

The Underground Appendix

Doubles

(1 1) Stash
A badly weathered monolith underground covered in indecipherable markings implies there could be treasure beneath.

Chose one of your Heroes and make a test against his Strength on a D6. If successful the Hero manages to lift the rock and reveal the treasure underneath – add one valuable to the warband's treasury. If the Hero fails the test he has been injured and misses the next battle as he recovers.

(2 2) Lost Pouch
As the warband shuffles through another tunnel one of the Heroes notices a leather pouch

The pouch contains D6 gc and if a '1' is rolled a *Lucky Charm* as well.

(3 3) Skeleton
The warband stumbles upon a rotten old skeleton. Some of its equipment is still useable.

Roll a D6 to see what is found when the skeleton is searched:

1-2	D6 gold crowns
3	Club
4	Spear
5	Scimitar (Sword)
6	Light Armour

(4 4) Mad Man
you encounter an insane wanderer in the tunnels. He talks to apparitions and screams about the horrors of the dark.

Good warbands (humans, Elves, Dwarves etc.) can try to make sense of his madness and in doing so learn about the local desert. In the next exploration Phase the warband may roll one more dice and then discard one dice.

Undead warbands can kill the man and gain a new Zombie or Skeleton; whichever is available to that warband.

Skaven, Chaos or greenskin warbands can sacrifice the man to their dark gods and the leader of the warband gains +1 experience.

(5 5) Dead Animal
A common sight in the tunnels, this has a large chest strapped to its back.

Roll a D6 to see what of value the chest contains:

1-2	Mordheim Map (see p.55 of the Mordheim rulebook)
3-4	A ring worth 2D6 gold crowns.
5-6	A flashy silver gilded sword and dagger set. They can be kept and used or sold for double the usual selling price of a sword and dagger.

(6 6) Giant Gecko
A common tunnel dwelling creature, this will make for a good meal.

The gecko can be skinned which will sell for D6 gold coins.

... It didn't really bother him though. The Sigmarites were always preaching about some nonsense and Eric couldn't stand the flagellants at all. Dangerous stuff being underground though, if the White Quill Merchants were to be believed. You could end up anywhere after being down in the caverns for a few hours. They'd popped up right in the middle of the old Gardens. They almost fell onto the Dwarves who were also there, trying to pull their friend from a massive mouth that'd opened up underneath them. Of course, they started fighting each other and it continued in the Trolls Gut. Crazy stuff, they go loony in that city, Eric knows. He's the only one left of the Yellow Tooth Bludgeoners. They were something to be feared inside Mordheims' walls many a month ago. But that was before they stumbled into the nest of warped creatures underground. Already dying of thirst and the sweltering heat, they could barely stand up, let alone fight back. He thought he'd better keep things safe for a while, and anyway, rat kebabs weren't that bad after you acquired a taste for them.

Triples

(1 1 1) Monster's Gold

You've found a dead creature, and the treasure (and victim) that it choked upon.

The warband gains 4d6gc worth of treasure.

(2 2 2) Pool

In the dark recesses of a tomb a small pool of cool sweet water has somehow survived.

2D6 water units can be collected from the pool.

(3 3 3) Old Campsite

Your warband encounters a hastily abandoned campsite. Looks like they had reason to leave in a hurry since many supplies are lying around forgotten.

Your warband finds 2D6 gc worth of salvageable supplies.

(4 4 4) Lost Zombie

A lone zombie is found shambling through a cavern. After sighting your warband it shambles toward it mumbling the word 'brains'. Your warband easily subdues the zombie without injury.

Roll a D6 to find out what the zombie was carrying:

- 1 Club
- 2 D6+3gc
- 3 Sword
- 4 Lucky charm
- 5 Throwing knives
- 6 Light armour

555 Rare Herb

In a deep crevice within a rocky outcrop your warband discovers a jar sealed with bee's wax. The jar contains a blend of rare and powerful herbs that expand the mind and impart wisdom.

Any of the warband's Heroes capable of gaining experience and using drugs can consume the herbs and gain +1 experience. The jar contains enough for D3 doses but once opened the herbs must be used immediately or they will wither and become useless.

(6 6 6) Signpost

A rare sight indeed, but at least it means the warband has found civilisation.

The knowledge of where to find a nearby settlement lays imparts a +3 on the roll to see what supply source is available



Nicolas asked the Barkeep for a cloth he could use as a funeral shroud, as Jacob the Redeemer's corpse lay sprawled outside the Trolls Gut Tavern. The barkeep had to look away. The skin was almost burned from Nicolas' face and the Barkeep thought about giving him some lotion he had acquired from an ex-Tilean customer. But, you don't get something for nothing around here, so he shook that though out of his head, and also charged the Witchhunter one gold piece for the used cloth he'd given him.

The other members of the warband quenched their thirst with cold drinks while Nicolas wrapped Jacob and administered the rites of death. The only thing left now was to think of a proper place for a burial, and nothing came to mind that was within a 100 miles of this cursed place. He will need to prepare the Heralds of Redemption for the coming weeks or months, they will need strong leadership to get them to go back into The Underground. And they will have to, sooner or later.

A roaring shout, followed by a deep, rumbling laughter spilled out of the tavern. Ogres! With the help of one them, his warriors' morale will definitely be bolstered. However he will have to approach this subject carefully though. Only an ogre dedicated to the holy cause of Sigmar could possibly be considered, and even then, it might still be hard to convince the flagellants that an ogre's soul is the equal to a man's. However was he not the leader of The Heralds of Redemption? They will do what he believes is best for the glory of Sigmar.

In The Underground they heard a story from a halving chef about how some Skaven were sighted near The Great Library, no doubt looking for some evil knowledge. Nicolas could not allow them to possess anything that may increase their powers in the blasphemous arts. After his Heralds of Redemption rested they must journey to The Towers and burn these forbidden books before they can be used for evil!

Four of a Kind

(1 1 1 1) Lost Mule

A forlorn and pathetic looking mule is encountered lying on its side dying. It pathetically whinnies at your warband.

If the warband can give the mule 3 Water units the mule will be revived enough to get up and follow the warband. Warbands not allowed to use animals must sell the mule at the first possible opportunity and cannot use it to carry anything or in battle. See TC14 for rules on Mules.

(2 2 2 2) Deep Well

How fortunate you find a well that no one is guarding. This is your lucky day. Better hurry before the owners come back though...

The warband gains as much water as they like for free. You can't have more water than you can carry!

(3 3 3 3) Besieged Caravan

The warband bears screams and animal howls. They run to investigate and find a caravan under attack by bandits. With the assistance of your warband, the caravan guards drive off the bandits. The Caravan Master approaches you, overjoyed.

The caravan leader offers to sell anything he has available to you at cost. All the normal rules for trading with a caravan apply but everything is half price! Roll the cost of an

item and divide by two. This means you can buy and sell things for the exact same amount of money.

(4 4 4 4) Lost Treasure

In an alcove in a small cave you find an old chest which contains two wyrdestone shards.

The warband gains 2 shards of wyrdestone.

(5 5 5 5) Wadi

The warband comes across a long dried up stream. You sigh at the thought of a raging river of clean cool water and prepare to move on, but wait what was that sparkle? On closer inspection you find several gold nuggets on the riverbank.

The warband gains 4D6 gold crowns

(6 6 6 6) Mausoleum

The warband encounters a lone mausoleum down a dark tunnel. Unscrupulous warbands can loot this final resting-place for the wealthy. Religious warbands or tomb guardians will seal the tomb. You may choose how you treat the graves.

Warbands of the first type gain D6x10 gold crowns. The second type gains D6 Experience points to distribute among the heroes of the warband at your discretion.

The Amazing Squid Boy slithered through the dark tunnels. It was hard to follow the map Barzai the Wise had granted him. When he found the Shadow Lord he would beg for the power he needed to exact vengeance on those that destroyed his livelihood. Somewhere in these dark caverns was an entrance to the surface, next to The Pit.

Oh, how he longed to return to his old life, living with his family in Stirland and tending the farm they owned. His mother had helped him disguise his deformity. The neighbors wouldn't have visited had they known that tentacles grew from his waist instead of legs. Things went well, until he tripped and fell, ripping his pants. A burst of tentacles erupted as his secret shame was uncovered amongst everyone in the town square. He fled then, knowing well what could happen to him if the Temple of Sigmar found out. He ventured far into the woods, miraculously avoiding the dangers he was warned about as a boy. It was here that he encountered a traveling show made of those with similar deformities, and they welcomed him. He traveled with them for some time, taking on his new character, The Amazing Squid Boy. He had been called that for so long that he wouldn't remember his real name if he was told it. They made a bit of gold too, from the little hamlets they visited.

However his new life was short lived. The Witch Hunters had come from Wurtbad all the way to his little town as the reports of chaos tainted creatures in the woods became known to them. They sprung upon them in the middle of one of their shows, capturing most of his closest friends. Somehow, The Amazing Squid Boy managed to escape, but the plume of smoke that rose above the trees meant that his companions weren't as lucky.

He had heard from Barzai the Wise that the Witch Hunters flock to Mordheim. He would implore the great Shadow Lord for any gifts that would benefit him in his quest for revenge. Surely, the Shadow Lord would not refuse him!

Five of a Kind

(1 1 1 1 1) Treasury

Uncovered in some ruins, a lavish building is discovered that contains the valuables of an ancient noble.

Inside, hidden amongst the debris, you find D6 x 10 gc worth of gold and treasure.

(2 2 2 2 2) Snake Pit

As the warband is making its way through some ruined buildings a Hero notices a shrine with a hole in the floor. Upon further investigation he notices that it was once a nest of venomous snakes, obviously a snake sacrificial pit. There are several corpses down in the pit amongst the snake skeletons and some of them still have their equipment with them.

You manage to get hold of the following items. Roll for every item separately (apart from the gold crowns) to see if you find it.

Item	D6 Result Needed
A Purse with 2D6 gc	Auto
A Duelling Pistol	7+
A Sword	4+
D3 Wyrdestone shards	4+

(3 3 3 3 3) Boulder Race

As the Hero prises a carved jade statue from its place in an ancient temple, he suddenly realises that he has triggered a trap. At that moment, a giant boulder comes rolling down into the tunnel!

Choose one Hero to attempt to recover the statue. The Hero must roll less than or equal to his run distance on 2D6. Note that he may use the Sprint skill if he has it. If the Hero fails this roll he dies! Remove him from the roster.

If the Hero survives, he may sell the jade statue for 50 gc. He also gains +1 experience.

(4 4 4 4 4) Maze

The warband discovers a necropolis half submerged in filth and dispatches a Hero to investigate. The Hero gets himself lost in the maze of tunnels! He will miss the next game and possibly others after that too.

Randomly select a Hero. He became lost in the maze and will miss D3 games while he attempts find his way out. If he rolls a 1 then he is lost forever and is removed from the warband's roster. Any equipment he has is lost with him.

(5 5 5 5 5) Ruined Temple

Time has destroyed this once beautiful building, making it unsafe for all but the most daring to explore.

You find D3 wyrdestone shards amongst the ruins. In addition take a Leadership test against the leader's Ld. If passed a black hound that was guarding the temple joins the warband. Use the profile for a wardog.

(6 6 6 6 6) Secret Door

Whilst ransacking some ruins you stumble upon a secret door and learn how to recognise these in the tunnels.

You may always re-roll one dice when doing Exploration rolls. Make a note of this in your warband's roster sheet. Second and subsequent Secret Doors you find do not grant you any additional re-rolls, although you may find further re-rolls from other sources.



Six of a Kind

(1 1 1 1 1 1) Cultists' Tomb

You have entered the inner sanctum of the old mausoleum for an insane cult. You sense danger here; the very walls seem to watch you.

If you wish you can send one of your Heroes to search for treasure hidden here. Roll a D6. On a roll of 1 the Hero is captured and dragged away by Tomb Guardians to join the ranks of the Undead. On a roll of 2 or more, he returns shaken but with D6+1 wyrdstone shards.

(2 2 2 2 2 2) Old Idol

Although there are many huge statues of strange idols in The Underground, the most common are only a few feet tall. Despite their small stature they hide many valuable gifts. It is said, though, that only the wise may find these, for the inscrutable Idols are reluctant to relinquish their treasure.

If you wish to challenge the old Idol, pick a Hero. Roll a D6 and add +1 for each Academic skill that character has. If the result is a 6 or more, then you have solved the 'Riddle of the Idol' – roll on the table below to see what you have found. If you roll a 5 or less, the old Idol attacks the challenger. The model invariably comes off worse, and spends the next battle recovering.

Item	D6 Result Needed
D3 pieces of treasure	4+
5D6 x 5 gc	Auto
Snake Charmer's flute* 4+	
Suit of heavy armour	5+
D3 jewels worth 10gc each	4+
Holy (or Unholy) relic	5+
Nomad robes*	5+
Monkey's paw*	5+

*See the Equipment list in TC17.

(3 3 3 3 3 3) Slaughtered Warband

You find the remains of a massacred warband. Bodies lay scattered among the ruins still carrying some items of equipment.

You can find the following items. Roll for every item separately (apart from the gold crowns and daggers) to see if you find it.

Item	D6 Result Needed
3D6x5 gc	Auto
D3 Suits of Light armour	4+
Suit of Heavy armour	5+
D6 Daggers	Auto
D3 Halberds	5+
D3 Swords	3+
D3 Shields	2+
D3 Handguns	5+
D3 Helmets	2+
D6 Pistols	4+

(4 4 4 4 4 4) Lamp of the Djinn

You hear a noise from under a pile of rubble. On investigation you find a lamp. In an attempt to clean it to assess its value, you give it a rub. To the astonishment of the whole warband a strange magical creature seemingly comprised of mist emerges from the lamp and asks your bidding.

(See the Equipment list in TC17.)

(5 5 5 5 5 5) Flying Carpet

Rolled up in a corner of a ruined building you discover one of the legendary magical flying carpets of Araby.

(See the Equipment List in TC17.)

(6 6 6 6 6 6) Magic Rope

The warband finds what looks like a snake. You bit it with a stick and then feel rather foolish. It is nothing but a coil of rope but when the correct tune is played on a flute the rope rises into the air and is as solid as a ladder.

The rope allows the Hero to climb 12" up or down without having to take an Initiative test.





Rare Items in the Underground



Lamp of the Djinn 70+2D6gc/Rare 12

These are exceptionally rare items. It is said that magic and dark ritual can be used to bind strange daemonic entities to mundane, everyday items so that anyone can call upon their power. Occasionally, one of these items finds its way into the hands of a diabolical merchant in *The Underground*.

Each time a hero uses the lamp it grants him three wishes but each time you roll on the 'Light table' you must roll on the 'Dark table' and apply the results.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your skill list
3	+ 1 to any stat (not above your racial maximum)
4	Gain D6x10 gc
5	Gain a random item from the equipment list
6	Choose an item from the equipment list

D6	Dark
1	Roll once on the injury chart
2	Lose the lamp
3	Lose D6x10 gc
4	Lose D6 weapons
5	Nothing happens
6	Nothing happens

Monkey's paw 70+1D6gc/Rare 10

Fashioned during the blasphemous religious rites of crazed cultists, this item is made from infusing flesh with the essence of chaos. As with everything to do with the fickle powers of the dark gods, the Monkey's Paw is not always beneficial to the user. A curse attaches itself to its owner, making him crave the power it offers.

Each time a Hero uses the paw it grants one wish (roll on the light table) and you only have to roll once for him on the dark side. Every game you have it and don't use it you have to roll on the dark side. You may not get rid of the paw unless you use it three times or roll 'Lose the Paw'. After the third use it disappears.

D6	Light
1	Gain D6 Experience points
2	Gain one skill from your Skill list
3	Gain D6x10 gc
4	Gain an extra Hero that you can have 2 or more of (do not exceed your maximum heroes) or treat as 5.
5	Gain an extra Henchman of your choice
6	Roll on 'Rewards of the Shadowlord' Chart

D6	Dark
1	Lose D6 Experience points
2	Lose one random skill
3	Lose D6x10 gc
4	Lose a randomly determined Hero
5	Lose a randomly determined Henchman
6	Lose the paw

Magic Carpet 70+D6x10gc/Rare 12

These wondrous items from a forgotten age are extremely rare, though the merchants in *The Underground* offer a chance to find one. They are thought to have originated from the distant, long dead Sorcerer's Isles.

A magic carpet is indeed just that – a carpet that flies! It is counted as a flying, animal mount. It's an exception to the rule, in that it can be targeted by enemies, though hits against it are randomized between the carpet and any passengers. It can move onto the roofs of buildings and other high places with no penalty. The carpet may carry up to three human sized warriors. One of the riders must be the Hero it has been assigned to as equipment.

Profile	M	WS	BS	S	T	W	I	A	Ld
	12	4	0	3	5	3	6	0	10

SPECIAL RULES

Unliving: For all intents and purposes, the Magic Carpet is not alive, so all the rules that apply to Undead also apply to the Magic Carpet (immune to poison, doesn't need water etc). It is also made from strange magical rituals, so effects like Blessed Water also work on the Magic Carpet in the same way as they would to Undead.

Airborne: The Magic Carpet's only form of movement is flying. It has a fly speed of 12" and ignores terrain. It doesn't double this range when running or charging however.

Golden Threads: Only slashing weapons can wound the Magic Carpet, as other types of weapons cannot damage it severely enough.

