

FASHION VICTIM

After forking out a fortune on those new purple pantaloons, you parade around town showing them off to one and all.

The Warrior just has to keep up with the latest fashions. While in a Settlement, roll 1D6 at the beginning of every day. If a 1 or 2 is rolled, he searches out the clothing shop and buys buys buys. The Warrior may not visit any locations this day but must roll on the following table instead:

- 1 The Warrior must have those frilly purple pantaloons, they will look so good on him. He immediately buys them for 300 Gold and puts them on.
- 2 That green cape with the tassels is a one off, and at 600 gold is a bargain.
- 3 The merchant swears on his mother's grave that he is robbing himself by letting those silk boots go at 75 Gold.
- 4 These furs, at 50 Gold, should keep the Warrior warm throughout the winter months.
- 5 At 25 Gold, this velvet headband is something no one should be without.
- 6 The Warrior spots no good bargains today. Oh well, there's always tomorrow.

GOOD FORTUNE

The horse and cart career down the street, heading straight for you. Petrified, you freeze in your tracks. Just when it seems that your adventuring days are over, the horse and cart come to a stop, inches before your face.

Good fortune seems to be with the Warrior today. For this adventure only, he gains an extra +1 Luck. This can be used in the normal way except that the Warrior doesn't get it back at the end of the adventure.

JEALOUSY

Watching your fellow Warrior, you frown in hatred, clenching your fists. It was he who stole your woman's heart from you, and if you must travel with him, then let it be on your terms.

The Warrior holds a grudge against a random fellow Warrior. No matter what he wants, or needs, the jealous Warrior will not give the other Warrior anything of his. This includes Gold, provisions, bandages, potions, treasure, etc. Nor will he heal or resurrect him if given the opportunity. This Dark Secret card cannot be revealed to any other Warriors.

LYCANTHROPY

There is a full moon tonight. Dreading the inevitable, you prepare for the transformation....

At some time in his life the Warrior must have been wounded by a lycanthrope. If a 1 is rolled in the Power phase the change begins... Roll 1D6:

- 1 The Warrior completes the change into a werewolf and immediately makes 1 Attack against an adjacent Warrior.
- 2-5 The change is complete. For this turn the Warrior gains +1 Strength, +1 Attack and +2 Move.
- 6 The change is semi-permanent and lasts for 1D6 turns. Whilst affected, the Warrior gains +1 Strength, +1 Attack and +2 Move. No roll on this table is required for the duration of the change.

MULE

Looking behind you at the other Warriors, you ride off into the sunset, leaving them far behind.

At the end of the adventure, the Warrior finds a Mule tied up outside the dungeon, having left it there before entering. The mule can carry all of the Warrior's gear between the Dungeon and the Settlement, reducing wilderness journey time by 1 week. The mule increases the Warrior's living expenses by 1 Gold per day. As he leave for the next adventure, the Warrior finds that the mule has been stolen.

NO SALE

Your fellow Warriors thought that you had sold the Magical Warhammer, but unbeknownst to them, you hid it in the bottom of your backpack.

Last time he visited the shops the Warrior decided against selling a certain piece of treasure, and stored it in the bottom of his backpack. Randomly take a Dungeon Room Treasure Card from the Discard pile.

PERSONAL SUPPLIES

Before descending into the perilous darkness, you stocked up with some supplies to help in the danger ahead.

Roll 1D6 to see what the Warrior has brought, and what it does.

- D6 Supplies**
- 1,2 D6 provisions. Each heals 2 Wounds when eaten. May be used at any time.
 - 3,4 D6 bandages. Each heals 3 Wounds when used. May be used at any time.
 - 5,6 A trance stone. If he Warrior does nothing in a turn, including moving, and there are no Monsters on the board, you may heal 1 Wound.

Of course, the Warrior could sell or swap these with the other Warriors if he wishes!

PHOBIA

You harbour a secret fear that chills your blood!

Roll 1D6 to see what the Warrior's phobia is:

- 1 Rats - The Warrior is at -1 To Hit them.
- 2 Spiders - The Warrior is at -1 To Hit them.
- 3 Bats - The Warrior is at -1 To Hit them.
- 4 The dark! - The Warrior will never move off the board section with the Lantern on it.
- 5 Blood! - Whenever the Warrior is wounded, roll 2D6 - on a double one he faints, missing the next Warriors' phase. Whilst down, no Monster will hit the Warrior.
- 6 Minotaurs - (understandable really!) The Warrior is at -1 To Hit them.

Gain +10 Gold for every Wound caused against a Monster the Warrior fears!

PURSUIT

You have not told the others but you are being pursued by Monsters who are after your blood. You stole a valuable artefact from them and they will not rest until they get it back.

Keep an eye on the Power dice. As soon as it rolls the same number in two successive turns, the pursuit arrives, howling for blood.

Roll on the Objective Room Monster Table to see what arrives. Before fighting them the Warrior reveals to the others the truth - take a Treasure Card now. This is the item the Monsters are after. It may be of some use in the fight which follows!

REPUTATION

'O no, don't look now, but it's dat stinkin' Elf again. I waz hopin' that we had snuffed 'in out for good. I ain't got no more boyz to spare, he took care of them nice an' good las' time.'

The Warrior's reputation as a formidable opponent has found its way down into the depths of the dungeon. Roll on the Monster table one level lower than the Warrior's Battle Level. For the next adventure, that Monster fears the Warrior and has -1 to all his To Hit rolls against him.

RESCUE

A member of your family has been kidnapped, and must be rescued.

Roll a D6 twice to see who has been captured, and where they are held.

D6	Who?	Where?
1	Father	Well of Doom
2	Mother	Monsters' Lair
3	Brother	Guard Room
4	Sister	Dungeon Cell
5	Cousin	Torture Chamber
6	Nephew	Objective Room

If the room is found, then roll a D6. On a 1, it is too late, the Warrior's relation is dead! On a 2-5 the relation is alive but guarded - take an extra Event Card. On a 6, the room is empty except for the Warrior's relation - do not take an event card for the room (Objective Room contains normal Monsters). Once there are no Monsters in play, the relation is freed. Eternally grateful, they give the Warrior a Treasure Card and escape safely to the surface.

SECRET MAP

You have a map which leads to a chamber filled with treasure!

If the party ever gets to a point where they would have to turn back, then they may explore beyond what would normally be a dead end. Take an Objective Room at random and clip it onto the board. This room is illuminated, and the Warriors will not need the Lantern to enter. If they enter, roll a D6.

D6	Result
1,2	It's a trap! Roll on the Objective Room Monster table, but take no treasure!
3,4	Wrong room! Take an Event card, which is resolved as usual.
5,6	Treasure! Take an Event Card, resolve as usual, then take an extra 1D3 Treasure cards for the Warrior with the map.

VENGEANCE

You have a personal reason for going on this adventure - vengeance! Your arch enemy is reputed to dwell in this cave system, and you are out to destroy the monster once and for all.

Write down in secret what type of Monster the Warrior is after. When the Warrior first encounters this type of Monster he goes absolutely crazy, leaping into the fray with no thought for the others at all. Reveal which Monster he wants to kill to the other players. Until it is dead the Warrior always goes first gaining +1 Attack, +1 Strength but -1 To Hit as he is attacking so wildly. If the Warrior kills the Monster, he gains double the normal Gold!

FAMOUS

As you walk into town, hoards of young girls race up to you, screaming 'We love you!!' at the top of their lungs and throwing their bras and panties at you. You can't seem to figure out what all the fuss is about...

The Warrior's exploits have become famous throughout the land. When he arrives in the Settlement after the adventure, people will run up to him and ask him for his autograph. Wherever he goes, there will be people following him around. For this reason, the Warrior must roll twice on the Settlement Events Table when required.

However, due to his immense popularity, the innkeeper will waive all expenses for him during his stay. The Warrior does not have to pay Living Expenses in this Settlement.

HAYFEVER

As the party creeps silently down the passageway, without warning you suddenly let out an enormous 'Aaaaaaaahh chooooooo!'

While the Warriors are in the dungeon, each time an Event Card reveals Monsters, roll 1D6. On a roll of 1 the Warrior's raucous sneezing has alerted the Monsters to the presence of the Warriors. The Monsters gain the *Ambush, Magic A* special ability for this combat.

PIG FAT

Upon seeing the Black Bear approaching, you cover yourself from head to toe in Pig Fat, hoping it's slipperiness helps you evade the Bear's vicious attacks.

At the Alehouse before setting off for this adventure, an ageing Barbarian from Norsca demonstrated to the Warrior how covering himself in the congealed fat from a pig makes him very slippery and hard to get to grips with.

The Warrior may use this trick once during the adventure to evade any single blow that would otherwise have wounded him.

MUGGING

Sometime during your last stay in town you were mugged. You still have not recovered fully from your ordeal.

The Warrior is scared of the smallest of things, thinking that every shadowy shape will jump out at him. If he is required to make a Fear or Terror roll he may not add his Battle Level to the roll as usual, and on Battle Level 1 he must subtract 1 from the dice roll.

If Monsters do not cause Fear or Terror, the Warrior is still scared of them. Treat them as having Fear equal to the Dungeon Level of the Monster encountered.

BIRTHDAY

Today is your birthday. You have not told the others because you thought they would have remembered. But so far, they have not said anything nor given you any presents.

Keep an eye on the Treasure Cards that the other Warriors find. If the Warrior sees one that he likes he may ask the other Warrior if that is his birthday present. If the other Warrior does not wish to give the Warrior the Treasure Card he must start the next adventure with 1 Luck point less for failing to remember his friend's birthday. If the other Warrior does not have any Luck yet, the rest of the party must give the birthday boy Gold equal to the value of the Treasure Card instead.

The Treasure Card does not count against the Warrior's normal treasure allocation.

The Warrior may only ask one of the Warriors for a present. It is assumed that this 'gift' is from all of them.

HANGOVER

You should not have spent all night at the local tavern, ever if you were trying to impress the local Nobleman's daughter. Why does everyone have to make so much accursed noise, and who made the sun so damn bright!

The Warrior suffers -1 Movement and -1 To Hit for the next adventure as he recovers from his hangover.

SICK

Something you ate for breakfast obviously didn't agree with you too much. As the other warriors are getting ready to set off for the next adventure, you feel your stomach start to churn, and it's all you can do to lean over and throw up. Unfortunately, it just happens to be inside a fellow adventurer's backpack...

Pick a random Warrior. This is the unfortunate Warrior that now has vomit seeping into every corner of his belongings. Whenever that Warrior uses a perishable item of any sort, roll 1D6. On a roll of 1 to 3 the item is covered in chunks of vomit and is useless. This Dark Secret card must now be revealed - the targeted Warrior with soiled belongings must immediately lose 1D6 bandages and 1D6 provisions. In addition, before the Warrior can use any more perishables, he must spend 1D3 complete turns cleaning out his backpack. In this time, he can do nothing else.

REEK

As you are preparing for the next adventure, a horrible smells assails your nostrils. It takes you a few minutes to realise that it is one of your travelling companions, who obviously thought it was unnecessary to bathe this morning.

Pick a random Warrior. For the next adventure, the Warrior with this Dark Secret card may not end his move in an adjacent square to the reeking Warrior, as the smell is extremely overwhelming. The Warrior with this Dark Secret suffers -1 To Hit if he is adjacent to the reeking Warrior for any reason until he is no longer adjacent.

This Dark Secret cannot be revealed to the other Warriors, and the Warrior with this Dark Secret cannot tell the reeking Warrior not to stand adjacent to him, as he is far too polite for such a thing.

KING'S QUEST

The King has promised to reward you handsomely if you manage to kill an ogre and proclaim victory in his name!

Select a random Monster from the Battle-Level table equal to the Warrior's Battle-Level, and equal to the current geographical location. (ie, don't roll on the Norse Monster table if you are in Albion).

If the Warrior is able to deliver the killing blow to one of these Monsters, when the Warriors return to the Settlement, the King will give the victorious Warrior an Objective Room Treasure Card as his reward.

CHOSEN ONE

The locals have mistaken you for the fabled 'Chosen One' of ancient legend, come to save them from a hideous prophesy.

The locals' courage and belief that the Warrior is this 'Chosen One' inspires immense courage within him. He gains +1 to all Fear and Terror rolls for the next adventure.

In addition, the Warrior may hit automatically *once* during the next adventure. Treat the automatic hit as if he had rolled a 6 To Hit.

PUMPING IRON

You have decided to spend your free time working out at the local gym.

The Warrior gains +1 Strength and +1 Toughness for the next adventure.

DIBS

As the other warriors start to search for treasure after the battle, you see something you really like hidden amongst the bodies of your slain enemies. Looking around to make sure the others aren't watching, you quickly pocket the treasure and whistle inconspicuously.

Once next adventure, whenever another Warrior rolls for treasure after a combat, the Warrior with this Dark Secret Card may take the same type of Treasure Card or Gold roll as the Warrior who's turn it is to take treasure.

OVERWEIGHT

All those extra strawberry tarts are starting to show...

The Warrior has put on a bit of weight recently. Until he works it off (at the end of the next adventure), he gains the Ignore Blows 6+ ability, but is at -1 Move.

BABY SITTER

Just as you are about to head off to your next adventure, your cousin comes running out of the settlement grasping a small toddler in his arms, saying it's time you took responsibility for your niece.

The Warrior has 2 options. He can either be very foolish and take his 4-year-old niece into the dungeon with him, or he can miss out on the next adventure and spend the time taking her to the fair and the playground. If he misses out on this adventure, he may gain 1 point of permanent Luck for being such a loving uncle.

Otherwise, he must drag the unfortunate child along with him. The child has the same stats as a Snorting, takes up one square, and takes her turn after the Warrior. She will not attack, cannot break from pinning, and there is no need to adjust the number of monsters for the child. However, she does require a counter to be placed in the cup, since she can be the target of events, traps, etc. Monsters will only go for the child if there is no one else to go for.

If the child dies, the Warrior will immediately lose all his remaining Luck, and will not regain it for 1D3 adventures after this one.

ARCH ENEMY

You have heard a disturbing rumour that a fiend you thought you had killed many years ago is in fact lying in wait for you in the next dungeon, waiting to get his revenge.

Roll 1D6 once the Warriors reach the Objective Room, and before any Monsters are placed. On a roll of 1 to 3, the Warrior's arch enemy is indeed here, waiting to finish what he started many years ago. Roll once on Monster table to see what sort of creature is the Warrior's archenemy, and place a single one of the encountered Monsters in the room. The arch enemy will always go for the Warrior. He has +3 WS, +1 Str, +2 Tou, +1 BS, and double his normal Attacks. The Warrior gains triple gold for killing his arch enemy. All of the arch enemy's Attacks are considered Fatal damage.

DEPRESSION

You sigh with frustration. This whole adventurer's life is really getting you down.

The Warrior will always take his turn last for the next adventure.

In addition, if the Power roll is a 1 and there are no Monsters on the board, he will sit down in a huff and nothing the other Warriors can do can budge him. The Warrior can do nothing that turn, except use bandages and provisions.

PROTOTYPE

A crazy old Dwarf scientist has insisted that you test his new invention in the next dungeon you enter.

Take a Treasure Card. This item is the mad invention that the Dwarf wants the Warrior to test for him. The Warrior may use this item as normal, but must roll 1D6 with every use. On a roll of 1, the item explodes, causing the Warrior 4D6 Wounds, modified as usual. At the end of the adventure if the item has not exploded

If the Warrior uses the item at least once during the adventure, the Dwarf will give the Warrior 1D6 x 100 Gold for his trouble. He will also take the item back from the Warrior as well (if it has not exploded).

If the item exploded, the Dwarf is very gruff and insists that it must have had something to do with the Warrior using it incorrectly. The Warrior does not receive any Gold.

If the item is One Use Only, the item is not destroyed after its use, but can not be used again.

TEST SUBJECT

You have volunteered your body as a test subject to see what the warping forces of Chaos can do to a person.

The Warrior may roll once on the Chaos Warrior attribute table. This attribute lasts for the next adventure only.

At the end of the adventure, the Warrior may take 1D6 x 100 Gold for his participation in the project.

SHADOWY HISTORY

There are many things that you have not yet told your adventuring companions. Things that may very well turn them against you...

The Warrior must immediately take 1D6 Dark Secrets, which last for the next adventure as normal.

GASPACHO

While being invited to the King's dining hall for a banquet, you made the mistake of complaining to the waiter that your soup was served cold, and that you wanted it heated up. Everyone began to laugh at you, and it was only later on that you realised your mistake. You are now the laughing stock of all the nobility.

If the Warrior is not the King's Champion, then discard this card and take another one in its place.

The Warrior is so embarrassed that he will not leave his room at the inn for fear that a nobleman will see him. He may go shopping in the poor section of town only and cannot visit any Special Locations at all. When rolling to see if an item is in stock, roll one less dice than usual (min. 1). The Warrior does not have to make any rolls on the Settlement Events Table.

INSIDE INFORMATION

You do not yet fully trust your adventuring companions, and have been keeping a close eye on them for some time now. And it is a good thing you did too...

All the other Warriors must immediately take an extra Dark Secret card. In addition, they must reveal all their Dark Secret cards to you. You are entitled to see which cards they have at any time.

DOTING GRANDMOTHER

Your grandmother is staying at the Settlement you are about to leave. She makes sure you are well rugged up, have a good supply of food, and have clean underpants on.

The Warrior is given many scarfs, shawls, blankets and jerkins to wear to make sure he is all rugged up and warm. While looking like an idiot, at least the Warrior gains +1 Toughness. However, he can barely move in this get-up, and must suffer -1 Move.

In addition, the Warrior is given a hefty supply of provisions to make sure he is never left hungry. The Warrior may take 2D6 provisions.

FINANCIAL EXPERT

Taking some advice from a local merchant, you have decided to try and make a profit by investing your hard earned gold.

The Warrior puts all his Gold except for 1D6 x 100 into an account. At the end of the adventure, roll 1D6:

- 1 The Warrior loses 1/3rd of his funds due to a bad investment.
- 2 The Warrior's Gold does not change.
- 3 The Warrior multiplies his Gold by 1.25.
- 4 The Warrior multiplies his Gold by 1.5.
- 5 The Warrior multiplies his Gold by 1.75.
- 6 The Warrior multiplies his Gold by 2.

The Warrior then decides to take all his funds out of the account.

MASTER OF DISGUISE

"What? No, I don't think so. I don't know what you're talking about. I didn't borrow any gold off you. I think it was that person over there. I look nothing like your description."

The Warrior is a master of disguise. If he is the target of any event in which he gets in trouble for a bad deed, he may put on his false moustache and glasses and pretend it wasn't him. The results of the event may be ignored.

HEADLINES

Due to an overnight tryst with the local nobleman's daughter (who turned out to be married), you have ended up in the headlines of the town's newspaper, much to your dismay.

The news has spread all around town. In each location, special or otherwise that the Warrior visits roll 1D6. On a roll of 1-2 the shopkeeper refuses to serve the Warrior due to his lecherous behaviour and kicks him out of the shop. He may not re-enter during this stay for fear that the guards will be called.

WEAPON MASTER

Your weapons training seems to have paid off. You can now wield your weapon with greater skill than ever before.

The Warrior has been undertaking training in the use of his weapon. He is now able to fight defensively. During this adventure Monsters are at -1 To Hit the Warrior as he swings and twirls his weapon in a display of skill.

This skill cannot be used if the Warrior is using a missile weapon of any sort.

SECRET CACHE

As the other Warriors head off down the passageway, you look around, and when it appears that no one else is looking, lift up a flagstone in the floor. There lies that magical weapon you hid down here months ago. You knew it would come in use sooner or later.

Roll 2D6. This is the number of board sections that must be explored before the Warrior reaches his secret cache. However, there is a chance that Monsters may have located his item. Roll 1D6. On a roll of 1 the item is no longer there! On any other roll, the Warrior may draw a Treasure Card which he may keep. This does not count towards his quota.

TATTOO

You roll up your sleeves, admiring the tattooists' handiwork. It looks very impressive! Those hoodlums will think twice about bothering you now!

The Warrior's new tattoo gives him the appearance of belonging to the sort of scruffy hoodlums and vicious cutthroats that frequent the darkest alleyways and unsavoury places of town. Bandits and the like will stay clear of the Warrior, thinking him one of their own.

In game terms, if the Warrior encounters any bandits or characters of ill repute he may choose to roll again if the effects of an event turn out to be bad. He must accept the results of the second roll.

Unfortunately the ink the tattooist used was of an inferior quality and the Warrior's tattoo fades away at the end of the adventure.

PET

Cute floppy ears. Big forlorn eyes. You couldn't resist the urge to buy that cute puppy as you walked past the pet store.

The Warrior has a cute puppy dog to accompany him during this adventure. The puppy is not represented by a miniature. Instead the Warrior can send the dog to bark around the enemies feet. At the start of the Warrior's turn he may send the dog to distract a Monster on the same board section. Roll 1D6. On a roll of 5-6 the dog's constant yapping distracts the Monster and he loses 1 Attack during the Monsters' Phase.

At the end of the adventure, the Warrior forgets to tie the dog up when he goes into the Alehouse and it runs off. Poor puppy!

LEADER

Who does that young upstart think he is, leading the party? We've had nothing but trouble since he's been here. I could do a better job than him!

Roll 1D6 before setting off on this adventure. Then keep track of the number of Unexpected Events the Warriors have. As soon as (number on the dice.) Unexpected Events have occurred, fed up with all the trouble the leader is getting the party into, the Warrior grabs the lantern.

No matter how much the Warrior with the lantern protests, the Warrior will grab it out of his hands and push himself to the front of the group. From now until the end of the adventure the Warrior will be the new leader, no matter what his Initiative is.

Of course, while he has the lantern the Warrior cannot use any two handed weapons or a shield.

KLEPTOMANIAC

As the merchant walks by, you can't help but notice his gold pouch hanging loosely on his belt. Whistling inconspicuously, you deftly reach out and relieve him of his heavy burden.

The Warrior is a kleptomaniac. Any time during the adventure that the Warrior interacts with another person due to an event (not a combat), the Warrior will attempt to steal something. Roll 1D6 before the event has been resolved. If the roll is a 5 or 6 the Warrior manages to steal 1D6 x 50 Gold. If the roll is 2-4 the Warrior can not get close enough to steal anything.

If the result is a 1 the careless Warrior stumbles about and knocks the person over. Infuriated, the person demands 1D6 x 50 Gold from the Warrior in compensation. If the Warrior cannot pay (or does not), the man calls for help. Roll on the Monster Table to determine what shows up to help him, but do not take a Treasure Card after the battle. Needless to say, the event does not take place as the poor victim hurriedly runs off.

MASTER FORGER

As the town's guards come to lock you up for disturbing the peace, you hand them a signed document from the King himself granting you a full pardon!

The Warrior is an expert forger who can replicate official stationery to look exactly like the originals. If the Warrior is sent to jail, he may produce an 'official' document from the King, pardoning him for any crimes he may have committed. He is now a free man!

However, when presenting the forgery roll 1D6. On a roll of 1 the guards are on to his wily ways and immediately confiscate all of his forgeries. Any bail or jail term that he is sentenced to is doubled.

ALCOHOLIC

"Beeeeeeelch....."

The Warrior loves his Ale, rather too much unfortunately as he has taken bottles of the stuff into the dungeon to relieve his pains. Somehow he has managed to squeeze 3D6 bottles of Bugman's XXXXX into his backpack, hidden from the other Warriors. At the beginning of every turn, he takes a swig. Roll on the following table:

- 1 The alcohol takes effect. Lose 2 Wounds, not modified for Toughness or armour. Also, keep a record of how many 1's are rolled on this table. For each multiple of 4, all of the Warrior's To Hit rolls are at -1 but he gains +1 to all *Fear* and *Terror* rolls.
- 2-5 Another bottle is emptied. Subtract 1 bottle.
- 6 While he is drinking, bottles fall out of the Warrior's other hand and shatter. Subtract 1D3 bottles.

AVATAR

'You, my child, have done well if your worship to me. For that, make you my champion, doing deeds by which I can be proud.'

The Warrior has become the personal Avatar of his choser God. Once during the next adventure, he may use his new found powers gifted to him by his God. He may either annihilate all remaining Monsters on the board (but he gets no Treasure Card or Gold for them), teleport the whole party to the nearest Settlement and back, or resurrect a dead Warrior.

In addition, he receives an extra Attack for the whole adventure.

BOUNTY HUNTER

Cursing your foolhardiness, you crouch in the shadows. How were you to know he would follow you this far into the darkness?

Keep watch on the Power dice. The second time it comes up as a 1 the Bounty Hunter arrives. He immediately takes the Warrior into custody before he has a chance to react. Roll 1D6 x 100. This is the bounty on his head. The Warrior may convince the Bounty Hunter to free him if he makes it worth his while... by paying *double* the bounty. Otherwise the Warrior must miss out on the rest of this adventure while the Bounty Hunter drags him back to the Settlement to claim his reward.

Fortunately, the Warrior manages to break free and may rejoin his companions on the next adventure.

BUGMAN'S BREW

You have a small cask of a very potent mixture which you purchased on the black market.

Roll 1D6 when the Warrior decides to drink it:

- 1 The Warrior becomes blind drunk and collapses in a corner. The other Warriors must deposit him outside the dungeon for safe keeping. He meets up with the rest of the Warriors when they have finished this dungeon.
- 2 The Warrior is at -1 To Hit for the rest of the adventure.
- 3 The Warrior is at -1 To Hit for the next battle.
- 4 The Warrior gains 1D6 Wounds.
- 5 The Warrior is at +1 Attack, +1 Toughness, and -1 To Hit for the rest of the adventure.
- 6 The Warrior gain 1D3 Permanent Wounds.

DISCOVERY

Legend tells that deep within this dungeon lies an item of great power. You have worked out where it lies and you are determined to make it yours!

Roll 1D6+6 and secretly note down the result. This is the number of board sections which must be explored before the Warrior reaches the place of his search.

When he gets there, before doing anything else, roll another D6. This shows how many Treasure Cards the Warrior can now pick up. He must choose *one* of them as the legendary artefact, keeping it as his own, on top of any other treasure he may have. The other cards are shuffled back into the Treasure deck.

DISEASED

Even though you have blurred vision and feel faint and light headed, you choose not to let your friends down. Heaving your sword over your shoulder, you set off into the depths of the dungeon.

Sometime in the last adventure, the Warrior must have caught a disease. It makes his vision blurry, and he feels as if he will faint at any time. For the duration of the next adventure, subtract -1 from all the Warrior's To Hit rolls. In addition, if he is required to roll a dice to see how many Wounds he gains and a 1 is rolled, roll the dice again and lose that many Wounds instead.

Whenever the Wizard rolls a 1 for power, choose a Warrior at random and roll 1D6. If a 1 is rolled, that Warrior has contracted the disease also. Add +1 to the number required to catch the disease for every Warrior over 1 infected. (eg, if there are 3 Warriors infected, another Warrior will catch the disease on a roll of 3 or less.)

The disease can be cured at a Settlement by visiting a Temple and paying (50 x Battle Level) Gold.

ERRAND

'Here are the goods, boy. Make sure they get delivered to Aitdorf safely, otherwise I'll have your hide.'

In an attempt to earn a bit more money, the Warrior has taken on the job of errand boy for the local Weaponsmith. Take 1 Treasure Card. This must be taken to the next Settlement and delivered to the local Weaponsmith there, whereupon he will pay the Warrior 1D6 x 100 Gold.

While the Warrior has possession of this item, he may use it for the duration of the next adventure, but if it is damaged in any way, or lost, or if he chooses not to deliver it, the Weaponsmith hunts the Warrior down and takes 2D6 x 100 Gold as compensation.

ESCORT

A wizened alchemist from Aitdorf has paid you to escort him into the dungeon to search for a certain item. You must protect him at all times.

The artefact he seeks is in the Objective Room. If the alchemist is alive when the quest is complete, he finds what he searches for and rewards the Warrior with 1D6 x 100 Gold!

You will need a model to represent the alchemist, controlled by yourself. He will not attack, and has the profile below. He moves 4 squares per turn. Monsters will not attack the alchemist while there are Warriors still standing!

WS	BS	S	T	I	A	WOUNDS	PINNING
2	6+	2	4	5	4	6	4+

FAMILY

'Come along inside son. It's so nice to have you finally decide to come and visit us.'

The next Settlement happens to be where the Warrior's family resides. During his stay in this Settlement, he does not have to pay for living expenses as he stays with his family, and his mother treats him to a home cooked meal each night.