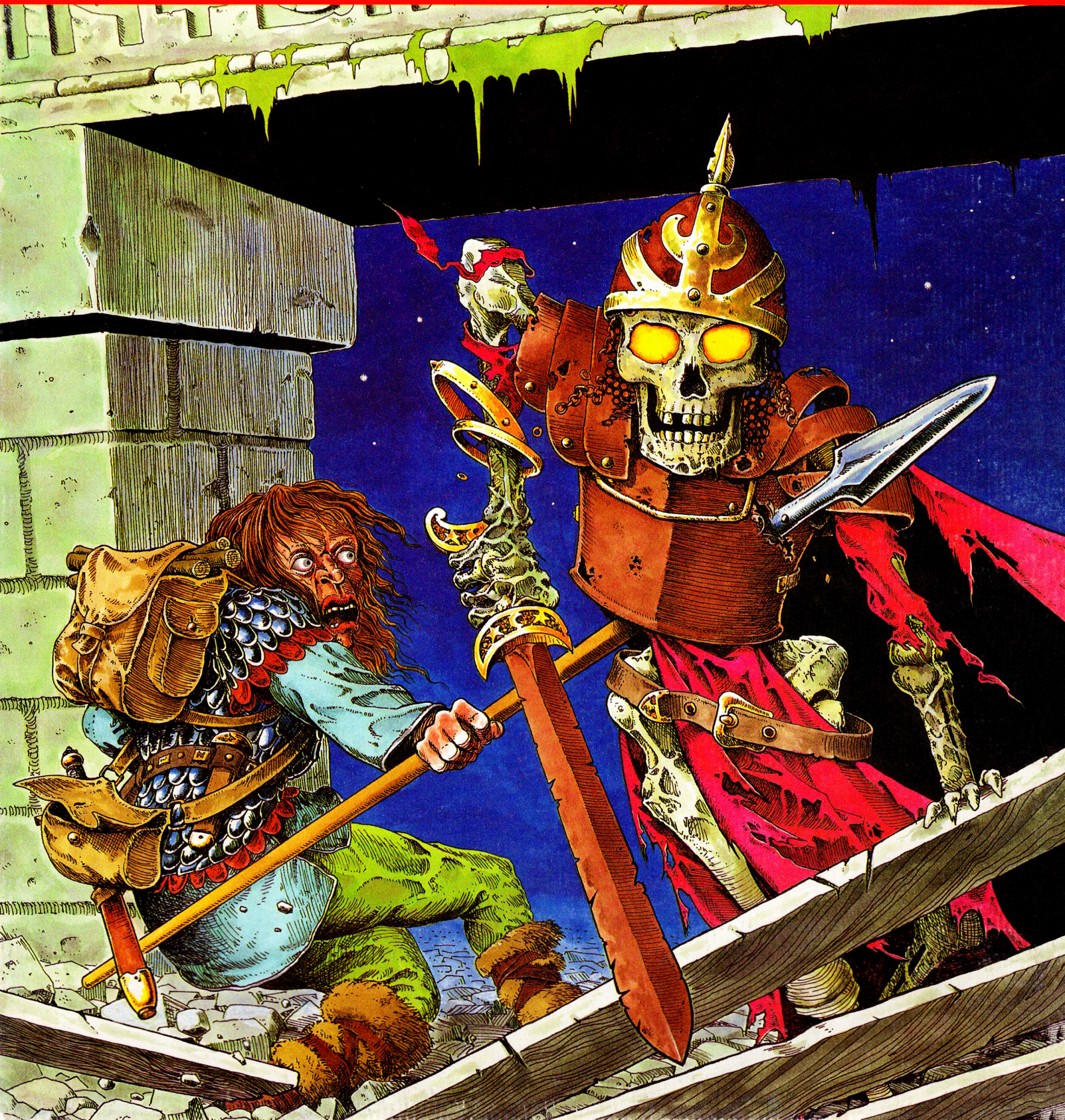


CAVERNS OF THE DEAD

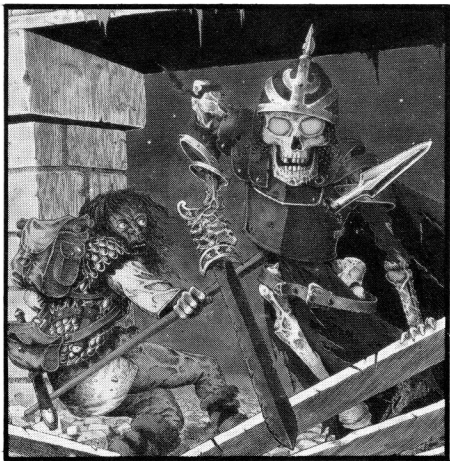
Dungeon Planner Set 1



CAVERNS OF THE DEAD

Dungeon Planner Set 1





CAVERNS OF THE DEAD

Dungeon Planner Set 1

THE DUNGEON PLANNER SERIES

Each **Dungeon Planner Set** contains virtually everything you need to create an exciting adventure for any fantasy role-playing game system.

Each set describes and maps an Adventure Setting along with a large Play Sheet of the setting to 25mm figure scale.

The surrounding area is also mapped along with a brief history. The Area Maps in each set link together to build up an entire fantasy region for the players to adventure in and explore.

Each **Dungeon Planner Set** will save you a great deal of tedious writing and will give you your own ready-to-run adventure in a matter of hours rather than days.

We do the paperwork; you have the fun.

SET 1: CAVERNS OF THE DEAD

CONTENTS

Area Map: This shows the area surrounding the Royal Tombs of Eastern Koss.

Play Sheet: This maps the Royal Tombs to 25mm figure scale and is for use during play. The map uses our **Dungeon Floor Plan** system so that you may add new corridors, rooms, traps, secret doors, etc by using **Dungeon Floor Plans**. You could even add whole new levels if you wished. The Tombs are described room by room in this booklet along with spaces for you to detail monsters and treasures. On this page you will also find some *Adventure Ideas* to help you set up your adventure.

Game Masters Screen: This has a brief history of the area on the players' side for their information. The GM's side has the GM's keyed map of the Royal Tombs and *Encounter Tables*. The *Encounter Tables* can be used for random encounters, to populate the tombs, or to provide adventure ideas.

You can use any, all or none of the information as you see fit. The Tombs may be placed in your existing game world. The *Encounter Tables* can be used as they stand, altered to include new characters and creatures, or replaced entirely. The *Adventure Ideas* and history of the area can be adapted to suit your game world.

The *Adventure Ideas* and *Encounter Tables* are merely guidelines to be used as you wish. The actual powers of the people and creatures encountered should be tailored to suit the level of proficiency of the player characters to provide a balanced adventure.

Treasure and Magical Items should be inserted at your discretion to fit in with the economics of your game world and the player characters.

Once the chosen adventure has been played, the complex can be used again as a ready-made dungeon lay-out which you can simply relocate in your game world with a different set of occupants.

ADVENTURE IDEAS

The following ideas may be used as starting points for adventures set in and around the Royal Tombs. Once you have decided the plot of your adventure, populate the tombs accordingly or use the appropriate *Encounter Table* on the GM's Screen.

I: A Royal death-barge has failed to arrive at the tombs. A party of adventurers is hired to discover the reason. They have followed the river from Arkand to Windrush, but, as yet, have found nothing amiss.

II: A goblin warlord has taken over the unused tombs and is using them as a base for raids on the surrounding countryside. A party is hired to assassinate him, or, if massed-battle rules are used, such as *Warhammer*, an expeditionary force could be sent to wipe out the marauders.

III: Several of the Tomb Keepers and Novices have disappeared in mysterious circumstances. Who or what is responsible? A nest of Vampires? Perhaps the Master is conducting unholy rites, or maybe slave traders are preying on the staff? A party is hired to investigate.

IV: A wizard is seeking an ancient magical artifact. He knows that it is concealed somewhere within the Royal Tombs and hires a party of thieves to recover it. They will be well rewarded and anything else they find on their quest is theirs.

V: A necromancer has taken up his abode in the semi-ruinous tomb complex and what remains of the staff have either fled or are his unwilling servants. Terrified villagers approach the adventurers for help.

VI: The land is in the greatest danger! Orm must rise from his unknown tomb and save the kingdom. Send adventurers to find the tomb and raise Orm. Not all the staff in the tombs are loyal and may hinder the searchers or worse. Not only that, but people who go around raising the dead sometimes raise more than they bargained for!

VII: Charcoal burners in *Forgyle Forest* have reported seeing strange and terrifying beasts in the forest. They always appear after dark and have been seen returning to the tombs. What are these strange creatures, and why has the Master of the Tombs not reported their presence to his superiors in Arkand?

VIII: Fleeing from bandits, the party of adventurers seek refuge in *Forgyle Forest*. As they cut their way through the thick undergrowth, they find themselves at the foot of a towering rock pinnacle. Ahead of them they see a small crack, apparently the result of a rock-fall. They cannot go back. What awaits them within the rock? (Use 17 as the entrance.)

ENCOUNTER TABLES

These may be used as the starting point for adventure ideas. For example, having decided that the complex is totally abandoned, you roll 1d100 on *Table 3* and get 62: 'A wounded Orc crawling along with a knife in its back'. Where is the Orc crawling from? It was obviously taken by surprise; but by whom and why? An adventure is already beginning to form from just one die roll.



CHAMBERS AND ENTRANCES

All chambers unless otherwise stated are 10 feet high. The ceilings are usually black with the accumulated soot of centuries.

1: The Great Doors

These enormous double doors, eighteen feet high are made from oak and are covered on the outside with bronze plates depicting King Rubrin grieving for Queen Wanna. The doors look out over the Silent Terrace and down the Road of Tears towards Embrick.

2: The Southern Vestibule

This has plain white marble walls. A waist-high semicircular basin is set against the north wall. Used in former times by pilgrims to wash and refresh themselves, it has a series of dwarf-runes carved into the lip. Translated they read as follows:

"I Yulo came here and saw many wonders"

At a height of 4ft up the eastern wall are two narrow arrow slits. One arrow slit is set at the same height in the western wall. All arrow slits are 6 inches wide and 20 inches high. The distance from floor to ceiling is 18 feet.

3: A Guardsroom

This room has walls of natural stone. The two arrow slits in its east wall look out into 2, the Vestibule. This room and its fellow to the west were used in earlier years by tomb guards to monitor pilgrims entering the necropolis. It has also been used as a guard barrack room.

4: A Guardsroom

The room has one arrow slit in its east wall which looks out into the Vestibule and one in its north wall looking out into the corridor.

5: Tomb of Prince Hargon

The walls of this chamber are rendered with plaster and have been painted with scenes of the Prince's life. Although many of the scenes have faded beyond recognition, there is still visible in the west wall a fine representation of Hargon's victory over the orcs on the plains of Tagor. The curious alcove in the south-east corner of the room may have originally been a shrine for the departed.

6: The Tomb of Rubrin and Wanna

This tomb was originally lavishly decorated with gold ornaments, but all were looted during the years of Galvanus' Heresy. The fine gold panels on the south wall are in fact replicas of the original, cast in bronze and merely covered in gold leaf.

7: The Painted Tomb

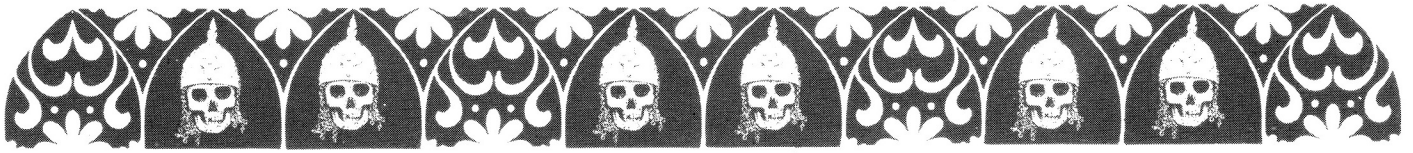
This chamber has particularly fine murals depicting scenes of birds and animals in a formal garden. The tomb is that of a princess named Saria, as may be ascertained by the inscription over the door. Exactly which princess of the royal line is the occupant of the tomb is in doubt as the old royal line lists some fifteen Sarias.

8: The Sepulchre of King Vad II

Constructed in an austere style, typical of this monarch's view of life, this chamber is devoid of decoration. Smooth grey marble blocks form the walls and ceiling.

9: The Vault of King Falco

This tomb is constructed of a curious black stone. Many of the blocks forming the wall contain fossilised plants and shell fish.



10: The Assembly Chamber

During the elaborate rites accompanying the royal interments, this plain room was used as a place of assembly by the various priests and clerics involved. At a later date the apprentice grave-keepers used the room as a place of instruction. As a result the lower parts of the wall are covered with graffiti in a number of different tongues and initials in various scripts.

The following are typical:

“Bozo Glem smells” - Common tongue

“Master Young is already dead”

- Elvish script

Much of the graffiti refers to the popular and violent sport of Bruntball, a sort of cross between hurling and rugger.

“The Ravens of Koss” - Dwarf runes

“Wild Men took Fangdale”

- Common tongue

“The Giants are wazzers”

- Common tongue

Twelve feet up the eastern wall are two narrow arrow slits, 6 inches wide and 20 inches high.

11: A Guardroom

Devoid of decoration, this room has two arrow slits in the western wall which look out into 10.

12: The Broken Chamber

This room has natural stone walls, 15 feet high, and its floor is dotted with pieces of broken stone from the ceiling. The room’s most noticeable feature is the abyss which runs across its centre. In the remote past some unrecorded geological or magic event split the floor and damaged the roof. The crevasse appears to go straight down and is so deep that its bottom is beyond the reach of torch or lantern light. The lip of the abyss is very dangerous, with many loose pieces of stone poised on the brink. A stone dropped into the abyss will take over 15 seconds to reach the bottom.

13: Chamber

This undecorated chamber has no name and like 12 is in the most ancient area of the tombs. The south-west corner of the room is deep in rubble from the roof.

14: 15: 16: Recesses

These are small recesses in the corridor walls. Each has a single large flagstone as its floor, and all are of obvious antiquity.

17: A Narrow Crack

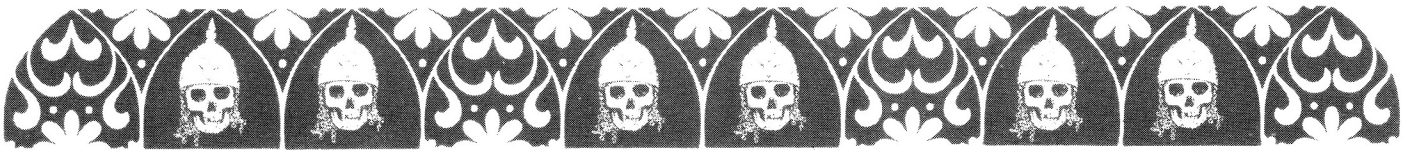
This crack, partially blocked by rubble, leads through a narrow defile to Forgyle Forest. It is 2 feet wide and 3 feet high.

18: The Hall of Pillars

This hall has a ceiling 15 feet high supported by four great pillars carved from the living rock. The north-west corner and doorway are deep in rubble from the ceiling, while the rest of the floor is clear. At the southern end of the room is a semi-circular dais 2 feet high. The entire wall behind the dais is covered with primitive carvings which appear to show reptile-like creatures in some sort of city. Any humanoid figures are very small. The details of the carving are very obscure and much worn with the passage of time. 6 feet up the eastern wall is an arrow slit.

19: The Flagstone Chamber

The north-west corner of this chamber’s floor is cluttered with rubble from a recent roof-fall. The chamber gets its name from the large flagstones from which the floor is constructed. The original purpose of this room is unknown.



20: The Penitent's Cell

This small chamber with its single door is completely plain with natural stone walls and a rubble floor.

23: The Well Room

This guardroom has a large well in its centre from which it takes its name. Two arrow slits 4 feet up the southern wall look out onto 24. The room was originally used as a dormitory/mess room for tomb keepers.

26: A Guardroom

The two arrow slits, 4 feet up the northern wall look out into 24. This room has from time to time been used as a dormitory for novice tomb keepers.

21: Master Vlach's Chamber

This room has plastered walls decorated round the top with a frieze of angels and devils locked in combat. A short passage leads to 22. The identity of the original Master Vlach is unknown.

24: The Water Vestibule

This vestibule has, like 2, plain white marble walls. The north wall and south wall both have two arrow slits in them at a height of 4 feet from the floor.

27: The Washroom

This room has a triangular basin 3 feet deep sunk into the floor, and edged with ceramic tiles. The walls are of natural stone painted a pale blue which has faded with time.

22: Master Vlach's Chapel

The walls of the chapel are plastered and painted a dull red. What appears to be an altar, some 3 feet high, is set against the east wall. Two iron rings are set into its top.

25: The Water Gate

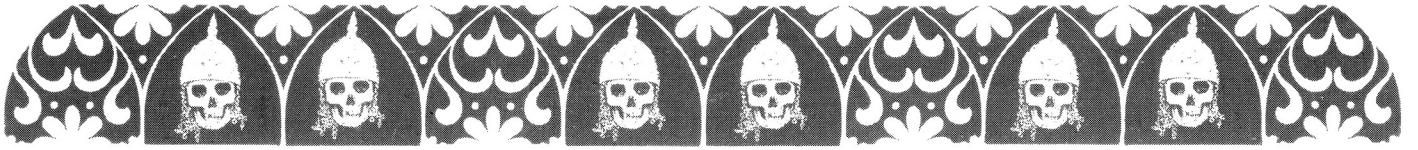
Two oak doors, 12 feet high, look out onto the path which winds round Orm's Finger to the River Road. This entrance was constructed to allow royal bodies to be brought up the river Ormsflo on funeral barges. This would be used in times of bad weather or revolt when the roads became impassable in certain areas.

28: The Kitchen

The kitchen has a particularly blackened ceiling and walls of natural undecorated stone. There is a stove in the north-east corner of the room, built of brick and tile. It is fuelled by charcoal.

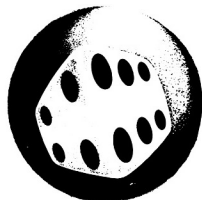
29: Lavatory

This room is of natural stone with white painted walls. A pair of privies are set into alcoves in the northern and southern walls. A long basin with a top 30 inches from the floor is built against the west wall.



A large grid of dotted lines for writing, organized into three vertical columns. The grid covers most of the page area below the decorative border.

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CAVERNS OF THE DEAD

Dungeon Planner Set 1



ENCOUNTER TABLES

TOMBS IN CURRENT USE

Table 1 below is for use if the tombs are fully staffed and in current use. It should be used for all chambers and corridors except for the following which are partly ruinous and for which Table 2B should be used:

Chambers: 12, 13, 14, 15, 16, 17 & 18
Corridors: C, D, E & G

ENCOUNTER TABLE 1

d100	Encounter	Description
1-3	1 Priest	The master of the tomb complex. He normally resides in 21.
4-30	1d4 Tomb Keepers	Roll on the relevant <i>Activity Table</i> below to determine their activity when encountered.
31-42	1d4 Novice Keepers	
43-70	1d4 Tomb Guards	
71-74	1 Tomb Guard Capt	Professional officer in charge of tomb security.
75-90	1d4 Craftsmen	Professional mason or metal worker making or repairing tomb artifacts.
81-90	1d10 Pilgrims	A single pilgrim will be devout. A party will be 50% devout; 50% sightseer.
91-94	1d4 Grieving Royalty with 1d4 Retainers	Sobbing into elegant, silk handkerchiefs in a refined manner.
95-96	1d4 Heretics	Disguised as pilgrims, they have entered the tomb bent on iconoclasm and murder.
97-100	1d6 Tomb Robbers	They are out for a quick profit and will steal anything.

ACTIVITY TABLES

When Tomb Keepers, Novice Keepers or Tomb Guards are encountered, roll on the relevant table below to determine their activity when encountered. If only one of a type is encountered, use the *Single Encounter* column.

TOMB KEEPER ACTIVITY TABLE

d20	Single Encounter	Multiple Encounter
1	Drunk	Drunk
2	Talking to himself	Chatting about rheumatism
3	Sweeping the floor	Sweeping the floor
4	Carrying basket of rubble	Arguing
5	Asleep	Fighting
6	Carrying rolled up tapestry	Carrying large timber beam
7	Playing the flute	Playing dice
8	Carrying a basket of charcoal	Examining a 3' square section of the floor
9	Singing quietly	Playing hopscotch
10	Eating a meat pie	Painting the wall white
11	Repointing the flagstone flooring	Repointing the flagstone flooring
12	Praying fervently	Praying fervently
13	Unconscious on the floor	Unconscious on the floor
14	Carrying a small barrel of lamp oil	Carrying a large barrel of beer
15	Sharpening a quill pen	One is telling the rest a joke
16	Tying up unlaced sandal	Shoring up the ceiling with scaffolding
17	Carrying a meal on a tray	Carrying wash baskets
18	Picking nose thoughtfully	Polishing 6' bronze statue
19	Up a stepladder, scraping soot from the ceiling	Carrying a mummified body on a bier
20	Reading a book titled <i>A Small Book of Piety</i> . Story inside: <i>Dwarf Lust!</i>	Nailing up a large wooden crate on a trolley

NOVICE TOMB KEEPER ACTIVITY TABLE

d10	Single Encounter	Multiple Encounter
1	Trying to stand on head	Pulling face at each other
2	Reading a book entitled: <i>Embalming for Beginners</i>	Carrying a vat of foul-smelling embalming fluid
3	Sweeping the floor	Chatting about food
4	Carrying a bucket of slops	Arguing
5	Asleep	Fighting
6	Carrying a bucket of hot ashes	Carrying baskets of dirty linen
7	Examining face-spots in a small hand-mirror	Scraping the dirt out of cracks in the floor
8	Scrubbing the wall	Scrubbing the floor
9	Unconscious	Unconscious
10	Hungrily gnawing a bone	Playing leap-frog

TOMB GUARD ACTIVITY TABLE

d10	Single Encounter	Multiple Encounter
1	Drunk	Drunk
2	Talking to himself	Chatting about women
3	Alert and on guard	Alert and on guard
4	Polishing helmet	Alert and on guard
5	Unconscious on floor	Unconscious on floor
6	Sharpening sword	Arguing
7	Asleep	Fighting
8	On hands and knees looking for an ear-ring	Chatting to each other about Bruntball
9	Practicing fencing moves	Practicing fencing moves
10	Eating a cold pork chop	Playing dice

TOMBS IN A NEGLECTED STATE

Tables 2A and 2B below are for use if the tombs are semi-ruinous and understaffed. There are no Novices and no appointed Priest. Guards and staff will not be found everywhere in the complex having retreated to the eastern living and administrative areas. They are not really guarding the place and have no interest in repairing nature's ravages. Use Table 2A for the following locations and Table 2B for all others:

Chambers: 3, 11, 21 & 23-29

Corridors: H, I, J & K

ENCOUNTER TABLE 2A

d20	Encounter Type
1	A sleeping Tomb Keeper
2	A venomous Snake
3	1d4 Wild Dogs
4	A ragged Tomb Keeper reading an old parchment
5	A dead Tomb Keeper
6	1d4 Wolves
7	A sleeping Tomb Guard
8	A Watch-dog chained to the wall
9	A bandit with a sack slung over his shoulder
10	1d4 Tomb Robbers
11	1d4 Giant Rats
12	A Child with a dirty nose drawing on the wall
13	1d4 Orcs
14	A Bear scratching itself
15	2 Tomb Guards arguing
16	A Tomb Keeper chatting to a Tomb Guard
17	A Hobgoblin eating what appears to be a rabbit joint
18	A dead Tomb Guard
19	1d6 Kobolds
20	A ragged Woman stirring a pot of gruel over a campfire

ENCOUNTER TABLE 2B

d20	Encounter Type
1	An evil Wizard/Priest with 1d4 Zombies
2	1d6 Hobgoblins alert and on guard
3	A lost and terrified Pilgrim
4	1d6 ghouls eating a dead elf
5	1d6 armed Skeletons standing silently
6	A Ghost
7	1d4 Trolls playing knuckle-bones
8	1d6 Bandits
9	A sleeping Giant
10	1d6 Wolves
11	1d10 Orcs torturing an old man
12	1d4 venomous Snakes
13	1d6 Tomb Robbers tapping the walls
14	A beautiful and richly-clad Woman
15	1d4 Ghouls carrying a paralysed Dwarf
16	A dead Tomb Keeper
17	1d10 lesser Goblins prising up the flagstone floor
18	1d10 Kobolds
19	A dead Tomb Guard
20	1d10 Wild Dogs

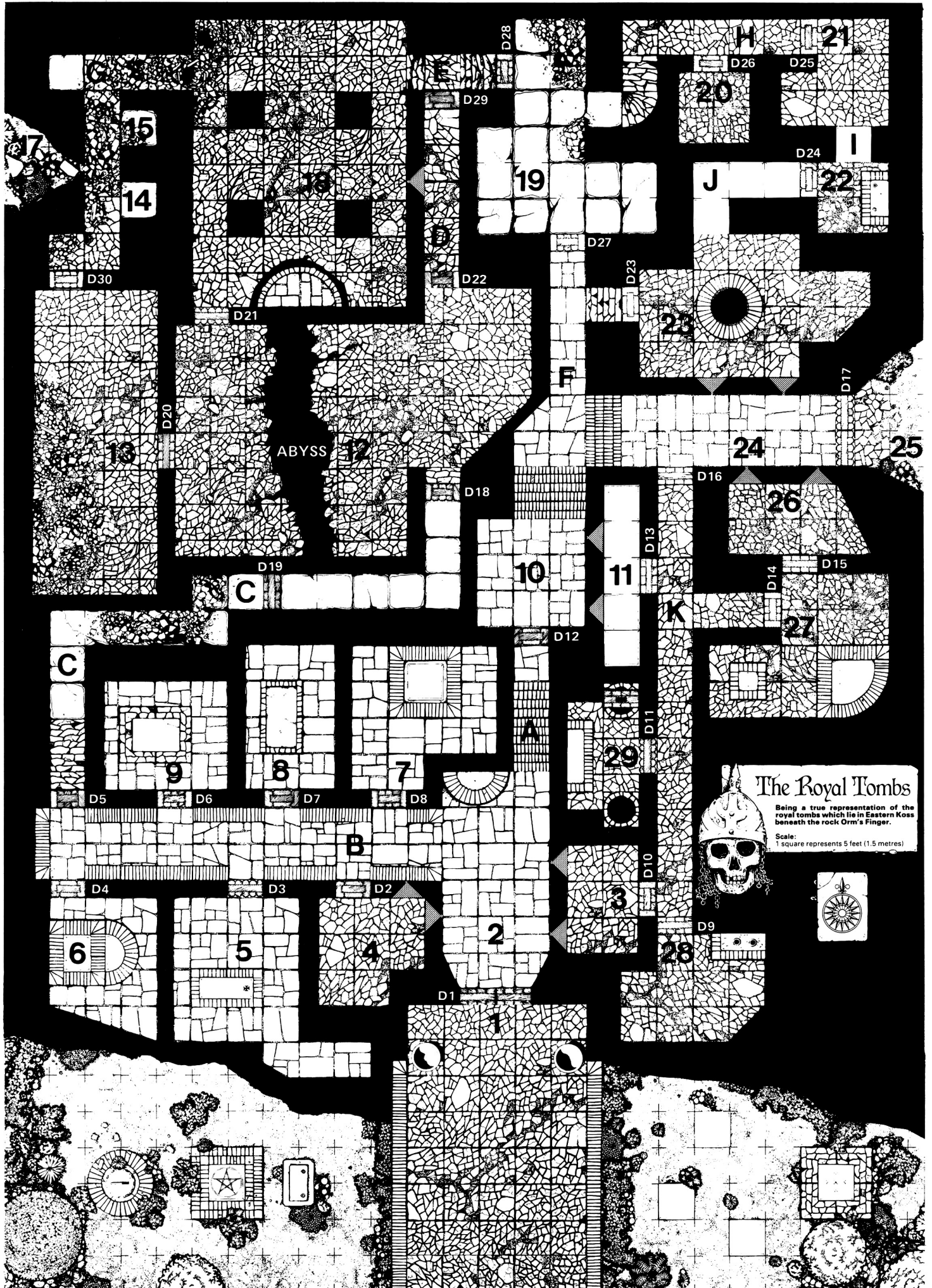
TOMBS TOTALLY ABANDONED

Table 3 below is for use if the tomb complex has been totally abandoned for some time.

ENCOUNTER TABLE 3

d100	Encounter Type
1	A Lych seated on a throne
2	A Lych being carried on a litter by 4 Zombies
3	A brooding Lych
4	A Lych being addressed by an evil Wizard/Priest
5	An evil Wizard/Priest reading a large tome
6	An evil Wizard/Priest summoning a Demon
7	A Wraith
8	A Wraith gazing in a mirror
9	A greater Demon/Devil standing in the centre of a cabalistic diagram
10	A lesser Demon/Devil standing in the centre of a cabalistic diagram
11	A Vampire gazing at an unconscious, bound Maiden
12	A Vampire sleeping in a coffin
13	A Vampire rising from a coffin
14	A Mummy in an open sarcophagus
15	A Mummy carrying an urn
16	A Giant Spider standing over a paralysed adventurer bound with silken threads
17	A Giant Spider spinning a web
18	A sleeping Giant Spider
19	A Manticore washing its paw
20	A female Manticore with 1d4 young
21	A sleeping Basilisk
22	A Basilisk rubbing its flank against the wall
23	A Werewolf in human form
24	A Werewolf changing from Man to Wolf
25	A Werewolf in Wolf form
26	An enraged Minotaur about to strike a cowering Dwarf
27	A sleeping Minotaur
28	A weeping Spirit
29	A raving Spirit
30	A moaning Spirit
31	1d6 Zombies standing silently
32	1d6 Zombies carrying an old coffin
33	1d8 Zombies armed to the teeth
34	1d6 Skeletons standing at rest
35	1d10 Skeletons lying on the floor
36	1d6 Skeletons, armed and watchful
37	1d6 Goat-headed Ogres with 2 of them carrying the carcass of a sheep slung from a pole.
38	1d10+1 Goat-headed Ogres fighting among themselves
39	1d10+1 Goat-headed Ogres driving 4 shackled human slaves before them
40	1d6 Lizard Men on guard and alert
41	1d6 Lizard Men fighting 1d6 Orcs
42	An Ogre cracking bones to get out the marrow. The remains of a Human corpse lie nearby
43	1d6 Ogres chuckling over a joke
44	1d4 Giant Toads
45	A Giant picking his nails with an Elven sword
46	A Giant with a sack on his back. The contents of the sack are writhing about
47	1d4 sleeping Giants
48	A drunken Giant
49	A drunken Ogre
50	1d4 sleeping Trolls
51	Two drunken Trolls

d100	Encounter Type
52	A Troll sharpening an axe
53	1d4 Trolls arguing among themselves
54	A Wight with a sword about to strike an unconscious human
55	A Wight creeping up on a sleeping Orc
56	An Orc Shaman rummaging through a box full of paper fragments and old scrolls
57	A Hobgoblin Shaman drawing a diagram on the floor in blood
58	A Wizard examining a curiously carved box
59	1d6 Goblins cooking something vile over a campfire
60	1d4 sleeping Orcs
61	1d6 Orcs with 2 Human slaves hobbled with ropes and carrying sacks
62	A wounded Orc crawling along with a knife in its back
63	A Hobgoblin in command of 2d10 armed, alert Orcs
64	2 dead Orcs who have obviously stabbed each other. A small leather pouch lies nearby
65	A drunken Orc
66	1d6 Half-Orcs torturing a gnome
67	2 Hobgoblins playing dice
68	4 Goblins playing catch with a severed Human head
69	1d10 Goblins, on guard and alert
70	3d10 Goblins, all asleep save 2 alert and on guard
71	A Paladin cautiously looking around
72	A raving Lunatic
73	1d10 Chaos Warriors armed and on guard
74	An escaped Slave creeping furtively along
75	4 Goblins with a captive Bard singing nervously
76	An Adventurer hanging upside down by one leg, 3' from the ground in a noose trap
77	A Bear eating a dead Goblin
78	1d6 venomous Snakes
79	1d10 Wolves
80	2d10 Kobolds alert and on ready
81	2d10 Kobolds with 2 alert and on guard while the rest are asleep or eating food from their haversacks
82	1d6 Wolves
83	A Goblin trapped under a rock-fall with his head and shoulders exposed
84	A sleeping Bear
85	A sleeping Wolf
86	1d10 Wild Dogs
87	1d10 Night Elves carrying a metal-bound chest
88	1d6 Night Elves alert and ready
89	A semi-conscious Dwarf, nearly naked, pegged out and left for predators
90	1d4 venomous Snakes
91	1d6 Wild Boar
92	1d4 Wild Boar
93	A War Wolf with a saddle on its back
94	1d6 poisonous Beetles
95	1d4 Giant Beetles
96	A Giant Serpent resting in a heap of coils
97	A lost Child crying softly and carrying a rag doll
98	An old Hag carrying something bulky under her cloak
99	A Half-Orc examining an old bottle
100	1d10 Half-Orcs armed and alert



ABYSS

The Royal Tombs

Being a true representation of the royal tombs which lie in Eastern Koss beneath the rock Orm's Finger.

Scale: 1 square represents 5 feet (1.5 metres)



A GENERAL HISTORY OF EASTERN KOSS

Eastern Koss is a quiet rural area, untroubled since the Orcish invasion 150 years ago. The area has two claims to fame. It produces the best charcoal in Koss and it houses a Royal Tomb on the western side of the White Mountains.

The origins of the Tomb are obscure, but the legend is that they are in some way attributed to Orm, a powerful noble of the distant past. An old earthwork is known locally as Ormsdyke and the crag in which the Tombs lie is itself called Orm's Finger. Orm reputedly lies in a secret tomb somewhere below the crag and will rise to defend Koss in the time of its greatest danger.

The present royal house of Koss claims descent from Orm, and many of its dead are interred in the Tombs.

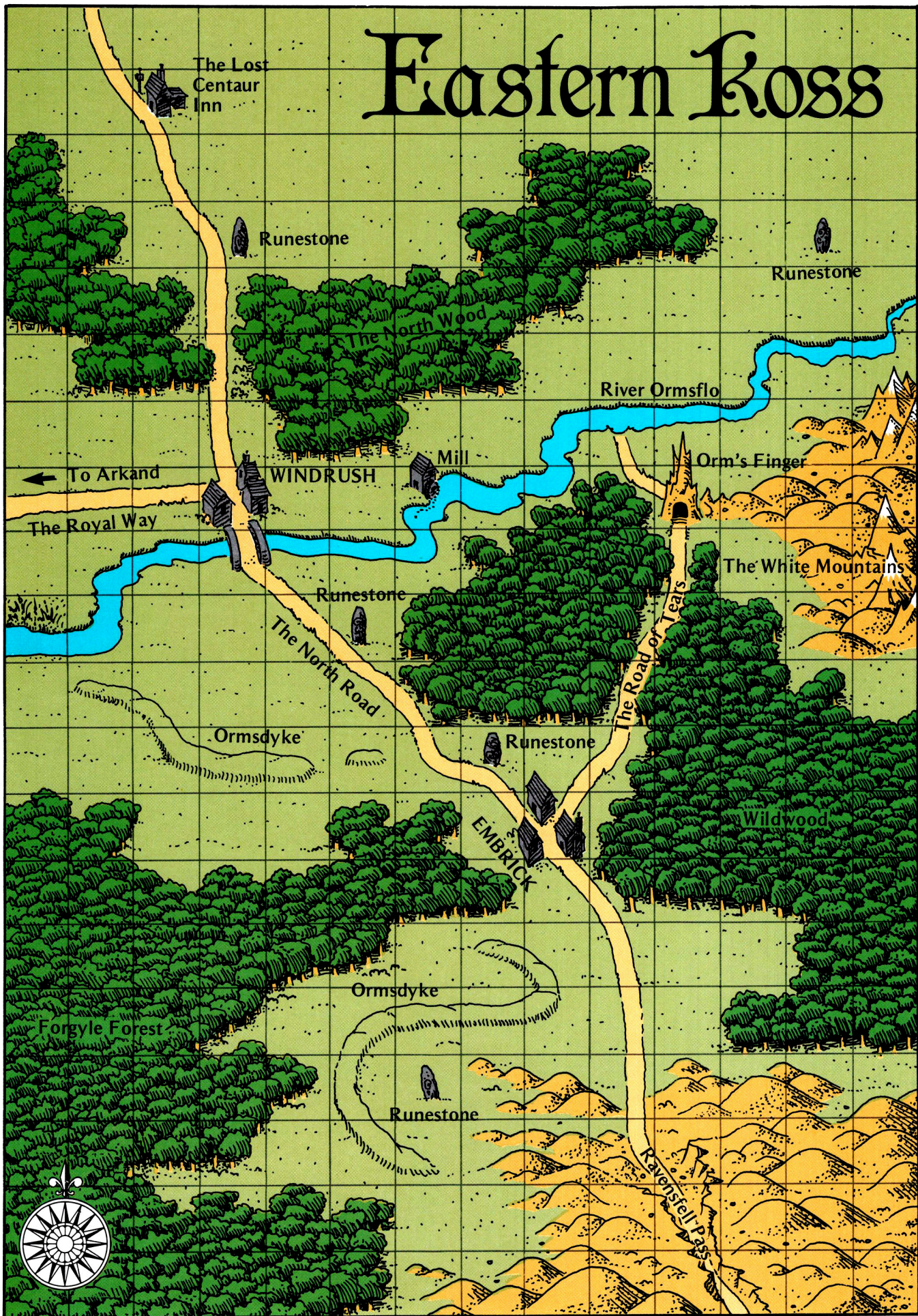
The tombs have been used intermittently for some 425 years. At various times, the vaults have been properly staffed with Tomb Keepers and Guards, at one time having a school for their training established within the crag, and at other times, indifference and neglect have been the order of the day.

The tombs, however, still endure and to this day no man has found Orm's resting place or discovered all the secrets of these subterranean passages.

When the Tombs are in use, the royal funeral procession can reach the Tombs from Arkand, the capital, in two ways. The funeral procession can travel by road from Arkand along the so-called Royal Way which meets the North Road at Windrush. The procession then continues to Embrick and from there along the specially constructed Road of Tears which leads to Orm's Finger and the Tombs. Alternatively, the deceased can be brought by funeral barge up the river Ormsflo on which Arkand stands. The funeral barges berth below the crag, and the corpses are then carried along the winding route to the Water Gate before being interred with the greatest ceremony.

Several large menhirs, known as Runestones because of the carvings upon them, can also be found in the area. These may or may not be connected with the legendary Orm.

Eastern Koss



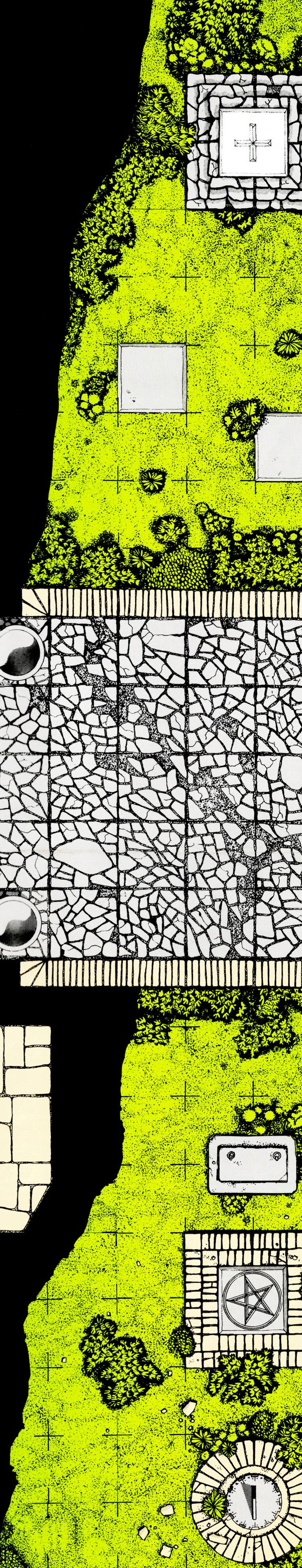
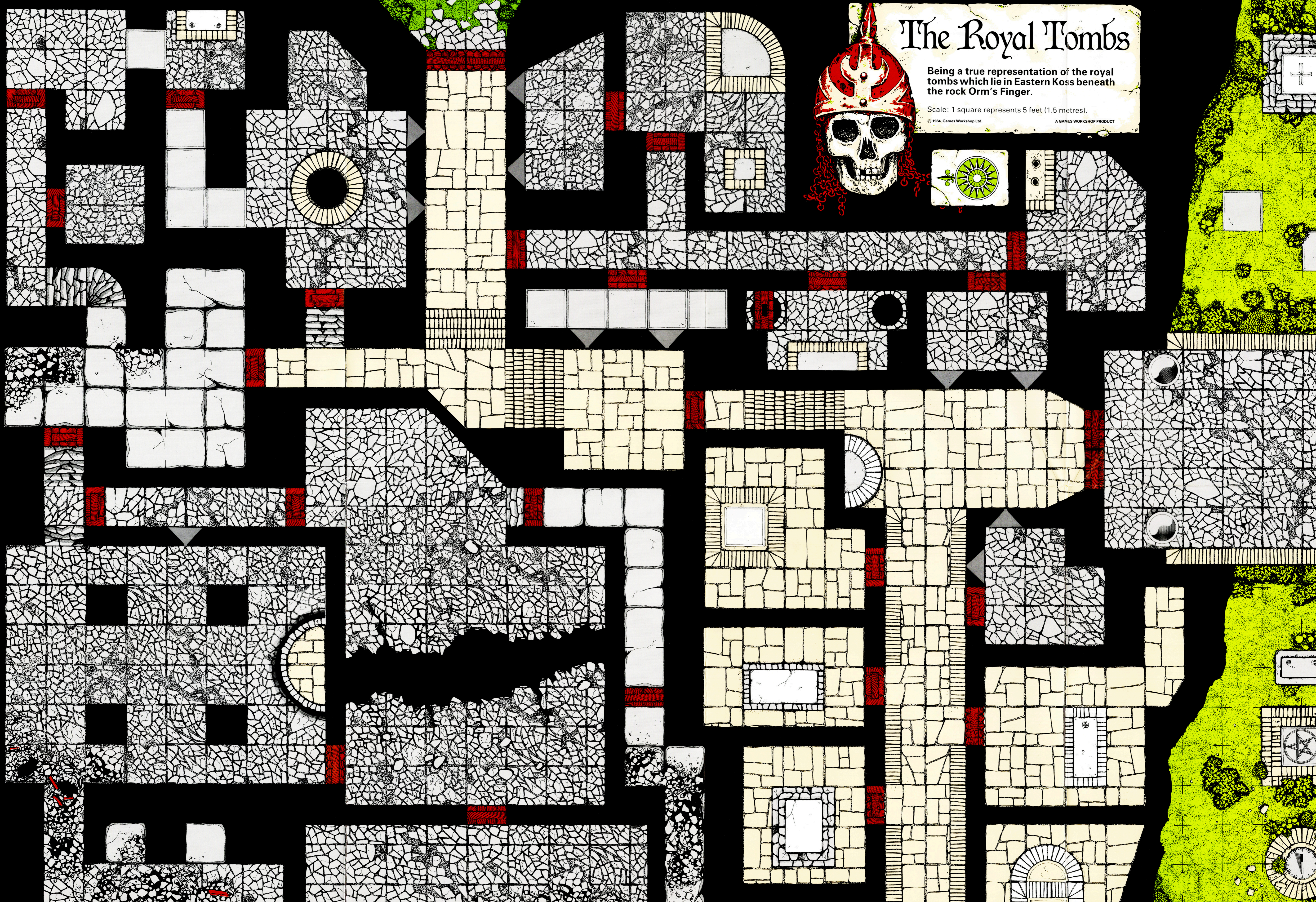
The Royal Tombs

Being a true representation of the royal tombs which lie in Eastern Koss beneath the rock Orm's Finger.

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The range is constantly being added to with exciting new games; the most recent releases being Battlearcs, Calamity!, Talisman and Warhammer.

TALISMAN

In this introductory fantasy game, 2 to 6 players embark on a magical quest for the Talisman which will enable them to assume the Crown of Command and rule the land. They must roam a dangerous world, fighting monsters and each other with sword and spell, finding treasures and magic items and gaining allies on their route. Each player has a character with different skills and powers which they must use to advantage to win the game. The full-colour box contains a full-colour mounted board, full-colour illustrated character pieces, and over 100 illustrated spell and adventure cards.

WARHAMMER

Warhammer is a complete game system for fantasy adventuring and wargaming. Within the three volumes of this boxed set, you will find all the information needed to play out fantastic battles and role-playing adventures using miniature figures and dice.

The rules cover combat, magic, monsters, duelling, mass combat, character advancement and more and includes two starter scenarios. Suitable whether you are a handful of adventurers, or a general leading your army into battle against a horde of evil monsters.

The game is compatible with the Citadel Miniatures range of figures.

APOCALYPSE

A strategic board game of pure skill in which 2, 3, or 4 players compete for control of Europe. The game mechanics are ingeniously simple: but considerable skill and subtlety are required to win, despite the vast armies and devastating nuclear missiles. The game is already acknowledged as a classic abstract wargame.

CALAMITY

This game for 2 to 4 players, invented by Andrew Lloyd Webber, is set in the high-risk world of international insurance. Players gain wealth from the premiums of the policies that they hold, but also may have to pay out if any claims are made against them. Wheeling and dealing, skill and luck all play a part. The full-colour box contains the full-colour, mounted playing board, a high-quality plastic playing piece, a set of policy cards, a pack of movement cards, and the game's money.

BATTLECARS

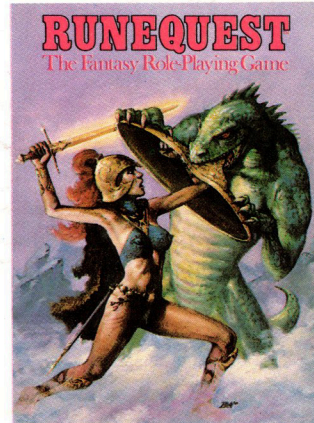
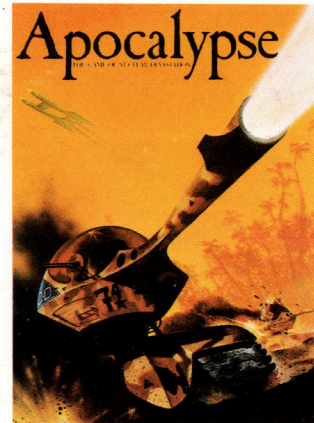
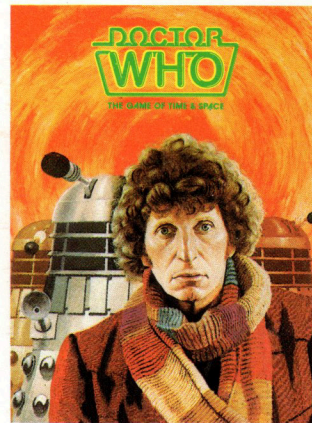
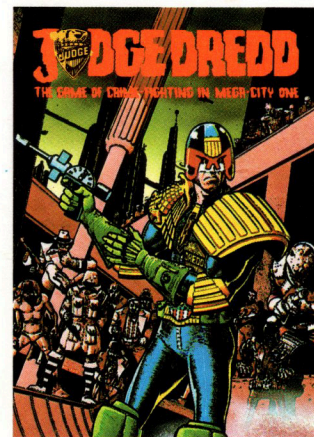
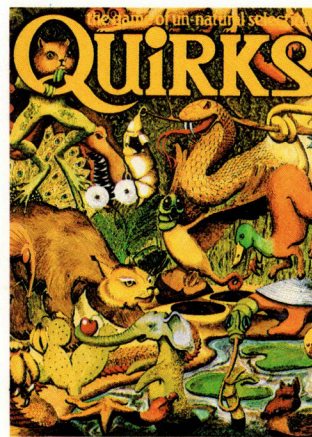
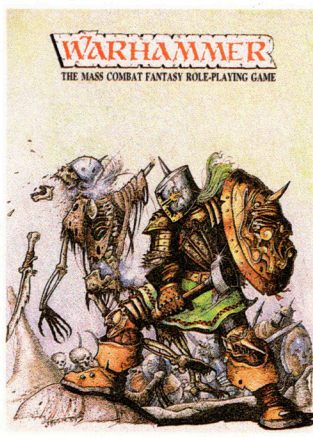
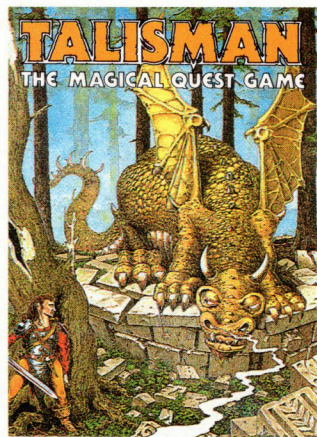
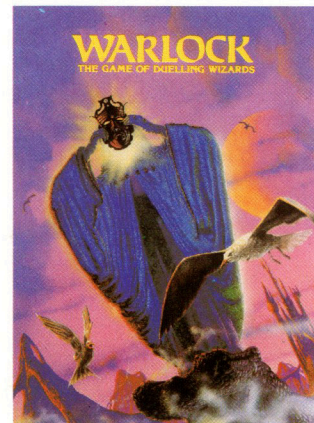
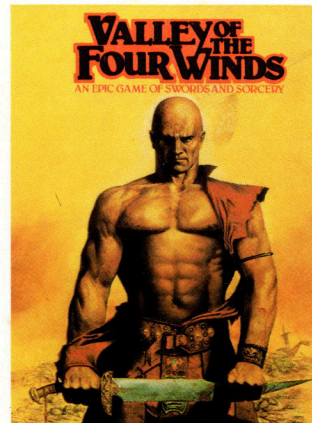
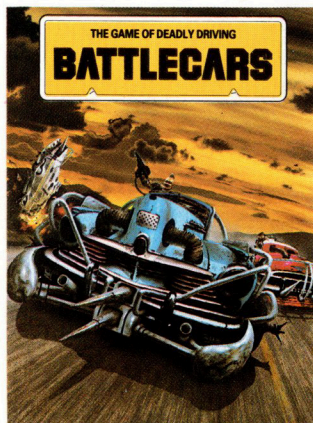
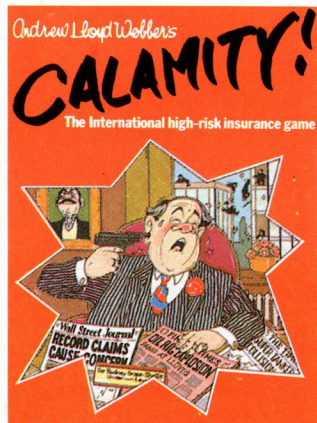
The board game of deadly driving in which 2 to 6 players drive armoured, weapon-bristling cars around futuristic city streets, each attempting to destroy their opponents' vehicles while keeping their own on the road.

DOCTOR WHO

In this exciting board game, two to six players, as different incarnations of TV's famous Doctor, race from planet to planet, collecting weapons, allies and strange items while trying to evade each other and battling such deadly enemies as Cybermen and Daleks. You need skill and luck to be first to collect the Key of Chronos and return in triumph to Gallifrey.

VALLEY OF THE FOUR WINDS

This sword and sorcery introductory wargame for 2 players involves an heroic quest and a climactic battle between the forces of Good and Evil. The components in the full-colour box include a full-colour, mounted map-board, 140 illustrated die-cut counters, and the complete Valley of the Four Winds story, which was first published in White Dwarf magazine.



RUNEQUEST

RuneQuest is a fantasy role-playing game set in its own mythical world — Glorantha. The set includes the Basic Role-Playing booklet, an introduction to the RuneQuest system with which beginners can run a role-playing adventure within the hour. RuneQuest is ready to play: just add your imagination.

WARLOCK

The game of duelling wizards. A card game for 2 to 6 players who cast spells and counter-spells at each other while duelling to the death in an arena of standing stones. The full-colour box contains all that you need to play, including a full-colour, mounted board and 128 beautifully illustrated cards.

QUIRKS

A card game of un-natural selection. Up to four players compete to create and mutate quirks of nature that will be able to survive the changing environment. Based on the principles of evolution, this is a game of luck, skill and humour. There are special rules for young children and for solitary play.

JUDGE DREDD

Based on the exploits of the comic-book hero of the same name, Judge Dredd is a board game in which 2 to 6 players try to stamp out crime in 22nd century Mega-City One by racing to the scenes of crimes to battle with the perpetrators. The game is fast-moving and fun; the presentation captures the flavour of the original comic strip; the full-colour box and board are illustrated in comic style by the original Judge Dredd artists, as are the Crime, Perp and Action cards, and the criminological guide to Mega-City One.

All our games are available at better toy, hobby and model shops nationwide.

For a price list, send an SSAE to Games Workshop Ltd, 27-29 Sunbeam Rd, London NW10.

DUNGEON PLANNER



Each DUNGEON PLANNER set contains a complete adventure setting for use with fantasy role-playing games such as *RuneQuest*[®], *Dungeons & Dragons*[®], or *Warhammer*[®]. A large coloured plan of the setting is provided for use with 25mm miniature figures.

Each set also maps an area together with the local history. The series builds up into a complete fantasy region with an adventure setting in each area. There will be dungeons, tombs, wizards' lairs, villages, towns and more.

DUNGEON PLANNER will save you a great deal of tedious writing and will provide you with ready-to-run adventures in hours rather than days.

We do the paperwork: you have the fun!



The painted miniature figures in the photograph are not included in the set.

SET 1: CAVERNS OF THE DEAD

Many exciting adventures can be set in the CAVERNS OF THE DEAD. What will your adventurers find in the Royal Tombs of Eastern Koss? Vampires? A gang of bandits? Or maybe the tomb and treasures of the legendary Orm?

The Tombs are fully mapped on a large colourful play-sheet for use with 25mm miniature figures. The sheet is compatible with our *Dungeon Floor Plans* to allow you to extend the tombs as you wish. A booklet details the tombs together with adventure ideas. The full-colour game-master's screen provides the players with a history of the area and the game-master with Encounter Tables and a keyed plan of the Tombs. The set is completed by the colour map of the area.

DUNGEON PLANNER SET 1: CAVERNS OF THE DEAD

Designer: Gary Chalk

Suitable for use with any fantasy role-playing game system.

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