



# Caverns of the Beastmen

A Warhammer Quest Scenario by David Russell



## Introduction

'The beasties are coming!' screamed the young boy as he ran into the small Bretonian 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 and axes, however, the mood of the village was grim as they faced the inevitable death that would soon follow. The 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 four of the fierce brutes before he was overcome. 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 L'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 began almost a year ago when a Sacred Altar of the White Goddess was ransacked. The desecration was dealt with swiftly, the enemy quickly being tracked down and destroyed. However, one of the Holy relics was never recovered, a sacred mirror which had magical far-seeing abilities.

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 and a brave group of young heroes were selected, two brave and chivalric Bretonnian Knights, a beautiful but mysterious Sorceress and a Dwarf tracker.

## Optional Party

### Sebastian Legonnair

A dashing young Knight of the Realm armed with a Broadsword and Knightly Armour. He is 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 and this is his first official quest. (Use the Bretonnian Knight character).

### Prince Henri De Bourgan

The ruling noble 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. (Use the Imperial Noble character).

### Angelina

A stunningly beautiful young maiden whose magical powers are shrouded in mystery. Her abilities are not yet fully developed but she shows a natural aptitude for learning and is particularly adept at healing. She will prove a vital asset to the party's survival. (Use the standard Wizard rules with the Bretonnian Sorceress model - ensure you have a decent healing spell).

### Brinn Bloodhound

Possibly the finest Dwarf tracker in northern Bretonnia. Nothing and no-one can escape him once he has the scent. A great friend of Gerard L'Ironbright, he was only too willing to help, for the usual fee of course (use the standard Dwarf Warrior rules).

These characters are designed to fit in with the background of the story. With a little bit of thought, however, almost any classes can be substituted. For instance, the tracker could be an Elven Ranger or perhaps a Witch Hunter. It could be the Loren Forest, the realm of the Wood Elves, that is being invaded and you could use an Elf party with the Ranger, Wardancer, Elf Warrior and an Elven Magic User.

## The Quest Begins...

Heroes are provided with 1D3 provisions and 1D3 bandages each before the quest commences.

Note treasure rewards for completing rooms are included within the rules below. You can still draw the usual cards for defeating monster groups.

So begins the quest to recover the powerful Mirror of Farseeing. The small party begins the lonely trek through the craggy mountains of the Pale Sisters, 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 Bloodhound finally brings them to a halt. They have reached the vicinity of the Beastmen lair, but the entrance must be found, and with the temperature falling to dangerous levels it must be found quickly.

The Dwarf tracker should roll D6 once each turn on the following table until the entrance is located:

## Search Table

1. A disastrous event has occurred in the perilous, icy conditions - roll 1D6 on the Disastrous Event Table
2. The tracker is unable to find the entrance to the caves and must brave the freezing elements another night. Each warrior takes 1 wound or uses up 1 provision
- 3-4. The main entrance to the caverns is located just as night sets in. The quest continues
- 5-6. The tracker does his job well and finds a small crack leading into the mountains. The passage opens forms a secret entrance to the Lair (go to the Mushroom Cavern)

## Disastrous Event Table

1. A blizzard brews up and visibility falls drastically. As you edge your way along blindly, suddenly one warrior (draw a counter) slips on the icy rocks and plunges down a deep ravine, impaling himself on a large ice shard taking 1D6 damage. He can be rescued by using the rope
2. The party is suddenly and viciously attacked by a large, shaggy creature, as a Yeti looms out of the blizzard

## Yeti

*Wounds 15, Move 4, Weapon Skill 3, Ballistic Skill 0, Strength 4, Toughness 5, Initiative 1, Attacks 2, Damage 1D6, Gold 160, Special ability - fear 5*

- 3-4. Avalanche - a distant rumble turns into a torrent of snow which tumbles down the mountain towards you. As you dive for cover one of the warriors is buried (draw a counter) and takes 1D3 Wounds. The others eventually manage to dig him free
- 5-6. Your party is attacked by a patrol of 1D6+2 Ungors armed with spears

## The Bestiary

The original roleplay book gives the profile for the standard Beastman Gor and I have developed profiles for the other Beastmen types to use in the random monster table.

## Random Monster Table

2D6 Roll	Monster	Number	W	M	WS	BS	STR	T	I	A	Damage	Armour	Gold	Special
2	Minotaur	1	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 weapon
4	Chaos Marauder	1D6	7	4	4	4+	4	3	4	1	1D6	0	120	Double handed weapon
5	Bestigor	1D6	8	4	5	4+	4	4(5)	3	1	1D6	1	180	Hand weapon
6	Giant Rats	1D6+6	1	6	2	0	3	3	4	1	Special	0	25	Deathleap
7	Giant Spiders	2D6	1	6	2	0	Special	2	0	1	Special	0	15	Web Attack 1D3
8	Ungors	1D6+2	3	4	3	5+	3	4	3	1	1D6	0	45	Spears
9	Gor	1D6	6	4	4	4+	4	4	3	1	1D6	0	100	Halberds
10	Giant Bats	1D6+6	1	8	2	0	2	2	0	1	1D6	0	15	Ambush 4+, Fly
11	Chaos Hounds	1D3+1	8	6	4	0	4	4(6)	4	2	1D6	2	160	Ambush 5+, Gang up
12	Chaos Dwarves	1D6	8	3	4	4+	3	4(6)	2	1	1D6+1	2	140	Magic Resistance 6+, Hate Dwarves

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

## Into The Caves

The quest itself is played out using the scenario below and rolling 2D6 on the Bestiary table when a monster event is drawn, thus keeping to the theme of this scenario. Alternatively, you can write your own monster cards out to draw from. This dungeon lair is for level 1 or 2 characters and Beastmen are tough so this scenario will not be easy particularly at level 1, so you may need to use slightly more experienced characters that have already faced one or two Quests.

**Special rule:** Each time the Wizard or Sorceress rolls a '1' for the power roll they should roll a further D6. If another '1' is rolled then the Beastman Shaman has used the Farseeing Mirror to detect the party's approach. He will now be better prepared for the character's arrival (see Idol of Terror objective room).

### The Caverns of the Beastmen (refer to the map to help guide you)

#### The Bat Cave

The main entrance to the caverns 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 the Warrior's arrival and attack, ambushing the warriors from the gloomy roof shadows.

#### Mushroom Corridor

If the secret entrance was found by the tracker it leads to a small craggy corridor whose walls are covered in a myriad of bright luminous mushrooms and fungi glowing in all colours, the sight is breathtaking. The mushrooms are in fact edible but do have side effects and only the first mushroom the warrior eats will have any effect. If choosing to eat one, a hero rolls 1D6 on the table below :

##### Fungi Table

1. Hallucination - the hero suddenly sees a room full of beastmen and randomly attacks another warrior for one turn (draw counter)
- 2-3. Bitter - the fungi takes revolting and leaves the warrior feeling sick, he takes 1 wound
4. Sweet - the fungi is delicious and heals 1 wound
5. Revitalising - the fungi is tasteless but invigorating restoring 1D6 wounds and giving the warrior +1 Strength for 1D6 turns
6. KAPOW! - the fungi reaches the parts other fungi cannot reach. The Warrior is restored to full wounds with +1 extra wound permanently

#### Guard Room

The pungent animal stench is almost overwhelming. Both entrances lead to this room which contains the Beastmen guards not out on patrol or finding food. You discover 1D6 Ungors armed with spears and 1D6 Gors armed with hand weapons. If the Warriors managed to find the secret passage through the Mushroom Cavern then they gain an extra ambush attack in the first warriors phase.

## Store Cupboard

Any attempt to search this store area will trigger a trap (unless already found and dismantled). A large pit opens up beneath the warriors adjacent to the wall and they will fall in unless an Initiative test is passed and the warrior manages 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 (heals 1D6 Wounds), and a magical Sword of Might (worth 150 gold) which gives the user +1 Strength.

## The Shaman Room

This room is the dwelling place of the Beastman Shaman and where he practices his magical rituals (use the shaman room tile from Lair of the Ore Lord if available). The room is presently occupied by the Shaman's Apprentice and his pet Chaos Hound. The Apprentice is young and inexperienced 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:

### Beastman Shaman Apprentice

*Wounds 13, Move 4, Weapon Skill 4, Ballistic Skill 5+, Strength 3, Toughness 4, Initiative 3, Attacks 1, Damage 1D6, Gold 250, Special - magic 1*

### Chaos Hound

*Wounds 8, Move 6, Weapon Skill 4, Ballistic Skill 0, Strength 4, Toughness 4, Initiative 4, Attacks 2, Damage 1D6, Armour 2, Gold 160, Special – ambush 5+*

The hound is a ferocious fully grown monster that will attack immediately if the Apprentice is endangered in any way. A thorough search of the room will reveal an Energy Jewel (200 gold) giving 1D6 Power Points to any magic user (Rulebook page 69). A search of the Apprentice's body will produce a Charm of Learning 100 gold (Rulebook page 70).

## The Torture Chamber

This is where the Beastmen interrogate and torture their captives, mainly to obtain the locations of Sacred Groves. It is occupied by 1D3 Bestigors armed with hand weapons and 6 Giant Rats.

Chained high against one wall the warriors find a dying Bretonnian peasant whose feet have been eaten away by the rats. He is very near to death but is able when questioned to tell the questors of a secret cave he has heard about, which is located off of a room called the 'Fountain of Life and Death'. He starts to babble hysterically before pleading to be put out of his agony. A search of this vile and bloodied room will reveal a Ring of Protection which increases a wearer's toughness by +1 (300 gold) (see Quest Rulebook page 70).

## Collapsed Passage

The walls of this passage have crumbled forcing the warriors into single file (use the tile from Lair of the Orc Lord). 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 than his Toughness to see how many darts pierce his armour. Each dart not blocked causes 1 wound.

## The Fountain Room

The corridor opens out into a large cavern, the rippling 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 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 Warrior counters). It is a fearful and dire creature, one which as yet had not been let loose on the Bretonnian villages. If the Warriors survive this challenge, then a thorough search may reveal a secret corridor leading to a cave that's been barely touched.

### Chaos Spawn

*Wounds 25, Move 6, Weapon Skill 3, Ballistic Skill 0, Strength 4, Toughness 5, Initiative 3, Attacks 1D6, Damage 1D6, Armour 0, Gold 700, Special – fear 5*

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 and can be done during a fight as an action.

## The Secret Cave

Accessed from a secret entrance off of the corner of the Fountain Room, this cave appears to be untouched, it is musty and cold, somewhat overgrown and completely covered, wall to wall with 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 single square of movement that a Warrior takes in the room he must roll 1D6. On the roll of a '1' the warrior has become entangled in the large cobwebs and is unable to move or fight. The cave houses a Gigantic spider (see Quest Rulebook page 102) which will immediately attack any warrior that becomes stuck.

### Gigantic Spider

*Wounds 20, Move 5, Weapon Skill 3, Ballistic Skill 0, Strength Special, Toughness 4, Initiative 1, Attacks 2, Damage 2D6, Gold 450, Special – web 1D6*

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 in webs cannot fight. 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 of any source. It can only be used once and is then worthless. The Warriors may also find two small phials one containing a red liquid and the other purple. When drunk the red liquid increases the Warrior's Strength by +1 for 1D6+1 turns and the purple liquid increases Toughness by + 1 for 1D6+1 turns.

## The Minotaur Lair

This room is the vilest smelling and most dirty room that the Warriors have encountered. Covered in a layer of dank straw, it is the lair of three Minotaurs that inhabit the caves. At the present time the room is occupied by 1D3 of the beasts with any that are missing located in the Objective room. The Warriors may search the straw once the monsters are killed, but unfortunately apart from getting their hands covered in excrement they find nothing of value.

## The Passage of Power

As the Warriors walk along this corridor the magical energy increases with every step. Any wizard or 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. When blown by a Warrior for the first time the horn will affect any monsters in the same room. Roll D6:

### Battle Horn Table

1. The call to battle drives the monsters into a frenzy and they all gain an extra +1 Strength during their next monster turn
- 2-3. The horn blast has no effect on the monsters apart from alerting them to your presence
- 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 when blown by a warrior not aligned to Chaos has a devastating effect. Any monster hearing it takes 1D6 Wounds with no modifiers

## The Globe of Power

The passage opens into a small room which literally drips with the power of Chaos which is emanating from a white globe sitting on a pedestal in the centre of the room (use Circle of Power room card). The central globe concentrates the aura of chaos and is the reason why the Beastmen have been able to dwell in the caverns on the fringes of Bretonnia. The globe itself will not damage the Warriors in any way unless broken. However, as the Warriors 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, although bizarrely it is very fragile and may be struck by any Warrior and shattered. To do so is dangerous as the winds of Chaos magic will be released and will swirl around the room faster and faster, a whirlwind of white mist which will envelope each hero who must take a Willpower test, rolling 7+ with 1D6 + Willpower (see Quest Rulebook page 160). Failure means the hero must roll 1D6 on the following event table. Any spell or potion that dispels or protects a character from magic attacks may be used to protect the user.

### Chaos Power Effects Table

1. The Warrior screams in pain as the Chaos magic takes over his mind. The Warrior is lost to Chaos for a time and will immediately attack the others for 1D3 rounds
2. The power of Chaos lifts up the Warrior's body like a rag doll and flings him across the room, smashing him into the far wall. The Warrior takes 1D6 damage with no modifiers

3-4. The Warrior battles the call of Chaos, a test of will which they only just overcome and collapses with exhaustion for 1 turn.

5. The power plays havoc with the hero's very physical composition. His attributes are scrambled as his body fights to survive. Roll once on each table to see how the character is affected, gaining and losing a value on each characteristic permanently:

#### **Statistic Gain Table**

1. +1 Toughness
2. +1 Wound
3. +1 Initiative
4. +1 Weapon Skill
5. +1 Movement
6. +1 Strength

#### **Statistic Loss Table**

1. -1 Toughness
2. -1 Wound
3. -1 Initiative
4. -1 Weapon skill
5. -1 Movement
6. -1 Strength

6. The hero is infused with power he never dreamt of, mastering the winds with ease they are restored to full health with +1 extra Wound and +1 Strength permanently. However, the call of Chaos has not finished with them yet! At the end of every quest undertaken in the future this hero must roll 1D6. On the roll of a '1' he cannot resist the call of the Chaos powers and is lost to the Realm of Chaos forever.

## **The Idol of Terror**

This is the objective room, a large cavern lit by dimly smouldering torches held in brackets along each wall. At the far end stands the imposing figure of the Shaman Ka'Goth, the leader of the infuriating Beastmen, standing beneath a large black idol which has gleaming red eyes. The Shaman can cast 1 spell at the start of each monster phase (rules can be found in the Quest Rulebook page 86) and is armed with a cursed sword which causes an extra 1D3 wounds when it hits, and allows the user to parry any attack that hits him upon rolling a '6' on 1D6 when struck.

### **Ka'Goth**

*Wounds 26, Move 4, Weapon Skill 4, Ballistic Skill 5+, Strength 3, Toughness 5, Initiative 4, Attacks 1, Damage 1D6, Gold 680, Special – Magic 1*

Ka'Goth's powers are directly linked with the Chaos globe. If this has been destroyed he will have already taken 2D6 Wounds as the power has been violently drawn from him. The Shaman is accompanied by his minions comprising of two rolls on the Bestiary table plus any of the 3 surviving Minotaurs not 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 three. Should the Warriors survive this test and complete the 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 heroes 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.



# Caverns of the Beastmen Map

