

## GET THE LITTLE GIT!

The Warriors come across a Snotling fiddling with a rusty old key. He offers to sell it to them for 500 gold. The Warriors can attack him or pay him! If the Warriors attack the Snotling, roll a D6:

- 1-3 The Snotling's mates come to rescue him. Draw another Event card. If it is Monsters then the maximum possible amount arrives. The Snotling runs off with the Key while the Warriors are busy.
- 4-5 The Snotling's cries attract more trouble. Draw another Event card immediately. The Snotling gets away, but the Warriors find the key on the floor once the event is over.
- 6 The Snotling drops the key and runs off.

See Lair of Orc Lord reference sheet for the rules for the rusty key.

## DUNGEON EVENT

## MAP

The Warriors find an old map scroll wedged in the wall. Roll a D6:

- 1-2 The map is a fake, and misleads the Warriors. Add another D3 Dungeon cards to the top of the current pile to represent their misguided wanderings.
- 3-4 Treasure map! On completing the event in the next room they come to, the Warriors may take an extra Treasure card.
- 5-6 It is a badly faded map of the dungeon. The next time the Warriors come to a T-junction and the Dungeon cards are split the leader can look at the top 1D3 cards of each pile. Discard immediately when used.

Draw another Event card immediately.

## DUNGEON EVENT

## TRIP UP

One of the Warriors trips on a loose flagstone in the floor. The flagstone is actually part of a clever mechanism. Take a Warrior counter to see who trips up. Roll 1D6 for that Warrior:

- 1-2 The flagstone triggers a warning bell. Take another Event card immediately. If it is Monsters, the maximum amount possible arrives.
- 3-4 The flagstone tilts and dumps the Warrior into a spiked pit. He takes 2D6 wounds modified for Toughness and can only be rescued by the rope or Levitation spell.
- 5-6 The flagstone unlocks a secret alcove, which opens to reveal a piece of treasure. Take one Treasure card.

## DUNGEON EVENT

## SPORE FUNGUS

An incautious move by one of the Warriors kicks up a cloud of spores from the floor. Each Warrior on that board section must roll a D6 to determine what effect the luminous orange spore have on him:

- 1 The scented spores put the Warrior to sleep for 1D6 turns.
- 2-3 The spores are toxic and cause 1D6 Wounds with no modifiers.
- 4-5 The spores cure 1D6 Wounds.
- 6 The spores are magical and increase the Warrior's Strength by 1 for the rest of the adventure.

Draw another Event card immediately.

## DUNGEON EVENT

## FALLING BLOCK

A huge block of stone falls down from the ceiling onto one of the Warriors - splat! Draw a Warrior counter to see who has set off the trap. The unlucky Warrior must roll a D6 and add his Initiative. On a total score of 7+, the Warrior nimbly avoids the stone. On a score of 6 or less the Warrior is hit and loses 2D6 Wounds. Remember a 1 is a 1 and always fails.

Whether the Warrior is hit or not, move the model to an adjacent square and place the Fallen Block counter in the original square. This square is now 'blocked' and can no longer be moved through. See the Lair of the Orc Lord reference sheet for more details of the Falling Block.

Draw another Event card immediately.

## DUNGEON EVENT

## WOUNDED KNIGHT

The Warriors find the bodies of seven Orcs and a badly wounded Bretonnian knight. The knight needs medical attention. Draw a Warrior counter to see who helps him then roll a D6:

- 1-2 Renegade! The false knight stabs the Warrior that healed him for 1D6 + 4 Wounds and then runs off.
- 3-4 Thief! He was stabbed by a dying Orc as he searched their bodies after the fight. He grabs 100 gold from the Warrior and runs off.
- 5-6 Hero! He killed the Orcs, and is grateful for the Warriors' help. He gives the Warrior one Treasure card and leaves the dungeon.

Draw another Event card immediately.

## DUNGEON EVENT

## BOGOFF THE SNOTLING

Bogoff the Snotling appears adjacent to the party leader, grabs the lantern and rushes off. He immediately moves as far away from the Warriors as possible, while not leaving any of them in the dark.



He will do this at the start of every Monsters' phase, and will keep doing this until he is finally hit. When this happens, he drops the lantern and runs off. See the Lair of the Orc Lord reference sheet for full details.

The Warrior who hits Bogoff gets 150 Gold.



## DUNGEON EVENT

## GUBBINZ THE JESTER

Gubbinz turns up and attaches himself to one of the Warriors. He is a real Nuisance - see the Lair of the Orc Lord Reference sheet for full details. When he is Killed, Growler The Squig Hound turns up to avenge his master's death (use the Squig Hound special card).



Gubbinz the Jester is worth 250 Gold. You may only take a Treasure Card when the Squig Hound is killed.



## DUNGEON EVENT

## SLIDING WALL

As the Warriors enter, the wall behind them starts to grind across the doorway, blocking off the route out of the dungeon.

Unless one of the Warriors discards a weapon or door spike to wedge the sliding wall in place, the exit is closed off, just as with the Portcullis Event.

Draw another Event card immediately.

## DUNGEON EVENT

## SNAKE PIT

The floor of the room is covered with writhing snakes, coiling about your legs and hissing loudly. Unless your Warriors tread warily they may be bitten.

For each square over one that a Warrior moves in a turn roll a D6. On a roll of a 1 the Warrior is bitten by an irritated snake and suffers 1 Wound. The snakes' bites carry potent venom, see the rules for Poison in the Warhammer Quest Roleplay book on page 85.

The Monsters of the dungeon are used to the snakes and suffer no penalty to their movement.

### DUNGEON EVENT

## SHIFTING SANDS

A deluge of hot sand starts to pour into the dungeon through grills in the walls of this room. Although there is time to escape, this makes the Warrior's footing unstable.

While on this board section, each Warrior must roll a D6 and add their Strength at the start of the Warriors' Phase. On a roll of 6 or less the Warrior is unbalanced and falls over - place him prone for the turn.

*The rules for being prone are given in the Warhammer Quest Roleplay Book on page 36.*

**Draw another Event card immediately.**

### DUNGEON EVENT

## SPIDERS' LAIR

The Warriors stumble into a tangle of webs, and as they struggle to free themselves a swarm of Giant Spiders scuttles out of the surrounding darkness.

Each Warrior is immediately webbed just as if he had been successfully hit by a Giant Spider. In addition, D6+3 Giant Spiders attack the Warriors; place them on the board and resolve their attacks in the next Monsters' phase as normal. The Warriors must break free as normal; all the usual rules for being webbed apply and can be found in the Warhammer Quest Rulebook.

This area is littered with the remains of past victims, and if the Warriors manage to kill all the Giant Spiders, they each gain a Treasure card, rather than a single Treasure Card for the whole party.

### DUNGEON EVENT

## ALARM

As they enter, one of the Warriors trips a wire which sets off a cacophonous din of gongs and bells. The Warriors should really watch their step from now on as the Monsters know they're coming!

All Monsters for the rest of the dungeon gain the **Ambush (6+)** ability.

This means that the Monsters will attack as soon as they are placed if you roll a 6 on 1D6 when they are put on the board. This roll is in addition to a Monster's normal **Ambush** ability, should it have one.

### DUNGEON EVENT

## AFFLICTION OF NURGLE

The diseases and contagions of Festamus the Seplite have infected one of the Warriors. Pick a Warrior counter to decide who falls ill and then roll 1D6 to see which illness the Warrior contracts:

- 1-2 Odorous Blight - the Warrior's flesh begins to rot, and a small cloud of flies gathers around him. Any other Warrior standing in a square next to him at the end of the Exploration phase must lose their next turn as they retch in disgust.
- 3-4 Pustulant Fungosity. The Warrior's body erupts in sores and warts, which constantly bleed and ooze pus. Any time the Warrior is healed, he regains only half the wounds indicated (round fractions up).
- 5-6 Mouldering Pox - the Warrior breaks out in bright green and purple blotches. He will no longer be admitted to settlements.

*If you are not playing 'A Green and Pustulant Land' from White Dwarf 201, discard this card and draw another Dungeon Event card instead.*

### DUNGEON EVENT

## FASCINATION OF SLAANESH

Soft, seductive voices gently whisper the promises of Slaanesh to the Warriors, while ambrosian scents fill the air, blinding them to their surroundings.

Each Warrior should immediately roll 1D6. Any Warriors who roll higher than their Toughness (or a 6) will succumb to the Fascination and will become incapable of action (their minds being otherwise occupied!) These Warriors may do nothing until they are next struck in combat. This is then sufficient to shock them out of their trance.

**Draw another Event card immediately.**

### DUNGEON EVENT

## TREASURE TROVE

The room is filled with loot - ancient armour and weapons, and chests full of gold and gems. However it is also guarded by fierce monsters who have reinforcements nearby.

Draw the next TWO Event cards and resolve them as normal (work out 'E' type events before placing Monsters). If the Warriors manage to kill all of the guards, they may search the room for treasure. This treasure is in addition to any gained from defeating the Monsters guarding the room. Whilst searching, a Warrior may do nothing else.

At the end of the turn, roll a D6 for each Warrior searching. On a roll of a 6, the Warrior finds something useful and may take a Treasure card. On the roll of a 1 an Unexpected Event occurs next turn, regardless of the Power roll. Note that only one Unexpected Event occurs, regardless of the Power roll and the number of ones rolled by searching Warriors.

### DUNGEON EVENT

## CURSE OF THE DREAD KING

As the Warriors stoop to pick up a glittering item of treasure which lies before them, a sudden aura of malice fills the room. Each Warrior feels invisible eyes watching him, and the temperature drops to a deathly chill.

The Dread King has become aware of the Warriors' intrusion and summons his forces to protect him. When the Warriors enter the Dread King's Throne Room, there is a -1 modifier to their roll on the Dread King's Throne Room Monsters Table. Keep this card to remind you.

*If you are not playing with the Dread King's Throne Room Objective card, discard this card and draw another Dungeon Event card instead.*

**Draw another Event card immediately.**

### DUNGEON EVENT

## HORROR IN THE DARKNESS

For a brief moment, the light of the lantern is eclipsed as darkness sweeps out from the depths of the catacombs and engulfs the Warriors. In the darkness, each Warrior finds himself confronted by his worst nightmare.

Each Warrior must roll a dice and add his Strength to the score. If his total is greater than or equal to 7, he masters his fear and passes unscathed - he gains +1 to hit with the next 1D6 attacks he makes.

If not, then when the lantern is re-lit, moments later, the Warrior has a look of stark terror on his face. He is so shaken by the experience that all of his hit rolls are at -1 until the end of the next combat.

**Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.**

### DUNGEON EVENT

## SPECTRAL ATTACK

A shadowy figure materialises from the darkness and reaches its long fingers out to grab the Warriors.

Each Warrior should roll a dice and add their Initiative. On a total of 7 or more the Warrior evades the Spectre's chilly touch. If the Warrior scores a 6 or less a bolt of freezing energy strikes his body, and he suffers D6 Wounds with no deductions.

**Roll 1D6. On a score of 1, 2 or 3 draw another Event card immediately.**

### DUNGEON EVENT

## SPIKES!

There is a strange grinding noise and spikes suddenly shoot up out of the floor from every square on the current board section. Every time a Warrior enters a new square on that board section roll a D6:

- 1-3 That Warrior steps on a spike and takes a number of Wounds equal to the dice roll, with no modifiers (eg. If he rolled a 2 he would take 2 wounds).
- 4-6 The Warrior manages to avoid the spikes and suffers no damage.

Monsters do not have to roll for spikes as they are well used to them and know when and where they are going to appear!

### DUNGEON EVENT

## DWARF GHOST

The luminous form of a ghostly Dwarf materialises in front of the Warriors. It is the spirit of a venerable Dwarf Goldhunter, who warns the Warriors about the dangers they will face deeper in the catacombs.

The Warriors may use the Dwarf's advice to avoid any one Event Card or Dungeon Event card they don't wish to encounter. Put the card to one side for the rest of the adventure, you don't even have to shuffle it back into its respective deck. There is no need to draw another card in its place either.

### DUNGEON EVENT

## DEATH CURSE

A reedy, cracked voice cries out.

*"Suffer my curse, vile unbelievers!"*

The Warriors are engulfed in darkness, and freezing blackness clutches at their souls.

Roll a dice for each Warrior:

- 1-2 The pain is unbearable, sapping the Warrior's Strength. He loses 1D3 Wounds from his starting score permanently.
- 3-4 The Warrior cries out in anguish as the cold cuts through him. He loses 1 Wound from his starting wounds score, permanently.
- 5-6 The Warrior valiantly resists the evil curse, finding hidden reserves of strength through his iron resolve. Gain 1D3 lost wounds back.

**Draw another Event card immediately.**

### DUNGEON EVENT

## VAMPIRE BATS

The air is suddenly thick with a cloud of bats, chittering and screeching as they swoop upon the Warriors. These are no ordinary bats - they are Vampire bats, servants of the undead.

Resolve the Vampire Bat attack immediately. Each Warrior is attacked by seven bats.

To see how many bats each warrior manages to kill, roll a D6 and add the Warrior's Strength. The remaining bats inflict 1 Wound each upon that Warrior, with no modifiers for Toughness or Armour.

Once they have attacked, the bats fly off into the darkness.

Each bat killed is worth 5 gold, divided equally amongst any Warriors still standing.

### DUNGEON EVENT