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 cry attracts 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

An incacuous 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 duration of the adventure.

Draw another Event card immediately.

DUNGEON EVENT

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 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 Falling Block on the spot he occupied. 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

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 O3 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

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 20D6 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

The Warrior who hits Bogoff gets 150 Gold.

DUNGEON EVENT

Gubbinz turns up and attaches himself to one of the Warriors - splat! 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

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
The floor of the room is covered with hissing snakes, coiling about your legs and making your blood curdle. All of your Warriors are in danger! Each turn one snake makes its way towards a Warrior, 1D6D6. On a roll of 1 or less the Warrior is bitten and 1D6D6. On a roll of 1 or less the Warrior is bitten and suffers 1 Wound. The snakes’ bites carry potent venom, so the rules for Poison in the Warhammer Quest Roleplay book on page 116 apply.

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. As they enter, one of the Warriors trips a alarm and suffers 1 Wound. The snakes’ bites carry potent venom, so the rules for Poison in the Warhammer Quest Roleplay book on page 116 apply.

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.

The room is covered with writhing snakes, coiling about your legs and making your blood curdle. 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 suffers no penalty to their to hit roll on the Dread King’s Phase. Each Warrior must roll 1D6 when they are put on the board. This roll is in addition to a Monster’s normal Ambush ability, should it have one.

The door to the next room is blocked by a wall of stone. It bears runes etched in it. The runes are in addition to a Monster’s normal Ambush ability, should it have one.

The floor of the room is covered with writhing snakes, coiling about your legs and making your blood curdle. Each turn one snake makes its way towards a Warrior, 1D6D6. On a roll of 1 or less the Warrior is bitten and suffers 1 Wound. The snakes’ bites carry potent venom, so the rules for Poison in the Warhammer Quest Roleplay book on page 116 apply.

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Draw another Event card immediately.

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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 the experience that all of his to hit rolls are increased by +1 until the end of the next combat. 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 the experience that all of his to hit rolls are increased by +1 until the end of the next combat. 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 the experience that all of his to hit rolls are increased by +1 until the end of the next combat. 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 the experience that all of his to hit rolls are increased by +1 until the end of the next combat.
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.

A reedy, cracked voice cries out.

“The pain is unbearable, sapping the Warrior’s Strength. He loses 1D3 Wounds from his starting score permanently.”

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.

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!

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.

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.