However, not everyone is unaffected. Roll a dice. The Wizard may pick that many enemy models within six squares. Each of the chosen opponents must make an Intelligence test. If the test is failed, the model changes side – it is now controlled by the Wizard player, and may even attack its former comrades. The effect lasts until the end of the next exploration turn, when the model reverts to enemy status and runs away.

DISILLUSION – 150 GCs



Component: Corundum Globe

The Wizard may use this spell to disillusion his opponents. Smashing the globe at his feet, the Wizard bellows the incantation of power this spell requires. As the noise of the breaking glass dies, the Wizard's opponents begin to doubt their cause, and are thoroughly disheartened. They become aware of their own mortality and are resigned to the fact they will be killed. All enemy models in the same dungeon section as the Wizard have their Weapon Skill, Bow Skill, and Bravery reduced by –2 until the next exploration turn.

SOUL SHARE – 175 GCs



Components: An Amethyst *and* a Hammer

The Wizard may use this spell to forge a magical bond between himself and one of his companions. Shattering the amethyst with the hammer, the Wizard starts a chant. Seconds later, a steady beam of light shoots towards one of the Wizard's companions from the broken gem. At that instant, a magical bond is formed between the two Heroes, and their souls become as one. The Wizard may choose any friendly model within six squares. Until the start of the next exploration turn, the Wizard's characteristics, with the exception of Fate Points and Wounds, are identical to the chosen model's. The effect on the Wizard's chance of hitting, and the amount of damage he inflicts in combat can be found in the *Creating Heroes* section of the rulebook.

ASPHYXIAE– 200 GCs



Component: Suspension of Amaranth

The Wizard can choose an enemy model within 12 squares and within line of site. As he gulps down the suspension his victim begins to suffer a horribly disorienting vision while a thick purple cloud creeps near. The dazed model must pass an Intelligence test to break the vision and hold its breath before the cloud fills its lungs. If the model passes the test, it survives but may not move in its next turn. If the model fails the Intelligence test, roll a dice and subtract 1 from the result; the model suffers that many Wounds.

SPASM – 200 GCs



Component: Purple Dragon's Blood

This spell allows the Wizard to inflict extreme pain on one of his opponents. Gulping down the Dragon's blood as he casts this spell, the Wizard is suddenly consumed with an inner pain. His nerves burn from within and agony wracks his body. Then, on the point of passing out, the Wizard points at his chosen victim. The pain is immediately transferred to the target. An inner peace descends on the Wizard, while the target goes into agonizing spasms. The Wizard may choose a single model within 9 squares and within his line of sight. The Wizard must then make an Intelligence test. If the test is passed the model suffers 12 dice of injury; if the test is failed the model only suffers 9 dice of injury.

THE GAMESMASTER

WARNING! Unless you're about to act as GM in a game, don't read any further! This information is for the Gamesmaster only! Heroes who read the pages beyond this point will be turned into frogs and aged 100 years. You have been warned!

The Gamesmaster has a very special job to do in *Advanced Heroquest*. He does not control a Hero, instead he tries to defeat them. It is he who controls the monsters that appear, reveals hidden parts of the dungeon to the exploring Heroes, and generally seeks ways to outwit them.

As the Gamesmaster, it's your job to make life for the Heroes as difficult as possible, and to use the forces at your disposal with cunning, intelligence and courage. But don't use the critical advantage you have over the other players – the fact that only you know when you're bending the rules. Be fair in the game – but fight hard with what you have.

This section summarizes the GM's role, and offers some advice on how you should act.

DUTIES OF THE GAMESMASTER

The following list outlines the GM's duties during the different stages of the game. All of these actions are fully explained elsewhere in the appropriate section of the rules.

Before the Game

1. Place all the dungeon counters in an opaque mug or cup.
2. Sort all the dungeon sections and have them close at hand.
3. Set up the box with the other components.
4. Place on the playing surface a stairway section and two passage sections leading to a junction.

Exploration Turns – Exploration Phase

1. Look up the results of the Hero players' exploration dice rolls on the various passage and room generation tables, and place the new dungeon sections as they are discovered.
2. Place discovered doors in the walls of passages and rooms. The Heroes' Leader chooses in which wall section the door appears, but you choose precisely where it appears in that section.
3. Roll on the monster tables to discover what types of monster have been discovered in Lairs and Quest Rooms.
4. Make sure the Expedition Mapper records all details accurately for future reference, including any undefeated monsters left in rooms the Heroes have visited, walls that have been searched for secret doors, rooms searched for hidden treasure, and so on.

Exploration Turns – GM Phase

1. Roll a dice, and on a roll of 1 draw a dungeon counter.

Combat Turns

1. Place or move monsters encountered in a dungeon section according to who has won the surprise roll.
2. Move and attack or attack and move with monsters. Roll for hits and damage according to the information on the monster tables.

In Quest Rooms

1. If the Heroes descend the stairs from a Quest Room, set up the new level below. If this is the first time they have visited this level, set up a stairway, two passage and one junction section, as with the original set-up. Otherwise, follow the expedition map.

DUNGEON COUNTERS

The hardest thing for the novice GM is dealing with the opportunities presented by dungeon counters. These are drawn in one of three ways.

1. During the GM phase of an exploration turn, if you throw a 1 on the dice.
2. As the Heroes begin exploring new dungeons (see *Character Monsters* below).
3. As a result of the Heroes rolling on the *Secret Doors* or *Hidden Treasures Tables*.

There are six types of normal dungeon counter, plus the special character monster counters. Each has restrictions as to when it can be played – these are listed with the explanations of the counters below. So, for example, the wandering monsters counters can only be played at the end of an exploration phase, after all the new dungeon sections, doors and so forth have been placed.

Dungeon counters can be played at the earliest appropriate moment after they are drawn, or held for later use. You always keep your counters secret – until you play them. At the right moment, simply reveal the counter to the Hero players and announce that you are playing the counter.

Choosing the right moment to play a counter is the art of the canny GM. Playing counters as they are drawn places the Heroes under rapid pressure, but doesn't always hit them when they are at their weakest. Saving them up for a barrage at a time when they are low on Wounds and Fate Points creates the greatest threat, but by then they may have found some magical items to offset this. Most important to remember is that dungeon counters are *not* saved between trips, so you can waste counters if you wait too long.

The following is a summary of the dungeon counters, their effects, and when they can be played.

Wandering Monsters

Play at the end of any exploration phase.

This counter allows you to create a group of wandering monsters from the *Wandering Monster Matrix* and place them in the dungeon near the Heroes. The first monster must be set up so that it can be seen by at least one Hero (ie it must be in his line of sight), but as far away from the Hero as possible. Any remaining monsters can be set up in squares that are adjacent to ones which already contain a monster, and that are no closer to the Heroes than the square where the original monster was placed. Monsters that are set up after the first do not have to be in the Heroes' line of sight.

Naturally, next turn will be a combat turn.

Ambush

Play at the start of any combat turn.

Create a group of monsters by rolling on the *Wandering Monster Matrix*. You may add these to the monsters currently in combat with the Heroes. If this is the first turn of combat, they must be set up in the same way as the monsters created for the room. If this is a later turn, treat them as wandering monsters (see above) and set them up as far away as possible along a line of sight. If a Sentry is rolled on the *Wandering Monster Matrix*, treat this as an ordinary monster.

Only one ambush counter can be played per combat turn.

Fate Point

Play any time during a combat turn.

A monster selected by the GM can use a Fate Point, in the same way as the Heroes can.

Escape

Play any time during a combat turn.

Any one character monster may escape. Simply remove the character monster model from play. It will be available to attack the Heroes again at a later time through the use of a character counter. Obviously, the character monster must be alive at the time.

Character Counter

Play any time when placing monsters.

You may return to play a character monster who has previously escaped. Add it to those monsters the Heroes have just discovered, if there are no previously-escaped character monsters, use the next one you are due to receive (even if you wouldn't normally get to use it until a later dungeon).

Trap

This counter can be played during exploration turns in the following circumstances:

1. When a Hero opens a chest.
2. When a Hero steps on a square in a passage that has not been entered before.

To discover the exact nature of a trap, roll on the *Traps Table*. This table and the rules for traps are in the *Traps* section. The rules for spotting and disarming traps are in the *Exploration* section.

CHARACTER MONSTERS

These special counters do not work in the same fashion as the normal dungeon counters. Do not place them in a cup with the others – keep them separate. The character monsters may be brought into play by more random means, but they will normally be made available to you each time the Heroes commence exploring a new dungeon.

Each dungeon has its own set of character monsters, depending on the type of monsters that are to be found there. For example, in the Quest for the Shattered Amulet there are six character Skaven which may be encountered during the quest: an Assassin, a Plague Monk, a Plague Censer Bearer, a Warlord with Rune Sword, a Warpweaver and a White Skaven Sorcerer. In the first dungeon there are no character Skaven; in the second, you take the first character Skaven; in the third, the next two; and in the last dungeon, the remaining three. This means that if these monsters have survived, by the time the Heroes reach the last part of the quest there may be six character Skaven to face them. In other quests, the distribution and type of character monsters may be different, of course.

You can play these counters at any time when placing monsters. However, each has one use only, and is put aside after being played. The only way you can re-use a character monster is if it first escapes, and then returns for revenge – ie you use the appropriate dungeon counters to keep it alive. Character monsters are unique – once they are dead they cannot be encountered again, under any circumstances.

Character monsters fight to the best of their ability, using any magical items and spells they have available. These items can be recovered by the Heroes if the character monster is defeated.

As well as the six Skaven character monster counters for use in the Quest for the Shattered Amulet, we've provided eight more character monster counters for use in your own quests. You should decide when these become available as you're plotting the quest – choose which character monsters you'll get (if any) at the start of each dungeon. You should try to make sure that the chosen monsters suit the other

monsters found in the dungeon. For example, in an Orc lair you might choose to have the Orc Warchief and the Ogre Chieftain; in a Chaos stronghold, you might pick the Chaos Lord, the Chaos Sorcerer and the Greater Daemon of Tzeentch. And, of course, there's nothing to stop you making up your own character monster counters to suit the models in your collection.

HAZARDS

If the Heroes have entered a Hazard Room, roll a dice to discover what lies in it.

Many rooms in a dungeon are empty; others are full of monsters just waiting to get their hands, claws and teeth into the Heroes. A third type of room are known as *Hazard Rooms* – these contain interesting features that have survived since the construction of the dungeon, like statues and fountains, or have been infested by small creatures such as bats.

Hazard Rooms are often the most interesting rooms in a dungeon as the Heroes never know quite what to expect. They are also some of the most fun to invent when you're designing your own dungeons. Once you've played through the hazards listed below, it's time to start creating your own. You can add new effects to the features we've used, and you can come up with lots of new features yourself. Let your imagination really get to work. You can make these as simple or as complex as you like – just keep them interesting, exciting or even puzzling for the players.

There are floorplan pieces in the box for the Chasm, Grate, Pool and Throne. The non-Player Characters, Statue and Wandering Monsters should be represented by appropriate metal Citadel Miniatures, or the plastic miniatures in the box. You don't need any models for Rats, Bats or Mold.

HAZARD TABLE			
<i>2D12</i>	<i>Hazard</i>	<i>2D12</i>	<i>Hazard</i>
2	Wandering Monster	13 – 14	Pool
3	Non-Player Character	15	Magic Circle
4 – 5	Chasm	16 – 17	Trapdoor
6	Statue	18	Throne
7 – 8	Rats or Bats	19 – 20	Wight
9	Mold	21 – 22	Rockfall
10	Mushrooms	23	Slime
11 – 12	Grate	24	Cess Pit

Rats or Bats. Roll a dice. If the score is even, the room contains Rats; if it is odd, the room contains Bats.

WANDERING MONSTERS

Roll on the *Wandering Monsters Matrix* to determine the number and type of monsters present.

NON-PLAYER CHARACTER

This Hazard Room contains a special Human character. Each is a unique encounter, and once the character has been met in any of the dungeons, treat the encounter as a *Wandering Monsters* result if you roll the same character again.

<i>D12</i>	<i>Character</i>	<i>D12</i>	<i>Character</i>
1 – 3	Maiden	7 – 9	Man-at-Arms
4 – 6	Witch	10 – 12	Rogue

Suitable Citadel Miniatures exist for all these types, or you can use one of the Henchmen models with a special colored base.

The Maiden is a captive in this room, guarded by a group of monsters. Generate the defenders on the *Wandering Monsters Table*. If the Heroes

defeat the Maiden's captors and escort her back to the surface, her grateful father will reward them with 100 gold crowns. She has a Speed of 6, Toughness 3 and 2 Wounds. The monsters in this room will not harm her, but others might.

The Witch is brewing dark potions down here. She should be placed in the room according to the normal combat rules. The Heroes have 1 combat round to either cut her down or close the door between them. If she is still alive after that round she will teleport herself and half the Hero's gold crowns to some distant place... She has a Weapon Skill of 7, Toughness 3 and 2 Wounds.

The Man-at-Arms is in here guarded by monsters. Roll on the *Wandering Monsters Table* to generate them. If the Heroes defeat the Man-at-Arms' guards and release him, he will become a Henchman for the current Leader. See the [Henchmen](#) section for the Man-at-Arms' characteristics.

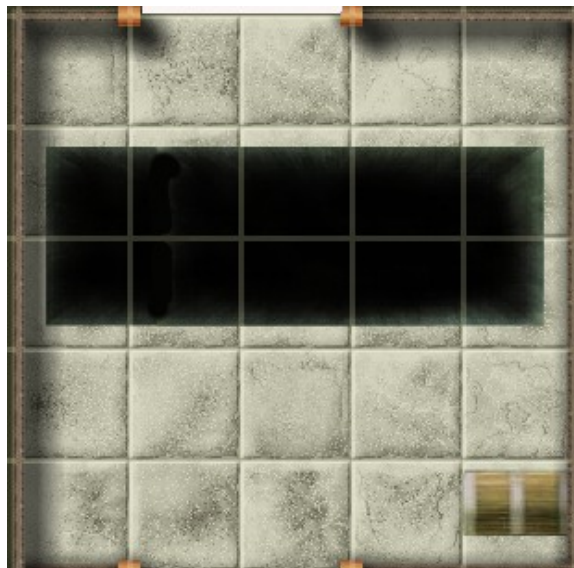
The Rogue is in here alone. He will ask to stay with the Heroes until they leave the dungeon. They may refuse, but if they accept him they may not attack him later. The Rogue has the same characteristics as a Sergeant (see the [Henchmen](#) section). He will serve the current Leader as Henchman. If he is present at any time when the Heroes try to spot or disarm a trap, subtract -1 from the Heroes' dice roll.

If the Rogue is still alive at the end of the expedition, roll a dice:

D12	Result
1 – 2	The Rogue steals all the Heroes' money.
3 – 4	The Rogue steals half their money.
5 – 10	The Rogue attempts to steal their money, but fails.
11 – 12	The Rogue decides he likes his new-found friends and remains as his current employer's Henchman; treat him as a normal Sergeant Henchman from now on.

CHASM

Use the special Chasm section as indicated below. Refer to the *Wandering Monsters Matrix* to create a group of monsters, who are on the opposite side of the Chasm. Also place a door and a treasure chest on the far side of the Chasm.



The Heroes now have four choices:

Heroic Leap. They may attempt to leap across the Chasm. Roll a dice for each Hero that attempts this, and if the result is equal to or less than the Hero's Speed, he will succeed. If the roll is more, the Hero will fall into the Chasm, never to be seen again. The Hero may spend a Fate Point to convert a failed attempt into a success. A leap counts as a move.

Sensible Leap: If the Heroes have at least 10 feet of rope, one of them may leap across the Chasm with one end tied to his waist, and the other end held by one or more of the other Heroes. Obviously, all those holding the Hero making the leap must be on the same side of the Chasm, although it doesn't matter if the leaper is on the other side. Treat this as a Heroic leap, but if the leap is failed, the Heroes holding the rope may be able to save him. Roll a dice for each Hero holding the rope. If anyone manages to roll equal to or under his Strength, the leaping Hero is saved and can be hauled back to the same side of the Chasm as his saviors. Only if all of them fail is he lost.

A sensible leap counts as a move for all the Heroes involved.

Rope Ladder: If the Heroes have 20 feet of rope and 10 iron spikes, they may make a rope ladder. One player must manage to make a sensible leap across the Chasm (as above), but all the remaining Heroes will be able to cross safely via the ladder. It takes one exploration turn to build the rope ladder, and one exploration turn for any number of Heroes to cross the bridge. Of course, this cannot take place as long as there are monsters in this room...

Forget It: The Heroes can just cut their losses, close the door on the jeering monsters, and look for easier pickings elsewhere.

STATUE

Standing in the room is a Statue, with a single gigantic ruby as one eye. Any Hero may attempt to remove the ruby. If a Hero tries, roll a dice.

D12	Result
1 – 2	Curse. The Hero immediately has his Fate Points reduced to 0.
3 – 6	Animated Statue. The Statue comes to life and attacks. The Statue may not leave this room. It has Weapon Skill 9, Toughness 8, Speed 6, 8 Wounds and rolls 5 Damage dice.
7 – 11	Transformation. The Statue transforms into a Skaven Warlord Sentry. See the monster reference tables for details. The Warlord may not leave this room, but he may open any other door to seek help.
12	Nothing Happens. The Hero removes the jewel without mishap.

The Heroes must defeat the Statue to get the jewel. It is worth 400 gold crowns.

RATS

The floor of this room is covered with a living carpet of vicious Rats. The Heroes have five choices.

Rat Poison: If the Heroes have any Rat Poison, they may use it to kill the Rats. This will take one exploration turn, during which they may not do anything else.

Greek Fire. If the Heroes have two flasks of Greek Fire, they can use them to flame the room and kill all the Rats. This will take one exploration turn, during which they may not do anything else. One flask doesn't kill enough Rats to have any effect.

Magic: A Wizard can cast the Flames of Death spell, or any similar Fireball template spell, to clear the room.

Fight It Out: The Heroes can wade into the Rats. There are 60 of them. Each Hero who enters should roll a dice each turn (treat these as exploration turns), the result being the number of Rats killed. If the dice roll is a 1–4, the Hero suffers one Wound from Rat bites. Wounds inflicted by Rats may not be canceled by spending a Fate Point.

Slam The Door: The Heroes can slam the door and leave the Rats to it. The Expedition Mapper should record the fact that there are undefeated Rats in here.

BATS

Hanging from the ceiling are a flock of blood-sucking Bats. The Heroes have five choices.

Screech Bug: If the Heroes have a Screech Bug, they may use it to kill the Bats. This will take one exploration turn, during which they may not do anything else. Once used, the Screech Bug must be discarded.

Greek Fire: If the Heroes have two flasks of Greek Fire, they can use them to flame the room and kill all the Bats. This will take one exploration turn, during which they may not do anything else. One flask doesn't kill enough Bats to have any effect.

Magic: A Wizard can cast the Flames of Death spell, or any similar Fireball template spell, to clear the room.

Fight It Out: The Heroes can wade into hand-to-hand combat with the Bats. This will take one exploration turn, during which they may not do anything else. If the Heroes choose this option, they must decide who will enter. The GM then rolls a dice, divides the score by 2 (rounding up). The result is the total number of Wounds inflicted on those Heroes who entered the room, which must be divided as evenly as possible amongst them. The GM decides what to do with any 'odd' points. Fate Points may not be used to stop these Wounds.

Slam The Door: The Heroes can slam the door and leave the Bats to it. The Expedition Mapper must record that the room contains undefeated Bats.

MOLD

This room is covered with Mold. The Heroes have three choices.

Greek Fire: If the Heroes have any Greek Fire, they may use one flask to burn the Mold. This will take one exploration turn, during which they may not do anything else.

Wet Cloth: The Heroes may tie wet cloth across their faces and attempt to cross the room. Each player should roll a dice.

<i>D12</i>	<i>Result</i>
1	Deadly Poison. The Hero must spend a Fate Point or die horribly.
2 – 6	Poison. The Hero loses one Wound unless he spends a Fate Point.
7 – 10	Irritant. The Hero's Weapon Skill is reduced by -2 points for the next combat, after which it returns to normal.
11 – 12	No effect. The Hero crosses the room safely.

Slam The Door: The Heroes can leave.

MUSHROOMS

This room contains magic Mushrooms (roll a dice to discover how many). The Heroes may pick some if they wish, but each time one is eaten roll a dice to see what it does.

<i>D12</i>	<i>Result</i>
1 – 2	Deadly Poison. The Hero will die horribly unless he spends a Fate Point or drinks a Healing Potion. Whatever happens, the Mushrooms may be used as Rat Poison.
3 – 4	Sleeping Mushrooms. The Hero falls asleep. Roll a dice. The Hero will be KO'd for this many turns.
5 – 6	Polka Dots. The Hero's skin breaks out in a rash of red, green and yellow polka dots that will not fade for several days. Otherwise the Mushroom has no effect.
7 – 8	Strength. For the entire next combat turn (ie until exploration turns are restarted), roll one extra damage dice with any hand-to-hand weapon.
9 – 10	Speed. For the entire next combat turn (ie until exploration turns are restarted), the Hero's Speed is doubled.
11 – 12	Healing. This Mushroom is not consumed immediately and may be eaten at any time. It restores all lost Wounds.

GRATE

There is a Grate in the floor of this room. The GM can place it on any square. If a Hero is moved to that square, he can see that beneath the Grate there is a room. This should be rolled up on the *Room Type Table* in the normal way. The room is between the dungeon levels. It has no other exits (unless the quest specifies this – eg in the Shattered Amulet, if it was a Quest Room it would automatically have stairs leading down to the next level).



If there are monsters in the lower room, they are prisoners of the powers holding the dungeon – they are accused of cowardice. There are no special types among the prisoners (use the total number of monsters generated but change any special types to normal monsters). Despite being prisoners, the monsters are not traitors to their race – they fight just as fiercely as the other monsters in the dungeon. However, having no weapons they roll only 1 damage dice.

If they lift the Grate to enter the room below, the Heroes add +2 to their surprise roll (but don't add the modifier for an Elf). Only one Hero or Henchman may enter or leave the lower room per combat turn.

The Heroes need a rope to get back out of the lower room – if they all enter without a rope, they're stuck down there and will no doubt die a horrible death when the guards come to check on their prisoners!

The GM can play a wandering monsters or character monster counter to bring more monsters into the hazard room, even if all the Heroes are in the lower room, effectively cutting them off if there's no-one to guard the opening. They can still climb out with a rope at one per turn, but this means the first one out has to face all the monsters in the room above.

POOL

Any Hero may drink from a Pool. Magic Pools affect people in different ways each time they take a drink, so a separate roll must be made on

the table each time. Roll a dice.

<i>D12</i>	<i>Result</i>
1	Deadly Poison. The Hero must drink a Healing Poiton or die!
2 – 4	Sleeping Potion. The Hero falls asleep. Roll a dice. The Hero will be KO'd for that many turns.
5 – 8	Luck. The Hero receives a temporary Fate Point, which may be spent at any time on this expedition only.
9 – 12	Healing. All the Hero's lost Wounds are restored.



MAGIC CIRCLE

A large Magic Circle representing the Great Wheel of Magic is drawn on the floor – the GM may place it anywhere in the room. If a Hero or Henchman moves onto the circle, roll a dice.

<i>D12</i>	<i>Effect</i>
1	Cursed. The model immediately loses 1 Fate Point. This is permanent and the Fate Point cannot be regained between expeditions.
2	Summoning. A group of wandering monsters is summoned by the Magic Circle. The monsters are rolled up on the <i>Wandering Monsters Matrix</i> as normal, but the GM may place them in <i>any</i> unoccupied squares within line of sight of the Heroes. The Heroes are automatically surprised during the first round of combat.
3 – 6	Nothing Happens.
7 – 9	Magical Power. If a Wizard stands in the Circle, he is filled with magical power. This allows him to fight the next combat without having to take any <i>Tremors in the Warp</i> tests. The power of the Circle is temporarily drained by this and may only be drawn on once per expedition. There is no effect if a non-Wizard stands in the Circle and no power is drained.
10 – 11	Healing. A model that stands in the Circle has 1 Wound healed. The power of the Circle is temporarily drained by this and may only be drawn on once per expedition.
12	Fate. A model that stands in the Circle receives an extra Fate Point to use during this expedition. This is not a permanent increase. The power of the Circle is temporarily drained by this and may only be drawn on once per expedition.

TRAPDOOR

There is a Trapdoor in the floor of this room. The GM can place it on any square. The room only has one door – the one the Heroes entered by. Do not roll for extra doors on the *Room Doors Table*.



If a Hero opens the Trapdoor, roll a dice.

D12	Result										
1	Trap. The Trapdoor is trapped. Roll on the <i>Traps Table</i> to see what sort of trap has been set – use the <i>Chests</i> column of the table. The trap cannot be spotted or disarmed and automatically goes off when the Hero opens the Trapdoor.										
2 – 3	Room. There is a room beneath the Trapdoor. It is the same as the room beneath a Grate (see above).										
4 – 6	<p>Crypt. A small Crypt is located beneath the Trapdoor. A Hero may search the crypt as his action during an exploration turn. If he does so, roll a dice.</p> <table> <tr> <th>D12</th><th>Crypt Contents</th></tr> <tr> <td>1 – 2</td><td>Mold Spores. The Hero disturbs the Spores, which immediately fill the Crypt. Roll up the type of Mold on the <i>Molds Table</i> (above). The Mold automatically affects the Hero – there is no chance to cover his face.</td></tr> <tr> <td>3 – 6</td><td>Empty.</td></tr> <tr> <td>7 – 11</td><td>Gold Ring. The crypt contains a Skeleton wearing a gold ring worth 25 gold crowns.</td></tr> <tr> <td>12</td><td>Undead Skaven. As the Hero peers into the Crypt, an Undead Skaven leaps out and attacks. Start a combat turn. The Skaven surprises the Heroes. The Undead Skaven has Weapon Skill 8, Toughness 12, Speed 6, 1 Wound and rolls 6 Damage dice. It starts on the square occupied by the Trapdoor.</td></tr> </table>	D12	Crypt Contents	1 – 2	Mold Spores. The Hero disturbs the Spores, which immediately fill the Crypt. Roll up the type of Mold on the <i>Molds Table</i> (above). The Mold automatically affects the Hero – there is no chance to cover his face.	3 – 6	Empty.	7 – 11	Gold Ring. The crypt contains a Skeleton wearing a gold ring worth 25 gold crowns.	12	Undead Skaven. As the Hero peers into the Crypt, an Undead Skaven leaps out and attacks. Start a combat turn. The Skaven surprises the Heroes. The Undead Skaven has Weapon Skill 8, Toughness 12, Speed 6, 1 Wound and rolls 6 Damage dice. It starts on the square occupied by the Trapdoor.
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7 – 9	The Maze. If you have a copy of <i>Heroquest</i> , the Trapdoor opens onto a set of stairs that lead to a maze-like sub-level. Use the <i>Heroquest</i> board for this (see the <i>Heroquest</i> section for rules on how to do this). If you don't have a copy of <i>Heroquest</i> , the Heroes find nothing.										
10 – 12	Stairs. The Trapdoor opens onto stairs leading down to the next level (if the quest calls for specific locations for stairs down, as the Quest for the Shattered Amulet does, treat this result as a <i>Room</i> (see above).										

THRONE

There is a large, ornate Throne on the far side of the room, in which sits a figure with a commanding demeanor. Roll up a group of wandering

monsters on the *Wandering Monsters Matrix* – the GM selects one to sit on the Throne. As long as the chosen monster is still alive, he radiates power to the others: add +1 to their Toughness and roll 1 extra damage dice. The monster on the Throne may not move but he can attack; if killed, the remaining monsters lose their bonuses, even if another monster sits in the Throne. There is no effect upon Heroes or Henchmen who sit in the Throne.

WIGHT

As the Heroes enter there is a shimmering in the air and a shrouded, glowing corpse materializes in the farthest corner of the room. The Wight can be represented with the appropriate Citadel Miniature. The Heroes have two choices.

1. **Fight it Out.** The Heroes attack the Wight. Each time a Hero is hit by the Wight, whether a Wound is caused or not, the Hero's Strength is reduced by -1 (this will alter his damage dice). If a Hero is reduced to 0 Strength he is effectively out of the combat and must rest. Upon draining 10 points of Strength the Wight will disappear. Drained characters recover their Strength during exploration turns; at the end of the GM phase every Hero at less than full Strength recovers 1 point.
2. **Slam the Door.** The Heroes slam the door to the room that contains the Wight. It won't follow them as it haunts only that location.

ROCKFALL

As the Heroes enter this room they see a chest lying unguarded against the opposite wall. However, the roof is obviously unsafe as it is propped up with rotting beams and there are huge chunks of masonry scattered around the floor. Roll a dice every time someone moves in this room (including when the Heroes enter and leave). On a result of 1–2 there is a low rumble and the roof caves in, roll on the table below. On a result of 3–12 nothing happens. Roll for the contents of the chest on the *Treasure Chests Table*.

D12	Result
1	Crushed. The Hero is buried under tons of rubble; unless he spends a Fate Point he dies!
2 – 6	Battered. The Hero is crushed under the edge of the rockfall and takes 2 Wounds. Roll a dice. The Hero is KO'd for that many turns.
7 – 8	Stunned. The Hero manages to avoid most of the rockfall, but is hit by a few of the smaller rocks. The Hero takes 1 Wound.
9 – 12	Lucky Escape. The Hero nimbly dodges the rocks as they come crashing down, suffering nothing more than a few minor bruises.

SLIME

Lying around this room there are shallow puddles of slime and half-dissolved bits of armour. Against the opposite wall there is a chest, its surface corroded by the gunge oozing over it. If the Heroes enter the room, a great lump of slime drops down from the roof, covering anyone beneath and suffocating them.

For each Hero who passes through the doorway roll on the following table.

D12	Result
1	Choked. The slime smothers the Hero, oozing down his throat and filling his lungs with mucus. Unless the Hero spends a Fate Point he dies!
2 – 7	Burnt. The slime seeps into the Hero's clothes, coming into contact with his skin where it burns away the flesh and causes 1 Wound.
8 – 11	Irritant. The Hero manages to scrape most of the slime off before it does great harm, but not quickly enough to stop it burning. The Hero's Weapon Skill is reduced by -2 for the next combat, after which it returns to normal.
12	Missed Me! The Hero dodges the slime as it drops. It splashes onto the floor nearby, out of harm's way.

Roll the contents of the chest on the *Treasures Chest Table*.

CESS PIT

There is a pool of dirty liquid in the center of the room. Above it there is a thin cloud of steam, while the surface is bubbling slowly. But it is the smell that really turns the Heroes' stomach – it is absolutely disgusting! The cess pit can be represented with the pool floorplan.

If one of the Heroes is brave enough to disturb the surface of the pool, roll on the following table.

D12	Result
1	Gotcha! There is a sudden splash, and a large tentacle leaps out of the pool and pulls the Hero in. Unless he spends a Fate Point the Hero is dragged under to his death.
2 – 6	Squiggly Beast. As the Hero gets close to the surface of the water a creature about 4 feet long comes hurtling out of the sludge and clamps a huge set of jaws around the Hero's face. The Face-Eater must be killed before it will let go; it has a Toughness of 6 and 8 Wounds. For each turn that the Face-Eater remains alive, the Hero sustains 1 Wound. One other person may help the Hero by attacking the Face-Eater, but if he rolls a fumble then the Hero is hit – roll for damage normally.
7 – 11	Yeuch! Nothing happens. The Hero simply gets very dirty.
12	Found Something. The Hero pulls a rotting corpse out of the pool. Clenched tightly in the cadaver's hand there is some treasure. Roll on the <i>Treasure Chests Table</i> to see what it is.

TRAPS

The ancient halls and tunnels of the underworld are often trapped; they prevent entry to old tombs, stop thieves looting treasure chests, and secure Lairs against invaders. Usually traps will be encountered when the GM plays a trap counter – this is one of the most useful applications of the dungeon counters as a trap can dissuade the Heroes from opening a treasure chest or entering into a new part of the dungeon.

The other way to encounter traps is if they are pre-determined as part of a Quest Location. In this case they are marked on the GM's map and the type of trap may already be decided. When designing your own Quest Locations, don't over-use traps – just put in a couple here and there to give the Heroes a surprise and keep them on their toes. You can either choose the traps when drawing the map, or roll on the *Traps Table* to see what sort of trap has been set.

The GM can play a trap counter during exploration turns, either when the Heroes enter a room or passage they have not entered before, or when a Hero opens a chest.

If the GM plays a trap counter, the Heroes are allowed a chance to spot the trap, and if they're successful they can try to disarm it. If they fail to spot or disarm the trap, it will be sprung with the effects listed below.

Whenever a trap counter is played, roll on the following table to determine the trap type. Use the first column when rolling for traps found in rooms or passages, and the second column when rolling for chest traps.

TRAPS TABLE				
<i>Room or Passage</i>	<i>Chest</i>	<i>Trap</i>	<i>Spot Chance</i>	<i>Disarm Chance</i>
1		Pit Trap	5	None
2	1	Crossfire	8	6
3		Portcullis	6	11
	2	Poison Dart	9	8
4		Blocks	7	11
5	3	Gas	10	7
6	4	Mantrap	7	6
	5	Spike	6	7
	6	Shock	8	11
7	7	Magic	9	7
8	8	Fireball	8	9
	9	Mindstealer	6	10
	10	Guillotine	6	8
9		Iron Ball	7	11
10		Spinning Blade	8	8
11		Spiked Log	9	6
	11	Flooding Room	7	6
12	12	Alarm	7	7

To spot a trap, a Hero must roll equal to or higher than the spot trap chance. If he spots it, the Hero may try to disarm the trap by rolling equal to or higher than the disarm trap chance – if he rolls lower, the trap goes off.

Pit Traps. These traps can be spotted, but not avoided. The Hero who sets off the trap falls down a deep pit. Roll a dice, if the result is 9 or more, the Hero loses 1 Wound. The Hero must score less than or equal to his Speed on another dice roll to climb out. Other Heroes may leap over the trap if they can roll less than or equal to their Speed. If they fail, they fall in, and must follow the routine already described.

Portcullis. A portcullis has dropped from the ceiling. The GM may place a portcullis in any doorway to this room, or across the room in any non-diagonal direction. The portcullis can be lifted, but each attempt takes one complete exploration turn, during which none of the Heroes involved can do anything else. Roll a dice, adding the Strength scores of the Heroes lifting the portcullis. If this comes to 20 or more, the portcullis is lifted long enough for any Heroes who did *not* take part in lifting it to roll underneath to the other side. It should follow from this that these Heroes must then lift the portcullis for the others to get out...

Poison Dart. A poison dart hits the Hero who activated this trap. Roll one damage dice for the dart. If it causes a Wound, the Hero's Wounds are reduced to 0 from whatever score they currently are (ie he is KO'd).

Fireball. A magical fireball will gather in the same square as the Hero who set off the trap. Place the fireball template on this square, and all models under the template suffer 5 damage dice of injury. For the next 3 turns after this (ie not starting with the GM phase about to come, but the one after), the GM may move the template 8 squares in any direction he chooses, and measure the effect again. At the end of the third turn, the fireball disappears.

Crossfire. The Hero who set off the trap is hit by a number of crossbow bolts. Roll a dice, and divide the result by 4 (rounding fractions up) to discover how many hit the Hero, and roll 3 damage dice for each bolt that does. Once triggered, the trap has no further effect.

Gas. A cloud of gas is expelled from this trap. The Hero who set this off will be at the center of the cloud. Anyone in the adjacent squares (including diagonals) or the squares adjacent to those will be in the area of effect. Heroes caught in the area of effect must roll a dice. If this is equal to or less than their starting Toughness, the gas has no effect (those in the adjacent squares subtract -1 from the roll; those in the outer ring of squares subtract -2). If anyone is affected by the gas, roll on the following table for the gas type.

D12	Effect
1 – 6	Mild Poison. The Hero loses 1 Wound and may not move for 3 turns.
7 – 8	Nausea. The Hero suffers long bouts of vomiting and dizziness. For the rest of the expedition, he has a maximum move of 8 squares (exploration) or half Speed (combat), half Weapon and Bow Skills and –2 Strength.
9 – 10	Madness. The Hero loses control of his mind for 6 turns. The GM takes control of the Hero, moving him as he sees fit. He may not attack the other Heroes, but can be moved in any direction the GM chooses, unless he can be restrained (see under <i>Mindstealer</i> ; below).
11	Strong Poison. The Hero takes 8 damage dice of injury.
12	Deadly Poison. The Hero must be given a Healing Poiton or he dies.

Blocks. A large block of masonry descends from the Ceiling onto the Hero who tripped the trap. Roll a dice. If the roll is equal to or less than the Hero's Speed, he dodges the block and takes only 3 damage dice of injury from a glancing blow. If the dice roll is more than the Hero's Speed, he suffers the full effects of 12 damage dice. If this trap is spotted but not disarmed, the Heroes can bypass it, moving at just half speed. The Expedition Mapper should record its presence in this dungeon section. It will be set off if the Heroes ever pass this way at anything greater than half speed.

Mantrap. The brutal jaws of a mantrap close on the victim's hand (chest trap) or leg (room or passage trap). Roll 4 damage dice for injury. If any damage is caused, the victim will suffer a traumatic loss of the limb. Heroes who lose a hand suffer an immediate loss of half their Weapon Skill. They may not use any kind of bow, nor any two-handed weapon. Wizards may not cast any spell which requires 2 or more spell components. Heroes who lose a leg are even worse off as they lose half their Speed (round up), may only move 8 squares in exploration turns, may not use a shield, and may not use two-handed weapons.

These injuries may only be healed between expeditions.

Spike. A vicious spike jabs out at the Hero who set off the trap. Roll 3 damage dice for effect. Roll an additional dice; if this scores 8 or above the spike is poisoned in the same way as a poison dart (see above).

Shock. The trap discharges a powerful bolt of electricity into the Hero who set off the trap. Roll 5 damage dice for effect. If the Hero is wearing any metal armour (for example, chain, plate or mithril), roll 10 damage dice.

Magic. Place the magic circle template over the Hero who set off the trap. Any model under the template is in the trap's area of effect and suffers the effects of the trap's spell. Roll 1 dice to see which spell has been set off:

D12	Spell
1 – 2	Inferno of Doom (<i>Bright College</i>)
3 – 4	Hand of Decay (<i>Jade College</i>)
5 – 8	Blinding Light (<i>Light College</i>)
9 – 10	Flames of Death (<i>Bright College</i>)
11 – 12	Fire of Judgement (<i>Amethyst College</i>)

The spell takes effect as normal.

Mindstealer. The Hero is driven mad by powerful magic. For the next 6 turns, he is controlled by the GM. The GM may have him move and attack exactly as he chooses. At the end of the sixth turn, the effects wear off and the Hero is returned to the control of his player. In the meantime, if other Heroes and Henchmen with totaled Strength scores which are at least three times that of the afflicted Hero can move so that he is in their death zones, he can be restrained. Restrained Heroes do not move or attack, so the others will be safe just as long as they can hold

him.

Guillotine: A blade snaps onto the Hero's hand. This causes 2 damage dice of injury. If this leads to any loss of wounds, the Hero loses the hand, and suffers the effects described under *Mantrap*, above.

Iron Ball: This trap is set off by a switch set into the floor of the corridor. Once tripped, a hole appears in the roof at the opposite end of the passage and a huge iron ball drops out. It then comes hurtling along the corridor towards the Heroes.

Each Hero in the corridor should roll a dice. If the result is less than or equal to his Speed the Hero manages to avoid the sphere as it rumbles towards him. If the result is greater than his speed the ball has caught him; the difference between the Hero's Speed and the dice roll indicates how many Wounds he has sustained. For instance, the dice roll is 9 and the Hero's Speed is 7, so he takes 2 Wounds.

Once the ball has rolled to the end of the corridor, it falls down another trapdoor set in the wall.

Spinning Blade: A spinning blade pops out of a slot in the wall (room or passage trap) and tears into the Hero. Roll 6 damage dice for injury. If the Hero suffers 3 or more Wounds, a limb has been severed; roll on the following table.

D12	Limb
1 – 3	Left Arm
4 – 6	Right Arm
7 – 9	Left Leg
10 – 12	Right Leg

Heroes who lose a limb suffers the effects as described under *Mantrap*, above.

Spiked Log: A spiked log swings down into the corridor from a hole in the roof where it was concealed. The GM picks an area 2 squares wide by 5 squares long; any models in this area are possible targets.

Starting from one end of the area, the GM rolls a dice for each model in sequence (ie if you start from the left, roll for models from left to right). If two models are standing next to each other roll for both at once. Unless the model can roll less than its Speed, the log hits it causing 7 damage dice of injury. If the model manages to duck, the next model in the sequence must successfully roll less than its Speed or it is hit. If *it* ducks, the next model must roll, and so on. Once the end of the area is reached the process is repeated, but starting from the opposite end of the area.

Flooding Room: As the Hero opens the chest he feels a slight resistance, only to notice that he has pulled a cord attached to the lid. Almost immediately the doors to the room slam shut and water begins to pour out of a series of grills just below the roof.

The whole room is watertight, and fills with water in three turns. Heroes inside the room when the door slams have two choices.

1. **Magic:** The Wizard can escape from the room by creating a new exit. For instance, a Bright Wizard could use The Bright Key, while a Jade Wizard could use The Pool of Many Places, and so forth.
2. **Breaking the Door Down:** The Heroes can attack the door in an attempt to make a hole and allow the water to flood out. The door is treated as if it had a Toughness of 8 and 4 Wounds. One Hero can attack the door at a time, hitting it once per turn. He can continue to attack the door until he breaks through or the room is full of water (after 3 turns).

Unless the Heroes spend a Fate Point each or choose the first or second options they will die. Upon spending a Fate Point a Hero manages to find a loose section in the roof and can squeeze into an air pocket. He can remain here until the water drains away, five turns later.

Heroes outside the room can also attack the door (see *Breaking the Door Down*), but make attacks against its normal values; Toughness 6 and 3 Wounds.

Five turns after the water reaches the roof of the room, the water drains away and the doors re-open, so that the Heroes are free to leave.

Alarm. The GM may place a group of wandering monsters along a line of sight at the furthest distance possible from the Heroes. Roll on the *Wandering Monsters Table* to see what sort of monsters are encountered.

TREASURE

Treasure! There's a word to warm the heart of any true Hero. Shining gold crowns stuffed into treasure chests, gleaming jewels of fabulous value, enchanted swords and magical wands, exotic potions and finely crafted rings. These are the rewards adventurers seek in the gloomy depths of dark dungeons and ancient catacombs. These treasures enable the Heroes to battle the monsters and horrors of the gloom, to purchase the services of healers, henchmen, or wizards, or simply to buy better equipment and rest and eat between quests!

MONSTER TREASURE

Here, we give tables for the treasures carried by all types of monsters encountered in *Advanced Heroquest*. You can use this simple system in one of two ways.

The easiest way is just to use the value given in the *Monster Treasure Table* overleaf in bold print. This gives the average value of treasure carried by each type of monster. If you want to make the monsters more interesting and varied, roll a D12 for each one encountered and consult the same table. Sometimes they will have an unusually large amount of treasure – a lucky windfall for our Heroes! – and sometimes they have very little. The *Monster Treasure Table* reflects the different fortunes of being a monster: sometimes you get rich as you kill foolish adventurers, sometimes other monsters steal what little you have!

Using the *Monster Treasure Table*, it's also possible for some monsters to possess a minor magical treasure. Magic treasures are covered in detail in a later section. If a monster has a magical treasure, it will use it to best advantage if it's smart enough to do so. If the item is one which confers a permanent effect (such as a *Ring of Protection*), the monster will be wearing it. If the treasure is a one-shot item such as a Potion, the monster will use it in the best way possible if it successfully makes an Intelligence test. Roll a D12, and if the score is less than or equal to the monster's Intelligence score, it has passed the test and will use the item wisely. If the score is greater than the monster's Intelligence score, it won't attempt to use the item. It is possible for a monster to have an item it cannot use, such as a scroll containing one or more wizard spells. The monster will have stolen such an item from the body of some unfortunate wizard who perished in the dungeon long before the Heroes came along! The more powerful a monster is, the more likely it is to possess a minor magic item. The only exception to this principle are Daemons, which is just as well for those who have to fight them!

All of the Magic items on the *Monster Magic Treasure Table* have been carefully balanced in order to avoid giving too much advantage to either the GM or to the Hero players. Most of the items are not over-powerful, and will not make the Heroes too invincible if they manage to overcome the monsters. However, if they are caught unawares, the Heroes are likely to receive some very nasty surprises from groups of monsters armed with these same magic items.

The Tables below list the typical treasure found amongst a wide variety of monsters. If you encounter a monster not listed in these tables, pick any similar monster and roll for the appropriate treasure result. The abbreviation "GC" is used for gold crowns. The abbreviation MMI is used for a Monster Magic Item. If a monster has a minor magic item, roll on the *Monster Magic Treasures Table*.

MONSTER TREASURE TABLE (A)

MONSTER TYPE	DICE ROLL			
	1 – 4	5 – 8	9 – 11	12
Skaven Warrior	5 GCs	10 GCs	15 GCs	20 GCs
Skaven Champion	10 GCs	20 GCs	30 GCs	40 GCs
Skaven Gutter Runner	10 GCs	20 GCs	25 GCs	35 GCs
Skaven Poisoned Globadier	15 GCs	30 GCs	50 GCs	60 GCs + MMI
Skaven Sentry	10 GCs	20 GCs	30 GCs	40 GCs + MMI
Skaven Warlord	40 GCs	60 GCs	80 GCs + MMI	100 GCs + MMI
Skaven Night Runner	10 GCs	30 GCs	40 GCs	50 GCs + MMI
Skaven Jezzailachis Team	40 GCs	60 GCs	80 GCs	100 GCs
Skaven Warpfire Team	80 GCs	100 GCs	120 GCs + MMI	150 GCs + MMI
Skaven White Sorcerer	60 GCs	100 GCs + MMI	110 GCs + MMI	120 GCs + MMI
Skaven Plague Monk	30 GCs	60 GCs	80 GCs + MMI	100 GCs + MMI
Clan Eshin Assassin	50 GCs	80 GCs	120 GCs + MMI	150 GCs + MMI
Clan Skryre Warpweaver	40 GCs	60 GCs	80 GCs	80 GCs + MMI
Plague Censer Bearer	40 GCs	60 GCs	80 GCs	90 GCs + MMI
Clan Mors Warlord	70 GCs	100 GCs	120 GCs + MMI	150 GCs + MMI
Goblin	-	5 GCs	5 GCs	10 GCs
Goblin Archer	-	5 GCs	5 GCs	15 GCs
Orc Warlord	50 GCs	60 GCs	80 GCs + MMI	120 GCs + MMI
Orc Warchief	50 GCs	80 GCs	100 GCs + MMI	120 GCs + MMI
Orc Champion	10 GCs	20 GCs	25 GCs	30 GCs + MMI
Orc	5 GCs	10 GCs	15 GCs	20 GCs
Chaos Thug	-	10 GCs	20 GCs	30 GCs
Chaos Champion	50 GCs	80 GCs	80 GCs + MMI	100 GCs + MMI
Chaos Warrior	30 GCs	40 GCs	50 GCs	60 GCs + MMI
Chaos Lord	90 GCs	120 GCs	150 GCs + MMI	180 GCs + MMI
Chaos Sorcerer	80 GCs	100 GCs + MMI	140 GCs + MMI	170 GCs + MMI
Greater Daemon	150 GCs	200 GCs	250 GCs	300 GCs
Daemonette / Lesser Daemon	90 GCs	120 GCs	150 GCs	200 GCs
Bloodthirster	100 GCs	120 GCs	150 GCs	200 GCs

MONSTER TREASURE TABLE (B)

[illegible]

TREASURE CHESTS

Treasure Chests can be found in Lairs and Quest rooms. When a Treasure Chest is found, roll 2D12 and look up the result on the *Treasure Chests Table*.

TREASURE CHESTS TABLE	
<i>2D12</i>	<i>Contents of Treasure Chest</i>
2 – 5	Treasure Map
6	4 Bolts (for crossbow) and 20 Gold Crowns
7	6 Arrows and 20 Gold Crowns
8	10 feet of Rope and 30 Gold Crowns
9	2 Flasks of Greek Fire & 1 Jewel
10	50 Gold Crowns
11	100 Gold Crowns
12	50 Gold Crowns & 1 Jewel
13	100 Gold Crowns & 1 Jewel
14	Bow, 6 Arrows & 1 Jewel
15	Shield, 6 Arrows & 50 Gold Crowns
16	Screech Bug & 50 Gold Crowns
17	Rat Poison & 50 Gold Crowns
18	Blade Venom (1 dose), 50 GCs & 1 Jewel
19	Blade Venom (2 doses), 100 GCs & 1 Jewel
20 – 21	1 Magic Treasure
22 – 23	1 Magic Treasure & 1 Potion
24	2 Magic Treasures, 1 Potion & 1 Jewel

MONSTER MAGIC TREASURES

Roll D12 and consult the table below. Make sure you record the Monster Magic Item on a blank Monster Reference sheet or make a clear note of it elsewhere.

Details of these magic items can be found in *Magic Treasures* section below.

MONSTER MAGIC TREASURES TABLE	
<i>D12</i>	<i>Magic Item Possessed by the Monster</i>
1	Amulet of Courage
2	Ring of Speed +1
3 – 4	Potion of Healing
5	Potion of Prowess
6	Amulet of Protection
7	Scroll containing 2 Wizard Spells
8	Magical Shield – Arrow Catcher
9 – 10	Ring of Magic Protection +1
11	Magic Sword, +1 to WS only
12	Potion of Regeneration

BLADE VENOMS

When Blade Venoms are discovered as treasure, the venom type is found by rolling a D12 on the following table. Each variety of Blade Venom can be applied to an edged hand weapon only. This includes swords, daggers, halberds, axes and spears but not warhammers or clubs nor crossbow bolts, arrows or any other missile weapon.

Each dose of Blade Venom will last for 1 combat. During this time, any successful hit from the attacker will do 1 additional Wound to the creature (or type of creature) affected by the Blade Venom. As the table shows, specific Venoms are effective against particular creatures – for example, Graveroot is effective against all Undead creatures (but has no effect on living creatures of any type).

BLADE VENOMS TABLE		
<i>D12</i>	<i>Blade Venom</i>	<i>Effective Against</i>
1 – 2	Graveroot	Undead
3	Elfbane	Elves, Dark Elves
4 – 5	Blackroot	Orcs & Goblins
6 – 7	Stonebane	Ogres & Trolls
8 – 9	Lawfoil	Chaos Warriors
10 – 12	True Lawfoil	Chaos Creatures

Except for Elves and Dark Elves, which have their own entry, all other creatures are all grouped, as follows.

Undead: includes Zombies, Skeletons, Mummies, Undead Champions.

Orcs and Goblins: This includes all the specialist types such as the Orc Warlord, Goblin Archer, etc.

Ogres and Trolls: Again, the Ogre Champion and other Ogre/Troll “specialists” are included.

Chaos Warriors: This includes Chaos Thugs, Chaos Champions, Chaos Warriors, and also the Chaos Sorcerer.

Chaos Creatures: This includes Minotaurs (and Minotaur Lords), Beastmen, and all Daemons (Bloodthirsters, Daemonettes, and Greater Daemons of Tzeentch).

JEWELS

Jewels are always valuable, and unlike gold crowns they don't count as weighing anything. This means that Heroes can carry extra treasure without being weighed down with too much gold. Some types of jewels are magical. If the D12 roll on the *Jewel Table* below indicates that a jewel is magical, you should immediately roll on the *Magic Jewels Table* (see page 59) to see what magic property the jewel possesses.

Magic Jewels are worth 150 gold crowns if they are sold. If they are kept and their magic is used up, they are worth 50 gold crowns afterwards.

JEWEL VALUE TABLE	
<i>D12</i>	<i>Value of the Jewel</i>
1 – 3	50 Gold Crowns
4 – 5	80 Gold Crowns
6 – 7	100 Gold Crowns
8 – 9	150 Gold Crowns
10 – 12	Magic Jewel

MAGIC TREASURE

Magic items are the most valuable treasures which Heroes can find. They are easily the best way in which Heroes can make themselves more powerful. There are, however, limits to the number of magic items Heroes and Henchmen can carry and use. For example, only one magic ring can be worn, and no more than three magic weapons can be carried. Sometimes, it's simply too much weight and bulk to carry, and other times, having too much magic in close proximity can be dangerous. Adventurers still speak of the Hero who wore five protective Amulets around his neck and simply disappeared in a blaze of heat, light and the Chaotic flux of magic...

We've collected together all the Magic Treasures here, so everything you need for complete reference is in this one section. References are often made to 'model' and 'models' when describing magic items. This can mean a Hero, a Henchman, or even a monster, since monsters can use magic items too!

MAGIC TREASURE TABLE			
2D12	Result	2D12	Result
2	Dawnstone	12	Jewel
3	Amulet	13 – 14	Potion
4	Bag	15	Arrows or Bolts
5 – 6	Wand	16 – 17	Bow
7	Ring	18 – 19	Sword
8	Shield or Helm	20 – 21	Armour
9	Weapon	22 – 23	Robe or Cloak
10 – 11	Scroll	24	Talisman

As usual, when the Heroes find a magic item they should agree among themselves who is the best person to use it. If they cannot agree, the leader should decide which member of the party may carry and use the item. Treasure can be re-allocated during or after the expedition anyway, and Heroes can make swaps and deals between themselves.

DAWNSTONES

A Dawnstone is a very powerful and unusual magical object. It contains 1D12 Fate Points that can be used by the owner in the same way as normal Fate Points. The Dawnstone does not however regenerate between adventures and trips, so once its Fate Points are used they are lost forever.

MAGIC AMULETS

There are five different Magical Amulets, so roll a D12 and determine from the table below which type has been found.

MAGIC AMULET TABLE	
D12	Amulet Type
1 – 2	Amulet of Iron
3 – 5	Amulet of Protection
6 – 7	Amulet of Courage
8 – 9	Amulet of Warding
10 – 12	Amulet of Health

Amulet of Iron

If a spell is aimed at the model wearing this amulet, or it is in the area of effect of a spell, roll a D12. On a roll of 9 or more, the spell has no effect on the model. Note that the amulet works even if the player wants to have his Hero affected by the spell, so be sure to remove it before having Wounds healed by a *Flames of the Phoenix* spell, for example! Also, if an Amulet of Iron saves a model from an area effect spell (such as an *Inferno of Doom* spell), this does not save other models in the area of effect from the effects of the spell.

Amulet of Protection

Any model wearing an amulet of this type has its Toughness increased by 1 point, in addition to any benefits for armour, etc.

Amulet of Courage

This amulet protects its wearer against fear. He need never make a Bravery check when confronted by a *Fearsome Monster*, and he is immune to spells which cause fear (such as *Flight*).

Amulet of Warding

This amulet protects its wearer against a certain type of monster. A Hero wearing an Amulet of Warding will suffer one less Wound from each successful attack by the type of monster in question. Also, a monster of this type can never get any kind of free attack – from a fumble for example – when fighting the wearer of an Amulet of warding.

Roll a D12 and read from the table below which type of monster a particular Amulet of Warding protects against. For a range of monsters such as Chaos Creatures, the groups listed earlier (under *Blade Venoms*) should be used as definitions.

Amulets of Warding are quite specific: they protect against one, and only one, type of monster and offer no protections against any other types!

AMULET OF WARDING TABLE			
D12	Protection from	D12	Protection from
1	Chaos Warriors	8 – 9	Skaven
2 – 3	Chaos Creatures	10	Undead Creatures
4 – 5	Orcs & Goblins	11	Fimir
6 – 7	Ogres & Trolls	12	Daemons

Amulet of Health

This amulet protects its wearer from all kinds of disease and poison. The model will never suffer from a disease caused by a monster such as a Mummy, he will not be affected by any Blade Venom, and is unaffected by Poison Darts, Gas traps or Deadly Poison mold, mushrooms and pools.

A model may only wear one Amulet at a time, and may not wear an Amulet and a Magic Talisman at the same time.

MAGIC BAGS

Magic Bags are sleek leather pouches with silken drawstrings. Roll a D12 and check the table below to see what type of bag has been found. Bags will always be empty when they are found.

MAGIC BAGS TABLE	
D12	Type of Bag
1 – 3	Bag of Lightness
4 – 6	Bag of Treasure
7 – 9	Bag of Alchemy
10 – 12	Rat Bag

Bag of Lightness

This bag can hold up to 250 gold crowns quite weightlessly. This allows a Hero to carry twice his normal allowance of gold crowns before he must forgo any further gold.

Bag of Treasure

This bag can be used once between expeditions, but will be empty at any other time. One Hero can empty the Bag of Treasure after an expedition, and it will disgorge 5D12 gold crowns (the player of the Hero with the bag can roll the D12). It is usual for Heroes to share the money between them.

Bag of Alchemy

This bag can produce magic potions. Roll a D12 when the Bag of Alchemy is found to determine the number of times the Bag can be used to create a potion before it loses its magic forever. Each time the Hero reaches into the Bag roll on the *Magic Potions Table* below.

Rat Bag

The bane of Skaven of all sorts. If a Hero with a Rat Bag flourishes it at a Skaven model within his death zone, the Skaven is forced to jump into the bag and is magically shrunk and unable to fight! Any Skaven except for spellcasters will be affected. Using the Rat Bag takes place during a Combat Turn and no other form of attack can be made in addition.

The Skaven within the bag cannot be harmed while he is still in it, but he cannot harm those on the outside either. When the Hero carrying the

Rat Bag reaches a square next to the stairs leading up and out of the dungeon, the Skaven will magically reappear from the bag within the Death Zone of the Hero with the bag (if possible, otherwise as close as he can get). This time the Skaven (back to full size outside the bag!) must be fought normally, and cannot be forced into the bag again.

Only one Skaven can be trapped within a Rat Bag at any one time.

MAGIC WANDS

A Magic Wand may only be used by a Wizard. Wands are of four types: Bright Wands, Light Wands, Jade Wands, and Amethyst Wands, corresponding to four of the Colleges of Magic. Roll a D12 and consult the table below to determine which type of wand has been found.

MAGIC WAND TYPE TABLE	
<i>D12</i>	<i>Type of Magic Wand</i>
1 – 3	Bright Wand
4 – 6	Light Wand
7 – 9	Jade Wand
10 – 12	Amethyst Wand

Each Magic Wand contains one spell, chosen at random from the tables below. To find how many charges the wand has roll a D12. If you roll an odd number, add 1 to the number rolled, so the wand will have 2, 4, 6, 8, 10 or 12 charges.

BRIGHT WANDS	
<i>D12</i>	<i>Type of Wand</i>
1	Open Window
2	Inferno of Doom
3	Courage
4	Still Air
5	Power of the Phoenix
6	Swift Wind
7	Flight
8	Flaming Hand of Destruction
9	The Bright Key
10	Flames of the Phoenix
11	Flames of Death
12	Dragon Armour

LIGHT WANDS	
<i>D12</i>	<i>Type of Wand</i>
1	Power of Life
2	Strength of Life
3	Cloak of Protection
4	Blinding Light
5	Escape
6	Restore Life
7	Regeneration
8	Remove Venom
9	Dagger of Banishment
10	Sleep of Ages
11	Light of Learning
12	Banish Fear

JADE WANDS	
<i>D12</i>	<i>Type of Wand</i>
1 – 2	The Green Eye
3 – 4	The Jade Shroud
5	The Cloak of Dainne
6	The Pool of Many Places
7	The Jade Casket
8	The Emerald Fountain
9	Hand of Decay
10	The Thousand Cuts
11	Mist of Speed
12	The Emerald Waterfall

AMETHYST WANDS	
<i>D12</i>	<i>Type of Wand</i>
1 – 2	Fire of Judgement
3 – 4	Fortitude
5	Soul Steel
6	Alter Allegiance
7	Spirit Control
8	Sleep
9	Rout
10	Disillusion
11	Soul Share
12	Spasm

Each time a Wizard casts a spell with a Wand from his own College of Magic he uses 1 charge, but if he were to cast a spell with a Wand from any other College he would use 2 charges. Keep a careful check of how many charges have been used from a wand. When they have all been used up, the wand is no longer magical.

MAGIC RINGS

Roll a D12 and consult the table below.

MAGIC RINGS TABLE	
<i>D12</i>	<i>Type of Magic Ring</i>
1	Ring of Protection (Level 1)
2	Ring of Protection (Level 2)
3	Ring of Protection (Level 3)
4	Ring of Magic Protection (Level 1)
5	Ring of Magic Protection (Level 2)
6	Ring of Magic Protection (Level 3)
7	Ring of Fate
8 – 9	Ring of Speed (Level 1)
10 – 11	Ring of Speed (Level 2)
12	Ring of Greatness

Rings of Protection

These add to the wearers Toughness (in addition to any benefits for armour, etc.). A level 1 ring adds 1 point, a level 2 ring adds 2 points, and so on.

Rings of Magic Protection

These protect the wearer from spells and magical traps such as a Fireball. A level 1 ring cancels the effects of such a spell if the wearer can roll 11 or 12 on a D12. A level 2 ring cancels the effects if the wearer can roll 9 or higher. A level 3 ring works if the wearer can roll under his

Intelligence score.

Ring of Fate

The highly-prized Ring of Fate contains 2 or 3 Fate Points. Roll a D12. If the number rolled is even the Ring of Fate has 2 Fate Points, if the number rolled is odd the ring contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the ring once used, even between expeditions and adventures. Once the Fate Points in the Ring of Fate are used up, it has no magic left in it.

Ring of Speed

These rings add to the Speed of the model wearing them. A level 1 ring adds 1 point to the model's Speed score, a level 2 ring adds 2 points.

Ring of Greatness

The wearer of this ring is particularly strong when dealing with powerful enemies. He can ignore all special rules which apply to *Invulnerable Monsters* and affect them normally. The wearer is immune to the fear caused by *Fearsome Monsters*, and gains an extra damage dice against *Large Monsters*.

A model may only wear one Magic Ring at a time.

MAGIC SHIELDS AND HELMS

Roll a D12 and check the table below to see what has been discovered. Some shields and helms simply add extra Toughness to a model (and may penalize Speed or Bow Skill). If this is the case then the changes to BS, T and Sp are shown in the table below. These need no further explanation. A few shields and helms have special, different magic and these are described individually below the table.

MAGIC SHIELDS & HELMS				
D12	Shield or Helm	BS	T	Sp
1 – 3	Simple Magic Shield	–1	+1	0
4	Magical Greatshield	–2	+2	–1
5	Simple Magic Helm	0	+1	0
6	Dwarven Magic Helm	–1	+2	0
7 – 8	Shield of Spell Reflection	See Below		
9 – 11	Shield, Arrow Catcher	See Below		
12	Magic Helm, Fearsome Rune	See Below		

Shield of Spell Reflection

This shield acts as a kind of magical mirror. When a spell is cast at the model with the shield, roll a D12. If the number rolled is equal to or less than the model's Intelligence score, then the spell doesn't affect the model, and is reflected back at the spellcaster! If the Intelligence test is failed, the spell affects the model normally. The shield doesn't protect its user from spells triggered by magical traps or spells which affect an area.

Shield, Arrow Catcher

This shield is enchanted to give its user complete protection against all non-magical missiles. All arrows or crossbow bolts fired at the shield user will be magically sucked into the shield, leaving the model unharmed. The shield only gives normal protection against magical arrows and bolts, however.

Magic Helm, Fearsome Rune

This great helm reduces BS by 1 point and adds 2 points to the model's Toughness, but it also has an ancient symbol etched into the front of it, over the model's forehead. This rune strikes fear into the hearts of all the user's enemies, and the helm wearer is treated as being a *Fearsome Monster*. This fear doesn't apply to the model's companions, henchmen, etc.

MAGIC WEAPONS

There are two types of Magic Weapons. One type simply gives the user additional damage dice, but others have special individual properties. Page 103 of this rulebook shows the basic number of damage dice to be rolled when using each weapon type, and Magic Weapons which allow the user to roll extra damage dice are listed on the table below as +1 damage dice or +2 damage dice. It is never possible for a weapon to inflict more than 12 damage dice, irrespective of its magical bonus, user's strength, etc. Magic Weapons which have additional damage dice are simply listed as such on the table below and need no extra description. Other Magic Weapons are described below. Roll 2D12 when a Magic Weapon is found and check the table below to find out what has been discovered.

MAGIC WEAPONS TABLE	
2D12	Result
2	Dagger, +1 damage dice
3 – 4	Dagger, +2 damage dice
5	Dagger of Throwing
6	Spear, +1 damage dice
7	Spear of Returning
8	Axe of Cleaving
9	Axe, +1 damage dice
10	Warhammer, +1 damage dice
11	Warhammer, +2 damage dice
12	Flying Hammer
13	Halberd, +1 damage dice
14	Halberd, +2 damage dice
15	Halberd of Cleaving
16	Halberd of Skill
17	2-Handed Sword of Cleaving
18 – 19	2-Handed Sword of Skill
20	2-Handed Sword, +1 damage dice
21 – 22	2-Handed Axe of Cleaving
23	2-Handed Axe of Skill
24	2-Handed Axe, +1 damage dice

Dagger of Throwing

This dagger is specially balanced to be hand-thrown and may be used as a ranged weapon. It has a range of 6 squares and 4 damage dice. In hand-to-hand combat, it does the same damage as a non-magical dagger.

Spear of Returning

This spear can be thrown at a target as a ranged weapon, with a range of 8 squares and 4 damage dice. It also returns to the hands of the thrower immediately after striking its target, so it is available for use in the next combat turn. In hand-to-hand combat it inflicts the same number of damage dice as a non-magical spear.

Axe of Cleaving

This axe has a series of fine runes engraved along its blade which keep it magically sharp. This enables it to cause a critical hit on a roll of 10–12.

Flying Hammer

This hammer can be thrown as a ranged weapon, with a range of 10 squares and 6 damage dice. It flies and returns to its owner's hand in a split-second, ready for use in the next combat turn.

Halberd of Cleaving

In a similar fashion to the Axe of Cleaving, this halberd has an enchanted sharpness which allows it to cause a critical hit on a roll of 10–12.

Halberd of Skill

While it does not inflict any additional damage, this weapon is highly prized since its user will never fumble with it! Any normal fumble is treated simply as a miss.

Double-handed Sword of Cleaving

This double-handed sword has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Sword of Skill

While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it – any normal fumble is simply a miss.

Double-handed Axe of Cleaving

This double-handed axe has an enchanted sharpness which allows it to cause a critical hit on a roll of 10-12.

Double-handed Axe of Skill

While it does not inflict any additional damage, this weapon is valuable because its owner will never fumble with it – any normal fumble is simply a miss.

A model may not carry more than three weapons. This does not include Bows and Arrows (or bolts) which are treated separately.

MAGIC JEWELS

Magic Jewels are worth 150 gold crowns if they are sold before their magic is used, and 50 gold crowns if sold after the magic within them is used up. In the case of Magic Jewels which have a limited number of uses, even using the Jewel once will reduce its value to 50 gold crowns. If a Magic Jewel is found, roll a D12 and to see what has been discovered.

MAGIC JEWEL TABLE	
<i>D12</i>	<i>Type of Magic Jewel</i>
1 – 2	Cleargem
3 – 4	Fate Jewel
5 – 6	Fire Ruby
7 – 8	Jewel of Shattering
9 – 10	Soul Jewel
11 – 12	Spell Jewel

Cleargem

This large gem is held before one eye when a Hero is searching for traps. It shows the detail of rooms, floors and chests, and if used during an exploration turn it adds 1 to D12 rolls for spotting traps (page 11).

Fate Jewel

This stores 2 or 3 Fate Points. Roll a D12: if the number rolled is even the Fate Jewel has 2 Fate Points, if the number rolled is odd the Jewel contains 3 Fate Points. Fate Points work exactly as normal, but are not replaced in the Jewel when they have been used, even between expeditions and adventures. Once the Fate Points in the Fate Jewel are used up, it has no magic left in it.

Fire Ruby

This jewel has 1D12 charges within it and its magic may only be used by a Wizard. Each time a charge is used, the Wizard rubs the gem and his hands become alive with magical fire. This does not harm the Wizard, but the effects on his enemies in hand-to-hand combat are exactly

the same as for the *Flaming Hand of Destruction* spell (see the *Bright Wizard's Spell Book*).

Jewel of Shattering

This dark red jewel is a deadly weapon. It can be thrown up to 8 squares distance, automatically landing on the intended square (if this is within line of sight). Any model standing on that square, or any square adjacent to it, is engulfed in a tornado of raging flame as the jewel explodes into fire and flings shards of crystal into the air. Roll 8 damage dice to determine the effects for each model in the area of effect.

Soul Jewel

This spell can save the soul of a Hero or Henchman. If such a character is slain, the Soul Jewel will hold the soul, and if the jewel is crushed over the dead body the Hero or Henchman will come back to life as if treated with a *Power of the Phoenix* spell (see the *Bright Wizard's Spell Book*). The Soul Jewel may only be used once.

Spell Jewel

This behaves exactly as a Magic Wand, containing one spell which may be used 1D12 times before the Spell Jewel loses its magic. Determine which spell the jewel stores by rolling two dice and reading from the *Magic Wands Table* (page 55).

MAGIC SCROLLS

Scrolls can only be used by a Wizard. A scroll will hold spells each of which can be cast once, after which the writing on the scroll will fade (if there is more than one spell on the scroll, the other spells aren't affected, of course). Roll a D12 on the table below to determine what the contents of the scroll are.

MAGIC SCROLLS TABLE	
D12	Type of Magic Scrolls
1	1 Spell, Bright Wizard's Spellbook
2	2 Spells, Bright Wizard's Spellbook
3	3 Spells, Bright Wizard's Spellbook
4	1 Spell, Light Wizard's Spellbook
5	2 Spells, Light Wizard's Spellbook
6	3 Spells, Light Wizard's Spellbook
7	1 Spell, Jade Wizard's Spellbook
8	2 Spells, Jade Wizard's Spellbook
9	3 Spells, Jade Wizard's Spellbook
10	1 Spell, Amethyst Wizard's Spellbook
11	2 Spells, Amethyst Wizard's Spellbook
12	3 Spells, Amethyst Wizard's Spellbook

Roll a D12 to determine which spell is found (a separate roll for each spell; duplications are possible). Read down the Spell Book for the Wizard: 1-6 down the left column, 7-12 down the right column.

MAGIC POTIONS

Roll a D12 and determine the nature of any Magic Potion found from the following table.

MAGIC POTIONS TABLE	
D12	Type of Magic Potion
1 – 4	Healing
5 – 7	Strength
8	Prowess
9	Invulnerability
10	Regeneration
11	Cursed Potion
12	Sublime Potion of the Supreme Alchemist

Potion of Healing

This may be drunk by a model at the start of any turn. It may also be given to an unconscious Hero or henchman by another so long as neither is in an enemy death zone and the character giving the potion is in an adjacent square to the unconscious model. Healing Potions restore a character's Wounds to their starting level from the beginning of the next turn. Potions of Healing will not restore Heroes who have died. Note that some Hazards require a Hero to drink a Potion of Healing or die!

Potion of Strength

This may be drunk by a model at the start of any turn. Strength is then increased by 2 points, and the number of damage dice rolled for hand-to-hand weapon or fist combat is increased by +2. The effects of the potion last for 3 turns (combat and/or exploration).

Potion of Prowess

This may be drunk at the start of any turn. Weapon Skill, Bow Skill, and Speed are all increased by 1 point each. The effects of the potion last for 3 turns (combat and/or exploration) and then wear off.

Potion of Invulnerability

This may be drunk at the start of any turn, and makes the drinker invulnerable just like an *Invulnerable Monster* (see *General Monster Rules*, page 87). The effects last until the end of the next combat.

Potion of Regeneration

This may be drunk at the start of any turn, and allows a Hero to regenerate Wounds just like a *Regenerating Monster* (see *General Monster Rules*). The effects last until the end of the next combat.

Cursed Potion

This evil potion has its effects as soon as it is drunk (at the start of any turn). It *permanently* subtracts 1 from one of the drinker's characteristics. Roll a D12 and check from the table below which ability score is reduced as a result of drinking this potion. The GM should tell the players that the potion is a Potion of Healing until their character drinks it.

CURSED POTION TYPES			
D12	Ability Reduced	D12	Ability Reduced
1 – 2	Weapon Skill	7 – 8	Speed
3 – 4	Bow Skill	9 – 10	Bravery
5	Strength	11	Intelligence
6	Toughness	12	Wounds

Sublime Potion of the Supreme Alchemist

This wondrous and rare potion can be drunk at the start of any turn. It heals all lost Wound points and cures any and all diseases the drinker has. Further, the drinker has one of his characteristics (not Fate Points) increased by 1 point permanently – the player can choose which of his Hero's characteristics is increased if he drinks this potion.

MAGIC ARROWS AND BOLTS

There are several types of Magical Arrows and Crossbow Bolts (bolts can only be fired from crossbows, arrows can be used with any bow). Roll 2D12 and check the table below to see which type of arrows or bolts have been found, and how many.

TYPES OF MAGIC ARROWS & BOLTS			
2D12	Arrow/Bolt Type	2D12	Arrow/Bolt Type
2	Bolts of Death (3)	12 – 14	Arrows of the Flame (4)
3 – 4	Arrows of Death (6)	15	Bolts of the Flame (2)
5	Bolts of Sure Striking (1)	16 – 19	Arrows of Morr (4)
6 – 7	Arrows of Sure Striking (2)	20	Bolts of Morr (2)
8	Bolts of the Assassin (2)	21 – 22	Arrows of True Flight (2)
9 – 11	Arrows of the Assassin (4)	23 – 24	Bolts of True Flight (1)

Arrows/Bolts of Death

These add +1 to the damage dice rolled for a successful hit.

Arrows/Bolts of Sure Striking

The bow user can add +2 to his Bow Skill when using these arrows.

Arrows/Bolts of the Assassin

An attack by one of these causes a critical hit on any dice roll of 10 or more.

Arrows/Bolts of Flame

These burst into flames when they hit a target. Add +2 to the number of damage dice rolled. If a Mummy is hit by one of these missiles it is destroyed instantly. A Troll hit by one of these missiles cannot regenerate any Wound loss it suffers from the hit.

Arrows/Bolts of Morr

These missiles have been consecrated to Morr, Lord of the Dead, and are especially enchanted to destroy the abomination of Undead creatures. Any Undead creature struck by one of these missiles is destroyed instantly. Undead creatures as a group were listed earlier (see *Blade Venoms*).

Arrows/Bolts of True Flight

These missiles never miss their target (providing it is within range!). No hit roll is required.

Magic Arrows and Crossbow Bolts obey all the normal rules for ranged attacks.

MAGIC BOWS

There are many types of Magical Bow. Roll one D12 and check the table below.

MAGIC BOWS			
D12	Type of Magic Bow	Range	Damage
1 – 4	Short Bow	28	4
5 – 7	Bow	40	4
8 – 9	Long Bow	48	5
10 – 11	Crossbow	48	5
12	Elven Power Bow	48	6

Some bows have additional magical properties, so roll a second D12 and consult the following table.

MAGIC BOWS – SPECIAL ABILITIES	
<i>D12</i>	<i>Special Ability</i>
1 – 7	No Special Ability
8	Deadly Aim
9	Mighty Striking
10	Repeating
11	Swiftess
12	Deadly Power

Deadly Aim

A model using this bow adds +1 to its hit roll.

Mighty Striking

All arrows fired from this bow strike with 1 extra damage dice. This is in addition to any special effects the arrows may have if they are themselves magical (so, an Arrow of Death fired from a Bow of Mighty Striking would inflict 2 additional damage dice).

Repeating

A model using this bow may fire two arrows per combat turn from this bow, instead of just one.

Swiftess

A model with this bow can move and fire it as well, ignoring the normal rule.

Deadly Power

All arrows fired from this bow gain 1 extra damage dice, just like a Bow of Mighty Striking. In addition to this, the bow may fire one shot per adventure where damage 10 dice are rolled.

This shot may use any kind of arrow, and if the shot is fired by a Hero or Henchman the player must declare that he is using this special ability before rolling the hit dice. If the shot misses, then the special ability is wasted.

MAGIC SWORDS

Magic Swords are among the most highly prized of magic weapons. If a Magic Sword is among some treasure found, roll 2D12 and check the result on the table below. If you roll a total of 13 or under, the Magic Sword simply gives additions to Weapon Skill and/or damage dice as shown in the table. If you roll 14 or higher, you have rolled a special type of Magic Sword with unusual abilities. Because these special Magic Swords are all different they are individually described below.

MAGIC SWORDS			
2D12	Sword Type	+ to WS	+ to Damage
2	Rune Sword	+2	+2
3 – 4	Limb Lopper	+2	+2
5 – 6	Rib Cleaver	+1	+2
7 – 9	Skull Splitter	+1	+1
10	Gut Ripper	+2	+1
11 – 12	Death Bringer	0	+1
13	Soul Reaver	+1	0
SPECIAL MAGIC SWORDS			
2D12	Sword Type		
14 – 15	Sword of Smiting		
16	Sword of Skill		
17 – 18	Sword of Courage		
19	Sword of Defense		
20	Sword of the Flaming Heart		
21	Sword of Glory		
22 – 23	Bane Sword (Rune Sword)		
24	Sword of Stealing (Rune Sword)		

Sword of Smiting

This sword gives bonuses of +1 to WS and damage dice, and it causes a critical hit on a roll of 11–12 (instead of the usual 12 only).

Sword of Skill

This sword gives bonuses of +1 to WS and damage dice, and it never gives a fumble result. A hit roll of 1 is considered just a simple miss.

Sword of Courage

This sword gives a bonus of +2 to WS, and also increases the user's Bravery score by 2 points. It cannot increase any Bravery score above 12.

Sword of Defense

This excellent weapon doesn't grant any increase to WS or damage dice, but it can automatically deflect and parry any one attack made against the wielder of the sword in each combat phase. The Hero player must decide which attack he will have the sword parry before the dice is rolled to hit. That attack is then treated as a miss – there's no need even to roll for a hit. If more than one attack is being made on the Hero, the player is not allowed to decide which attack to parry after he's seen the dice rolls for hitting made!

Sword of the Flaming Heart

This wondrous sword has a keen blue steel blade with a sinuous vein of an unknown red metal along the edges. When drawn from its scabbard the sword edges spark with a brilliant red flame. This adds 1 extra damage dice, and also +1 to all Wound rolls. Any Mummy successfully hit by a Sword of the Flaming Heart is destroyed instantly. Any Troll struck by it cannot regenerate the Wounds it causes.

Sword of Glory

This sword glows with a fearsome light during combat, and marks its wielder as a true Hero. The sword wielder has the same effect on enemy models as a *Fearsome Monster* has on Heroes. The sword also gives a bonus of +1 to WS.

Banesword (special Runesword)

The Banesword has a special, old magic Death Rune inscribed upon it, and has great power against one particular type of creature. Baneswords are particularly prized because they can be used by Wizards as well as other Heroes. Roll a D12 and check the table below to see what type of creature the Banesword is most effective against.

For groups of creatures such as Chaos Creatures, see the section on Blade Venoms for details of what a group includes.

Against the specified creature type, a Banesword adds +2 to WS, damage dice, and all Wound rolls. Against any other type of creature, a Banesword simply adds +1 to WS only.

BANE SWORDS	
<i>D12</i>	<i>Special Effects Against Monsters</i>
1	Chaos Warriors
2 – 3	Chaos Creatures
4 – 5	Orcs & Goblins
6 – 7	Ogres & Trolls
8 – 9	Skaven
10	Undead Creatures
11	Fimir
12	Daemons

Sword of Stealing

This fine weapon gives no bonuses to WS or damage dice, but for every Wound it causes to an opponent on a critical hit, it restores one Wound to its user. However this does not allow the Wounds total of the sword user ever to exceed its start level.

No model may carry more than two Swords (including non-magical and two-handed swords). A wizard may not use a sword unless it is a Rune Sword. Use the *Hand-to-Hand Weapon Table* (page 103) to adjust the Hand-to-Hand Combat figures on your character sheet for the effects of using a Magic Sword.

MAGIC ARMOUR

Magic Armour may be used by any Hero except a Wizard. Roll two D12 and consult the table below. If you roll 14 or less, the armour alters a model's Speed, Bow Skill, and Toughness. If you roll 15 or more, the armour is enchanted, with special abilities, as detailed below.

MAGIC ARMOUR					
<i>2D12</i>	<i>Armour Type</i>	<i>Bow Skill</i>	<i>Toughness</i>	<i>Speed</i>	
2 – 3	Elven	0	+4	0	
4	Dwarven	-2	+5	+2	
5 – 6	Enchanted Mithril	0	+5	0	
7 – 8	Plate	-2	+4	-2	
9 – 11	Chain	-1	+3	-2	
12 – 14	Leather	-1	+2	0	
SPECIAL MAGIC ARMOUR					
<i>2D12</i>	<i>Armour</i>	<i>BS</i>	<i>T</i>	<i>Sp</i>	<i>Special Property</i>
15 – 17	Chain	-1	+2	-2	Protection from Missiles
18 – 19	Chain	-1	+2	0	Speed
20 – 21	Chain	-1	+2	-2	Protection from Fire
22 – 23	Leather	0	+1	0	Enchantment
24	Plate	-2	+4	-2	Golden Light

Chain Mail, Protection from Missiles

The wearer is protected against all ranged attacks with non-magical missile weapons (arrows, bolts, spears, throwing daggers, axes, etc). Against these weapons, the wearer of the armour is treated as an *Invulnerable Monster*. Against all other weapons (including magical missile weapons) the armour protects normally (with the bonus to Toughness shown in the table above).

Chain Mail of Speed

This armour is wonderfully light while still giving good protection. It thus gives benefits to Toughness without slowing down its wearer. The effects on speed, and the full profile for the armour, is shown in the *Magic Armour Table* above.

Chain Mail, Protection from Fire

This red-tinged armour gives good protection against all fire attacks (a Fireball spell trap, an Arrow or Bolt of Flame, etc.). The wearer can subtract -2 from all Wound rolls made if he is affected by such fiery attacks.

Leather Armour of Enchantment

This armour is very light and supple, and special enchantments placed upon it allow Wizards to wear it without any form of penalty. This is the one form of armour which Wizards are allowed to wear!

Plate Mail of Golden Light

This wondrous plate armour is able to emit a brilliant golden light once per expedition (as chosen by the player of the Hero). When this happens, the Hero feels suddenly refreshed, strong, bursting with energy! All lost Wounds are at once restored, and the wearer is granted a bonus of +1 to WS for the next combat only.

Obviously, no model can wear more than one suit of armour at a time.

MAGIC ROBES AND CLOAKS

Magic Robes and Cloaks can't be worn with any type of metal armour. They can only be used by Wizards and characters wearing no armour or leather armour only. Roll a D12 and check the table below to see what type of robe or cloak has been found.

MAGIC ROBES & CLOAKS	
D12	Type of Robe or Cloak
1 – 2	Robe of Toughness (Level 1)
3 – 4	Robe of Toughness (Level 2)
5	Robe of Toughness (Level 3)
6 – 8	Cloak of Pockets
9 – 10	Cloak of Invulnerability
11	Robe of Speed
12	Robe of the Sagacious Sorcerer

Robe of Toughness

Robes of Toughness are usually brown or grey, of a plain and simple design. These add to the Toughness of the wearer. A Level 1 Robe adds 1 point of Toughness, a Level 2 Robe adds 2 points of Toughness, and a Level 3 Robe adds 3 points of Toughness.

Cloak of Pockets

This finely made cloak is usually white or jet black. It has several magical pockets sewn into it, which have the following uses:

- One pocket can store up to 250 gold crowns quite weightlessly. This allows the wearer to carry up to double his usual allowance of gold crowns before he can carry no more.
- A second pocket is able to produce a magic potion once during each adventure. The Wizard doesn't have to decide which potion this is until he needs it.
- A third pocket can produce a single dose of any one selected Blade Venom once (and only once) during an adventure. The wearer of the cloak must decide what this is before setting out on the adventure, however.

Cloak of Invulnerability

This most precious cloak is always a simple slate grey, made of very fine silk of extraordinary toughness. The wearer of this cloak is treated as an *Invulnerable Monster*.

Robe of Speed

The wearer of this robe adds +2 to his Speed score.

Robe of the Sagacious Sorcerer

This majestic and unmistakable robe can only be worn by a Wizard. It is of finest Cathay and Araby silks and satins, with gold threading, scented with cinnamon and frankincense, a whirl of majestic color and brilliance. The Wizard wearing this robe gains 1 point of Intelligence, 1 point of Bravery, and 1 point of Speed, and also 1 Fate Point! The Fate Point is not regenerated in between adventures, of course. There is only one drawback: other Wizards become somewhat jealous of the robe wearer and charge an extra 50 gold crowns for each spell they are prepared to teach between adventures (so add 50 gold crowns to the cost of each spell found in the respective Spell Book).

A Hero may only wear one Cloak or Robe.

MAGIC TALISMANS

Similar to amulets, talismans are small charms worn around the neck on a thong of leather or a slim silver chain. There are three types of talisman, so roll a D12 to find which type has been found.

MAGIC TALISMANS	
D12	Type of Magic Talisman
1 – 4	Talisman of Toughness
5 – 8	Talisman of Wizardry
9 – 12	Talisman of Fortune

Talisman of Toughness

Wearing this adds 1 point to the wearer's Toughness score.

Talisman of Wizardry

This can only be worn by a spellcaster. It works in exactly the same way as a Magic Wand. See the *Magic Wand* section (above) to determine the type and number of charges the Talisman has. When the Talisman has no charges left, it crumbles into dust and is then useless.

Talisman of Fortune

This lucky find grants the wearer 1 Fate Point when it is first found (it can't be passed round for everyone to gain a Fate Point!). The wearer is subsequently able to spot traps more easily, and can add +1 to all D12 rolls made for spotting traps (page 11).

No more than one Talisman can be worn at a time. It is not possible for a model to wear a Talisman and a Magic Amulet at the same time.

BETWEEN EXPEDITIONS

Each part of a quest is accomplished over one or more *expeditions*. An expedition begins when the Heroes are placed on the first stairway section, and ends when the last surviving one of them ascends a stairway that leads out of the dungeon (though individual Heroes can have left the dungeon and the expedition before that).

You should keep a running record of how many expeditions each Hero has been on during a quest.

If the gods smiled on them during their last expedition, the Heroes may have found treasure, and maybe even a magic item or two. They will have a chance to rest and recuperate before the next expedition.

To represent the time spent between expeditions, play through the following sequence.

1. Discard unused dungeon counters (except character monster counters).
2. Recover Fate Points and Wounds.
3. Gain Fate Points for recovered Quest Treasures.
4. Divide up other treasure.
5. Pay Henchmen and cost of living expenses.
6. Roll for random events.
7. Spend gold on Training, Equipment, Spells, etc.
8. Attract or hire new Henchmen.
9. Embark on next expedition.

FATE POINTS & WOUNDS

Heroes and Henchmen recover any Fate Points and Wounds lost or spent during the expedition.

Each Hero will increase his Fate Point Characteristic if a Quest Treasure was recovered on that expedition – a reward from the gods for their victory.

The number of Fate Points received depends on how long it took to recover the treasure. Check how many expeditions each individual Hero has been on during the quest, consult the table below, and award the indicated number of Fate Points.

FATE POINTS TABLE			
	<i>Number of Expeditions Heroes have made to the dungeon</i>		
	1	2 – 3	4 or more
<i>Fate Points</i>	2	1	0

TREASURE

The players can now divide up the other treasure recovered from the dungeon. Gold crowns must be divided equally. Other treasures may be allocated as the players see fit – if they cannot agree who should get what, they should each roll a dice, with the highest having first choice.

Note that once the gold crowns are shared out, each Hero can do with his share as he pleases, including loaning or gifting it to other players.

COST OF LIVING

Next the players must pay their Henchmen and their cost of living expenses, as detailed on the *Cost of Living Table*.

Cost of living has priority over all other transactions. Players who cannot afford to pay their cost of living must record the amount they haven't paid on their character sheet, and pay off any debts as soon as they possibly can, before making any kind of purchase.

Henchmen who are not paid will leave the Heroes' employ.

Moneylenders and Wills

Heroes cannot carry large amounts of money with them (no more than 250 gold crowns per Hero and Henchman), so they'll have to find somewhere safe to store any money they don't spend between expeditions. They can leave their money in their lodgings – this is free and the

money won't be subject to tithes, but there is a chance that the money might be stolen. Alternatively, they can take the money to a moneylender who will bank their spare cash for a small fee of 5 gold crowns paid after every expedition; the drawbacks are the tithes and the fact that the money isn't so easy to get to if a Hero dies.

Money belonging to a dead Hero that is kept at his lodgings may simply be shared out among the other Heroes. If it's banked with a moneylender, other Heroes can only have access to it if the Hero has made a will. A will names one or more of the Hero's companions who will receive any money he has banked with a moneylender upon his death – if the other Heroes are dead too, the fortunate moneylender gets to keep the Hero's cash. A fee of 20 gold crowns is levied upon executing a will, so if the Hero had less than 20 crowns his companions get nothing.

COST OF LIVING TABLE	
<i>Item</i>	<i>Cost</i>
Cost of Living	10 GCs plus 5 GCs per Fate Point
Maintain Henchman.	
Man-at-Arms	50 GCs / 35 GCs
Sergeant	75 GCs
Captain	50 GCs
Elf Wardancer	50 GCs
Dwarf Trollslayer	50 GCs
Wizard's Apprentice	see <i>Henchmen</i> section
Fee to Moneylender	5 GCs
To make or alter will	25 GCs
To transfer money in accordance with a will	20 GCs

RANDOM EVENTS

The GM rolls two dice and refers to the *Random Events Table*. If a random event is rolled, its effects must be resolved immediately.

RANDOM EVENTS TABLE	
2D12	Random Event
2 – 4	No event.
5	Illness. One of the Heroes (decide randomly) is struck by an illness. Unless he visits the Healer and pays 100 GCs, he has to miss the next expedition.
6	Injury. A nagging reminder of the previous expedition is causing a random Hero pain. Roll 3 damage dice against starting Toughness, and that many Wounds are lost before the expedition starts.
7	Trouble with the Law. If any Hero is carrying Greek Fire, the local Watch takes exception to the fire risk. Each Hero with Greek Fire is fined 30 GCs per flask.
8	Gratitude. The locals have collected 50 GCs in thanks for the monsters you have killed so far.
9	Tithe. Pay 10% (round up) of all money banked with a moneylender as a tithe to the City Fathers.
10	Replace Weapons. A randomly-selected Hero has found one of his non-magical weapons to be damaged. He must pay to replace the most expensive weapon he owns (or lose that weapon).
11	Robbery! All money left in lodgings is stolen.
12 – 13	No event.
14	Pickpocket! A random Hero loses 25% (round down) of the GCs he carries (ie not in lodgings or banked).
15	Henchman Retires. A random henchman takes his pay and retires.
16	Man-at-Arms. A Man-at-Arms offers his services to a random Hero free of charge for one expedition.
17	Jealous Ruler. The city's ruler demands the 'gift' of a random magic item from a random Hero. The chosen Hero cannot refuse.
18	Preparedness. Your last visit cost the monsters dear. They determine to be better prepared next time. The GM may start the expedition with 2 dungeon counters.
19	Risk Money. For each Henchman who died on the last expedition, all Henchmen currently in employment with the Heroes demand an immediate risk bonus equal to their pay. You must pay this or lose them.
20	It Doesn't Pay To Be Famous. From now on, all cost of living expenses are doubled.
21	Map for Sale. The GM must offer you a treasure map for 400 GCs.
22 – 24	No event.

SPENDING GOLD

The players may spend any remaining gold crowns on equipment, spells and training. The cost of these is shown on the *Costs Table*.

As you buy new equipment and increase characteristics, remember to modify your character sheet appropriately. The [Creating Heroes](#) section contains all the information you need to modify character sheets, but a few notes are included here.

TRAINING

Increasing Weapon Skill improves the Hero's hand-to-hand hit roll. Refer to the *Hand-to-Hand Hit Roll Table* and modify the character sheet

accordingly.

Increasing Bow Skill improves the Hero's ranged weapon hit roll. Refer to the *Ranged Weapon Hit Roll Table* and modify the character sheet accordingly. Note that armour reduces a Hero's current Bow Skill, and will thus also change his ranged weapon hit roll.

Increasing Strength modifies the number of damage dice the Hero rolls for a hit with a hand-to-hand weapon. Refer to the *Damage Dice Table* and modify the character sheet accordingly.

A Hero may only train to increase one characteristic point after each expedition.

Weapon Skill and Bow Skill may be increased to a maximum of 12. After the first two points increase, the cost doubles for each point (eg the third point costs 400 GCs, the fourth costs 800 GCs, and so on). Strength, Toughness, Speed, Bravery, Intelligence and Wounds may only be increased by two points. These characteristics may be taken beyond the two-point increase by magic weapons, armour, potions and so forth or by the use of spells. None of them may ever be increased beyond 12, whatever the cause.

Fate Points can be increased to any level at a cost of 1000 GCs per point. Rather than training, this represents the Hero making an offering to the Gods – they reward his proven sanctity by gifting him with a Fate Point.

NEW EQUIPMENT

Armour modifies the characters current Toughness, Bow Skill and Speed. It does not change his starting level, as this represents natural ability without armour. A Hero may remove armour during the game, which will take one exploration turn. If a Hero removes his armour, modify his current Toughness, Bow Skill and Speed as appropriate.

New weapons may have different effects to old ones. Magic weapons discovered in the dungeons certainly will – the GM will tell the Hero players the effects of any magic weapons they find. Modify the character sheet accordingly. A Hero can have up to three weapons, but may only use one at a time. He may change weapons at the start of any exploration turn.

Other items of equipment may be purchased for use in the Heroes' explorations. These include such generally useful adventuring items as rope and iron spikes, as well as items with a more specific uses such as Greek Fire and Rat Poison.

SPELLS

A Wizard Hero may pay a tuition fee to another Wizard of his College in order to master a new spell. The learned magician trains the Wizard in the right incantations, the correct ritual movements and gestures, and the appropriate use of arcane components.

The Wizard should mark his Spell Book that he is now capable of casting the new spell and he can use it in any further expeditions.

A Wizard may only learn one new spell after each expedition.

HEALING

A Hero can visit a Healer between expeditions and have his ailments cured by magic. Healers aren't cheap, but they do have some very powerful spells: a Healer is able to remove diseases, restore limbs that have been cut off, and even resurrect the dead (provided the corpse is supplied). The effect of the healing magic will restore the injured Hero to how he was before the damage was caused.

A Hero may also buy one or more Healing Potions from a Healer. These curative brews are specially prepared with the help of an Alchemist, storing some of the Healer's power in a magical liquid. When a Healing Potion is drunk it will restore the Hero's Wounds to their starting level at the beginning of the next turn. A Healing Potion will not restore a dead Hero.

COSTS TABLE	
<i>Item</i>	<i>Cost</i>
Training.	
Increase a characteristic by 1 point	200 GCs
Increase Fate Points by 1 point	1000 GCs
Level 2 – Training	1000 GCs
Level 3 – Training	2000 GCs
Armour.	
Shield	10 GCs
Gromril Shield (Ironbreaker only)	25 GCs
Leather Armour	25 GCs
Chain Armour	50 GCs
Plate Armour	200 GCs
Mithril Armour	400 GCs
Gromril Armour (Ironbreaker only)	400 GCs
Weapons.	
Dagger, Spear	10 GCs
Sword, axe or warhammer	25 GCs
Gromril warhammer (Ironbreaker only)	50 GCs
Two-handed sword or axe, halberd	50 GCs
Short bow & 6 arrows	20 GCs
Bow & 6 arrows	25 GCs
Long bow & 6 arrows	50 GCs
6 arrows	10 GCs
Crossbow & 6 bolts	40 GCs
6 crossbow bolts	10 GCs
Blackpowder Weapons.	
See <i>Blackpowder Weapons Table</i>	-
Equipment.	
10' Rope	5 GCs
10 iron spikes	10 GCs
Greek Fire flasks	25 GCs each
Rat Poison	25 GCs each
Screech Bug	25 GCs each
Spells.	
See appropriate <i>Spell Book</i> for spell costs	-
Healer.	
Remove disease	100 GCs
Restore lost limb	500 GCs
Resurrect dead Hero (need body)	1000 GCs
Healing Potion	50 GCs

HENCHMEN

When a Hero returns to a town after an expedition, the fame of his exploits begins to spread. If he has been particularly successful, his name is heard far and wide, and tales of his adventures are related in taverns and around camp-fires across the land.

Henchmen are adventurers who hear of the exploits of the Heroes and are willing to join with them. They may do so because they seek glory and fame themselves, or simply because it sounds like a well-paid job (even if rather dangerous). There are two ways for Heroes to gain the services of Henchmen. They can recruit them as hired help, or they may attract them as followers. The types of Henchmen can vary wildly and as already stated, they come into service of the Heroes for various different reasons. Full-size character sheets for each type of Henchmen can be found at the end of this rulebook.

HIRED HENCHMEN

The only type of hired Henchman allowed for any Hero is the Human Man-at-Arms. Human Sergeants cannot be obtained simply as hired Henchmen.

Any Hero can acquire a Human Man-at-Arms as a hired Henchman, providing he has the funds to pay for him. A Man-at-Arms must be paid 50 gold crowns per expedition (in advance). Men-at-Arms always make Wills, and leave their money and equipment to people other than the Heroes! They do not receive a share of any treasure gained during expeditions, since their fee is their reward. Hired Henchmen do not need any payment between expeditions. A Hero may have as many Men-at-Arms as he can afford to pay.

In addition, each time the Hero gains a Fate Point, one Man-at-Arms will arrive between expeditions to offer his services. These Men-at-Arms offer their services more cheaply (for 35 gold crowns) than standard Henchmen. The Hero doesn't have to accept a Man-at-Arms as a Henchman when one arrives in this way, but if he declines the offer he doesn't get another chance until he gains another Fate Point (although he can still hire additional Men-at-Arms in the normal way for 50 GCs each.)

Men-at-Arms are rather ordinary fighters, and they cannot have their Fate Points or characteristics increased by expenditure on the part of the Hero employing them (see the *Costs Table* on page 70). All Other Henchmen can be improved in either of these ways however, but the Heroes have to pay for this! Lastly, only Hired Henchmen are affected by *Henchman Retires* and *Risk Money* from the Random Events Table (page 69).

SERGEANTS

Sergeants are superior fighters who will only offer paid service to Heroes of definite renown. Any Hero may hire a Sergeant, but that Hero must have gained at least 1 Fate Point during his adventures before a Sergeant will offer service.

Sergeants cost 75 gold crowns per expedition, and this fee must be paid in advance. Sergeants, like other Henchmen, make Wills before their expeditions and do not leave any of their money or equipment to the Heroes who employ them!

CAPTAINS

Captains are very capable fighters and almost Heroes in their own right. Captains will only offer their services to Human Warriors, since their pride will only allow them to serve a Hero who they consider to be more skilled than themselves in the arts of combat. Captains will never act as hired Henchmen, and although they require some payment for their services, they cannot be hired. A Warrior may never have more than one Captain in his service at any one time.

A Captain will arrive to offer his services to any Warrior who has acquired 3 Fate Points as a result of his adventures. If the Warrior declines this offer of service, the Captain will go off in search of a more Heroic companion, and the Hero will be unable to find another until he has gained 2 further Fate Points. A Captain must be paid 50 gold crowns per expedition, and like other Henchmen, they leave their money and equipment to people other than the Heroes in their Wills. The Warrior must also purchase at least 25 gold crowns worth of new equipment for his Captain between each expedition (or spend more than this in increasing a characteristic score for the Captain, etc).

ELF WARDANCERS

Wardancers are a unique form of elven warrior-troubadour, with a rare range of skills. They are acrobatic, athletic fighters who spend their lives in training and meditation in order to keep their bodies supple and their reflexes sharp. As a result, they fight at close quarters with astonishing speed, grace, and deadliness. They are gifted experts with close combat weapons, but a side effect of this specialization is that their use of ranged weapons is poor. Wardancers will only ever offer their services as a Henchman to Elf Heroes and although they do require a living allowance from their Hero master, they will never serve merely as hired Henchmen. An Elf Hero may never have more than one Wardancer in his service at any one time.

A Wardancer will arrive to offer his services to an Elf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Elf Hero declines this offer of service, the Wardancer departs, and the Hero cannot find another until he has gained another 2 Fate Points. An Elven Wardancer must be paid an allowance of 50 gold crowns per expedition, and never leave their money or equipment to Heroes in their wills. It is possible for an Elf Wizard to have an Elf Wardancer as a Henchman, but he cannot also have a Wizard's Apprentice at the same time.

SPECIAL RULES FOR WARDANCERS

Elf Wardancers are unusual, and some special combat and movement rules apply to them.

Armour

Wardancers may only wear leather armour, but can do so with no reduction to their Speed characteristic, due to their suppleness and agility.

Flying Leap

Wardancers may use their acrobatic skill to leap over a single Monster or Hero. Make a Speed Test, rolling a D12 against the Wardancer's Speed characteristic. If the player rolls less than or equal to the Wardancer's Speed, then move the Wardancer to the square directly opposite the one from which it began its leap. A Wardancer making a flying leap ignores all of the restrictions for moving through Death Zones.

A flying leap may be combined with a normal move, but not with a run, and only one Flying Leap may be attempted each combat turn. If the model making the flying leap fails the Speed Test then this is treated as a stumble and the model must cease moving immediately. A Wardancer may not make a flying leap over a model standing in a doorway or over a Large Monster.

If a Wardancer attempts a normal Heroic Leap over a Chasm or Pit Trap etc, then you should make the Speed Test with a -2 modification to the dice roll to reflect the Wardancer's great agility.

SPECIAL ATTACK MODES

Once engaged in hand-to-hand combat, Wardancers may attack using a number of special attack modes. The controlling player must declare the attack mode before any combat dice are rolled.

Concentrated Attack

The Wardancer uses all of its training and skill to penetrate the monster's defense. The model may attack with +2 on its hit roll.

Transfix

After the first round of combat with a single model, the Wardancer may use a combination of mystic dance and song to Transfix their opponent. The monster must make an Intelligence Test. If the monster fails, then the Wardancer's rolls to both hit and wound are at +1 and the monster's to hit rolls only are at -1. If the monster manages to hit the Wardancer then wounds are rolled normally. The effects of Transfix last for one combat round, although there is nothing to stop the model from attempting the same attack mode in the next round. If the monster passes the Intelligence Test then the Transfix fails and the attack is treated as normal.

Whirling Death

The Wardancer enters into a frenzy of bloodlust and may strike with 2 attacks in the same way as a Berserker (see page 87). Unlike a Berserker Monster, a Wardancer using Whirling Death is never caught off balance and the Wardancers Weapon Skill is treated as normal when his opponents works out their hit rolls. Once this attack mode has been selected, the Wardancer must continue to assault the same model, until the monster is either dead or has run away. As soon as this has happened, the Wardancer can choose to continue with the Whirling Death attack against a new opponent, or revert to normal and choose a new attack mode.

Taunt

The Wardancer gestures, threatens, shouts insults and so outrages a specific model that it becomes compelled to attack him. Make an Intelligence Test for the monster. If it fails, then the monster is compelled to move towards the Wardancer in its own turn in an attempt to engage in close combat.

NORMAL ATTACK

The Wardancer attacks as a normal Hero with no special modifications.

DWARF TROLL SLAYERS

Troll Slayers are among the most fearsome fighters of the Dwarf race. They are young Dwarfs who have been disgraced, crossed in love or in some other way humiliated. They will never discuss their dark secret – about which it is neither polite nor wise to inquire – but will attempt to atone for their past by following the path of the Troll Slayer and dedicating their lives to searching out and confronting danger. Shaven-headed, tattooed, and fearless in the fight, Troll Slayers have an utter disdain for ranged weapons, preferring the joys of cleaving with a double-handed axe. Despite their name, Dwarf Troll Slayers are happy to wade into just about any enemy they can find. They hate Trolls especially, but in their pursuit of atonement through death they will risk their lives by fighting more or less anything. Due to the strong racial bond between Dwarfs, they will only offer their service as Henchman to Dwarf Heroes. Although they require a subsistence payment from their master, Troll Slayers never serve as paid Henchmen and thus can never be hired. A Dwarf Hero may never have more than one Troll Slayer in his service at any one time.

A Troll Slayer will arrive to offer his services to a Dwarf Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Hero declines this offer of service, the Troll Slayer will add this further insult to his catalogue of suffering, pick up his axe and head off once more in search of his destiny. The Hero will be unable to recruit another Troll Slayer until he has gained 2 more Fate Points. A Dwarf Troll Slayer must be paid 50 gold crowns per expedition, and Troll Slayers do not leave their money or equipment to Heroes in their Wills.

SPECIAL RULES FOR TROLL SLAYERS

Troll Slayers have their own peculiar codes of conduct and combat and the following special rules apply to them.

- Because of their peculiar attitude to danger, Troll Slayers never use shields, and they will not wear plate or mithril armour even if magical.
- Troll Slayers never use ranged weapons.
- A Troll Slayer may go berserk in combat if he wishes, just as a Berserk Monster. If confronted by a Troll, the Troll Slayer automatically goes berserk and must attack the Troll, irrespective of whatever other creatures may be present, the hazards which may be in the way (unless it's absolutely impossible to get at the Troll!) and of course his own safety.

THE WIZARD'S APPRENTICE

The Wizard's Apprentice is a most unusual Henchman and several unique rules apply to him. Apprentices will only offer their services as Henchmen to Wizard Heroes for the obvious reason that they come to study and learn from their new master. Although they can never be merely hired, Apprentices do require payment in kind, in exchange for their devotion to their master.

A Wizard's Apprentice will arrive to offer his services to a Wizard Hero when that Hero has acquired 2 Fate Points as a result of his adventures. If the Wizard declines this offer of service, then the Apprentice will go off in search of a more agreeable master, and the Wizard will be unable to find another until he has gained 2 further Fate Points. A Wizard cannot have more than one Apprentice at any one time.

Elf Mages will find that their Apprentices are of their own race (this is always true; they have no choice). The profile for these rare Apprentices differs from those for a human Wizard's Apprentice. For an Elf Mage's Apprentice, add +1 to Intelligence and subtract -1 Strength from the Wizard's Apprentice profile.

As we have said, Wizard's Apprentices do not require payment as such, instead, they seek to learn from their masters. Between each expedition, the Apprentice must be taught one new spell, or have a characteristic improved by one point, or be given a Magic Treasure acquired during the expedition. If at least one of these conditions is not fulfilled, then the Apprentice will pack his bags and leave in order to seek a Wizard who can afford to encourage and support his protege's studies.

SPECIAL RULES FOR WIZARD'S APPRENTICES

Wizard's Apprentices are subject to the same restrictions that apply to Wizards. They cannot wear armour, they cannot use any weapon larger than a dagger, and so on.

A Wizard's Apprentice begins his career knowing only one spell. This is always a spell from the same College of Magic as his Master – the Apprentice is of course a student of the same College. The Wizard Player can choose which spell his Apprentice knows, but it must be one of the four spells that the Wizard himself knew when he first began his life as a Hero. The Apprentice can be taught new spells by his master at half the usual cost (round any fractions of gold crowns up). Costs for spell teaching are found in each respective Spell Book along side the name of the spell. In all cases, take half the cost shown in the Spell Book. The Apprentice is an eager student, he learns quickly, and the Wizard isn't trying to make a profit! However, the Wizard can only teach the Apprentice spells that he, the Wizard, already knows, and the Apprentice must be taught the first four spells of the College (the ones the Wizard began with) before he can learn any others.

A Wizard can also improve the characteristic scores of his Apprentice. This can be done, once again, at half the usual cost – the Wizard needs to spend only 100 gold crowns to improve one characteristic score of his Apprentice by 1 point. However, the Wizard can never teach his Apprentice to have a characteristic score superior to his own. So, a Wizard with Intelligence 9 who has an Apprentice with Intelligence 7 can teach him to improve his Intelligence by up to 2 points, but no further (unless the Wizard improves his own Intelligence score first).

Wizard's Apprentices can use all magic items which Wizards can use. If the description of a Magic Treasure says that it can (only be) used by a Wizard, an Apprentice can use it also.

DEAD HENCHMEN AND DEAD HEROES

Unlike the Men-at-Arms and Sergeants, who merely enter the paid service of a Hero, there is an important bond of fellowship between a Captain, Wardancer, Troll Slayer or Apprentice and their respective masters.

If the Henchman is killed (and not magically returned to life), the Hero has failed in his duty of comradeship-in-arms with this loyal and brave fighter and as a result must lose 1 Fate Point to reflect this ill-fortune. This Fate Point must immediately be removed from both the Start and Current boxes on the Hero Characteristic Sheet. Fate Points lost through the death of a trusted Henchman can be regained either by spending Gold Crowns in between adventures or through further Heroic actions in the usual way.

If a Hero dies and is not returned to life, his Henchman will always leave. Disillusioned and overcome with grief the Henchman will pack his bags and go off in search of new opportunities for fame and adventure. A replacement Hero cannot keep the Henchmen his predecessor had.

EMBARK ON NEXT TRIP

The Heroes are now ready for their next expedition. If they return to a previously-entered dungeon, they may start from the bottom of any of the stairs they found leading out.

Should any of the Heroes have been killed on the last trip, players can bring in new ones. Obviously, these new Heroes have none of the treasure, weapons or armour of the lost Hero. They start from scratch (unless loaned cash or equipment by other players). You can use a direct replacement for the lost Hero, or use the campaign rules to generate a new one.

CAMPAIGNS

One of the most important aspects of *Advanced Heroquest* is the *campaign*. The basic idea of a campaign is that the players keep using the same Heroes in different quests, making their Heroes more and more powerful as they go from adventure to adventure. So, when you've finished your first quest, you're really only just beginning.

When you start playing a new campaign, it is a good idea to have someone else be the Gamesmaster. This prevents it becoming one player against the rest all the time, and allows different people to throw in their ideas.

You don't have to use the same Heroes if you don't want to. You can retire a Hero at any time – he drops out of the campaign, taking all his gold, equipment and magical treasures with him. And if you want to bring him back after a while, then you can simply get out your old character sheet and start playing again.

Each player can have more than one Hero if he wants, though it's not a good idea to use more than one at a time – you should keep playing the same Hero for the whole of a quest, but you can swap to another Hero between quests.

HEROIC LEGENDS

When you're playing a campaign, it's a good idea to keep a record of the quests that your Hero has undertaken. You can even write this up as a continuous legend, adding new adventures each time your Hero finishes another quest: write down his most spectacular fights, his closest escapes, the great treasures he's found, the terrible monsters he's slain.

Using your Hero's legend, you can give him additional names. Your Warrior might begin life as Albrecht; if he kills a Troll, you could rename him Albrecht Trollbane. If in a later adventure he kills a Daemon he could become Albrecht Daemonslayer or Albrecht the Mighty. All great Heroes have Heroic nicknames to remind the world of their exploits and to throw fear into the hearts of their enemies.

All great Heroes also have a heraldic emblem which they paint on their shields and cloaks, and which is often painted onto the shields of their Henchmen. This is to show that the Hero is proud of his renown, not scared to announce who he is, and lets his enemies know who they're fighting. Again, you can use the Hero's adventures to give you ideas for his heraldic emblem. Perhaps he has found a Rune Axe which he now wields to great effect – his emblem could be an axe, possibly with runes drawn around the outside. Perhaps he destroyed a Skeleton King – his emblem could be a skull or two crossed bones. The Heroes' character sheets have a space for you to draw in the Hero's emblem, which should then be painted onto the Hero model's shield, cloak or tunic to show who the model represents. And if your Hero gets new armour or weapons, you can pick the Citadel Miniature that most closely resembles your Hero and paint it up in the correct colors.

NUTS AND BOLTS

Once you understand how *Advanced Heroquest* works, you will find it much easier to design your own Quests.

The most important thing you'll need to come up with as you design your own quest is a good story. Heroes need something epic, dangerous and risky to drag them from the comfort of an inn's hearth. Be creative when you design a quest. Think of all the great fantasy stories you've read, or films you've seen, and use them as a source of inspiration. This is the story that explains why they are fighting down a particular dungeon and links separate dungeons together. From this you can decide what monsters should be living in the dungeons and what the Quest Treasures are going to be.

Once you've decided what your Quest is going to be, you can choose what dungeon layout you'll use. You can of course, simply allow the Exploration Tables to design the dungeon for you. Otherwise, you must decide how you will adjust the dungeon. Perhaps it is a small dungeon on one level with only a single Quest Room and no stairs down. Perhaps it is a huge dungeon with a dozen levels.

There is no limit to the number of rooms, Hazards or Lairs that can be created for a dungeon. Nor is there any limit to the number of Quest Rooms that could appear, though you may decide that not all of them have a special purpose.

You can change things around for any adventure you design so that events can happen in a different order. For example, you could have a game in which three hostages were being held in a dungeon. The adventure you invent around this may rule that one hostage will be found in each of the first three Lairs encountered, and that the Quest Rooms will contain Wizard's Laboratories, centers of diabolical research. You can choose to arrange things so that few or no rooms are empty, by creating a monster table for the ordinary rooms, or you can space everything out, creating the possibility of long chases through empty passages and rooms.

Naturally, you can also change the treasures that can be found. Use the existing treasure tables as a guide, then invent your own magical items. Perhaps one of these could be the focus of a new quest, where the Heroes have to search through a huge dungeon complex to find it.

You can use entire ready-designed Quest Locations, but these should strive to be interesting rather than deadly. Don't overuse traps – just put in a couple here and there to give the Heroes a surprise and keep them on their toes. Remember, you will have great tactical flexibility in the already-mapped areas. The best starting point might be to generate the area with the tables you have invented for your new adventure, and then move things around for your own purposes. Once you're thoroughly familiar with designing dungeons, there's no reason why you can't sometimes have a whole Dungeon as a Quest Location.

If you're designing a large dungeon, you should modify the *Fate Points Table* so that the Heroes gain Fate Points even after going on quite a lot of expeditions – it will obviously take them longer to complete a quest if the dungeons are very large. Alternatively, you could have more than one Quest Treasure in the dungeon so that they can recover each after a few expeditions.

While many Quests consist of just a single Dungeon, other epic, multi-dungeon Quests can be devised by connecting some of the Quests from the Random Quest Generator. For instance, a rescued kidnap victim can give the Heroes information which sends them off after a stolen item; and when they recover the item they have to take it to someone who wants to send them on a revenge mission, and so forth to still further adventures!

THE QUEST GENERATOR

Here we present a Quest Generation system for developing an almost endless series of quest goals and aims. These are presented both as general themes and aims, and also with some specific examples for you to use and play immediately. Make a first roll on the *Plot Generator Table*, which gives you the general aim of the quest. Then roll on the appropriate table below (with the same title as the basic quest plot element) to develop the idea further.

PLOT GENERATOR TABLE	
D12	Basic Quest Plot
1 – 2	Rescue!
3 – 5	Retrieval!
6 – 8	Race Against Time Quests
9 – 10	Exploration
11 – 12	Revenge!

You'll also want to know what type of monsters may be in the dungeons. You can either make your own selection, or use the *Dungeon Monster Table* below as a basis to work from.

The rest of this section deals with Quest Plots, the reasons why Heroes actually set off for their dangerous adventures. Monsters are dealt with in the *Monsters* section!

DUNGEON MONSTER TABLE	
D12	Monster Type
1 – 3	Skaven
4 – 5	Undead
6 – 7	Orcs
8 – 9	Chaos
10 – 11	Beastmen
12	Mixed Dungeon

QUEST PLOTS

RESCUE QUESTS

"If our messenger isn't rescued to tell Count Diebstahl his vital information by tomorrow sunset, there is no doubt that the city will fall. It is imperative that he be rescued from the dreadful Skaven - we'll give you 200 Gold Crowns if you can rescue him!"

Rescue Quests involve the rescue of an important person who has been taken prisoner by the monsters in the dungeon. The Heroes are hired to rescue this person. It is usually known who has kidnapped or otherwise carried off the unlucky victim, and so the monsters in the Quest Room (at least) will be known about.

Roll on the *Rescue Quests Table* on the next page to determine the person who is to be rescued and the reward offered to the Heroes for their safe return. Then, as usual, the roll on the *Dungeon Monster Table* will tell you who has kidnapped the victim. These two tables alone can generate up to 49 different individual Quests!

Unlike many NPCs, you won't usually need any details (WS, BS, Toughness, Wounds, etc.) for the people the Heroes have to rescue, because they are in the Quest Room and once they have been rescued the Quest is effectively over (although the Heroes might meet a Wandering Monster on the way back to the steps leading out of the dungeon if they are very slow, and you are feeling mean!).

One thing to be careful about is that the Heroes should not use any form of spell which affects an area including the person they are trying to rescue! If they do, that person dies, the Heroes go unpaid, and the Hero who cast the spell (such as an *Inferno of Doom* spell) loses 1 Fate Point permanently (this cannot be regained between expeditions). If he has no Fate Points left to lose, the wash of magical energies involved in casting the spell is exceptionally strong and racks his body with pain, causing an agonizing death!

The Monsters in the dungeon (even a Mixed dungeon) won't attack or harm the person they have abducted. They need that person as a hostage, for a ransom, for horrible magical experiments when an evil Wizard arrives (the Heroes can be glad he hasn't arrived yet!), to hand over to an evil Daemon who has paid them to kidnap the victim, or for a dozen other reasons.

RESCUE QUESTS TABLE		
D12	Rescue Quest	Reward
1 – 2	The Count	200 GCs
3	The Princess	250 GCs
4 – 6	The Merchant	150 GCs
7 – 8	The Spy	200 GCs
9	The Wizard	Special
10	The Witch Hunter	150 GCs
11 – 12	The Healer	Special

THE KIDNAP VICTIMS

The Count

The Count has been kidnapped while out hunting, and if not returned to his castle rumors will spread like wildfire. Bandits will grow bold and harry the leaderless castle troops, and the local folk will grow fearful and flee for their lives. The Heroes must rescue him!

The Princess

Princess Emmanuelle has been abducted while traveling by coach. Her bodyguards were slain to a man, and she left only a handkerchief behind. Fortunately, a local goatherd saw the kidnappers stealing her away and managed to track them to their lair. Now the Heroes must rescue the Princess from death or worse! This offers the best reward since her distraught father is desperate to have her back safely.

The Merchant

The monsters have stolen away a wagon full of produce – or at least as much as they could carry – and captured the rich merchant to hold for ransom. Traveling along that isolated road through the dangerous Chaos-racked woods was foolish... The merchant's clerk offers the Heroes 150 gold crowns and half of any goods recovered. The goods will be in the chest in the Quest Room. Roll one D12 and multiply the number by 10 to give the value of the goods in gold crowns. The Heroes can add half of this to the reward they get paid for returning the Merchant safely home.

The Spy

The Spy has gathered vital information on his travels, observing the massing of evil creatures on the borders of the Heroes' homelands. It's vital that he is rescued from his kidnappers who will torture him and force him to talk. If the Heroes don't save him, the Spy won't be able to help the brave soldiers of the lands from repulsing the attacks of the evil monsters.

The Wizard

The Wizard has been kidnapped from his tower by marauding monsters who managed to bypass his magical alarms and defenses. His Wizard's Apprentice, who has been wounded and was left for dead, begs the Heroes to rescue his master. The Apprentice cannot come with them because he's too badly hurt but he says that his master will reward them with a Magic Treasure if they rescue him.

If rescued, the Wizard is found so mentally drained that he is unable to cast any spells in order to help the Heroes. If they bring him out of the dungeon alive, he gives them 1 Magic Treasure – roll randomly for this as usual. He will also teach a Human or Elf Wizard among the Heroes one spell free of charge. He will be of the same College as the Wizard among the Heroes.

The Witch Hunter

On the trail of evil Daemons in a Chaos-tormented group of villages, Theophilus Knurren the Witch-Hunter was ambushed and knocked unconscious by monsters which dragged him off to their lair. The villagers of the area are desperate – Theophilus was doing a fine job putting Chaos to the sword and the stake. They beg the Heroes to bring him back so he can finish his work. They pass round the hat and can only manage 50 gold crowns to reward the Heroes, but the Church of Solkan will also pay an extra 100 gold crowns if Theophilus, who is an ardent follower of Solkan, is brought back alive.

The Healer

The Healer has been spirited away while he was journeying to attend to a sick old woman who lives alone in the woods. His young housekeeper begs the Heroes to bring him back alive. She has no money to pay them and begs them to help from the goodness of their hearts. If they manage to rescue the Healer, he will give them a Potion of Healing he had in his home, and will also cure any disease any Hero may have free of charge. He is able to replace a lost limb or resurrect a dead Hero but he will charge half price for this, donating the monies to the local Orphan's Home.

RETRIEVAL QUESTS

"My friends, there is a Daemon laired within the hills, allied with the terrible forces of Chaos around, and it seeks the blood of every living soul in this village. It has taken the Magic Casket of the Wizard Erich van Steinkuhler from his tower; and within that casket is the magic which protected us from the other Chaos. Are there any Heroes brave enough to slay the dread Daemon and bring back the Casket..."

Retrieval Quests are fairly similar to Rescue Quests, except that here the Heroes have to find and retrieve a particular object (the *Quest for the Shattered Amulet* is an epic example of such a Retrieval Quest). The GM may choose to be fiendish in how he places the object within the Quest Room. It may be in a trapped chest, safely secured behind a portcullis, sealed inside a huge glass bell-jar which (if broken open) releases a foul gas which has the same effect as Skaven Poisoned Wind, or worse.

The Heroes can't exactly miss finding the Princess in a Rescue Quest. Trying to find a small stolen amulet, however, can be a much trickier business! A roll on the *Retrieval Quests Table* below will determine the nature of the item to be retrieved, and the reward which may be offered for it.

RETRIEVAL QUESTS TABLE		
D12	Retrieval Quest	Reward
1	Magic Sword	Special
2 – 3	Magic Treasure	Special
4 – 5	The Body	200 GCs
6 – 7	Icon of Solkan	150 GCs
8 – 9	Tomes	100 GCs
10	Magic Casket	150 GCs
11	Healing Staff	Special
12	Special	Special

OBJECTS OF THE RETRIEVAL QUEST

Magic Sword

The monsters have come into possession of a Magic Sword. You can roll this using the *Magic Swords Table* in the Treasure section. The character monster in the Quest Room will use this Magic Sword itself as a weapon if it is capable of doing so, and if it isn't, it will have one of its attendant monsters use it. The Heroes have to earn this one the hard way.

The Magic Sword retrieval quest can be played two ways, as you choose. If you don't want your Heroes to have a Magic Sword, then they are offered 200 GCs as a reward by its owner, a local Warrior who has lost his sword-arm fighting off the monsters who took his sword (and so can't fight!). The Heroes are thus paid to return the sword to him. Alternatively, the Heroes can hear a rumor in a tavern about the monsters who took a sword from a slain Warrior and then the lure is the Magic Sword itself. The Heroes get to keep it if they can defeat the monster which currently holds it.

Magic Treasure

The monsters have taken a Magic Treasure which the Heroes seek. This should not be a Magic Sword, and nor should it be a Magic Treasure which has only one use (such as a Potion). With those restrictions, you can roll the Treasure randomly on the *Magic Treasure Table* in the Treasure section. Again, the monster(s) will use the Magic Treasure if they can!

Like the Magic Sword Quest, the Heroes can either be commissioned to retrieve the Magic Treasure for the local Baron from whom it was stolen (with a reward offered of 100 GCs) or they can be told about the item and seek it for their own benefit. They only get to keep the Magic Treasure in the latter case, of course.

The Body

"Our brother Heinrich fell in battle defending us from the monsters, and they have dragged his body into their dank and foul lair. We want to have the Healer resurrect him, but we need his body for this. We will pay you 200 gold crowns for bringing back the body Intact."

This is a fairly straightforward one!

Icon of Solkan

A Priest of Solkan hires the Heroes to recover a sacred relic taken from a shrine pillaged by rampaging monsters. This is a small silver statuette marked with Solkan's rune. This is an ideal item to hide somewhere hard to find and trapped, of course!

Tomes

A Sage hires the Heroes to recover a boxed crate of stolen books. They were on a coach which was ambushed by the monsters and looted. The monsters won't know what to do with the books, and the Sage fears they will throw them away or leave them to rot if the Heroes don't recover them – and of course the Sage wants them back anyway!

The Sage doesn't have very much money and cannot offer more than 100 gold crowns. However, if the Heroes recover the books they may get a lucky extra payoff. Roll a D12. If you roll 7 or higher, then the Sage's cousin is visiting town as the Heroes return, and he's a Wizard! Out of gratitude, he offers to teach a Wizard among the Heroes any one spell for free. He is of the same College as the Wizard among the Heroes. You can assume that he knows any spell the Wizard-Hero wants to be taught.

Magic Casket

The inhabitants of a small village the Heroes are passing through are in despair. They collected funds to commission a Wizard to produce a magical beacon which would prevent the monsters in the area from approaching within 3 miles of their village, so they could live their lives safely (these monsters will be the Skaven, Orcs, etc., as you have determined from the *Dungeon Monster Table*). They also paid for some minor magic (determine this with a D12 roll from the table below) for the defense of their village. They spent all they had, and they are now penniless and defenseless.

They beg the Heroes to recover the Casket and deliver it to them. The Casket will contain a red-lenses lantern (the beacon) and a Magic Treasure determined by a roll on the table below. There will also be a Treasure Chest in the Quest Room in addition to the Casket. The Heroes get to keep the item rolled on the table, and any other treasures they acquire in the dungeon.

CASKET CONTENTS TABLE	
D12	Contents
1 – 4	D12 Magic Arrows / Bolts
5 – 6	2 Magic Potions (determine type of <i>Potions Table</i>)
7 – 9	Scroll of 2 Spells
10 – 11	Magic Bow
12	Ring of Magic Protection (Level 1)

Healing Staff

A Healer has been killed in a raid on a village, and his Healing Staff has been taken. The Staff had curative powers, and could cure wounds and diseases. It was even able to resurrect dead people, but its powers were known to be growing weaker as its magic was consumed with passing time. The villagers are desperate to have the Staff returned to them and they offer the Heroes 100 gold crowns (all they can afford) if the Heroes find it and return it to the village.

There's a special extra reward here if one of the players is smart. When they get back to the village, the villagers have been attacked by monsters and they ask for the Staff so that they can heal their wounds. If a player states that the villagers should use the Staff to resurrect the

dead Healer, this is smart thinking – the Healer will then be able to help the villagers with their afflictions. If a player says this, then the resurrected Healer will provide 2 Potions of Healing or any one service (curing a disease, replacing a lost limb, even resurrection) for free!

SPECIAL RETRIEVAL QUEST

This Quest is a lengthy and extended one, where the Heroes have to recover more than one item to finally complete their Heroic adventures. The *Quest for the Shattered Amulet* is an example of such an extended Quest, and the *Lichemaster Quest (Terror in the Dark)* is another. In extended Quests, the Heroes should receive Fate Point awards at intervals during their adventures, when they have completed some definite goal, or found some part of the item(s) they seek. Here are some ideas for GMs to construct Special Retrieval Quests.

The Rod of the Unberogens

This mighty weapon and symbol of rulership has been lost since the mists of time. Once held by the mightiest fighting family in the entire Empire, it was broken into several parts by evil sorcerers who feared its power. The Heroes have to seek out the divided parts to reassemble the Rod.

The Chalice of Shallya

From this wondrous healing chalice, thieves have pried three magical gems in an act of shameful desecration. They got their just desserts – each was slain by monsters, so that each gem is now in a different dungeon. The gems must be recovered and replaced in the Chalice, which must then be taken to a deserted and monster-infested underground temple of Shallya, the healing goddess, and enchanted anew in a hidden Magic Circle within the dungeon.

The Spheres of the Elements

The Heroes have to recover a set of four enchanted glass spheres (which can be very heavy, if you wish!), each of which is hidden in the laboratory of a long-dead Wizard, now the dungeons are over-run with monsters. Each Sphere is protected by a dangerous trap which corresponds to the Elemental force which the Sphere is connected with.

- *The Sphere of Fire* sets off a powerful Fireball spell when first picked up.
- *The Sphere of Earth* sets off a progressive Earthquake effect when first picked up. Create a table which allows you to start destroying the dungeon once the Heroes have recovered the object of their quest. Rubble will block the passages, chasms will open in the rooms.
- *The Sphere of Water*, once picked up, sets off a progressive flooding of the dungeon. Can the Heroes escape in time (up to their knees in water, their movement rates will be sharply reduced)? You can halve all movement rates and reduce all damage dice by –1 for starters!
- *The Sphere of Air*, once picked up, sets a powerful gale whistling through the entire dungeon which blasts rocks, debris, bodies and weapons into the Heroes as they fight their way out. The Heroes have their movement slowed and the rubbish being blown into them begins to inflict some damage...

These are just a few simple ideas. Other epic retrieval Quests can be devised by connecting some of the other Quest themes here. For instance, a rescued kidnap victim can give the Heroes information which sends them off after a stolen item, and when they recover the item they have to take it to someone who wants to send them on a revenge mission, and still further adventures!

RACE AGAINST TIME QUESTS

"Time grows desperately short and evil magic reaches its tendrils out for our lives. There is a festering, dark evil below the ground and it longs to slake its thirst for souls – we need brave Heroes to save us!"

In a Race Against Time Quest the Heroes must destroy some terrible menace which threatens them, their homes, their friends, even an entire countryside or the very Empire itself! A roll on the table below will give you a theme for this type of Quest.

There should usually be a reward for a Race Against Time Quest. The Heroes will usually be paid by a local nobleman or town community to deal with the threat which menaces them. 150 gold crowns is a reasonable sum to pay. Offer 200 if the dungeon is unusually tough.

RACE AGAINST TIME QUESTS TABLE	
<i>D12</i>	<i>Race Against Time Quest</i>
1 – 3	Stop the Ritual!
4 – 6	Perform the Ritual in Time!
7 – 8	Kill the Warlord
9 – 10	Prevent the War
11 – 12	Keep the Dead in Their Graves

WHAT MUST BE PREVENTED...

Stop the Ritual

An evil sorcerer who lives in the dungeon is about to perform a terrible ritual which will bring him great power and make him almost invincible. He must be stopped! The evil sorcerer is usually a Skaven wizard, a renegade Bright Wizard (use the Wizard Hero character and add 4 extra spells to the first four in his spell book), the Chaos Sorcerer, or even a renegade Daemon. You can combine this theme with the Rescue Quest theme by having the minions of the evil sorcerer carry off a kidnap victim for sacrifice in the ritual.

Perform the Ritual in Time

The Heroes have to find a Magic Circle deep in a monster-infested dungeon and have their Wizard carry out a ritual to prevent a disaster. Long ago, a Spell was cast to stabilize the mountain above the village. The Spell's strength is now fading, and it must be recast to prevent the rocky mountainside tumbling onto the village, killing the villagers and burying the silver mines on which they depend for a living. Can the Heroes perform the ritual in time?

Kill the Warlord

A mighty warlord is recruiting allies and using his powerful personality to dominate them. If he's not destroyed, then he will present an ever-increasing danger to the forces of Good throughout the land.

Prevent the War

This is similar to Kill the Warlord, but here a group of monsters has an expert weaponsmith among them who is manufacturing many Swords and other weapons of very high quality. Some are even said to be magical... armed with such excellent weapons the growing population of monsters will become too powerful for the local militia and warriors to resist. The Heroes must raid the dungeon, wipe out the whole complex, and put an end to the weaponsmith (who can just be a powerful monster of the type you have selected from the Dungeon Monsters Table). If you have the *Heroquest* game, you can use the Weapon Rack here. The Heroes should definitely gain at least one Magic Sword or other Magic Weapon in the Quest Room here.

Keep the Dead in Their Graves

An evil sorcerer or powerful Undead creature (use a character creature) has moved into an old tomb complex and is preparing to raise the dead as Undead (The *Quest for the Lichmaster* is an epic form of this type of Quest). He may have monsters with him to assist him in his work. The Heroes must put a stop to this terrible threat of a madman setting a vast horde of Undead on the entire countryside!

EXPLORATION QUESTS

"In the gloom below Mount Forbiddance is an ancient Temple of Solkan, and his priests seek to re-consecrate it as a protection for the area. No-one knows exactly where it is, but it is known that the caves and passages below the mountain are riddled with monsters!"

In an Exploration Quest, the Heroes have to find a particular location. The players don't always have to be told exactly what they are trying to find. The GM can sometimes tell them that their Heroes are setting out to find one thing, while in fact they will end up finding something quite different, which is a good way to keep players on their toes.

Rewards are usually offered for Exploration Quests. If priests of Solkan want the Heroes to find an old Temple of their god, for instance, they will offer a reward for this. The standard reward for an Exploration Quest is 200 gold crowns.

EXPLORATION QUESTS TABLE	
D12	Exploration Quest
1 – 2	Find the Temple
3 – 4	Find the Source of the Waters
5 – 6	Find the Warpgate
7 – 8	Find the Teleportation Circle
9 – 10	Find the Descent Point
11 – 12	Find the Motherlode

Find the Temple

Priests of the god Solkan ask the Heroes to find an old deserted temple of Solkan, now over-run by monsters. The Temple is well-hidden, and a magical key to it must be found in another room in the dungeon complex (the priests don't know about this key).

Find the Source of the Waters

Several villages along the length of a fertile valley depend on a small river for their water: for their crops, drinking, and washing. Now the water has unaccountably turned a hideous bloodied red and is undrinkable. Crops watered with it wither and die, animals sicken, and the villagers have nothing to drink. The source of the river is a cavern deep below a distant mountain, and the Heroes are paid to find it and return to give an account of what they find there. When the Heroes find that cavern, they find that the monsters in the Quest Room are using a poisonous chemical to ruin the waters, hoping to drive people away so that they can take over the land and bring their own slaves in to work there.

Find the Warpgate

A Warpgate is a terrible portal to the raw stuff of Chaos, dangerous and a source of madness if uncontrolled. The Heroes are paid to find this desperately dangerous portal and bring back a map of the dungeon where they found it.

Warpgates may interfere with magic, and Wizard Heroes might find their spells going wrong in the Quest Room. They must make an Intelligence test to cast any spell at all, and any spell which normally needs such a test anyway is made more difficult (add 2 to all D12 rolls for Intelligence tests for such spells). These effects won't apply to any evil spellcasters in the Quest Room, and a Chaos Sorcerer might find it easier to cast spells (adding 1 damage dice to his *Fireball* and *Flaming Skull of Terror* spells).

Find the Teleportation Circle

The Heroes must find a Magic Circle which allows Wizards to teleport to distant places. Of course, they also have to make the place safe – which means eliminating all the monsters in the area!

Find the Descent Point

Another group of Heroes is eager to enter a deep dungeon complex, but they are currently recovering from their wounds and cannot go adventuring. They pay the Heroes to map a dungeon level, and find the descent point down to the deeper level (this should always be stairs leading down which are located within the Quest Room, so don't place them anywhere else!). Of course, the Heroes might take a trip down the stairs, just to have a quick look at what's there...

Find the Motherlode

The Heroes are paid to locate a seam of silver ore which a grizzled old dwarf miner tells them about, and they'll also have to rid the place of monsters before it can be mined in safely once again. Since the dungeons are an old mine, rooms may be hazardous (in addition to Hazard Rooms). Roll a D12 when the Heroes enter any room, and on a roll of 12 there is a fall of rocks and stones in the doorway. Any character standing within 1 square of the door suffers 1 Wound automatically, 2 Wounds if not wearing metal armour. Magical protections (such as a

Robe of Toughness) will protect against this, but nothing else will.

Exploration Quests can always be tweaked to confuse the players. For example, they may think that they're looking for a Warpgate. But, in fact, what is happening is that a Chaos Sorcerer is using a Teleportation Circle to import warpstone and other Chaos Magic into the dungeon. which is why the locals wrongly think there's a warpgate in the dungeon. There are obvious similar twists, and a GM with a suitably fiendish imagination will no doubt be able to think up dozens...

REVENGE QUESTS

"Orcs attacked your home village. They murdered your parents, ate your little sister, impaled your brother on a sharpened wooden stake, pulled the heads off your farm chickens, chopped the heads off the farm cattle, and drank your beer. How do you feel about that?"

"They drank my beer? Let me at 'em..."

Revenge Quests can be particularly satisfying. The Heroes (or at least one of them) is given some personal reason for wanting to give the dungeon monsters a really good working-over, and in some cases they may even be offered a small reward as well (though it shouldn't really be necessary). Roll on the *Revenge Quests Table* to determine the Hero's motive.

REVENGE QUESTS TABLE	
D12	Revenge Quest
1 – 2	They Slaughtered the Village
3 – 4	They Stole Everything I Owned
5 – 6	They Killed my People
7 – 8	They Killed my Family
9 – 10	They Killed my Friend
11 – 12	They Killed Everybody!

They Slaughtered The Village

Well, almost all of it. The monsters simply came up out of the dungeon and massacred everyone they could find. Some of the villagers were away at a nearby market town when the massacre took place, and they offer the Heroes 100 gold crowns (all the money the poor wretches have left in the world) to exact vengeance for the wholesale slaughter of their families and the destruction of their homes.

They Stole Everything I Owned!

This is where one of the Heroes gets bushwhacked. Instead of making any rolls on the *Random Events Table* (page 69), pick one of the Heroes at random. That Hero is attacked by monsters, stripped of all his gold, his weapons (but not armour or other equipment) and 1 magic item (if he has one), beaten and left for dead. Everything stolen from him will be in the Quest Room, together with other treasure in the treasure chest.

They Killed My People

This is best suited to Elves and Dwarfs. The Elf or Dwarf Hero learns that a small group of his people has been ambushed and massacred by monsters.

They Killed My Family

This will do for any Hero. It should be an excellent spur to learn that father, mother, brother, sister, cousins and everyone else was massacred horribly at a family get-together (especially if this was to celebrate the Hero's successes).

They Killed My Friend

Instead of a random roll, you can use this theme whenever a Hero is killed (indeed, if the Hero is resurrected this becomes *They Killed Me!*).

They Killed Everybody!

The monsters simply emerged and massacred everyone and everything in sight. The Heroes walk into a village which is a scene of utter carnage: even the livestock has had its throats cut. There is a trail of blood-sodden footprints leading into the hills and the entrance to the dungeon... No sane person would want to meet whatever did this, but if you don't get them first, they might come out and get you!

Quest Rooms and Revenge Quests

Revenge Quests will have as their Quest Room the chamber where the leader of the monsters, the character monster, has its lair.

FATE POINTS AND QUESTS

Most often Fate Points are awarded when the Heroes find and obtain a Quest Treasure. Clearly, this isn't always going to be their goal. Sometimes, the Heroes won't actually be looking for a Quest Treasure at all – they will be looking for someone to rescue, a warlord to slay, a warpgate to locate and map. So, Heroes receive Fate Points between expeditions when they have realized a Quest Goal, which is the object of their Quest, whatever that may be.

MONSTERS

GENERAL MONSTER RULES

The Quest for the Shattered Amulet features Skaven, but there are many other monsters you could introduce into the game. Perhaps the focus of the adventure is that there is one powerful monster who must be defeated by the Heroes so they can succeed. A mighty Minotaur, ruling over a Goblin clan, striking fear into defenders and Heroes alike. Or, perhaps, the final encounter could be with evil counterparts of the Heroes themselves!

Models for these creatures and many others are all available as part of the extensive Citadel Miniatures range of plastic and metal models. Future supplements for *Advanced Heroquest* and the new quests in *White Dwarf* will feature these different monsters. The following is just a sample of the monsters you can use. Each is listed with the statistical information you need; the special rules are explained below.

When you design a new quest, use the existing monsters tables as your starting point for the monsters you introduce. For each monster, we've worked out a modifier that shows the relative strength of the different types; this is known as the monster's *points value* (PV). For example, Goblins are worth a 1/2 point, Skaven are worth 1 point. This means you can replace Skaven with Goblins on a 1:2 basis when you draw up your own monster tables. Look at the various monster tables, then replace each line with a broadly equivalent points value in the monsters you have chosen. There's a blank set of Monster Matrices at the back of the book for you to use when you create your own quests.

However, bear in mind that the Heroes get stronger with each quest – this means you'll need more or more powerful monsters to give them a suitable challenge. When you create your new tables after completing a quest, add 1–2 points to each line in the tables, so now 3 Skaven will end up being replaced by 8 Goblins... or an Ogre, or an Orc Warlord and 2 Orc Warriors.

Some of the monsters have special rules – these are explained below.

BERSERKER

Berserkers have the ability to transform themselves into super-human fighters with great skill and strength. The player controlling a berserker decides when and if he goes berserk. The advantages and disadvantages will soon be plain: he is an awesome killing machine, attacking twice as often, but is also more vulnerable to being hit.

A berserker may choose to go *berserk* at the start of any combat phase. He will remain berserk until every enemy in sight has been killed.

A berserker receives one free attack per turn, which must be made at the same time as its normal attack. Treat the berserker as having a Weapon Skill two lower than normal when opponents work out their hit roll. A berserker must always move towards the closest enemy and engage him in hand-to-hand combat. Berserkers recover from being berserk at the end of combat.

SPELLCASTER

Spellcasters are able to use magic. They have a limited number of spells and follow the normal rules to cast them, just like Wizards. They must take an Intelligence test if a spell demands it, with the usual results for success and failure. The type and number of spells known by the spellcasters are listed on the relevant monster reference tables.

REGENERATION

A monster which can regenerate recovers 1 lost Wound at the beginning of each GM phase of every combat turn.

INVULNERABLE

Some monsters are magically invulnerable and require a powerful, well-aimed blow to damage them at all. When rolling damage dice, even those dice which score equal to or greater than the monster's Toughness can only be counted if there is at least one 12 rolled. This does not apply to damage rolled as a result of a free attack or to any attack made with a magical weapon.

TWO ATTACKS

A monster with two attacks may make two hand-to-hand attack rolls instead of one. Two separate damage dice entries show how many damage dice are to be rolled whenever the first or second attacks hit.

CAUSE DISEASE

A monster which can cause disease will reduce the Strength and Toughness of anything it can hit. If such a monster hits a Hero, you must roll a dice and compare it to the Hero's starting Toughness. If the roll is under this score, all is well and nothing happens. If it is equal to or over this score, the disease will take root. Make a note on the character sheet that the Hero is diseased.

Between expeditions, the Hero must visit a Healer to have the disease cured. If the disease is not removed for any reason, the Hero must have his Strength and Toughness reduced by one. This will happen each time between expeditions until the disease is cured, or until one of these scores has fallen to zero. If this happens, the Hero dies.

FLIGHT

Monsters who can fly ignore all death zones when they move.

FEARSOME MONSTER

Some monsters are so scary they cause fear in other creatures – even Heroes. If a fearsome monster has a Hero or Henchmen in its death zone at the start of any combat phase, that model must be checked for Bravery. Roll a dice. If the roll is greater than his Bravery, the character will cower; if the roll is less than or equal to his Bravery, he is unaffected. A model that cowers may not move (unless he runs) or attack, but he may open doors.

Fearsome monsters are not themselves affected by this rule and do not have to make a Bravery roll when they are fighting other fearsome monsters.

RUN AMOK

Certain unpredictable creatures, such as Rat Ogres and Cave Trolls, must roll their Bravery at the beginning of each turn or run amok. A creature that runs amok moves to attack a randomly-selected model, friend or foe, within five squares. If no model is within five squares, the creature stands in place and bellows and roars, waiting for something to come close enough to butcher.

LARGE MONSTERS

Large monsters are so big that they have special rules for movement, death zones, etc.

These monsters come with bases which are roughly four times the size of normal ones. When moving them, use one corner (the right forward) of a square base or simply the front of a round base, and move this the required number of squares. Although they might appear to be too big to go through doors, they can be moved through as normal. However, never leave a large monster part-way through a door, or across a wall.

Large monsters have death zones that occupy eight spaces, as shown in the diagram.



The shaded spaces are the Rat Ogre's death zone.

Large monsters completely block any line of sight which passes over their bases. Line of sight to and from a large monster is not blocked by normal-sized creatures.

UNIQUE MONSTER RULES

SKAVEN

Skaven are sinister mutant Ratmen that gain their strength from *warpstone* – the greatest source of raw magic in the Warhammer World. They have tunneled extensively throughout the known world, but they are said to have a particular home in the marshes of north-west Tilea.

SKAVEN ASSASSIN

If the Assassin is part of an encountered group of Skaven, add +2 to their surprise roll. If the GM gains surprise, he can place the Assassin in any already-explored dungeon section that is within line of sight – this can be as far away from the Heroes as he wants.

The Assassin is able to escape without you playing an escape dungeon counter. This escape can occur at the end of any GM phase, as long as no Hero models are within six squares. You still need to use a character dungeon counter to bring the Assassin back into play.

PLAGUE MONK

The Clan Pestilens Plague Monk is armed with a Warpscroll – a magical item that has a great withering effect upon its victims. It takes two consecutive turns to cast the Warpscroll, during which the Monk can do nothing else. He cannot start to cast the spell if he's within an enemy death zone.

At the end of the second turn, the Monk must pass an Intelligence test to cast the spell. If he fails, there's no adverse effect and he may try to cast the spell again in a future turn.

If he succeeds, the spell affects *all* the Heroes and Henchmen, even if the Plague Monk cannot see the target. They must all try to roll equal to or under their Intelligence – any model that succeeds is unaffected. If a model fails this roll, it undergoes a rapid aging process, suffering the natural decay of years in a few moments. Death follows swiftly. A Hero may spend a Fate Point to avoid this sorry end.

Once the spell has been cast, the Warpscroll crumbles into dust and cannot be used again. If the Plague Monk escapes and returns by means of a character counter he has a fresh scroll – the same is true if he survives the dungeon and reappears in a later dungeon.

PLAGUE CENSER BEARER

This Clan Pestilens Skaven carries a chain bearing a smoking ball which emits noxious and deadly fumes. The Censer is a one-shot thrown weapon with a range of 12 squares. The Censer Bearer may not throw his Censer if he's in an enemy death zone.

Choose a target square up to 12 squares away that is in the Censer Bearer's line of sight. Roll to hit as normal. If a hit is scored, the Censer lands on the chosen square. If not, roll for scatter on the table below. Ignore critical hits and fumbles when throwing a Censer.

MISSILE SCATTER TABLE			
<i>D12</i>	<i>Scatter</i>	<i>D12</i>	<i>Scatter</i>
1	6 squares short	7	1 square long
2	5 squares short	8	2 squares long
3	4 squares short	9	3 squares long
4	3 squares short	10	4 squares long
5	2 squares short	11	5 squares long
6	1 square short	12	6 squares long

If the Censer scatters at short range, it's possible for it to end up behind the thrower; at long range it might go further than 12 squares – both these results are fine. Obviously, the Censer cannot pass through walls; the Censer lands in the square by the wall in such circumstances.

The Fumes from the Censer cover the square it lands in and all eight adjacent squares (including the diagonals). Anyone in these squares, or who moves through them on a future turn, must pass an Intelligence test to hold their breath. If the test is failed, the model is killed unless a Fate Point is spent. The Censer carries on emitting fumes until play returns to exploration turns.

SKAVEN WARLORD

The Warlord from Clan Mors is a mighty warrior, capable of defeating many normal men single-handed. He is armed with a Rune Sword that gives him +2 to his Weapon Skill and +2 to his Strength.

SKAVEN SPELLCASTERS

The two Clan Skryre Spellcasters are a Warpweaver and the more powerful White Skaven Sorcerer. Each of these can cast spells in the same way as Wizards.

Warpweaver

The Warpweaver is able to cast Fireball and Flaming Skull of Terror.

White Skaven Sorcerer

The Sorcerer can cast Choke, Flaming Skull of Terror, and Fireball.

He also carries a Ring of Magic Protection. If he can roll under his Intelligence when a spell is cast at him, the spell has no effect. If it would have affected only him, the spell simply fails. If it is an area affect spell, other models may still be affected even though the Sorcerer is safe.

SKAVEN DARK MAGIC

Skaven are Dark Wizards and have a different set of spells from other Wizards. The three spells known by these spellcasters are listed below.

- **CHOKE**

Components. Vial of Swamp Gas

The victim suddenly clutches his throat and has great trouble breathing. Dark wisps of smoke begin to seep from his mouth and nostrils as his lungs fill with noxious fumes.

Select a single target within the caster's line of sight. The target may only stagger one square per turn for the next 3 turns (the model's player makes this move). Unless the caster has been killed in the meantime, the victim dies at the end of the third turn from asphyxiation.

- **FIREBALL**

Components. Pinch of Warpstone

A ball of black fire with yellow and blue flames licking at the edges hurtles from the caster's hand towards the chosen target. Place a fireball template anywhere within 12 squares of the caster along his line of sight. Any models (friend or foe) which fall at least partially under the fireball template are automatically hit. Roll 5 damage dice to see what effect each hit has.

- **FLAMING SKULL OF TERROR**

Components. Silver Daemon Statue

As he finishes the incantation, the caster seems to grow horns and fangs, his fingers lengthen into great talons, huge scales fall over his eyes and he utters a bestial roar. He is treated as a *Fearsome Monster* until play next returns to exploration turns.

NIGHT RUNNERS AND GUTTER RUNNERS

These lightly-armed warriors are scouts drawn from the Clan Eshin. If any Night Runners or Gutter Runners are amongst a group of Skaven, add +1 to the Skaven dice when rolling for surprise.

Some Gutter Runners may be armed with slings. They harry attackers from afar, but are weak in hand-to-hand combat. The sling's maximum range is 12 squares, it does 3 dice of damage, and is treated as a move and throw missile weapon.

POISONED WIND GLOBADIERS

A Clan Skryre Globadier throws large glass globes filled with deadly gasses so that they break at the feet of the Skaven's opponents. The Globadier is armed with 6 Poisoned Wind Globes – these are thrown in the same way as Censers (see above).

The fumes from a globe cover the square it lands in and all eight adjacent squares. Anyone in these squares, or who moves through them, must pass an Intelligence test to hold his breath. If the test is failed, the model is killed unless a Fate Point is spent. The fumes last until the end of the *next* GM phase.

WARPFIRE THROWER TEAMS

A Clan Skryre Warpfire Thrower Team comprises of two Skaven, one with the Warpfire Thrower itself and one carrying the explosive fuel made using Warpstone. If you haven't got the appropriate Citadel Miniatures, you should use two models with the same color bases. They must be placed in adjacent squares in order to be able to use the weapon. If either Skaven is killed, the weapon may no longer be used.

A Warpfire Thrower may only be used if the team didn't move. Place a fireball template anywhere along the line of sight of either member of the team and then roll to hit as normal. If a hit or critical hit is scored, the Warpfire blast lands on target and any model at least partially under the template suffers 5 dice of damage. If the shot misses, the attack has no effect. If the shot was fumbled, the Warpfire Thrower malfunctions and explodes: both members of the team are killed instantly and any models in adjacent squares suffers 5 dice of damage.

JEZZAILACHIS

Clan Skryre Jezzailachis fire large caliber warlock muskets. Each Jezzail is crewed by a team of two Skaven, one of whom aims the Jezzail while the other steadies the musket rest. Use the same placement rules as the Warfire Thrower above.

The Jezzail is a ranged weapon and causes 6 dice of damage if a hit is scored. Jezzail bullets can punch through armour as if it wasn't there, so armour modifiers to the target's Toughness are ignored (subtract the armour's Toughness bonus from the current Toughness score). It takes a turn to reload a Jezzail after it has been fired, during which the team may do nothing else.

SKAVEN SLAVEMASTER

The Clan Rictus Slavemaster rules his slaves with fierce brutality and the cruel lash. Skaven Slaves will not stand in combat unless intimidated by the Slavemaster's poisoned whip.

Unless a Skaven Slave is within six squares of a Slavemaster or within line of sight of a Slavemaster, the slave must roll his Bravery at the beginning of each turn or he runs from combat as fast as he can.

SKAVEN SLAVE

Skaven Slaves perform the heavy, menial and dangerous labor of the Skaven clans, and may be forced into battle as a poor and reluctant militia. Armed with improvised weapons like tools and agricultural implements, they present little threat to well-armed Heroes. Further, unless chained in position or dominated by the Slavemaster, Skaven Slaves will often run at first opportunity when confronted with an armed enemy.

Skaven Slaves can open doors just like Skaven Sentries. However, Slaves open doors so they can run away, so they do not gain +1 on surprise like Sentries and don't place a door in the room if there isn't one as you would with Sentries.

SKAVEN BEASTMASTER

Clan Moulder Beastmasters train and handle the various domesticated creatures of Skaven culture, including the mutated beasts of war like Tracker-Rats and Wolf-Rats.

Beastmasters also train and handle the giant creatures who serve the Skaven as beasts of burden and war like the Rat Ogre and the Cave Troll. Without the loving guidance of the Beastmaster's whip and goad, these creatures may run amok.

Unless a Rat Ogre or Cave Troll is within six squares of a Beastmaster or within line of sight of a Beastmaster, the large creature must roll his Bravery at the beginning of each turn or he runs amok (See the *General Monster Rules* section).

RAT OGRE

The product of generations of selective breeding and warpstone-induced mutation, the Rat Ogre is a giant species of Skaven with primitive, brutal intelligence domesticated as a beast of burden and warfare.

Unless controlled by a Clan Moulder Beastmaster, a Rat Ogre in fighting frenzy may run amok and attack friend or foe indiscriminately.

CAVE TROLL

The Cave Troll has been successfully domesticated by the Skaven as a beast of burden and somewhat less successfully as a beast of war. Many Cave Trolls are too stupid to use tools like weapons, and are very unreliable in battle unless handled by a Beastmaster.

Note that the Heroes are not able to use the Warpscroll and Plague Censers, as only Clan Pestilens Skaven are trained in their use. The *Black Hand of Death* cannot be used by the Heroes but can be sold to any College of Magic for 200 GCs as a rare magic device for study.

ORCS

**Note that standard Orcs and Orc Sentries have a Toughness of 7 (not 8 as listed in the Monster Reference Sheets!).

THE UNDEAD

Undead are a terrible challenge to any Hero. They are all *Fearsome Monsters*, hungering to destroy the life they themselves have lost without being able to enter the final peace of death.

GHOUL

The Ghoul is a foul, flesh-eating horror which feasts on the bodies of the newly-dead. It can attack with claws, but it usually employs a Club as a weapon. The Club is treated as a Warhammer.

WIGHT

The Wight is a spirit which fears death, often because it was powerful in life and is unwilling to enter the realm of death. It remains bound to a place within the world of the living, often a tomb or a place where its power as a living creature was centered (in a wizard's laboratory, the vaults where it kept its treasure if it was rich, or simply in its home). It has no true form of its own, but it can assume some material form for a while – long enough to fight Heroes. The Wight is an exceptionally dangerous opponent!

The attack of the Wight has one special effect – *Strength Drain*. In addition to any Wound loss caused by the Wight's Sword, the horrible chill of contact (even through the Sword the Wight uses) numbs the Hero, who must subtract 1 point from his Current Strength score. Lost Strength is regained only at the end of the current expedition, if the Hero is still alive. Later strikes can inflict more Strength Drains, and a Hero whose current Strength is reduced to zero or below is struck instantly dead!

Every time a Wight drains Strength from a victim it regains 1 lost Wound of its own. It cannot regain more than 1 Wound per combat phase, however.

LICHE

The Liche resembles a Zombie or Ghoul in a appearance, but it is an Undead Wizard, a practitioner of magic who has chosen the path of Undeath to retain his magical power. As a result, his magic has become warped and destructive due to his Undead state, and in addition to spells once known, Liches can cast two new spells from the spell list of the Dark Wizards – *Strengthen Undead* and *Flesh Flaying* – which are detailed below.

A Liche can hypnotize one enemy model within its death zone each combat turn. The glowing red orbs deep in the Liche's eye sockets stare deep into the eyes of the target, which must make a Bravery test or else be paralyzed with fear for that combat turn, unable to make any action other than feebly defending itself. If the Liche is in hand-to-hand combat with the model it has hypnotized, it gains +2 on all hit rolls against its target.

- **STRENGTHEN UNDEAD**

Components: A Handful of Grave Dust

The Liche casts the grave dust into the air and whispers the incantation. As he does, a baleful moaning sound rises up in the room or passage the Liche is in. All Undead creatures (including the Liche itself) gain 1 point each of Strength and Toughness, and 1 extra damage dice. The effect lasts for one full combat turn. After that, the Liche has to make an Intelligence test each combat turn. If it makes the test successfully, the spell effect is sustained. If the Intelligence test is failed, the spell effect is immediately lost.

- **FLESH FLAYING**

Components: A sharp-bladed Miniature Dagger

The Liche points the dagger at a single model target within line of sight. The target immediately loses 1 Wound as its flesh begins to bubble and blister, and the skin starts to flay away from its body. The target also loses 1 point of Current Strength. Each combat turn afterwards, the target is allowed to make an Intelligence test. If the test is failed, another Wound is lost in the same way, and Current Strength is also reduced by 1 point.

If either Wounds or Strength are reduced to zero, the target is immediately slain. If the Intelligence test is made, the target suffers no more losses of Wounds or Strength, but the losses it has suffered previously aren't undone. The pain of the flesh flaying is so severe that a Wizard affected by it cannot cast any spells himself until he makes an

VAMPIRE

The dreaded Vampire is one of the most powerful of all Undead creatures. Like all Undead, it is a *Fearsome Monster* and it is also an *Invulnerable Monster*. What's worse, it is a *Regenerating Monster* as well! It has 2 attacks per combat turn – one bite with its Fangs, and one Claw attack. If the Vampire inflicts damage with its Fangs, the victim suffers a *Strength Drain* (as if struck by a Wight). Like a Liche, the Vampire can *hypnotize* its victims, and exactly the same rules apply. The Vampire can also cast spells, making it truly a monster to be feared! Vampires know the *Strengthen Undead* and *Flesh Flaying* spells (see *Liche* above), as well as the *Fireball* spell (see *Skaven Dark Magic* above).

BEASTMEN

Beastmen are half-men, half-beasts – monsters created by the terrible effects of warpstone dust. The dreaded Skaven evolved from one isolated group of Beastmen; half-man, half-rat. Other Beastmen forms are less stable, giving rise to fresh mutations in every generation, so that they have no fixed forms. Beastmen usually lurk in gloomy forests where they ambush and slay adventurers, but many of them live underground in abandoned tunnels and dungeons. These are the Beastmen that Heroes have to deal with.

Basic Beastmen will be encountered together with the vigilant Beastmen Sentries, who will guard and protect the Beastmens' lair. Beastmen Champions are the strongest fighters save for the Beastmen Warlords, the exceptionally strong monsters who have the physical strength and force to bully others of their kind into submission.

Beastmen may also be found with other creatures of Chaos, quite often acting as guards or companions to Chaos Warriors and their ilk. Likewise, the lairs of Beastmen often have a few Orcs or Goblins, sometimes forced into the service of a powerful Beastman Champion or Warlord.

MONSTER TREASURES

Most monsters carry some sort of treasure, usually gold crowns and occasionally special, and even magical items. The *Monster Treasure Table* in the *Treasure* section can be used to easily determine monster treasure. If the GM wants to roll a treasure randomly for each monster, roll one dice and consult the appropriate row in the table corresponding to the monster overcome. The abbreviation "GC" is used for gold crown, and the abbreviation "MMI" is used for Monster Magic Item (roll on the *Monster Magic Treasures Table* in the *Treasure* (page 48) section if you want monsters to have magical items with them). If the GM just wants a fast, easy treasure choice, use the entry shown in bold print.

MONSTER MATRICES

Reference Monster Matrices are often needed by the GM who needs to roll up a dungeon in a hurry, or who is generating one as the Heroes move down the dark corridors of their latest Quest. Here is a set of reference matrices you can use for Skaven, Undead, Orcs, Chaos, Beastmen, and a Mixed matrix which allows for almost anything to be present in the dungeon.

SKAVEN MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	4 Skaven Warriors	30 GCs	4
2	2 Skaven Warriors & 1 Champion	40 GCs	4
3	3 Warriors & 1 Champion	40 GCs	5
4	3 Warriors & 1 Champion	50 GCs	5
5	2 Warriors & 2 Champions	40 GCs	6
6	4 Warriors & 1 Champion	50 GCs	6
7	2 Gutter Runners & 1 Champion	60 GCs	6
8	2 Gutter Runners & 1 Champion	70 GCs	6
9*	4 Warriors & 2 Champions	60 GCs	8
10*	2 Night Runners & 2 Warriors	80 GCs	8
11*	1 Night Runner, 1 Sentry & 3 Warriors	100 GCs	8
12*	3 Champions & 4 Warriors	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	4 Warriors & 2 Night Runners	80 GCs	10
2	5 Warriors & 2 Champions	100 GCs	10
3	2 Night Runners & 2 Champions	120 GCs	10
4	2 Night Runners & 3 Champions	100 GCs	12
5	Jezzail, 4 Warriors & 1 Champion	120 GCs	12
6	1 Sentry, 4 Warriors & 3 Gutter Runners	130 GCs	12
7	1 Warlord, 1 Champion & 2 Warriors	140 GCs	12
8	Warfire Team & 4 Warriors	100 GCs	14
9*	6 Warriors & 4 Champions	120 GCs	14
10*	3 Night Runners & 5 Warriors	140 GCs	14
11*	Jezzail, 4 Warriors & 2 Champion	160 GCs	14
12*	Warfire Team & 6 Warriors	160 GCs	16

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2	2 Warriors	10 GCs	2
3 – 4	1 Champion	20 GCs	2
5 – 6	1 Warrior & 1 Champion	20 GCs	3
7 – 8	1 Night Runner	30 GCs	3
9	1 Gutter Runner & 2 Warriors	30 GCs	4
10	1 Night Runner & 1 Warrior	40 GCs	4
11	1 Night Runner & 2 Warriors	40 GCs	5
12	2 Warriors & 2 Champions	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	None
8	Plague Monk
9	Clan Skryre Sorcerer
10	Clan Eshin Assassin
11	Clan Mors Warlord
12	Clan Pestilens Plague Censer Bearer

UNDEAD MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	1 Skeleton & 2 Zombies	20 GCs	4
2	1 Ghoul & 2 Zombies	30 GCs	4
3	1 Skeleton & 3 Zombies	30 GCs	5
4	1 Ghoul & 3 Zombies	50 GCs	5
5	1 Ghoul & 2 Skeletons	40 GCs	6
6	1 Ghoul & 4 Zombies	50 GCs	6
7	2 Zombies & 2 Skeletons	60 GCs	6
8	3 Ghouls	70 GCs	6
9*	1 Undead Champion & 2 Zombies	60 GCs	8
10*	4 Skeletons	80 GCs	8
11*	4 Ghouls	100 GCs	8
12*	1 Wight & 2 Zombies	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	3 Skeleton & 4 Zombies	70 GCs	10
2	3 Ghouls & 4 Zombies	80 GCs	10
3	2 Skeletons & 3 Ghouls	100 GCs	10
4	1 Undead Champion & 6 Zombies	80 GCs	12
5	Undead Champion, 2 Skeletons & 2 Zombies	90 GCs	12
6	1 Wight & 4 Zombies	100 GCs	12
7	1 Wight, 2 Zombies & 1 Skeleton	120 GCs	12
8	1 Undead Champion & 4 Skeletons	100 GCs	14
9*	Undead Champion, 4 Skeletons & 2 Ghouls	120 GCs	14
10*	1 Wight & 3 Skeletons	140 GCs	14
11*	4 Skeletons & 6 Zombies	150 GCs	14
12*	3 Skeletons, 3 Ghouls & 4 Zombies	160 GCs	16

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2	2 Zombies	10 GCs	2
3 – 4	1 Skeleton	20 GCs	2
5 – 6	1 Skeleton & 1 Zombie	20 GCs	3
7 – 8	1 Ghoul & 1 Zombie	30 GCs	3
9	2 Ghouls	30 GCs	4
10	2 Skeletons	40 GCs	4
11	1 Skeleton & 3 Zombies	40 GCs	5
12	2 Skeletons & 2 Zombies	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	None
8	Undead Champion
9	Wight
10	Wight
11	Liche
12	Vampire

ORC MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	4 Orcs	30 GCs	4
2	2 Orcs & 4 Goblins	40 GCs	4
3	3 Orcs & 4 Goblins	40 GCs	5
4	3 Orcs, 2 Goblins & 2 Goblin Archers	50 GCs	5
5	1 Orc Champion & 4 Orcs	40 GCs	6
6	2 Orc Champions & 4 Goblins	50 GCs	6
7	6 Orcs	60 GCs	6
8	3 Orc Champions	70 GCs	6
9*	4 Orc Champions	60 GCs	8
10*	2 Orc Champions & 4 Orcs	80 GCs	8
11*	8 Orcs	100 GCs	8
12*	1 Orc Warlord & 4 Orcs	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	1 Orc Warlord & 4 Orcs	80 GCs	10
2	1 Orc Warlord & 2 Orc Champions	100 GCs	10
3	Orc Warlord, Champion & 3 Goblins	120 GCs	10
4	4 Orc Champions & 4 Orcs	100 GCs	12
5	1 Ogre & 4 Orcs	120 GCs	12
6	1 Ogre, 1 Orc Champion & 2 Orcs	140 GCs	12
7	3 Orc Champions & 6 Orcs	150 GCs	12
8	1 Orc Warlord & 4 Orc Champions	120 GCs	14
9*	1 Orc Warlord, 2 Champions & 4 Orcs	140 GCs	14
10*	1 Orc Warchief & 6 Orcs	150 GCs	14
11*	1 Orc Warchief, 2 Champions & 2 Orcs	160 GCs	14
12*	1 Orc Warchief & 8 Orcs	180 GCs	16

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2	2 Orcs	10 GCs	2
3 – 4	1 Orc & 2 Goblin Archers	20 GCs	2
5 – 6	2 Orcs & 2 Goblins	20 GCs	3
7 – 8	2 Orcs & 2 Goblin Archers	30 GCs	3
9	2 Orcs & 4 Goblins	30 GCs	4
10	1 Orc Champion, 1 Orc & 2 Goblins	40 GCs	4
11	1 Orc Champion, 1 Orc & 4 Goblins	40 GCs	5
12	2 Orc Champions & 2 Orcs	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	None
8	Orc Warlord
9	Orc Warchief
10	Ogre
11	Troll
12	Ogre Chieftain

CHAOS MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	1 Chaos Warrior	20 GCs	4
2	2 Beastmen	30 GCs	4
3	1 Chaos Warrior & 1 Orc	40 GCs	4
4	1 Chaos Warrior & 1 Beastman	40 GCs	5
5	1 Chaos Warrior & 1 Beastman	50 GCs	5
6	1 Chaos Warrior & 1 Beastman Sentry	40 GCs	6
7	1 Chaos Warrior & 2 Orcs	50 GCs	6
8	1 Chaos Warrior & 2 Orc Champions	60 GCs	6
9*	1 Chaos Champion	60 GCs	8
10*	2 Chaos Warriors	80 GCs	8
11*	1 Chaos Warrior & 4 Orcs	100 GCs	8
12*	1 Chaos Champion & 1 Beastman	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	2 Chaos Warriors & 1 Beastman	80 GCs	10
2	1 Chaos Warrior & 3 Beastmen	100 GCs	10
3	1 Chaos Champion & 1 Beastman	120 GCs	10
4	1 Chaos Champion & 1 Chaos Warrior	100 GCs	12
5	3 Chaos Warriors	120 GCs	12
6	2 Chaos Warriors & 2 Beastmen	120 GCs	12
7	2 Chaos Warriors & 4 Orcs	140 GCs	12
8	1 Chaos Champion & 3 Beastmen	100 GCs	14
9*	2 Chaos Warriors & 3 Beastmen	120 GCs	14
10*	3 Chaos Warriors & 1 Beastman	140 GCs	14
11*	1 Chaos Champion, 1 Warrior & 1 Beastman	160 GCs	14
12*	4 Chaos Warriors	160 GCs	16

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2	1 Beastman	10 GCs	2
3 – 4	1 Beastman	20 GCs	2
5 – 6	3 Orcs	20 GCs	3
7 – 8	1 Orc Champion & 1 Orc	30 GCs	3
9	1 Chaos Warrior	30 GCs	4
10	2 Beastmen	30 GCs	4
11	1 Chaos Warrior & 1 Orc	40 GCs	5
12	1 Chaos Warrior & 1 Beastman	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	None
8	Chaos Champion
9	Chaos Champion
10	Chaos Sorcerer
11	Chaos Sorcerer
12	Chaos Sorcerer

BEASTMAN MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	2 Beastmen	30 GCs	4
2	2 Beastmen	40 GCs	4
3	1 Beastman Champion & 1 Orc	40 GCs	5
4	1 Beastman Champion & 2 Goblins	50 GCs	5
5	1 Beastman Champion & 2 Beastmen	40 GCs	6
6	1 Beastman Champion & Beastman Sentry	50 GCs	6
7	3 Beastmen	60 GCs	6
8	2 Beastmen & 2 Orcs	70 GCs	6
9*	1 Beastman Warlord & 1 Beastman	60 GCs	8
10*	1 Beastman Warlord & 2 Orcs	70 GCs	8
11*	4 Beastmen	80 GCs	8
12*	1 Beastman Warlord & 2 Beastmen	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	5 Beastmen	80 GCs	10
2	2 Beastmen Champions & 1 Beastman	100 GCs	10
3	1 Beastman Warlord & 2 Beastmen	120 GCs	10
4	6 Beastmen	90 GCs	12
5	1 Beastman Warlord & 3 Beastmen	100 GCs	12
6	3 Beastmen Champions	120 GCs	12
7	2 Beastmen Warlords	140 GCs	12
8	7 Beastmen	120 GCs	14
9*	1 Beastman Warlord & 4 Beastmen	140 GCs	14
10*	1 Beastman Warlord & 2 Champions	150 GCs	14
11*	2 Beastmen Champions & 3 Beastmen	160 GCs	14
12*	2 Beastmen Warlords & 2 Beastmen	160 GCs	16

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2	1 Beastman	10 GCs	2
3 – 4	1 Beastman	20 GCs	2
5 – 6	1 Beastman & 1 Orc	20 GCs	3
7 – 8	1 Beastman & 2 Goblins	30 GCs	3
9	2 Beastmen	30 GCs	4
10	1 Beastman Champion	40 GCs	4
11	2 Beastmen & 1 Orc	40 GCs	5
12	3 Beastmen	50 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	None
8	Beastman Warlord
9	Beastman Warlord with <i>Potion of Healing</i>
10	Beastman Warlord with <i>Sword, +1 damage dice</i>
11	Beastman Warlord with <i>Potion of Prowess</i>
12	2 Beastman Warlords

MIXED MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1	2 Beastmen	30 GCs	4
2	3 Orcs & 2 Goblins	40 GCs	4
3	2 Skaven Champions & 1 Warrior	40 GCs	5
4	1 Beastman Champion & 2 Goblins	50 GCs	5
5	1 Chaos Champion & 2 Chaos Thugs	50 GCs	6
6	3 Skeletons	50 GCs	6
7	3 Beastmen	60 GCs	6
8	3 Skaven Gutter Runners	60 GCs	6
9*	4 Ghouls	60 GCs	8
10*	1 Ogre	80 GCs	8
11*	1 Wight	100 GCs	8
12*	1 Ogre Chieftain	100 GCs	10

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1	1 Ogre Chieftain	80 GCs	10
2	1 Wight & 2 Zombies	100 GCs	10
3	1 Beastman Warlord & 2 Beastmen	120 GCs	10
4	1 Daemonette	90 GCs	12
5	1 Bloodthirster	100 GCs	12
6	1 Skaven Warlord & 3 Champions	120 GCs	12
7	1 Liche	140 GCs	12
8	1 Vampire	100 GCs	14
9*	1 Minotaur Lord & 3 Orcs	120 GCs	14
10*	2 Chaos Champions	150 GCs	16
11*	1 Mummy & 3 Ghouls	180 GCs	16
12*	Greater Daemon of Tzeentch	200 GCs	20

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2	1 Beastman	10 GCs	2
3 – 4	2 Goblins & 2 Goblin Archers	20 GCs	2
5 – 6	3 Zombies	10 GCs	3
7 – 8	3 Skaven Warriors	20 GCs	3
9	2 Skeletons	20 GCs	4
10	2 Ghouls	20 GCs	4
11	Skaven Night Runner & 2 Warriors	50 GCs	5
12	3 Orc Champions	60 GCs	6

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	None
8	Vampire
9	Chaos Sorcerer
10	Minotaur Lord
11	Chaos Lord
12	Daemonette

SHATTERED AMULET MONSTER MATRICES

LAIRS MATRIX		
D12	Occupants	Treasure
1	4 Skaven Warriors	40 GCs
2	2 Skaven Warriors & 1 Champion	40 GCs
3	5 Warriors	50 GCs
4	3 Warriors & 1 Champion	50 GCs
5	6 Warriors	60 GCs
6	4 Warriors & 1 Champion	60 GCs
7	2 Warriors & 2 Champions	60 GCs
8	1 Warlord	60 GCs
9*	6 Warriors & 1 Champion	80 GCs
10*	6 Warriors & 1 Champion	80 GCs
11*	2 Warriors & 1 Warlord	80 GCs
12*	4 Warriors, 1 Sentry & 2 Champions	100 GCs

QUEST ROOMS MATRIX		
D12	Occupants	Treasure
1	2 Champions & 1 Warlord	100 GCs
2	6 Warriors & 2 Champions	100 GCs
3	8 Warriors & 1 Champion	100 GCs
4	6 Warriors & 1 Warlord	120 GCs
5	3 Champions & 1 Warlord	120 GCs
6	8 Warriors & 2 Champions	120 GCs
7	2 Warriors, 2 Champions & 1 Warlord	120 GCs
8	6 Warriors, 1 Sentry & 1 Warlord	140 GCs
9*	4 Warriors, 2 Champions & 1 Warlord	140 GCs
10*	8 Warriors & 3 Champions	140 GCs
11*	4 Champions & 1 Warlord	140 GCs
12*	12 Warriors, 1 Sentry & 1 Champion	160 GCs

*If you rolled 9 – 12, then also roll on the *Specialist Skaven Matrix*. If an extra Skaven is rolled, it is added to those in the *Lair* or the *Quest Room*.

WANDERING MONSTERS MATRIX		
D12	Wandering Monsters	Treasure
1 – 2	2 Warriors	20 GCs
3 – 4	1 Warrior & 1 Champion	20 GCs
5 – 6	3 Warriors	30 GCs
7 – 8	1 Warrior & 1 Champion	30 GCs
9	4 Warriors	40 GCs
10	2 Warriors & 1 Champion	40 GCs
11	3 Warriors & 1 Champion	50 GCs
12	4 Warriors & 1 Champion	60 GCs

SPECIALIST SKAVEN MATRIX	
D12	Specialist Monster
1 – 7	None
8	1 Nightrunner
9	2 Gutter Runners
10	1 Poisoned Wind Globadier
11	1 Warfire Thrower Team
12	1 Jezzail Team

BLANK MONSTER MATRICES

LAIRS MATRIX			
D12	Occupants	Treasure	PV
1			
2			
3			
4			
5			
6			
7			
8			
9*			
10*			
11*			
12*			

QUEST ROOMS MATRIX			
D12	Occupants	Treasure	PV
1			
2			
3			
4			
5			
6			
7			
8			
9*			
10*			
11*			
12*			

*If you rolled 9 – 12, then also roll on the *Specialist Monster Matrix*. If an extra monster is rolled, it is added to those in the *Lair* or the *Quest Room*. Specialist Monsters include character monsters, champions, spellcasters, special weapons teams and so forth.

WANDERING MONSTERS MATRIX			
D12	Wandering Monsters	Treasure	PV
1 – 2			
3 – 4			
5 – 6			
7 – 8			
9			
10			
11			
12			

SPECIALIST MONSTER MATRIX	
D12	Specialist Monster
1 – 7	
8	
9	
10	
11	
12	

CREATING HEROES

As your Heroes adventure beneath the Warhammer world, they face constant danger. Sometimes a Hero is unlucky and suffers a fatal blow when he has no remaining Fate Points. The result is inevitable. death. If his companions are unable to take his corpse to a Healer and pay to have him resurrected, the party will have to look for another Hero. For your first few games, it is easiest to simply start again with one of the ready-to-play Heroes. Once you've been playing for a while, however, you're going to want to create your own Hero.

To create a new Hero you need to work through the tables below, filling in your character sheet as you go. You first roll on the *Hero's Race Table* to find out what race the Hero belongs to; this can be Human, Dwarf or Elf. Next you decide what class the Hero will be. You then roll on the *Hero Creation Tables* to discover the Hero's characteristics; the column you use on this table depends on your Hero's race and class.

Once you've found out what sort of characteristics your Hero has, you can consult the remaining tables to fill in the combat sections of the character sheet. You'll need to know what weapons and armour the Hero has, either by selecting the *Recommended Arms and Gear* or rolling randomly for a starting purse of around 85 gold crowns to buy equipment.

By the time you get to the end of the tables, you'll have a Hero ready to begin play. All you need to do before you start is choose a name for your Hero, draw a sketch of him on your character sheet and design his shield emblem.

Training

When your Hero comes back from an expedition and spends some of his gold on training, these tables tell you the effects of increasing his Weapon Skill, Bow Skill or Strength. Check the Hero's new current level and make any changes required to your character sheet.

The *Hand-to-Hand Weapons*, *Ranged Weapons* and *Armour* tables tell you any changes to make if you buy new weapons and armour.

Advanced Training

At some point your Hero will be eligible for special instruction from an Arms Master, powerful Wizard Lord, or an elite Guild. Depending on your Hero's race and class this training will bestow very specific abilities, and in some cases this may even alter the

career path your Hero is on. For example, an already stalwart Dwarf Warrior may become an Ironbreaker – one of the rare experts of dungeon warfare, skilled in wearing specialized *Gromril* armour as if wearing nothing at all (more on this later).

Monsters

These tables also allow you to create reference cards for monsters from the information provided on the monster reference tables. You obviously won't need to roll for race and characteristics, so you simply check the monster's hit rolls, weapon statistics and so forth.

RACE

Your Hero can be one of three races: Human, Dwarf or Elf. If your Hero is replacing a dead Hero, your GM may allow you to choose what race you are so that the party remains balanced. Of course, you don't have to include all of the races or Hero types in a party – there's no reason why you shouldn't have a party consisting entirely of Dwarfs, for example. The most effective parties have at least two fighter types however, as a party made up entirely of Wizard's for example, will simply not be able to survive a coordinated attack.

HERO'S RACE TABLE	
D12	Race
1 – 6	Human
7 – 9	Dwarf
10 – 12	Elf

CHARACTER CLASS

Human Classes

Humans are perfectly suited to a life of adventuring. Craving mostly power, wealth and fame, they delight in the veneration and rich bounty that greets a renowned Hero.

Human Heroes can be one of the following three classes – Wizards, Knights, and Barbarians.

Dwarf Classes

Dwarfs are patient, tough, and stubborn in battle. They are known to be methodical and adept fighters. Dwarfs are also expert miners, engineers and craftsmen, which gives them a greater ability to notice unusual rock formations and understand strange mechanical devices. Therefore, all Dwarfs have a bonus of +1 on all rolls to spot and disarm traps.

Dwarf Heroes can be Warriors, Engineers or Slayers.

Elf Classes

Elves are quick-witted and eagle-eyed, used to reacting swiftly to the constant movement around them in their natural woodland environment. Therefore, all Elves add +1 to any surprise rolls made by the Leader if they can see the encountered group of monsters.

An Elf Hero can be a Mage, a Fighter-Mage, and a Scout.

Character Advancement and Skill Cards

As your Hero gains experience he will advance to new levels of proficiency, often with a new title, and nearly always with increased wealth and fame. All Heroes start at *Level 1* and have 1 *Skill Card* (more on this later).

A Hero that has increased 5 characteristics and has at least 12 Fate Points can advance to *Level 2* between expeditions. This however will require further training that will cost the Hero 1000 gold crowns. Once the Hero has reached *Level 2* he will gain additional *Skill Cards* that can be played at any time during an expedition. A *Skill Card* that has been used is then discarded until the next expedition. Similar to Fate Points, the player will get all *Skill Cards* back once the expedition is complete.

A *Level 2* Hero that has increased 3 more characteristics and has at least 20 Fate Points can advance to *Level 3* between expeditions. This advancement will also require specialized training that will cost the Hero 2000 gold crowns. A *Level 3* Hero will receive yet more *Skill Cards* to play during each expedition.

The GM should plan the dungeon and relative monster matrices accordingly when facing *Level 2* and *Level 3* Heroes. Additionally the GM can increase the frequency of the drawn dungeon counters (ie, on a roll of 1 and 12, or eventually 1, 2 and 12, and so forth).

Skill Cards

An experienced warrior or spellcaster can sometimes capitalize on those rare and opportune moments in battle that can turn a certain defeat into a crushing victory. A Hero may play his *Skill Card(s)* at any point during the expedition and may use as many as he wishes at one time. Players should be careful not to misuse these, as each card played is then discarded and will not be available again until the next expedition. Once the expedition is complete, the Hero will regain all used *Skill Cards* (he may also select new cards) before continuing his adventures. For a list of skills available to each of the Heroes consult the *Skill Card Selection Table*. The available *Skill Cards* can be printed from the back of this book.

Skill Card	SKILL CARD SELECTION TABLE								
	HUMAN HEROES			DWARF HEROES			ELF HEROES		
	Knight	Wizard	Barbarian	Warrior	Engineer	Slayer	Mage	Fighter-Mage	Scout
Berserker			✓			✓			
Defend	✓			✓					
Disarm					✓				
Divine Eye		✓					✓		
Dual Cast		✓					✓		
Furious Assault			✓	✓		✓			
Greater Blast		✓					✓	✓	
Greater Infliction		✓							
Hit and Run									✓
Ignore Injury			✓			✓			
Inspire	✓					✓			
Parry	✓					✓		✓	
Rapid Reload					✓				
Repeating Shot					✓				✓
Restoring Radius							✓	✓	
Savage Strength			✓						
Sharpshooter					✓				✓
Shield Bash	✓			✓					
Speculation Shot					✓				✓
Stubborn				✓					
Two Attacks	✓		✓	✓				✓	✓
Warp Ward		✓					✓	✓	

HUMAN WIZARDS

You can choose to make your Hero a Wizard. This means that your Hero can cast spells. There are drawbacks to being a Wizard, however. It means that you can't wear armour and that the largest weapon you can carry is a dagger. Provided your comrades protect you, you'll be able to use powerful magic – if they let the monsters through, you'll have a very hard time defending yourself.

Recommended Arms and Gear: 3 daggers, a healing potion and 10' of rope.

Level 1 – Wizard Initiate: Has 1 *Skill Card*.

Level 2 – Wizard Journeyman: Has 3 *Skill Cards*.

Level 3 – Wizard Master: Has 6 *Skill Cards*.

HUMAN KNIGHTS

Knights are weapon and arms experts, guided by a chivalric code, and driven to find a true noble quest. They can be very useful in a dungeon; a calm clear mind is the Knight's greatest tool, allowing them to bolster their allies in battle while removing any advantage their opponents may have had. Their armour makes them slow but Knights are exceptional fighters. Any friendly model in the same dungeon section and in line of sight to the Knight, may decide to use the Knight's Bravery if asked to make a Bravery test.

Recommended Arms and Gear: sword, chain armour and a shield.

Level 1 – Hedge Knight: Has 1 *Skill Card (Defend)*.

Level 2 – Noble Knight: Has 3 *Skill Cards (1 must be Defend)*.

Level 3 – Questing Knight: Has 6 *Skill Cards (2 must be Defend)*.

HUMAN BARBARIANS

Barbarians are savage fighters with great strength. Not typically the smartest member of any party they rely mostly on instinct, muscle and experience. Barbarians will never wear chain or plate-mail armour, and they prefer not to wear shields – why purposefully slow oneself down in battle? They can make the most of literally any weapon, even improvised weapons when it comes to a fight.

Recommended Arms and Gear: double-handed sword, leather armour and a dagger.

Level 1 – Barbarian Hero: Has 1 *Skill Card*.

Level 2 – Great Hero: Has 3 *Skill Cards*.

Level 3 – Barbarian Lord: Has 6 *Skill Cards*.

DWARF WARRIOR

The Dwarf Warrior is the quintessential dwarf – gruff, quarrelsome and taciturn. He is also your best friend in battle, as any blow struck against his allies is a grudge that is guaranteed to be repaid in kind. Equipped with the best armour, and practicing his elite weapon craft, he is a steadfast defender. A Dwarf *Ironbreaker* may wear the

extraordinarily crafted Gromril armour.

Recommended Arms and Gear: warhammer, chain armour and a shield.

Level 1 – Dwarf Warrior: Has 1 *Skill Card*.

Level 2 – Tunnel Guard: Has 3 *Skill Cards*.

Level 3 – Ironbreaker: Has 6 *Skill Cards* and may wear Gromril armour.

DWARF ENGINEER

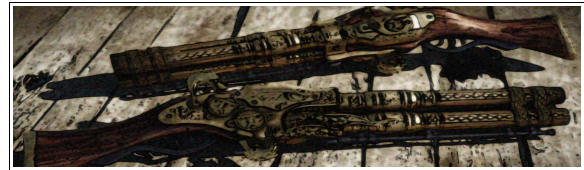
From guns to bombs, the Dwarf Engineer is a deadly ranged combatant who will pelt you with lead from afar and blast you to bits as you close in. He excels when fighting multiple opponents, as many of his explosive attacks are capable of devastating enemies who pack too closely together. The Engineer offers an outstanding blend of flexible firepower which makes him a truly deadly and clever foe. Dwarf Engineers can use Blackpowder weapons (see the *Blackpowder Weapons* section below). He may never use a double-handed hand-to-hand weapon. Dwarf Engineers have a bonus of +2 on all rolls to spot and disarm traps; this replaces the normal bonus for Dwarfs.

Recommended Arms and Gear: pistol, leather armour and 2 daggers.

Level 1 – Tinkerer: Has 1 *Skill Card*.

Level 2 – Rifleman: Has 3 *Skill Cards*.

Level 3 – Thunderer: Has 6 *Skill Cards*.



DWARF SLAYER

Every moment of a Slayer's life is filled with the rage of their dishonor and loss. A Slayer focuses on brutal offensive attacks, most often with a reliably lethal double-handed axe; they can't be bothered with ranged weapons. As their rage builds up, they become more and more powerful, but they will eventually start to become more vulnerable as well, as fatigue takes its toll. Slayers will never use shields or wear plate or mithril armour. They are prone to going Berserk (see *Berserker* in the [General Monster Rules](#) section).

Recommended Arms and Gear: double-handed axe, leather armour and 10 iron spikes.

Level 1 – Trollslayer: Has 1 *Skill Card (Berserker)*, and automatically goes Berserk when facing a Troll (this does not require a card).

Level 2 – Giantslayer: Has 3 *Skill Cards (1 must be Berserker)* and automatically goes Berserk when facing a Troll or large monster.

Level 3 – Daemonslayer: Has 6 *Skill Cards (2 must be Berserker)* and automatically goes Berserk when facing a Troll, large monster, or Daemon.

ELF MAGE

An Elf Mage is a powerful caster both offensively and defensively. However they must strive to keep a balance between the powers they manipulate. Weaving only powerful destructive spells will leave the Mage tired and unable to assist his allies in their darkest hour when they may likely need his healing arts. Like the Human Wizard, the Mage cannot wear armour or carry any weapon larger than a dagger.

Recommended Arms and Gear: dagger, a healing potion and a Greek Fire flask.

Level 1 – Lesser Mage: Has 1 *Skill Card*.

Level 2 – Greater Mage: Has 3 *Skill Cards*.

Level 3 – Archmage: Has 6 *Skill Cards*.

ELF FIGHTER-MAGE

Trained by the Loremasters of Hoeth, the Elf Fighter-Mage is capable of calling upon the winds of magic to enhance his blade, bringing powerful magics to bear where simple steel will not suffice. By carefully applying force in critical places the Fighter-Mage can reserve a wellspring of magical energy that allows him to aid his allies when a normal mage would be all but spent. The Fighter-Mage can use magic while also wearing armour, but with severe restrictions (see the [Magic](#) section).

Recommended Arms and Gear: sword, leather armour, a dagger and a Greek Fire flask.

Level 1 – Adept of Hoeth: Has 1 *Skill Card*.

Level 2 – Noble of Hoeth: Has 3 *Skill Cards*.

Level 3 – Loremaster (of Hoeth): Has 6 *Skill Cards*, and like a Wizard or Mage, may cast up to 3 spells without having to take a *Tremors in the Warp* test.

ELF SCOUT

To excel as an Elf Scout you must carefully observe the flow of the

battle and choose the best strategy for the situation at hand. A Scout must always be aware of his opponent's location. This is critical to making the most of his maneuvers and the abilities associated with them. Scouts are cautious and keen-eyed, they excel with ranged weapons but are capable hand-to-hand fighters. If an Elf Scout can see an encountered group of monsters, add +2 to any surprise rolls made by the Leader; this replaces the normal surprise bonus for Elves.

Recommended Arms and Gear: sword, leather armour, short bow, 12 arrows and 10' of rope.

Level 1 – Elf Scout: Has 1 *Skill Card*.

Level 2 – Elf Ranger: Has 3 *Skill Cards*.

Level 3 – Waywatcher: Has 6 *Skill Cards*.

Gender: Throughout this rulebook the Hero characters are consistently referred to as *he*, but players are certainly welcome to create female characters using the same rules.

CHARACTERISTICS

Once you know the Hero's race and class, you can roll his characteristics. These are the figures that determine how good or bad a fighter he is, what chance he has of casting certain spells and so forth.

To create these characteristics, the tables asks you to roll a dice and add a number to the score; for example, roll D6+4 means roll a six-sided dice and add four to the result. You can either use the appropriate dice (eg a six-sided dice for D6, an eight-sided dice for D8 and so on) or you can roll the twelve-sided dice you get with the game and reroll it if the number is higher than the maximum. For example, to simulate a D8, you can roll the twelve-sided dice and reroll scores of 9 to 12.

For each characteristic, roll the dice shown in the column for the Hero's class.

	HUMAN CREATION TABLE			DWARF CREATION TABLE			ELF CREATION TABLE		
<i>Characteristic</i>	<i>Knight</i>	<i>Wizard</i>	<i>Barbarian</i>	<i>Warrior</i>	<i>Engineer</i>	<i>Slayer</i>	<i>Mage</i>	<i>Fighter-Mage</i>	<i>Scout</i>
Weapon Skill	D6 + 4	D6 + 4	D6 + 5	D6 + 5	D6 + 4	D6 + 5	D6 + 4	D6 + 4	D6 + 4
Bow Skill	D6 + 4	D6 + 4	D6 + 4	D6 + 4	D6 + 5	D6 + 3	D6 + 5	D6 + 5	D6 + 5
Strength	D4 + 3	D4 + 3	D4 + 4	D4 + 3	D4 + 3	D4 + 4	D4 + 2	D4 + 3	D4 + 3
Toughness	D4 + 3	D4 + 3	D4 + 4	D4 + 4	D4 + 4	D4 + 4	D4 + 2	D4 + 2	D4 + 2
Speed	D6 + 4	D6 + 4	D6 + 3	D6 + 3	D6 + 3	D6 + 3	D6 + 5	D6 + 5	D6 + 5
Bravery	D8 + 3	D8 + 3	D8 + 3	D8 + 3	D8 + 3	D8 + 3	D8 + 3	D8 + 3	D8 + 3
Intelligence	D8 + 3	D8 + 4	D8 + 1	D8 + 2	D8 + 3	D8 + 2	D8 + 4	D8 + 3	D8 + 3
Wounds	D4 + 2	D4 + 2	D4 + 3	D4 + 3	D4 + 2	D4 + 3	D4 + 2	D4 + 2	D4 + 2
Fate Points	2	2	2	2	2	2	2	2	2

HAND-TO-HAND COMBAT

Use this table to work out the scores required to hit an opponent in hand-to-hand combat. Look up your Hero's Weapon Skill in the left-hand column, then copy down the row of figures to the right into the *Hand-to-Hand Combat* section of your character sheet.

HAND-TO-HAND HIT ROLLS TABLE												
Attacker's WS	Defender's Weapon Skill											
	1	2	3	4	5	6	7	8	9	10	11	12
1	7	8	9	10	10	10	10	10	10	10	10	10
2	6	7	8	9	10	10	10	10	10	10	10	10
3	5	6	7	8	9	10	10	10	10	10	10	10
4	4	5	6	7	8	9	10	10	10	10	10	10
5	3	4	5	6	7	8	9	10	10	10	10	10
6	2	3	4	5	6	7	8	9	10	10	10	10
7	2	2	3	4	5	6	7	8	9	10	10	10
8	2	2	2	3	4	5	6	7	8	9	10	10
9	2	2	2	2	3	4	5	6	7	8	9	10
10	2	2	2	2	2	3	4	5	6	7	8	9
11	2	2	2	2	2	2	3	4	5	6	7	8
12	2	2	2	2	2	2	2	3	4	5	6	7

RANGED COMBAT

Use this table to work out the scores required to hit an opponent with a ranged weapon. Look up your Hero's Bow Skill in the left-hand column, then copy down the row of figures to the right into the *Ranged Combat* section of your character sheet.

RANGED HIT ROLLS TABLE					
Attacker's BS	Range				
	1 - 3	4 - 12	13 - 24	25 - 36	37 or more
1	11*	12*	Miss	Miss	Miss
2	10	11*	12*	Miss	Miss
3	9	10	11*	12*	Miss
4	8	9	10	11*	12*
5	7	8	9	10	11*
6	6	7	8	9	10
7	5	6	7	8	9
8	4	5	6	7	8
9	3	4	5	6	7
10	3	3	4	5	6
11	3	3	3	4	5
12	3	3	3	3	4

*When you need an 11 or 12 to score a normal hit, there's no chance of getting a critical hit - you're lucky enough to hit the target at all!

WEAPONS AND ARMOUR

Before you can fill in the *Weapons* and *Armour* sections of your character sheet, you'll need to know what equipment the Hero possesses. Any player may decide to select the *Recommended Arms and Gear* for their Hero; alternatively, you may choose to roll for the Hero's starting gold instead. This random roll will always yield between 70 and 100 gold crowns with which to buy your equipment. Roll D4+6 and multiply the result by 10 to calculate the number of gold crowns you start with.

This gold may be spent on any of the items on the *Costs Table* with the following exceptions:

Training: you cannot start to train until you've been on at least one expedition.

Spells: If your Hero is a spellcaster, you don't need to pay for your starting spells. You can't learn any more spells until you've been on at least one expedition.

Once you've bought your equipment, you can fill in the *Weapons* and *Armour* sections of your character sheet.

HAND-TO-HAND WEAPONS

For hand-to-hand weapons, cross-reference your Hero's Strength against the type of weapon to find out how many damage dice you roll when you hit. The table also lists the score needed for a critical hit and a fumble.

Certain weapons have a minimum Strength - a Hero with less than the minimum is too weak to wield the weapon with any effect.

Large weapons are heavier and score critical hits on 11 or 12 rather than just 12, but they are clumsier and cause fumbles on a 1 or 2. They still only cause critical damage on a 12.

If your Hero has a weapon not listed below, choose the nearest weapon type.

Hand-to-hand weapons don't have any range.



HAND-TO-HAND WEAPONS TABLE												
Weapon	Strength										Fumble	Critical
	1 – 2	3 – 4	5	6	7	8	9	10	11	12		
Fists	–	1	1	1	2	3	4	5	6	7	–	–
Dagger	1	1	1	2	3	4	5	6	7	8	1	12
Spear*	–	1	2	3	4	5	6	7	8	9	1	12
Sword	–	2	3	4	5	6	7	8	9	10	1	12
Axe or Warhammer	–	2	3	4	5	6	7	8	9	10	1	12
Gromril Warhammer	–	2	3	4	5	6	7	8	9	10	1	11 – 12
Halberd*	–	2	3	4	5	6	7	8	9	10	1 – 2	11 – 12
Double-Handed Sword*	–	–	–	5	6	7	8	9	10	11	1 – 2	11 – 12
Double-Handed Axe	–	–	–	5	6	7	8	9	10	11	1 – 2	11 – 12
Claws and Fangs	1	2	3	4	5	6	7	8	9	10	–	–
Huge Club	–	–	–	–	7	8	9	10	11	12	1 – 2	11 – 12

•**Spears, Halberds, and Double-Handed Swords:** These weapons can attack diagonally adjacent squares.

Fists: This covers all forms of unarmed attacks by Heroes and Henchmen.

Claws and Fangs: Monsters only – this covers all forms of attacks with natural weapons, including horns, spiked tails and so forth.

Huge Club: Monsters only – this covers any attack made by a monster with a large weapon, including large axes, maces and so on.

RANGED WEAPONS

The *Ranged Weapons Table* gives you the maximum range and damage dice for each missile and thrown weapon.

All ranged weapons cause a fumble on a hit roll of 1 and a critical hit on a roll of 12 (except where an 11 or 12 is needed to hit).

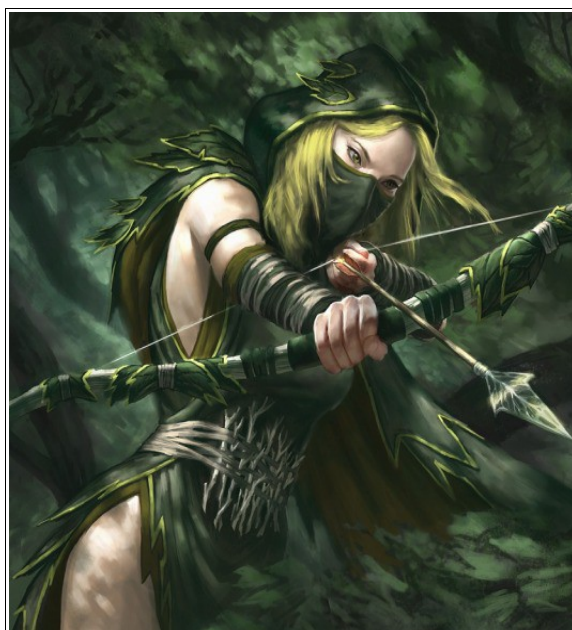
RANGED WEAPONS TABLE			
Weapon	Max Range	Damage Dice	Notes
Thrown Dagger	3	2	Move and throw
Thrown Axe	3	3	Move and throw
Thrown Spear	6	3	Move and throw
Short Bow	24	3	Move or Fire
Bow	36	3	Move or Fire
Long Bow	48	4	Min 5 Strength, Move or Fire
Crossbow	48	4	Prepare Shot

Move and Throw: The Hero can throw the weapon even if he moves that turn. Bows can only be fired if the Hero doesn't move.

Move or Fire: The Hero cannot both move and fire this weapon in the same turn.

Minimum 5 Strength: Your Hero needs a Strength of at least 5 to use a long bow.

Prepare Shot: After firing a crossbow, the Hero must spend a turn without moving to reload it.



BLACKPOWDER WEAPONS

Blackpowder weapons are exceptionally rare in the Warhammer world. They are often unreliable and temperamental but they do hit exceedingly hard and armour offers almost no protection, as their lead bullets can penetrate even the strongest breastplate or shield. Most blackpowder weapons are bought from Dwarfs at great expense, though some of the forges of Nuln and Altdorf occasionally experiment with making handguns. All weapons of this type are both expensive to own and to maintain.

Due to the unique and treacherous nature of Blackpowder weapons most adventurers generally fear and avoid such items. Only those specifically trained can (and dare) wield them. Human Witch Hunters have been known to brandish pistols, certain rare and elite Empire regiments go to battle with handguns, and even bounty-hunters will occasionally wield blackpowder weapons, but only Dwarf Engineers are bold enough to take these instruments of destruction into the close quarters of a dungeon. In *Advanced Heroquest*, unless otherwise stated in a character's profile or character sheet, only Dwarf Engineers are able to use blackpowder weapons.

The various Blackpowder weapons are listed in the table below:

BLACKPOWDER WEAPONS TABLE					
Weapon	Max Range	Damage Dice	Notes	Cost	Tuning
Pistol	6	4	Hand-to-Hand, Duel Wield, Unreliable	40	10
Dueling Pistol	8	4	Hand-to-Hand, Accuracy	80	35
Blunderbuss	Special	3	Burst, Fire Once, Unreliable	20	10
Handgun	24	4	Blast, Move or Fire, Unreliable	100	30
Hochland Long Rifle	48	4	Blast, Move or Fire, Accuracy	200	50
Jezzail	48	6	Blast, Move or Fire, Unreliable	-	-
Blackpowder Bomb	6	2	Blast, Unreliable	30	-

Pistol

A pistol is a small, simple blackpowder weapon fired by a spring mechanism. Most pistols are expensive, unreliable, and poorly constructed.

Dueling pistol

A dueling pistol is a work of art, and a gunsmith labors long and hard to produce a single example. They are often carried by Imperial nobles to solve disputes over love and honor, and many a noble has died at dawn in a duel over some grievance. Dueling pistols are prohibitively expensive weapons and common warriors rarely have them. Even if they do manage to steal or buy one, the maintenance is prohibitively expensive. Some of the wealthiest

warriors in the Empire carry dueling pistols as status symbols, commanding great respect, admiration and envy.

Blunderbuss

A blunderbuss is a primitive blackpowder weapon, which fires a hail of lead balls, rusty bolts, bent nails, and other assorted scrap metal. It is a powerful, if erratic, weapon and takes such a long time to load that most warriors discard it after the first shot.

Handgun

A handgun is a simple firearm. The quality of construction varies ranging from the crude wooden 'hakbuts' of the artillery school of Nuln, to the more sophisticated Dwarf firearms that have levers and springs which hold the burning match, and triggers which release the firing mechanism and fire the gun. Handguns are not terribly reliable weapons: the gun barrel occasionally tends to explode violently or the powder fails to ignite. But the weapon has a great range and tremendous penetrating power, making a mockery of even the thickest armour. In the Warhammer world, handguns are rare and expensive, but a Hero or warband which can boast such a weapon will command respect from all its rivals.

Hochland long rifle

Hochland is a province famed for its hunters, and the preferred weapon of its nobility when they go hunting is a long-ranged rifle. They are extremely rare and precious weapons, and only the most experienced weaponsmiths are capable of manufacturing them.

Jezzail (Warplock mustket)

Clan Skryre Jezzailachis fire large caliber warplock muskets referred to by most simply as the Jezzail. Each Jezzail is crewed by a team of two Skaven, one of whom aims the Jezzail while the other steadies the musket rest. Unless a pair of Dwarf Engineers manage to take up this weapon it cannot otherwise be used by Hero player characters.

Blackpowder Bomb

A Blackpowder bomb is a hollow shell of ceramic, or thin metal filled with blackpowder, stopped with wax and armed with a fuse. These may be tossed at enemies similar to other (thrown) ranged attacks. Like most other Blackpowder weapons bombs are *Armour Piercing*. They also have the *Blast* and *Unreliable* special rules; meaning a fumble can be devastating to the Heroes!

A character may only carry two Blackpowder bombs during an expedition, due to their extreme instability, and they are considered general equipment; meaning they do not count against the normal

restriction for carrying three weapons. A tossed bomb may not be used again and should be crossed off the character's equipment list.

Special Rules for Blackpowder Weapons

All Blackpowder weapons except the Blunderbus have the *Prepare shot* and *Armour piercing* special rules. A model may carry up to 3 weapons, only two of which may be blackpowder weapons. No model can ever carry more than one Blunderbuss or Hochland long rifle however.

All Blackpowder weapons that have been fired must be *Tuned* between expeditions (see *Tuning Blackpowder Weapons*).

Accuracy.

These exquisitely crafted weapons are built for accuracy. A skilled duelist with finely-made Dueling pistol, for example, is able to hit a gold crown from twenty paces. All shots (including hand-to-hand attacks where applicable) from a weapon with this rule add a +1 bonus to the hit roll.

Duel wield.

This single-handed weapon, usually a pistol, can be wielded as a pair (or brace), though only one may be fired per turn. A brace of pistols allow the shooter to fire in two consecutive turns before needing to reload the weapon(s). It takes a full turn to reload one and two full turns to reload both weapons.

Prepare shot.

This weapon takes a whole turn to reload, so you may only fire every other turn. In certain instances, such as with Duel wielded weapons, you may be able to fire for two turns at a time (see *Duel wield* above).

Armour Piercing.

The lead bullets in these weapons can punch through armour as if it wasn't there, so armour modifiers to the target's Toughness are ignored (subtract the armour's Toughness bonus from the current Toughness score).

Hand-to-hand.

Such a weapon can be used for ranged combat as well as for one of two types of hand-to-hand combat attacks. Any model wielding this weapon and another hand-to-hand weapon can make an extra bash attack in hand-to-hand combat; roll 1 dice of damage if it hits. Roll for the other weapon as normal. Additionally, once per combat (meaning until play returns to exploration turns) the player may

instead make a shooting attack with this weapon; which uses the *Armour Piercing* rule (see above) and rolls 3 dice of damage. These attacks are always resolved with a model's Weapon Skill like any normal hand-to-hand combat attack.

Burst.

When your model fires this weapon, draw a line 12 squares long and 1 square wide in any direction from the firer (the line must be straight, no diagonals). Any and all models in its path are automatically hit.

Blast.

When your model fires this weapon, choose any square within the range of the weapon and along the line of sight of the firer. Roll to hit as normal. If a hit or critical hit is scored, place the fireball template on the chosen square; any model at least partially under the template is hit. If the shot misses, the attack has no effect.

Fire Once.

It takes a very long time to load this weapon so it may only be fired once per expedition.

Move or fire.

You may not move and fire this weapon in the same turn.

Unreliable.

When rolling to hit, if a fumble is scored the firer of the weapon suffers 2 dice of damage!

Blast weapons (see above) that are also Unreliable work the same however additional effects may proceed in the chaos of the misdirected blast. Subtract 1 from the number needed to hit, move the fireball template that many squares in the direction of the firer before rolling for damage (ie, if you needed a 4 to hit – move the template 3 squares back towards the shooter). Any model at least partially under the template is hit – roll 2 dice of damage to see the results.

Repeater.

This weapon fires two shots instead of one in a single combat turn. Make each hit roll as normal.

Dwarven Master-craft.

Built or embellished with expert precision these weapons are designed specifically for Dwarf Engineers and can never be wielded by a non-Dwarf character. Dwarven Master-crafted weapons never

suffer from the *Unreliable* special rule (see above); a fumble is simply a miss, and additionally any miss with this weapon can be re-rolled. Weapons that have been Master-crafted cost double to maintain (see *Tuning Blackpowder Weapons* below).

TUNING BLACKPOWDER WEAPONS

All Blackpowder weapons, with the exception of bombs, must be *tuned* between expeditions or may no longer be used. The complexity of these weapons makes them difficult and costly to maintain. The price for tuning is listed on the *Blackpowder Weapons Table* above. For weapons that are Dwarven Master-crafted the cost is doubled.

ARMOUR

Armour adds to the Toughness of your Hero, but restricts his ease of movement and therefore reduces his Bow Skill and Speed.

Monsters always have their characteristics listed with armour taken into account. You only need to consult this table if the monster is

wearing a different sort of armour from usual. You can work out a monster's starting levels easily by adding the numbers you'd normally subtract and subtracting those you'd normally add.

ARMOUR TABLE			
Armour	Bow Skill	Toughness	Speed
Shield	-1	+1	-
Gromril Shield	-1	+1	-
Leather Armour	-1	+1	-1
Chain Armour	-1	+2	-2
Plate Armour	-2	+3	-2
Mithril Armour	-1	+3	-1
Gromril Armour	-1	+3	-

Gromril Armour

Commonly known as silverstone, Gromril is a rare metal much valued by Dwarfs. Suits of Gromril plate are prized possessions, reserved for the finest warriors of a karak. Gromril armour, and Gromril weapons, can be used only by Dwarf Ironbreakers. Assaulting a Dwarf fully-clad in Gromril armour is tantamount to fighting a rock wall for all but the strongest foes.



HEROQUEST

If you own a copy of MB's *Heroquest* game, the following rules tell you how to use the *Heroquest* components in *Advanced Heroquest*. These rules are optional, and all the players must agree that the rules will be used before the game starts.

MAGIC ITEMS

The *Heroquest* Quest Treasures and magic items have the following effects in *Advanced Heroquest*.

Potion of Healing and Potion of Strength. These work the same way as the *Advanced Heroquest* potions of the same name.

Potion of Speed. May be drunk at the start of any combat turn, as long as the Hero is not in an enemy death zone. It doubles the Hero's Speed for the duration of the combat (ie until play returns to exploration turns).

Potion of Resilience. May be drunk at the start of any combat turn, as long as the Hero is not in an enemy death zone. It increase the Hero's Toughness by +1 for the duration of the combat (ie until play returns to exploration turns).

Heroic Brew. May be drunk at the start of any combat turn, as long as the Hero is not in an enemy death zone. It gives the Hero one free attack for that round of combat only.

Holy Water. May be sprinkled on any undead creature instead of making an attack, killing the creature instantly.

Borin's Armour. Counts as Mithril Armour, but does not effect the Hero's Speed in any way.

Talisman of lore. When wearing this a Hero's Intelligence counts as being one point higher than normal when he casts a spell.

Orcs Bane. Gives its user one free attack per combat turn when fighting Orcs.

Spirit Blade. Adds +1 to Weapon Skill and +1 to Strength. It automatically kills any undead creature that it hits.

Wand of Recall. Stores up to three spells. The spells that are stored in the wand must be written down on the Wizard's character sheet before the expedition begins. One of the spells can be cast at any time in the Wizard's turn, even if he would not normally be allowed to cast a spell. Thus the wand could be used to cast a spell if the Wizard was running or engaged in combat, or could be used to cast a second spell after the Wizard had cast a normal spell in the same turn. Only the Wizard who stored the spells in the wand may use it to cast any spells, although another Wizard could take the wand and later store his own spells in it.

HEROQUEST REVISITED

You can play any of the *Heroquest* adventures using the *Advanced Heroquest* rules. Replace the *Heroquest* rules for movement, combat and magic with the *Advanced Heroquest* rules. Use the *Heroquest* rules for placing monsters, searching, treasure cards and so on. Whenever a Hero is directed to lose a Body Point, he must lose 1 Wound or 1 Fate Point instead. All monsters that are encountered are assumed to be of the standard type (not Champions or Warlords) unless stated otherwise below.

SPECIAL RULES

Sir Ragnar counts as having a Weapon Skill and Toughness of 7 and a Speed of 6. He has 2 Wounds remaining and is not allowed to attack or

run.

Ulag has the characteristics of an Orc Warlord.

Grak has the characteristics of an Orc Champion. (By the way, Grak is the Orc in the room with the torture rack).

In the **Stone Hunter** adventure, the Chaos Warriors have their Toughness increased by +1.

Balur and the **Witch Lord** have the same characteristics and spells as an Evil Sorcerer. Remember that the Witch Lord can only be harmed by the Spirit Blade.

USING THE HEROQUEST BOARD

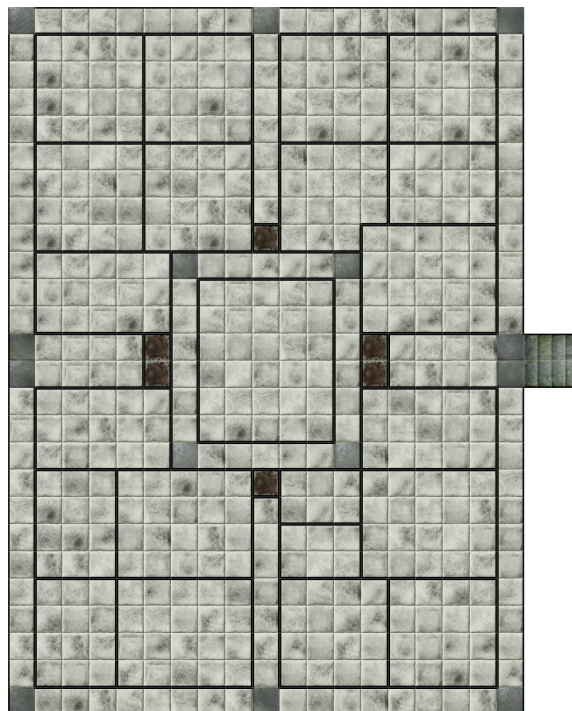
You can use the large *Heroquest* map-board in your *Advanced Heroquest* games to add a maze-like level to a dungeon. You can decide in advance which stairs are going to lead to this maze; for example, the first set of stairs going down from the second level. Or you can roll for it each time stairs down are found, with a roll of 1 or 2 on a dice indicating that the stairs lead to a maze level.

EXPLORING THE MAZE

If the Heroes decide to go down the stairs to the maze, clear the table of any already-placed rooms and corridors, and replace them with the *Heroquest* map-board. Place a set of stairs on the board, as shown in the diagram below.

The Heroquest board is split into *rooms*, *passages* and *junctions*. Junctions are the shaded squares marked on the diagram. A passage is a set of squares joining two junctions.

Some passages start off always blocked by rubble, as shown on the diagram.



KEY



BLOCKED SQUARE



JUNCTION

PASSAGES

Roll on the *Maze Passage Features Table* the first time that a Hero stands on a junction square that allows him to see down a previously-unexplored passage. Then roll on the *Maze Junctions Table* to see if the junction at the end of each passage is open or blocked. Only roll for the passages that actually join the junction on which the Hero is standing. Of course, you don't have to roll on the *Maze junction Table* if the end of the passage is already blocked with rubble.

MAZE PASSAGE FEATURES TABLE			
D12	Feature	D12	Feature
1 – 2	Wandering Monsters	11	2 Doors
3 – 6	Nothing	12	3 Doors
7 – 10	1 Door		

Wandering Monsters. Roll on the *Wandering Monsters Matrix* for the dungeon. An alternative Matrix for the maze is given at the end of this section.

Doors. A door may only be placed on a wall that leads to a room. It may not be placed on the outside edge of the board, or on a square that is blocked by rubble. The Leader decides which wall it is placed in and the GM chooses exactly where to place it. As in the normal dungeon, each wall of a room may only have one door. If it is not possible to place all the doors due to these restrictions, any excess doors are lost.

MAZE JUNCTIONS TABLE	
D12	Junction is...
1 – 6	Open
7 – 12	Blocked by rubble

Blocked. If a junction is blocked, the GM must place a *Heroquest* blocked square marker on the first square of the passage. Squares that are blocked by rubble cannot be entered and block line of sight.

ROOMS

Roll on the *Maze Rooms Table* and the *Maze Room Doors Table* the first time a Hero can see into a room.

MAZE ROOMS TABLE	
D12	Room Features
1 – 4	Empty
5 – 6	Hazard Room
7 – 11	Wandering Monsters
12	Stairs down to next level

Hazard Room. Roll on the *Hazards Table* as usual.

Wandering Monsters. Roll on the *Wandering Monsters Matrix* for the dungeon. An alternative Matrix for the maze is given at the end of this section.

MAZE ROOM DOORS TABLE	
D12	Room Doors
1 – 6	No extra doors
7 – 12	1 extra door

Extra Door. The Leader may place a door in a wall that doesn't already have a door. If all four walls have doors, the extra one is lost. If the door opens onto an area that has already been explored, it is obviously a secret door from the other side.

SECRET DOORS

A Hero may search for secret doors in a room which has no doors except the one he entered by. He may search one wall section per

exploration turn, provided he started the turn in the room. He can't search the wall that already has a door. The player must state which wall the Hero is searching before he rolls on the *Secret Doors Table*.

SECRET DOORS TABLE	
<i>D12</i>	<i>Result</i>
1	The GM may draw 1 dungeon counter
2 – 6	Nothing
7 – 12	The Hero finds a secret door

The player places the secret door in the chosen wall.

Each wall may only be searched once. The Expedition Mapper should record the results of any unsuccessful searches. Heroes cannot search for secret doors in passages.

HIDDEN TREASURE

A Hero who starts an exploration turn in a room may search for hidden treasure instead of secret doors. Roll two dice on the *Hidden Treasure Table*.

HIDDEN TREASURES TABLE	
<i>2D12</i>	<i>Result</i>
2 – 6	The GM may draw 1 dungeon counter
7 – 16	Nothing
17 – 23	The Hero finds 5D12 gold crowns
24	The Hero finds a hidden magic treasure – roll on the <i>Magic Treasure Table</i> in the <i>Treasure</i> section

Each room may only be searched once – if the Hero is unsuccessful, it means there's no hidden treasure to be found in that room. The Expedition Mapper should record which rooms have been searched.

WANDERING MONSTERS

For the maze level, you can use the same *Wandering Monster Matrix* you're using for the rest of the dungeon. You can even design a special Matrix just for this maze. Or you can use the *Maze Wandering Monster Matrix* below – this is based on some of the Citadel Miniatures from the *Heroquest* box. The characteristics for these monsters are given in the *Monsters* section.

MAZE WANDERING MONSTERS MATRIX		
<i>D12</i>	<i>Monsters</i>	<i>Treasure</i>
1	1 Goblin	5 GCs
2	2 Goblins	10 GCs
3	1 Orc	10 GCs
4	4 Goblins	20 GCs
5	2 Zombies	20 GCs
6	3 Orcs	30 GCs
7	2 Orc Champions	40 GCs
8	4 Goblins & 1 Orc Champion	40 GCs
9	1 Chaos Warrior	60 GCs
10	3 Skeletons	60 GCs
11	1 Fimir	60 GCs
12	1 Mummy	100 GCs

SOLO ADVANCED HEROQUEST

These solo rules allow you to play *Advanced Heroquest* when you're on your own. In the solo game you're the Leader, the Expedition Mapper, the Hero players and the GM all rolled into one. Most of the normal game rules are used, with a few minor variations: for example, the tactics of the monsters encountered in the dungeon are decided by a set of special rules that tell you how they move and attack.

As well as playing solo games simply for the fun of it, you can use them as a way to test out new tactics and practice coordinating the actions of your Heroes and Henchmen. If you've designed a Quest Location, you can play through it using the solo rules before you let your players loose in it – that way you can check to see if it's balanced and works the way you think it should. You can also use any of the maps that you generate while playing solo as the basis for future games.

PREPARING FOR PLAY

You should decide before you begin to play how large the dungeon you're exploring is going to be. You could choose to only have a single-level dungeon and therefore ignore all stairs that lead down – or you could just follow the random generation tables and let the dungeon get as big as it can.

You should also choose the Monster Matrices that you're going to use. To start with, you can simply use those we've provided for the Quest for the Shattered Amulet. Once you've designed some of your own Matrices, you can choose any of those instead.

If you want you can just explore the dungeon and fight any monsters you meet without having an overall objective. However, like a normal game, a solo game is much more fun if you've got specific objectives to meet. The easiest way to do this is to choose some character monsters to be encountered in the Quest Rooms. For example, you could pick six of the character monster counters provided in the box and draw two at random for each of the Quest Rooms you enter. Each pair of character monsters has a random magic item, which one of them will use against the Heroes if possible. These magic items are the Quest Treasures and the Heroes need to kill all six character monsters and collect the Quest Treasures to successfully complete their quest.

Other than any character monster counters you decide to use, place the dungeon counters to one side – they are not used in solo *Advanced Heroquest*.

EXPLORATION TURNS

The dungeon is generated using the normal rules. Obviously all the dice rolls and the placement of any doors or rooms are made by you.

THE GM PHASE

You should roll a dice each GM phase and consult the following table.

D12	Event
1	Trap
2 – 11	Nothing
12	Wandering Monsters

Trap. Pick one member of the party at random and roll on the *Rooms and Passages* column of the *Traps Table*. The Hero or Henchman that was picked must roll to see if he spots the trap. If he does, the trap has no effect (there is no need to try to disarm it). If not, the trap goes off with the effect noted on the *Traps Table*.

Wandering Monsters. Generate a group of wandering monsters from the *Wandering Monsters Matrix* you're using. You decide where the monsters are set up but you must place the first monster as close to the party as the rules allow (for further rules on placing monsters, see

Combat Turns below). Play then proceeds to a combat turn.

SECRET DOORS

Heroes may search for secret doors using the normal rules. On a roll of 1 on the *Secret Doors Table*, the Heroes have encountered a group of wandering monsters (see above).

HIDDEN TREASURE

The Heroes are not allowed to search for hidden treasure in solo games.

COMBAT TURNS

The following rules govern the placement and movement of any monsters that are encountered in the dungeon.

Designers Note: You will find solo *Advanced Heroquest* far more enjoyable if you use these rules as guidelines, and apply a bit of common sense to how the monsters attack. Try to imagine what you would do as the GM if you had to move your monsters within these restrictions, and then give yourself as hard a time as possible! While this will obviously make it harder to win, victory will be that much sweeter.

PLACING MONSTERS

You can place the monsters in any order you want, as long as any monsters armed with ranged weapons or spells are placed after monsters armed with only hand-to-hand weapons. The first monster must be placed in a square as close to the party as possible. If the monster can be placed in a square from which it can make an attack, it must be placed in that square. Any remaining monsters must be placed in a square adjacent to an already-placed monster.

You then roll to see if either side is surprised. If the monsters are surprised, you may move any of the monsters up to one square. If the Heroes are surprised, the monsters are not moved but the Heroes lose their first turn.

THE GM PHASE

Roll the dice at the start of each GM phase and refer to the *Tactics Table* to decide what the monsters do this turn. Note that there are two parts to the table, one for use if all the monsters are armed with hand-to-hand weapons, and one for use if one or more monsters have ranged weapons (including spells).

TACTICS TABLE	
MONSTERS ARMED ONLY WITH HAND-TO-HAND WEAPONS	
D12	Tactics
1	Reinforcements
2 – 6	Move and Attack
7 – 12	Attack and Move
MONSTERS ARMED WITH RANGED & HAND-TO-HAND WEAPONS	
D12	Tactics
1	Reinforcements
2 – 4	Move and Attack
5 – 8	Attack and Move
9 – 12	Ranged Attack

Reinforcements: Roll up a random group of wandering monsters and place them according to the rules above. Then carry on with the turn. All the monsters use move and attack tactics this turn.

Move and Attack: All the monsters move then attack this turn.

Attack and Move. All the monsters attack then move this turn.

Ranged Attack. Monsters with hand-to-hand weapons move to allow those with ranged weapons to make an attack.

MOVING MONSTERS

The following rules apply whenever a monster is moved using attack and move or move and attack tactics.

Each monster armed with hand-to-hand weapons should be moved to a square from which it can make an attack if possible. If no such squares are available, the monster moves to get as close to the party as possible, running if it has to.

Each monster armed with ranged weapons or spells moves to a square from which it can make an attack or cast a spell. The square cannot be adjacent to a Hero or Henchman. If this is not possible, the monster doesn't move.

Ranged Attacks

The following rules apply when a monster is moved using ranged attack tactics.

Each monster armed with hand-to-hand weapons moves in such a way as to allow those with ranged weapons to have a clear line of sight to the Heroes and Henchmen.

A monster with a ranged weapon doesn't move unless it is in a Hero's death zone, in which case it moves away.

Monsters with ranged weapons attack after all monsters have moved.

ATTACKS

Any monster that can make an attack does so. If it has a choice of targets, it attacks the target with the lowest Weapon Skill. If the targets' Weapon Skills are tied, the monster attacks the one with the lowest Toughness. If the targets' Toughness scores are also tied, decide who the monster attacks randomly.

Magic-using monsters that have more than one spell choose one at random out of those available. Any monster that makes an attack with a weapon that has an area of effect targets the attack so that it affects as many Heroes as possible.

TOBARO'S BANE

The city of Tobaro is under siege; the City Fathers are in disarray and the whole community is in imminent danger of collapse. The reason behind this disaster is a recent rise in power of a nearby Skaven clan, which is now led by a powerful Skaven Sorcerer, Cankerclaw Darkheart.

The Skaven, a swelling tide of vicious killers that burst out of Tobaro's Sewers in the early hours, have imposed an involuntary curfew on the city's inhabitants, who can no longer walk the streets without fearing for their lives. The foul creatures swarm in their thousands as they spill onto the now-empty streets, Cankerclaw Darkheart at the head of their ranks.

The City Fathers have resorted to their last option: at an emergency council they decided they must summon outside help. They have offered rich rewards to any Heroes that can aid them. You have answered their call.

SPECIAL RULES

The Heroes

The Heroes' party consists of four Heroes, four Men-at-Arms and one Sergeant. The Henchmen have been provided free by the City Fathers to aid the Heroes in their quest.

The Quest

The object of the quest is to kill Cankerclaw the Skaven Sorcerer, the mastermind of the Skaven's attack on Tobar, and thus prevent the clan's attacks on the city. After exploring the three dungeon levels, the Heroes will finally find Cankerclaw and kill him (or they'll die in the attempt). If they defeat him and return to the surface, the Heroes win the game.

Unlike normal *Advanced Heroquest*, the Heroes only have one expedition in which to find Cankerclaw as there simply isn't enough time to mount a second expedition. This means that if the Heroes succeed, they automatically receive 2 Fate Points.

Dungeon Layout

The dungeon is on three levels. Each level is generated randomly using the normal rules, except any stairs down that are found in a passage are actually stairs out of the dungeon. The stairs down are only found in the first Quest Room discovered on levels one and two.

Skaven

Use the Monster Matrices from the Quest for the Shattered Amulet to roll up the monsters in the dungeon.

If the Heroes escape from a group of Skaven, the surviving Skaven return to the room or passage where they were first encountered. If the Heroes pass through this area again, they are attacked by the survivors.

Quest Rooms

Each level of the dungeon only has one Quest Room; if the Heroes carry on exploring the level, any Quest Rooms rolled up later are replaced by Lairs.

Each Quest Room has a set of stairs down to the next level, the monsters rolled on the *Quest Rooms Matrix* and one or more of the character monsters.

Level	Character Monster	Magic Item
One	Assassin	
Two	Plague Monk Warpweaver	Warpscroll
Three	Plague Censer Bearer Warlord Sorcerer	Plague Censer Runesword Ring of Magic Protection

If the Heroes kill the character monsters, they can take their magic items. However, they can't use the Warpscroll or the Plague Censer – only Clan Pestilens Skaven are trained to use these items.

THE QUEST FOR THE SHATTERED AMULET

The Quest for the Shattered Amulet is a ready-to-play quest that uses all of the rules that have been covered in this book. Before you begin to play you should make sure you're familiar with the workings of the game – it's also useful for the Hero players to know how Exploration,

Combat and Magic work. Before you begin to GM this quest, make sure you've read through the section that follows so you know what's going to happen.

If you're unsure about how anything works, have a quick practice run. Set out the starting sections of a dungeon and generate a few passages and rooms. If you want to try out the combat rules, take a few of the Skaven models and put them in one of the larger rooms with the Heroes – fight a few rounds of combat until everyone's familiar with the system. Then restore all the Heroes to full Wounds, Fate Points and so forth before you begin to play the quest.

DUNGEON LAYOUT

There are four complete dungeons to explore during the Quest for the Shattered Amulet, plus a fifth, final part to the adventure that should come as a complete surprise to the players!

Included in the box are four player treasure maps, one for each of the four dungeons. These give the players some clues when they reach the quest locations but aren't as accurate as your copies of the same maps. If the Heroes find a treasure map, or if a random event dictates that there is a map for sale, you should give or sell them one of these treasure maps. Give them the maps in order, so that they get the map for the first dungeon first. When you've given them all four maps, you can draw your own if they find any more.

FIRST LEVEL

Each dungeon is on three levels. The normal rules for setting up the entry point of the first level are followed, with the stairs leading to two sections of passage at the end of which is a t-junction. From there on you create the dungeon using the random generation tables. The monsters that the Heroes encounter are Skaven – there are special matrices (see [Monster Matrices](#) page 98) for the inhabitants of Lairs and Quest rooms, and for wandering monsters. The only differences are as follows.

Stairs Down: if these are rolled up as a passage feature, they are replaced by stairs out.

Quest Rooms: the first time that the Heroes find a Quest Room on this level it will contain Skaven, a treasure chest and the only set of stairs down – place these wherever you want in the room. The stairs lead to the second dungeon level. Any other Quest Rooms only contain Skaven and a treasure chest.

SECOND LEVEL

The second level also begins with a double length passage and a t-junction. The same generation system and monster tables are used as for the first level. Again there are no stairs down except in the first Quest Room that the Heroes enter. This stairway leads down to the third level, which is a Quest Location.

QUEST LOCATIONS

When the Heroes descend from the second level's Quest Room, they enter the area depicted on the GM treasure map for that dungeon. Always keep your copy hidden from the Hero players. The following special rules apply on the third level of the dungeon.

Exploration Turns

Unlike the first two dungeon levels, where the rooms and passages are generated randomly, the third level has been designed in advance, and recorded on the GM's map. Exploration is handled in much the same manner as in the first two dungeon levels, except that the GM uses his map to lay out the new dungeon sections and the map gives details of what monsters (if any) are in the room.

Dungeon Counters

The GM may not use Trap, Wandering Monster, Ambush, or Character Monster counters on the third level of the dungeon.

Traps

Traps are marked on the GM's map. The rules for spotting and disarming traps are unchanged, except that the role to see if a Hero spots a trap is made when he enters the trap's square.

Searching for Secret Doors

The Heroes may search for secret doors in any passage section, not just in dead ends. Searching one section takes an entire Exploration turn. If a Hero searches a section that has a secret door, the door is automatically discovered and must be placed on the board. If the section does not have a secret door, nothing is found. No rolls are made on the *Secret Door Table*.

Searching for Hidden Treasure

The Heroes may search for hidden treasure in any room. Do not roll on the *Hidden Treasure Table* when the Heroes search. Instead, you should refer to the GM map, which will tell you if the Heroes find anything.

Combat Turns

The only change to the Combat rules is that all Skaven are allowed to open doors. If a Skaven does open a door, refer to the GM map and place any newly-revealed sections and monsters on the board.

Quest Treasures

Each part of the Shattered Amulet is a separate Quest Treasure, so there's a chance for the Heroes to gain more Fate Points as they recover each piece.

SOLKAN'S AMULET

Once you're ready to begin playing, read the following story to the Hero players in order to get them in the right mood:

When the Great Powers war, the world trembles. For fully a thousand years the Eternal empire stood, its root deep in the old Elven lands on the Tilean seaboard. This was the first Kingdom of man, fractious and squalling, like a small child. Though the Capital of its kings at Remas was a wonder of its age, the Empire was barbarous and insecure.

The Blood God Khorne whispered into the ears of his followers, and they slid into the Empire's heart like a stiletto. They brought false advice, illicit witness, assassination, corruption and conceit to the government of the Emperor Giovanni VII. Their foul cults spread upon the land, displacing those Powers of Hearth and Sky who had served the simple people for centuries. Finally, Khorne spoke again, and there was war.

From a deep slumber awoke Solkan, the Avenger. Though he cared little for men, Solkan revered the temple in his name that stood in Remas. When he heard the screams of his dying priests as Remas burned to the ground, Solkan arose, magnificent in armour of blazing silver.

Before him came Fernadrang, General of Khorne's armies, a misshapen and corrupted Ogre. Fernadrang's axe spat hot blood, and a tongue slithered from its haft to lick the blades. Solkan wielded a silver scythe, and many who watched the battle were cut down by its blade.

They fought for hours. So great was the hand of Khorne on Fernadrang that not even Solkan could strike him down. And, for a moment, the Great Scythe stuck, spitted upon such a weight of bodies that Solkan could not lift it. Fernadrang struck, a blow aimed mightily at the chest of Solkan.

But it did not slay him. The Sword of Fire hit an Amulet that Solkan wore, breaking it into four pieces which flew off over the horizon. And Solkan was then avenged upon Fernadrang, and gutted him from pelvis to larynx so that all the pestilence inside him was released to consume the corpse. Thus ended that war of Solkan and Khorne.

All this have I divined by my researches. I am also aware that the rat-like Skaven seek my shard of the Amulet. Why do they want an artifact of Law? Perhaps they seek to prevent it being used against the Chaos Powers they serve. Who can know what motives pass

through such alien minds? I have heard it said that they fear it will be wielded against the Daemon-General Praznagar when he returns. Whatever, their true purpose must be terrible.

Of one thing I am certain. they seek my fragment with a will. Three times my spells have repulsed attacks by Warriors of Clan Mors. They have forced me to employ bodyguards, summon my former apprentice and move from Parravon to a fortified tower. Despite the discomfort, I am confident that I have now placed the Amulet beyond the reach of the Skaven.

Last entry in the journal of Jervais the Revered in the year 2412.

Once the story of the Amulet of Solkan has been told, the Heroes should know they are seeking the four pieces of the Amulet which fell to the ground when the God was struck. Tell them that the pieces can be found in four separate dungeons, guarded by Skaven, and that they must find their way to the lowest level of each dungeon to discover the pieces. But don't, under any circumstances, tell them that when they find the four pieces one final, great adventure awaits them. Also, make sure they never see the various parts of the Shattered Amulet until their Heroes have found them, that they don't see your copies of the treasure maps, and that they don't read this section.

RUNNING THE QUEST

You should make the Heroes search for the four pieces one at a time. They should explore the first level of the Warlord's Lair, descend to the second level, explore that, and finally find their way down to the third level, where the prize they seek is hidden. Only then can they start exploring the Magic Maze.

They do not have to accomplish all this in one go. The exploration of any one dungeon can be the subject of one or more expeditions. Whenever a Hero leaves a dungeon by climbing stairs from either of the first two levels he completes an expedition. All the surviving Heroes must leave before any of them can start a new expedition. When they return to the dungeon, set it up again following the expedition map. All the doors will be closed, and any Lairs and Quest Rooms will be re-stocked with Skaven. Only killed character monsters and treasure (except anything the Skaven carry on them) are not replaced.

Make sure you keep a record of the number of expeditions it takes to complete the quest for the four pieces of the Shattered Amulet.

Eventually, of course, the Heroes will defeat all the Skaven in each dungeon, and find the pieces of the Shattered Amulet. Whenever the Heroes find a piece, give the players one part of the Shattered Amulet that is included in the box. They may wonder about the cryptic message. Tell them nothing. Make sure they don't see the other parts until they've earned them!

So, in one or more expeditions, the Heroes will find one piece of the Amulet. After all four dungeons, they will have all four pieces. What then? Well, Heroes being what they are, they're bound to join the pieces together. And that's when you tell them about the final part of the adventure.

SOLKAN'S PRISON OF ICE

Solkan's war with Khorne was a dreadful, epic affair in which mighty armies clashed, wizards toppled mountains and the Gods themselves felt the ecstasies and the bitter pain of victory and defeat.

That Solkan won a victory – of sorts – is already known. So too is the fact that he wore an Amulet, that which saved him from the blow Fernadrang aimed at him with the Sword of Fire. But the Amulet's power and purpose is not known – except to you.

In a previous war against the Skaven God, the Horned Rat, Solkan defeated and captured the Chaos God's leading Daemon-General, Praznagar, Prince of Agony. So dangerous was Praznagar that Solkan should have slain him out of hand – but he did not. Instead, he constructed a prison from pure water, the only thing he could find that was wholly free of the taint of Chaos. And he froze it around Praznagar, and banished the Daemon to a place of everlasting desert night.

The Amulet allowed Solkan to teleport his followers to the prison from anywhere in the universe, so that he could check on Praznagar. A map of the prison is engraved on it, with words of warning. It is this that made it so important to the Skaven to find the four pieces. It is their misfortune that Solkan manufactured the Amulet so that it could never be used by Skaven. Humans, Elves and Dwarfs on the other hand...

SKAVEN

The monsters encountered in the Quest for the Shattered Amulet are *Skaven* – sinister mutant Ratmen. They gain their strength from *warpstone* – the greatest source of raw magic in the Warhammer World. They have tunneled extensively throughout the known world, but they are said to have a particular home in the marshes of north-west Tilea.

It is from there that the Skaven burrowed to reach the area where the Shattered Amulet fell to earth, and they created the dungeons in which the four pieces are housed. They will defend them energetically, for they know what purpose the Amulet truly had.

There are several types of Skaven, and details of all of them can be found in the Monsters section and the on the Monster Reference tables. You can use models from the Citadel Miniatures Skaven range to represent these different types. If you don't have any specialist Skaven models, the various types of Skaven can be shown by using the plastic Skaven miniatures in the box and the different colored bases. Keep a record of which color base is used for which Skaven type (you can change this for different combats). Only reveal the type of Skaven when it is actually performing its role: when Champions or Warlords attack, Sentries open doors, or Spellcasters use their magic.

The bulk of Skaven numbers are made up of ordinary Warriors, though some of these may be designated as Sentries. Their leaders are Skaven Champions and Warlords. Of these, there are six particular commanders – the character monsters which only you can call on. Two of the six are Skaven Spellcasters; their spells are listed on the monster reference tables. There are also a number of specialist types; the rules for these are given in the *Unique Monster Rules* section.

Individual Skaven are not very tough, but *en masse* they are a deadly foe. A large group, perhaps augmented by an ambush counter and including Warlords and a Sorcerer, will be a real handful for the Heroes. They may drive them from the dungeon or – if you do really well – cut them down like the puny humanoids they are!

Groups of Skaven always fight to the death (this is shown by the rule that stops you moving them from the room except in pursuit, unless they are Sentries). If the Heroes run for the surface, pursue them with everything you can muster. Finally, don't pull all the most powerful Skaven too close together in case the accursed Human Wizard casts anything.

SKAVEN WARRIORS

Most of the Skaven encountered in the Quest for the Shattered Amulet are from Clan Mors and Clan Rictus, two Skaven Warrior Clans. There are four common types of Skaven from these Clans: Warriors, Champions, Warlords and Sentries.

Warriors are moderately well-armoured and use swords or barbed blades that are mounted on short poles. *Champions* have better armour than the Warriors, although Skaven armour is the wrong size to fit the Heroes or their Henchmen. *Warlords* use a +2 Runesword. *Sentries* are lightly-armoured Skaven who may pass through the dungeon doors even when not in pursuit; they are covered elsewhere in the rules.

SKAVEN CHARACTERS

There are six Skaven Characters available to you during the Quest for the Shattered Amulet. These are represented by the six Skaven character monster counters included in the box. The counters are not included with the other dungeon counters and you can't pick them randomly. Instead, you get the counters in a set sequence as the quest progresses. Once you have a counter, you can play it at any time when you're placing monsters. You can even save it from dungeon to dungeon if you want. And if a Skaven character escapes, it can return to fight again if you draw a normal character counter. However, Skaven characters are unique – once one has been killed, you can't use it again.

Skaven characters fight to the best of their ability, using any magic items and spells available. Magic items possessed by Skaven characters can be recovered by the Heroes if the Skaven is killed.

Note that the Heroes are not able to use the Warpscrolls and Plague Censers, as only Clan Pestilens Skaven are trained in their use.

The special rules for the Skaven Characters are given in the *Unique Monster Rules* section (page 89). These rules still apply when the Skaven are used in other dungeons. All of these Skaven types can be represented with suitable Citadel Miniatures, or use different colored bases to distinguish them.

AVAILABILITY OF SKAVEN CHARACTERS

You get more of the Skaven characters as the quest progresses. When the Heroes enter a new dungeon, take the character Skaven listed below, plus any from the previous dungeons that are still alive.

<i>Dungeon</i>	<i>Character Skaven</i>
The Warlord's Lair	No Character Skaven
The Magic Maze	Clan Eshin Assassin
The Plague Temple	Clan Pestilens Plague Monk Clan Pestilens Plague Censer Bearer
The Amber Room	Clan Mors Warlord Clan Skryre Warpweaver Clan Skryre White Skaven Sorcerer

Solkan's Prison. There are no character Skaven for the final part of the quest. Even if there are any character Skaven left alive, they can't be used in this dungeon.

THE WARLORD'S LAIR

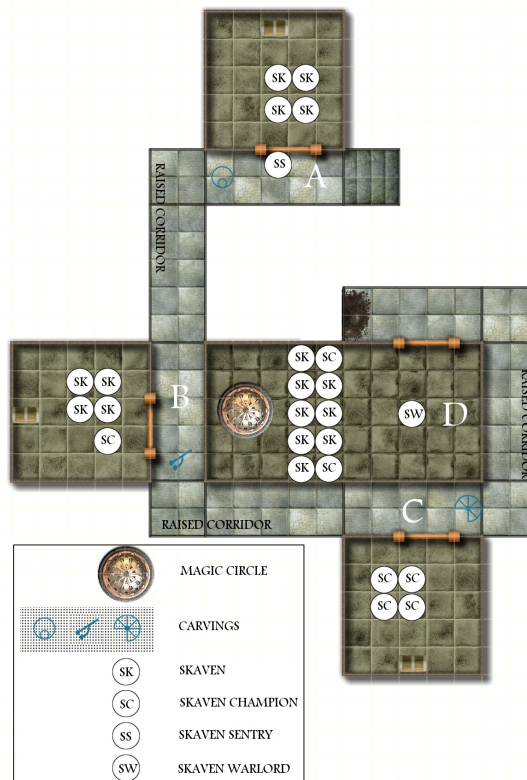
Deep in a dungeon in the Grey Mountains a Skaven Warlord of Clan Rictus plans his campaign literally to undermine the nearby city of Parravon. It is his lair that holds the first part of the Shattered Amulet.

When the Heroes first enter the dungeon, read the following to them:

On the walls of this dungeon are hung grisly trophies and mementos of past victories: blood-stained, broken shields from defeated enemies; scalps and skulls; blunt, rusty weapons from a dozen races. And carved into doors and paving slabs is the three-armed rune of the Clan Rictus.

Skaven Character Models

None of the Skaven character models are found in the Warlord's lair.



QUEST LOCATION MAP KEY

The lair is protected by a series of cunningly designed passages that may be raised or lowered by use of special keys. These passages and junctions are indicated on the map. They start off raised, to prevent access to the rest of the dungeon, and therefore should not be placed on the table until the Heroes have discovered how to lower them.

The Warlord's lair is guarded by Skaven from Clan Rictus. Each Skaven Warrior is carrying a pouch holding 20 gold crowns.

Location A

To the Heroes this appears to be a passage that finishes as a dead end (you should lay a dead end passage section). This is because the junction at the end is raised. When a Hero enters the passage, read the following text out loud.

At the end of the passage, carved into the floor, you see a magical symbol – the symbol of the Jade College.

This is all the Heroes find in the passage, no matter how hard they search. Examining the symbol does not reveal anything else of use to the Heroes. The symbol cannot be damaged in any way.

The room off the passage contains four Skaven Warriors and a chest. Once the Heroes open the chest, read out the following text.

Inside the chest is a talisman, made of iron and cast in the symbol of the Jade College. You notice that the talisman is made in such a way that it would fit perfectly into the carved symbol in the passage.

If the talisman is placed in the carving, the raised sections (the junction and the passage) automatically lower themselves to the level of the rest of the passage. Place the junction – when the Heroes move onto the junction, place the next section of passage and a dead end. Read out the following text as you place the newly-revealed sections.

With a clanking and grinding of gears, the wall in front of you starts to sink into the ground, revealing a new passage.

The talisman may now be removed from the carving; it is needed later on. The floor remains raised even when the talisman is removed.

Location B

This raised passage works in exactly the same way as A, except that there isn't a Skaven Sentry present, and the symbol and talisman are that of the Golden College.

Location C

This passage works like A and B above. Like B, there isn't a Sentry in the corridor. The floor here displays the Celestial College's symbol and there is a matching talisman in the chest.

Location D

This is the Warlord's lair. If you have a copy of *Heroquest*, you can place a table, the throne and the weapons rack in this room.

The Warlord is armed with a Magic Sword (+1 to Weapon Skill) and a Ring of Protection (Level 1, see *Magic Rings* in the *Treasures* section). Searching his body reveals a pouch holding two gems, each worth 50 gold crowns.

Read the following text to the Heroes when they have defeated the Skaven.

This room appears to be the lair of a Skaven Warlord. Maps and charts on the wall reveal that his plans to destroy the city of Parravon are nearing completion. You realize that by taking these maps to the City Council the Skaven attack can be defeated.

You can also see a huge magic circle marked on the floor at the back of the room. Closer inspection reveals that three of the symbols on the circle are carved more deeply than any of the others, and that they correspond to the three iron talismans you found earlier.

If the three talismans are placed in the correct recessed symbols of the magic circle, a trapdoor springs open at its center, revealing the first part of the Shattered Amulet.

One Hero or Henchman may carry all of the maps. If they get out of the dungeon, the Heroes can take the maps to the City Council, and the Skaven attack will be defeated. The Council rewards the Heroes with 500 gold crowns for helping them to defeat the Skaven.

THE MAGIC MAZE

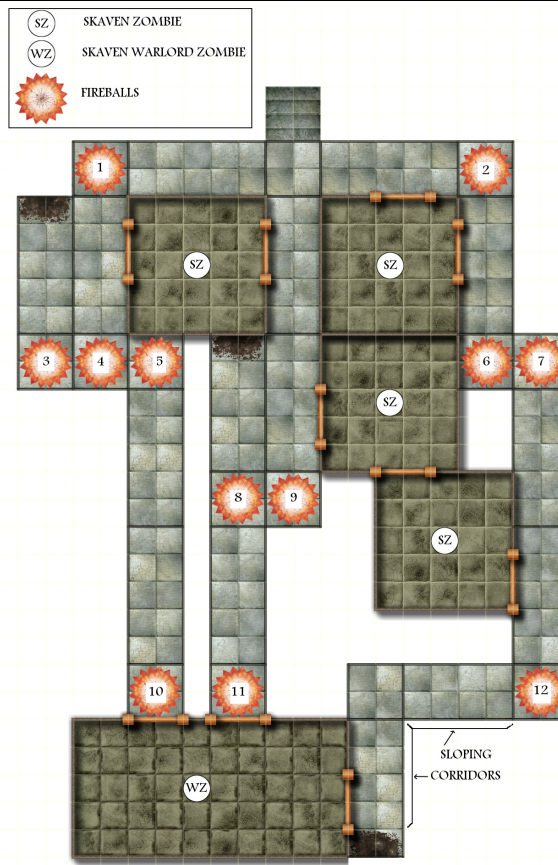
The magic maze hidden in this dungeon was built by Gragoth Daemonmaster, a powerful Chaos Sorcerer, to protect the second part of the Shattered Amulet. Gragoth enlisted the aid of the Assassins of Clan Eshin, whose warriors guard the Amulet.

When the Heroes first enter the dungeon, read the following to them:

Daubed in blood on the entrance to this dungeon is a frightful symbol: a hand clutching a curved dagger, the sign of Clan Eshin – the Assassins. The smell of fear is in the air. And is that the sound of creaking doors you hear; or the screams of distant torment?

Skaven Characters

At the start of the second dungeon, take the Clan Eshin Assassin character monster counter. This may be played at any time when placing monsters.



QUEST LOCATION MAP KEY

The maze is guarded by a pair of enchanted fireballs that appear at random points in the maze, spin furiously on the spot, and then hurtle off along the passage igniting everything in their path. Finally, they disappear, only to re-appear moments later in another part of the maze to repeat the procedure.

Gragoth also stocked the maze with Undead Skaven – Ratmen Zombies that have been called back from the dead to perform this last, undying service.

The dungeon sections that lie under fireball starting locations 10 and 11 are stairways that lead up to the Skaven Warlord's lair. The passage between fireball starting location 12 and the dead end slopes upwards.

Read the following text to the Heroes as soon as they have set foot upon the stairs to the third level.

The passages in this part of the dungeon have a strange appearance: they are rounded, almost tube-like, and the walls are blackened and scorched. Occasionally a strange sound like the flight of a thousand birds can be heard, followed by periods of eerie silence.

THE FIREBALLS

Fireballs are used over three GM phases: in the first GM phase one fireball is placed, in the second the other of the pair is placed, and in the third phase they both fly along the passages.

At the start of the first and second GM phases in the sequence, roll a dice and place a fireball on the junction section with that number. If the junction has not yet been laid out, the fireball is not placed and the roll is wasted. Assuming it can be placed, the fireball remains stationary for the time being, spinning in place. A model that enters a junction containing a fireball suffers 5 dice of damage.

In the third GM phase both fireballs shoot forward. Roll two dice – you may move each fireball that many squares. A fireball may not be moved through doors, nor retrace any part of its move, though it may turn corners. A Hero that is hit by a fireball suffers 5 dice of damage. After the fireballs have been moved they both disappear, ready for the first one to re-appear in the next GM phase.

Clan Eshin Assassin

If the Skaven Assassin is still alive when the Heroes reach the third level, you may place him instead of placing a fireball (the Assassin may not be placed if both fireballs are on the map). The Assassin may be placed on any square that cannot be seen by a Hero or Henchmen.

During the first combat turn, the Assassin automatically surprises the Heroes and receives a +1 bonus to his Weapon Skill.

If the Assassin subsequently uses his ability to escape from combat, he may not be used again on this expedition.

THE SKAVEN ZOMBIES

The Skaven who live in this area of the dungeon wear magical neckbands, bonded onto their skin and covered with arcane runes. These neckbands have magical healing powers, and any Skaven wearing a neckband has 1 Wound restored at the end of each GM phase (up to his normal maximum Wounds). Read the following text to the Heroes the first time a Skaven recovers a Wound.

As you stare incredulously, the bloody gashes the Skaven has suffered start to slide together and seal up. The Skaven is healing itself!

If a Skaven is reduced to 0 or less Wounds it collapses. The neckband, however, remains active. When the Skaven's Wound are restored to 1, it stands up and attacks again. A Hero may freely enter or move through a square that contains a collapsed Skaven.

If the Heroes search the Skaven before it recovers, read the following text.

Around the neck of the Skaven you find a strange neckband that appears to be fused to its flesh. The band is covered in arcane runes, and you realize it is this that gives the Skaven its regenerative powers. You also notice that even though the Skaven should be dead, its wounds are still healing.

Heroes are allowed to attack a Skaven that has collapsed so that it takes longer for it to recover. Any attacks made against a collapsed Skaven automatically hit and the number of damage dice rolled by the attacker is doubled. The neckbands cannot be removed from a Skaven in any way, and only work in the room where the Skaven starts the game. If the Skaven leaves the room (or is dragged from the room by one of the Heroes), all the damage it has suffered over the years instantly takes effect and the Skaven dies permanently.

THE SKAVEN WARLORD

The Skaven Warlord is wearing a more powerful version of the neckbands worn by the Skaven Zombies which cures two Wounds per combat turn. Like the Skaven Zombies' neckband it continues to work once the Skaven Warlord is reduced to 0 or less Wounds.

As soon as the Heroes defeat the Skaven Warlord read out the following text.

As the Skaven falls to the ground, a strange disembodied voice starts to speak.

"Well done. But the defeat of my Skaven servants is not the end; even in death they faithfully refuse to give up what is rightfully mine.

Unless you can prove you are worthy of it, I will not deliver the prize that you seek.

If you can answer me this riddle I shall give the prize freely.

Tell me the name which I was given at my birth backwards."

The answer is the phrase *the name which I was given at my birth* said backwards. *htrib ym ta nevig saw I hcihw eman eht*. If the Heroes solve this riddle, the second part of the Shattered Amulet appears and the voice says:

"You have proved yourself worthy. I relinquish my hold on both the Amulet and life. Farewell."

If the Heroes don't solve the riddle then nothing happens – they can guess again. Gragoth is tired of his disembodied existence and wishes to cast his soul into oblivion. He can only do so by giving up his claim on the Amulet to someone who wants it. Gragoth is quite content to remain here until the Heroes give him the correct answer. However, each time an incorrect answer is given you may draw an extra dungeon counter.

THE PLAGUE TEMPLE

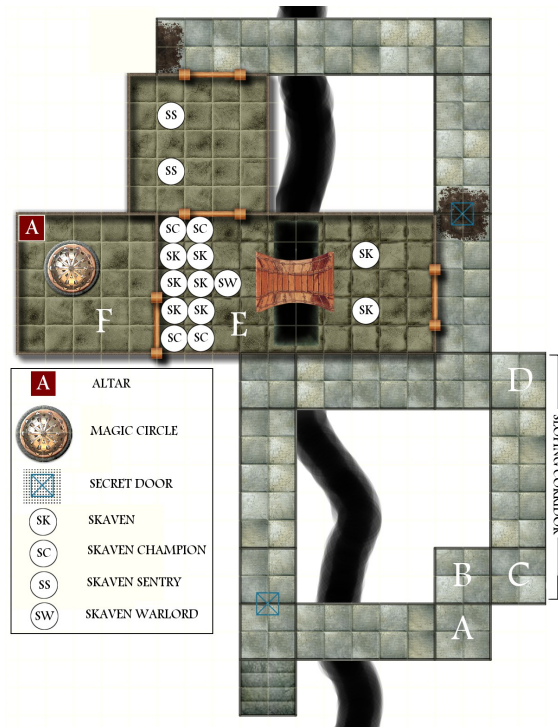
Clan Pestilens is perhaps the foulest Skaven cult. Its followers worship disease and decay, spreading their word by infecting everything they encounter. It is in one of Clan Pestilens' secret underground temples that the third part of the Shattered Amulet is hidden.

When the Heroes first enter the dungeon, read the following to them:

*The walls of the dungeon are slimy, covered with a thin film of mold. The air smells stale and moves sluggishly through the passages.
There is an atmosphere of decay – you feel uneasy, as if the walls were about to crumble and bring the roof down upon your heads.*

Skaven Characters

At the start of the third dungeon, take the Clan Pestilens Plague Monk and Plague Censer Bearer character monster counters. These may be played at any time when placing monsters.



QUEST LOCATION MAP KEY

When the Heroes enter this level you should only set up the first stairway and a right hand junction (not a t-junction). The second stairway is not revealed as the Heroes are initially unaware of the secret door. Note that the passageway between C and D slopes downwards.

When the Heroes have set up read the following piece of text:

The fetid stench of decay is even stronger here. The sickening smell of worm-eaten flesh is almost too much to bear. The walls run with slime and the floor is carpeted with fungi and dirt that oozes as you carefully step forward.

Locations A to D

The letters A to D show the locations of four traps that the Clan Pestilens have placed here to deter intruders. Each is set off by the first model to enter the junction. The traps are of the following type:

- A – Pit Trap
- B – Crossfire Trap
- C – Gas Trap
- D – Falling Block Trap

For more information see the [Traps](#) section.

Location E

The Chasm in this room can only be crossed by making a heroic leap (see the [Hazards](#) section) or by using the rope bridge.

Any model standing on the rope bridge has its Weapon Skill reduced by -1. Heroes and Henchmen may attack the bridge itself with hand-held weapons as long as they are not in an opponent's death zone. Skaven may not attack the bridge. Any attacks on the bridge automatically hit for normal damage – the bridge has a Toughness of 8 and 5 Wounds. Once it reaches 0 Wounds it collapses. Any model on the bridge when it collapses falls to its death in the Chasm below.

If any of the character monsters are still alive, they may be placed in this room. The Plague Monk will have a new Warpscroll if he used his first one earlier in the expedition.

Location F

There is a small altar at the back of this room. This can be represented with a chest counter or the sorcerer's table from *Heroquest*. Read the following text when the Heroes first see this room:

The walls of this temple are strewn with shabby hangings depicting scenes of decay and corruption. Rabid plague victims in their death throes scream silently at the Heroes from the moth-eaten cloths and canvases.

At the rear of the room there is a stone altar, covered in moss and ravaged by the blows of sacrificial knives pounded into its surface. A trail of slime has oozed down from a crack in the front of the altar, only to set and solidify across the magic circle crudely daubed on the rough flagstone flooring.

Any Skaven standing on the Magic Circle has its Weapon Skill and Toughness increased by + 1, and automatically passes any Intelligence tests if it tries to cast a spell.

If the Heroes search the final room for hidden treasure, they find a secret panel in the Altar. This panel is protected by a Gas Trap and contains the third part of the Shattered Amulet.

THE AMBER ROOM

The fourth dungeon is the domain of Clan Skryre, the Warlock-Engineers. They are protected by the warriors of Clan Mors and their own powerful magic. The dungeon is suffused with the power of magic. When the Heroes first enter the dungeon, read the following to them:

There is an air of mystery and illusion about this dark place. Walls seem to shimmer, doors creak ominously and those trained in the arts of sorcery can see the colored mists of magic floating darkly down the passages.

Skaven Characters

At the start of the third dungeon, take the Clan Mors Warlord and the Clan Skryre Warpweaver and White Skaven Sorcerer character monster counters. These may be played at any time when placing monsters.

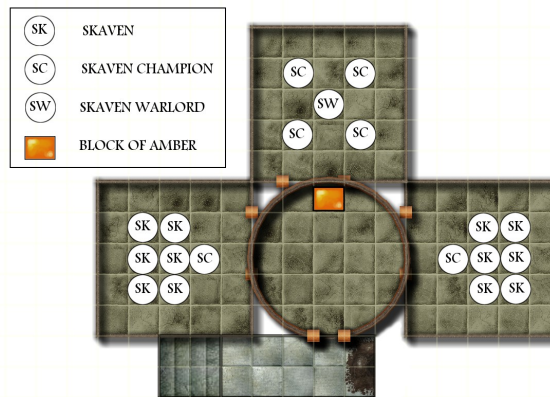
QUEST LOCATION MAP KEY

The retrieval of the fourth part of the Shattered Amulet seems very easy at first glance: as soon as the Heroes reach the first room they can see the missing piece. Read the Heroes the following text:

On the far side of this room, which is circular and contains no other doors, you can see a large block of amber set into the wall.

Embedded in its center is the fourth part of the Shattered Amulet. As you move closer, you realize that it is simplicity itself to smash the amber with a sword or axe and retrieve the final part of the Amulet.

However, as soon as one of the Heroes or Henchmen tries to smash the amber, the whole room rotates through 90°. Roll a dice: on an even score the room rotates clockwise, on an odd score it rotates counter-clockwise. The room rotates through 90° at the end of every GM phase from now on – roll again for direction each turn. This allows the Skaven from the square rooms to attack the Heroes.



If any of the character monsters are still alive, they may be added to any of the square rooms, although no more than one character monster may be used per room.

Attacking the Amber

Any Hero or Henchman may attack the block of amber in order to free the Amulet. Such attacks hit automatically for normal damage. The amber has a Toughness of 10 and 6 Wounds. Once it is reduced to 0 Wounds it will shatter and the last part of the Amulet falls to the floor. Any model (including Skaven) can pick up the piece of the Amulet instead of making an attack.

REPAIRING THE SHATTERED AMULET

Once the players have retrieved all four pieces of the Shattered Amulet, they are bound to put them together. As soon as the Amulet is completed, the Heroes and their Henchmen are teleported to the location of The Prison of Ice. Read them the following piece of text:

As you put the last shard of the Amulet in place, there is a sound of rushing wings and the Amulet disappears. A strange silence descends on the room, and a chill wind starts to blow. A thick mist seems to rise from the floor, covering the bodies of the slain. Slowly a new room takes shape around you. It is very cold, and the light is weak and bluish. But you realize at once you are not alone.

Now go on immediately to *The Prison of Ice*. Clear away the map of the Amber Room, chuckle wickedly, look at the players with an air of sinister menace, and lay out the first room of the Prison of Ice.

If the Heroes haven't taken the other three parts of the Amulet into the dungeon with them, you'll have to wait until they leave the dungeon. Once they get back to the city where the pieces are stored, they're certain to assemble the Amulet. At this point, read them the above text. They don't get a chance to recover Wounds and Fate Points, buy more equipment and so forth.

THE PRISON OF ICE

This adventure should be treated in exactly the same way as the four dungeons for which you have a quest map: do not generate dungeon sections, monsters or treasure, but follow the map and room descriptions that follow.

The Prison of Ice is the location to which Solkan banished Praznagar. It is located in a small nub of reality within the void – there is no way out except to defeat Praznagar and his bodyguard.

PRAZNAGAR'S UNDEAD BODYGUARD

Even though they are unable to free Praznagar, the Skaven have built up an Undead bodyguard around the Ice Prison to protect him from harm. The strength of this bodyguard depends upon the time that the Skaven have had to form it: the more expeditions the Heroes have made in the Quest for the Shattered Amulet, the stronger the force they have to face here.

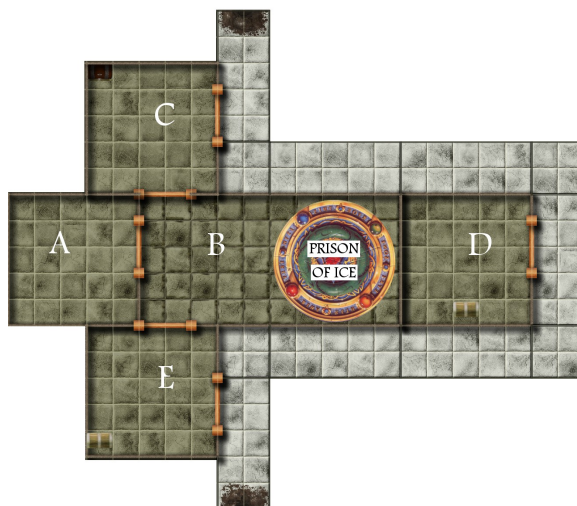
PRAZNAGAR'S UNDEAD BODYGUARD	
<i>Number of Expeditions</i>	<i>Undead Bodyguard</i>
4	1 Warlord with Skaven Rune Armour (+3 Toughness)
	1 Sorcerer (2-Fireball, 2-Flaming Skull of Terror)
	1 Champion with the <i>Death Bringer</i> sword (see <i>Treasure</i> section)
	1 Champion with the <i>Magical Greatshield</i> (see <i>Treasure</i> section)
	3 Warriors
5 – 6	2 Warriors
7 – 8	1 Sentry
9 – 10	2 Warriors
11 – 12	1 Warrior and 1 Sentry
13 – 14	2 Warriors
15	1 Warrior
16	1 Warrior
17+	1 Warlord with the <i>Axe of Cleaving</i> (see <i>Treasure</i> section)

Look up how many expeditions the Heroes have made (including the one to recover the last part of the Amulet). Praznagar's bodyguard is made up of the Undead Skaven for that number of expeditions, and all those listed above it.

The Undead Skaven have exactly the same characteristics as living Skaven of that type, but they appear more cadaverous, with skeletal features and rotting flesh.

The Undead bodyguard start off in the rooms C, D and E. You choose where to place each Skaven. Before the Heroes begin to explore this

dungeon, make a note of where each Skaven is located.



MAP KEY

Location A

This is where the Heroes arrive when they are teleported by the Amulet. Place the Heroes at the center of the room. They are the sole occupants. Read the following aloud:

The air here is chilly and it seems to curl around you, probing the chinks in your armour with tongues of cold fire. As if from a great distance, you can hear a terrible agonized roar that seems to echo across a great gulf of time.

Location B

The Prison of Ice, as its name suggests, is a large block of ice that fills the far end of the room. It stands upon a huge copy of the Shattered Amulet set into the ground (place the completed Shattered Amulet on the large room section). At the center of the ice block, the Heroes can just make out a large Skaven figure: Praznagar himself. It is from the imprisoned Daemon-General that the distant roar is coming, a memory of his enraged shout of anguish as Solkan cast him into this eternal frozen exile.

Nothing the Heroes do will have any effect on the ice. It cannot be melted by fire – even by the magical fire of a Wizard. They are unable to enter a square that is wholly or partially blocked by the Amulet on the floor, which marks the perimeter of the ice wall.

Locations C, D and E

These rooms contain Praznagar's Undead Skaven bodyguard. Each room also contains a chest. The contents of the chests are:

Chest	Contents
C	300 gold crowns, 1 magic gem and an <i>Elven Power Bow</i> (see the <i>Treasure</i> section)
D	100 gold crowns, 2 magic gems and a <i>Magic Wand</i> (see <i>Treasure</i> section)
E	300 gold crowns, 1 magic gem and a <i>Dwarven Magic Helm</i> (see the <i>Treasure</i> section)

When the Heroes get their first magic gem, read the following:


The gem is unflawed and as clear as a mountain stream. At the center there is a flickering of brilliant blue light. The gem gives off a magical aura that causes an electric tingling in the palm of anyone who holds it.

The magic gem allows the Heroes to enter the Prison of Ice. Any model who is holding one of these gems can walk through the ice wall and enter the frozen realm where Praznagar is held captive. Once inside, the only way to escape is to slay Praznagar (see *Fighting Praznagar* below).

If the Heroes escape from this dungeon, the gems lose their magical aura but are still worth 1000 gold crowns each.

FIGHTING PRAZNAGAR

Once the Heroes have entered the Prison of Ice, the only way they can escape is to slay Praznagar!

	PRAZNAGAR		WS	BS	S	T	Sp	Br	Int	W	PV			
	PRINCE OF AGONY		9	7	6+2	8	9	9	9	5	-			
	HAND TO HAND COMBAT													
	TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
	WS													DICE
	HIT	2	2	2	2	2	3	4	5	6	7	8	9	6
	ROLL													
	RANGED COMBAT													
	RANGED	1-3	4-12	13-24	25-36	37+	MAX							DAM
	COMBAT						RANGE							DICE
	HIT													
	ROLL													
	EQUIPMENT / NOTES													
	LEATHER ARMOUR													
CHAOS SWORD (NEVER FUMBLES +2S)														
FEARSOME MONSTER														

Upon slaying Praznagar, read the following text to the Heroes.

The air is filled with a deafening scream. The walls of ice come crashing down around you as the Skaven's body is torn asunder by smoking tendrils of bright blue light. Then there is a blinding flash and everything goes quiet. When you look around, you see countryside. At your feet is Praznagar's sword, its evil aura now dispelled. In the evening light you can see the city ahead, its gates welcoming you back after your valiant exertions.

The Heroes and their Henchmen and treasure have been teleported to safety, and find themselves outside the city where they have their lodgings.

The Quest for the Shattered Amulet is over. The Amulet has returned to Solkan where it will safely remain. The space in the void which housed the Prison of Ice has closed, sucking the bodies of the dead into the warp. And the Heroes have finally avenged their friend, Jervais.

As a reward, Solkan himself has deadened the Chaotic power in Praznagar's sword so that one of the Heroes can wield it. It lies against a rock a few feet away.


Praznagar's	Damage Dice	Fumble	Critical Hit
Sword	6	never	12

The Quest for the Shattered Amulet is over, but the Heroes' careers have only just begun.

SHATTERED AMULET MONSTER MATRICES

Use the *Shattered Amulet Monster Matrices* (page 98) to roll for wandering monsters and for the occupants of Lairs and Quest Rooms.

REFERENCE SECTION



NAME:

RACE:

START CURRENT

WEAPON SKILL

BOW SKILL

STRENGTH

TOUGHNESS

WOUNDS

CLASS

LEVEL: SKILL-CARDS:

START CURRENT

SPEED

BRAVERY

INTELLIGENCE

FATE

EXPEDITIONS

HAND-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL												

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL					

WEAPONS		RANGE	DAMAGE	FUMBLE	CRITICAL

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT:

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
5			8	
BOW SKILL			BRAVERY	
6			9	
STRENGTH		INTELLIGENCE		
4		9		
TOUGHNESS		EATE		
4		2		
NAME: MAGNUS THE BRIGHT		WOUNDS		
RACE: HUMAN WIZARD		3		

HAND-TO-HAND COMBAT	TARGET RPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS	DAGGER	RANGE	DAM DICE	FUMBLE	CRITICAL
		N/A	1	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT BRIGHT WIZARD'S SPELL BOOK
4 SPELL COMPONENTS
10FT. ROPE, IRON SPIKES

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
8			8	6
BOW SKILL			BRAVERY	
8	6		9	
STRENGTH		INTELLIGENCE		
6		8		
TOUGHNESS		EATE		
5	8	2		
NAME: HEINRICH LÖWEN		WOUNDS		
RACE: HUMAN WARRIOR		4		


HAND-TO-HAND COMBAT	TARGET RPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	6	7	8	9	10

WEAPONS	SWORD	RANGE	DAM DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR	CHAIN MAIL	BOW SKILL	TOUGHNESS	SPEED
		-1	+2	-2
	SHIELD	-1	+1	0
TOTAL		-2	+3	-2

EQUIPMENT

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
9			9	
BOW SKILL			BRAVERY	
9			9	
STRENGTH		INTELLIGENCE		
5		9		
TOUGHNESS		EATE		
5		2		
NAME: TORALLION LEAFSTAR		WOUNDS		
RACE: ELF		4		

HAND-TO-HAND COMBAT	TARGET RPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	3	4	5	6	7

WEAPONS	SWORD	RANGE	DAM DICE	FUMBLE	CRITICAL
		N/A	3	1	12
	LONG BOW	48	4	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT 6 ARROWS
NOTE: ADDS +1 TO SURPRISE ROLLS

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
8			6	5
BOW SKILL			BRAVERY	
7	5		10	
STRENGTH		INTELLIGENCE		
6		7		
TOUGHNESS		EATE		
6	8	2		
NAME: SVEN HAMMERHELM		WOUNDS		
RACE: DWARF		5		

HAND-TO-HAND COMBAT	TARGET RPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	WARHAMMER	RANGE	DAM DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR	LEATHER	BOW SKILL	TOUGHNESS	SPEED
		-1	+1	-1
	SHIELD	-1	+1	0
TOTAL		-2	+2	-1

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
ADDS +2 TO ROLLS TO SPOT AND DISARM TRAPS

START CURRENT

WEAPON SKILL

8

BOW SKILL

6

STRENGTH

7

TOUGHNESS

6



START CURRENT

SPEED

9

BRAVERY

10

INTELLIGENCE

6

FATE

2

WOUNDS

5

NAME: ROGAR

RACE: HUMAN BARBARIAN

HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
HIT ROLL		2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
HIT ROLL		6	7	8	9	10

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
DOUBLE HANDED SWORD	N/A	6	1-2	11-12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT	
-----------	--

START CURRENT

WEAPON SKILL

9

BOW SKILL

8

STRENGTH

5

TOUGHNESS

6



START CURRENT

SPEED

8

BRAVERY

9

INTELLIGENCE

9

FATE

2

WOUNDS

3

NAME: LADRIL

RACE: HIGH ELF

HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
HIT ROLL		2	2	2	2	3	4	5	6	7	8	9	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
HIT ROLL		5	6	7	8	9

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
SWORD	N/A	3	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
LEATHER	-1	+1	-1
TOTAL	-1	+1	-1

EQUIPMENT	SPELL BOOK (DRAGON ARMOUR AND OPEN WINDOW ONLY) 2 SPELL COMPONENTS HEALING POTION NOTE: ADDS +1 TO SURPRISE ROLLS
-----------	---

START CURRENT

WEAPON SKILL

5

BOW SKILL

6

STRENGTH

4

TOUGHNESS

4



START CURRENT

SPEED

8

BRAVERY

9

INTELLIGENCE

9

FATE

2

WOUNDS

3

NAME: TELOR

RACE: HUMAN WIZARD

HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
HIT ROLL		3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
HIT ROLL		6	7	8	9	10

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
DAGGER	4	1	1	12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
TOTAL			

EQUIPMENT	SPELL BOOK, 4 SPELL COMPONENTS, 10ft. ROPE, IRON SPIKES
-----------	--

START CURRENT

WEAPON SKILL

9

BOW SKILL

5

STRENGTH

6

TOUGHNESS

7



START CURRENT

SPEED

6

BRAVERY

9

INTELLIGENCE

7

FATE

2

WOUNDS

4

NAME: DURGIN

RACE: DWARF


HAND-TO-HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
HIT ROLL		2	2	2	2	3	4	5	6	7	8	9	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
HIT ROLL		8	9	10	11*	12*

WEAPONS	RANGE	DAM.DICE	FUMBLE	CRITICAL
DOUBLE HANDED AXE	N/A	5	1-2	11-12

ARMOUR	BOW SKILL	TOUGHNESS	SPEED
CHAIN	-1	+2	-2
TOTAL	-1	+2	-2

EQUIPMENT	*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE ADDS +2 TO ROLLS TO SPOT AND DISARM TRAPS
-----------	--

START CURRENT WEAPON SKILL 8 BOW SKILL 7 5 STRENGTH 6 TOUGHNESS 7 10		START CURRENT SPEED 8 6 BRAVERY 8 INTELLIGENCE 7 FATE 1 WOUNDS 4
NAME: _____ RACE: HUMAN CAPTAIN		


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	SWORD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	CHAIN MAIL	-1	+2	-2
	SHIELD	-1	+1	0
TOTAL		-2	+3	-2

EQUIPMENT	*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
-----------	---

START CURRENT WEAPON SKILL 8 BOW SKILL 4 STRENGTH 5 TOUGHNESS 6		START CURRENT SPEED 10 BRAVERY 8 INTELLIGENCE 7 FATE 1 WOUNDS 4
NAME: _____ RACE: ELF WARDANCER		


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	SWORD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	3	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT	*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
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START CURRENT WEAPON SKILL 8 BOW SKILL 5 4 STRENGTH 6 TOUGHNESS 7 8		START CURRENT SPEED 6 5 BRAVERY 10 INTELLIGENCE 6 FATE 1 WOUNDS 4
NAME: _____ RACE: DWARF TROLL SLAYER		


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	2-HANDED AXE	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	5	1-2	11-12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	LEATHER	-1	+1	-1
	TOTAL	-1	+1	-1

EQUIPMENT	*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE
-----------	---

START CURRENT WEAPON SKILL 4 BOW SKILL 5 STRENGTH 4 TOUGHNESS 4		START CURRENT SPEED 8 BRAVERY 7 INTELLIGENCE 8 FATE 1 WOUNDS 3
NAME: _____ RACE: WIZARD'S APPRENTICE		


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	DAGGER	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	1	1	12

ARMOUR		BOW SKILL	TOUGHNESS	SPEED
	TOTAL			

EQUIPMENT	*NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE 1 SPELL BOOK - 1 SPELL 1 SPELL COMPONENT
-----------	--

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
7	8		7	6
BOW SKILL			BRAVERY	
6	4		7	0
STRENGTH			INTELLIGENCE	
6	0	7	0	
TOUGHNESS		FATE		
6	8	0	0	
NAME:		WOUNDS		
RACE: HUMAN NAN-AT-ARMS		3	0	


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	HALBERD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1-2	11-12

ARMOUR	LEATHER	BOW SKILL	TOUGHNESS	SPEED
	SHIELD	-1	+1	0
	TOTAL	-2	+2	-1

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
8	0		8	6
BOW SKILL			BRAVERY	
7	5		7	0
STRENGTH			INTELLIGENCE	
6	0	7	0	
TOUGHNESS		FATE		
7	10	1	0	
NAME:		WOUNDS		
RACE: HUMAN SERGEANT		3	0	


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	SWORD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR	CHAIN MAIL	BOW SKILL	TOUGHNESS	SPEED
	SHIELD	-1	+1	0
	TOTAL	-2	+3	-2

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
7	8		7	6
BOW SKILL			BRAVERY	
6	4		7	0
STRENGTH			INTELLIGENCE	
6	0	7	0	
TOUGHNESS		FATE		
6	8	0	0	
NAME:		WOUNDS		
RACE: HUMAN NAN-AT-ARMS		3	0	


HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	8	9	10	11*	12*

WEAPONS	HALBERD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1-2	11-12

ARMOUR	LEATHER	BOW SKILL	TOUGHNESS	SPEED
	SHIELD	-1	+1	0
	TOTAL	-2	+2	-1

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

START	CURRENT		START	CURRENT
WEAPON SKILL			SPEED	
8	0		8	6
BOW SKILL			BRAVERY	
7	5		7	0
STRENGTH			INTELLIGENCE	
6	0	7	0	
TOUGHNESS		FATE		
7	10	1	0	
NAME:		WOUNDS		
RACE: HUMAN SERGEANT		3	0	

HAND TO HAND COMBAT	TARGET WPN SKILL	1	2	3	4	5	6	7	8	9	10	11	12
	HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10

RANGED COMBAT	RANGE	1-3	4-12	13-24	25-36	37+
	HIT ROLL	7	8	9	10	11*

WEAPONS	SWORD	RANGE	DAM.DICE	FUMBLE	CRITICAL
		N/A	4	1	12

ARMOUR	CHAIN MAIL	BOW SKILL	TOUGHNESS	SPEED
	SHIELD	-1	+1	0
	TOTAL	-2	+3	-2

EQUIPMENT *NOTE: IMPOSSIBLE TO SCORE A CRITICAL HIT AT THIS RANGE

SKAVEN WARRIOR

WS	BS	S	T	Sp	Br	Int	W	PV
6	5	5	7	10	6	6	3	1

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL							

EQUIPMENT / NOTES

LEATHER ARMOUR
SHIELD
SWORD



SKAVEN SENTRY

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	6	11	6	6	3	2

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL							

EQUIPMENT / NOTES

SHIELD
SWORD



SKAVEN CHAMPION

WS	BS	S	T	Sp	Br	Int	W	PV
7	5	6	8	9	8	6	3	2

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	2	3	4	5	6	7	8	9	10	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL							

EQUIPMENT / NOTES

CHAIN ARMOUR
SHIELD
SWORD



SKAVEN WARLORD

WS	BS	S	T	Sp	Br	Int	W	PV
8	5	7	8	9	9	7	4	6

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	2	3	4	5	6	7	8	9	10	10	10	6

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL							

EQUIPMENT / NOTES

MAGIC HALBERD



SKAVEN GUTTER RUNNER

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	5	12	6	6	3	2

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL							

EQUIPMENT / NOTES

POISONED DAGGER (COUNTS
AS A SWORD)



SKAVEN NIGHT RUNNER

WS	BS	S	T	Sp	Br	Int	W	PV
7	7	5	5	12	6	6	3	3

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	2	3	4	5	6	7	8	9	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL							

EQUIPMENT / NOTES

POISONED DAGGER (COUNTS
AS A SWORD)



SKAVEN POISONED WIND GLOBADIER

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	3	5	10	6	6	3	6

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL	6	7	8	9	10	*	*

EQUIPMENT / NOTES

HALBERD
* SEE SPECIAL RULES



SKAVEN JEZZAILACHIS TEAM

WS	BS	S	T	Sp	Br	Int	W	PV
6	6	6	4	10	6	6	3	6

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM
WKS	1	2	3	4	5	6	7	8	9	10	11	12	DIC
HIT	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX	DAM
HIT							
ROLL	6	7	8	9	10	*	*

EQUIPMENT / NOTES

SWORD
* SEE SPECIAL RULES



SKAVEN WARFIRE-THROWER TEAM	WS	BS	S	T	Sp	Br	Int	W	PV
	6	6	4	4	10	6	6	3	10



HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL	6	7	8	9	10	*	*					

EQUIPMENT / NOTES

SWORD
* SEE SPECIAL RULES

CLAN SKRYE WARPWEAVER	WS	BS	S	T	Sp	Br	Int	W	PV
	5	6	4	5	10	6	9	3	6



HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	1

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL												

EQUIPMENT / NOTES

DAGGER
CAN CAST: FIREBALL x1,
FLAMING SKULL OF TERROR x1

CLAN SKRYE WHITE SKAVEN SORCERER	WS	BS	S	T	Sp	Br	Int	W	PV
	5	7	5	5	10	6	10	4	10




HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL												

EQUIPMENT / NOTES

DAGGER, RING OF MAGIC PROTECTION
CAN CAST: CHOK x1, FLAMING SKULL OF TERROR x1, FIREBALL x2

CLAN PESTILENS PLAGUE CENSER BEARER	WS	BS	S	T	Sp	Br	Int	W	PV
	6	6	4	5	10	6	6	3	6



HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL	6	7	8	9	10	*	*					

EQUIPMENT / NOTES

STAFF (COUNTS AS A SWORD)
* SEE SPECIAL RULES

CLAN PESTILENS PLAGUE MONK	WS	BS	S	T	Sp	Br	Int	W	PV
	6	6	4	5	10	6	8	3	6




HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	2

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL												

EQUIPMENT / NOTES

DAGGER
WARP SCROLL

CLAN MORS WARLORD	WS	BS	S	T	Sp	Br	Int	W	PV
	8+2	5	7+2	8	9	9	7	4	10



HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	2	3	4	5	6	7	8	9	7

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL												

EQUIPMENT / NOTES

CHAIN ARMOUR, SHIELD,
RUNESWORD (+2 WS, +2 S)

CLAN ESHIN ASSASSIN	WS	BS	S	T	Sp	Br	Int	W	PV
	9	9	5	7	12	9	7	4	8



HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	3

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL												

EQUIPMENT / NOTES

POISONED DAGGER (COUNTS AS A SWORD)

PRAZNAGAR PRINCE OF AGONY	WS	BS	S	T	Sp	Br	Int	W	PV
	9	7	6+2	8	9	9	9	5	-



HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	2	3	4	5	6	7	8	9	6

RANGED COMBAT												
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE					
HIT ROLL												

EQUIPMENT / NOTES

LEATHER ARMOUR
CHAOS SWORD (NEVER FUMBLES +25)
FEARSOME MONSTER

GOBLIN

WS	BS	S	T	Sp	Br	Int	W	PV
5	5	4	5	6	5	5	2	1/2



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	3	4	5	6	7	8	9	10	10

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37 +	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
SWORD

GOBLIN ARCHER

WS	BS	S	T	Sp	Br	Int	W	PV
5	5	4	5	6	5	5	2	1/2



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	3	4	5	6	7	8	9	10	10

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL	7	8	9	10	11*	24	3

EQUIPMENT / NOTES
DAGGER SHORT BOW *NO CRITICAL HIT AT THIS RANGE

ORC

WS	BS	S	T	Sp	Br	Int	W	PV
6	5	5	8	6	7	5	4	1



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	3	4	5	6	7	8	9	10

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
LEATHER ARMOUR SHIELD SWORD

ORC CHAMPION

WS	BS	S	T	Sp	Br	Int	W	PV
7	5	6	8	5	8	5	4	2



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	2	3	4	5	6	7	8	9

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
LEATHER ARMOUR SHIELD SWORD

ORC WARLORD

WS	BS	S	T	Sp	Br	Int	W	PV
8	5	6	9	6	9	6	4	6



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	2	2	3	4	5	6	7	8

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37 +	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
CHAIN ARMOUR SHIELD SWORD

CHAOS THUG

WS	BS	S	T	Sp	Br	Int	W	PV
7	5	5	7	7	8	6	3	1



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	2	3	4	5	6	7	8	9

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
LEATHER ARMOUR SHIELD SWORD

CHAOS WARRIOR

WS	BS	S	T	Sp	Br	Int	W	PV
8	4	6	9	6	9	8	4	4



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	2	2	3	4	5	6	7	8

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
PLATE ARMOUR SHIELD AXE

CHAOS CHAMPION

WS	BS	S	T	Sp	Br	Int	W	PV
10	4	6	10	6	10	8	4	8



HAND TO HAND COMBAT									
TARGET WS	1	2	3	4	5	6	7	8	9
HIT ROLL	2	2	2	2	3	4	5	6	7

RANGED COMBAT							
RANGE	1-3	4-12	13-24	25-36	37 +	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
PLATE ARMOUR, SHIELD, DOUBLE HANDED AXE (FUMBLE 1-2, CRITICAL 11-12)

ZOMBIE

WS	BS	S	T	Sp	Br	Int	W	PV
6	1	5	4	6	10	2	3	1


HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 CLEAVER (COUNTS AS A SWORD)
 FEARSOME MONSTER



SKELETON

WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	5	6	10	2	3	2


HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 SCYTHE (COUNTS AS A HALBERD)
 FEARSOME MONSTER



MUMMY

WS	BS	S	T	Sp	Br	Int	W	PV
7	1	6	8	6	10	5	4	10

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 CLAWS
 CAUSE DISEASE
 FEARSOME MONSTER



FIMIR

WS	BS	S	T	Sp	Br	Int	W	PV
6	2	5	7	6	8	5	4	7

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3+2

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 LEATHER ARMOUR
 AXE
 TWO ATTACKS



OGRE

WS	BS	S	T	Sp	Br	Int	W	PV
7	3	8	8	7	7	4	9	8


HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	8

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 HUGE CLUB
 FEARSOME MONSTER
 LARGE MONSTER



TROLL

WS	BS	S	T	Sp	Br	Int	W	PV
5	1	9	8	7	6	4	9	9


HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	9

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 HUGE CLUB
 FEARSOME MONSTER
 LARGE MONSTER, REGENERATES



MINOTAUR

WS	BS	S	T	Sp	Br	Int	W	PV
7	4	7	8	8	8	4	9	9


HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	7

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 HUGE CLUB
 BESERKER, FEARSOME MONSTER,
 LARGE MONSTER



BLOODTHIRSTER

WS	BS	S	T	Sp	Br	Int	W	PV
5	3	8	10	10	8	5	6	12


HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	3	4	5	6	7	8	9	10	10	10	10	10	6

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
 INVULNERABLE,
 FLIGHT, FEARSOME MONSTER,
 LARGE MONSTER, CLAWS



CHAOS LORD

WS	BS	S	T	Sp	Br	Int	W	PV
12	3	6	10	6	10	8	5	12

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM
HIT ROLL	2	2	2	2	2	2	2	3	4	5	6	7	4+4

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 PLATE ARMOUR
 TWO AXES

DAEMONETTE

WS	BS	S	T	Sp	Br	Int	W	PV
8	1	5	7	10	10	6	4	12

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	3+3

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 CLAWS, FEARSOME MONSTER,
 INVULNERABLE, TWO ATTACKS,
 CAN CAST: FLAMING SKULL OF TERROR x 1

UNDEAD CHAMPION

WS	BS	S	T	Sp	Br	Int	W	PV
8	1	6	8	6	10	3	4	6

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	4

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 CHAIN ARMOUR
 SWORD
 FEARSOME MONSTER

GREATER DAEMON OF TZEENTCH

WS	BS	S	T	Sp	Br	Int	W	PV
7	1	8	9	8	10	-	10	20

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	6+6

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 CLAWS, FEARSOME MONSTER,
 INVULNERABLE, LARGE MONSTER,
 TWO ATTACKS, CAN CAST: CHOKER x 2,
 FIREBALL x 2, FLAMING SKULL OF TERROR x 2

MINOTAUR LORD

WS	BS	S	T	Sp	Br	Int	W	PV
9	4	8	9	8	9	6	10	11

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM FACE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	8

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 HUGE CLUB
 BESERKER, FEARSOME MONSTER,
 LARGE MONSTER

CHAOS SORCERER

WS	BS	S	T	Sp	Br	Int	W	PV
7	3	5	7	8	9	10	4	11

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM ROLL
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	3

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 SCYTHE (COUNTS AS HALBERD)
 CAN CAST: CHOKER x 1, FIREBALL x 1,
 FLAMING SKULL OF TERROR x 1

ORC WARCHIEF

WS	BS	S	T	Sp	Br	Int	W	PV
9	3	6	9	6	10	7	4	8

HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	3

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 CHAIN ARMOUR
 DOUBLE HANDED WEAPON (FUMBLE 1-2,
 CRITICAL 11-12)

OGRE CHIEFTAIN

WS	BS	S	T	Sp	Br	Int	W	PV
9	1	9	10	5	8	6	10	10


HAND TO HAND COMBAT													
TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM
HIT ROLL	2	2	2	2	3	4	5	6	7	8	9	10	9

RANGED COMBAT										DAM
RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE				DAM
HIT ROLL										DAM

EQUIPMENT / NOTES
 CHAIN ARMOUR
 HUGE SWORD (COUNTS AS HUGE CLUB)

MONSTER REFERENCE TABLE

BEASTMAN



WS	BS	S	T	Sp	Br	Int	W	PV
6	4	5	7	7	7	5	4	2

HAND TO HAND COMBAT

TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Sword

BEASTMAN CHAMPION



WS	BS	S	T	Sp	Br	Int	W	PV
8	5	6	9	6	8	6	5	4

HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Leather Armour
Shield
Sword

BEASTMAN SENTRY



WS	BS	S	T	Sp	Br	Int	W	PV
6	5	5	7	8	7	6	4	2

HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Sword

BEASTMAN WARLORD



WS	BS	S	T	Sp	Br	Int	W	PV
9	6	7	10	6	9	7	6	6

HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	5

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Chain Armour
Shield
Sword

WIGHT



WS	BS	S	T	Sp	Br	Int	W	PV
9	4	6	9	7	10	6	6	8

HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Chain Mail
Sword
Strength Drain
Fearsome Monster
Invulnerable Monster

LICHE



WS	BS	S	T	Sp	Br	Int	W	PV
9	7	7	9	7	10	10	8	12

HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	4

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Staff (= Spear), Fearsome Monster, Hypnotizes
Spells: Flesh Flaying, Strengthen Undead,
Fire Ball (x2), Flight, Inferno of Doom

ORC SENTRY



WS	BS	S	T	Sp	Br	Int	W	PV
6	6	5	7	7	7	5	4	2

HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	3	4	5	6	7	8	9	10	10	10	10	3

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Shield, Sword
(Fumble 1, Critical 12)

VAMPIRE



WS	BS	S	T	Sp	Br	Int	W	PV
9	8	7	9	8	10	10	6	14


HAND TO HAND COMBAT


TARGET WS	1	2	3	4	5	6	7	8	9	10	11	12	DAM DICE
HIT ROLL	2	2	2	3	4	5	6	7	8	9	10	10	5

RANGED COMBAT


RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM DICE
HIT ROLL							

EQUIPMENT / NOTES
Fearsome, Regenerating, Invulnerable Monster
2 Attacks (Claws, Fangs) Hypnotizes, Strength Drain
Spells: Fire Ball, Flight, Inferno of Doom


ALARIC VON LOTH UNDEAD CHAMPION	WS	BS	S	T	Sp	Br	Int	W	PV
	8	1	6	8	6	10	3	4	6
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 2 2 3 4 5 6 7 8 9 10 10 5									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit - - - - - - - -									
EQUIPMENT/NOTES									
Shield, Magical sword.(White Reaver) 5 damage dice, No fumbles, 1 free attack each round, Fearsome monster.									


CHAOS LORD OF TZEENTCH	WS	BS	S	T	Sp	Br	Int	W	PV
	12	3	6	10	6	10	8	5	12
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 2 2 2 2 2 2 3 4 5 6 7 4+4									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit - - - - - - - -									
EQUIPMENT/NOTES									
Plate Armour, Two Axes, Mask of Tzeentch.									

HERMAN ZORIN (Follower of Tzeentch)	WS	BS	S	T	Sp	Br	Int	W	PV
	9	7	7	8	6	9	8	5	8
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 2 2 2 3 4 5 6 7 8 9 10 5+3									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit 5 6 7 8 9 48 4									
EQUIPMENT/NOTES									
Sword, Dagger, Crossbow w/ 12 bolts, Magical Crescent Ring (Opponents -1 to hit), Chainmail.									

CHAOS THUG SENTRY	WS	BS	S	T	Sp	Br	Int	W	PV
	7	6	5	6	8	8	6	3	2
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 3 4 5 6 7 8 9 10 10 3									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit - - - - - - - -									
EQUIPMENT/NOTES									
Shield, sword.									

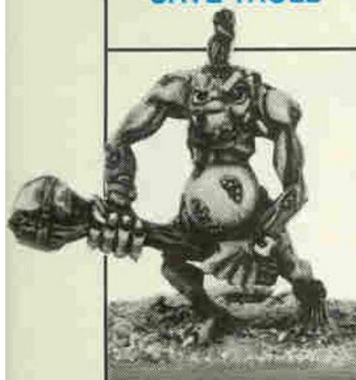
GRUGNAR FACEBREAKER (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV
	6	5	8	9	4	8	5	5	6
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 3 4 5 6 7 8 9 10 10 10 7									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit - - - - - - - -									
EQUIPMENT/NOTES									
Double-handed Sword, Chainmail.									

ONE-EYED YADREY (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV
	8	2	6	10	5	7	7	4	5
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 2 2 3 4 5 6 7 8 9 10 10 4									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit - - - - - - - -									
EQUIPMENT/NOTES									
Sword, Platemail, Shield.									

EDRIN THE SHIFTY (Human Bandit)	WS	BS	S	T	Sp	Br	Int	W	PV
	7	9	6	5	9	8	9	3	4
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 3 4 5 6 7 8 9 10 10 5+3									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit 3 - - - - - 3 2'									
EQUIPMENT/NOTES									
Axe, 6 Poisoned Throwing Knives (cause disease as well as normal damage. See AHQ p40).									

CHAOS CHAMPION	WS	BS	S	T	Sp	Br	Int	W	PV
	10	4	6	10	6	10	8	4	8
HAND-TO-HAND COMBAT									
WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam									
Hit 2 2 2 2 2 3 4 5 6 7 8 9 5									
RANGED COMBAT									
Range 1-3 14-12 13-24 25-36 37+ Max Dam									
Hit - - - - - - - -									
EQUIPMENT/NOTES									
Sword, Platemail, Shield, Double- handed axe. Fumbles on a 1 or 2 Critical on 11 or 12									

CAVE TROLL



WSBS S T Sp Br Int W PV

5 1 9 9 7 4 3 9 9

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 7

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Fights with claws and fangs. Fearsome monster. Large monster. Regenerates. May Run Amok without Beastmaster

SKAVEN SLAVEMASTER



WSBS S T Sp Br Int W PV

7 5 5 5 10 6 5 3 3

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 3

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit 6 7 8 9 10 12 3

EQUIPMENT / NOTES

Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12, specialist weapon can't be used by Heroes)

CLAN ESHIN ASSASSIN KHEEWYZZ



WSBS S T Sp Br Int W PV

9 9 5 7 12 9 7 4 8

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 2 2 2 2 3 4 5 6 7 8 9 10 3

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Poisoned dagger (counts as a sword)

SKAVEN BEASTMASTER



WSBS S T Sp Br Int W PV

7 5 6 6 10 7 5 3 3

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 3

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Leather Armor. Poisoned whip (as axe or warhammer, except fumble on 1-2 and critical on 11-12, specialist weapon can't be used by Heroes)

SORCERER OF NURGLE



WS	BS	S	T	Sp	Br	Int	W	PV
7	3	5	7	8	9	10	4	11

HAND TO HAND COMBAT

TARGET	1	2	3	4	5	6	7	8	9	10	11	12	DAM	DICE
WS	1	2	3	4	5	6	7	8	9	10	11	12		
HIT ROLL	2	2	3	4	5	6	7	8	9	10	10	10	3	

RANGED COMBAT

RANGE	1-3	4-12	13-24	25-36	37+	MAX RANGE	DAM	DICE
HIT ROLL								

EQUIPMENT / NOTES

SWORD (FUMBLE 1, CRITICAL 12)
HAS A SPELLBOOK CONTAINING: THE GREEN EYE, THE POOL OF MANY PLACES, THE CLOAK OF DAINNE AND THE EMERALD WATERFALL

RAT OGRE



WSBS S T Sp Br Int W PV

7 3 8 8 7 8 4 7 7

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 2 2 3 4 5 6 7 8 9 10 10 10 6

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Fights with claws and fangs. Fearsome monster. Large monster. May Run Amok without Beastmaster

CLAN MORS WARLORD SHAFFAT



WSBS S T Sp Br Int W PV

8 5 7 8 9 9 7 4 6

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 2 2 2 3 4 5 6 7 8 9 10 10 6

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Magic Halberd (Fumble 1-2, Critical 11-12)

CLAN SKRYRE SORCEROR TSEKKAZ



WSBS S T Sp Br Int W PV

5 7 5 5 10 6 10 4 10

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 1

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Dagger, Ring of Magic Protection, Black Hand of Death (see Character Monsters earlier) - Spells: Choke x 1, Flaming Skull of Terror x 1, Fireball x 2

SKAVEN SLAVE



WSBS S T Sp Br Int W PV

5 5 5 7 11 5 5 3 .5

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 1

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit

EQUIPMENT / NOTES

Unless a Slavemaster is within six squares or in line of sight, a Slave must roll his Bravery or less or run from combat

SKAVEN GUTTER RUNNER



WSBS S T Sp Br Int W PV

5 6 5 5 10 6 6 3 3

HAND-TO-HAND COMBAT

WS 1 2 3 4 5 6 7 8 9 10 11 12 Dam

Hit 3 4 5 6 7 8 9 10 10 10 10 3

RANGED COMBAT

Range 1-3 4-12 13-24 25-36 37+ Max Dam

Hit 6 7 8 9 10 12 3

EQUIPMENT / NOTES

Sword, Sling, +1 to surprise



BERSERKER

A Berserker is an awesome killing machine, attacking twice as often, but is also more vulnerable to being hit. He receives one free attack per turn, which **must** be made at the same time as his normal attack. Treat the berserker as having a Weapon Skill two lower than normal when opponents **work** out their hit roll. If a large monster is present he **must** move towards it, ignoring all other death zones, otherwise he **must** always move towards the closest enemy, and engage either monster in hand-to-hand combat. Once the Berserker card has been played the Hero will remain berserk until every enemy in sight has been killed.

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DEFEND

A Hero may act as a shield for his allies in combat; any friendly model in an adjacent square (including diagonals) can be protected in this way. When it has been declared that a monster will attack an adjacent ally, the Defend card can then be played. All attacks to that model, from all monsters in this turn, will be resolved on the defending Hero instead, regardless of death zone restrictions.

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DISARM

An understanding of movement and mechanics can sometimes benefit a Hero even in the midst of a fight. When a Hero plays the Disarm card he utilizes this insight and just the right amount of leverage to knock his opponent's weapon out of its grasp. The enemy model must be in the Hero's death zone. For the next two turns the monster fights only with Claws and Fangs. If the monster is still alive after two turns it is assumed to have regained its weapon.

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HIT AND RUN

When a Hero plays the Hit and Run card he can move, attack, then move again. Additionally he can ignore all death zones when moving. The card must be played before the first move and the Hero will move as normal in the following turn, unless he plays another Hit and Run card.

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DIVINE EYE

Playing this card allows a spellcaster to see through flesh – human, beast or otherwise, as if peering through a slight fog. The spellcaster can ignore enemy, and friendly models when determining line of sight, but he still cannot see through walls, doors and other inanimate objects. The effects of the Divine Eye card last for one turn.

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DUAL CAST

When a spellcaster plays the Dual Cast card he may cast two spells in a single turn with no additional restrictions. This free spell is not counted when determining if the model needs to take a Tremors in the Warp test and the effects of this card last for only one turn.

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FURIOUS ASSAULT

A Hero may only use the Furious Assault card in the first turn of hand-to-hand combat. This will allow the Hero to reroll any missed rolls to hit for that turn. Further, if a hit has been made, roll and additional 2 dice of damage along with any normal rolls.

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GREATER BLAST

A spellcaster may play this card when casting any offensive spell that uses the **fireball** template. The spell is cast as normal, following any normal restrictions, but the area of effect will be increased. Place the **fireball** template as normal – every model at least partially under the template is hit, calculate the damage as normal, additionally all models in the adjacent squares (including diagonals) to those under the template are also hit, but roll only half the number of damage dice (rounding up).

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GREATER INFLECTION

A spellcaster may play this card when casting any offensive spell that may result in rolling damage dice. The Greater Inflection card will allow the caster to add an extra 3 dice when rolling for damage. The effects of this card last for one turn.

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RAPID RELOAD

If a Hero plays the Rapid Reload card he can ignore the Prepare Shot rules that apply to certain ranged weapons, and thus use the same ranged weapon in two consecutive turns, after which he will need to reload as normal. Alternatively, this card can be used to switch ranged weapons at the start of any combat turn – the Hero may then use the new weapon in that same turn.

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SAVAGE STRENGTH

Some Heroes are capable of great feats of strength, often when the situation is most dire. If a Hero plays the Savage Strength card he counts as having a Strength of 12 for the next two turns. See the Creating Heroes section to determine the modified damage dice.

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STUBBORN

Even against great odds some Heroes simply refuse to yield and instead fight twice as hard. A Hero can play the Stubborn card if he has more than one opponent in his death zone. He will then be able to attack two separate enemies in that turn; the damage dice however is halved (rounding up) for each attack. Additionally, in the opponent's following turn all successful hits against the Hero must be rerolled.

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TWO ATTACKS

A Hero that plays the Two Attacks card may make two hand-to-hand attack rolls instead of one. He should make each roll separately. If either roll hits then roll for damage as normal, if both hit the first is treated normally while the second will yield only half the number of damage dice (rounding up). The effects of this card last for one combat turn.

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IGNORE INJURY

Some exceedingly tough Heroes require a powerful, well-aimed blow to damage them at all. If the Ignore Injury card has been played, when rolling damage dice, even those dice which score equal to or greater than the Hero's Toughness can only be counted if there is at least one 12 rolled. This does not apply to damage rolled as a result of a free attack or to any attack made with a magical weapon. The effects of this card last for one turn.

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INSPIRE

Occasionally great acts of bravery or valor may inspire others to fight with double effort. A Hero in an opponent's death zone may play the Inspire card. All friendly models in the same dungeon section and within line of sight of this Hero can reroll any missed rolls to hit for that turn only.

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PARRY

A trained warrior is often able to deflect a deadly blow from an opponent, sometimes many, with either his weapon or shield. When a Hero plays the Parry card opponent's will only successfully hit him on a roll of 12. Further, these hits do not count as Critical Hits and do not grant additional rolls.

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REPEATING SHOT

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RESTORING RADIUS

The Restoring Radius card can be played just before a spellcaster uses a healing magic spell. Cast the spell as normal but note that the effects the spell will now radiate from the caster to all adjacent squares (including diagonals), healing all models, including enemies, in this area.

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SHARPSHOOTER

A Hero may play the Sharpshooter card in any turn as long as he is not in an opponent's death zone. This will allow the Hero to reroll any missed roll to hit with a ranged weapon for that turn. Further, if a hit has been made, roll an additional 3 dice of damage along with any normal rolls.

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SHIELD BASH

A Hero wearing a shield that plays the Shield Bash card gains one extra attack in hand-to-hand combat. Roll 2 dice of damage if this extra attack is successful.

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SPECULATION SHOT

An experienced warrior does not always need to see an enemy in order to kill it. Sometimes an arching arrow or carefully lobbed bomb can soar past the immediate threats to a more dangerous crowd or model beyond. The Speculation Shot card allows a Hero to ignore enemy, and friendly models when determining line of site for ranged attacks. He still cannot see through walls, doors, etc. The effects of this card last for one turn.

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WARP WARD

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