



CAVERNS OF THE BEASTMEN

A Warhammer Quest Adventure

By David Russell



Introduction

"The Beasties are coming!" screamed the young boy as he ran into the Bretonnian village near Gisoreux, his body barely keeping pace with his pumping legs. Looks of horror passed across the villager's faces as the men armed themselves with whatever came to hand, forks, picks, the odd axe, however the mood of the village was of the inevitable death that would soon follow. A local Knight Errant rode swiftly to the nearby Sacred Grove knowing that his protection would be all too little.

The Beastmen came out of the mountains swiftly, quickly overwhelming the poorly armed villagers and massacring anyone they could find. The Knight put up a brave fight killing 4 of the fierce creatures before he was brutally beheaded. The Sacred Grove was utterly destroyed and any relics found were looted. The Beastmen then swiftly disappeared back into the mountains before the Grail Knights could be sent to hunt them down.

Gerard Ironbright was livid, smashing his fist into the council table he roared "This desecration must be stopped, the Beasts must be found and made to pay". The trouble has begun 5 years ago when a Sacred Altar of the White Goddess Merion was ransacked. The desecration was dealt with swiftly with the enemy quickly being tracked and destroyed. However one of the Holy relics was never recovered, a sacred mirror which had magical farseeing abilities. Nothing further occurred and over the years the incident had almost been forgotten. Now this had changed. A band of Beastmen has been systematically destroying sacred Altars and Groves and always seemed to know where the Grail Knights were patrolling. The truth was now apparent and horrifying, a Beastman Shaman had actually managed to work out how to use the mirror and was

using it to avoid detection. Even worse, rumours were now rife that a Chaos army was now massing due to the success of these destructive raids.

Eventually it was decided that a small party should be assembled to track and find the lair of the Beasts and recover the mirror at any cost, killing the Shaman if at all possible. Volunteers were considered and the best selected.

The Questors

Four young, brave questors are chosen to seek out the Lair of the Beastmen. 2 Bretonnian Knights and a Sorceress, with a Dwarf tracker to assist in locating the caves:

Sebastian Legonnair - a dashing young Knight armed with a Broadsword and Knightly Armour (use Bretonnian Knight Warrior rules and model). A courageous and lethal fighter, a born leader but one who is sometimes prone to rushing in to combat too quickly before thinking of the consequences. He is desperate to become a Legendary Questing Knight.

Prince Henri De Bourgan - the prince of a small southern realm of Bretonnia, he must now prove himself worthy of his title. He is a tactician and a thinker with perhaps less flair than Sebastian but possesses deadly timing and accuracy. He favours the use of his trusted Warhammer, a family heirloom with magical properties (use Bretonnian Knight Warrior rules with Champion model- the rules modified only for Strength at now 3 with no Broadsword modifier, however if he rolls a natural 6 to hit, he then rolls extra 1D6 for wounds caused).

Angelia - a stunningly beautiful young lady whose magical ability is shrouded in mystery. Her powers and abilities are not fully developed but she shows a natural gifting for learning spells and is particularly adept at healing, taught to her whilst attending a local nunnery as an orphan girl. Could prove a vital member of the party's survival. (use standard Wizard rules and the Bretonnian Sorceress model - you could ensure an emphasis on a good healing spell).

Brinn Hounddog - a well respected and possibly the finest dwarf tracker. Nothing and no-one can escape him once he has the scent. A great friend of Gerard Ironbright, he was only too willing to help, for a price of course. (use standard Dwarf rules).

The characters chosen above are designed to fit this story. However, any Warriors can be used instead for instance the tracker could be Elven or a Witch Hunter or it could be the Wood Elves that are being invaded and you can use an all Elf party with the Elf Ranger, Wardancer, original Elf and an Elf magic user. Equally an all human party could be assembled.

The warriors are provided with 1D3 provisions and 1D3 bandages to each.

The Quest

So begins the quest to recover the Mirror of Farseeing. The small party begins the lonely trek through the mountains, the temperature seems to drop with every step as they trudge through the ever deepening snow. A bitter wind whips across their faces, ice forming on their cheeks, their breath becoming harder and harder. Brinn Hounddog finally brings them to a halt. They have reached the place believed to be close to the Beastmen lair, but the entrance must be found, and with the temperature ever falling it must be found quickly. The tracker should roll once each turn on the following table until the entrance is located.

Roll D6 to search for the entrance :

D6 Roll	Effect
1	A disastrous event has occurred in the icy conditions - roll D6 again on the Disastrous Event Table.
2	The party is sadly unable to find the caves and must brave the freezing elements another night. Each warrior takes 1 wound or uses up 1 provision.
3	You cannot find anything in these conditions and must rest. Another day is wasted.
4,5	The main entrance to the caves is finally found just as night sets in. Your quest continues.
6	You are attacked by a patrol of 1D6+1 Ungors armed with spears. (If you struggle to dispose of these then it may be better to turn back home now !!).

Disastrous Event Table :

D6 Roll	Effect
1	The blizzard closes in and visibility falls drastically. You edge your way along blindly, until suddenly one warrior (draw counter) slips on the icy rocks and plunges down a deep ravine, impaling himself on a large ice shard. Take 2D6 damage. The warrior can only be rescued using the rope.
2	The party is suddenly and viciously attacked by a large, shaggy creature, a Giant Yeti looming out of the blizzard. Profile : W 15 M 4 WS 3 BS - S 4 T 5 I 1 A 2 D 1D6 G 160 Special Fear 5
3	You stumble across a scouting party of 1D6 Beastmen Gors and are forced to fight to prevent your detection. (see bestiary for profile).
4	A distant rumble turns into a cascade of snow which tumbles down the mountain towards you. As you dive for cover one of the warriors is buried (draw counter) causing 1D6 wounds. The others manage eventually to dig him free.
5	The temperature dives to well below freezing. You search continues in vain and during the night you must huddle together to stay alive. You get to know each other better but each warrior loses 1D3 wounds.
6	You are attacked by a patrol of 1D6+1 Ungors armed with spears. (If you struggle to dispose of these then it may be better to turn back home now !!).

The Bestiary

Following the arrival of new Chaos army book a number of different Beastmen monsters have emerged which can be incorporated into the dungeon. The original quest booklet gives the profile for the standard Beastman Gor and I have developed profiles for the others based on previous Quest articles, comparisons with other races and of course my own opinions. The best thing about Quest is that if you don't agree with something, then you can change it.



2D6 Roll	Monster	No.	W	M	WS	BS	STR	T	I	A	Damage	Armour	Gold	Special
2	Minotaur	1D3	15	6	4	4+	4	4	3	2	2D6	0	440	Fear 5
3	Chaos Warrior	1D3	12	4	6	1+	4	4(6)	6	2	1D6	2	240	Hand weapons
4	Bestigor	1D6	8	4	5	4+	4	4(5)	3	1	1D6	1	180	Hand weapons
5	Chaos Marauder	1D6	7	4	4	4+	4	3	4	1	1D6	0	120	Double handed weapons
6	Ungor	2D6	3	4	3	5+	3	4	3	1	1D6	0	45	Hand weapons
7	Nurglings	2D6	2	4	3	4+	3	3	4	3	Gang-up	0	50	See quest page 90
8	Ungor	1D6+2	3	4	3	5+	3	4	3	1	1D6	0	45	Spears
9	Gor	1D6+2	6	4	4	4+	4	4	3	1	1D6	0	100	Halberds
10	Harpies	1D6	7	4	4	0	4	4	2	1	1D6	0	150	Ambush 4+ gang up
11	Hounds	1D3+1	8	6	4	0	4	4(6)	4	2	1D6	2	160	Ambush 5+ gang up
12	Chaos Spawn	1	25	2D6	3	0	4	5	3	1D6	1D6	0	700	Fear 5 varies attacks

• Double handed weapons - cause extra +2 damage on a to hit roll of natural 6

Into the Caves

The game itself can be played in a number of ways. You can generate a purely random dungeon using the Quest dungeon cards in the normal way and writing out new monster event cards using the above information, or more simply you can roll 2D6 on the Bestiary table when a monster event is drawn, thus keeping to the theme of this scenario.

Alternatively, I have designed this dungeon for level 1 or 2 warriors. Beastmen are notoriously tough and this scenario will not normally be easy particularly at level 1, however Bretonnian Knights are able to hit hard from the start which evens things out. If using less potent starting warriors, you may need to use slightly more experienced characters that have already faced one or two Quests. Alternatively, simply modify the monster table slightly so that you meet one or two less monsters on an unexpected event. It is fair to expect the warriors to have some provisions and bandages already provided say 1D3 to each warrior. I have tried to make the caves feel realistic for an outpost for a band of Beastmen and have used random elements in the game so that when replayed it can still provide different levels of challenge. A treasure card may be taken if a monster *unexpected* event is competed, as usual. However no additional treasure card is taken when completing a room event.

Special rule - each time the sorceress rolls a 1 in the power roll she should roll a further D6. If a 1 is again rolled then the Beastman Shaman has used the farseeing mirror to detect your approach. He will now be better prepared for your arrival (see Idol of Terror objective room).
(See the Map for the alphabetic reference before the room's title)

N - The Bat Cave - the main entrance to the caves opens into a large shadowy area lit only by the light from the entrance itself. This initial room is the home of 2D6 Giant Bats which are disturbed by your arrival and attack, ambushing the warriors from the gloomy roof shadows.

L - Mushroom Cavern - the secret entrance leads to a small craggy room whose walls are covered in a myriad of bright luminous mushrooms and fungi glowing in all colours. The sight is breathtaking, and the mushrooms are in fact edible but do have side effects. Only the first mushroom the warrior eats will have any effect and the warrior must state which colour he has chosen. The effects of each colour are then determined by rolling 1D6 on the following table, obviously some colours may have the same effect.

Magic Mushroom table

D6 Roll	Effect
1	Hallucination - the warrior suddenly sees a room full of Beastmen and randomly attacks another warrior for one turn (draw counter). The warrior may retaliate if he wishes but this may not actually help in your party's success.
2	Poison - the fungi leave your warrior violently ill and you collapse for 1D6 turns.
3	Bitter - you are left with a rather unpleasant taste and a little thirsty, but otherwise unharmed.
4	Sweet - the mushroom is delicious and heals 1 wound.
5	Revitalising - the fungi is tasteless but invigorating restoring 1D6 wounds and giving the warrior +1 strength for 2D6 turns
6	KAPOW - this mushroom reaches parts other fungi cannot reach. You are restored to full wounds +1 extra wound permanently

M - The Guard Room - this is the first room where the Beastmen dwell. The animal stench is initially overwhelming. Both entrances lead to this room which contains soldier warriors not out on patrol or finding food. You find 1D6+2 Ungors armed with spears and

1D6 Gors armed with hand weapons. If you managed to find the secret way then you gain an extra ambush attack in the first warriors phase.

J - Store & Weapons Room - any attempt to enter this room will trigger a trap (unless already found and dismantled). A large pit opens up beneath the warriors adjacent to the door and they will fall in unless an initiative test is passed and the warrior managed to jump aside (see Warhammer Quest book page 157). A warrior falling in takes 1D6 damage with no modifiers. The rope is needed to get them out. Inside the store room is a variety of provisions, assorted weapons and strange objects, most of which is useless or inedible to the warriors. However you can salvage 1D3 provisions and 1D3 bandages, 1 potion of healing 1D6, and a magical Sword of Might (150 gold) which gives the user +1 strength.

K - The Shaman Room - this room is the dwelling place of the Beastman Shaman and where he practices his magical powers (use the shaman room tile from Lair of the Orc Lord if available). The room is presently occupied by the Shaman's apprentice and his 'pet' Chaos Hound. The apprentice is young and whilst able to cast spells does so at a -2 modifier from the magic table (see Quest book page 86). His profile is as follows:

W	M	WS	BS	S	T	I	A	G	D	Special
13	4	4	5+	3	4	3	1	250	1D6	Magic 1

The hound is a ferocious fully grown creature who will attack immediately if the apprentice is endangered in any way. If the occupants are killed, a thorough search of the room will reveal an Energy Jewel (200 gold) giving 1D6 power points to the sorceress (Quest page 69). A search of the apprentice's body will produce a Charm of Learning (100 gold) (Quest page 70).



I - Torture Chamber - where the Beastmen interrogate and torture any captives, mainly to obtain locations of important villages and Sacred Groves. Occupied by 2D3 Bestigors armed with hand weapons. A search of this vile and bloodied room will reveal a Ring of Power which increases a chosen warrior's characteristic by +1 (500 gold) (Quest page 500).

H - Prison - contains 1D6+1 Giant Rats that feed off those prisoners who can no longer fight them off. Chained high against one wall the warriors find a dying Bretonnian villager whose feet have been eaten away by the rats. He is very near death but is able when questioned to tell the questors of a secret cave he had heard about, which is located off a room called the Fountain of Life and Death. He starts to babble hysterically before pleading to be put out of his agony.

G - Collapsed Passage - the walls of this passage have crumbled inwards forcing the warriors into single file (use tile from Lair of the Orc Lord). It is a prime area for ambushes and any unexpected event yields the maximum number of monsters. A poison dart trap is located on the central floor panel. The lead warrior is sprayed with a number small darts when stepping on the trigger panel and should roll 2D6 less toughness to see how many darts pierce his armour. Each dart causes 1 wound.

F - Fountain Room - the corridor opens into a large cavern, the soft sound of water welcomes the warriors, emanating from the central fountain structure and drawing the party in. Despite its welcoming appearance this cavern is the home of a hideous creature, a Chaos Spawn which like lightening, speeds across the cavern floor intent on devouring the intruders with its many heads. The Chaos Spawn attacks 1D6 times each turn and does so randomly with each attack (draw counters). It is a fearful and deadly creature, one which as yet had not been let loose on the Bretonnian villages. If you survive this challenge, then a thorough search may reveal a secret corridor leading to cave barely untouched. The central fountain contains crystal clear water which sparkles in the flickering light. It has healing properties to any who drink for the first time for 1D6+1 wounds.

E - Secret Cave - located from a secret entrance off the corner of the fountain room. This cave seems untouched. It is musty, cold, covered in dust and completely full, wall to wall, of sticky cobwebs. A small chest can be seen at the far side of the dank cavern, but the warriors must fight and slash their way through the strands to get there. For each 1 tile movement in the room a warrior must roll 1D6. On a roll of 1 the warrior has been temporarily entangled in the large cobwebs and is unable to move. The cave houses a Gigantic spider (see Quest page 102) which will attack immediately any warrior that becomes stuck. Any warrior that is free may fight back. To escape the strands a warrior must roll 1D6+Strength and score 7+. Any warrior who is trapped can automatically be bitten by the spider which causes 1D6 wounds. The small chest appears to contain a pile of rusted metal objects and a handful of gold coins 1D6*10. If searched carefully enough a Ring of Invulnerability (150 gold) can be discovered which will protect the wearer from any magic attack from any source. It can only be used once and is then worthless. You also locate 2 small vials one containing a red liquid and the other purple. When drunk the red vial increases the warrior's strength by +1 for 2D6 turns and the purple +1 toughness for 2D6 turns.

B - Minotaur Lair - this room is the vilest smelling and most dirty, covered in a layer of dank straw, it is the lair of the 3 Minotaurs that inhabit the caves. At the present time the room is occupied by 1D3 of the beasts with any missing ones to be located in the Objective room. You can undertake a search of the straw once the monsters are killed, but unfortunately apart from getting your hands covered in excrement you find nothing of value.

C - Passage of Power - as you walk along this corridor the magical energy increases with every step. Any magic user cannot help but be in awe of the power that is emanating from the room ahead. The warriors should be warned to tread carefully. This passage does not itself contain magic although if the walls are searched a small alcove holds the Battle Horn used by the Shaman to call the Beastmen to war. If blown by a warrior for the first time only the horn will affect any monsters in the same room. Roll D6 to see the results:

D6 Roll	Effect
1	The call to battle drives the monsters into a frenzy and they all gain an extra attack during their next monster phase.
2,3	The horn blast has no effect on the monsters.
4,5	All the monsters are temporarily confused by the call to war and lose the ability to attack in their next monster phase.
6	The horn blast by a warrior not aligned to Chaos has a devastating effect. Any monster hearing it takes 1D6 wounds with no modifiers.

D - Globe of Chaos - the passage opens into a small room which literally drips with the power of Chaos emanating from a white globe sitting on a pedestal in the centre of the room (use circle of power room card). The atmosphere could be cut by a knife. The central globe sustains and concentrates the aura of chaos and is the reason why the Beastmen have been able to dwell in these caves on the outskirts of Bretonnia. The globe itself will not damage the warriors in any way unless broken. However as you have been sent to remove the threat of Chaos this is probably a good place to start. The globe is immensely heavy and cannot be lifted, however somewhat bizarrely it is very fragile and may be struck by any warrior and shattered. To do so is dangerous as the winds of Chaos power will be released and will swirl around the room faster and faster, a whirlwind of white mist which will envelope each warrior and finally enter each as if sucked in through their nose and mouth. Each warrior's eyes will turn milky white and they must take a willpower test, rolling 7+ with 1D6 + willpower (see Quest book page 160). Failure means the warrior must roll 1D6 on the following table. Any spell or potion that dispels or protects a character from magic attacks may be used and will protect the user only, for instance The Ring of Invulnerability from the Secret Cave. The warrior who struck the globe takes the full force of the winds and has a -1 modifier on his willpower test.

Chaos Power Effects Table

D6 Roll	Effect
1	The warrior screams in pain as the Chaos magic completely takes over the character's mind and will. The warrior is lost to Chaos and will immediately attack the others.
2	The power of Chaos lifts the warrior's body like a rag doll and flings him across the room, smashing him into the far wall. The warrior takes 2D6 damage with no modifiers.
3	You battle the call of Chaos, a test of will, you overcome but suffer 1D6 wounds as the magic draws away your vitality and life-force.
4	Your battle of wills leaves you drained of energy but largely unharmed. You collapse with exhaustion for 1D6 turns.
5	The power plays havoc with your very composition. Your attributes are scrambled as you body fights to survive. Roll twice on each table to see how you are effected, gaining and losing values on each characteristic permanently: Gain on roll 1D6 +1 Toughness +1 Wound +1 Initiative +1 Weapon Skill +1 Strength +1 Attacks Lose on roll 1D6 -1 Toughness -1 Wound -1 Initiative -1 Weapon skill -1 Movement -1 Strength
6	You are infused with power you never dreamed of. You master the winds with ease and are restored to full health with +1 extra wound permanently and

	+1 Strength permanently. However the call of Chaos has not finished with you. At the end of every quest undertaken in the future you must roll 1D6. On a roll of 1 you cannot resist the call of the Chaos power are lost to the Realm of Chaos forever.
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A - Idol of Terror - this is your objective room, a large cavern lit by glowing torches held in brackets along each wall. A large expanse is before you and at the far end stands an imposing figure of the Shaman **Ka' Goth**, the leader of these infuriating Beastmen. He stands beneath a large black idol which has gleaming red eyes which seem to dominate the room. The Shaman can cast 1 spell at the start of each monster phase (rules can be found on Quest page 86). **Ka' Goth** is armed with a magic weapon, the sword of Baroth, a Cursed blade which causes an extra 1D3 wounds when it hits, and allows the user to parry any attack that hits him by rolling a 6 on 1D6 when struck. His profile is at follows:

W	M	WS	BS	S	T	I	A	D	G
26	4	4	5+	3	5	4	1	1D6	680

Ka' Goth's powers are directly linked with the Chaos globe. If this has been destroyed he will have already taken 2D6 wounds as power was drawn from him. The Shaman is accompanied by his

minions comprising 2 rolls on the Bestiary table plus any Minotaurs not already killed in the Minotaur Lair. If the party have already been located in advance by the farseeing mirror then the roll on the Bestiary table is increased to 3. Should you survive this test and complete your Quest then the mirror can be located at the far right hand corner of the cavern. The warriors can also locate a random Objective room treasure hidden at the base of the idol. On returning the mirror to the Bretonnian council the surviving warrior will be rewarded with 250 Gold each. In addition any surviving Knights receive an extra 2D6 honour points due to the high profile given to this Quest by the council.



Map

