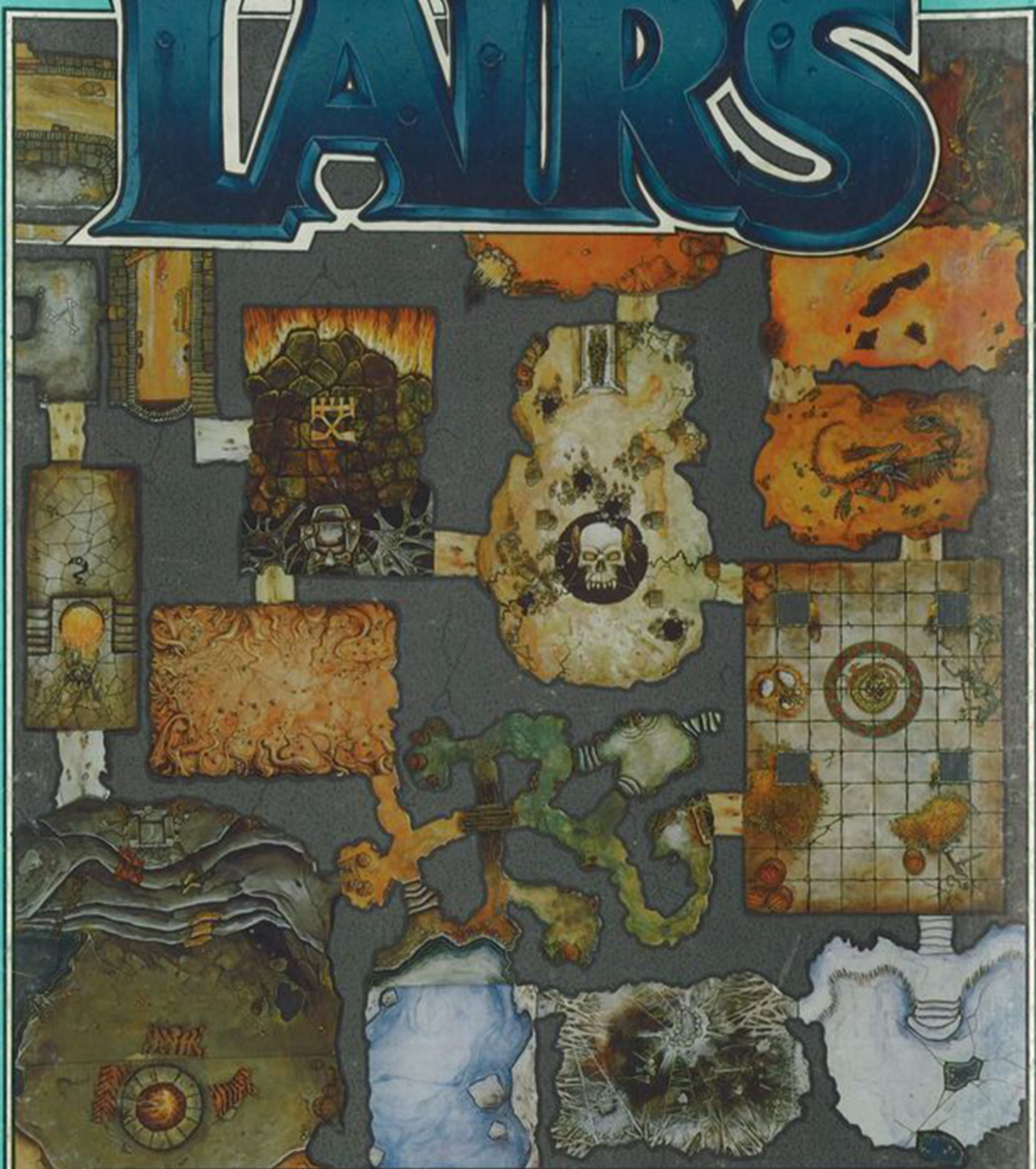
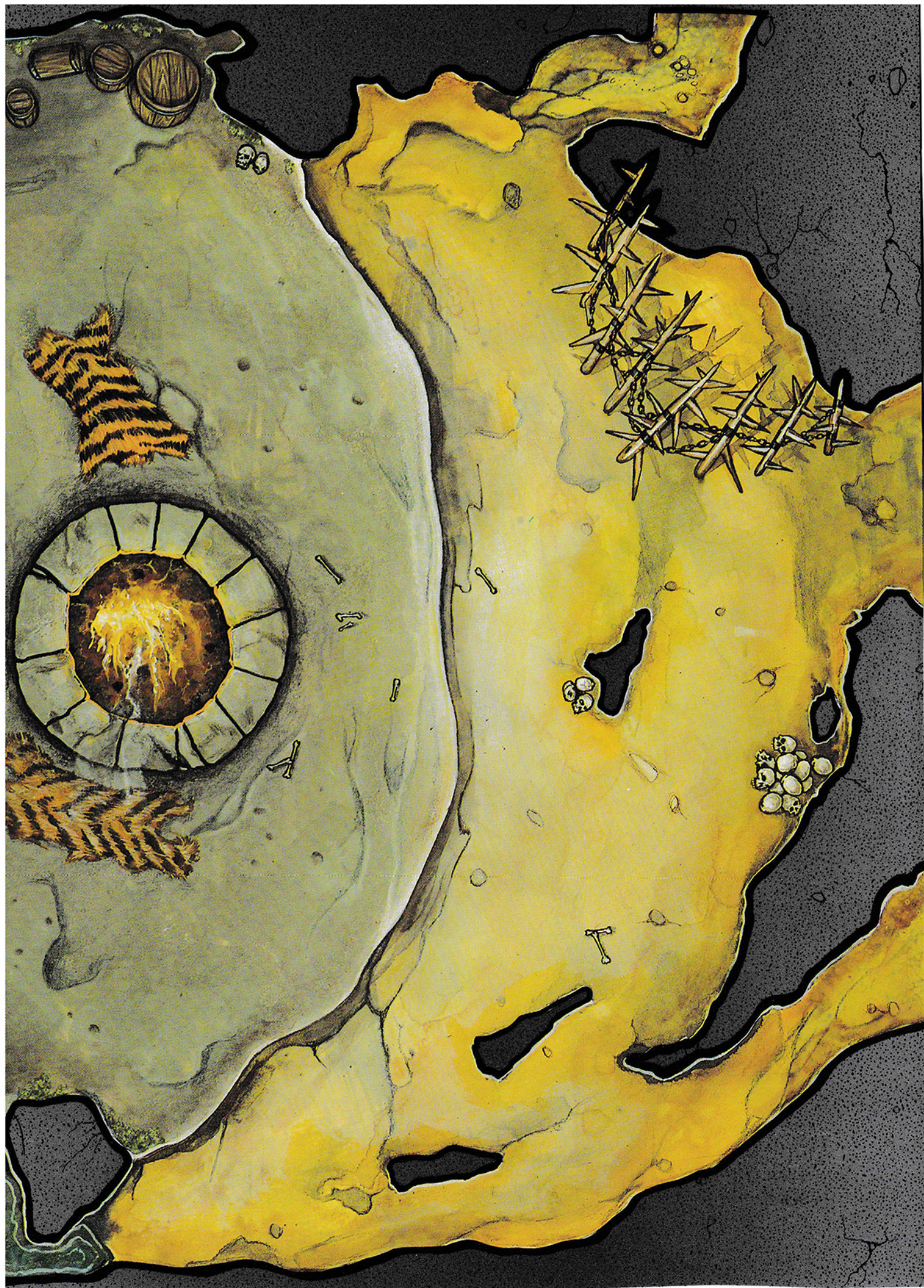


# DUNGEON MAIRS



WARHAMMER FANTASY ROLE PLAY GAME AID



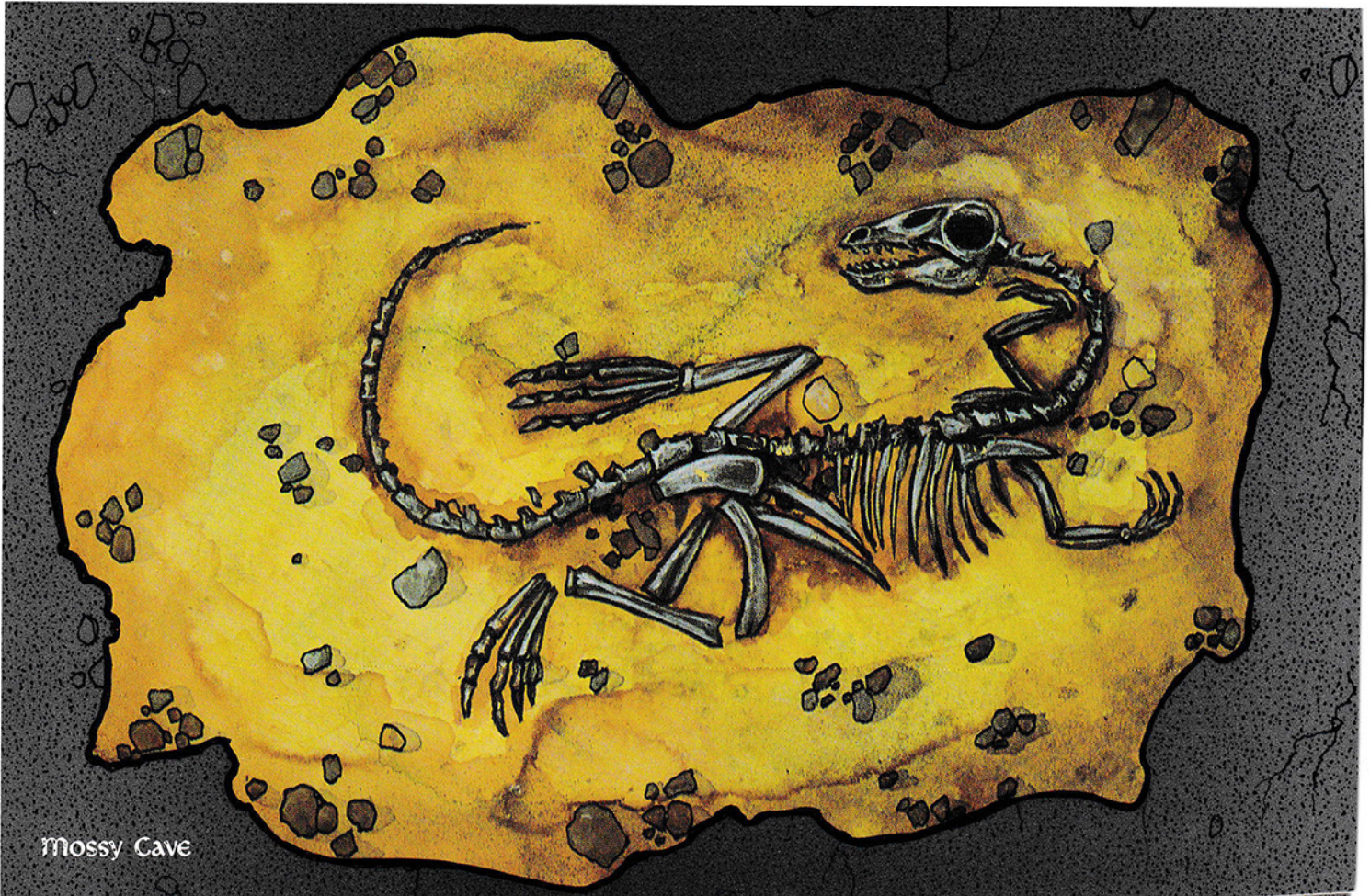




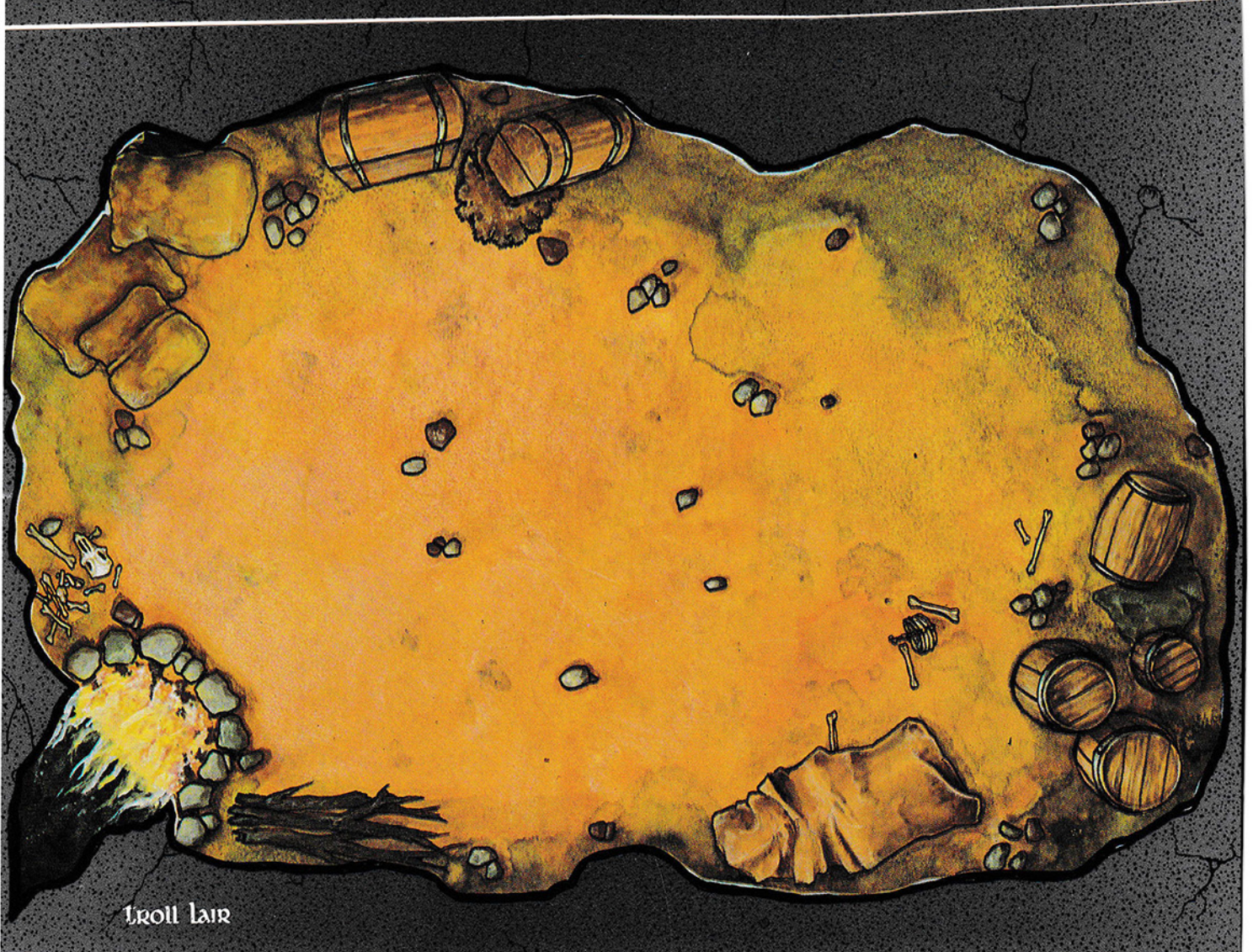


Goslin Hall





Mossy Cave

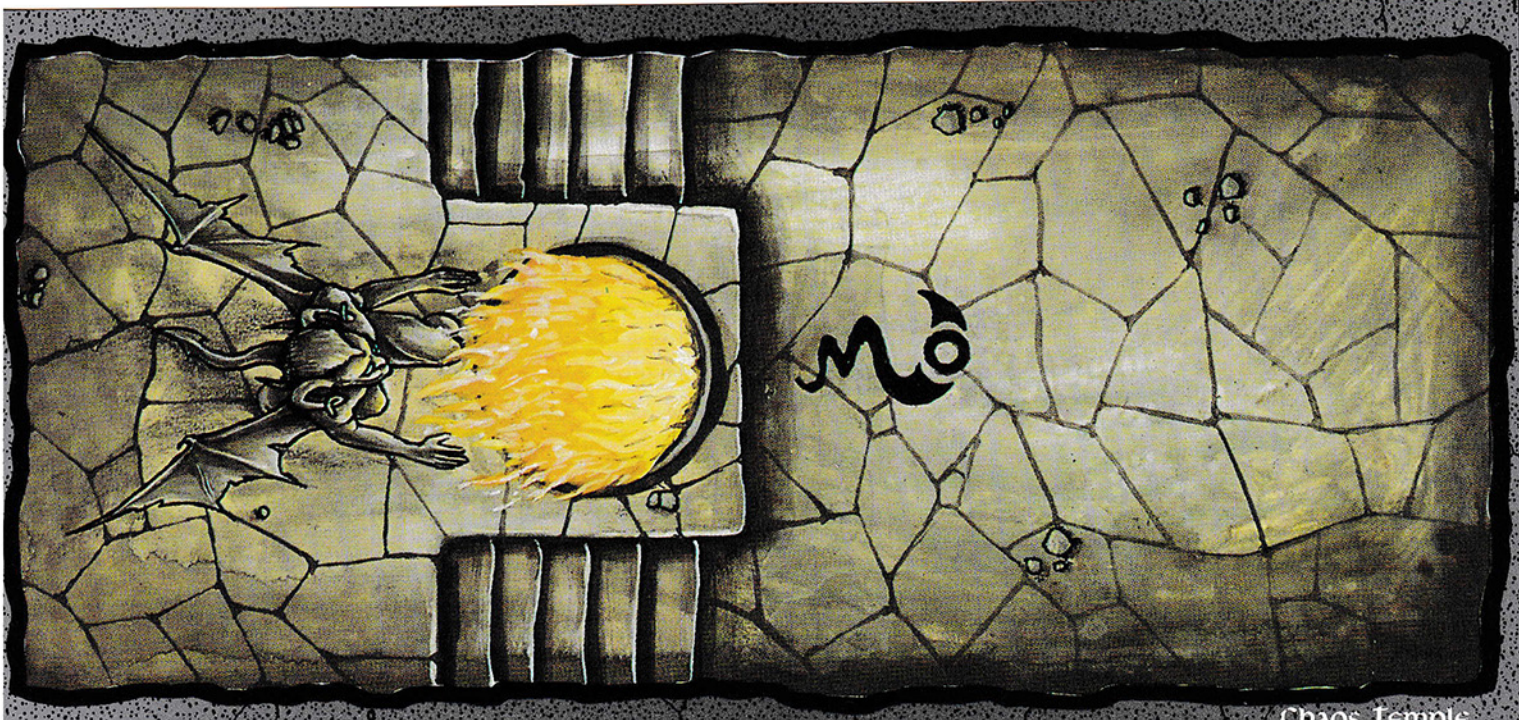


Troll Lair



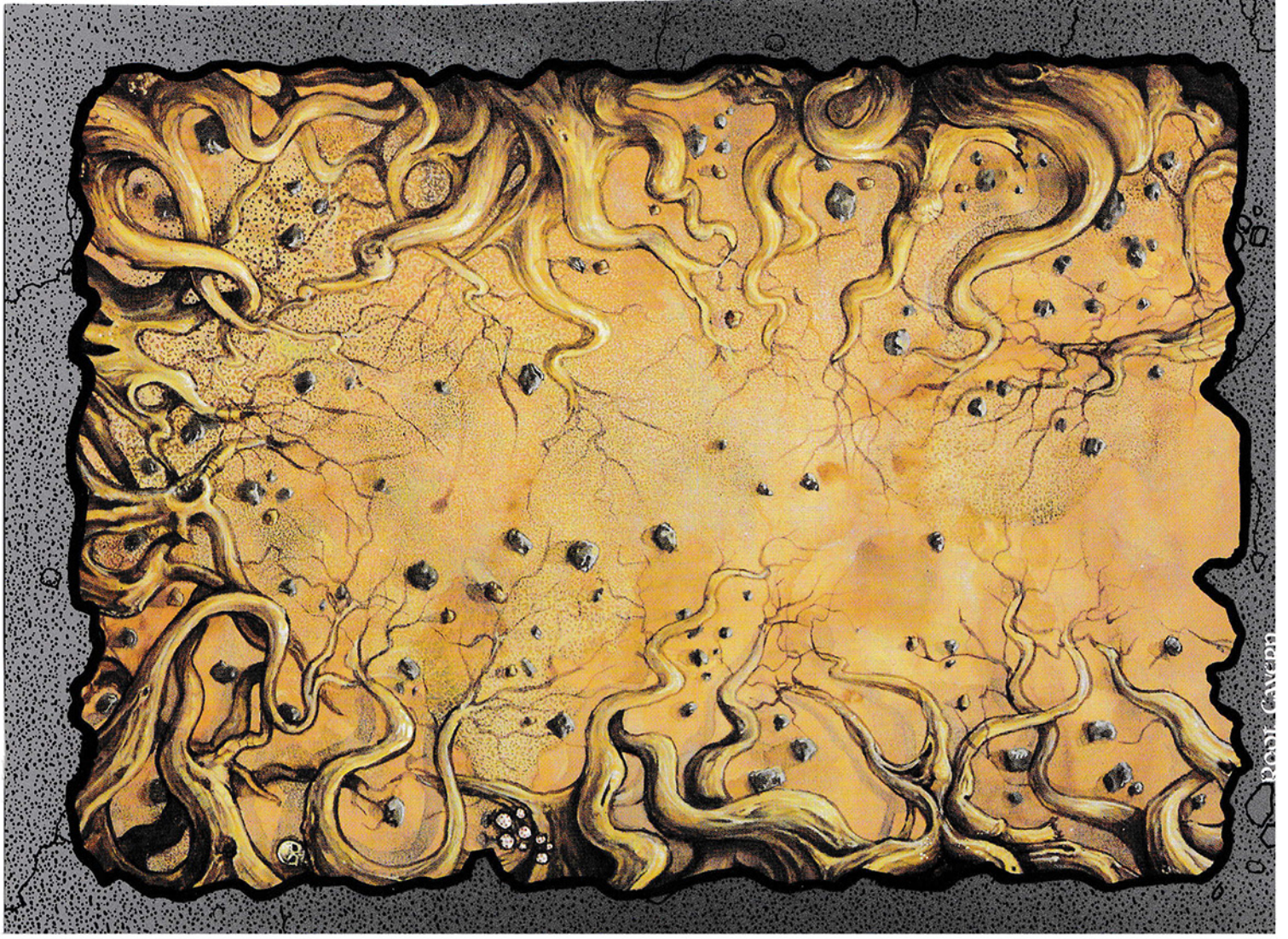


Ice Cavern

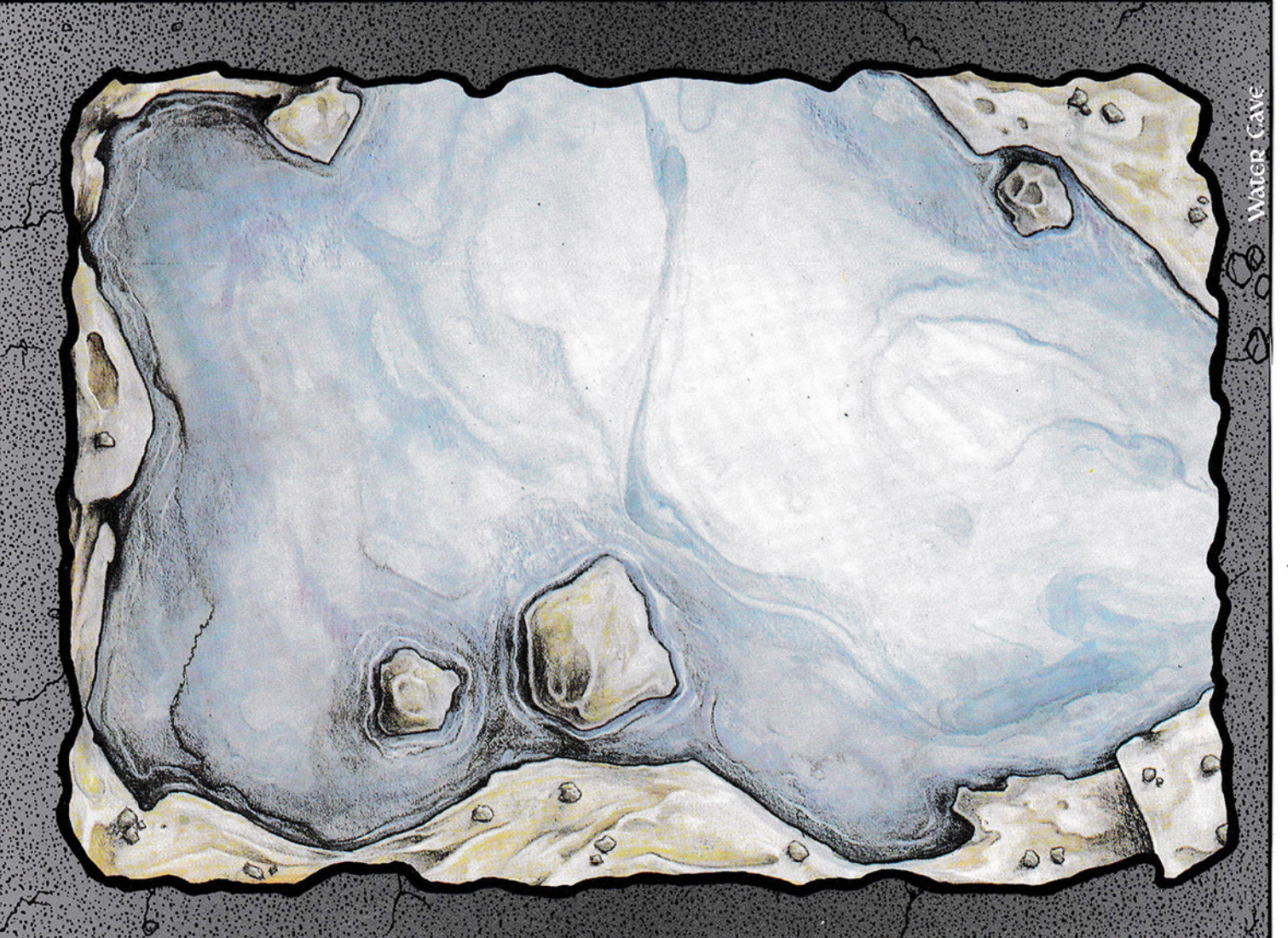


Chaos Temple





Rebel Caverns

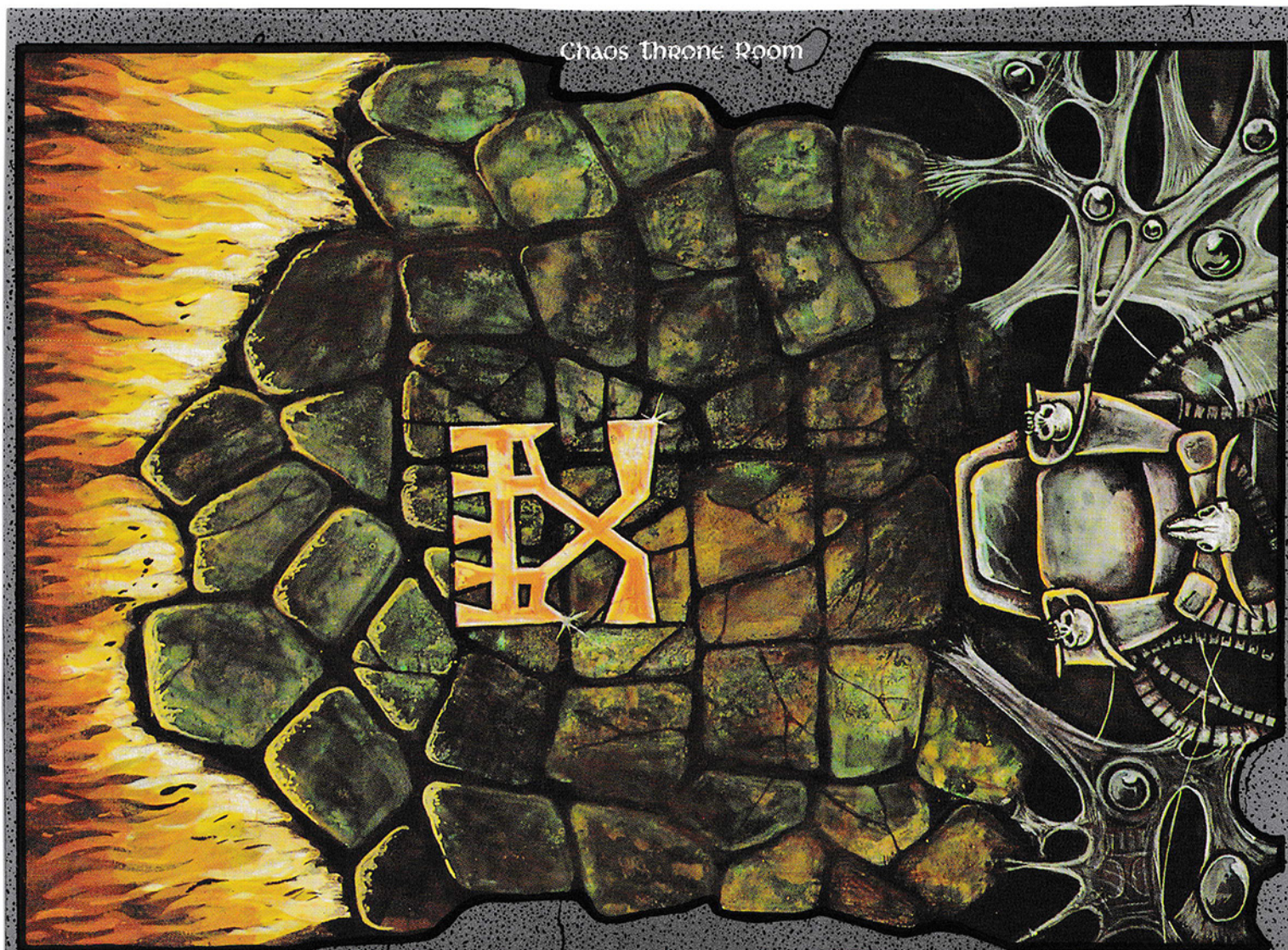


Water Cave





Chaos Cavern

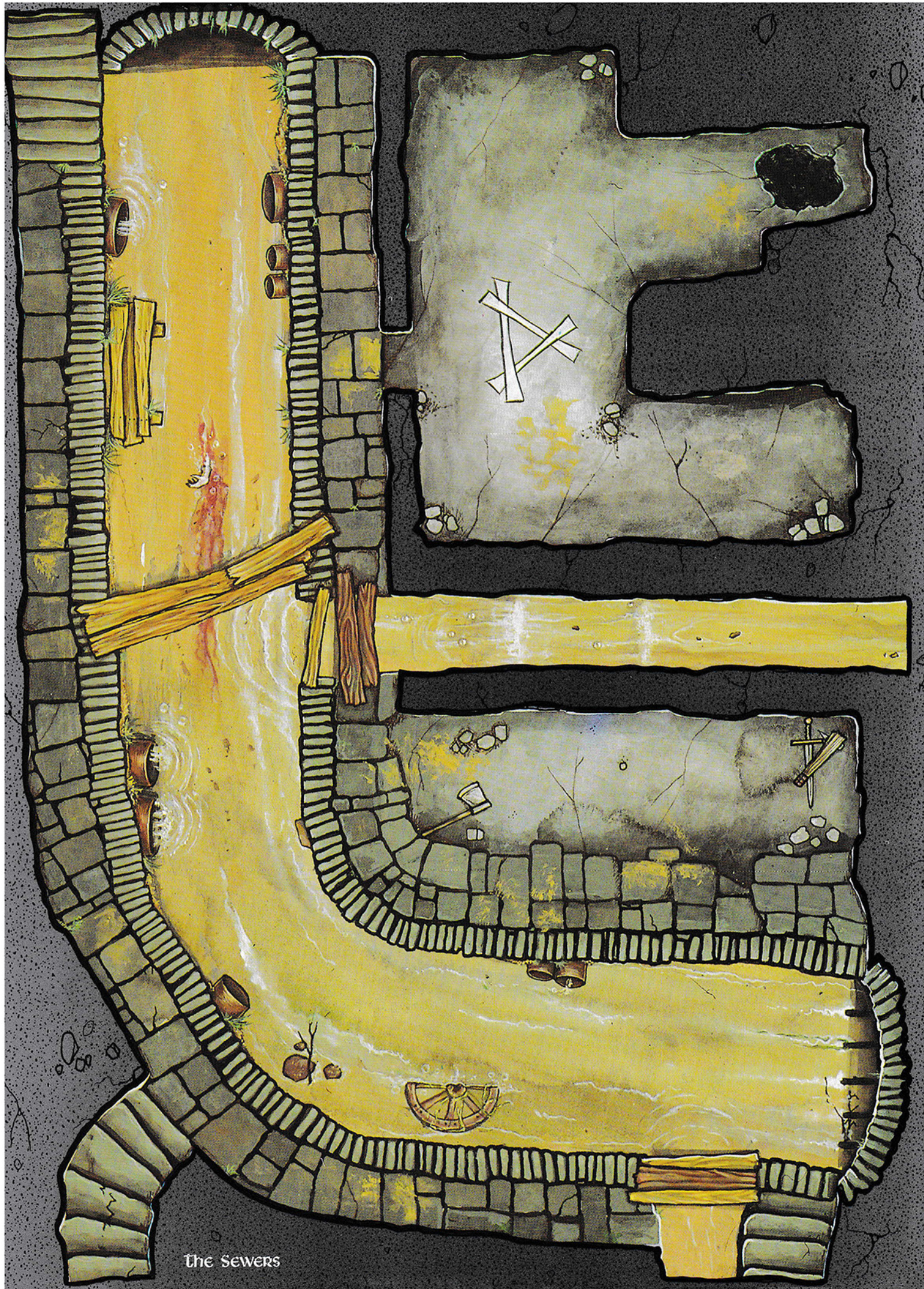


Chaos Throne Room









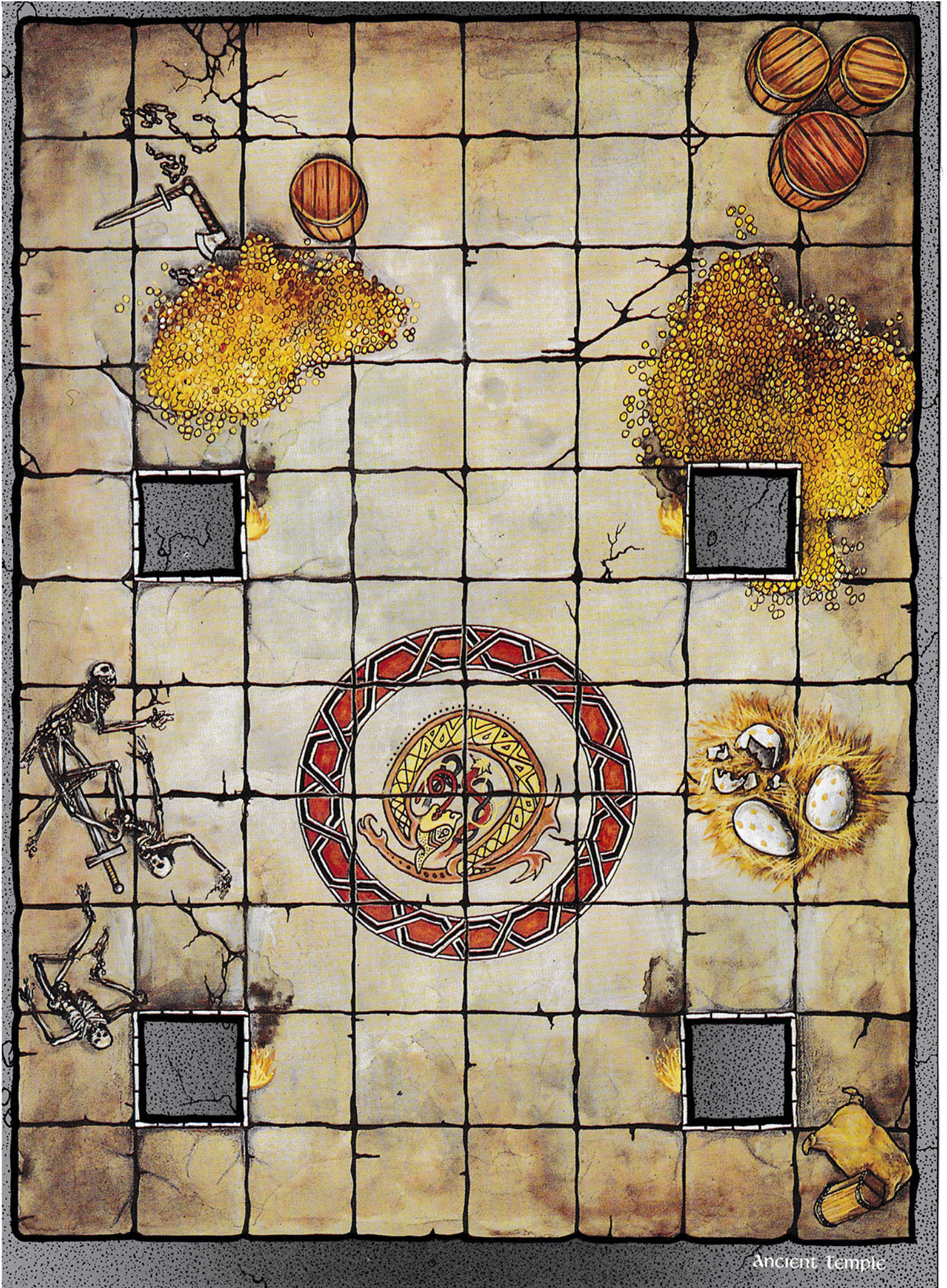
The Sewers





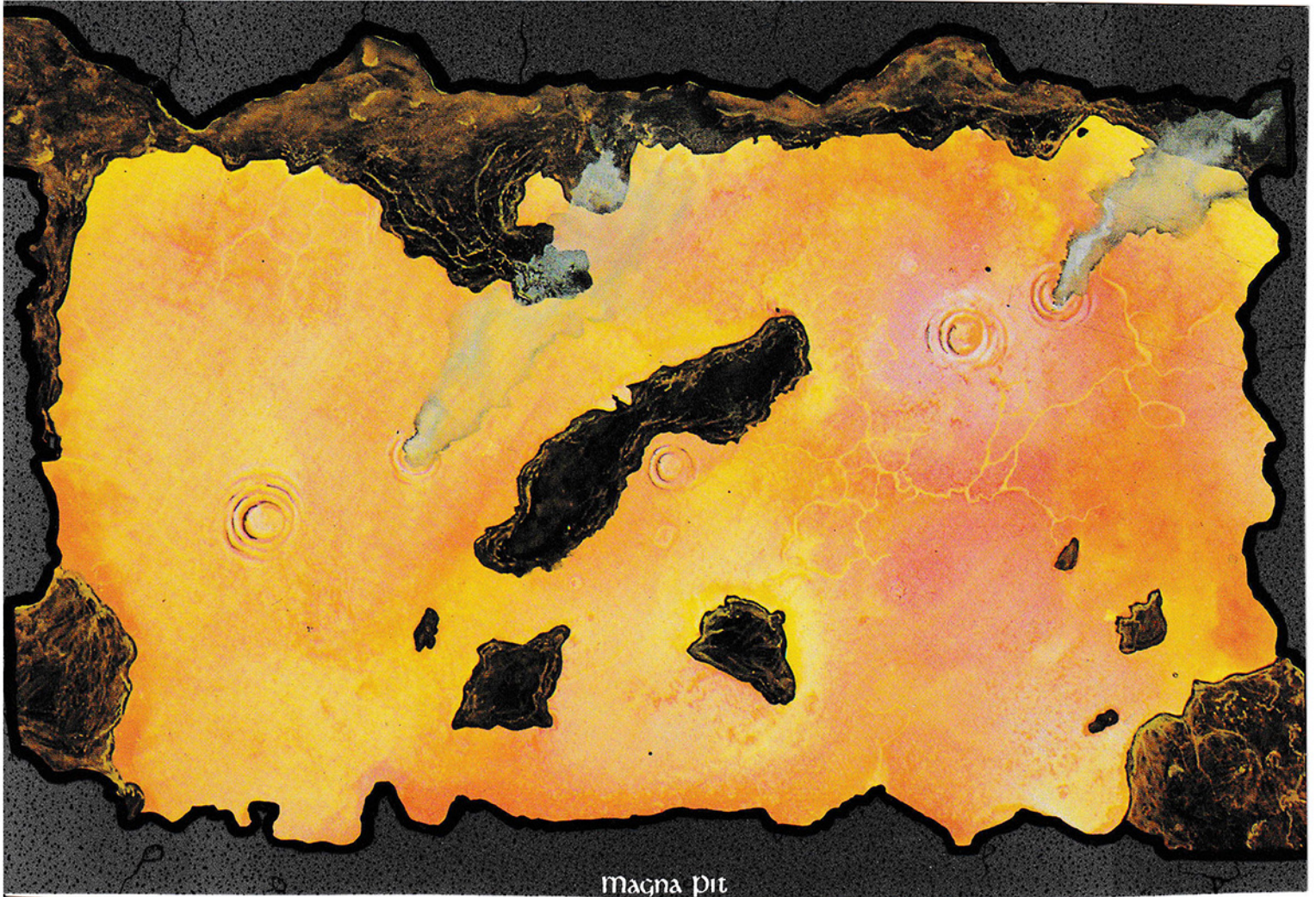
Tunnel Complex



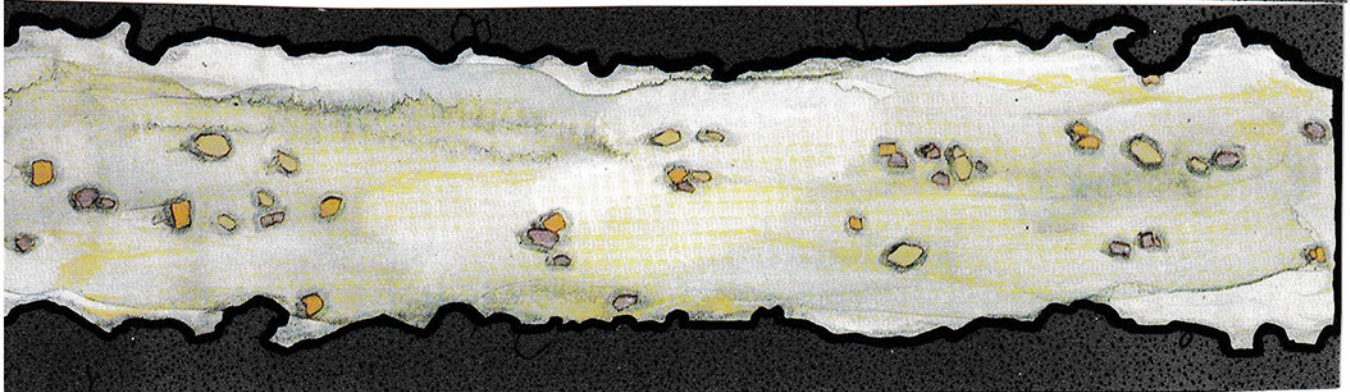
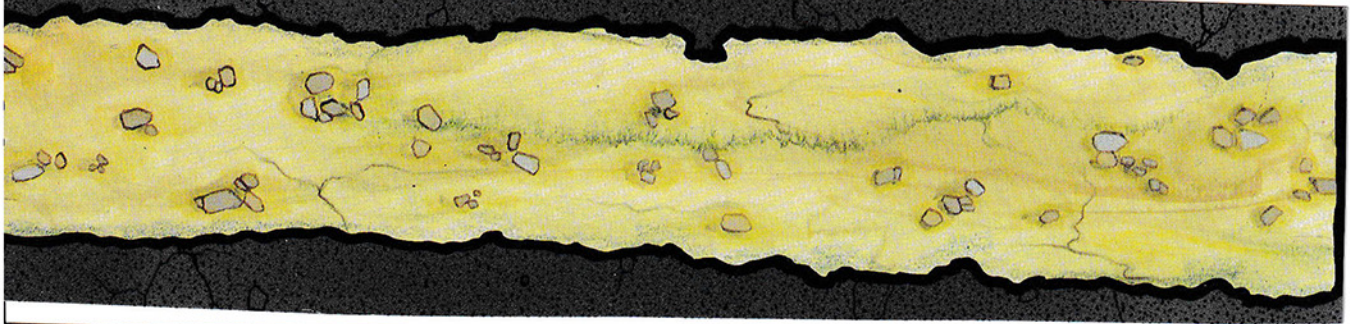


ancient temple

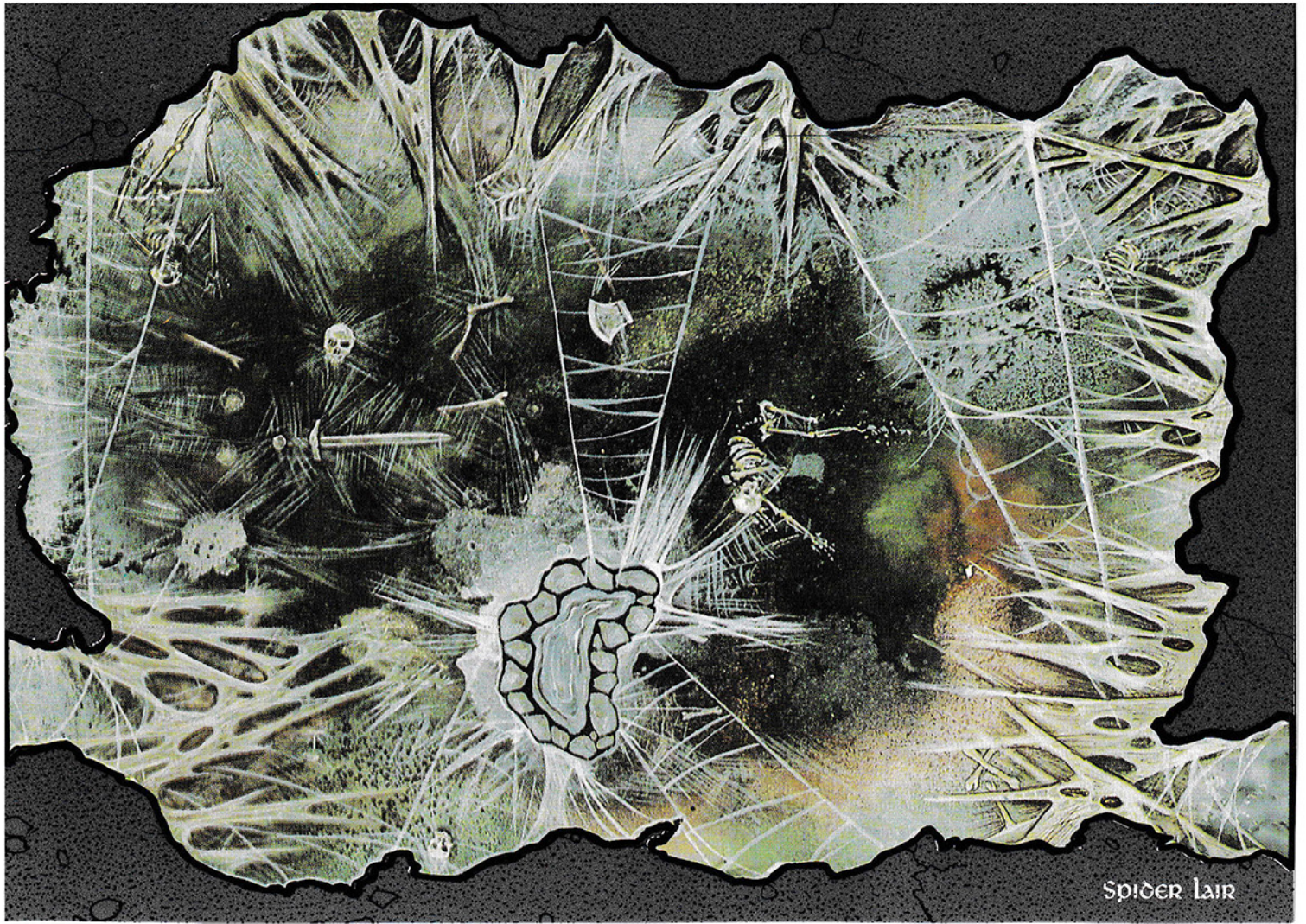




magna pit







Spider Lair



# WELCOME TO DUNGEON LAIRS

A WARHAMMER FANTASY ROLEPLAY GAME AID BY GRAEME DAVIS.

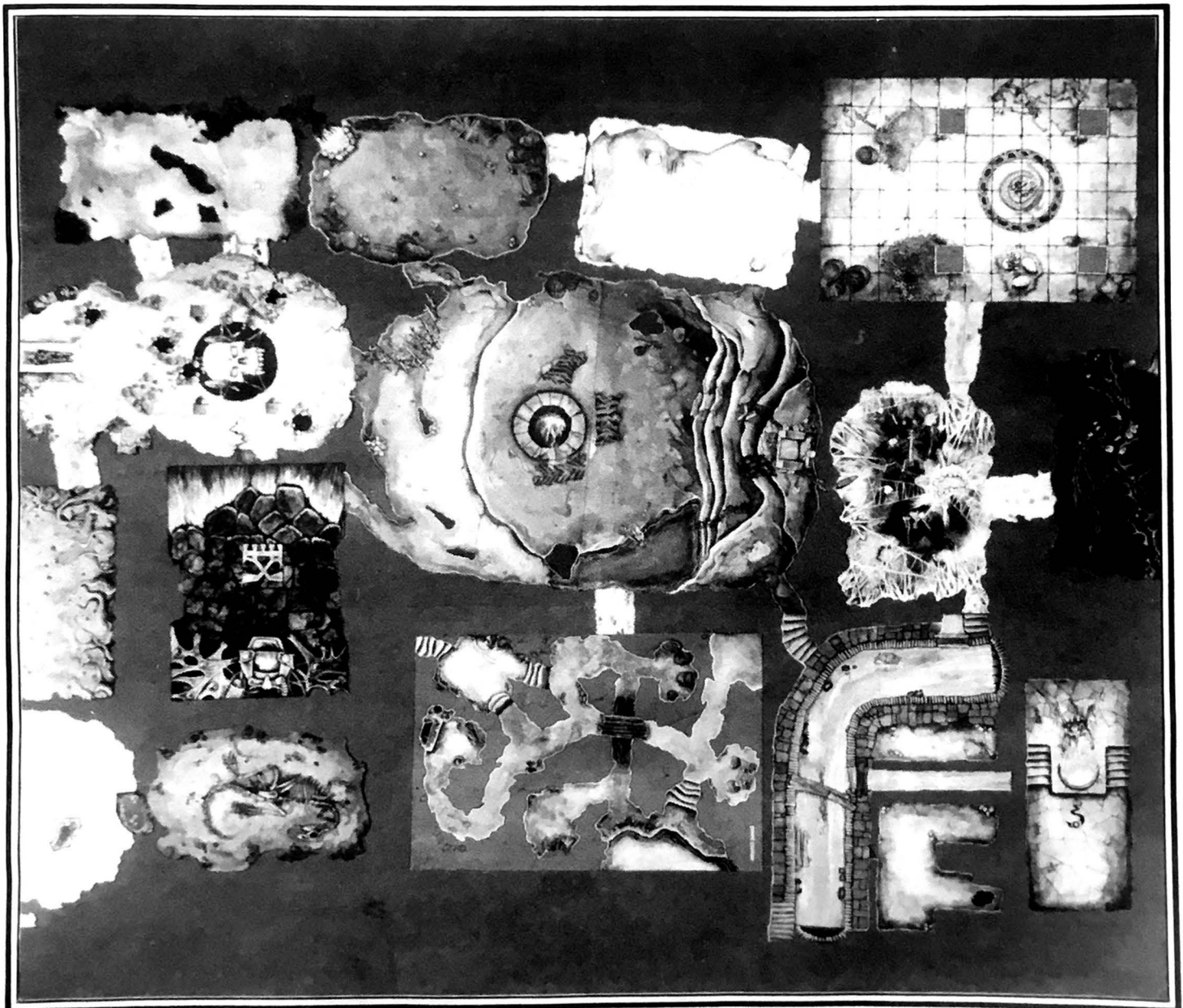
If you have ever struggled with the description of an Orc lair or a Troll cave, just as your players burst through the door, then **Dungeon Lairs** is the answer to your troubles. This set comprises 15 ready-to-use floorplans of monster lairs and other dungeon features, complete with rickety furniture, gnawed bones and all the other bits and pieces you expect in a truly authentic, lived-in monster lair, plus a sheet of linking passages so that you can build your own dungeon complexes.

**Dungeon Lairs** are produced to the same scale and the same high standards as Games Workshop's highly successful **Dungeon Rooms**, **Dungeon Floor Plans** and **Caverns** game aids, and are ideal for use with any fantasy roleplaying game. This set comprises a number of ready-made monster lairs for use in your adventures, and can be used again and again. **Dungeon Lairs** can be combined with **Citadel Miniatures** to make your adventures really come to life!

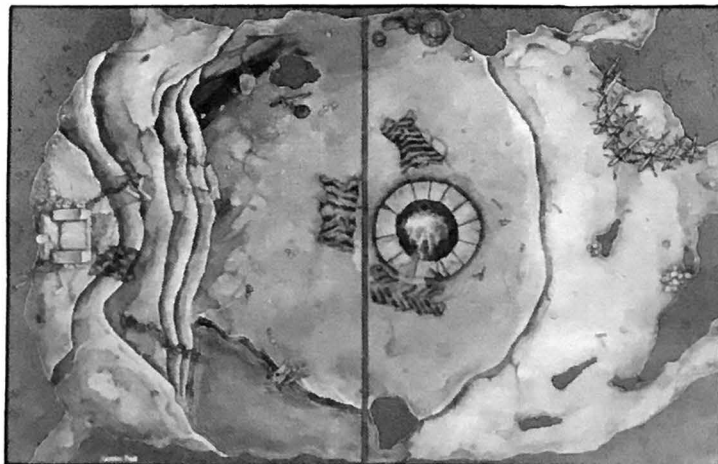
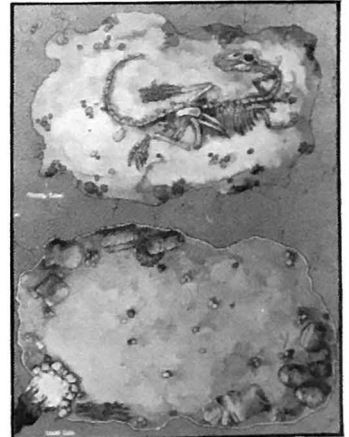
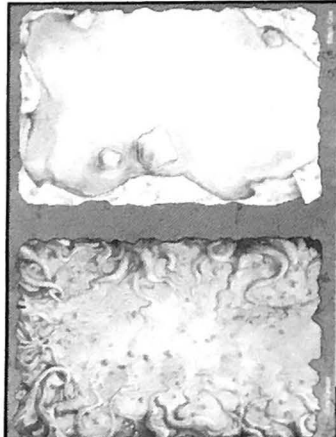
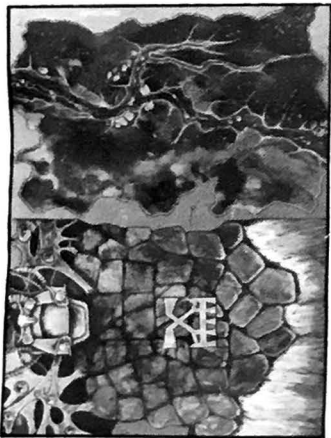
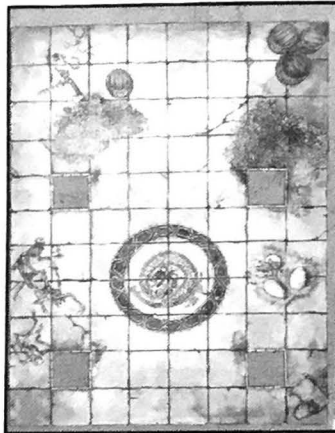
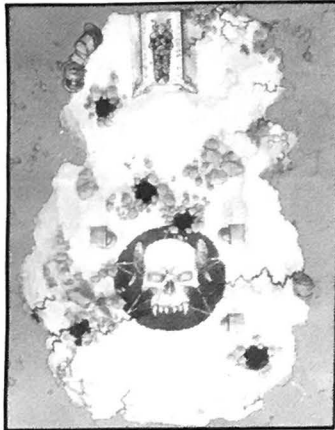
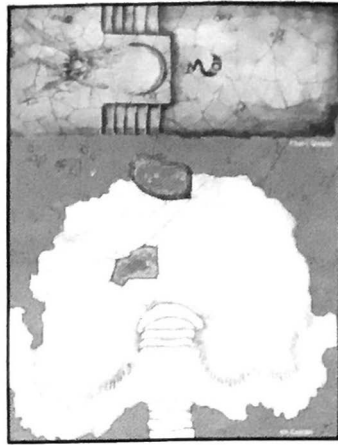
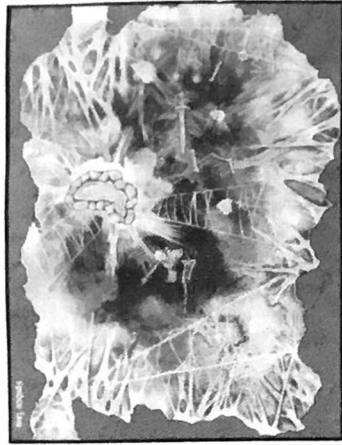
**Dungeon Lairs** can be used in any way you like, but one particular method is to use them as feature areas for your dungeon adventures. To help you plan a dungeon complex out, the opposite page has small-scale reproductions of all the lairs in the set, and you can photocopy them and use them as we have in the sample layout below. Sections of corridors and passageways can be used to show links between the lairs, as you can see in the picture below.

To give you an idea of the possibilities of **Dungeon Lairs**, we have laid out on a tour. You can use the following descriptions in your own games, or alter them to suit your particular needs. Complete profiles for **Warhammer Fantasy Roleplay** are included, to show you the type of inhabitant you might find in each lair.

With that, I leave you in the capable (if wickedly clawed) hands of Mr. Brathzabrudl, one of our top-flight Demon real estate negotiators.











### THE SEWERS

Ah, savour that delicate aroma. There's no place quite like it, is there? Here we see as fine a set of sewers as you'll find anywhere, as seen beneath the cities of Altdorf, Nuln, and, of course, Bogenhafen. Designed to the very highest standards, they include flagged walkways - complete with lovingly-crafted crumbly stones at the edge - a selection of discharge pipes and side-channels, and a full complement of rotten planks guaranteed to make crossing the effluent channel an experience you'll never forget. Ah, it looks like someone missed their step there. And, of course, those charming finishing touches such as the broken wheel.

But that is only a part of the design. What makes this sewer really special is the inclusion of two hidden lairs - OKAY, YOU CAN COME OUT NOW - and the inhabitants you see before you. Just let your adventurers get a little way along the sewer, let both lots of beasties out at once, and you've got them neatly pincerd. What then? Will the adventurers try to wade up the side-channel to safety? Will they trust their luck to the rickety plank or try to jump to the other side and escape up the steps? One thing's for certain - a lot of people are going to get very, very mucky. And you know how they hate that. Especially the Elves.

The sewers can house a variety of beasts, from the occasional Amoeba swimming contentedly through the sewage, through Giant Beetles and Leeches to Rats (of all sizes) and, of course, Skaven. We've taken Rats and Skaven as the theme for our little demonstration here, but of course, as with all the properties you will view on this tour, we are only too happy to fit out and stock the lairs to your own individual requirements.

### SKAVEN

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	25	3	3	7	40	1	24	24	24	18	29	14

**Special Rules:** Night Vision, 30 yards. Their weapons and bites have a 35% chance of causing infected wounds. Some mutant Skaven have prehensile tails which can grasp an additional weapon, giving them 2 Attacks. 10% of weapons are envenomed with a deleterant poison.

### RAT, GIANT

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	25	0	3	3	5	30	1	-	14	14	18	18	-

### RAT, NORMAL Individual

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	0	1	1	30	1	-	14	10	14	14	-

### Swarm

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	1	1	10	10	-	89	5	89	89	-	-

**Special Rules:** bite attack, with a 35% chance of causing infected wounds, and a 2% chance of carrying the Black Plague. Giant Rats have Night Vision to 20 yards, and normal rats have Night Vision to 10 yards.

Swarms of rats consist of normal rats only, and are subject to the following special rules:

A swarm consists of 1,000 rats. When using miniatures, the GM should use one model to represent 100 individuals. Each group of 100 has 1 bite attack and 1 W; fire and magic affect the swarm normally, as if it were one large creature. All other attacks will merely kill D6 creatures, so that destroying a swarm with normal hand-to-hand weapons will be a long and dangerous task, as it is necessary to kill 100 Rats before inflicting 1 W on the Swarm and removing one model. Each time the swarm loses 1 W, its A score will be reduced by a like amount. Use the Sudden Death Critical Hit Table (WFRP, p. 125) to resolve critical hits. Swarms are flammable. They are subject to stupidity, but are otherwise immune to all psychology rules. Swarms can move through groups of creatures and other obstacles with no movement penalty.

Any adventurer walking on the crumbly stones at the edge of the sewer (for example, the outer one of two characters walking abreast) has a 5% chance per round of the stone collapsing into the sewer under his or her weight. In this event, the character must make a successful I test or be pitched headlong into the effluent channel.

The wooden planks across the channels are weak and rotten, and any character walking on them has the following chance of breaking them and being pitched into the effluent:

Character	Chance of plank breaking
Heavily Armoured	25%
Lightly Armoured	50%
Unarmoured	25%
Heavily encumbered	+10%

If two or more characters are on a plank at the same time, the chances of each character breaking the plank are added together.

The walkways are damp and slippery, and any character moving at greater than cautious speed must make an I test every round in order to avoid slipping and falling. If the test is failed by more than 30%, the character has fallen in the sewer.

Characters who fall into the effluent will have their Fel score halved until they have the opportunity to clean themselves and their clothing. In a particularly deep sewer, Dwarfs and Halflings run the risk of drowning - see WFRP, p. 74.

All wounds suffered in the sewers have a 10% greater than normal chance of becoming infected (WFRP p. 83).

More extensive special rules for adventuring in sewers, along with expanded notes on events and encounters, can be found in the Warhammer Fantasy Roleplay adventure pack *Shadows over Bogenhafen*.



### ROOT CAVERN

Moving on, we come to this charming little area. As you can see, we are beneath the town park, and the roots of some of the larger trees have been incorporated into the design to enhance structural stability while at the same time setting the character of the decor.

You'll notice that the cavern is pleasantly cool and damp, and provides the ideal environment for growing fungi and other interesting crops. Here we see some of our highly-trained agronomics staff engaged in just such a task.

### SNOTLINGS

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	17	17	1	1	3	30	1	14	14	14	14	14	14

**Special Rules:** Snotlings are not subject to inter-goblinoid animosity. When they do not outnumber their opponents by at least 10:1, they are subject to fear. They are immune to the effects of moulds, and use a variety of spore weapons, either thrown or cast from slings, which have the same effects as red or yellow mould (see below). Snotlings have Night Vision to 10 yards.

**Red Mould:** releases spores on contact with a living creature, forming a spore-cloud which covers a 5-yard radius for 3 rounds. All living creatures in the cloud must make an immediate I test or be blinded for 2D6 hours (WS, I, Dex -25, opponents WS +25). In addition, Humans and Halflings exposed to the spores gain 1D6 Insanity Points.

**Yellow Mould:** releases spores in the same way as Red Mould, creating a spore-cloud of the same dimensions which lasts for 1D6 rounds. All living creatures in the cloud must make an immediate T test or lose consciousness until 1 round after the cloud has dispersed, losing D3 W (regardless of T and armour) for each round that they are in the cloud. Creatures reduced to 0 W should roll on the Sudden Death Critical Hit Chart for additional damage.

Characters moving through the tangle of roots at greater than cautious speed must make an I test every round; a failed test indicates that the character has fallen over, becoming a prone target for the rest of that round and unable to perform any action other than attempting to stand.







WATER CAVE

Moving deeper underground, we come to the first area of our dungeon complex proper. We find that water-filled caves are very effective as a first line of defence - they do tend to make heavily-armoured adventurers think twice. As an added feature, we have a shelving floor to this particular pool, so that the adventurers are able to wade for a few yards before the floor drops away and they vanish in a very satisfying stream of bubbles.

Now, I know what you're thinking. What about the smart-alecks with no armour and Swim skill? Naturally, we've thought of that. The cave comes complete with your choice of a small Dragon Turtle - already housetrained, of course, and very fond of children and Halflings - or a Water Elemental, to keep those maintenance costs down. Both are trained to retrieve objects from the bottom of the pool, so you can lay your hands on those magic swords and other useful bits and pieces without even getting your feet wet.

**DRAGON TURTLE**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	0	4	4	17	30	2	-	29	10	29	29	-

**Special Rules:** causes fear in living creatures under 10ft tall. 2 Armour Points on the shell; head and flippers are unarmoured. Steam breath once per hour, in a cloud 12 yards long, 8 yards wide and 8 yards high; all creatures in the cloud suffer 1D6 W damage, regardless of T and armour, but creatures who make a successful I test suffer only half damage.

**WATER ELEMENTAL**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	50	50	5	5	50	50	5	-	50	50	50	50	-

**Special Rules:** see WFRP, p. 254. This is a size 5 Elemental, and can split into two or more smaller Elementals whose sizes add up to 5, with profiles reduced accordingly. For every 9 W lost, the Elemental's size is reduced by 1. Immune to normal weapons; attacks count as magical, and can wound creatures which are immune to normal weapons. The Elemental is able to cast one Lightning Bolt spell per round; it may not cast spells while engaged in hand-to-hand combat.

The water is 3 feet deep around the edges of the pool, but after a distance of 2 yards the bottom drops away vertically to a depth of 70 feet. The GM should refer to the swimming and drowning rules (WFRP p. 74). You may like to improvise your own rules for armour and other metal equipment rusting and siezing.



MOSSY CAVE

We continue the 'damp' theme with this moss cavern. It's a lovely snug, damp environment - exactly the kind of place where you might find bugs and beetles. Again, we present you with two options - either a swarm of normal-sized beetles, or our giant economy-size model, depending on your individual requirements. And of course, the cavern will be fitted out with fungi and moulds from our extensive range at no extra cost. Hmmm - I'm not sure where the Dragon skeleton came from - probably just another charming touch from our design team. Still, I'm sure a Necromancer might find it useful, and it does add a certain something to the lair.

**GIANT BEETLE**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	0	3	3	11	10	2	-	43	2	24	6	-

**Special Rules:** subject to fear of fire, otherwise immune to all psychology rules. Fly as landers. 2 Armour Points on all locations. bite attack, with a 40% chance of causing infected wounds. Night Vision, 20 yards.

**BEETLE SWARM**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	1	1	10	10	10	-	89	5	89	89	-

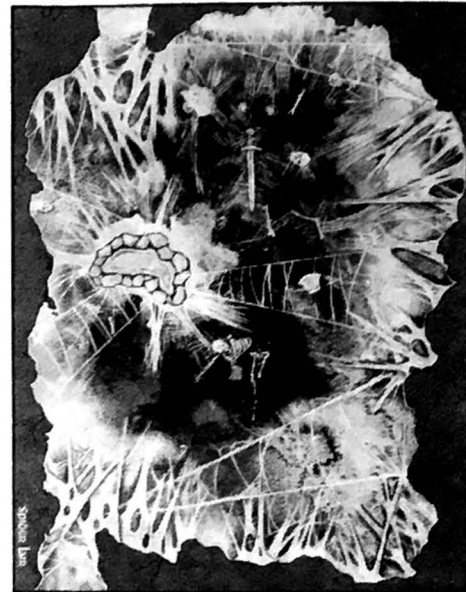
**Special Rules:** subject to stupidity, otherwise immune to all psychology rules. Fly as hoverers. A swarm consists of 10,000 insects, represented by 10 models, each with 1A and 1 W. Only vulnerable to fire and magic (or water when flying) - all other attacks kill D6 x 10 insects; 1,000 insects must be killed before the Swarm loses 1 W and one model is removed. The Swarm's A score is reduced in step with its W. Use the Sudden Death Critical Hit Table (WFRP, p. 125) to determine critical hit results. The Swarm is flammable, and can move through groups of creatures and other obstacles with no penalty.

**MOULDS:** Red and Yellow Mould have been described above (see Tree Root Cavern). Other moulds available from our extensive range are as follows:

**Fluorspore:** releases spores if a warm-blooded creature passes within 1 yard, or a naked flame passes within 5 yards. The spore cloud covers a 5 yard radius, and lasts for 3 rounds. Everything within the cloud becomes coated with the spores, which glow brightly for a period of seven days, making the victim clearly visible for a distance of 10 yards, even in pitch darkness. Spores which settle on exposed flesh embed themselves and develop, so that the victim becomes drowsy (see Poisons - Deleriants) six days after exposure, losing 1 T and 1 S per day; if either score reaches zero, the victim dies. A character with Cure

Disease skill can destroy the fungus at this stage by using a preparation of Nightshade (see Potions) and making a successful Int test. Lost S and T points are recovered at the rate of D3 per day once the fungus has been destroyed.

**Purple Mould:** releases spores if any magical item or creature (including spellcasters) passes within 5 yards. The spore cloud covers a 5 yards radius and lasts for D6 rounds. Any creature with Magic Points, or any magical item which uses them, will lose D6 Magic Points as the spores drain magical energy. No spells or magic items can be used within the spore cloud.



SPIDER LAIR

Continuing the 'creepy-crawly' theme from our last port of call, we move on to the Spider Lair - just the place for putting a few unwelcome callers into cold storage. As you can see, they will just hang there paralysed in the webs until the spider eats them. The beauty of this system is that all armour and equipment remains untouched, ready for you to collect it - and if you're quick enough, you can retrieve adventurers for interrogation or painful death before the spider eats them, and bring them round again with a dose of antidote.

**GIANT SPIDER**

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	33	0	5	4	17	10	2	-	43	2	24	6	-

**Special Rules:** fear fire, otherwise immune to all psychology rules. Cause fear in living creatures under 10ft tall, and terror in arachnophobes. Bite attack - victims must make a Poison test or be paralysed (see Poisons). If a victim is bitten twice and fails both Poison tests, the victim will die in D6 rounds. 2 Armour Points on all locations.

Any character moving at greater than cautious speed in this cave must make an I test every round in order to stay clear of the webs. A failed test indicates that the character has become entangled in a web. Entangled characters count as prone targets and may not move or perform any action other than trying to free themselves. The web may be burnt away (at the GM's option, the entangled character may have to make a successful Risk test in order to avoid sustaining 1 W point of fire damage), or the entangled character may break free on a successful S test; one test may be attempted each round.

**TROLL LAIR**

Moving a little up-market - but not much - we come to our Troll lair. Don't be deceived by the name, as this tastefully-appointed lair is suitable for almost any large





humanoid monster, or for a group of smaller ones. Deceptively spacious, it can accommodate almost any living requirement, from Beastmen through Goblins to Minotaurs, Ogres and Trolls. Here we see a Troll family - first time buyers, I might add, showing you just how reasonable our rates are - settling down to enjoy their evening meal. Stay close to me as we pass through - stragglers have a way of ending up as dessert round here.

#### TROLL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	33	9	5	4	18	10	3	14	14	14	24	24	6

**Special Rules:** subject to stupidity; if a stupidity test is failed, the troll will stop and eat the nearest thing, regardless of what it is made of or whether it puts up any kind of resistance. If a Troll kills or disables an opponent, it must make a Cl test or begin eating. If disturbed while eating, it will attack those who have disturbed it, with its A temporarily doubled until it is able to resume feeding. Trolls cause fear in living creatures under 10ft tall. **Regenerate 1 W per turn, even after death;** when W drops to 5 or less, the Troll cannot move or perform any other action until it has regenerated to 6 W. Wounds caused by fire or acid cannot be regenerated. If a critical hit result indicates that a Troll's lower body is pierced, acid sprays over a semicircular area 3 yards in diameter in front of the Troll, causing D3 S 10 hits to all in the area. Armour provides no protection against this, and non-magical armour and weapons are automatically ruined.



#### MAGMA PIT

Ah, now this is the highlight of the tour as far as I'm concerned. I have one of these myself, and have always found it most satisfactory. I can see that you, sir, would particularly appreciate a feature like this. Plenty of room to lie back and stretch your wings, and kept at a constant temperature of ten thousand degrees.

For those of you who won't be using the magma pit personally, it can of course be used as part of your dungeon layout, and suitable staff will, as always, be provided for a moderate additional fee. Allow me to introduce my nephew, Marzagol. Trained him myself. And of course, for those of you who are put off by the outlay involved, or who have other claims upon your souls, our economy package can supply you with a Fire Elemental instead. I think you'll agree, there is room in every dungeon for a feature like this.

#### LESSER DEMON

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	50	42	4	3	5	60	2	89	89	89	89	89	14

**Special Rules:** cause fear in living beings under 10ft tall. Immune to psychological effects except those caused by Greater Demons or deities. Fly as swooper, claw and bite attacks. Subject to instability outside the magma pit.

#### FIRE ELEMENTAL

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
9	90	90	9	9	90	90	9	90	90	90	90	90	-

**Special Rules:** see WFRP, p. 254. This is a size 10 Elemental, and can split into two or more smaller Elementals whose sizes add up to 10, with profiles reduced accordingly. For every 9 W lost, the Elemental's size is reduced by 1. Immune to normal weapons; attacks count as magical, and can wound creatures which are immune to normal weapons. The Elemental is able to cast one Fire Ball spell per round; it may not cast spells while engaged in hand-to-hand combat.

Creatures venturing into the magma pit are automatically destroyed, along with all non-magical equipment. Gems have a 25% chance of surviving. Ethereal creatures, and those whose nature protects them from high temperatures (Demons, for example) are immune to this effect. Magical items dropped into the magma pit have a chance of being destroyed, according to the following table:

Item	Chance of Survival
All-Seeing Mirror	25%
<b>Amulet</b>	
Thrice-Blessed Copper	25%
Adamantine	25%
Enchanted Jade	45%
Coal	Automatically Destroyed
Iron +10	25%
Iron +20	35%
Iron +30	45%
Righteous Silver	35%
<b>Armour</b>	
Mithril	45%
+1	25%
+2	35%
+3	45%
Rune	25% +5% per Rune
Arrow	Automatically Destroyed
Boots	Automatically Destroyed
Enchanted Rope	Automatically Destroyed
<b>Jewel of Power</b>	
Spell	25% +10% x spell level
Multiple Spell	25% +10% x total spell levels
Energy	25% +5% per Magic Point
Grimoire	Automatically Destroyed

Potion	Automatically Destroyed
<b>Ring</b>	
Amulet	As Amulet above
Spell	25% +10% x spell level
Protection	35%
Warding	25% +10% x spell level
Multiple Spell	25% +10% x total spell levels
Multiple Warding	25% +10% x total spell levels
Scroll	Automatically Destroyed
<b>Wand</b>	
Onyx	25% +10% per Magic Point
Jet	35%
Jade	35%
<b>Weapon</b>	
Dawnstone	25% +10% per ability, +5% per Rune
	45%



#### GOBLINOID HALL AND TUNNEL COMPLEX

Now we come to one of our set-pieces. Lovingly designed and absolutely complete, this Goblinlair consists of a series of passages and small caves, leading to a spacious main cavern with passages leading off in all directions. As you can see, the tunnel system is designed so that it can be



linked to the sewers or to the water-filled cave, and of course the tunnels can lead to any other area of your choice. This series of caves, we are certain, is the last word in purpose-built accommodation, and can accommodate any of the Goblinoid races, or indeed any other type of gregarious subterranean monster. For the purposes of our demonstration we have installed a tribe of Goblins, the Groin Rippers, but the complex is fully capable of housing an Orc or Hobgoblin warband, a group of Beastmen, or anything else that takes your fancy. Ah, this is Grudgob Bonechewer, the leader of the Goblins. I think he wants to meet you. No, Grudgob, I don't think it would be a good idea if you and your boys were to cut the ladies and gentlemen into pieces and suck the marrow from their bones, so why don't you just go and play with the Halfling you have over there in your captive pen...

#### Grudgob Bonechewer - Goblin Minor Hero

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	45	45	4	4	10	40	2	28	28	28	28	28	28

#### Groin Ripper Goblins

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	25	3	3	7	20	1	18	18	18	18	18	18

**Special Rules:** subject to animosity against Goblinoids of other tribes and races. Hate Dwarves, fear Elves unless they outnumber them by at least 2:1. **Night Vision** 10 yards.



#### ANCIENT TEMPLE

Now we come to the first of our temples. Painstakingly removed stone by stone from its original location and lovingly reconstructed here, this temple is the ideal setting for all kinds of monsters. For the purposes of our demonstration, we have installed a Dragon, but the lair is equally suitable for almost any kind of monster. Ah, in fact I see that we have had a happy event. Raxilia has been sitting on those eggs for almost a year now. Pardon me, madam, but I wouldn't go too close if I were you; he may only just have hatched, and I'm sure, as you sat that he looks like the sweetest thing, but he's fully capable of taking your arm off and probably quite hungry after chipping his way through the egg. In fact, I would suggest that we move on before we upset Raxilia unduly - they do become a little unpredictable around hatching time. I'll just say as we leave that the lair comes fully fitted out to your requirements - although I regret to say that treasure is not included - and that... ah. Well, I'm sorry, madam, you really should have kept a tight hold of your child's hand. I really think we ought to hurry on before they finish him off and look for the next course...

#### Dragon

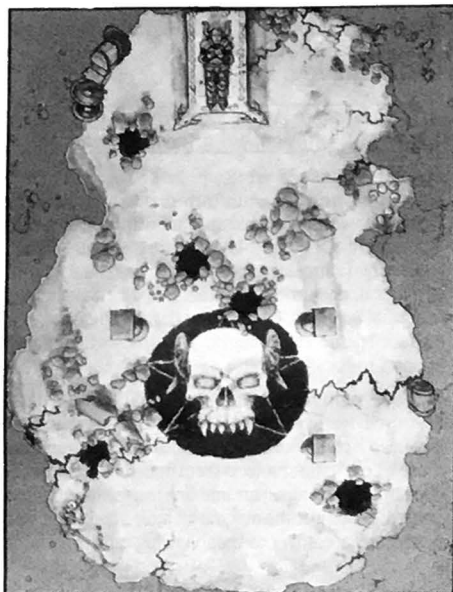
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
6	59	0	7	7	59	30	6	-	89	41	89	89	24

**Special Rules:** 4 stompatacks, 1 bite, 1 tail-lash. Cause fear in all living creatures, and terror under 6 feet tall. Fly as lander. 2 Armour Points on all locations. **Night Vision** 20 yards. Breath weapon: cone-shaped area of effect 24 yards long and 8 yards wide at the far end, all creatures within the area take 2D6 automatic wounds at S 7, halved if a successful I test is made. The dragon will not breathe if being attacked hand-to-hand on either flank, and cannot breathe fire and bite in the same round. Immune to normal fires, 50% resistant to magical fires.

#### Hatchling Dragon

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	0	3	3	23	30	2	-	18	24	29	29	24

**Special Rules:** 1 bite attack, 1 tail-lash. Does not cause fear or terror, unable to fly as yet. 1 Armour Point on all locations. **Night Vision** 20 yards. No breath weapon. Immune to normal fires, 50% resistant to magical fires. Tests on mother's personal characteristics (Ld, Int, Cl, WP) while mother is within 50 yards.



#### BARROW

Moving quickly on, we come to another of our beautiful set-pieces. As you can see, this spacious barrow offers adequate accommodation for a whole line of ancestors, or for an undead chief with retainers. Don't lean too hard on the pillars, sir, you might bring the whole place down. And mind that hole, MIND THAT HOLE!

Ah. Very well, ladies and gentlemen, let me suggest that we move on, pausing only to note the fine workmanship of the sarcophagus at the far end, and hurrying on to avoid the state-of-the-art defences which the gentleman seems to have activated...

#### Skeletons

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	25	17	3	3	5	20	1	18	18	18	18	18	-

**Special Rules:** cause fear in all living creatures. Immune to all psychology rules. Subject to instability. Subject to stupidity if not controlled. Hits have a 35% chance of causing infected wounds.

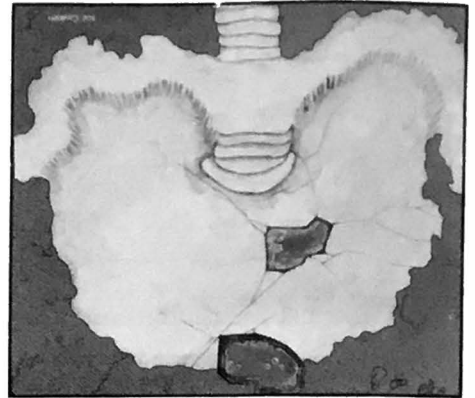
#### Skeleton Major Hero

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	55	47	4	4	12	60	3	38	38	38	38	38	-

**Special Rules:** as normal Skeleton above. May act as a controller for other undead. Plate armour - 1 Armour Point on each location. The Skeleton Hero is armed with a magic

sword, which causes one extra point of damage on a successful attack.

As soon as any living creature moves within 2 yards of any hole, Skeletons will begin to pour from all the holes. One Skeleton per round will emerge from each hole, unarmed and unarmoured, attacking the nearest living creature, until D6 Skeletons have climbed from each hole. Once the Skeletons are destroyed, the Skeleton Major Hero will throw off the lid of its sarcophagus and attack.



#### ICE CAVERN

Here we see another interesting concept, designed for those special occasions. A cavern carved completely out of ice, suitable for anything that doesn't mind the cold too much. As you can see, the far part of the cavern is built over a pool, and our Dwarven engineers can arrange for it to connect to the water-filled cavern we saw earlier, or to any other body of water of your choice. I should be careful on the ice - the water's only just above freezing, and if you were to fall in you'd freeze to death almost immediately. For our demonstration, we have installed a Marshlight here - no, don't look at it, or... sir? Sir! Stay off the ice! Don't follow the light! Don't... oh. You'd think he would have learned with those Skeletons, wouldn't you?

#### Marshlight

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	0	0	0	0	0	0	0	0	0	0	0	0	0

**Special Rules:** Marshlights cause no damage, and may only be harmed by magical weapons - a single hit will dispel them. Characters seeing a Marshlight must make a WP test or be mesmerised, following the Marshlight wherever it leads; it will invariably lead its victim into a trap of some kind. A mesmerised character who is restrained by any companions, or who is struck by anything, may make another WP test to throw off the mesmerism; the compulsion automatically ends if the Marshlight goes out of its victim's sight.

Any character walking on the ice has a chance of breaking it and falling through:

Character	Chance of ice breaking
Heavily Armoured	25%
Lightly Armoured	50%
Unarmoured	25%
Heavily encumbered	+10%

Characters falling into the icy water have a modifier of -30 to all relevant tests, and will drown in half the normal time (see WFRP, p. 74) as the numbing cold slows down their actions.







### CHAOS TEMPLE

Here we see a small but beautifully-designed private temple, such as might be found in the cellar of a respectable merchant or other solid citizen of a town like, say, Bogenhafen, or in a dungeon complex where you decide to make a feature of Beastmen or Chaos cultists. As you can see from the symbol on the floor, this particular temple is dedicated to Tzeentch, the Changer of the Ways, but our wide range of models in stock can accommodate just about any proscribed religion you might care to embrace. We have laid on a small ritual here, which is just reaching its climax.

### Chaos Cultists

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	33	25	3	3	7	30	1	29	29	29	29	29	29

**Special Rules:** The cultists are unarmoured, and are armed only with daggers. Each cultist has a 5% chance of bearing one Chaos Mutation; consult the table on p. 216 of the WFRP rulebook to determine these.

### Lesser Demon of Tzeentch

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	49	43	4	3	5	60	2	89	89	89	89	89	89

**Special Rules:** As normal Lesser Demon (p. \*\*). 2 claw attacks. Hate creatures and followers of Nurgle. Fear all Greater Demons. Able to use D3 level 1 spells of any type; D4 Magic Points per spell known. Full details of Demons of Tzeentch, and those of the other Chaos Gods, will be found in *Realm of Chaos*.



### CHAOS THRONE ROOM

Continuing our Chaos theme, we come to the throne hall of Grunth Bloodletter, a favoured servant of Khorne the Blood-God. Mind the slime, it has some rather nasty Chaotic properties - although if you catch it in the right mood, it does have a surprisingly wide range of conversation. In front of the throne, as you can see, Khorne's symbol is inlaid in gold, and at the far end of the hall is a useful means of access to Head Office itself, in the form of the flame-filled, bottomless abyss. Just right for those special sacrifices.

### Champion of Chaos

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	69	59	5	3	10	70	2	89	89	89	89	89	18

**Special Rules:** see WFRP, p. 230. Grunth's mutation is **Three Eyes**, which is invisible beneath his helmet. His armour has no special properties.

### Warriors of Chaos

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
5	59	49	4	3	10	60	2	89	89	89	89	89	18

**Special Rules:** see WFRP, p. 230.

Any non-demonic creature cast into the flaming abyss falls for eternity, taking 2D6 W points of fire damage per round. Objects cast into the abyss are lost forever; magic items have the same chance of surviving their fall into the abyss as they have of surviving the magma pit (see above). How you retrieve them is, of course, your problem.

The slime is highly caustic, capable of destroying any non-magical object with which it comes into contact and inflicting 2D6 W points of acid damage on unarmoured flesh; armour reduces damage normally, but non-magical armour is destroyed in the process. The slime is intelligent, and if any character thinks to talk to it, it may provide useful information; it knows everything that has happened in the chamber over the last 200 years, and after spending all that time in the company of followers of Khorne it is desperate for some intelligent conversation.



### CHAOS CAVERN

Adjoining Grunth's throne hall is the specially-designed, purpose-built accommodation for his followers, which can, of course, be used for a wide range of followers and creatures of Chaos. Again, I should stay away from the stream - it's a babbling brook specially created for us by our highly-skilled Chaos Sorcerers. They can only work for us on a subcontract basis, of course, but their skills are invaluable in a project of this nature. Here we see some of Grunth's followers relaxing after a hard day's pillaging, burning, ripping and impaling. Stay close to me if you will - they might get the wrong idea and ask you to join in.

### Chaos Beastmen

M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
4	41	25	3	4	11	30	1	30	29	24	29	24	10

**Special Rules:** see WFRP, p. 216.

The liquid in the stream is water, but its nature has been altered by Chaos. Any character who comes into contact with the water immediately gains D3 Insanity Points, and any character who drinks it gains 6+D6 Insanity Points. For every Insanity Point a character gains, there is a 10% chance of gaining a single Chaos Mutation; generate this using the table on p. 216 of the WFRP rulebook. The floor of the cavern pulses in many shades of red; the colours flow and twist as if the rock were molten, but it is solid and cool to the touch.

... And that concludes our tour of the *Dungeon Lair* set. The Management hopes that you have enjoyed it. While you're on your way out, let me just remind you that your guide is not permitted to accept any tips or gratuities. While anybody's looking. Thank you.

### RANDOM MONSTER ENCOUNTERS

While we have endeavoured, through our demonstrations, to give you some idea of the potential of *Dungeon Lairs*, the management would like to stress their flexibility. Our demonstrations were merely by way of examples, and there is practically no limit to what you can do with them. In the following pages we present a series of random encounter tables - one for each lair - which you can use whenever you need to. When your adventurers enter a new area, simply put down a floorplan, roll on the appropriate table, and instantly you have a fresh encounter for them.

Some notes are given on the tables, to help you develop the random encounters. The **Treasure** column tells you whether or not the encountered monsters are likely to have any treasure with them - if the answer is **Yes**, refer to the **Treasure** section later in this booklet. Note that some monsters are annotated 'Possible treasure from victims' - this means that, while the monster will have no treasure of its own, it may very well have killed something that had. In such cases, generate treasure normally, working on half the encountered monster's treasure factor. This term is explained in the appropriate section of the booklet. Where a creature may have treasure of its own as well as treasure from victims, use 1½ times the creature's treasure factor.

### Sewers

D100	Monster	Treasure	Notes
01-10	Skaven, D4	Yes	May combine with rats.
11-25	Amoeba, 1	No	Swimming in effluent.
26-35	Beetle, Giant, 1	No	
36-40	Bog Octopus, 1	No	Swimming in effluent.
41-45	Chameleoleech, 2D6	No	Swimming in effluent.
46-55	Lashworm, 2D6	No	Hiding in walls.
56-65	Leech, Monstrous, 2D6	No	Swimming in effluent.
66-70	Rat, Giant, D6	No	May combine with Skaven.
71-72	Spider, Giant, 1	No	May have webs - see <i>Spider Lair</i> , p. **
73-75	Swarm, Beetles	No	
76-80	Swarm, Frogs/Toads	No	
81-85	Swarm, Rats	No	
86-90	Swarm, Ticks	No	
91-95	Ghoul, 1 or D4	Yes	Possible treasure



96-00 Marshlight, 1 No  
from victims.  
Possible treasure  
from victims.

**Root Cavern and Mossy Cave**

D100	Monster	Treasure Notes
01-10	Gnome, D6	Yes
11-20	Snotling, 2D6	Yes May be farming fungus.
21-25	Amphisbaena, 1	No Possible treasure from victims.
26-35	Beetle, Giant, 1	No Possible treasure from victims.
36-45	Lashworm, 2D6	No Hiding between roots.
46-55	Mould, any	No
56-60	Rat, Giant, D6	No Possible treasure from victims.
61-70	Rat, Normal, 3D6	No
71-75	Snake, Giant, 1-2	No Possible treasure from victims.
76-78	Spider, Giant, 1	No Possible treasure from victims.
79-90	Swarm, any	No
91-98	Wolf, any, 2D4	No
99-00	Elemental(Earth) 1	No Roll D10 for size.

**Water Cave**

D100	Monster	Treasure Notes
01-15	Amoeba, 2D4	No Swimming
16-30	Dragon Turtle, 1	Yes Possible treasure from victims.
31-50	Leech (Monstrous) 3D6	No
51-75	Sand Clam, 2D6	No
76-90	Marshlight, 1	No Possible treasure from victims.
91-00	Elemental, (Water) 1	No Roll D10 for size.

**Spider Lair**

D100	Monster	Treasure Notes
01-50	Spider, Giant, 1	No Possible treasure from victims.
51-00	Swarm, spiders	No Possible treasure from victims.

**Troll Lair**

D100	Monster	Treasure Notes
01-10	ChaosBeastman D6	Yes 10% chance of Chaos Warrior leader.
11-20	Fimir, 2D4	Yes 1 noble, 10% chance of 1 Drach, the rest equal

21-30 Giant, 1 Yes  
31-40 Goblin, 2D6+6 Yes

41-50 Hobgoblin, 2D6 Yes  
51-60 Minotaur, D3 Yes

61-70 Ogre, D3 Yes

71-80 Orc, 2D6 Yes

81-90 Orc, Black, 2D4 Yes

91-00 Troll, D4 Yes

**Magma Pit**

D100	Monster	Treasure Notes
01-50	Elemental, Fire, 1	No Roll D10 for size.
51-90	Demon, Lesser, D3	Yes
91-00	Demon, Greater, 1	Yes

**Goblinoid Hall and Tunnels**

D100	Monster	Treasure Notes
01-10	ChaosBeastman 2D6	Yes 10% chance of Chaos Warrior leader.
11-20	Dwarf, 3D6	Yes 10% chance of Dwarf Champion or Minor Hero leader.
21-30	Gnome, 3D6	Yes 10% chance of Gnome Champion or Minor Hero leader.
31-50	Goblin, 6+2D6	Yes 10% chance of Goblin Champion or Hero or Orc or Hobgoblin leader.

numbers of Fimm and Shearl.

15% chance of Hobgoblin or Orc leader.

10% chance of D6 Goblin or other slaves. If 3 encountered, one will be a juvenile with all scores half normal. The parents will be subject to frenzy defending it. If 3 encountered, one will be a juvenile with all scores half normal. The parents will be subject to frenzy defending it. May have Goblin or other slaves. 20% chance of 2D6 Goblin or other slaves. If more than 2 encountered, the remainder will be young with all scores half normal. The parents will be subject to frenzy defending them.

51-60 Hobgoblin, 2D6 Yes  
20% chance of 2D6 Goblin or other slaves.  
61-75 Orc, 6+D6 Yes  
20% chance of 2D6 Goblin or other slaves.  
76-90 Orc, Black, 2D6 Yes  
20% chance of 2D6 Goblin, Orc or other slaves.  
91-00 Skaven, 2D6 Yes  
10% chance of Grey Seer leader.

**Ancient Temple**

D100	Monster	Treasure Notes
01-10	ChaosBeastman 2D6	Yes 10% chance of Chaos Warrior leader.
11-20	Lizardman, 2D6	Yes 10% chance of Lizardman Champion or Hero leader.
21-30	Skaven, 2D6	Yes 10% chance of Grey Seer leader.
31-40	Dragon, 1-2	Yes When 2 are encountered, one will be a hatchling (see lair description for details). Parent will be subject to frenzy when defending the hatchling.
41-50	Ghoul, D4	Yes Possible treasure from victims.
51-65	Skeleton, 2D6	Yes 10% chance of Skeleton Champion or Hero leader. 1% chance of Liche or level 3-4 Necromancer leader.
66-80	Mummy, D4	Yes
81-90	Wight, 1	Yes
91-00	Lesser Demon, 1	Yes

**Barrow**

The barrow will have a number of undead guards, and one or more leaders. Roll for each type on the following table:

D100	Monster	Treasure Notes
01-20	Ghoul, D4	Yes
21-30	Mummy, D3	Yes
31-65	Skeleton, 3D6	Yes
66-00	Zombie, 2D6	Yes

**Leader**

01-05	Liche, 1	Yes
06-20	Mummy, D3	Yes Not with Mummy guards. Only with Skeleton guards.
21-50	Skeleton Champ/Hero, D3	Yes
51-55	Vampire, 1	Yes
56-65	Ghost, 1	Yes
66-70	Spectre, 1	Yes
71-90	Wight, D3	Yes
91-00	Wraith, 1	Yes

**Ice Cavern**

D100	Monster	Treasure Notes
01-20	ChaosBeastman 2D6	Yes 10% chance of Chaos Warrior leader.





21-35 Troll, D4	Yes	If more than 2 encountered, the remainder will be young with all scores half normal. The parents will be subject to frenzy defending them.
36-50 Bear, D4	No	If more than 2 encountered, the remainder will be young with all scores half normal. The parents will be subject to frenzy defending them.

51-55 Manticore, 1	Yes	Equal chance of Werewolf or Werewolf. If more than 2 encountered, the remainder will be young with all scores half normal. The parents will be subject to frenzy defending them.
56-60 Werewolf, D3	Yes	

61-75 Wolf, Dire, D6	No	Possible treasure from victims.
76-85 Marshlight, 1	No	
86-95 Wraith, 1	No	Possible treasure from victims.
96-00 Demon, Lesser, 1	Yes	

#### Chaos Temple

D100	Monster	Treasure Notes
01-40	Chaos Beastman 2D6	Yes 10% chance of Chaos Warrior leader.
41-90	Chaos Cultist 3D6	Yes 10% chance of level 1-3 Wizard leader.
91-00	Demon, Lesser, 1	Yes

#### Chaos Throne Room

D100	Monster	Treasure Notes
01-40	Chaos Beastman 2D6	Yes 10% chance of Chaos Warrior leader.
41-80	Chaos Warrior, D4	Yes 25% chance of Chaos Champion or Hero leader.
81-00	Chaos Beastman 2D6 and Chaos Warrior, D4	Yes Chaos Champion or Hero leader.

#### Chaos Cavern

D100	Monster	Treasure Notes
01-40	Chaos Beastman 2D6	Yes 10% chance of Chaos Warrior leader.
41-00	Chaos Warrior, D4	Yes 25% chance of Chaos Champion or Hero leader.

### RANDOM DETERMINATION OF TREASURE

The following system has been designed to allow you to generate treasure randomly, without giving rise to anomalies like a Goblin with a powerful magic item. It is intended to be used as a general guideline only, and you shouldn't be afraid to amend or ignore results that you don't agree with; for your own adventures, you will probably find it better, if more time-consuming, to allot treasure to monsters as you see fit: a random generation table cannot take into account factors like how well-off your characters are, whether you want to keep certain types of treasure out of their grasp for any reason, and so on.

#### The Treasure Factor

The treasure factor is a measure of a creature's chance of having accumulated treasure, taking into account how intelligent it is (and therefore how much effort it will expend in accumulating treasure), and how tough it is (and therefore how well it will be able to hold onto treasure once it has accumulated it). In the case of monsters which do not have any desire for treasure in itself, the treasure factor reflects the amount of treasure it will have as a result of killing and eating other creatures which do possess treasure. Also, some creatures will, by their nature, tend not to accumulate treasure - Treemen, for example, have a high treasure factor (88), but they will have little motivation to accumulate gold and other valuables; they may have magic items appropriate to their nature - herbal potions and the like - but that is a matter for the individual GM to decide. As always, you should use your own discretion and common sense, amending or ignoring dice rolls when they give a result that you don't agree with.

Some creatures do not normally have treasure of any kind - this category includes normal and giant animals (although some large carnivores may have treasure in their lairs from victims, as explained below), elementals, moulds, and so on. Common sense is the best guide - if a creature does not have any motive for accumulating treasure, or for killing creatures which may carry treasure, it will have no treasure.

The treasure factor for any creature is worked out as follows:

$$\frac{WS + Int + (T \times 10) + W}{4}$$

Round fractions to the nearest whole number.

Once you have calculated the Treasure Factor, refer to the Master Treasure Table below. To save you time, the Treasure Factors for all the treasure-bearing monsters mentioned in this booklet are set out below.

Monster	Treasure Factor
Amphisbaena	20
Beetle, Giant	19
Champion of Chaos	50
Chaos Beastman	29
Chaos Cultist	25
Chaos Warrior	47
Demon, Greater	72
Demon, Lesser	44
Dragon	57*
Dragon Hatchling	28*
Dragon Turtle	25
Dwarf	30
Fimir	

Shearl	22
Firm	25
Noble	33
Dirach	33
Giant	38
Ghost	23*
Ghoul	22
Gnome	24
Goblin	18
Hobgoblin	26
Lashworm	17
Liche	48*
Lizardman	26
Manticore	46
Marshlight	0 (treat as 35)
Minotaur	29
Mummy	37*
Ogre	29
Orc	25
Orc, Black	25
Rat, Giant	19
Skaven	24
Skaven, Grey Seer	35
Skeleton	20*
Snake, Giant	19
Snotling	11
Spectre	31*
Spider, Giant	23
Swarm	15
Troll	24
Vampire	48*
Werewolf	24
Werewolf	24
Wight	27*
Wraith	22*

\* distinguishes monsters which may hoard treasure (see below).

Champions and Heroes add the following to their Treasure Factor:

Champion	2½
Minor Hero	11
Major Hero	17

#### Magic-using Creatures

Magic-using creatures, such as Elves, Skaven Grey Seers, and Chaos Warriors, and creatures of a magical nature, such as Demons, Liches and Vampires, have a better chance of possessing magical treasure than other creatures. To reflect this, add the creature's Int score to the D100 roll when using the treasure tables. Note that this bonus does not apply when rolling on the Magic Tables.

#### Hoarding Creatures

Some creatures - most notably Dragons and Wights - are associated with great hoards of treasure. To reflect this, the treasure factor calculated from the profile is doubled.

#### Master Treasure Table

A creature's Treasure Factor tells you how many rolls to make for treasure, and on which Treasure Table:

Treasure Factor	Number of rolls on Treasure Table:							
	1	2	3	4	5	6	7	8
01-10	-	-	-	-	-	-	-	-
11-20	1	-	-	-	-	-	-	-
21-30	2	1	-	-	-	-	-	-
31-40	3	2	1	-	-	-	-	-
41-50	5	3	2	1	-	-	-	-
51-60	5x2	5	3	2	1	-	-	-





61-70	5x3 5x2 5 3 2 1 - -
71-80	5x4 5x3 5x2 5 3 2 1 -
80+	5x5 5x5 5x3 5x2 5 3 2 1

Where a result is given as 5xn, roll 5 times on the appropriate table, multiplying all results by n.

#### Treasure Table 1

D100 Roll	Treasure
01-10	nil
11-20	D6 copper pennies
21-30	2D6 copper pennies
31-40	3D6 copper pennies
41-50	D6 silver shillings
51-60	2D6 silver shillings
61-70	3D6 silver shillings
71-80	D6 GCs
81-90	2D6 GCs
91-95	3D6 GCs
96-99	jewellery worth D10 GCs
00	roll on Table 2

#### Treasure Table 2

D100 roll	Treasure
01-10	3D6 GCs
11-20	3D6+6 GCs
21-30	3D6+12 GCs
31-40	jewellery worth 2D10+10 GCs
41-50	gems worth 3D10+10 GCs
51-60	D6 x 10 GCs
61-70	2D6 x 10 GCs
71-80	3D6 x 10 GCs
81-90	jewellery worth D6 x 10 GCs
91-95	gems worth 2D6 x 10 GCs
96-99	roll once on Magic Table 1
00	roll on Table 3

#### Treasure Table 3

D100 roll	Treasure
01-10	3D6 x 10GCs
11-20	3D10 x 10 GCs
21-30	D6 x 100 GCs
31-40	2D6 x 100 GCs
41-50	3D6 x 100 GCs
51-60	jewellery worth D6 x 100 GCs
61-70	gems worth 2D6 x 100 GCs
71-80	3D10 x 100 GCs
81-90	gems or jewellery worth 3D10 x 100 GCs
91-95	roll twice on Magic Table 1
96-99	roll once on Magic Table 2
00	roll on Table 4

#### Treasure Table 4

D100 roll	Treasure
01-10	3D6 x 100 GCs
11-20	3D10 x 100 GCs
21-30	D10 x 1,000 GCs
31-40	2D10 x 1,000 GCs
41-50	3D10 x 1,000 GCs
51-60	jewellery worth 3D10 x 1,000 GCs
61-70	gems worth 4D10 x 1,000 GCs
71-80	D10 x 10,000 GCs
81-90	roll 3 times on Magic Table 1
91-95	roll twice on Magic Table 2
96-99	roll once on Magic Table 3
00	roll on Table 5

#### Treasure Table 5

D100 roll	Treasure
01-10	3D6 x 1,000 GCs
11-20	3D10 x 1,000 GCs
21-30	D10 x 10,000 GCs
31-40	2D10 x 10,000 GCs
41-50	3D10 x 10,000 GCs
51-60	jewellery worth 3D10 x 10,000 GCs
61-70	gems worth 4D10 x 10,000 GCs
71-80	D10 x 10,000 GCs
81-90	roll 3 times on Magic Table 2
91-95	roll twice on Magic Table 3
96-99	roll once on Magic Table 4
00	roll on Table 6

#### Treasure Table 6

D100 roll	Treasure
01-10	3D6 x 10,000 GCs
11-20	3D10 x 10,000 GCs
21-30	D10 x 100,000 GCs
31-40	2D10 x 100,000 GCs
41-50	3D10 x 100,000 GCs
51-60	jewellery worth 3D10 x 100,000 GCs
61-70	gems worth 4D10 x 100,000 GCs
71-80	D10 x 100,000 GCs
81-90	roll 3 times on Magic Table 3
91-95	roll twice on Magic Table 4
96-99	roll once on Magic Table 5
00	roll on Table 7

#### Treasure Table 7

D100 roll	Treasure
01-10	3D6 x 100,000 GCs
11-20	3D10 x 100,000 GCs
21-30	D10 x 1,000,000 GCs
31-40	2D10 x 1,000,000 GCs
41-50	3D10 x 1,000,000 GCs
51-60	jewellery worth 3D10 x 1,000,000 GCs
61-70	gems worth 4D10 x 1,000,000 GCs
71-80	D10 x 1,000,000 GCs
81-90	roll 3 times on Magic Table 4
91-95	roll twice on Magic Table 5
96-99	roll 3 times on Magic Table 5
00	roll on Table 8

#### Treasure Table 8

D100 roll	Treasure
01-10	3D6 x 1,000,000 GCs
11-20	3D10 x 1,000,000 GCs
21-30	D10 x 10,000,000 GCs
31-40	2D10 x 10,000,000 GCs
41-50	3D10 x 10,000,000 GCs
51-60	jewellery worth 3D10 x 10,000,000 GCs
61-70	gems worth 4D10 x 10,000,000 GCs
71-80	D10 x 10,000,000 GCs
81-90	roll 3 times on Magic Table 5
91-95	roll 5 times on Magic Table 5
96-99	roll once on Magic Table 6
00	roll twice on Magic Table 6

#### Magic Table 1

D100 roll	Magic Item
01-05	Amulet of Thrice-Blessed Copper
06-10	Amulet of Iron, +10
11-15	Armour +1, one piece
16-20	Arrow of Potency, 1-4
21-25	Boots, any
25-30	Jewel of Power, Spell, level 1
31-35	Jewel of Power, Energy
35-40	Potion, any
41-45	Ring, Amulet of Thrice-Blessed Copper
46-50	Ring, Amulet of Iron, +10
51-55	Ring of Protection from Goblins
56-60	Ring, Warding, level 1 spell
61-65	Ring, Energy
66-70	Ring, Spell, level 1 spell
71-75	Scroll, level 1 spells only
76-80	Wand of Onyx
81-85	Weapon, no special abilities
86-90	Weapon, +1 additional damage
91-94	Weapon, characteristic gain +1 or +10
95-98	Weapon, characteristic drain
99-00	Roll on Magic Table 2

#### Magic Table 2

D100 roll	Magic Item
01-03	Amulet of Coal
04-07	Amulet of Iron, +20
08-11	Armour, Mithril, 1 piece
12-14	Shield, Mithril
15-16	Boots, any
17-19	Enchanted Rope
20-22	Jewel of Power, spell, level 1
23-26	Jewel of Power, spell, level 2
27-29	Jewel of Power, multiple spell, D3 level 1
30-32	Jewel of Power, energy
33-35	Potion, any
36-38	Ring, Amulet of Coal
39-42	Ring, Amulet of Iron, +20
43-45	Ring of Protection, Goblins
46-48	Ring of Protection, Chaos
49-51	Ring of Protection, fire
52-54	Ring, Warding, 1 spell, level 1
55-58	Ring, Warding, 1 spell, level 2
59-61	Ring, Energy
62-65	Ring, Multiple spell, level 1 spells
66-68	Scroll, level 1 and 2 spells
69-71	Wand of Onyx
72-75	Wand of Jet
76-78	Weapon, +2 additional damage
79-81	Weapon, characteristic gain +1 or +10
82-84	Weapon, characteristic drain
85-88	Weapon, Fear attack
89-91	Weapon, +1 protection
92-95	Weapon, magic damper
96-98	Weapon, rune - D3 runes
99-00	Roll on Magic Table 3

#### Magic Table 3

D100 roll	Magic Item
01-02	All-seeing Mirror
03-05	Amulet of Coal
06-07	Amulet of Iron, +20
08-09	Amulet of Iron, +30
10-12	Amulet of Righteous Silver
13-14	Armour, +1, D3 pieces



15-17	Armour, +2, 1 piece	38-40
18-19	Shield +2	
20-21	Arrow of Potency, D6	41
22	Boots, any	
23	Enchanted Rope	42-45
24-26	Jewel of Power, spell, level 2	46-47
27-28	Jewel of Power, multiple spell, levels 1 and 2	48
29-30	Jewel of Power, energy	49-50
31-32	Potion, any	51-52
33	Ring, Amulet of Coal	53-55
34	Ring, Amulet of Iron, +30	56-57
35-36	Ring, Amulet of Righteous Silver	58-59
37	Ring, Spell, level 2	60-61
38-39	Ring, Multiple Spell, levels 1 and 2	62-63
40	Ring, Protection, Ogres and Trolls	64-66
41-42	Ring, Protection, lightning	67-68
43-45	Ring, Protection, edged weapons	69-71
46-48	Ring, Protection, non-edged weapons	72-73
49-50	Ring, Protection, missiles	74-76
51-52	Ring, Warding, level 2 spell	77-78
53-54	Ring, Multiple Spell, level 1 and 2 spells	79-80
55-56	Ring, Multiple Warding, level 1 spells	81
57	Ring, Energy	82-83
58-60	Scroll, level 1 and 2 spells	84-85
61-62	Wand of Jet	86
63-64	Wand of Jade	87
65-67	Weapon, +2 additional damage	88-89
68-69	Weapon, +3 additional damage	90
70	Weapon, characteristic gain D3 x +1 or D3 x +10	91-92
71-72	Weapon, characteristic drain	93-94
73-76	Weapon, bane, Goblins and Snotlings	95-97
77-79	Weapon, bane, Orcs and Half-Orcs	98-99
80-81	Weapon, bane, Elves	00
82-84	Weapon, bane, Dwarfs, Gnomes and Halflings	
85-86	Weapon, flame attack	
87-89	Weapon, sleep attack	
90	Weapon, confusion attack	
91-93	Weapon, protection +1	
94-95	Weapon, protection +2	
96-98	Weapon, rune - D3 runes	
99	Dawnstone	
00	Roll on Magic Table 4	

**Magic Table 4**

D100 roll	Magic Item
01	All-seeing Mirror
02-03	Amulet of Iron, +30
04-05	Amulet of Enchanted Jade
06-07	Armour, +1, D6 pieces
08-10	Armour, +2, D3 pieces
11	Armour, +3, 1 piece
12-14	Shield, +2
15-16	Arrow of Potency, 6+D6
17	Arrow of True Flight, D4
18-19	Boots, any
20-21	Jewel of Power, spell, level 3
22-23	Jewel of Power, multiple spell, levels 1-3
24-26	Jewel of Power, energy
27-30	Potion, any
31-32	Ring, Amulet of Iron, +30
33-34	Ring, Amulet of Enchanted Jade
35-36	Ring, Protection, Undead
37	Ring, Protection, Ethereal creatures

Ring, Protection, non-magical weapons	63-65
Ring, Protection, magical weapons	66
Ring, Protection, level 1 spells	67
Ring, Warding, level 3 spell	68-69
Ring, Multiple Warding, level 1-3 spells	70-72
Ring, Spell, level 3	73
Ring, Multiple spell, level 1-3	74-75
Scrolls, level 1-3 spells	76
Wand of Jet	77-78
Wand of Jade	79-80
Weapon, +3 additional damage	81-82
Weapon, characteristic gain D3 x +1 or D3 x +10	83-85
Weapon, characteristic drain	86-87
Weapon, bane, Ogres and Trolls,	88-89
Weapon, bane, all Goblinoids	90
Weapon, bane, Undead	91-92
Weapon, bane, Chaos	93-94
Weapon, bane, Wercreatures	95-97
Weapon, bane, Giants	98-99
Weapon, bane, Lizardmen and Troglodytes	00
Weapon, poison attack	
Weapon, freeze attack	
Weapon, flight	
Weapon, instability attack	
Weapon, protection +2	
Weapon, animated	
Weapon, invisibility	
Weapon, repel Undead	
Weapon, spell absorption	
Weapon, rune - D3 runes	
Dawnstone	
Roll on Magic Table 5	

**Magic Table 5**

D100 roll	Magic Item
01-02	Amulet of Iron, +30
03-04	Amulet of Adamantine
05-06	Amulet of Enchanted Jade
07-08	Armour, +1, complete set
09-10	Armour, +2, D6 pieces
11	Armour, +3, D3 pieces
12-13	Armour, rune, 1 piece
14-16	Shield +2
17	Shield +3
18-19	Arrow of True Flight, D6
20-21	Jewel of Power, spell, level 4
22-23	Jewel of Power, multiple spell, level 1-4
24-27	Jewel of Power, energy
28-30	Potion, any 2
31-32	Ring, Amulet of Iron +30
33-34	Ring, Amulet of Adamantine
35-36	Ring, Amulet of Enchanted Jade
37	Ring, Protection, Chaos
38	Ring, Protection, Demons
39	Ring, Protection, Elementals
40	Ring, Protection, magical and non-magical weapons
41-45	Ring, Energy
46-47	Ring, Spell, level 4
48-49	Ring, Multiple Spell, level 1-4
50-51	Ring, Warding, level 4
52	Ring, Multiple Warding, level 1-4
53-54	Scroll, level 1-4
55-56	Wand of Jet
57-58	Wand of Jade
59-60	Weapon, double normal damage
61-62	Weapon, characteristic gain D3 x +1 or D3 x +10

Weapon, characteristic drain	
Weapon, bane, Elementals	
Weapon, bane, Demons	
Weapon, bane, Chaos	
Weapon, bane, Dragons and Jaberwocks	
Weapon, bane, Vampires	
Weapon, poison attack	
Weapon, degeneration attack	
Weapon, warp attack	
Weapon, instability attack	
Weapon, protection +3	
Weapon, resist fire	
Weapon, animated	
Weapon, repel Demons	
Weapon, destroy magical weapon	
Weapon, spell absorption	
Weapon, mighty strike	
Weapon, rune, D3+3 runes	
Dawnstone	
Roll on Magic Table 6	

**Magic Table 6**

D100 roll	Magic Item
01-03	Amulet of Adamantine
04-05	Amulet of Enchanted Jade
07-10	Amulet of Iron, +30
11-13	Armour, +1, complete set
14-15	Armour, +2, complete set
16	Armour, +3, D6 pieces
17-18	Armour, rune, D3 pieces
19-21	Arrow of True Flight, 6+D6
22-24	Jewel of Power, multiple spell, level 4
25-30	Potion, any D6
31-32	Ring, multiple spell, level 4
33-35	Ring, Protection, Chaos
36-37	Ring, Protection, Demons
38-40	Ring, Protection, level 1-3 spells
41-42	Ring, Multiple Warding, all level 1 and 2 spells
43-44	Ring, Multiple Warding, D6 level 3 spells
45-46	Ring, Multiple Warding, D3 level 4 spells
47-50	Scroll, level 4 spells
51-53	Weapon, D3+1 abilities
54-55	Weapon, double damage plus D3 other abilities
56-57	Weapon, D3+2 abilities
58-60	Dawnstone
61-64	Roll on Magic Table 1
65-67	Roll twice on Magic Table 1
68-69	Roll D3+1 times on Magic Table 1
70-73	Roll on Magic Table 2
74-76	Roll twice on Magic Table 2
77-78	Roll D3+1 times on Magic Table 2
79-82	Roll on Magic Table 3
83-85	Roll twice on Magic Table 3
86-87	Roll D3 times on Magic Table 3
88-91	Roll on Magic Table 4
92-94	Roll twice on Magic Table 4
95-96	Roll D3 times on Magic Table 4
97-98	Roll on Magic Table 5
99	Roll twice on Magic Table 5
00	Roll twice on Magic Table 6





# THE DUNGEON LAIRS DEAL



C29  
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C17  
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DRAG2  
Dragon

Wulf Beirstein swore as his foot slipped again on the wet stones. "Damn your eyes, Gruber, you said these sewers were easy! That's the second time I've nearly broken my neck! I'm sure that's why you made me go first. How much further?." There was no reply from his companion. "Listen, Gruber, I've had just about as much as I can take..." Beirstein turned to face his friend, and as he did so his words faltered, for behind him instead of Gruber was just a severed head on a pole, and half a dozen Skaven with their little eyes gleaming...

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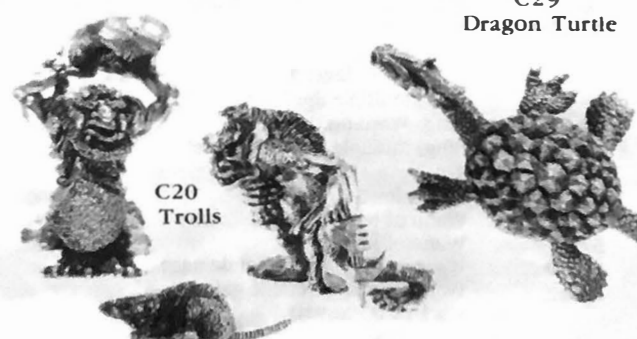
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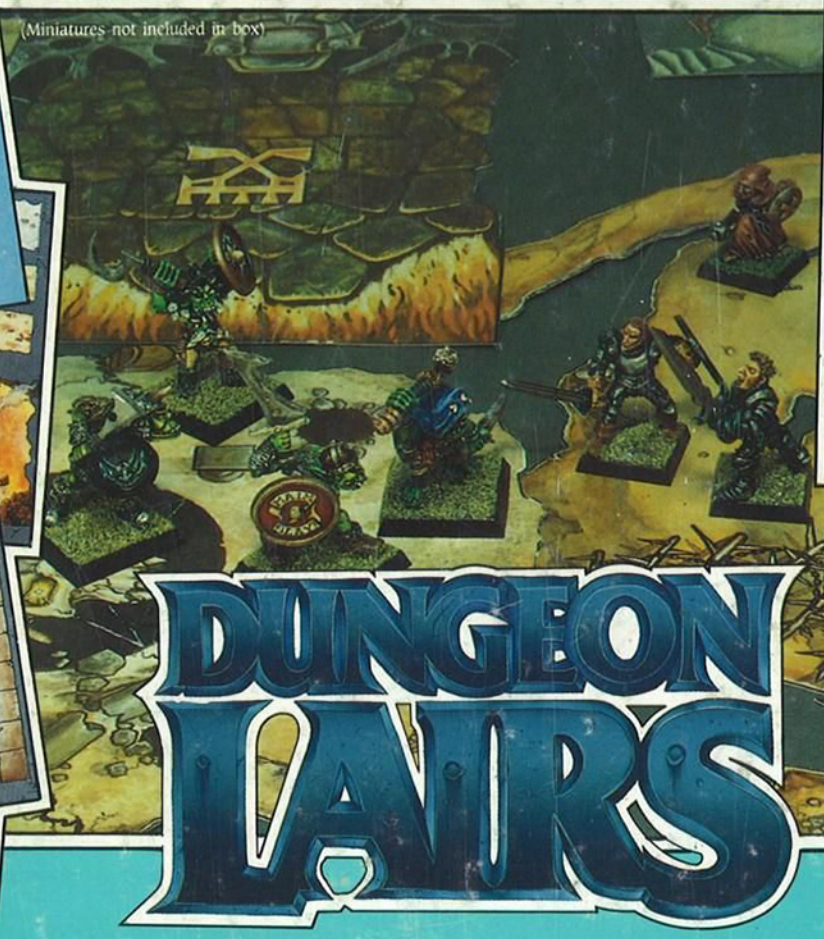


DUNGEON



LAIRS

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